
Report on MPEG Workshops on future directions in video compression

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Busan, Korea

Status of first workshop in Busan

- 7 contributions followed by a panel discussion
 - Very well attended (estimated 250 participants)
 - Few areas identified
 - Future networks and their requirements
 - Future capture and display devices
 - Emerging compression components and schemes
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Conclusions of first workshop

- Future mobile network features
 - Very low packet error rates circa 0.1% (no bit errors)
 - Occasional break-down of connections
 - Increasing higher bit rates available
 - IP based communication
 - Future capture and display
 - Higher resolution formats more widely used (1Kx2K and higher)
 - Better color renditions
 - Multi-view formats increasingly available
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Conclusions of first workshop

- Emerging compression components
 - Better motion compensation schemes
 - Native RGB compression approach
 - Texture synthesis
 - Emerging compression schemes
 - Distributed source coding
 - X-lets
 - Complexity
 - Automatic complexity analysis based on C-code
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Status of workshop in Nice, France

- Call: <http://www.chiariglione.org/mpeg>
 - Venue: Acropolis Nice on Sunday prior to MPEG meeting
 - a room with capacity of 100 has been reserved
 - Important dates
 - **July 18th, 2005** Submission of abstract by sending an email to: futurevideo@listes.epfl.ch
 - **August 15th, 2005** Notification of accepted papers
 - **October 10th, 2005** Manuscripts due date
 - **October 16th, 2005** Workshop
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Status of workshop in Nice, France

- Distributed video coding
 - Texture synthesis and replacement
 - Advanced prediction techniques
 - Extensions to wavelet based coding (x-lets)
 - Low complexity video compression
 - Applications currently not supported by video compression standards
 - Trends in enabling technologies affecting video compression (display, acquisition, networks, processors, etc.)
 - Emerging applications requiring new compression standards (D-Cinema, Gaming, etc.)
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