

Table of Contents

1	Introduction.....	1
1.1	Concepts and terminology	1
1.1.1	Signal representation by source coding	3
1.1.2	Optimization of transmission.....	6
1.2	Signal sources and acquisition	7
1.3	Digital representation of multimedia signals	10
1.3.1	Image and video signals.....	11
1.3.2	Speech and audio signals	18
1.3.3	Need for compression technology	18
1.4	Problems	19
2	Fundamentals	21
2.1	Signals and systems	21
2.1.1	Elementary signals.....	21
2.1.2	Systems operations	24
2.2	Signals and Fourier spectra	27
2.2.1	Spectra over two- and multi-dimensional coordinates	27
2.2.2	Spatio-temporal signals.....	28
2.3	Sampling of multimedia signals.....	31
2.3.1	Separable two-dimensional sampling	34
2.3.2	Non-separable two-dimensional sampling.....	35
2.3.3	Sampling of video signals.....	42
2.4	Discrete signal processing.....	46
2.4.1	LSI systems.....	46
2.4.2	Discrete Fourier transform.....	47
2.4.3	z transform	48
2.4.4	Multi-dimensional LSI systems	50
2.5	Statistical analysis.....	54
2.5.1	Sample statistics.....	54
2.5.2	Joint statistical properties.....	58
2.5.3	Spectral properties of random signals.....	65
2.5.4	Markov chain models.....	65
2.5.5	Statistical foundation of information theory	68
2.6	Linear prediction.....	74
2.6.1	Autoregressive models.....	74
2.6.2	Linear prediction.....	82
2.7	Linear block transforms	94
2.7.1	Orthogonal basis functions	94

2.7.2	Types of orthogonal transforms	98
2.7.3	Efficiency of transforms	111
2.7.4	Transforms with block overlap	112
2.8	Filterbank transforms	115
2.8.1	Decimation and interpolation	116
2.8.2	Properties of subband filters	121
2.8.3	Implementation of filterbank structures	127
2.8.4	Wavelet transform	133
2.8.5	Two- and multi-dimensional filter banks	140
2.8.6	Pyramid decomposition	144
2.9	Problems	149
3	Perception and Quality	157
3.1	Properties of vision	157
3.1.1	Physiology of the eye	157
3.1.2	Sensitivity functions	159
3.1.3	Color vision	162
3.1.4	Binocular vision and reproduction	163
3.2	Properties of hearing	165
3.2.1	Physiology of the ear	165
3.2.2	Sensitivity functions	166
3.3	Quality metrics	170
3.3.1	Objective signal quality metrics	171
3.3.2	Subjective assessment	178
3.4	Problems	182
4	Quantization and Coding	185
4.1	Scalar quantization and pulse code modulation	185
4.2	Coding theory	192
4.2.1	Source coding theorem and rate-distortion function	192
4.2.2	Rate-distortion function for correlated signals	193
4.2.3	Rate-distortion function for multi-dimensional signals	197
4.3	Rate-distortion optimization of quantizers	199
4.4	Entropy coding	203
4.4.1	Properties of variable-length codes	203
4.4.2	Huffman code design	207
4.4.3	Systematic variable-length codes	208
4.4.4	Arithmetic coding	213
4.4.5	Adaptive and context-dependent entropy coding	218
4.4.6	Entropy coding and transmission errors	222
4.4.7	Lempel-Ziv coding	224
4.5	Vector quantization	225
4.5.1	Basic principles of VQ	226
4.5.2	VQ with uniform codebooks	230
4.5.3	VQ with non-uniform codebooks	232

4.5.4	Structured codebooks.....	236
4.5.5	Adaptive VQ.....	240
4.5.6	Rate-constrained VQ.....	242
4.6	Trellis-coded quantization	245
4.7	Problems	247
5	Methods of Signal Compression.....	251
5.1	Run-length coding.....	251
5.2	Predictive coding	254
5.2.1	Open-loop and closed-loop prediction systems	254
5.2.2	Non-linear and shift-variant prediction.....	257
5.2.3	Effects of transmission losses	258
5.2.4	Vector prediction	259
5.2.5	Delayed-decision predictive coding.....	262
5.2.6	Prediction in multi-resolution pyramids	263
5.3	Transform coding.....	268
5.3.1	Gain in discrete transform coding.....	269
5.3.2	Quantization of transform coefficients	272
5.3.3	Coding of transform coefficients	276
5.3.4	Transform coding under transmission losses	279
5.4	Bit streams with multiple decoding capability	280
5.4.1	Simulcast and transcoding	280
5.4.2	Scalable coding.....	280
5.4.3	Multiple-description coding.....	282
5.5	Distributed source coding	284
5.6	Problems	286
6	Intra-picture Coding.....	289
6.1	Compression of binary pictures	289
6.1.1	Compression of bi-level images.....	289
6.1.2	Binary shape coding	294
6.1.3	Contour coding	296
6.2	Vector quantization of pictures	298
6.3	Predictive coding of pictures.....	300
6.3.1	2D prediction	300
6.3.2	2D block prediction	302
6.3.3	Quantization and encoding of prediction errors.....	304
6.3.4	Error propagation in 2D DPCM.....	307
6.3.5	Coding of side information in 2D predictive coding.....	307
6.4	Transform coding of pictures.....	310
6.4.1	Block transform coding	310
6.4.2	Quantization and coding of transform coefficients	312
6.4.3	Overlapping-block transform coding	324
6.4.4	Subband and wavelet transform coding	324

6.4.5	Local adaptation of transform bases by signal properties	331
6.5	Lossless and near-lossless picture coding	334
6.6	Synthesis based picture coding	336
6.6.1	Region-based coding	338
6.6.2	Color and texture synthesis	340
6.6.3	Synthesis of illumination effects	343
6.7	Fractal image coding	344
6.8	3D picture coding	347
6.9	Reconstruction filtering	348
6.10	Still picture coding standards	352
6.11	Problems	356
7	Inter-picture Coding	361
7.1	Intra-picture and replenishment coding	361
7.2	Hybrid video coding	364
7.2.1	Motion-compensated hybrid coders	364
7.2.2	Characteristics of inter-picture prediction error signals	366
7.2.3	Quantization error feedback and error propagation	369
7.2.4	Reference pictures in motion-compensated prediction	373
7.2.5	Accuracy of motion compensation	387
7.2.6	Hybrid coding of interlaced video signals	394
7.2.7	Optimization of hybrid encoders	397
7.2.8	Hybrid coding using subband/wavelet transforms	399
7.3	Spatio-temporal transform coding	401
7.3.1	Inter-picture transform and subband coding	401
7.3.2	Motion-compensated temporal filtering	405
7.3.3	Quantization and encoding of MCTF-based representations	410
7.4	Coding of side information (motion, modes, partitioning)	413
7.5	Scalable video coding	422
7.5.1	Scalability in hybrid video coding	423
7.5.2	Standardization in scalable video coding	430
7.6	Multi-view video coding	435
7.7	Synthesis based video coding	443
7.7.1	Region-based video coding	444
7.7.2	Super-resolution synthesis	447
7.7.3	Moving texture synthesis	447
7.8	<i>Video coding standards</i>	450
7.9	Problems	459
8	Speech and Audio Coding	463
8.1	Coding of speech signals	464

8.1.1	Linear predictive coding	464
8.1.2	Parametric (synthesis) coding	468
8.1.3	Speech coding standards	468
8.2	Generic audio, music and sound coding	470
8.2.1	Transform coding of audio signals	470
8.2.2	Synthesis based coding of audio and sound signals	475
8.2.3	Coding of stereo and multi-channel audio signals	478
8.2.4	Music and sound coding standards	486
9	Transmission and Storage of Multimedia Data	491
9.1	Digital multimedia services	491
9.2	Network interfaces	493
9.3	Adaptation for channel characteristics	497
9.3.1	Rate and transmission control	498
9.3.2	Error control	502
9.4	Media transport, storage and reproduction	508
9.4.1	Broadcast applications	509
9.4.2	Communication services	513
9.4.3	File storage	514
9.4.4	Internet and mobile media streaming	516
A	Vector and Matrix Algebra	521
B	Symbols and Variables	529
C	Glossary and Acronyms	533
D	References	537
E	Index	553