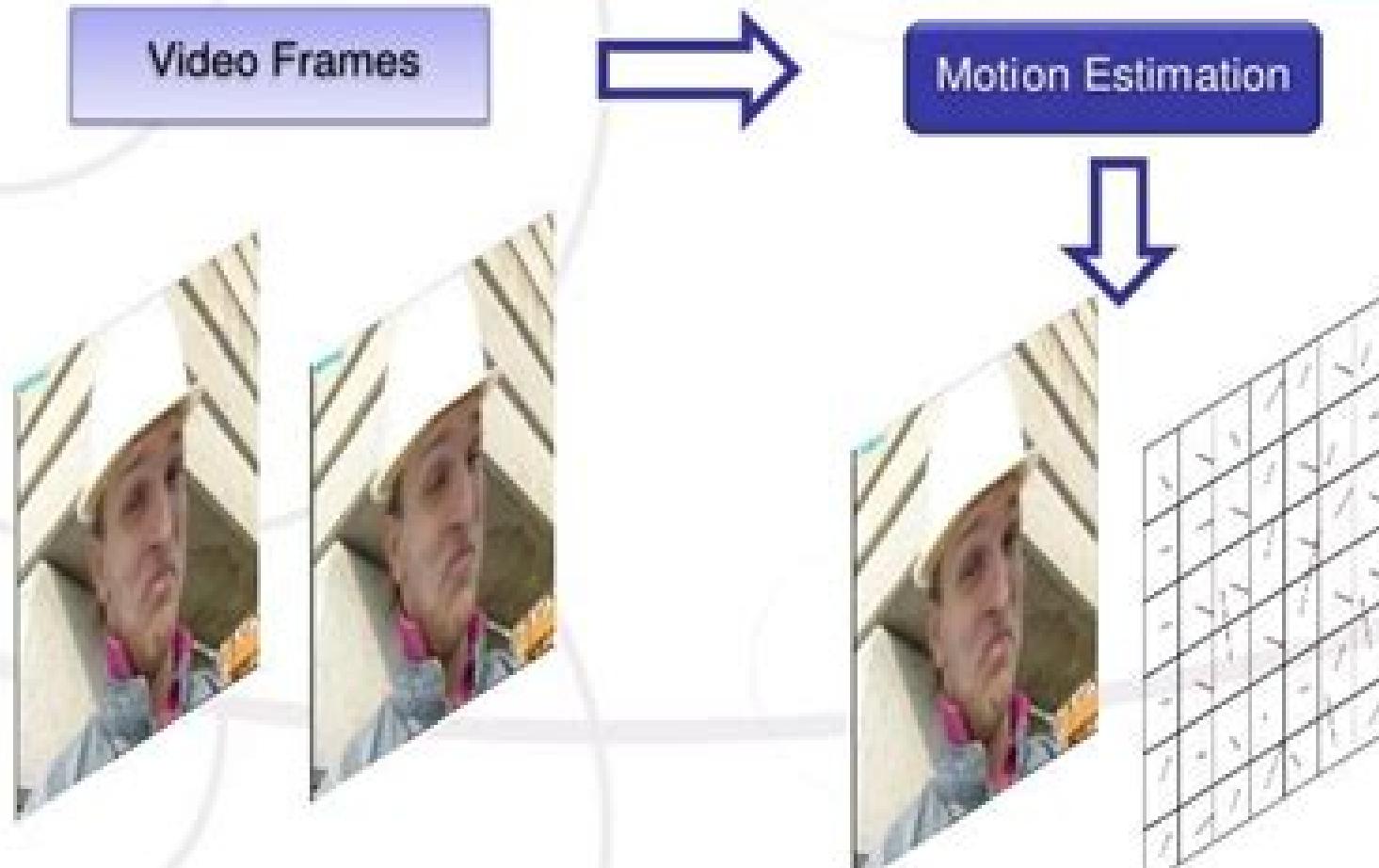


# Motion Estimation



Motion Vectors

# Motion Estimation Algorithms For Video Compression

**Raymond Westwater, Borko Furht**

## **Motion Estimation Algorithms For Video Compression:**

**Motion Estimation Algorithms for Video Compression** Borko Furht, Joshua Greenberg, Raymond Westwater, 2012-12-06 Video technology promises to be the key for the transmission of motion video. A number of video compression techniques and standards have been introduced in the past few years particularly the MPEG 1 and MPEG 2 for interactive multimedia and for digital NTSC and HDTV applications and H 2611H 263 for video telecommunications. These techniques use motion estimation techniques to reduce the amount of data that is stored and transmitted for each frame. This book is about these motion estimation algorithms their complexity implementations advantages and drawbacks. First we present an overview of video compression techniques with an emphasis to techniques that use motion estimation such as MPEG and H 2611H 263. Then we give a survey of current motion estimation search algorithms including the exhaustive search and a number of fast search algorithms. An evaluation of current search algorithms based on a number of experiments on several test video sequences is presented as well. The theoretical framework for a new fast search algorithm Densely Centered Uniform P Search DCUPS is developed and presented in the book. The complexity of the DCUPS algorithm is comparable to other popular motion estimation techniques however the algorithm shows superior results in terms of compression ratios and video quality. We should stress out that these new results presented in Chapters 4 and 5 have been developed by Joshua Greenberg as part of his M Sc thesis entitled Densely Centered Uniform P Search A Fast Motion Estimation Algorithm FAU 1996

## **New Efficient Block-based Motion Estimation Algorithms for Video Compression and Their Hardware Implementations** Mohamed Mohamed Rehan, 2006

*Analysis of Motion Estimation Algorithms for Video Compression* Rahul Bhandari, 2016-11-15

### Evaluating motion estimation algorithms for video compression, 1903

Este trabalho teve por objetivo estudar algoritmos de estimativa de movimento baseados na técnica de casamento de bloco a fim de avaliar a importância da sua escolha na construção de um codificador para uso em compressão de seqüência de imagens. Para isto foram estudados quatro algoritmos baseados na técnica de casamento de bloco sendo verificada a interdependência existente entre os vários parâmetros que os compõem tais como tamanho da área de busca, critérios de medida de distorção entre blocos e tamanhos de blocos em relação à qualidade da imagem reconstruída.

*Motion Estimation for Video Coding* Indrajit Chakrabarti, Kota Naga Srinivasarao Batta, Sumit Kumar Chatterjee, 2015-01-13

The need of video compression in the modern age of visual communication cannot be over emphasized. This monograph will provide useful information to the postgraduate students and researchers who wish to work in the domain of VLSI design for video processing applications. In this book one can find an in depth discussion of several motion estimation algorithms and their VLSI implementation as conceived and developed by the authors. It records an account of research done involving fast three step search successive elimination one bit transformation and its effective combination with diamond search and dynamic pixel truncation techniques. Two appendices provide a number of instances of proof of concept through Matlab and Verilog program segments. In this aspect

the book can be considered as first of its kind The architectures have been developed with an eye to their applicability in everyday low power handheld appliances including video camcorders and smartphones **Real-Time Video Compression** Raymond Westwater,Borko Furht,2007-08-28 Real Time Video Compression Techniques and Algorithms introduces the XYZ video compression technique which operates in three dimensions eliminating the overhead of motion estimation First video compression standards MPEG and H 261 H 263 are described They both use asymmetric compression algorithms based on motion estimation Their encoders are much more complex than decoders The XYZ technique uses a symmetric algorithm based on the Three Dimensional Discrete Cosine Transform 3D DCT 3D DCT was originally suggested for compression about twenty years ago however at that time the computational complexity of the algorithm was too high it required large buffer memory and was not as effective as motion estimation We have resurrected the 3D DCT based video compression algorithm by developing several enhancements to the original algorithm These enhancements make the algorithm feasible for real time video compression in applications such as video on demand interactive multimedia and videoconferencing The demonstrated results presented in this book suggest that the XYZ video compression technique is not only a fast algorithm but also provides superior compression ratios and high quality of the video compared to existing standard techniques such as MPEG and H 261 H 263 The elegance of the XYZ technique is in its simplicity which leads to inexpensive VLSI implementation of any XYZ codec Real Time Video Compression Techniques and Algorithms can be used as a text for graduate students and researchers working in the area of real time video compression In addition the book serves as an essential reference for professionals in the field *Motion Estimation Algorithms for Video Compression Through Successive Elimination* Luc Trudeau,2017

**Development of Fast Motion Estimation Algorithms for Video Comression** , With the increasing popularity of technologies such as Internet streaming video and video conferencing video compression has became an essential component of broadcast and entertainment media Motion Estimation ME and compensation techniques which can eliminate temporal redundancy between adjacent frames effectively have been widely applied to popular video compression coding standards such as MPEG 2 MPEG 4 Traditional fast block matching algorithms are easily trapped into the local minima resulting in degradation on video quality to some extent after decoding Since Evolutionary Computing Techniques are suitable for achieving global optimal solution these techniques are introduced to do Motion Estimation procedure in this thesis Zero Motion judgement is also included which aims at finding static macroblocks MB which do not need to perform remaining search thus reduces the computational cost Simulation results obtained show that the proposed Clonal Particle Swarm Optimization algorithm given a very good improvement in reducing the computations overhead and achieves very good Peak Signal to Noise Ratio PSNR values which makes the techniques more efficient than the conventional searching algorithms To reduce the Motion vector overhead in Bidirectional frame prediction in this thesis novel Bidirectional Motion Estimation algorithm based on PSO is also proposed and results shows that the proposed method can significantly reduces

the computational complexity involved in the Bidirectional frame prediction and also least prediction error in all video sequences Multiple Reference Motion Compensation Athanasios Leontaris, Pamela C. Cosman, Alexis M. Tourapis, 2009 Motion compensation exploits temporal correlation in a video sequence to yield high compression efficiency. Multiple reference frame motion compensation is an extension of motion compensation that exploits temporal correlation over a longer time scale. Devised mainly for increasing compression efficiency, it exhibits useful properties such as enhanced error resilience and error concealment. Multiple Reference Motion Compensation: A Tutorial Introduction and Survey explores different aspects of multiple reference frame motion compensation including multihypothesis prediction, global motion prediction, improved error resilience and concealment for multiple references and algorithms for fast motion estimation in the context of multiple reference frame video encoders. Motion Estimation Techniques for Digital Video Coding Shilpa Metkar, Sanjay Talbar, 2013-03-15. The book deals with the development of a methodology to estimate the motion field between two frames for video coding applications. This book proposes an exhaustive study of the motion estimation process in the framework of a general video coder. The conceptual explanations are discussed in a simple language and with the use of suitable figures. The book will serve as a guide for new researchers working in the field of motion estimation techniques.

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. Fast Motion Estimation Techniques and Algorithms for

*H.264/AVC Video Compression* Man-yau Chiu, Hong Kong Polytechnic University. Faculty of Engineering, Hong Kong Polytechnic University. Department of Electronic and Information Engineering, 2011     **Real-Time Video Compression** Raymond Westwater, Borko Furht, 2013-04-26 Real Time Video Compression Techniques and Algorithms introduces the XYZ video compression technique which operates in three dimensions eliminating the overhead of motion estimation. First video compression standards MPEG and H.261/H.263 are described. They both use asymmetric compression algorithms based on motion estimation. Their encoders are much more complex than decoders. The XYZ technique uses a symmetric algorithm based on the Three Dimensional Discrete Cosine Transform (3D-DCT). 3D-DCT was originally suggested for compression about twenty years ago; however, at that time the computational complexity of the algorithm was too high, it required large buffer memory and was not as effective as motion estimation. We have resurrected the 3D-DCT based video compression algorithm by developing several enhancements to the original algorithm. These enhancements make the algorithm feasible for real time video compression in applications such as video on demand, interactive multimedia and videoconferencing. The demonstrated results presented in this book suggest that the XYZ video compression technique is not only a fast algorithm but also provides superior compression ratios and high quality of the video compared to existing standard techniques such as MPEG and H.261/H.263. The elegance of the XYZ technique is in its simplicity which leads to inexpensive VLSI implementation of any XYZ codec. Real Time Video Compression Techniques and Algorithms can be used as a text for graduate students and researchers working in the area of real time video compression. In addition the book serves as an essential reference for professionals in the field.     *A Hybrid Fast Full Search Motion Estimation Algorithm for Video Compression*, 2006

**Algorithm and Architecture Design for Motion Estimation in Video Compression** 2007     *Advances in Computing and Data Sciences* Mayank Singh, Vipin Tyagi, P. K. Gupta, Jan Flusser, Tuncer Ören, V. R. Sonawane, 2021-10-22. This two volume book constitutes the post conference proceedings of the 5th International Conference on Advances in Computing and Data Sciences (ICACDS 2021) held in Nashik, India in April 2021. The 103 full papers were carefully reviewed and selected from 781 submissions. The papers in Part I and II are centered around topics like distributed systems, organizing principles, development frameworks and environments, software verification and validation, computational complexity and cryptography, machine learning theory, database theory, probabilistic representations, database management system engines, data mining, information retrieval, query processing, database and storage security, ubiquitous and mobile computing, parallel computing methodologies and others. The conference was held virtually due to the COVID 19 pandemic.     **Motion Analysis and Image Sequence Processing** M. Ibrahim Sezan, Reginald L. Lagendijk, 2012-12-06. An image or video sequence is a series of two dimensional 2D images sequentially ordered in time. Image sequences can be acquired for instance by video motion picture, X-ray or acoustic cameras or they can be synthetically generated by sequentially ordering 2D still images as in computer graphics and animation. The use of image sequences in areas such as entertainment, visual communications,

multimedia education medicine surveillance remote control and scientific research is constantly growing as the use of television and video systems are becoming more and more common The boosted interest in digital video for both consumer and professional products along with the availability of fast processors and memory at reasonable costs has been a major driving force behind this growth Before we elaborate on the two major terms that appear in the title of this book namely motion analysis and image sequence processing we like to place them in their proper contexts within the range of possible operations that involve image sequences In this book we choose to classify these operations into three major categories namely i image sequence processing ii image sequence analysis and iii visualization The interrelationship among these three categories is pictorially described in Figure 1 below in the form of an image sequence triangle *Computer-Aided Developments: Electronics and Communication* Arun Kumar Sinha, John Pradeep Darsy, 2019-09-30 The volume comprises of papers presented at the first CADEC 2019 conference held at Vellore Institute of Technology Andhra Pradesh Amaravati India The book contains computer simulated results in various areas of electronics and communication engineering such as VLSI and embedded systems wireless communication signal processing power electronics and control theory applications This volume will help researchers and engineers to develop and extend their ideas in upcoming research in electronics and communication

### **Design and Implementation of Fast Motion Estimation in Modern Video Compression on GPU**

Zhaohua Yi, Motion estimation is the most compute expensive part of high definition video compression It accounts for more than 50 % of overall execution Therefore improving the performance of motion estimation can make significant impact on the overall performance of video compression The performance of motion estimation can be improved in two aspects algorithm and implementation This thesis touches both aspects We first propose an innovative motion estimation algorithm by replacing the traditional block matching method which comparing blocks pixel by pixel with a brand new method which based on LBP Local Binary Pattern code Our new method first encodes the original video frames into LBP code and then compares the blocks only using the LBP code Our algorithm reduces the amount of computation significantly by avoiding many pixel by pixel comparisons present in traditional block matching approaches Using public benchmarks our experiments show our proposed motion estimation algorithm runs 5 times faster than a traditional algorithm Furthermore we accelerate our proposed algorithm on GPUs Motion estimation processes of all blocks are offloaded to GPU and accelerated in parallel Our GPU implementation runs 9 times faster than CPU implementation *Advances in Computer Vision and Information Technology*, 2013-12-30 The latest trends in information technology represent a new intellectual paradigm for scientific exploration and the visualization of scientific phenomena This title covers the emerging technologies in the field Academics engineers industrialists scientists and researchers engaged in teaching and research and development of computer science and information technology will find the book useful for their academic and research work

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