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Data Hiding Hindawi Publishing Corporation

All the design and development inspiration and direction an electronics engineer needs in one blockbuster book! John Donovan, Editor-in Chief, Portable Design has selected the very best electronic design material from the Newnes portfolio and has compiled it into this volume. The result is a book covering the gamut of electronic design from design fundamentals to low-power approaches with a strong pragmatic emphasis. In addition to specific design techniques and practices, this book also discusses various approaches to solving electronic design problems and how to successfully apply theory to actual design tasks. The material has been selected for its timelessness as well as for its relevance to contemporary electronic design issues. Contents: Chapter 1 System Resource Partitioning and Code Optimization Chapter 2 Low Power Design Techniques, Design Methodology, and Tools Chapter 3 System-Level Approach to Energy Conservation Chapter 4 Radio Communication Basics Chapter 5 Applications and Technologies Chapter 6 RF Design Tools Chapter 7 On Memory Systems and Their Design Chapter 8 Storage in Mobile Consumer Electronics Devices Chapter 9 Analog Low-Pass Filters Chapter 10 Class A Amplifiers Chapter 11 MPEG-4 and H.264 Chapter 12 Liquid Crystal Displays *Hand-picked content selected by John Donovan, Editor-in Chief, Portable Design *Proven best design practices for low-power, storage, and streamlined development *Case histories and design examples get you off and running on your current project

Embedded Computer Systems: Architectures, Modeling, and Simulation Springer Science & Business Media

New to the Second Edition: offers the latest developments in standards activities (JPEG-LS, MPEG-4, MPEG-7, and H.263) provides a comprehensive review of recent activities on multimedia enhanced processors, multimedia coprocessors, and dedicated processors, including examples from industry. Image and Video Compression Standards: Algorithms and Architectures, Second Edition presents an introduction to the algorithms and architectures that form the underpinnings of the image and video compressions standards, including JPEG (compression of still-images), H.261 and H.263 (video conferencing), and MPEG-1 and MPEG-2 (video storage and broadcasting). The next generation of audiovisual coding standards, such as MPEG-4 and MPEG-7, are also briefly described. In addition, the book covers the MPEG and Dolby AC-3 audio coding standards and emerging techniques for image and video compression, such as those based on wavelets and vector quantization. Image and Video Compression Standards: Algorithms and Architectures, Second Edition emphasizes the foundations of these standards; namely, techniques such as predictive coding, transform-based coding such as the discrete cosine transform (DCT), motion estimation, motion compensation, and entropy coding, as well as how they are applied in the standards. The implementation details of each standard are avoided; however, the book provides all the material necessary to understand the workings of each of the compression standards, including information that can be used by the reader to evaluate the efficiency of various software and hardware implementations conforming to these standards. Particular emphasis is placed on those algorithms and architectures that have been found to be useful in practical software or hardware implementations. Image and Video Compression Standards: Algorithms and Architectures, emSecond Edition uniquely covers all major standards (JPEG, MPEG-1, MPEG-2, MPEG-4, H.261, H.263) in a simple and tutorial manner, while fully addressing the architectural considerations involved when implementing these standards. As such, it serves as a valuable reference for the graduate student, researcher or engineer. The book is also used frequently as a text for courses on the subject, in both academic and professional settings.

Image and Video Compression for Multimedia Engineering Springer Nature

This book originated from a workshop held at the DATE 2005 conference, namely Designing Complex SOCs. State-of-the-art in issues related to System-on-Chip (SoC) design by leading experts in the fields, it covers IP development, verification, integration, chip implementation, testing and software. It contains valuable academic and industrial examples for those involved with the design of complex SOCs.

Advances in Image and Video Technology Springer Science & Business Media

H.264 Advanced Video Coding or MPEG-4 Part 10 is fundamental to a growing range of markets such as high definition broadcasting, internet video sharing, mobile video and digital

surveillance. This book reflects the growing importance and implementation of H.264 video technology. Offering a detailed overview of the system, it explains the syntax, tools and features of H.264 and equips readers with practical advice on how to get the most out of the standard. Packed with clear examples and illustrations to explain H.264 technology in an accessible and practical way. Covers basic video coding concepts, video formats and visual quality. Explains how to measure and optimise the performance of H.264 and how to balance bitrate, computation and video quality. Analyses recent work on scalable and multi-view versions of H.264, case studies of H.264 codecs and new technological developments such as the popular High Profile extensions. An invaluable companion for developers, broadcasters, system integrators, academics and students who want to master this burgeoning state-of-the-art technology. "[This book] unravels the mysteries behind the latest H.264 standard and delves deeper into each of the operations in the codec. The reader can implement (simulate, design, evaluate, optimize) the codec with all profiles and levels. The book ends with extensions and directions (such as SVC and MVC) for further research." Professor K. R. Rao, The University of Texas at Arlington, co-inventor of the Discrete Cosine Transform

Image and Video Compression Standards Cambridge University Press

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Intelligent Data Engineering and Analytics Mdpi AG

The popularity of multimedia content has led to the widespread distribution and consumption of digital multimedia data. As a result of the relative ease with which individuals may now alter and repack digital content, ensuring that media content is employed by authorized users for its intended purpose is becoming an issue of eminent importance to both governmental security and commercial applications. Digital fingerprinting is a class of multimedia forensic technologies to track and identify entities involved in the illegal manipulation and unauthorized usage of multimedia content, thereby protecting the sensitive nature of multimedia data as well as its commercial value after the content has been delivered to a recipient. "Multimedia Fingerprinting Forensics for Traitor Tracing" covers the essential aspects of research in this emerging technology, and explains the latest development in this field. It describes the framework of multimedia fingerprinting, discusses the challenges that may be faced when enforcing usage policies, and investigates the design of fingerprints that cope with new families of multiuser attacks that may be mounted against media fingerprints. The discussion provided in the book highlights challenging problems as well as future trends in this research field, providing readers with a broader view of the evolution of the young field of multimedia forensics. Topics and features: Comprehensive coverage of digital watermarking and fingerprinting in multimedia forensics for a number of media types. Detailed discussion on challenges in multimedia fingerprinting and analysis of effective multiuser collusion attacks on digital fingerprinting. Thorough investigation of fingerprint design and performance analysis for addressing different application concerns arising in multimedia fingerprinting. Well-organized explanation of problems and solutions, such as order-statistics-based nonlinear collusion attacks, efficient detection and identification of colluders, group-oriented fingerprint design, and anti-collusion codes for multimedia fingerprinting. Presenting the state of the art in collusion-resistant digital fingerprinting for multimedia forensics, this invaluable book is accessible to a wide range of researchers and professionals in the fields of electrical engineering, computer science, information technologies, and digital rights management.

Wireless Communication Systems Springer Science & Business Media

This handbook brings together a variety of approaches to the

uses of big data in multiple fields, primarily science, medicine, and business. This single resource features contributions from researchers around the world from a variety of fields, where they share their findings and experience. This book is intended to help spur further innovation in big data. The research is presented in a way that allows readers, regardless of their field of study, to learn from how applications have proven successful and how similar applications could be used in their own field. Contributions stem from researchers in fields such as physics, biology, energy, healthcare, and business. The contributors also discuss important topics such as fraud detection, privacy implications, legal perspectives, and ethical handling of big data.

Mathematics and Digital Signal Processing Springer

Following on from the successful MPEG-2 standard, MPEG-4 Visual is enabling a new wave of multimedia applications from Internet video streaming to mobile video conferencing. The new H.264 'Advanced Video Coding' standard promises impressive compression performance and is gaining support from developers and manufacturers. The first book to cover H.264 in technical detail, this unique resource takes an application-based approach to the two standards and the coding concepts that underpin them. Presents a practical, step-by-step, guide to the MPEG-4 Visual and H.264 standards for video compression. Introduces the basic concepts of digital video and covers essential background material required for an understanding of both standards. Provides side-by-side performance comparisons of MPEG-4 Visual and H.264 and advice on how to approach and interpret them to ensure conformance. Examines the way that the standards have been shaped and developed, discussing the composition and procedures of the VCEG and MPEG standardisation groups. Focussing on compression tools and profiles for practical multimedia applications, this book 'decodes' the standards, enabling developers, researchers, engineers and students to rapidly get to grips with both H.264 and MPEG-4 Visual. Dr Iain Richardson leads the Image Communication Technology research group at the Robert Gordon University in Scotland and is the author of over 40 research papers and two previous books on video compression technology.

Digital Video Processing Newnes

Turtle Geometry presents an innovative program of mathematical discovery that demonstrates how the effective use of personal computers can profoundly change the nature of a student's contact with mathematics. Using this book and a few simple computer programs, students can explore the properties of space by following an imaginary turtle across the screen. The concept of turtle geometry grew out of the Logo Group at MIT. Directed by Seymour Papert, author of *Mindstorms*, this group has done extensive work with preschool children, high school students and university undergraduates.

Holography Springer Nature

This book is designed for students, professionals and researchers in the field of multimedia and related fields with a need to learn the basics of multimedia systems and signal processing. Emphasis is given to the analysis and processing of multimedia signals (audio, images, and video). Detailed insight into the most relevant mathematical apparatus and transformations used in multimedia signal processing is given. A unique relationship between different transformations is also included, opening new perspectives for defining novel transforms in specific applications. Special attention is dedicated to the compressive sensing area, which has a great potential to contribute to further improvement of modern multimedia systems. In addition to the theoretical concepts, various standard and more recently accepted algorithms for the reconstruction of different types of signals are considered. Additional information and details are also provided to enable a comprehensive analysis of audio and video compression algorithms. Finally, the book connects these principles to other important elements of multimedia systems, such as the analysis of optical media, digital watermarking, and telemedicine. New to this edition: Introduction of the generalization concept to consolidate the time-frequency signal analysis, wavelet transformation, and Hermite transformation Inclusion of prominent robust transformation theory used in the processing of noisy multimedia data as well as advanced multimedia data filtering approaches, including image filtering techniques for impulse noise environment Extended video compression algorithms Detailed coverage of compressive sensing in multimedia applications

Basics of Interferometry Springer Nature

This book gathers the proceedings of the 8th International Conference on Frontiers of Intelligent Computing: Theory and Applications (FICTA 2020), held at NIT Surathkal, Karnataka, India, on 4-5 January 2020. In these proceedings, researchers,

scientists, engineers and practitioners share new ideas and lessons learned in the field of intelligent computing theories with prospective applications in various engineering disciplines. The respective papers cover broad areas of the information and decision sciences, and explore both the theoretical and practical aspects of data-intensive computing, data mining, evolutionary computation, knowledge management and networks, sensor networks, signal processing, wireless networks, protocols and architectures. Given its scope, the book offers a valuable resource for graduate students in various engineering disciplines.

Information Hiding Springer Science & Business Media

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

Planetary Rent CRC Press

Holography - Basic Principles and Contemporary Applications is a collection of fifteen chapters, describing the basic principles of holography and some recent innovative developments in the field. The book is divided into three sections. The first, *Understanding Holography*, presents the principles of hologram recording illustrated with practical examples. A comprehensive review of diffraction in volume gratings and holograms is also presented. The second section, *Contemporary Holographic Applications*, is concerned with advanced applications of holography including sensors, holographic gratings, white-light viewable holographic stereograms. The third section of the book *Digital Holography* is devoted to digital hologram coding and digital holographic

microscopy.

Communicating Pictures Xlibris Corporation

This book features selected papers presented at the Fourth International Conference on Nanoelectronics, Circuits and Communication Systems (NCCS 2018). Covering topics such as MEMS and nanoelectronics, wireless communications, optical communications, instrumentation, signal processing, the Internet of Things, image processing, bioengineering, green energy, hybrid vehicles, environmental science, weather forecasting, cloud computing, renewable energy, RFID, CMOS sensors, actuators, transducers, telemetry systems, embedded systems, and sensor network applications in mines, it offers a valuable resource for young scholars, researchers, and academics alike.

Essential Issues in SOC Design Prentice Hall

This book highlights the potential of getting benefits from various applications of computational intelligence techniques. The present book is structured such that to include a set of selected and extended papers from the 6th IEEE International Symposium on Applied Computational Intelligence and Informatics SACI 2011, held in Timisoara, Romania, from 19 to 21 May 2011. After a serious paper review performed by the Technical Program Committee only 116 submissions were accepted, leading to a paper acceptance ratio of 65 %. A further refinement was made after the symposium, based also on the assessment of the presentation quality. Concluding, this book includes the extended and revised versions of the very best papers of SACI 2011 and few invited papers authored by prominent specialists. The readers will benefit from gaining knowledge of the computational intelligence and on what problems can be solved in several areas; they will learn what kind of approaches is advised to use in order to solve these problems. A very important benefit for the readers is an understanding of what the major difficulties are and the cost-effective solutions to deal with them. This book will offer a convenient entry for researchers and engineers who intend to work in the important fields of computational intelligence.

3D Visual Content Creation, Coding and Delivery Newnes

Communicating Pictures starts with a unique historical perspective of the role of images in communications and then builds on this to explain the applications and requirements of a modern video coding system. It draws on the author's extensive academic and professional experience of signal processing and video coding to deliver a text that is algorithmically rigorous, yet accessible, relevant to modern standards, and practical. It offers a thorough grounding in visual perception, and demonstrates how modern image and video compression methods can be designed in order to meet the rate-quality performance levels demanded by today's applications, networks and users. With this book you will learn: Practical issues when implementing a codec, such as picture boundary extension and complexity reduction, with particular emphasis on efficient algorithms for transforms, motion estimators and error resilience Conflicts between conventional video compression, based on variable length coding and spatiotemporal prediction, and the requirements for error resilient

transmission How to assess the quality of coded images and video content, both through subjective trials and by using perceptually optimised objective metrics Features, operation and performance of the state-of-the-art High Efficiency Video Coding (HEVC) standard Covers the basics of video communications and includes a strong grounding in how we perceive images and video, and how we can exploit redundancy to reduce bitrate and improve rate distortion performance Gives deep insight into the pitfalls associated with the transmission of real-time video over networks (wireless and fixed) Uses the state-of-the-art video coding standard (H.264/AVC) as a basis for algorithm development in the context of block based compression Insight into future video coding standards such as the new ISO/ITU High Efficiency Video Coding (HEVC) initiative, which extends and generalizes the H.264/AVC approach

ICT Systems and Sustainability Springer Science & Business Media

This book presents practical development experiences in different areas of data analysis and pattern recognition, focusing on soft computing technologies, clustering and classification algorithms, rough set and fuzzy set theory, evolutionary computations, neural science and neural network systems, image processing, combinatorial pattern matching, social network analysis, audio and video data analysis, data mining in dynamic environments, bioinformatics, hybrid computing, big data analytics and deep learning. It also provides innovative solutions to the challenges in these areas and discusses recent developments.

Multimedia Fingerprinting Forensics for Traitor Tracing Elsevier

This book proposes new technologies and discusses future solutions for ICT design infrastructures, as reflected in high-quality papers presented at the 4th International Conference on ICT for Sustainable Development (ICT4SD 2019), held in Goa, India, on 5-6 July 2019. The conference provided a valuable forum for cutting-edge research discussions among pioneering researchers, scientists, industrial engineers, and students from all around the world. Bringing together experts from different countries, the book explores a range of central issues from an international perspective.

Computer Security Academic Press

This book brings together papers from the 2019 International Conference on Communications, Signal Processing, and Systems, which was held in Urumqi, China, on July 20-22, 2019. Presenting the latest developments and discussing the interactions and links between these multidisciplinary fields, the book spans topics ranging from communications to signal processing and systems. It is chiefly intended for undergraduate and graduate students in electrical engineering, computer science and mathematics, researchers and engineers from academia and industry, as well as government employees.

H.264 and MPEG-4 Video Compression Springer Nature

This book discusses the growth of digital television technology and the revolution in image and video compression (such as JPEG2000, broadcast TV, video phone), highlighting the need for standardisation in processing static and moving images and their exchange between computer systems.