

# **Multimedia Systems**

# **Course Definition**





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## 1. Basic Information:

Course Name	Multimedia Systems
Course Code	BMM601
Number of Presentational Sessions*	20
Number of Synchronous Sessions**	10
Number of Shorter Tests***	2
Number of Exams***	1
Theoretical Sessions Work Load (hrs.)	60
Practical Sessions Work Load (hrs.)	30
Credit Hours	6

\*Each presentational session comprises both recorded lecture (1.5 hrs.) and interactive learning content (1.5 hrs.).

\*\*Each synchronous session comprises the interactive lecture carried out in real time in a virtual class (1.5 hrs.).

\*\*\*Each shorter test is 0.5 hr. long. The final exam is 2 hrs. long.

N.B.

Generally, each chapter requires two presentational sessions: one for the recorded content and one for the interactive content (unless the chapter is too long, in which case it may require more sessions (. This note applies to synchronous sessions as well, where each chapter requires one synchronous session generally.

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#### 2. Prerequisites courses:

Course	Code
Computer Graphics	BCG601
Computer Networks I	BNT501

#### 3. Course Objectives:

The Multimedia Systems course, deals with the art of multimedia, its tools, and its elements such as digital images, digital video, and digital audio. It also deals with some digital image processing techniques. In the field of information compression, the course introduces static image, video, and MP3 audio compression standards. For transmitting multimedia over the network, the course deals with the multimedia network protocols and applications.

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## 4. Learning Outcomes (LO):

By the end of this course, the learner is expected to acquire and learn the following subjects:

- 1. Learning about multimedia and its tools
  - Multimedia definition
  - Multimedia elements and sections
  - Multimedia software tools
- 2. Learning about digital Images
  - Color models in Images and color schemes in videos
  - Forming images in digital cameras and computers
  - Digital image types and common image file formats
- 3. Learning about digital video
  - Types of video signals
  - Analog video signal
  - Video digital representation
- 4. Learning about digital audio
  - Audio definition
  - Audio receiving
  - Audio sampling and digitization
  - Audio coding
- 5. Learning about digital image processing techniques
  - Scaling (zoom in/out) images
  - Basic relations on image elements
  - Enhancement digital image using spatial filters
  - Enhancement digital image using frequency filters

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- 6. Learning about information compression techniques
  - Information theory
  - Variable-Length Coding (VLC)
  - Arithmetic coding
  - image compression techniques
  - Lossless compression techniques
  - Lossy compression techniques
- 7. Learning about static image compression standards
  - JPEG standard
  - Basic steps of JPEG standard
  - JPEG models
  - Overview of JPEG series
- 8. Learning about video compression standards
  - Compression video using motion compensation
  - Most common video compression standards (H.261, MPEG, MPEG 2)
- 9. Learning about MP3 audio compression standards
  - Auditory model
  - MPEG audio
- 10. Learning about multimedia network protocols and applications
  - Transmission quality
  - Classification of multimedia services
  - Multimedia over IP
  - Internet telephony

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#### 5. Assessment Results:

			Assessment Type				
Chapter Number	Chapter Title	General Objectives	Interactive Content & Recorded Sessions	Applied Activities (Synch. Sessions)	Final Exam*/ Shorter Tests	Presentations and Interviews	Reports
CH1	Multimedia art and its tools	Comprehension –Analytical Thinking – Tools and Application Hands– On		$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
CH2	Digital images	Comprehension -Analytical Thinking - Tools and Application Hands- On	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
CH3	Digital video	Comprehension -Analytical Thinking - Tools and Application Hands- On	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
CH4	Digital audio	Comprehension –Analytical	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$

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		Thinking –					
		Tools and					
		Application					
		Hands- On					
		Comprehension					
	Digital	-Analytical					
0115	image	Thinking –	. [	. [	. [		. [
CH5	processing	Tools and		$\checkmark$	$\checkmark$		
	techniques	Application					
		Hands- On					
		Comprehension					
	lufe was at law	-Analytical		$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
CUIC	Information	Thinking –					
CH6	compression	Tools and					
	techniques	Application					
		Hands- On					
		Comprehension					
	Statia imaga	-Analytical					
CH7	Static image	Thinking –				$\checkmark$	
CH7	compression standards	Tools and	V	N	V	V	N
	Stanuarus	Application					
		Hands- On					
	Video	Comprehension					
СПо		-Analytical	2			$\checkmark$	2
CH8	compression	Thinking –		$\checkmark$			$\checkmark$
	standards	Tools and					

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		Application					
		Hands- On					
		Comprehension					
	MP3 audio	-Analytical					
CH9		Thinking –			2		2
СПУ	compression standards	Tools and	V	N	$\checkmark$	V	
	Stanuarus	Application					
		Hands- On					
	Multimedia	Comprehension					
		-Analytical					
<b>CH10</b>	network	Thinking –					
CH10	protocols	Tools and			$\checkmark$		
	and	Application					
	applications	Hands- On					

\*The final exam is two hours long and is given at the end of the course.

\*\*Shorter tests are about 30 minutes long and are given after three or four lectures throughout the semester during synchronous sessions.

\*\*\*Presentations, interviews, and reports are submitted once after each three or four lectures throughout the semester during synchronous sessions.

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### 6. Course Syllabus:

Chapter	Subject	Content	Number of Learning Objects	Number of synchronous Learning Objects
CH1	Multimedia art and its tools	<ol> <li>Introduction</li> <li>Multimedia definition</li> <li>Multimedia elements</li> <li>Multimedia sections</li> <li>Multimedia software tools</li> <li>Examples and exercises</li> </ol>	7	3
CH2	Digital images	<ol> <li>Introduction</li> <li>Vision elements</li> <li>Color models in images</li> <li>Video color scheme</li> <li>Forming images in digital cameras</li> <li>Forming images in computers</li> <li>Types of digital</li> </ol>	8	4

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		images		
		8. Common image file		
		formats		
		1. Introduction		
		2. Types of video		
		signals		
		3. The analog video		
		signal and its		
		representation in		
		analog television		
		systems		
CH3	H3 Digital video	4. Digital video	6	3
		features and color		
		segmentation		
		5. Explanation of		
		some standards		
		related to digital		
		video		
		6. Examples and		
		exercises.		
		1. Introduction		
		2. Audio definition		
CH4	Digital audio	3. Explanation of the	6	3
0114		audio receiving	U	J
		mechanism		
		4. Sampling audio		

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process and	
explaining some	
basic concepts	
about sampling	
5. Regular and	
irregular	
quantification	
process	
6. Examples and	
exercises.	
1. Introduction	
2. Scaling (zoom	
in/out) images	
3. Basic relations on	
image elements	
Digital image 4. Enhancement	
CH5 processing digital image using 6	3
techniques spatial filter	
5. Enhancement	
digital image using	
frequency filter	
6. Examples and	
exercises	
Information 1. Introduction	
CH6 compression 2. information theory 6	3
techniques definition and	

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		measurement of		
		the average		
		amount of		
		information		
		(entropy)		
		3. Definition of		
		variable length		
		encoding and		
		Huffman encoding		
		4. Definition of		
		arithmetic coding		
		and its application		
		5. Definition of		
		conservative		
		(lossless) and		
		lossy compression		
		techniques		
		compression and		
		the most important		
		criteria for each.		
		6. Examples and		
		exercises.		
		1. Introduction		
0115	Static image	2. JPEG standard	10	_
CH7	compression	3. Basic steps of	10	5
	standards	JPEG standard		
		l		<u> </u>

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		4. JPEG models		
		5. Serial JPEG model		
		6. Progressive JPEG		
		model		
		7. Structured JPEG		
		model		
		8. Conservative JPEG		
		model		
		9. Overview of JPEG		
		series		
		10. Examples and		
		exercises.		
		1. Introduction		
		2. Definition and		
		explanation of		
		video compression		
		mechanism using		
	Video	motion		
CH8	compression	compensation	4	2
ONO	standards	(searching	-	2
	Standards	methods for motion		
		radiation)		
		3. Definition and		
		explanation of		
		video compression		
		standards (H.261,		

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		MPEG, MPEG – 2)		
		4. Examples and		
		exercises.		
		1. Introduction		
		2. Definition of the		
		audio compression		
		process and the		
		most important		
		algorithms used in		
		audio compression		
		3. Definition of the		
	MP3 audio	auditory model and		
CH9	compression	the most important	5	2
	standards	properties related		
		to the human ear		
		4. Explanation of the		
		MPEJ audio		
		compression		
		algorithm and its		
		stages		
		5. Examples and		
		exercises		
	Multimedia	1. Introduction		
CH10	network	2. Definition of	6	3
0110	protocols and	transmission	U	J
	applications	quality and its most		

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	important	
	parameters	
	3. Classification of	
	multimedia	
	services according	
	to transmission	
	quality standards	
	4. Explanation of the	
	concept of	
	multimedia over IP	
	and learn about its	
	most important	
	protocols and	
	technologies	
	5. Definition of the	
	concept of Internet	
	telephony and	
	explanation of its	
	most important	
	advantages and	
	protocols.	
	6. Examples and	
	exercises	

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#### 7. Practical Activity:

• Tools and Labs:

Tool Name	Description
Python	On Google Colab

#### • Practical Activities per Chapters:

Chapter	Activities Type	Remarks
CH1	Z Exercises	
	☑ Homework	
	Webinars	
	□ Project	
	Experiment	
	□ Other	
	☑ Exercises	
CH2	☑ Homework	
	Webinars	
	Project	
	Experiment	
	□ Other	
CH3	☑ Exercises	
	☑ Homework	
	✓ Webinars	
	Project	
	Experiment	

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	□ Other
CH4	✓ Exercises
	✓ Homework
	Project
	Experiment
	□ Other
СН5	✓ Exercises
	✓ Homework
OIIS	□ Project
	Experiment
	□ Other
	✓ Exercises
	✓ Homework
CH6	
Ono	□ Project
	Experiment
	□ Other
	✓ Exercises
	✓ Homework
CH7	✓ Webinars
UTT/	□ Project
	Experiment
	□ Other
CH8	✓ Exercises

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	☑ Homework	
	Webinars	
	Project	
	Experiment	
	□ Other	
CH9	☑ Exercises	
	☑ Homework	
	Webinars	
	Project	
	Experiment	
	□ Other	
CH10	☑ Exercises	
	✓ Homework	
	Webinars	
	☑ Project	
	Experiment	
	□ Other	

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- 1. "Multimedia Systems" by Ralf Steinmetz and Klara Nahrstedt.
- 2. "Introduction to Data Compression" by K Sayood.
- 3. "H.264 and MPEG-4 Video Compression" by Iain E G Richardson.
- 4. "Multimedia Systems, Standards, and Networks" by A Puri and T Chen.