

Introduction to Multimedia

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February 8, 2019

What is Multimedia?

What is Multimedia?



Multimedia is the field that deals with sound, still images, animations, moving images, ... or any other media.



Usage

- ▶ entertainment (video games, digital cinema, music, photography, television)
- ▶ communications (telephony, web sites, social media)
- ▶ content publishing (journalism, online repositories, digital preservation)
- ▶ science (hyperspectral imagery, plenoptic representation)
- ▶ cultural heritage digitization
- ▶ medicine (medical image sharing, ultrasound video)
- ▶ education (online courses)
- ▶ video surveillance

Related fields

- ▶ signal processing (A/D conversion, sampling theorem)
- ▶ audio/speech signal processing (speech compression)
- ▶ image processing (low-pass filtering, deblocking)
- ▶ data compression (every single multimedia format)
- ▶ computer graphics (color models, rendering)
- ▶ computer vision (optical flow, intelligent image search)
- ▶ cryptography (digital rights management)
- ▶ ... and mathematics (vector spaces, Fourier transform)

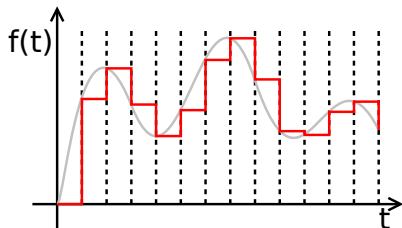
Sound

What is a sound?

Sound

What is a sound?

mechanical vibrations that travel through the air, perceived by human



- ▶ usually represented as digital audio signal
- ▶ humans can hear 20 to 20 000 Hz
- ▶ A/D and D/A converters, Nyquist frequency
- ▶ low-level view: sound cards, sound interfaces, audio samples
- ▶ high-level view: playing MP3, AC3, AAC formats

Still images

What is an image?

Still images

What is an image?

visual perception, perceived by human

- ▶ cameras, displays, video projectors
- ▶ raster image = rectangular grid of pixels
- ▶ pixels, color model, RGB, YUV/YCbCr
- ▶ low-level view: pixel format, chroma subsampling
- ▶ high-level view: displaying PNG, JPEG formats



Moving images

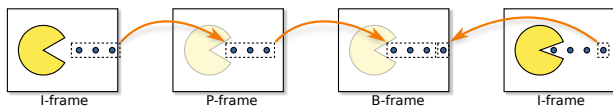
What is a moving image?

Moving images

What is a moving image?

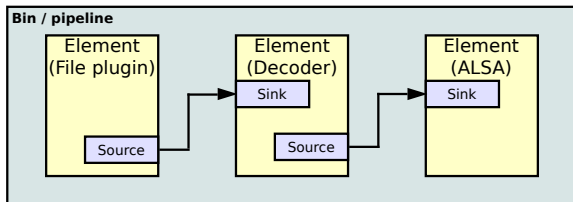
a sequence of images, illusion of continuous movement

- ▶ animation, video
- ▶ video and audio usually stored in multimedia containers
- ▶ multimedia frameworks
- ▶ low-level view: frames, fields, interlacing, framerate, . . . , still images
- ▶ high-level view: playing the MP4 container



Interfaces, libraries, frameworks

- ▶ low-level APIs: DirectSound, ALSA, OpenGL, DirectX
- ▶ low-level formats: sampling rate, pixel depth, color model
- ▶ high-level APIs: DirectShow, FFmpeg, game engines
- ▶ high-level formats: containers, audio/video codecs
- ▶ high-level tools use some high-level abstraction



Compression

- ▶ one 20Mpx digital photo = ca. 57 MiB
- ▶ one second of 4K video = ca. 1.5 GiB
- ▶ two hours of 4K video = ca. 10.5 TiB
- ▶ lossy vs. lossless compression
- ▶ lossless compression is rarely used (PNG, FLAC)
- ▶ lossy compression is everywhere (JPEG, MPEG family, MP3, H.265, DVB-T2, digital cinema)
- ▶ encoding can be slow, usually want to decode in real time
- ▶ often hardware support (sound cards, graphics cards, multimedia SIMD instructions)

Lectures

1. Introduction (February 8)
2. Compression techniques (February 15)
3. Filters, signal processing (February 22)
4. Audio formats (March 1)
5. Audio interfaces (March 8)
6. Image and video compression (March 15)
7. Image formats (March 22)
8. Video formats (March 29)
9. Multimedia frameworks (April 5)
10. OpenGL interface (April 12)
12. DirectX interface (April 26)
13. Conclusion, project defences (May 3)

Points

10 pts. midterm test

39 pts. individual project

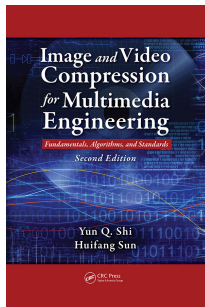
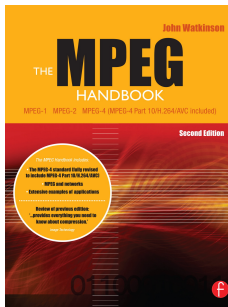
51 pts. final exam

100 pts. in total

Projects

- ▶ up to 39 points \implies really important
- ▶ a computer program, not an essay
- ▶ related to multimedia (audio, images, video)
- ▶ a single student or group of two students
- ▶ own assignments are welcome, mail to ibarina@fit.vutbr.cz
- ▶ a public defence with five-minute talk
- ▶ the defense will take place on **May 3**
- ▶ examples: photo editor, multimedia player, video effects

Literature



- ▶ John Watkinson. The MPEG Handbook. CRC Press, 2012. ISBN 978-1-136-02898-6
- ▶ Yun Q. Shi, Huifang Sun. Image and Video Compression for Multimedia Engineering: Fundamentals, Algorithms, and Standards. CRC Press, 1999. ISBN 978-1-4200-4979-8