

マルチメディア配信システム

- No.14 コンテンツ配信アプリケーション (1) -

渡辺 裕

マルチメディア配信システム / Multimedia Distribution System

1

Multimedia Distribution System

- No.14 Content Distribution Application (1) -

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2

Multimedia over the Internet

- Speech/Audio
- Still Image/Video
- Graphical Operation
- Synchronization
- Psuedo-3D Representation
- 3D Video

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3

Speech/Audio Application

- Media Player
 - Windows Media Player
 - Microsoft
 - Real Player
 - Real Communications
 - DivX Player
 - DivX Inc.
- IP phone
 - Skype (Microsoft)
 - Fusion Communications
 - Cisco Unified IP Phone

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4

Speech/Audio Format

- WAV
 - PCM 16 bit, 44.1 KHz sampling
- MP3
 - MPEG-1 Layer 3
 - iPod, Podcasting, car audio
- AAC
 - Advanced Audio Coding (MPEG-4 Audio)
 - iPod
- WMA
 - Microsoft windows media audio

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5

Still Image/Video Application (1)

- Distribution
 - Image/Video on the Web page
 - Photo Album
 - Flickr
 - Picasa
 - Video streaming
 - YouTube
- Communication
 - Videophone
 - Skype
 - Videoconferencing
 - H. 26X based tools

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6

Still Image/Video Application (2)

- Digital Storage Media
 - DVD
 - Blu-ray
 - Video CD
 - Web Application
- Broadcasting
 - Digital Television (Terrestrial, Satellite)
 - HDTV
 - Mobile
- Digital Cinema

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7

Still Image/Video Format (1)

- BMP
 - PCM 8bit *RGB
- JBIG
 - Binary Image, FAX, Copying machine
 - Prediction, Arithmetic Coding
- JPEG
 - Natural Image, Digital Camera, Web Image
 - DCT, Lossy, Lossless
- JPEG2000
 - Natural Image, Digital Cinema
 - Wavelet

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8

Still Image/Video Format (2)

- H.261
 - Videophone, Conferencing
 - Motion Compensated Interframe Prediction + DCT + Huffman Coding
- H.263
 - Improved Prediction
- H.264
 - Improved Prediction, R-D optimization, Arithmetic Coding
- MPEG-1
 - Video CD, Web application
 - Motion Compensated Interframe Prediction + DCT + Huffman Coding

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9

Still Image/Video Format (3)

- MPEG-2
 - Digital Television, DVD, HDTV
 - Interlaced Video
 - Motion Compensated Interframe Prediction + DCT + Huffman Coding
- MPEG-4
 - Video Creation
 - Object Based Audio Visual Coding
 - MC+DCT Video, Animation, 3D shape by Wavelet
- MPEG-4 AVC (Advanced Video Coding)
 - Mobile Video, HDTV
 - Improved Prediction, R-D optimization, Arithmetic Coding

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10

Graphical Operation

- Java
 - Programming language
 - Sun Microsystems
 - C, C++, Java Script
- Flash Player
 - Macromedia -> Adobe

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11

Synchronization

- SMIL
 - The World Wide Web Consortium (W3C) Recommendation
 - Audio Video Synchronization, size control, transition control

W3C: a forum for information, commerce, communication, and collective understanding

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12

Pseudo-3D Representation

- VRML
 - Virtual Reality Modeling Language
 - Web3D consortium, ISO/IEC JTC1/SC24
- X3D
 - integrated 3D graphics and multimedia framework
 - Web3D consortium, ISO/IEC JTC1/SC24
- MPEG-4 system
 - VRML+
 - BIFS (Binary Format for Scene)

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13

3D Video

- MPEG 3D AV coding
 - Multi-view coding
 - Extension of AVC
 - Ray space representation

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14