

The Mpeg 4 Book By Pereira Fernando Ebrahimi Touradj Prentice Hall 2002 Paperback Paperback Pdf Pdf

[The Mpeg 4 Book By Pereira Fernando Ebrahimi Touradj Prentice Hall 2002 Paperback Paperback Pdf Pdf](#) - Reviewing [the mpeg 4 book by pereira fernando ebrahimi touradj prentice hall 2002 paperback paperback pdf pdf](#): Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is actually astonishing. Within the pages of **"the mpeg 4 book by pereira fernando ebrahimi touradj prentice hall 2002 paperback paperback pdf pdf,"** an enthralling opus penned by a highly acclaimed wordsmith, readers attempt an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve to the book is central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

Eventually, you will completely discover a additional experience and ability by spending more cash. nevertheless when? complete you receive that you require to acquire those all needs gone having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will lead you to comprehend even more vis--vis the globe, experience, some places, subsequent to history, amusement, and a lot more?

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[Touch in Virtual Environments](#) Margaret L. McLaughlin 2002 Haptics: The state-of-the-art in building touch-based interfaces for virtual environments. -- Key research issues: model acquisition, contact detection, force feedback, compression, capture, and collaboration. -- Understanding the role of human factors in haptic interfaces. -- Applications: medical training, telesurgery, biological and scientific interfaces, military applications, sign language, museum display, and more. Haptics -- "touch-based" interface design -- is the exciting new frontier in research on virtual and immersive environments. In Touch in Virtual Environments, the field's leading researchers bring together their most advanced work and applications. They identify the key challenges facing haptic interface developers, present today's best solutions, and outline a clear research agenda for the future. This book draws upon work first presented at the breakthrough haptics conference held recently at USC's Integrated Media Systems Center. The editors and contributors begins by reviewing key haptics applications and the challenges of effective haptic rendering, presenting new insights into model acquisition, contact detection, force feedback, compression, capture, collaboration, and other key issues. Next, they focus on the complex human factors associated with successful haptic interfaces, examining questions such as: How can we make haptic displays more usable for blind and visually impaired users? What are the differences between perceiving texture with the bare skin and with a probe? In the book's final section, several of today's leading haptic applications are introduced, including telesurgery and surgical simulation; scientific visualization. **The MPEG-4 Book** Fernando C. N. Pereira 2002 In this book, two leaders of the MPEG-4 standards community offer an in-depth, targeted guide to the MPEG-4 standard and its use in real, cutting-edge applications. The authors demonstrate how MPEG-4 addresses the rapidly evolving needs of telecommunications, broadcast, interactive, and converged applications more successfully than any previous standard. *Mastering Internet Video* Damien Stolarz 2005 Guide to preparing, capturing, compressing, securing, and delivering internet video. *American Book Publishing Record* 2002

Data Compression David Salomon 2007-03-20 This book provides a comprehensive reference for the many different types and methods of compression. Included are a detailed and helpful taxonomy, analysis of most common methods, and discussions on the use and comparative benefits of methods and description of "how to" use them. Detailed descriptions and explanations of the most well-known and frequently used compression methods are covered in a self-contained fashion, with an accessible style and technical level for specialists and nonspecialists. Comments and suggestions of many readers have been included as a benefit to future readers, and a website is maintained and updated by the author. *Visual Speech Recognition: Lip Segmentation and Mapping* Liaw, Alan Wee-Chung 2009-01-31 "This book introduces the readers to the various aspects of visual speech recognitions, including lip segmentation from video sequence, lip feature extraction and modeling, feature fusion and classifier design for visual speech recognition and speaker verification" résumé de l'éditeur.

A Real-time Motion Segmentation and Video Compression System for Surveillance Ajoy Frank 2004

Digital Media Processing for Multimedia Interactive Services Ebroul Izquierdo 2003-03-21 This volume contains papers describing state-of-the-art technology for advanced multimedia systems. It presents applications in broadcasting, copyright protection of multimedia content, image indexing and retrieval, and other topics related to computer vision. The proceedings have been selected for coverage in: • Index to Scientific & Technical Proceedings® (ISTP® / ISI Proceedings) • Index to Scientific & Technical Proceedings (ISTP CDRom version / ISI Proceedings) Contents:Image and Video Indexing and RetrievalObject Segmentation, Tracking and RecognitionsWatermarkingAudio ProcessingAudio-Visual Processing for 3D Modelling and RenderingBroadcasting, Coding and Multimedia SystemsEuropean Projects in Information Society Technologies Readership: Upper-level undergraduates in computer science, researchers in image and video processing multimedia applications and computer vision. Keywords:Multimedia Indexing and Retrieval;Image and Video Processing;Image Segmentation;Knowledge Based Multimedia Analysis;Audio Processing *Cross-Media Service Delivery* Diomidis Spinellis 2003-05-31 The digitisation of traditional media formats, such as text, images, video, and sound provides us with the ability to store, process, and transport content in a uniform way. This has led the formerly distinct industries of media, telecommunications, and information technology to converge. Cross-media publishing and service delivery are important new trends emerging in the content industry landscape. Mass-media organizations and content providers traditionally targeted content production towards a single delivery channel. However, recent economic and technological changes in the industry led content providers to extend their brands to cover multiple delivery channels. Following the content industry trend to "create once and publish everywhere"-COPE, a number of architectures, technologies, and tools are currently being developed and deployed to facilitate the automatic conversion of content to multiple formats, and the creation of innovative multi-platform services. This new approach enables the seamless access to information over different network infrastructures and client platforms. This work aims to bring together a cross-disciplinary core of contributors to address the technical and business issues of cross-media publishing and service delivery. The volume is based on papers presented at the conference on Cross-Media Service Delivery-CMSD-2003 that took place in Santorini, Greece in May 2003. Each contribution was reviewed by at least two reviewers-typically three. From the 30 papers that were submitted 20 were selected for presentation at the conference. Those were further "shepherded" by programme committee members to be improved according to the review suggestions. *Book Review Index* 2003 Every 3rd issue is a quarterly cumulation. *THE MPEG 21 BOOK* IAN S. BURNETT 2009-08-10

Journal of the Audio Engineering Society Audio Engineering Society 2004 "Directory of members" published as pt. 2 of Apr. 1954- issue.

Handbook of Data Compression David Salomon 2010-01-18 Data compression is one of the most important fields and tools in modern computing. From archiving data, to CD-ROMs, and from coding theory to image analysis, many facets of modern computing rely upon data compression. This book provides a comprehensive reference for the many different types and methods of compression. Included are a detailed and helpful taxonomy, analysis of most common methods, and discussions on the use and comparative benefits of methods and description of "how to" use them. Detailed descriptions and explanations of the most well-known and frequently used compression methods are covered in a self-contained fashion, with an accessible style and technical level for specialists and non-specialists.

Outils d'analyse vidéo : pour une pleine exploitation des données de la vidéoprotection DUFOUR Jean-Yves 2012-10-22 L'utilisation croissante de la vidéo protection rend nécessaire la mise en place de fonctions d'analyse vidéo pour alléger voire automatiser des tâches aujourd'hui entièrement réalisées par des opérateurs. Après avoir dressé un panorama des avancées et des perspectives en analyse d'image, cet ouvrage détaille les principales fonctions d'analyse vidéo, comme la détection, le suivi et la reconnaissance d'objets d'intérêt (personnes ou véhicules) ou les fonctions de « haut-niveau » visant à interpréter les scènes observées (événements, comportements, nature de la scène...). Les besoins sont illustrés sous l'angle de deux applications majeures, la sécurité des transports et l'investigation. Les contraintes d'ordres juridique et éthique sont présentées, ainsi que les caractéristiques des données vidéo traitées, au travers des caméras et des méthodes de compression utilisées. La problématique de l'évaluation de performance, tant au niveau opérationnel qu'au niveau des fonctions d'analyse, est également exposée.

Algorithms, Complexity Analysis and VLSI Architectures for MPEG-4 Motion Estimation Peter M. Kuhn 2013-06-29 MPEG-4 is the multimedia standard for combining interactivity, natural and synthetic digital video, audio and computer-graphics. Typical applications are: internet, video conferencing, mobile videophones, multimedia cooperative work, teleteaching and games. With MPEG-4 the next step from block-based video (ISO/IEC MPEG-1, MPEG-2, CCITT H.261, ITU-T H.263) to arbitrarily-shaped visual objects is taken. This significant step demands a new methodology for system analysis and design to meet the considerably higher flexibility of MPEG-4. Motion estimation is a central part of MPEG-1/2/4 and H.261/H.263 video compression standards and has attracted much attention in research and industry, for the following reasons: it is computationally the most demanding algorithm of a video encoder (about 60-80% of the total computation time), it has a high impact on the visual quality of a video encoder, and it is not standardized, thus being open to competition. Algorithms, Complexity Analysis, and VLSI Architectures for MPEG-4 Motion Estimation covers in detail every single step in the design of a MPEG-1/2/4 or H.261/H.263 compliant video encoder: Fast motion estimation algorithms Complexity analysis tools Detailed complexity analysis of a software implementation of MPEG-4 video Complexity and visual quality analysis of fast motion estimation algorithms within MPEG-4 Design space on motion estimation VLSI architectures Detailed VLSI design examples of (1) a high throughput and (2) a low-power MPEG-4 motion estimator. Algorithms, Complexity Analysis and VLSI Architectures for MPEG-4 Motion Estimation is an important introduction to numerous algorithmic, architectural and system design aspects of the multimedia standard MPEG-4. As such, all researchers, students and practitioners working in image processing, video coding or system and VLSI design will find this book of interest.

MPEG4 Performance Analysis Venkata S. Tumati 2004

Dr. Dobb's Journal 2002

Introduction to MPEG-7 B. S. Manjunath 2002-06-14 The MPEG standards are an evolving set of standards for video and audio compression. MPEG 7 technology covers the most recent developments in multimedia search and retrieval, designed to standardise the description of multimedia content supporting a wide range of applications including DVD, CD and HDTV. Multimedia content description, search and retrieval is a rapidly expanding research area due to the increasing amount of audiovisual (AV) data available. The wealth of practical applications available and currently under development (for example, large scale multimedia search engines and AV broadcast servers) has led to the development of processing tools to create the description of AV material or to support the identification or retrieval of AV documents. Written by experts in the field, this book has been designed as a unique tutorial in the new MPEG 7 standard covering content creation, content distribution and content consumption. At present there are no books documenting the available technologies in such a comprehensive way. * Presents a comprehensive overview of the principles and concepts involved in the complete range of Audio Visual material indexing, metadata description, information retrieval and browsing * Details the major processing tools used for indexing and retrieval of images and video sequences * Individual chapters, written by experts who have contributed to the development of MPEG 7, provide clear explanations of the underlying tools and technologies contributing to the standard * Demonstration software offering step-by-step guidance to the multi-media system components and experimentation model (XM) MPEG reference software * Coincides with the release of the ISO standard in late 2001. A valuable reference resource for practising electronic and communications engineers designing

and implementing MPEG 7 compliant systems, as well as for researchers and students working with multimedia database technology.

Advances in Multimedia Information Processing-PCM ... 2004

Distributed Multimedia Retrieval Strategies for Large Scale Networked Systems Bharadwaj Veeravalli 2006-10-11 Several works on multimedia storage appear in literature today, but very little if any, have been devoted to handling long duration video retrieval, over large scale networks. Distributed retrieval of multimedia documents, especially the long duration documents, is an imperative step in rendering high-quality, high-fidelity, and cost-effective services for network service providers. Distributed Multimedia Retrieval Strategies for Large Scale Networked Systems presents an up-to-date research status in the domain of distributed video retrieval. This professional book will include several different techniques that are in place for long duration video retrieval. An experimentally tested technology under the JINI platform, demonstrates a practical working system which serves as a feasibility study, as well as the first step in realizing such a technology.

Sci-tech News 2003

Video Compression Amal PUNCHIHEWA 2012-03-23 Even though video compression has become a mature field, a lot of research is still ongoing. Indeed, as the quality of the compressed video for a given size or bit rate increases, so does users' level of expectations and their intolerance to artefacts. The development of compression technology has enabled number of applications; key applications in television broadcast field. Compression technology is the basis for digital television. The "Video Compression" book was written for scientists and development engineers. The aim of the book is to showcase the state of the art in the wider field of compression beyond encoder centric approach and to appreciate the need for video quality assurance. It covers compressive video coding, distributed video coding, motion estimation and video quality.

A Concise Introduction to Data Compression David Salomon 2007-12-18 This clearly written book offers readers a succinct foundation to the most important topics in the field of data compression. Part I presents the basic approaches to data compression and describes a few popular techniques and methods that are commonly used to compress data. The reader will discover essential concepts. Part II concentrates on advanced techniques, such as arithmetic coding, orthogonal transforms, subband transforms and Burrows-Wheeler transform. This book is the perfect reference for advanced undergraduates in computer science and requires a minimum of mathematics. An author-maintained website provides errata and auxiliary material.

Toward True Interoperability in Streaming Media Insu Park 2003

Web Content Delivery Xueyan Tang 2006-01-17 The concept of content delivery (also known as content distribution) is becoming increasingly important due to rapidly growing demands for efficient distribution and fast access of information in the Internet. Content delivery is very broad and comprehensive in that the contents for distribution cover a wide range of types with significantly different characteristics and performance concerns, including HTML documents, images, multimedia streams, database tables, and dynamically generated contents. Moreover, to facilitate ubiquitous information access, the network architectures and hardware devices also vary widely. They range from broadband wired/fixed networks to bandwidth-constrained wireless/mobile networks, and from powerful workstations/PCs to personal digital assistants (PDAs) and cellular phones with limited processing and display capabilities. All these levels of diversity are introducing numerous challenges on content delivery technologies. It is desirable to deliver contents in their best quality based on the nature of the contents, network connections and client devices. This book aims at providing a snapshot of the state-of-the-art research and development activities on web content delivery and laying the foundations for future web applications. The book focuses on four main areas: (1) web content delivery; (2) dynamic web content; (3) streaming media delivery; and (4) ubiquitous web access. It consists of 17 chapters written by leading experts in the field. The book is designed for a professional audience including academic researchers and industrial practitioners who are interested in the most recent research and development activities on web content delivery.

Forthcoming Books Rose Arny 2002

Advances in Multimedia Information Processing - PCM 2005 Yo-Sung Ho 2005-10-19 We are delighted to welcome readers to the proceedings of the 6th Pacific-Rim Conference on Multimedia (PCM). The first PCM was held in Sydney, Australia, in 2000. Since then, it has been hosted successfully by Beijing, China, in 2001, Hsinchu, Taiwan, in 2002, Singapore in 2003, and Tokyo, Japan, in 2004, and finally Jeju, one of the most beautiful and fantastic islands in Korea. This year, we accepted 181 papers out of 570 submissions including regular and special session papers. The acceptance rate of 32% indicates our commitment to ensuring a very high-quality conference. This would not be possible without the full support of the excellent Technical Committee and anonymous reviewers that provided timely and insightful reviews. We would therefore like to thank the Program Committee and all reviewers. The program of this year reflects the current interests of the PCM's. The accepted papers cover a range of topics, including, all aspects of multimedia, both technical and artistic perspectives and both theoretical and practical issues. The PCM 2005 program covers tutorial sessions and plenary lectures as well as regular presentations in three tracks of oral sessions and a poster session in a single track. We have tried to expand the scope of PCM to the artistic papers which need not to be strictly technical.

MediaSync Mario Montagu 2018-03-26 This book provides an approachable overview of the most recent advances in the fascinating field of media synchronization (mediasync), gathering contributions from the most representative and influential experts. Understanding the challenges of this field in the current multi-sensory, multi-device, and multi-protocol world is not an easy task. The book revisits the foundations of mediasync, including theoretical frameworks and models, highlights ongoing research efforts, like hybrid broadband broadcast (HBB) delivery and users' perception modeling (i.e., Quality of Experience or QoE), and paves the way for the future (e.g., towards the deployment of multi-sensory and ultra-realistic experiences). Although many advances around mediasync have been devised and deployed, this area of research is getting renewed attention to overcome remaining challenges in the next-generation (heterogeneous and ubiquitous) media ecosystem. Given the significant advances in this research area, its current relevance and the multiple disciplines it involves, the availability of a reference book on mediasync becomes necessary. This book fills the gap in this context. In particular, it addresses key aspects and reviews the most relevant contributions within the mediasync research space, from different perspectives. Mediasync: Handbook on Multimedia Synchronization is the perfect companion for scholars and practitioners that want to acquire strong knowledge about this research area, and also approach the challenges behind ensuring the best mediated experiences, by providing the adequate synchronization between the media elements that constitute these experiences.

The MPEG-21 Book Ian S. Burnett 2006-08-04 Understand the MPEG-21 Multimedia Framework, the standard for the creation, delivery and consumption of multimedia. This text is the comprehensive guide to MPEG-21, the technology that provides an open framework for multimedia applications. Whereas previous MPEG standards defined compression techniques, MPEG-21 offers methods for the search, access, storage and Rights protection of content. The MPEG-21 Book offers a complete introduction to standardisation, before proceeding to discuss the vision behind MPEG-21, what 'Digital Items' are, how they are adapted and how their contents can be protected. The book provides coverage of the individual parts of the standard to an advanced level, with chapters dedicated to each of the core technologies. The authors describe not only the present situation, but also emerging developments and the relation of MPEG-21 to the other MPEG standards, giving essential insights into the future of MPEG and its impact on multimedia. The MPEG-21 Book: Provides an accessible explanation of the MPEG-21 standards and specifications. Presents a comprehensive overview of the technical issues that MPEG-21 covers, including the foundational Digital Item Declaration, Digital Item Identification, Digital Item Adaptation, and Digital Item Processing. Offers in-depth and up-to-date coverage of Rights Expression Language and Rights Data Dictionary. Provides first detailed treatments of Event Reporting and IPMP Components. Reviews the new MPEG technologies Multimedia Middleware, Multimedia Application Formats (MAFs) and Digital Item Streaming. The MPEG-21 Book will provide an essential resource to researchers, engineers, Internet designers, systems designers, and content providers, creators and distributors in the entertainment and broadcasting industries. Students in communications technology, media technology and multimedia signal processing will also find it an invaluable guide to this cutting-edge technology.

Axmedis 2005 : proceedings of the 1st International Conference on Automated Production of Cross Media Content for Multi-channel Distribution ; volume for Workshops, Industrial und Applications Sessions ; Florence, Italy, 30 November - 2 December 2005 Paolo Nesi 2005

Proceedings 2003

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The British National Bibliography Arthur James Wells 2003

The MPEG-4 Book F. Pereira ((Fernando Manuel Bernardo)) 2002

ICT for Health Science Research A. Shabo (Shvo) 2019-04-17 Information and Communications Technology (ICT) is used in healthcare and health science research in application domains such as clinical trials and the development of drug and medical devices, as well as in translational medicine, with the aim of improving prevention, diagnosis, and interventions in health and care. This book presents accepted papers from the 2019 European Federation of Medical Informatics conference (EFMI STC 2019), held in Hanover, Germany, from 7 - 10 April 2019. More than 90 submissions were received, from which, after review, the Scientific Program Committee (SPC) accepted 50 full papers to be included in this volume of proceedings. In addition, 16 poster presentations were accepted. This year, ICT for Health Science Research was selected as the focus topic, and the conference also honors Prof. Peter Leo Reichertz (1930 - 1987), one of the founding fathers of ICT healthcare and an originator of the term Medical Informatics. The conference focuses on recent research & development supporting information systems in biomedical, translational and clinical research, as well as semantic interoperability across such systems for the purpose of data sharing and the analytics of cross-system integrated data. Papers are divided into 12 categories covering topics including digitization; data privacy; interoperability; data-driven decision support; mobile data capture; and ICT for clinical trials. The book will be of interest to all healthcare researchers and practitioners whose work involves the use of ICT.

Interactive Distributed Multimedia Systems Doug Shepherd 2001-08-22 th We are very happy to present the proceedings of the 8 International Workshop on Interactive Distributed Multimedia Systems IDMS 2001, in co-operation with ACM SIGCOMM and SIGMM. These proceedings contain the technical programme for IDMS 2001, held September 4 7, 2001 in Lancaster, UK. For the technical programme this year we received 48 research papers from both academic and industrial institutions all around the world. After the review process, 15 were accepted as full papers for publication, and a further 8 as short

positional papers, intended to provoke debate. The technical programme was complimented by three invited papers: QoS for Multimedia What's Going to Make It Pay? by Derek McAuley, Enabling the Internet to Provide Multimedia Services by Markus H. mann, and MPEG-21 Standard: Why an Open Multimedia Framework? by Fernando Pereira. The organisers are very grateful for the help they received to make IDMS 2001 a successful event. In particular, we would like to thank the PC for their first class - views of papers, particularly considering the tight reviewing deadlines this year. Also, we would like to acknowledge the support from Agilent, BTextact Technologies, Hewlett Packard, Microsoft Research, Orange, and Sony Electronics without whom IDMS 2001 would not have been such a memorable event. We hope that readers will find these proceedings helpful in their future research, and that IDMS will continue to be an active forum for the discussion of distributed multimedia research for years to come.

Quality of Service for Internet Multimedia Jitae Shin 2004 & • Presents a simple yet practical approach to achieve realistic multimedia networking simulations by simulating applications. & & • In-depth coverage of recent research results in the area of multimedia transmission over QoS-enabled networks. & & • Straight from the source, Authors from

the federally funded IMSC research program at USC.

Special Issue on MPEG-4 Fernando Pereira 1997
Advanced Video Coding for Next-Generation Multimedia Services Yo-Sung Ho 2013-01-09 This book aims to bring together recent advances and applications of video coding. All chapters can be useful for researchers, engineers, graduate and postgraduate students, experts in this area, and hopefully also for people who are generally interested in video coding. The book includes nine carefully selected chapters. The chapters deal with advanced compression techniques for multimedia applications, concerning recent video coding standards, high efficiency video coding (HEVC), multiple description coding, region of interest (ROI) coding, shape compensation, error resilient algorithms for H.264/AVC, wavelet-based coding, facial video coding, and hardware implementations. This book provides several useful ideas for your own research and helps to bridge the gap between the basic video coding techniques and practical multimedia applications. We hope this book is enjoyable to read and will further contribute to video coding.

2007-04 JPEGMPEGH.264/AVC