

CONTENTS

Series Introduction	v
Preface	vii
PART I: BACKGROUND AND STANDARDS	
1 Video Communications	1
1.1 Importance of Video Compression	4
1.2 Advances in Video Coding	6
1.2.1 Waveform-Based Video Coding	7
1.2.2 Model-Based Video Coding	16
2 Motion-Compensated DCT Video Coding	27
2.1 Basic Principles of Motion Compensated Transform Coding	28
2.2 Picture Formats	29
2.3 Color Spaces and Sample Positions	29
2.4 Layers in Video Stream	30
2.5 Intraframe Block-Based Coding	33
2.5.1 Spatial Decorrelation Through DCT	33
2.5.2 Exploitation of Visual Insensitivity Through Quantization	34
2.5.3 Lossless Compression Through Entropy Coding	38
2.6 Interframe Block-Based Coding	46
2.6.1 Block-Based Motion Estimation Algorithms	51
2.6.2 Block-Based Motion Compensation	63
2.6.3 Coding DCT Coefficients in Interframes	64
2.7 Motion-Compensated DCT Video Encoder and Decoder	68
2.8 Fully DCT-Based Motion-Compensated Video Coder Structure	71

3	Video Coding Standards	75
3.1	Overview of Video Coding Standards	75
3.1.1	JPEG Standards	75
3.1.2	ITU H series	75
3.1.3	MPEG Standards	80
3.2	Video Coding Standards	81
3.2.1	H.261	81
3.2.2	H.263	87
3.2.3	MPEG-1	98
3.2.4	MPEG-2 (H.262) and HDTV	107
3.2.5	MPEG-4	111

PART II: ALGORITHMS

4	DCT-Based Motion Estimation	113
4.1	DCT Pseudo-Phase Techniques	115
4.2	2-D Translational Motion Model	119
4.3	The DXT-ME Algorithm	120
4.4	Unitary Property of the System Matrix	127
4.5	Motion Estimation in Uniformly Bright Background	130
4.6	Computational Issues and Complexity	134
4.7	Simulation for Application to Image Registration	136
4.8	DCT-Based Motion Estimation Approach	138
4.8.1	Preprocessing	139
4.8.2	Adaptive Overlapping Approach	141
4.9	Simulation Results	143
4.10	Rough Count of Computations	153
5	Interpolation-Free Subpixel Motion Estimation	155
5.1	Pseudo Phases at Subpixel Level	157
5.1.1	One-Dimensional Signal Model	157
5.1.2	Two-Dimensional Image Model	159
5.2	Subpel Sinusoidal Orthogonality Principles	164
5.3	DCT-Based Subpixel Motion Estimation	167
5.3.1	DCT-Based Half-Pel Motion Estimation Algorithm (HDXT-ME)	167
5.3.2	DCT-Based Quarter-Pel Motion Estimation Algorithm (QDXT- ME and Q4DXT-ME)	176
5.4	Simulation Result	179

6	DCT-Based Motion Compensation	197
6.1	Integer-Pel DCT-Based Motion Compensation	198
6.2	Subpixel DCT-Based Motion Compensation	201
6.2.1	Interpolation Filter	201
6.2.2	Bilinear Interpolated Subpixel Motion Compensation	202
6.2.3	Cubic Interpolated Subpixel Motion Compensation	202
6.2.4	Simulation Results	203
6.3	Interpolation By DCT/DST	204
6.3.1	DCT-I Interpolated Sequence	209
6.3.2	DCT-II of DCT-I Interpolated Half-Pel Motion Compensated Block	211
6.4	Matching Encoders with Decoders	212
6.4.1	Matching SE with SD	216
6.4.2	Matching TE with TD	217
6.4.3	Matching TE with SD	217
6.4.4	Matching SE with TD	219
7	MPEG-4 and Content-Based Video Coding	221
7.1	Overview of MPEG-4 Standard	222
7.1.1	MPEG-4 Architecture	223
7.2	MPEG-4 Video Coding	226
7.2.1	Overview of MPEG-4 Video Coding	229
7.2.2	Arbitrarily Shaped Region Texture Coding	231
7.2.3	Motion Estimation and Compensation	232
7.2.4	Arbitrary Shape Coding	238
7.2.5	Advanced Coding Techniques	241
7.3	Deliver Video Bitstream over Networks	243
7.3.1	Rate Control	244
7.3.2	Error Resilience	244
7.3.3	Universal Accessibility	247
7.4	DCT-Domain Content-Based Video Coding	250
7.4.1	Transform Domain Motion Estimation/Compensation	250
7.4.2	Simulation Results	262

PART III: ARCHITECTURES AND IMPLEMENTATION

8	Dual Generation of DCT and DST	265
8.1	Discrete Sinusoidal Transforms	266
8.1.1	Evolution of the Algorithms and Architectures	266
8.1.2	What Is Unique in Our Design?	268

8.2	One-Dimensional DCT Lattice Structures	268
8.2.1	Dual Generation of DCT and DST	269
8.2.2	Inverse Transforms	275
8.2.3	Multiplier-Reduction of the Lattice Structure	282
8.2.4	Comparisons of Architectures	286
8.3	Two-Dimensional DCT Lattice Structures	288
8.3.1	Evolution of the Algorithms and Architectures	288
8.3.2	Dual Generation of 2-D DCT and DSCT	289
8.3.3	Architectures of Frame-Recursive Lattice 2D-DCT and 2-D DSCT	290
8.3.4	Comparisons	297
8.3.5	Applications to the HDTV Systems	304
9	Efficient Design of Video Coding Engine	311
9.1	Overview of Embedded Video Coding Engine	312
9.1.1	Evolution of the Algorithms and Architectures	312
9.1.2	Overview of an Embedded Video Coder Design	314
9.2	Efficient Architecture of a Video Coding Engine	320
9.2.1	Why Should We Use CORDIC-Based Design?	320
9.2.2	2D-DXT/IDXT-II Programmable Module	325
9.2.3	Type Transformation Module	329
9.2.4	Pseudo-Phase Computation	329
9.2.5	Peak Searching	334
9.2.6	Half-Pel Motion Estimator Design	337
9.2.7	Simulation Results	344
9.3	VLSI Design of Video Coding Engine	344
9.3.1	Design Criteria	344
9.3.2	VLSI Implementation	349
10	Low-Power and High-Performance Design	355
10.1	Low-Power Design	357
10.1.1	Low-Power Design Approaches	357
10.1.2	Algorithm/Architecture-Based Low-Power/ High-Performance Approaches	361
10.1.3	Look-Ahead and Multirate Computing Concepts	367
10.2	Low-Power and High-Performance Architectures	371
10.2.1	Two-Stage Look-Ahead Type-II DCT/IDCT Coder	371
10.2.2	Pipelining Design for DCT Coefficients Conversion	380
10.2.3	Multirate Design for Pseudo-Phase Computation	387
10.2.4	Pipelining Design for Peak-Search	397

10.2.5 Two-Stage Look-Ahead Half-Pel Motion Estimator	381
10.3 Simulation Results and Hardware Cost	390
PART IV: APPLICATIONS	
11 End-to-End Video over IP Delivery	393
11.1 Overview of Our Design	394
11.1.1 A SONET Network Adapter Design	396
11.1.2 Joint Source-Channel Multistream Coding	397
11.2 A SONET Network Adapter Design	398
11.2.1 The Brief Overview of SONET	399
11.2.2 Packet over SONET or Directly over Fiber	406
11.2.3 Design and Implement a SONET Network Adapter	407
11.2.4 The Performance of SONET Device	417
11.3 Multistream Video Coding	418
11.3.1 What is Unique in the Multistream Video Coding?	419
11.3.2 The Design of Multistream Video Coding	422
11.4 Simulation Results	425
Bibliography	429
Index	459