

Advanced Multimedia Applications

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Outline

- Introduction & Practical Information
- Projects
 - Big Data – Interactive Analytics in the Cloud
 - Linked Data – Visual Editor
 - Video Data – Be Your own Panoramic Cameraman
 - Academic Data – Automatic Course Assembly
- Assignments

Introduction & Practical Information

Introduction

- This is a PROJECT oriented course
- With a focus on “team” work
- Development of a real-world “commercial” app/tool/widget
- Each group is seen as a project team with a project leader which ensures communication with the customer
- All communication (written & verbal) is done in English
- The exam (presentation, cf. infra) is done in English (but can be done in Dutch too)

Practical Information

- Announcements
 - Minerva
- Location
 - Projects: Technicum – room Gobelijn (if needed)
 - Meetings: Technicum – room Shannon
 - Final Presentation: Technicum – room Shannon
- Contacts
 - Main: Erik Mannens (erik.mannens@ugent.be) (ground floor to the right, 4th room to the right)
 - Alternates: piet.verhoeve@iminds.be & wesley.deneve@ugent.be
 - Put [AMMA] in the subject line

Practical Information

- Meeting dates and times
 - Th 18/02 - 13u00 – 15u00 (Introductory Session) (Shannon @ Technicum)
 - Th 25/02 - 13u00 – 15u00 (Shannon @ Technicum)
 - Th 10/03 - 13u00 – 15u00 (Shannon @ Technicum)
 - Th 17/03 - 13u00 – 15u00 (Shannon @ Technicum)
 - Fr 29/04 - 13u00 – 15u00 (Shannon @ Technicum)
 - Fr 20/05 - 13u00 – 16u00 (Final Presentation) (Shannon @ Technicum)
- Progress Reports
 - Deadline is 1 day before every meeting (9am)
 - Project leaders should mail progress reports to
 - erik.mannens@ugent.be
 - wesley.deneve@ugent.be
 - piet.verhoeve@iminds.be

Groups and Meeting Times

- Questions
 - Who has experience with a Open (Big) Data, Video Analysis, HTML5?
 - Who can not be present at certain days?
- Schedule

group 1 : x	
group 2 : x + 20 min	
group 3 : x + 40 min	
group 4 : x + 60 min	

Groups and Meeting Times

- Group members can NOT be changed
- Projects can be interchanged between groups until Wednesday 24/02

Inform us about any changes made!

Formal Contact with Firm & Final Presentation

- Formal Contact with “Firm”
 - At least 3 physical meetings (begin, mid, end)
 - All communication (e.g., meeting requests) via mail
 - All mails with erik.mannens@ugent in ‘cc’
- Final Presentation
 - Presentation (ppt)
 - Final progress report
 - Movie (highlighting project & all features)
 - All code & documentation on CD/DVD/USB
 - All members have to (be) present

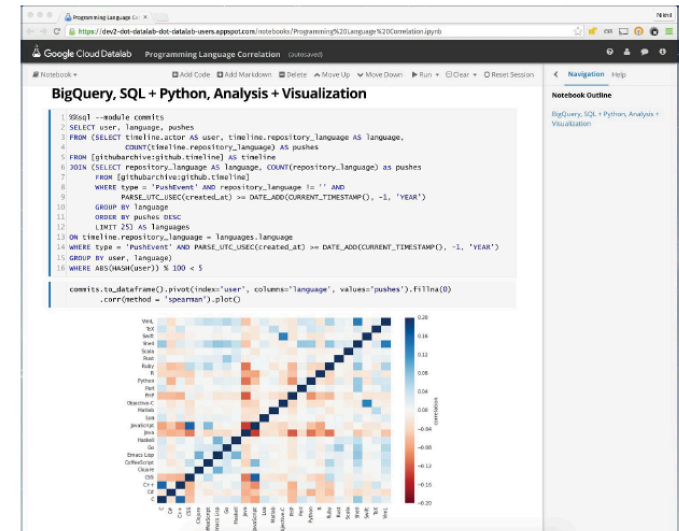
Project 1

Big Data

Interactive Analytics in the Cloud

Project 1: Interactive Analytics

- Implement generic Multiple View on Notebooks
 - Integrate Google's Cloud Datalab into A3S' framework
 - Experiment with views on Notebooks
 - Library to interact with views
 - Ease of use, extendable , real-time



Project 1: Interactive Analytics

- Assignments
 - Make a basic integration architecture
 - Functional blocks (FE libs / BE engine)
 - Use of Node.js, Python, Docker
 - Discuss APIs between modules (a.o. A3S & Google's CP)
 - Make a project planning
 - Who will do what/when?
 - What will be the milestones?
 - What will be the deliverable?
 - “Client” : matthias.feys@datatonic.com & dieter.dewitte@ugent.be

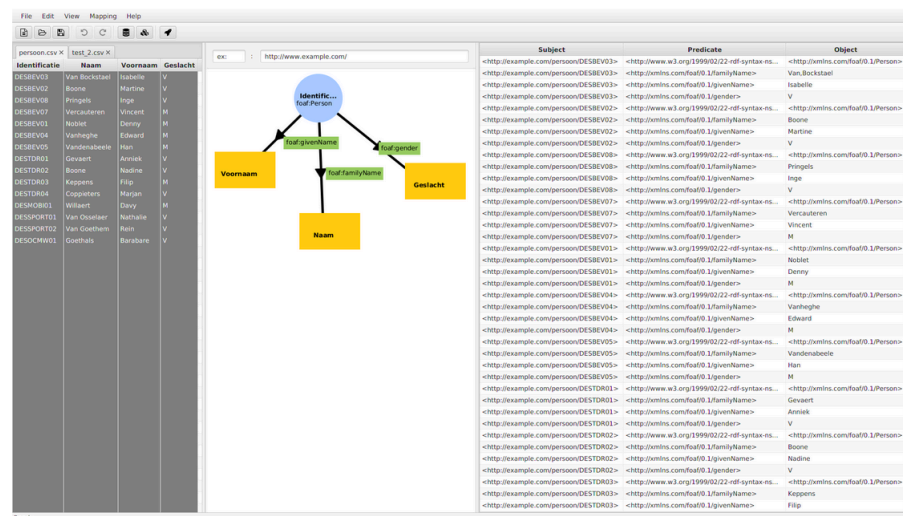
Project 2

Linked Data

Visual Editor

Project 2: Visual Editor

- Implement an interactive UI on top of RML Editor
 - Interactive User Interface
 - Module to manage Mapping Rules
 - Module to manage Metadata (a.o. provenance data)
 - Ease of use, scalable, real-time
 - Co-think outside-the-box



Project 2: Visual Editor

- Assignments
 - Make a basic architecture
 - Functional blocks (FE/BE)
 - Use of current RML processor and editor
 - Discuss REST APIs between modules
 - Discuss configurable functionality for all requirements
 - Make a project planning
 - Who will do what/when?
 - What will be the milestones?
 - What will be the deliverable?
 - “Client” : anastasia.dimou@ugent.be & pieter.heyvaert@ugent.be

Project 3

Video Data

Panoramic Cameraman

Project 3: Panoramic Cameraman

- Platform for user interaction with panoramic video
 - Simulation platform
 - GUI
 - Virtual pan-tilt-zoom camera
 - Sender/Receiver paradigm
 - Robust & easily extensible
 - Auto-tracking



Project 3: Panoramic Cameraman

- Assignments
 - Make a basic architecture
 - Functional blocks (FE libs / BE engine)
 - Open Source, HTML5 & JavaScript (GUI)
 - Input methods (browser, tablet, oculus rift, ...)
 - Discuss APIs between modules
 - Make a project planning
 - Who will do what/when?
 - What will be the milestones?
 - What will be the deliverable?
 - “Client” : johan.depraeter@ugent.be

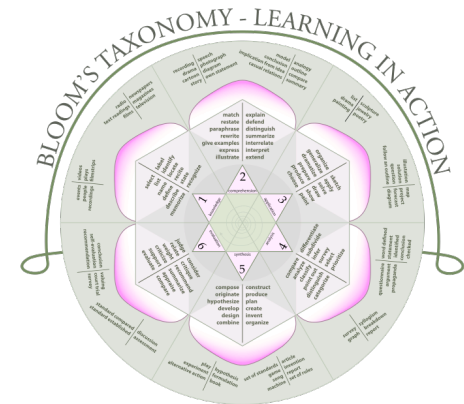
Project 4

Academic Data

Automatic Course Assembly

Project 4: Automatic Course Assembly

- Barrier to import legacy data into e-learning platform
 - Parse the input source
 - Detect modules (based on headings)
 - Tag modules & activities via NER
 - Estimate Bloom level



Project 4: Automatic Course Assembly

- Assignments
 - Make a basic architecture
 - Functional blocks (FE libs / BE engine) in Java
 - Discuss APIs between modules
 - Information extraction via NER
 - Enrich
 - Wikipedia/DBPedia in the Linked Open Data cloud
 - Make a project planning
 - Who will do what/when?
 - What will be the milestones?
 - What will be the deliverable?
 - “Client” : davy.vandeursen@gmail.com & tom.denies@ugent.be

Project Members

- Project 1: Big Data – Interactive Analytics
 - a,b,c,d
- Project 2: Linked Data – Visual Editor
 - a,b,c? + Anastasia
- Project 3: Video Data – Panoramic Cameraman
 - a,b,c,d
- Project 4: Academic Data – Course Assembly
 - a,b,c,d