An Improved Pyramid for Spatially Scalable Video Coding

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1 Introduction

Problem
- Spatially scalable video coding

Critically Sampled Spatial Wavelet Schemes
- Critically sampled high-bands are shift-variant
- Efficient motion compensation is challenging

Overcomplete Spatial Representations
- Can be shift-invariant for all subbands
- Efficient motion compensation
- Problem: Compression efficiency

Goal
- Improve efficiency of the Laplacian pyramid

3 Experiments

Intra Coding of Spatial Subbands

MCTF Coding of Spatial Subbands with JSVM

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References