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Proceedings of ... International Conference on Information, Communications, and Signal Processing

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Modern Digital Signal Processing

Advanced Image and Video Processing Using MATLAB

Real-Time Video Compression

Digital Signal Processing Using MATLAB for Students and Researchers

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BRYAN GUNNER

Proceedings of ... International Conference on Information, Communications, and Signal Processing John Wiley & Sons

This discounted two-book set contains BOTH: Fundamentals of Image, Audio, and Video Processing Using MATLAB® introduces the concepts and principles of media processing and its applications in pattern recognition by adopting a hands-on approach using program implementations. The book covers the tools and techniques for reading, modifying, and writing image, audio, and video files using the data analysis and visualization tool MATLAB®. This is a perfect companion for graduate and post-graduate students studying courses on image processing, speech and language processing, signal processing, video object detection and tracking, and related multimedia technologies, with a focus on practical implementations using programming constructs and skill developments. It will also appeal to researchers in the field of pattern recognition, computer vision and content-based retrieval, and for students of MATLAB® courses dealing with media processing, statistical analysis, and data visualization. Fundamentals of Graphics Using MATLAB® introduces fundamental concepts and principles of 2D and 3D graphics and is written for undergraduate and postgraduate students of computer science, graphics, multimedia, and data science. It demonstrates the use of MATLAB® programming for solving problems related to graphics and discusses a variety of visualization tools to generate graphs and plots. The book covers important concepts like transformation, projection, surface generation, parametric representation, curve fitting, interpolation, vector representation, and texture mapping, all of which can be used in a wide variety of educational and research fields. Theoretical concepts are illustrated using a large number of practical examples and programming codes, which can be used to visualize and verify the results.

Digital Video Processing CRC Press

Based on fundamental principles from mathematics, linear systems, and signal analysis, digital signal processing (DSP) algorithms are useful for extracting information from signals collected all around us. Combined with today's powerful computing capabilities, they can be used in a wide range of application areas, including engineering, communication,

Modern Digital Signal Processing John Wiley & Sons

Real-Time Video Compression: Techniques and Algorithms introduces the XYZ video compression technique, which operates in three dimensions, eliminating the overhead of motion estimation. First, video compression standards, MPEG and H.261/H.263, are described. They both use asymmetric compression algorithms, based on motion estimation. Their encoders are much more complex than decoders. The XYZ technique uses a symmetric algorithm, based on the Three-Dimensional Discrete Cosine Transform (3D-DCT). 3D-DCT was originally suggested for compression about twenty years ago; however, at that time the computational complexity of the algorithm was too high, it required large buffer memory, and was not as effective as motion estimation. We have resurrected the 3D-

DCT-based video compression algorithm by developing several enhancements to the original algorithm. These enhancements make the algorithm feasible for real-time video compression in applications such as video-on-demand, interactive multimedia, and videoconferencing. The demonstrated results, presented in this book, suggest that the XYZ video compression technique is not only a fast algorithm, but also provides superior compression ratios and high quality of the video compared to existing standard techniques, such as MPEG and H.261/H.263. The elegance of the XYZ technique is in its simplicity, which leads to inexpensive VLSI implementation of any XYZ codec. Real-Time Video Compression: Techniques and Algorithms can be used as a text for graduate students and researchers working in the area of real-time video compression. In addition, the book serves as an essential reference for professionals in the field.

Advanced Image and Video Processing Using MATLAB CRC Press

Many new DCT-like transforms have been proposed since the first edition of this book. For example, the integer DCT that yields integer transform coefficients, the directional DCT to take advantage of several directions of the image and the steerable DCT. The advent of higher dimensional frames such as UHDTV and 4K-TV demand for small and large transform blocks to encode small or large similar areas respectively in an efficient way. Therefore, a new updated book on DCT, adapted to the modern days, considering the new advances in this area and targeted for students, researchers and the industry is a necessity.

Real-Time Video Compression Springer

This book presents the proceedings of the 6th International Conference on Frontiers of Intelligent Computing: Theory and Applications (FICTA 2017), held in Bhubaneswar, Odisha. The event brought together researchers, scientists, engineers, and practitioners to exchange their new ideas and experiences in the domain of intelligent computing theories with prospective applications to various engineering disciplines. The book is divided into two volumes: Information and Decision Sciences, and Intelligent Engineering Informatics. This volume covers broad areas of Intelligent Engineering Informatics, with papers exploring both the theoretical and practical aspects of various areas like ANN and genetic algorithms, human-computer interaction, intelligent control optimisation, intelligent e-learning systems, machine learning, mobile computing, multi-agent systems, etc. The book also offers a valuable resource for students at the post-graduate level in various engineering disciplines.

Digital Signal Processing Using MATLAB for Students and Researchers CRC Press

Digital Signal Processing: Fundamentals and Applications, Third Edition, not only introduces students to the fundamental principles of DSP, it also provides a working knowledge that they take with them into their engineering careers. Many instructive, worked examples are used to illustrate the material, and the use of mathematics is minimized for an easier grasp of concepts. As such, this title is also useful as a reference for non-engineering students and practicing engineers. The book goes beyond DSP theory, showing the implementation of algorithms in hardware and software. Additional topics covered include adaptive filtering with noise reduction and echo cancellations, speech

compression, signal sampling, digital filter realizations, filter design, multimedia applications, over-sampling, etc. More advanced topics are also covered, such as adaptive filters, speech compression such as PCM, μ -law, ADPCM, and multi-rate DSP, over-sampling ADC subband coding, and wavelet transform. - Covers DSP principles with an emphasis on communications and control applications - Includes chapter objectives, worked examples, and end-of-chapter exercises that aid the reader in grasping key concepts and solving related problems - Provides an accompanying website with MATLAB programs for simulation and C programs for real-time DSP - Presents new problems of varying types and difficulties

Applied Video Processing in Surveillance and Monitoring Systems CRC Press

Fundamentals of Image, Audio, and Video Processing Using MATLAB® introduces the concepts and principles of media processing and its applications in pattern recognition by adopting a hands-on approach using program implementations. The book covers the tools and techniques for reading, modifying, and writing image, audio, and video files using the data analysis and visualization tool MATLAB®. Key Features: Covers fundamental concepts of image, audio, and video processing Demonstrates the use of MATLAB® on solving problems on media processing Discusses important features of Image Processing Toolbox, Audio System Toolbox, and Computer Vision Toolbox MATLAB® codes are provided as answers to specific problems Illustrates the use of Simulink for audio and video processing Handles processing techniques in both the Spatio-Temporal domain and Frequency domain This is a perfect companion for graduate and post-graduate students studying courses on image processing, speech and language processing, signal processing, video object detection and tracking, and related multimedia technologies, with a focus on practical implementations using programming constructs and skill developments. It will also appeal to researchers in the field of pattern recognition, computer vision and content-based retrieval, and for students of MATLAB® courses dealing with media processing, statistical analysis, and data visualization. Dr. Ranjan Parekh, PhD (Engineering), is Professor at the School of Education Technology, Jadavpur University, Calcutta, India, and is involved with teaching subjects related to Graphics and Multimedia at the post-graduate level. His research interest includes multimedia information processing, pattern recognition, and computer vision.

Digital Signal Processing Springer Nature

viii • The second new chapter, Chapter 6, discusses video compression. The chapter opens with a general description of CRT operation and basic analog and digital video concepts. It continues with a general discussion of video compression, and it concludes with a description of MPEG-1 and H.261. • Audio compression is the topic of the third new chapter, Chapter 7. The first topic in this chapter is the properties of the human audible system and how they can be exploited to achieve lossy audio compression. A discussion of a few simple audio compression methods follows, and the chapter concludes with a description of the three audio layers of MPEG-1, including the very popular mp3 format. Other new material consists of the following: • Conditional image RLE (Section 1.4.2). • Scalar quantization (Section 1.6). • The QM coder used in JPEG, JPEG 2000, and JBIG is now included in Section 2.16. • Context-tree weighting is discussed in Section 2.19. Its extension to lossless image compression is the topic of Section 4.24. • Section 3.4 discusses a sliding buffer method called repetition times. • The troublesome issue of patents is now also included (Section 3.25). • The

relatively unknown Gray codes are discussed in Section 4.2.1, in connection with image compression. • Section 4.3 discusses intuitive methods for image compression, such as sub-sampling and vector quantization.

Hybrid Video Compression Standard Academic Press

Over the years, thousands of engineering students and professionals relied on Digital Video Processing as the definitive, in-depth guide to digital image and video processing technology. Now, Dr. A. Murat Tekalp has completely revamped the first edition to reflect today's technologies, techniques, algorithms, and trends. Digital Video Processing, Second Edition, reflects important advances in image processing, computer vision, and video compression, including new applications such as digital cinema, ultra-high-resolution video, and 3D video. This edition offers rigorous, comprehensive, balanced, and quantitative coverage of image filtering, motion estimation, tracking, segmentation, video filtering, and compression. Now organized and presented as a true tutorial, it contains updated problem sets and new MATLAB projects in every chapter. Coverage includes Multi-dimensional signals/systems: transforms, sampling, and lattice conversion Digital images and video: human vision, analog/digital video, and video quality Image filtering: gradient estimation, edge detection, scaling, multi-resolution representations, enhancement, de-noising, and restoration Motion estimation: image formation; motion models; differential, matching, optimization, and transform-domain methods; and 3D motion and shape estimation Video segmentation: color and motion segmentation, change detection, shot boundary detection, video matting, video tracking, and performance evaluation Multi-frame filtering: motion-compensated filtering, multi-frame standards conversion, multi-frame noise filtering, restoration, and super-resolution Image compression: lossless compression, JPEG, wavelets, and JPEG2000 Video compression: early standards, ITU-T H.264/MPEG-4 AVC, HEVC, Scalable Video Compression, and stereo/multi-view approaches

Scientific and Technical Aerospace Reports Morgan & Claypool Publishers

The entire series consists of four volumes that collectively cover basic digital signal processing in a practical and accessible manner, but which nonetheless include all essential foundation mathematics. As the series title implies, the scripts (of which there are more than 200) described in the text and supplied in code form (available via the internet at <http://www.morganclaypool.com/page/isen>) will run on both MATLAB and LabVIEW. The text for all volumes contains many examples, and many useful computational scripts, augmented by demonstration scripts and LabVIEW Virtual Instruments (VIs) that can be run to illustrate various signal processing concepts graphically on the user's computer screen. ^

'Fundamentals of Image, Audio, and Video Processing Using MATLAB®' and 'Fundamentals of Graphics Using MATLAB®' Springer

Quickly Engages in Applying Algorithmic Techniques to Solve Practical Signal Processing Problems With its active, hands-on learning approach, this text enables readers to master the underlying principles of digital signal processing and its many applications in industries such as digital television, mobile and broadband communications, and medical/scientific devices. Carefully developed MATLAB® examples throughout the text illustrate the mathematical concepts and use of digital signal processing algorithms. Readers will develop a deeper understanding of how to apply

the algorithms by manipulating the codes in the examples to see their effect. Moreover, plenty of exercises help to put knowledge into practice solving real-world signal processing challenges. Following an introductory chapter, the text explores: Sampled signals and digital processing Random signals Representing signals and systems Temporal and spatial signal processing Frequency analysis of signals Discrete-time filters and recursive filters Each chapter begins with chapter objectives and an introduction. A summary at the end of each chapter ensures that one has mastered all the key concepts and techniques before progressing in the text. Lastly, appendices listing selected web resources, research papers, and related textbooks enable the investigation of individual topics in greater depth. Upon completion of this text, readers will understand how to apply key algorithmic techniques to address practical signal processing problems as well as develop their own signal processing algorithms. Moreover, the text provides a solid foundation for evaluating and applying new digital processing signal techniques as they are developed.

Index to IEEE Publications CRC Press

This book provides step-by-step guidance on how to design VLSI systems using Verilog. It shows the way to design systems that are device, vendor and technology independent. Coverage presents new material and theory as well as synthesis of recent work with complete Project Designs using industry standard CAD tools and FPGA boards. The reader is taken step by step through different designs, from implementing a single digital gate to a massive design consuming well over 100,000 gates. All the design codes developed in this book are Register Transfer Level (RTL) compliant and can be readily used or amended to suit new projects.

Fundamentals of Image, Audio, and Video Processing Using MATLAB® CRC Press

55% new material in the latest edition of this "must-have for students and practitioners of image & video processing! This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected, distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as classroom textbook as reference resource. • Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms • Includes a new chapter on image processing education, which should prove invaluable for those developing or modifying their curricula • Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry • Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived • Introduces the necessary, practical background to allow engineering students to acquire and process their own digital image or video data • Culminates with a diverse set of applications chapters, covered in sufficient depth to serve as extensible models to the reader's own potential applications About the Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal

Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International Conference on Image Processing which was held in Austin, Texas in 1994.* No other resource for image and video processing contains the same breadth of up-to-date coverage* Each chapter written by one or several of the top experts working in that area* Includes all essential mathematics, techniques, and algorithms for every type of image and video processing used by electrical engineers, computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines

Data-Driven Science and Engineering Springer

This book offers a comprehensive introduction to advanced methods for image and video analysis and processing. It covers deraining, dehazing, inpainting, fusion, watermarking and stitching. It describes techniques for face and lip recognition, facial expression recognition, lip reading in videos, moving object tracking, dynamic scene classification, among others. The book combines the latest machine learning methods with computer vision applications, covering topics such as event recognition based on deep learning, dynamic scene classification based on topic model, person re-identification based on metric learning and behavior analysis. It also offers a systematic introduction to image evaluation criteria showing how to use them in different experimental contexts. The book offers an example-based practical guide to researchers, professionals and graduate students dealing with advanced problems in image analysis and computer vision.

Advances in Multimedia Information Processing - PCM 2006 Springer

Obtain better system performance, lower energy consumption, and avoid hand-coding arithmetic functions with this concise guide to automated optimization techniques for hardware and software design. High-level compiler optimizations and high-speed architectures for implementing FIR filters are covered, which can improve performance in communications, signal processing, computer graphics, and cryptography. Clearly explained algorithms and illustrative examples throughout make it easy to understand the techniques and write software for their implementation. Background information on the synthesis of arithmetic expressions and computer arithmetic is also included, making the book ideal for newcomers to the subject. This is an invaluable resource for researchers, professionals, and graduate students working in system level design and automation, compilers, and VLSI CAD.

Advances in Visual Data Compression and Communication PHI Learning Pvt. Ltd.

This book is an undergraduate level textbook presenting a thorough discussion of state-of-the-art digital devices and circuits. It is self-contained.

Digital VLSI Systems Design IGI Global

Multidimensional Signal, Image, and Video Processing and Coding gives a concise introduction to both image and video processing, providing a balanced coverage between theory, applications and standards. It gives an introduction to both 2-D and 3-D signal processing theory, supported by an introduction to random processes and some essential results from information theory, providing the necessary foundation for a full understanding of the image and video processing concepts that

follow. A significant new feature is the explanation of practical network coding methods for image and video transmission. There is also coverage of new approaches such as: super-resolution methods, non-local processing, and directional transforms. Multidimensional Signal, Image, and Video Processing and Coding also has on-line support that contains many short MATLAB programs that complement examples and exercises on multidimensional signal, image, and video processing. There are numerous short video clips showing applications in video processing and coding, plus a copy of the vidview video player for playing .yuv video files on a Windows PC and an illustration of the effect of packet loss on H.264/AVC coded bitstreams. New to this edition: - New appendices on random processes, information theory - New coverage of image analysis - edge detection, linking, clustering, and segmentation - Expanded coverage on image sensing and perception, including color spaces - Now summarizes the new MPEG coding standards: scalable video coding (SVC) and multiview video coding (MVC), in addition to coverage of H.264/AVC - Updated video processing material including new example on scalable video coding and more material on object- and region-based video coding - More on video coding for networks including practical network coding (PNC), highlighting the significant advantages of PNC for both video downloading and streaming - New coverage of super-resolution methods for image and video - Only R&D level tutorial that gives an integrated treatment of image and video processing - topics that are interconnected - New chapters on introductory random processes, information theory, and image enhancement and analysis - Coverage and discussion of the latest standards in video coding: H.264/AVC and the new scalable video standard (SVC)

[Science Abstracts](#) Cambridge University Press

Video monitoring has become a vital aspect within the global society as it helps prevent crime, promote safety, and track daily activities such as traffic. As technology in the area continues to

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improve, it is necessary to evaluate how video is being processed to improve the quality of images. Applied Video Processing in Surveillance and Monitoring Systems investigates emergent techniques in video and image processing by evaluating such topics as segmentation, noise elimination, encryption, and classification. Featuring real-time applications, empirical research, and vital frameworks within the field, this publication is a critical reference source for researchers, professionals, engineers, academicians, advanced-level students, and technology developers.

Image and Video Compression Springer

This fully revised and expanded edition gives readers the necessary understanding of image and video processing concepts to contribute to this hot technology's future advances. Important new topics include introductory random processes, image enhancement and analysis, and the new MPEG scalable video coding standard.

Digital Signal Processing CRC Press

Intended as a text for three courses—Signals and Systems, Digital Signal Processing (DSP), and DSP Architecture—this comprehensive book now in its Third Edition, continues to provide a thorough understanding of digital signal processing, beginning from the fundamentals to the implementation of algorithms on a digital signal processor. This Edition includes Assembly, C and real time C programs for TMS 320C54XX and 320C6713 processor, which are useful to conduct a laboratory course in Digital Signal Processing. Besides, many existing chapters are modified substantially to widen the coverage of the book. Primarily designed for undergraduate students of Electronics and Communication Engineering, Electronics and Instrumentation Engineering, Electrical and Electronics Engineering, Instrumentation and Control Engineering, Computer Science and Information Science, this text will also be useful for advanced digital signal processing and real time digital signal processing courses of postgraduate programmes.