

JANNE EETU KORHONEN VIDEOTESTAUS MOBIILAITTEISSA

Diplomityö

Tarkastaja: Ireneusz Defee Tarkastaja 1 Tarkastaja ja aihe hyväksytty xxxxxxx tiedekuntaneuvoston kokouksessa xx.xx.xxxx

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ALKUSANAT

Tämä (*d-tyo.tex*) on LaTeX-pohja Tampereen teknillisen yliopiston opinnäytetöitä varten. Samaan pakettiin kuuluu myös tiedosto *tutthesis.cls*, joka sisältää taittoteknisiä lisäyksiä LaTeX:n alkuperäiseen *report.cls*-luokkatiedostoon.

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TERMIT JA NIIDEN MÄÄRITELMÄT

MSE Mean Square Error

SNR Signal to Noise Ratio

HSV Human Visual System

VQEG Video Quality Experts Group

DVq Digital Video Quality

NR No Reference

1. INTRODUCTION

Every second there are xx minutes of video uploaded just to Youtube.com. Most of there videos are taken with mobile devices.

Analysis, subjective or objective, for video is just starting. In year xx there where xx articles in IEEE explorer but after two year the amount of arcticles has skyrockete and there is no end.

The goal for this thesis is to make state of art analysis of current methods of video testing. I will not study transmission error over networks. I focus on error coming from coding, device, optics, ois(optical image stabilization), etc. I try to focus more on non-reference methods but reference video methods are also studied and introduced.

Video quality can be determined with psychophysical experiments, but they are expensive and time consuming to arrange. There are no physical measure like meter for distance to predict the quality of video.

On first chapter I will define what is mobile device. What restrictions it causes in testing and typical ways of mobile testing.

Second chapter will introduce dirrerent error types and their causes are introduced.

Third chapter digs in to the state of the art of testing methods: subjective, objective, reference, non-reference, black box and etc.

Fourth chapter shows comparision of different methods or practical example done with matlab. This is under evalution.

Fifth chapter is for conclusions.

2. MOBILE DEVICE

- 2.1 What is mobile device
- 2.1.1 Restrictions of mobile device
- 2.2 Mobile device testing
- 2.2.1 Driver level
- 2.2.2 Middleware
- 2.2.3 User Interface
- 2.2.4

3. THEORY OF VIDEO TESTING

Testing citing [5]
addign cites to get them visible in the end [8] [21] [9] [1] [11] [20] [17] [19]
[12] [15] [16] [6] [10] [2] [18] [13] [3] [7] [4] [14]

- 3.1 Blink
- 3.2 Noise
- 3.3 Jerkiness
- 3.4 Jellyness
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- 3.7 Blurr
- 3.8 Noise
- 3.8.1 Temporal Noise
- 3.9 Motion smoothness
- 3.10 Jaggy edge

4. DIFFERENT TESTING METHODS

- 4.1 State of art in Video testing
- 4.1.1 Reference testing
- 4.1.2 Non-Reference testing
- 4.1.3 Objective testing
- 4.1.4 Subjective testing

5. PRACTICAL EXAMPLE OR COMPARISION OF METHODS

Here we might have some kind of practical example or comparasion of state of the art methods

5.1 Foo Bar

6. CONCLUSIONS AND FUTURE WORK

And here we have the grand conclusions. What ever they might be.

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A. LIITTEITÄ