香港中文大學 The Chinese University of Hong Kong

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Course Examinations, 2nd term, 2009 – 2010

Course Code & Ti	tle: CSC3280 Introducti	on to Multimedia Syst	ems
Time allowed	:hours	minutes	
Student I.D. No.	: Sea	at No.:	
Full Marks: 100 ANSWER ALL QU	<u>ESTIONS</u>		
1024×1024 b	work bandwidth of 10Mbps of the state of the	mal compression ratio	for a smooth playback
(b) Can we ach regarding each	nieve that ratio using the look holden frame as a separate in	ossless image compre nage? Justify your ans	ession format PNG by wer. (4 marks)
PNG) to stor	ch of the following cases and re the image. The "optimal" if for each case.	d suggest the optimal s in terms of compres	image format (JPG or ssion efficiency. Justify
(i) A cartoo	on image (prepared in compute	er). (3 mark	(s)
(ii) A cartoo	on image (scanned from magaz	zine). (3 mark	(\mathbf{s})
(iii) An imag	ge of natural scenery.	(3 mark	(s)
	Following bitstream: 1 0 1 0 0 0 1 1 0 0 1 1 0 the entropy for each case below		
	we consider every bit as a sym		a)
	we consider every 2 bits as a sym	,	,
	we consider every 4 bits as a sy	,	•
	fman tree for (2)(a)(ii). Label of	•	,
	verage bit per symbol of this H	,	•
denotes the ro are just alphab	owing output from a LZ78 enot node. The numeric labellinets. (8 marks) # R # R & 5 # 2 @ 4	ng of nodes starts from	draw the LZ78 tree. R 1. All other symbols
R is the root no	I tree to encode the following ote, and the numeric labelling ets in the data. (8 marks)	input data. Put down to of the nodes starts from	he encoded output too. om 1. There are only 2
+ + +	+ - + + + +		
don't people si	c) LZW encoding is usually slow due to the searching of the longest matching prefix. Why don't people simply build the LZW-tree for fast searching? What is (are) the difficulty in practical applications? (4 marks)		

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(4) (a) Modern audio encoding technology like MP3 relies on removing audio samples that are not audible due to the inability of human hearing. Identify 2 of these inabilities. (4 marks)

- (b) It seems that different implementations of the MP3 encoder may slightly vary in terms of compression ratio. But all of them rely on the same theory, how come there is such difference? (4 marks)
- (c) We can observe realistic images or videos on our monitors (CRT or LCD). But we also know that our monitors cannot reproduce natural light spectrums in the natural world. Then, how can the displayed images and videos be so realistic? (6 marks)
- (d) Comparing to sceneries we observe in real world, identify at least 2 inabilities of our current monitors (4 marks).
- (e) Why modern image/video compression techniques seldom encode the data in RGB color space? (4 marks)
- (5) (a) Suppose you are asked to design a threshold matrix in ordered dithering for the purpose for printing black-and-white newspaper. How will you design the matrix? Draw your design by showing an example matrix (the matrix needs not be too large). Justify your design. (4 marks)
 - (b) Comparing the image-based modeling to traditional computer graphics, what is the major advantage of image-based modeling? (3 marks)
 - (c) What is the difference between image morphing and simple image blending? (3 marks)
- (6) (a) Suppose you are browsing a webpage containing a single large progressive JPEG image via a noisy network channel. What will you see if the network is suddenly disconnected when only half of the total data is transferred. (4 marks)
 - (b) What will happen if the zig-zag scan in the JPEG encoding is removed? (4 marks)
 - (c) When we increase the compression ratio of JPEG encoding from small to large, which of the artifacts (blocking or ringing artifacts) will appear first? Explain your answer. (5 marks)

- END OF QUESTION PAPER -