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Multimedia indicates that the information/data being transferred over the network may be composed of one or more of the following types: Text, images, audio and video.

Multimedia communications

Multimedia over IP MoIP is an expression used to describe the transport of various types of media as a payload of an IP datagram. Typical media examples include voice, messaging and video.

MMS2401 - Multimedia system and Communication Notes

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This book addresses the main subject areas associated with multimedia communications (applications, networks, protocols, and standards) at a level that enables the reader to

develop an in-depth...

ICMCCA 2012 is the first International Conference on Multimedia Processing, Communication and Computing Applications and the theme of the Conference is chosen as 'Multimedia Processing and its Applications'. Multimedia processing has been an active research area contributing in many frontiers of today's science and technology. This book presents peer-reviewed quality papers on multimedia processing, which covers a very broad area of science and technology. The prime objective of the book is to familiarize readers with the latest scientific developments that are taking place in various fields of multimedia processing and is widely used in many disciplines such as Medical Diagnosis, Digital Forensic, Object Recognition, Image and Video Analysis, Robotics, Military, Automotive Industries, Surveillance and Security, Quality Inspection, etc. The book will assist the research community to get the insight of the overlapping works which are being carried out across the globe at many medical hospitals and institutions, defense labs, forensic labs, academic institutions, IT companies and security & surveillance domains. It also discusses latest state-of-the-art research problems and techniques and helps to encourage, motivate and introduce the budding researchers to a larger domain of multimedia.

With extensive coverage of multimedia communications standards and processing techniques, this guide presents new approaches to traffic management, services deployment, and QoS for networked multimedia systems. It contains many practical examples, more than 200 figures, and over 400 references.

The book features research papers presented at the International Conference on Computer Networks and Inventive Communication Technologies (ICCNCT 2018), offering significant contributions from researchers and practitioners in academia and industry. The topics covered include computer networks, network protocols and wireless networks, data communication technologies, and network security. Covering the main core and specialized issues in the areas of next-generation wireless network design, control, and management, as well as in the areas of protection, assurance, and trust in information security practices, these proceedings are a valuable resource, for researchers, instructors, students, scientists, engineers, managers, and industry practitioners.

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.

This proceedings volume covers the proceedings of ERCICA 2015. ERCICA provides an interdisciplinary forum for researchers, professional engineers and scientists, educators, and technologists to discuss, debate and promote research and technology in the upcoming areas of Computing, Information, Communication and their Applications. The contents of this book cover emerging research areas in fields of Computing, Information, Communication and Applications. This will prove useful to both researchers and practicing engineers.

The book is divided into six sections covering all the aspects of the subject, including basics of communication, English language, listening, speaking, reading, and writing skills. Furthermore, topics such as role of creative and critical thinking for effective communication, inter-cultural communication, developing extempore and story-telling skills, and writing and giving instructions have been included in this revised edition. Due to its exhaustive coverage and practical approach, this textbook is suitable for both students and professionals.

Multimedia communication is a subject discussing communication of different media. In other communication subjects like, mobile communication, wireless communication,

microwave communication, etc. we concentrate on the methods of transmitting and receiving signals, whereas in multimedia communication, we rather discuss the contents of the signal or the information contained in the signal. Hence this subject is different from other communication subjects. This can be taught for post graduate or senior under-graduate levels. The text assumes a minimum of prerequisites, as most of the concepts are developed therein. The book is organized in three parts. Part I deals with components of multimedia, text, image, video and digital sound. Part II comprises of compression techniques both lossless and lossy methods. Part III contains standards for multimedia like, JPEG for still images and MPEG for video. Features Basic and advanced concepts are well presented. Systematic development of the concepts. Emphasis is given to easy understanding. Number of examples and abundant illustrations given. Useful for students, academicians and practising engineers as well. Contents Introduction Images & Graphics Fundamental concepts in Video and Digital Audio Multimedia Compression Techniques Lossless Compression Lossy Compression Compression Standards MPEG MPEG Audio Compression

Cryptography is now ubiquitous – moving beyond the traditional environments, such as government communications and banking systems, we see cryptographic techniques realized in Web browsers, e-mail programs, cell phones, manufacturing systems, embedded software, smart buildings, cars, and even medical implants. Today's designers need a comprehensive understanding of applied cryptography. After an introduction to cryptography and data security, the authors explain the main techniques in modern cryptography, with chapters addressing stream ciphers, the Data Encryption Standard (DES) and 3DES, the Advanced Encryption Standard (AES), block ciphers, the RSA cryptosystem, public-key cryptosystems based on the discrete logarithm problem, elliptic-curve cryptography (ECC), digital signatures, hash functions, Message Authentication Codes (MACs), and methods for key establishment, including certificates and public-key infrastructure (PKI). Throughout the book, the authors focus on communicating the essentials and keeping the mathematics to a minimum, and they move quickly from explaining the foundations to describing practical implementations, including recent topics such as lightweight ciphers for RFIDs and mobile devices, and current key-length recommendations. The authors have considerable experience teaching applied cryptography to engineering and computer science students and to professionals, and they make extensive use of examples, problems, and chapter reviews, while the book's website offers slides, projects and links to further resources. This is a suitable textbook for graduate and advanced undergraduate courses and also for self-study by engineers.

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