

## Multimedia

## What is multimedia?

全世界最會說故事的  
魔法師JK羅琳一九  
九〇年，二十四歲的  
羅琳，坐在前往倫  
敦的誤點火車上，  
『哈利波特』咻地闖  
進了她的生命。



- ▶ Text , sound , image , animation , movie , ...
- ▶ What does CS do about multimedia?
  - ▶ Create, manage (such as store, search etc), recognition, and enhance (digital) multimedia content.
  - ▶ New applications and new devices: games, 3D movies, ...
- ▶ Outline
  - ▶ Image compression
  - ▶ Computer vision: 3D image/movie
  - ▶ Pattern recognition

## Digital data compression

- ▶ Compression is to reduce the data size.
  - ▶ Benefits: data can be stored and transmitted more efficiently.
- ▶ Examples,
  - ▶ 00000000001111111111 can be compressed as (10,0,9,1)
  - ▶ 123456789 can be compressed as (1,1,9)
  - ▶ AABAAAABAAC can be compressed as 11011111011100, where A, B, C are encoded as 1, 01, and 00 respectively.
- ▶ Image data
  - ▶ GIF: Good for cartoons
  - ▶ JPEG: Good for photographs
  - ▶ TIFF: Good for image archiving

## JPEG (Joint Photographic Experts Group)



100%, size:315K  
In BMP format



50%, size:13K  
In JPG format



10%, size:5K  
In JPG format

- ▶ Typical compression ratio is 12:1.

▶ American gothic by Grant Wood ,1930

## How does JPEG compress images?

- ▶ The main algorithm that used in JPEG is **discrete cosine transform (DCT)**  $f_m = \sum_{k=0}^{n-1} x_k \cos \left[ \frac{\pi}{n} m \left( k + \frac{1}{2} \right) \right]$

- ▶ It transforms signals from spatial domain to frequency domain
  - ▶ Most images have large low frequency signals
- ▶ A variation of Fourier transform (FT)
  - ▶ FT, DCT will be taught in 工程數學, 通訊概論, 數值方法
  - ▶ Space transformation will be taught in 線性代數
  - ▶ More image compression method will be taught in 影像處理



## 3D images

- ▶ Why can we have stereo sound?
  - ▶ The same reason that we can have stereo views
- ▶ The same objects viewed from different angles



- ▶ Epipolar geometry (線性代數, 電腦視覺)
- ▶ Giving two images of the same object from different positions (known), one can reconstruct the depth information of the object

▶ [http://en.wikipedia.org/wiki/Epipolar\\_geometry](http://en.wikipedia.org/wiki/Epipolar_geometry)

## 3D movies

- ▶ Videos are shot using a special camera to record the images as seen from two perspectives.
- ▶ When the movie is played, a special projection hardware are needed to play both perspectives synchronously.
- ▶ When watching the movies, viewers need to wear special glasses to get the illusion of depth.
  - ▶ Glasses with colored filters
  - ▶ Polarized glasses (普物)



## Pattern recognition

- ▶ Which one is a dog? and which one is a cat?

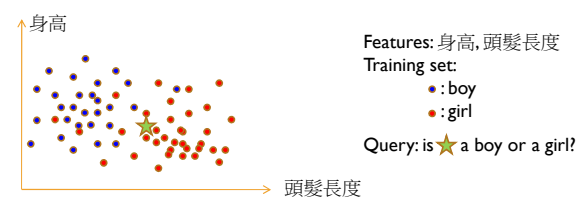


- ▶ How do you tell?
- ▶ Two important pre-processing
  - ▶ Observation(feature selection): ear, nose, eyes, mouth, color...
  - ▶ Training: you must have seen hundreds (images) of cats and dogs before, and someone had told you which ones are cats and which ones are dogs.



## Machine learning

- ▶ How to make machine recognize things?
  - ▶ Feature selection: measurable by computer or sensors
  - ▶ Training: (there are tons of methods...)
- ▶ Example: statistical method



▶ Background: 線性代數, 機率統計