

Contents

Forward	xiii
Preface	xv
About the Authors	xxi
About the Series Editors	xxv
1 Introduction	1
1.1 Why 4G?	1
1.2 4G Status and Key Technologies	3
1.2.1 3GPP LTE	3
1.2.2 Mobile WiMAX	4
1.3 Video Over Wireless	5
1.3.1 Video Compression Basics	5
1.3.2 Video Coding Standards	9
1.3.3 Error Resilience	10
1.3.4 Network Integration	12
1.3.5 Cross-Layer Design for Wireless Video Delivery	14
1.4 Challenges and Opportunities for 4G Wireless Video	15
References	17
2 Wireless Communications and Networking	19
2.1 Characteristics and Modeling of Wireless Channels	19
2.1.1 Degradation in Radio Propagation	19
2.1.2 Rayleigh Fading Channel	20
2.2 Adaptive Modulation and Coding	23
2.2.1 Basics of Modulation Schemes	23
2.2.2 System Model of AMC	25
2.2.3 Channel Quality Estimation and Prediction	26
2.2.4 Modulation and Coding Parameter Adaptation	28

2.2.5	<i>Estimation Error and Delay in AMC</i>	30
2.2.6	<i>Selection of Adaptation Interval</i>	30
2.3	Orthogonal Frequency Division Multiplexing	31
2.3.1	<i>Background</i>	31
2.3.2	<i>System Model and Implementation</i>	31
2.3.3	<i>Pros and Cons</i>	33
2.4	Multiple-Input Multiple-Output Systems	34
2.4.1	<i>MIMO System Model</i>	34
2.4.2	<i>MIMO Capacity Gain: Multiplexing</i>	35
2.4.3	<i>MIMO Diversity Gain: Beamforming</i>	35
2.4.4	<i>Diversity-Multiplexing Trade-offs</i>	35
2.4.5	<i>Space-Time Coding</i>	36
2.5	Cross-Layer Design of AMC and HARQ	37
2.5.1	<i>Background</i>	38
2.5.2	<i>System Modeling</i>	39
2.5.3	<i>Cross-Layer Design</i>	41
2.5.4	<i>Performance Analysis</i>	44
2.5.5	<i>Performance</i>	45
2.6	Wireless Networking	47
2.6.1	<i>Layering Network Architectures</i>	48
2.6.2	<i>Network Service Models</i>	50
2.6.3	<i>Multiplexing Methods</i>	51
2.6.4	<i>Connection Management in IP-Based Data Networks</i>	53
2.6.5	<i>QoS Handoff</i>	54
2.7	Summary	55
	References	56
3	Video Coding and Communications	59
3.1	Digital Video Compression – Why and How Much?	59
3.2	Basics	60
3.2.1	<i>Video Formats</i>	60
3.2.1.1	<i>Scanning</i>	60
3.2.1.2	<i>Color</i>	61
3.2.1.3	<i>Luminance, Luma, Chrominance, Chroma</i>	64
3.3	Information Theory	64
3.3.1	<i>Entropy and Mutual Information</i>	65
3.3.2	<i>Encoding of an Information Source</i>	66
3.3.3	<i>Variable Length Coding</i>	68
3.3.4	<i>Quantization</i>	71
3.4	Encoder Architectures	73
3.4.1	<i>DPCM</i>	73
3.4.2	<i>Hybrid Transform-DPCM Architecture</i>	77
3.4.3	<i>A Typical Hybrid Transform DPCM-based Video Codec</i>	79
3.4.4	<i>Motion Compensation</i>	82
3.4.5	<i>DCT and Quantization</i>	83
3.4.6	<i>Procedures Performed at the Decoder</i>	84

3.5	Wavelet-Based Video Compression	86
3.5.1	<i>Motion-Compensated Temporal Wavelet Transform Using Lifting</i>	90
	References	94
4	4G Wireless Communications and Networking	97
4.1	IMT-Advanced and 4G	97
4.2	LTE	99
4.2.1	<i>Introduction</i>	101
4.2.2	<i>Protocol Architecture</i>	102
4.2.2.1	<i>E-UTRAN Overview Architecture</i>	102
4.2.2.2	<i>User Plane and Control Plane</i>	102
4.2.2.3	<i>LTE Physical Layer</i>	106
4.2.3	<i>LTE Layer 2</i>	107
4.2.4	<i>The Evolution of Architecture</i>	110
4.2.5	<i>LTE Standardization</i>	110
4.3	WIMAX-IEEE 802.16m	112
4.3.1	<i>Network Architecture</i>	113
4.3.2	<i>System Reference Model</i>	114
4.3.3	<i>Protocol Structure</i>	114
4.3.3.1	<i>MAC Layer</i>	114
4.3.3.2	<i>PHY Layer</i>	120
4.3.4	<i>Other Functions Supported by IEEE 802.16m for Further Study</i>	125
4.4	3GPP2 UMB	125
4.4.1	<i>Architecture Reference Model</i>	126
4.4.2	<i>Layering Architecture and Protocols</i>	127
	Acknowledgements	133
	References	133
5	Advanced Video Coding (AVC)/H.264 Standard	135
5.1	Digital Video Compression Standards	135
5.2	AVC/H.264 Coding Algorithm	138
5.2.1	<i>Temporal Prediction</i>	139
5.2.1.1	<i>Motion Estimation</i>	140
5.2.1.2	<i>P and B MBs</i>	142
5.2.1.3	<i>Multiple References</i>	143
5.2.1.4	<i>Motion Estimation Accuracy</i>	143
5.2.1.5	<i>Weighted Prediction</i>	144
5.2.1.6	<i>Frame and Field MV</i>	144
5.2.1.7	<i>MV Compression</i>	145
5.2.2	<i>Spatial Prediction</i>	147
5.2.3	<i>The Transform</i>	148
5.2.3.1	<i>4 × 4 Integer DCT and Inverse Integer DCT Transform</i>	149
5.2.3.2	<i>8 × 8 Transform</i>	150
5.2.3.3	<i>Hadamard Transform for DC</i>	151

5.2.4	<i>Quantization and Scaling</i>	151
5.2.5	<i>Scanning</i>	151
5.2.6	<i>Variable Length Lossless Codecs</i>	152
5.2.6.1	<i>Exp-Golomb Code</i>	153
5.2.6.2	<i>CAVLC (Context Adaptive VLC)</i>	154
5.2.6.3	<i>CABAC</i>	154
5.2.7	<i>Deblocking Filter</i>	155
5.2.8	<i>Hierarchy in the Coded Video</i>	156
5.2.8.1	<i>Basic Picture Types (I, P, B, B_R)</i>	157
5.2.8.2	<i>SP and SI Pictures</i>	157
5.2.9	<i>Buffers</i>	158
5.2.10	<i>Encapsulation/Packetization</i>	159
5.2.11	<i>Profiles</i>	160
5.2.11.1	<i>Baseline Profile</i>	160
5.2.11.2	<i>Extended Profile</i>	162
5.2.11.3	<i>Main Profile</i>	162
5.2.11.4	<i>High Profile</i>	162
5.2.11.5	<i>High10 Profile</i>	163
5.2.11.6	<i>High 4:2:2 Profile</i>	163
5.2.11.7	<i>High 4:4:4 Predictive Profile</i>	163
5.2.11.8	<i>Intra Only Profiles</i>	163
5.2.12	<i>Levels</i>	163
5.2.12.1	<i>Maximum Bit Rates, Picture Sizes and Frame Rates</i>	164
5.2.12.2	<i>Maximum CPB, DPB and Reference Frames</i>	164
5.2.13	<i>Parameter Sets</i>	167
5.2.13.1	<i>Sequence Parameter Sets (SPS)</i>	167
5.2.13.2	<i>Picture Parameter Sets (PPS)</i>	167
5.2.14	<i>Supplemental Enhancement Information (SEI)</i>	167
5.2.15	<i>Subjective Tests</i>	168
	References	168
6	Content Analysis for Communications	171
6.1	Introduction	171
6.2	Content Analysis	173
6.2.1	<i>Low-Level Feature Extraction</i>	174
6.2.1.1	<i>Edge</i>	174
6.2.1.2	<i>Shape</i>	176
6.2.1.3	<i>Color</i>	177
6.2.1.4	<i>Texture</i>	177
6.2.1.5	<i>Motion</i>	178
6.2.1.6	<i>Mathematical Morphology</i>	178
6.2.2	<i>Image Segmentation</i>	179
6.2.2.1	<i>Threshold and Boundary Based Segmentation</i>	181
6.2.2.2	<i>Clustering Based Segmentation</i>	181
6.2.2.3	<i>Region Based Approach</i>	181
6.2.2.4	<i>Adaptive Perceptual Color-Texture Segmentation</i>	182

6.2.3	<i>Video Object Segmentation</i>	185
6.2.3.1	<i>COST211 Analysis Model</i>	187
6.2.3.2	<i>Spatial-Temporal Segmentation</i>	187
6.2.3.3	<i>Moving Object Tracking</i>	188
6.2.3.4	<i>Head-and-Shoulder Object Segmentation</i>	190
6.2.4	<i>Video Structure Understanding</i>	200
6.2.4.1	<i>Video Abstraction</i>	201
6.2.4.2	<i>Video Summary Extraction</i>	203
6.2.5	<i>Analysis Methods in Compressed Domain</i>	208
6.3	<i>Content-Based Video Representation</i>	209
6.4	<i>Content-Based Video Coding and Communications</i>	212
6.4.1	<i>Object-Based Video Coding</i>	212
6.4.2	<i>Error Resilience for Object-Based Video</i>	215
6.5	<i>Content Description and Management</i>	217
6.5.1	<i>MPEG-7</i>	217
6.5.2	<i>MPEG-21</i>	219
	References	219
7	Video Error Resilience and Error Concealment	223
7.1	Introduction	223
7.2	Error Resilience	224
7.2.1	<i>Resynchronization Markers</i>	224
7.2.2	<i>Reversible Variable Length Coding (RVLC)</i>	225
7.2.3	<i>Error-Resilient Entropy Coding (EREC)</i>	226
7.2.4	<i>Independent Segment Decoding</i>	228
7.2.5	<i>Insertion of Intra Blocks or Frames</i>	228
7.2.6	<i>Scalable Coding</i>	229
7.2.7	<i>Multiple Description Coding</i>	230
7.3	Channel Coding	232
7.4	Error Concealment	234
7.4.1	<i>Intra Error Concealment Techniques</i>	234
7.4.2	<i>Inter Error Concealment Techniques</i>	234
7.5	Error Resilience Features of H.264/AVC	236
7.5.1	<i>Picture Segmentation</i>	236
7.5.2	<i>Intra Placement</i>	236
7.5.3	<i>Reference Picture Selection</i>	237
7.5.4	<i>Data Partitioning</i>	237
7.5.5	<i>Parameter Sets</i>	237
7.5.6	<i>Flexible Macroblock Ordering</i>	238
7.5.7	<i>Redundant Slices (RSs)</i>	239
	References	239
8	Cross-Layer Optimized Video Delivery over 4G Wireless Networks	241
8.1	Why Cross-Layer Design?	241
8.2	Quality-Driven Cross-Layer Framework	242

8.3	Application Layer	244
8.4	Rate Control at the Transport Layer	244
	8.4.1 <i>Background</i>	244
	8.4.2 <i>System Model</i>	246
	8.4.3 <i>Network Setting</i>	246
	8.4.4 <i>Problem Formulation</i>	248
	8.4.5 <i>Problem Solution</i>	248
	8.4.6 <i>Performance Evaluation</i>	249
8.5	Routing at the Network Layer	252
	8.5.1 <i>Background</i>	252
	8.5.2 <i>System Model</i>	254
	8.5.3 <i>Routing Metric</i>	255
	8.5.4 <i>Problem Formulation</i>	257
	8.5.5 <i>Problem Solution</i>	258
	8.5.6 <i>Implementation Considerations</i>	262
	8.5.7 <i>Performance Evaluation</i>	263
8.6	Content-Aware Real-Time Video Streaming	265
	8.6.1 <i>Background</i>	265
	8.6.2 <i>Background</i>	265
	8.6.3 <i>Problem Formulation</i>	266
	8.6.4 <i>Routing Based on Priority Queuing</i>	267
	8.6.5 <i>Problem Solution</i>	269
	8.6.6 <i>Performance Evaluation</i>	270
8.7	Cross-Layer Optimization for Video Summary Transmission	272
	8.7.1 <i>Background</i>	272
	8.7.2 <i>Problem Formulation</i>	274
	8.7.3 <i>System Model</i>	276
	8.7.4 <i>Link Adaptation for Good Content Coverage</i>	278
	8.7.5 <i>Problem Solution</i>	280
	8.7.6 <i>Performance Evaluation</i>	283
8.8	Conclusions	287
	References	287
9	Content-based Video Communications	291
9.1	Network-Adaptive Video Object Encoding	291
9.2	Joint Source Coding and Unequal Error Protection	294
	9.2.1 <i>Problem Formulation</i>	295
	9.2.1.1 <i>System Model</i>	296
	9.2.1.2 <i>Channel Model</i>	297
	9.2.1.3 <i>Expected Distortion</i>	298
	9.2.1.4 <i>Optimization Formulation</i>	298
	9.2.2 <i>Solution and Implementation Details</i>	299
	9.2.2.1 <i>Packetization and Error Concealment</i>	299
	9.2.2.2 <i>Expected Distortion</i>	299
	9.2.2.3 <i>Optimal Solution</i>	300
	9.2.3 <i>Application on Energy-Efficient Wireless Network</i>	301

9.2.3.1	<i>Channel Model</i>	301
9.2.3.2	<i>Experimental Results</i>	302
9.2.4	<i>Application on Differentiated Services Networks</i>	303
9.3	Joint Source-Channel Coding with Utilization of Data Hiding	305
9.3.1	<i>Hiding Shape in Texture</i>	308
9.3.2	<i>Joint Source-Channel Coding</i>	309
9.3.3	<i>Joint Source-Channel Coding and Data Hiding</i>	311
9.3.3.1	<i>System Model</i>	311
9.3.3.2	<i>Channel Model</i>	312
9.3.3.3	<i>Expected Distortion</i>	312
9.3.3.4	<i>Implementation Details</i>	313
9.3.4	<i>Experimental Results</i>	315
References		322
10	AVC/H.264 Application – Digital TV	325
10.1	Introduction	325
10.1.1	<i>Encoder Flexibility</i>	326
10.2	Random Access	326
10.2.1	<i>GOP Bazaar</i>	327
10.2.1.1	<i>MPEG-2 Like, 2B, GOP Structure</i>	327
10.2.1.2	<i>Reference B and Hierarchical GOP structures</i>	330
10.2.1.3	<i>Low Delay Structure</i>	331
10.2.1.4	<i>Editable Structure</i>	331
10.2.1.5	<i>Others</i>	332
10.2.2	<i>Buffers, Before and After</i>	332
10.2.2.1	<i>Coded Picture Buffer</i>	332
10.2.2.2	<i>Decoded Picture Buffer (DPB)</i>	334
10.3	Bitstream Splicing	335
10.4	Trick Modes	337
10.4.1	<i>Fast Forward</i>	338
10.4.2	<i>Reverse</i>	338
10.4.3	<i>Pause</i>	338
10.5	Carriage of AVC/H.264 Over MPEG-2 Systems	338
10.5.1	<i>Packetization</i>	339
10.5.1.1	<i>Packetized Elementary Stream (PES)</i>	340
10.5.1.2	<i>Transport Stream (TS)</i>	340
10.5.1.3	<i>Program Stream</i>	343
10.5.2	<i>Audio Video Synchronization</i>	344
10.5.3	<i>Transmitter and Receiver Clock Synchronization</i>	344
10.5.4	<i>System Target Decoder and Timing Model</i>	344
References		345
11	Interactive Video Communications	347
11.1	Video Conferencing and Telephony	347
11.1.1	<i>IP and Broadband Video Telephony</i>	347

11.1.2	<i>Wireless Video Telephony</i>	348
11.1.3	<i>3G-324M Protocol</i>	348
11.1.3.1	<i>Multiplexing and Error Handling</i>	349
11.1.3.2	<i>Adaptation Layers</i>	350
11.1.3.3	<i>The Control Channel</i>	350
11.1.3.4	<i>Audio and Video Channels</i>	350
11.1.3.5	<i>Call Setup</i>	350
11.2	<i>Region-of-Interest Video Communications</i>	351
11.2.1	<i>ROI based Bit Allocation</i>	351
11.2.1.1	<i>Quality Metric for ROI Video</i>	351
11.2.1.2	<i>Bit Allocation Scheme for ROI Video</i>	353
11.2.1.3	<i>Bit Allocation Models</i>	354
11.2.2	<i>Content Adaptive Background Skipping</i>	356
11.2.2.1	<i>Content-based Skip Mode Decision</i>	357
11.2.2.2	<i>ρ Budget Adjustment</i>	360
References		366
12	Wireless Video Streaming	369
12.1	Introduction	369
12.2	Streaming System Architecture	370
12.2.1	<i>Video Compression</i>	370
12.2.2	<i>Application Layer QoS Control</i>	372
12.2.2.1	<i>Rate Control</i>	372
12.2.2.2	<i>Rate Shaping</i>	373
12.2.2.3	<i>Error Control</i>	374
12.2.3	<i>Protocols</i>	374
12.2.3.1	<i>Transport Protocols</i>	375
12.2.4	<i>Video/Audio Synchronization</i>	376
12.3	Delay-Constrained Retransmission	377
12.3.1	<i>Receiver-Based Control</i>	378
12.3.2	<i>Sender-Based Control</i>	378
12.3.3	<i>Hybrid Control</i>	379
12.3.4	<i>Rate-Distortion Optimal Retransmission</i>	379
12.4	Considerations for Wireless Video Streaming	382
12.4.1	<i>Cross-Layer Optimization and Physical Layer Consideration</i>	383
12.5	P2P Video Streaming	384
References		385
Index		389