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Foreword Preface 1.Introduction Branch-overlapping Aspects of Multimedia. Content. Global Structure. Multimedia Literature. 2. Multimedia: Media and Data Streams. Medium. Main Properties of a Multimedia System. Multimedia. Traditional Data Stream Characteristics. Data Streams Characteristics for Continuous Media. Information Units. 3. Sound/Audio. Basic Sound Concepts. Music. Speech. 4. Image ...

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Providing an overview of the most current research and development areas in multimedia, as well as current ongoing project applications, this book takes a world view of the technology, discussing developments in the U.S., the Far East, as well as Europe. Covers technical areas, such as the representation and behavior of different media, data compression with respect to multimedia, multimedia ...

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Ralf Steinmetz is Professor of Multimedia Communications at the Technische Universit\u00e4t Darmstadt, Germany, and he is chairman of the Board of the Telemedia Center httc.. Together with more than 20 researchers, he is working towards his vision of "truly seamless multimedia communications".

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Proceedings of the 22nd ACM international conference on ...

Prof. Ralf Steinmetz worked for over nine years in industrial research and development of distributed multimedia systems and applications. Since 1996 he is the head of the Multimedia Communications Lab at Darmstadt University of Technology, Germany. From 1997 to 2001 he directed the Fraunhofer (former GMD) Integrated Publishing Systems Institute IPSI in Darmstadt.

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Providing an overview of the most current research and development areas in multimedia, as well as current ongoing project applications, this book takes a world view of the technology, discussing developments in the U.S., the Far East, as well as Europe. Covers technical areas, such as the representation and behavior of different media, data compression with respect to multimedia, multimedia hardware, computer technology, operating system support, support of network and communication systems, characteristics of multimedia databases, multimedia documents, abstraction of multimedia programming, and current multimedia applications. For engineers, programmers, and computer scientists.

Multimedia Systems discusses the basic characteristics of multimedia operating systems, networking and communication, and multimedia middleware systems. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia devices. Fundamental characteristics of multimedia operating and distributed communication systems are presented, especially scheduling algorithms and other OS supporting approaches for multimedia applications with soft-real-time deadlines, multimedia file systems and servers with their decision algorithms for data placement, scheduling and buffer management, multimedia communication, transport, and streaming protocols, services with their error control, congestion control and other Quality of Service aware and adaptive algorithms, synchronization services with their skew control methods, and group communication with their group coordinating algorithms and other distributed services.

Multimedia Applications discusses the basic characteristics of multimedia document handling, programming, security, human computer interfaces, and multimedia application services. The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner: a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia devices. Fundamental information and properties of hypermedia document handling, multimedia security and various aspects of multimedia applications are presented, especially about document handling and their standards, programming of multimedia applications, design of multimedia information at human computer interfaces, multimedia security challenges such as encryption and watermarking, multimedia in education, as well as multimedia applications to assist preparation, processing and application of multimedia content.

The state-of-the-art in multimedia content analysis, media foundations, and compression Covers digital audio, images, video, graphics, and animation Includes real-world project sets that help you build and test your expertise By two of the world's leading experts in advanced multimedia systems development The practical, example-rich guide to media coding and content processing for every multimedia developer. From DVDs to the Internet, media coding and content processing are central to the effective delivery of high-quality multimedia. In this book, two of the field's leading experts introduce today's state-of-the-art, presenting realistic examples and projects designed to help implementers create multimedia systems with unprecedented performance. Ralf Steinmetz and Klara Nahrstedt introduce the fundamental characteristics of digital audio, images, video, graphics, and animation; demonstrate powerful new approaches to content analysis and compression; and share expert insights into system and end-user issues every advanced multimedia professional must understand. Coverage includes: Generic characteristics of multimedia and data streams, and their impact on multimedia system design Essential audio concepts and representation techniques: sound perception, psychoacoustics, music, MIDI, Speech signals, and related I/O and transmission issues Graphics and image characteristics: image formats, analysis, synthesis, reconstruction, and output Video signals, television formats, digitization, and computer-based animation issues Fundamental compression methods: run-length, Huffman, and subband coding Multimedia compression standards: JPEG, H.232, and various MPEG techniques Optical storage technologies and techniques: CD-DA, CD-ROM, DVD, and beyond Content processing techniques: Image analysis, video processing, cut detection, and audio analysis First in an authoritative 3-volume set on tomorrow's robust multimedia desktop: real-time audio, video, and streaming media. Multimedia Fundamentals offers a single, authoritative source for the knowledge and techniques you need to succeed with any advanced multimedia development project. Look for Volume 2 focusing on networking and operating system-related issues, and Volume 3 focusing on service and application issues.

Starting with Napster and Gnutella, peer-to-peer systems became an integrated part of the Internet fabric attracting millions of users. According to recent evaluations, peer-to-peer traffic now exceeds Web traffic, once the dominant traffic on the Internet. While the most popular peer-to-peer applications remain file sharing and content distribution, new applications such as Internet telephony are emerging. Within just a few years, the huge popularity of peer-to-peer systems and the explosion of peer-to-peer research have created a large body of knowledge, but this book is the first textbook-like survey to provide an up-to-date and in-depth introduction to the field. This state-of-the-art survey systematically draws together prerequisites from various fields, presents techniques and methodologies in a principled and coherent way, and gives a comprehensive overview on the manifold applications of the peer-to-peer paradigm. Leading researchers contributed their expert knowledge to this book, each in his/her own specific area. Lecturers can choose from the wide range of 32 tightly integrated chapters on all current aspects of P2P systems and applications, and thus individually tailor their class syllabi. R&D professionals active in P2P will appreciate this book as a valuable source of reference and inspiration.

As the Internet has grown, so have the challenges associated with delivering static, streaming, and dynamic content to end-users. This book is unique in that it addresses the topic of content networking exclusively and comprehensively, tracing the evolution from traditional web caching to today's open and vastly more flexible architecture. With this evolutionary approach, the authors emphasize the field's most persistent concepts, principles, and mechanisms—the core information that will help you understand why and how content delivery works today, and apply that knowledge in the future. + Focuses on the principles that will give you a deep and timely understanding of content networking. + Offers dozens of protocol-specific examples showing how real-life Content Networks are currently designed and implemented. + Provides extensive consideration of Content Services, including both the Internet Content Adaptation Protocol (ICAP) and Open Pluggable Edge Services (OPES). + Examines methods for supporting time-constrained media such as streaming audio and video and real-time media such as instant messages. + Combines the vision and rigor of a prominent researcher with the practical experience of a seasoned development engineer to provide a unique combination of theoretical depth and practical application.

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Multimedia computing is a logical next step by which computing technology will become ever more useful and ubiquitous in our everyday lives. From the perspective of technical challenges, multimedia affects nearly every aspect of computer hardware and software. The long-heralded marriage of computing, communications, and information services is now being consummated, and is manifesting itself in literally dozens of new alliances between companies ranging from semiconductors to cable TV, from newspapers and telephone companies to computer hardware and software.

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