List of Acronyms and Abbreviations

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACK</td>
<td>Acknowledgement</td>
</tr>
<tr>
<td>AMC</td>
<td>Adaptive Modulation and Coding</td>
</tr>
<tr>
<td>ARQ</td>
<td>Automatic Repeat Request</td>
</tr>
<tr>
<td>AVC</td>
<td>Advanced Video Coding</td>
</tr>
<tr>
<td>AWGN</td>
<td>Additive White Gaussian Noise</td>
</tr>
<tr>
<td>BCH</td>
<td>Bose-Chaudhuri-Hocqenghem (code)</td>
</tr>
<tr>
<td>BER</td>
<td>Bit Error Rate</td>
</tr>
<tr>
<td>bpp</td>
<td>bits per pixel</td>
</tr>
<tr>
<td>bps</td>
<td>bits per second</td>
</tr>
<tr>
<td>BPSK</td>
<td>Binary Phase Shift Keying</td>
</tr>
<tr>
<td>CBR</td>
<td>Constant Bit Rate</td>
</tr>
<tr>
<td>CCIR</td>
<td>Consultative Committee for International Radio</td>
</tr>
<tr>
<td>CIF</td>
<td>Common Intermediate Format</td>
</tr>
<tr>
<td>CGS</td>
<td>Coarse Granularity Scalability</td>
</tr>
<tr>
<td>CNR</td>
<td>Carrier-to-Noise Ratio</td>
</tr>
<tr>
<td>CSPIHT</td>
<td>Color SPIHT</td>
</tr>
<tr>
<td>DCT</td>
<td>Discrete Cosine Transform</td>
</tr>
<tr>
<td>DMV</td>
<td>Differential Motion Vectors</td>
</tr>
<tr>
<td>DPCM</td>
<td>Differential Pulse Code Modulation</td>
</tr>
<tr>
<td>DVB-T</td>
<td>Digital Video Broadcasting - Terrestrial</td>
</tr>
<tr>
<td>DWT</td>
<td>Discrete Wavelet Transform</td>
</tr>
<tr>
<td>ECC</td>
<td>Error Control Coding</td>
</tr>
<tr>
<td>EEP</td>
<td>Equal Error Protection</td>
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<tr>
<td>EREC</td>
<td>Error Resilient Entropy Coding</td>
</tr>
<tr>
<td>EZBC</td>
<td>Embedded Zero-Block Coder</td>
</tr>
<tr>
<td>EZW</td>
<td>Embedded Zerotree Wavelet</td>
</tr>
<tr>
<td>FEC</td>
<td>Forward Error Correction</td>
</tr>
<tr>
<td>FGS</td>
<td>Fine Granularity Scalability</td>
</tr>
<tr>
<td>Gbps</td>
<td>Gega bits per second</td>
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<tr>
<td>Acronym</td>
<td>Description</td>
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<td>--------------------------------------------------</td>
</tr>
<tr>
<td>GF</td>
<td>Galois Field</td>
</tr>
<tr>
<td>GOB</td>
<td>Group of Blocks</td>
</tr>
<tr>
<td>GOF</td>
<td>Group of Frames</td>
</tr>
<tr>
<td>GOP</td>
<td>Group of Pictures</td>
</tr>
<tr>
<td>HDTV</td>
<td>High Definition Television</td>
</tr>
<tr>
<td>HEVC</td>
<td>High Efficiency Video Coding</td>
</tr>
<tr>
<td>HP</td>
<td>High Priority</td>
</tr>
<tr>
<td>HPAM</td>
<td>Hierarchical Pulse Amplitude Modulation</td>
</tr>
<tr>
<td>HQAM</td>
<td>Hierarchical Quadrature Amplitude Modulation</td>
</tr>
<tr>
<td>IDCT</td>
<td>Inverse Discrete Cosine Transform</td>
</tr>
<tr>
<td>IDWT</td>
<td>Inverse Discrete Wavelet Transform</td>
</tr>
<tr>
<td>IEEE</td>
<td>Institute of Electrical and Electronics Engineers</td>
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<tr>
<td>IP</td>
<td>Internet Protocol</td>
</tr>
<tr>
<td>ISO</td>
<td>International Standards Organisation</td>
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<tr>
<td>ITU</td>
<td>International Telecommunications Union</td>
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<tr>
<td>JPEG</td>
<td>Joint Photograph Experts Group</td>
</tr>
<tr>
<td>JSCC</td>
<td>Joint Source-Channel Coding</td>
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<tr>
<td>Kbps</td>
<td>Kilo bits per second</td>
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<tr>
<td>LC</td>
<td>Luminance-Chrominance</td>
</tr>
<tr>
<td>LDPC</td>
<td>Low Density Parity Check</td>
</tr>
<tr>
<td>LIB</td>
<td>List of Insignificant Block</td>
</tr>
<tr>
<td>LIBS</td>
<td>List of Insignificant Block Sets</td>
</tr>
<tr>
<td>LL</td>
<td>Low-Low Subband</td>
</tr>
<tr>
<td>LP</td>
<td>Low Priority</td>
</tr>
<tr>
<td>LSB</td>
<td>Least Significant Bit</td>
</tr>
<tr>
<td>LSP</td>
<td>List of Significant Pixels</td>
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<tr>
<td>LTE</td>
<td>Long Term Evolution</td>
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<tr>
<td>LUT</td>
<td>Look-up Table</td>
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<tr>
<td>MAC</td>
<td>Media Access Control</td>
</tr>
<tr>
<td>MB</td>
<td>Macroblock</td>
</tr>
<tr>
<td>Mbps</td>
<td>Megha Bits per Second</td>
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<tr>
<td>MC</td>
<td>Motion Compensation</td>
</tr>
<tr>
<td>MCP</td>
<td>Motion-Compensated Prediction</td>
</tr>
<tr>
<td>MCTF</td>
<td>Motion Compensated Temporal Filtering</td>
</tr>
<tr>
<td>MDC</td>
<td>Multiple Descriptive Coding</td>
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<tr>
<td>MDS</td>
<td>Maximum Distance Separable (code)</td>
</tr>
<tr>
<td>ME</td>
<td>Motion Estimation</td>
</tr>
<tr>
<td>MPEG</td>
<td>Motion Picture Experts Group</td>
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<tr>
<td>MSB</td>
<td>Most Significant Bit</td>
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<tr>
<td>Acronym</td>
<td>Abbreviation</td>
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<tr>
<td>MSE</td>
<td>Mean Square Error</td>
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<tr>
<td>MV</td>
<td>Motion Vector</td>
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<tr>
<td>NACK</td>
<td>Negative Acknowledgement</td>
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<tr>
<td>NTSC</td>
<td>(American) National Television Standards Committee</td>
</tr>
<tr>
<td>OMBC</td>
<td>Overlapped Block Motion Compensation</td>
</tr>
<tr>
<td>PAM</td>
<td>Pulse Amplitude Modulation</td>
</tr>
<tr>
<td>PCM</td>
<td>Pulse Coded Modulation</td>
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<tr>
<td>PDA</td>
<td>Personal Digital Assistant</td>
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<tr>
<td>PSNR</td>
<td>Peak Signal-to-Noise Ratio</td>
</tr>
<tr>
<td>QAM</td>
<td>Quadrature Amplitude Modulation</td>
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<tr>
<td>QCIF</td>
<td>Quarter Common Intermediate Format</td>
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<tr>
<td>QoS</td>
<td>Quality of Service</td>
</tr>
<tr>
<td>QPSK</td>
<td>Quadrature Phase Shift Keying</td>
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<tr>
<td>RCPC</td>
<td>Rate Compatible Punctured Convolution (Code)</td>
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<tr>
<td>RGB</td>
<td>Red-Green-Blue</td>
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<tr>
<td>RS</td>
<td>Reed-Solomon (code)</td>
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<tr>
<td>RVLC</td>
<td>Reversible Variable Length Codes</td>
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<tr>
<td>SAD</td>
<td>Sum of Absolute Differences</td>
</tr>
<tr>
<td>SIF</td>
<td>Source Intermediate Format</td>
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<tr>
<td>SNR</td>
<td>Signal-to-Noise Ratio</td>
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<tr>
<td>SPECK</td>
<td>Set-Partitioning Embedded Block coder</td>
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<tr>
<td>SPIHT</td>
<td>Set Partitioning In Hierarchical Tree</td>
</tr>
<tr>
<td>SVC</td>
<td>Scalable Video Coding</td>
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<tr>
<td>TV</td>
<td>Television</td>
</tr>
<tr>
<td>UEP</td>
<td>Unequal Error Protection</td>
</tr>
<tr>
<td>ULP</td>
<td>Unequal Loss Protection</td>
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<tr>
<td>VLC</td>
<td>Variable Length Codes</td>
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<tr>
<td>WBTC</td>
<td>Wavelet Block-Tree Coding</td>
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<tr>
<td>WiFi</td>
<td>Wireless Fidelity</td>
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<tr>
<td>WiMAX</td>
<td>Worldwide Interoperability for Microwave Access</td>
</tr>
<tr>
<td>WLAN</td>
<td>Wireless Local Area Network</td>
</tr>
<tr>
<td>WMAN</td>
<td>Wireless Metropolitan Area Network</td>
</tr>
<tr>
<td>WPAN</td>
<td>Wireless Personal Area Network</td>
</tr>
<tr>
<td>WT</td>
<td>Wavelet Transform</td>
</tr>
</tbody>
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