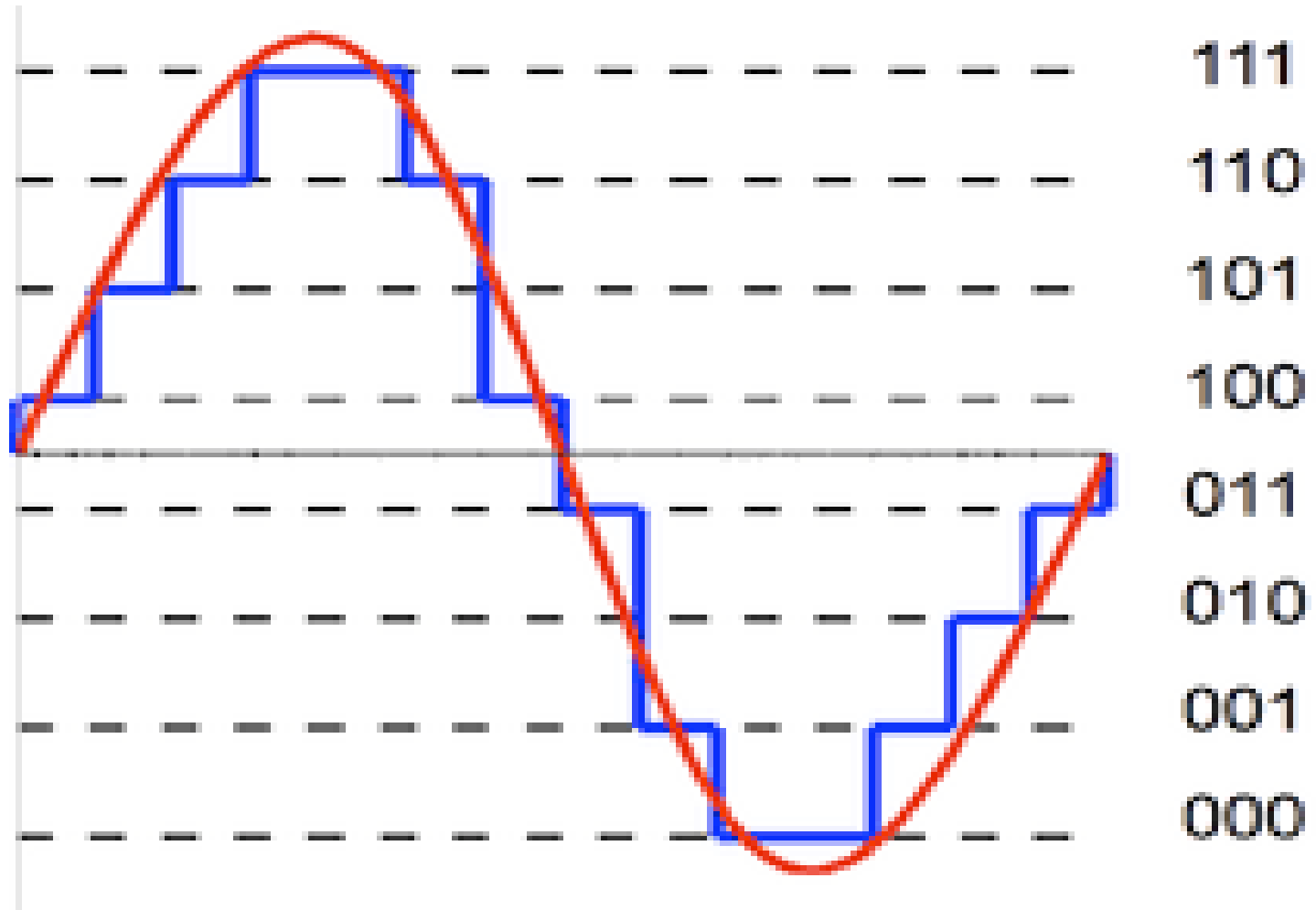


# *4202 Digital Multimedia*

## **Lecture 2**

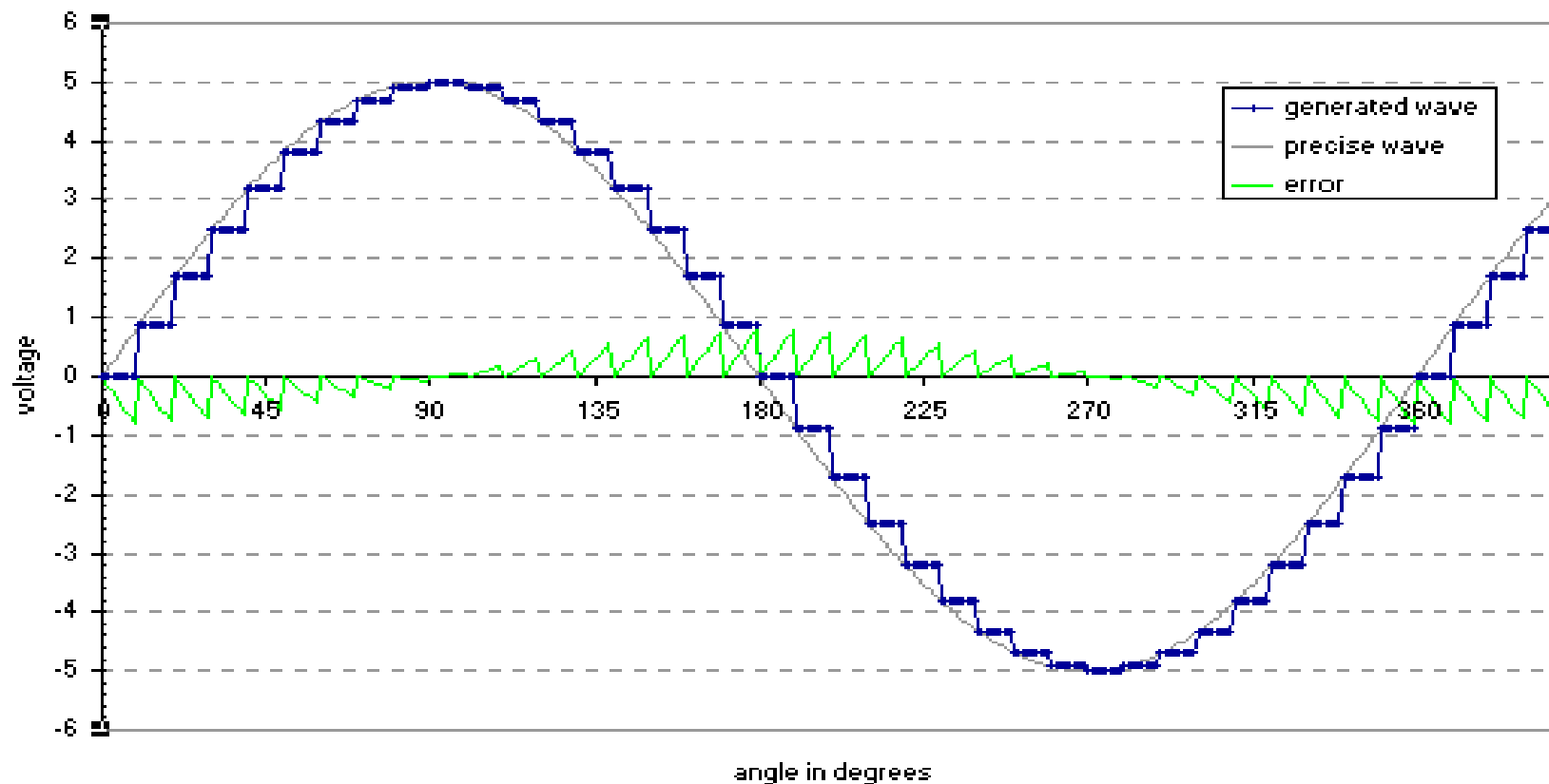
**Dr. Shaimaa Othman**

# Quantization



# Sampling and Quantization

error in generating a sinewave from a series of values



# Multimedia Data

- Sampling frequency and number of *bits per samples*, duration leads to Raw media size.

## Example

Find the uncompressed CD audio file size of length 100 min?

- CD audio is sampled at 44.1 KHz
- CD audio uses 16 bit samples
- File **bitrate** is  $44.1 * 16$  Kbps (Kilo Bit Per Second)
- File size=  $44.1 * 16 * 1000 * 6000 = 4233600000$  bits

# Multimedia Files

## Mainly composed of

- Headers (and Tables)
  - Header is meta data i.e data about body such as :encoding method, resolution, header length, data format, data length, mapping to real, and data validation.
  - Without the header file can not be interpreted or decoded
  - Tables: some encoding schemes uses tables to encode/decode data
- Data : multimedia data organized and encoded as stated in header

# Example 1

- **An analog signal has bandwidth ranges from 0 Hz to 25 Hz.**
  - ☐ **Suggest a suitable sampling rate for such a signal**
  - ☐ **Based on the suggested rate and the fact that the digitizer quantizes the output to 16 bits, what will be the amount of digital data delivered by the digitizer in a day of continuous operations?**

# Example 2

- An input analog signal ranges from -5 volts to 5 volts quantized equal intervals by analog to digital converter, ADC, to 4 bits digital value. What will be code of sample of -3 volt and 2.5 volts. Also, the corresponding volt value for code 1101 and 0111?

-5 start S , 5 end E

Range =  $5 - (-5) = 10$  volts      R

Interval =  $10/16 = 0.625$       I

Code (C)	Quantizer Range (QR)
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0000	(-5 to $-5 + 0.625$ )
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0001	( $-5 + 0.625$ to $-5 + 2 * 0.625$ )
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.

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.

1111	( $-5 + 15 * 0.625$ to $-5 + 16 * 0.625$ )
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(Rule): (code of value n) its range is (start + value \* interval to start + (value+1) \* interval

$QR = (S + \text{value}(C) * I : S + \text{value}(C+1) * I)$

$I = E - S$

Home Work : solve the problem due