Image and Video Compression for Multimedia Engineering: Fundamentals, Algorithms, and Standards, Second Edition (Image Processing Series)

Yun Q. Shi, Huifang Sun

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Multimedia hardware still cannot accommodate the demand for large amounts of visual data. Without the generation of high-quality video bitstreams, limited hardware capabilities will continue to stifle the advancement of multimedia technologies. Thorough grounding in coding is needed so that applications such as MPEG-4 and JPEG 2000 may come to fruition.

Image and Video Compression for Multimedia Engineering provides a solid, comprehensive understanding of the fundamentals and algorithms that lead to the creation of new methods for generating high quality video bit streams. The authors present a number of relevant advances along with international standards.

New to the Second Edition

· A chapter describing the recently developed video coding standard, MPEG-Part 10 Advances Video Coding also known as H.264

· Fundamental concepts and algorithms of JPEG2000

· Color systems of digital video

· Up-to-date video coding standards and profiles

Visual data, image, and video coding will continue to enable the creation of advanced hardware, suitable to the demands of new applications. Covering both image and video compression, this book yields a unique, self-contained reference for practitioners tobuild a basis for future study, research, and development.

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