

JANNE EETU KORHONEN VIDEOTESTAUS MOBIILAITTEISSA

Diplomityö

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

TIIVISTELMÄ

TAMPEREEN TEKNILLINEN YLIOPISTO

xxxxxxxxxxxx koulutusohjelma

TEKIJÄN NIMI: Otsikko

Diplomityö, xx sivua, x liitesivua

Xxxxxkuu 201x

Pääaine:

Tarkastajat:

Avainsanat:

Ensimmäinen kappale

Toinen kappale

ABSTRACT

TAMPERE UNIVERSITY OF TECHNOLOGY

Master's Degree Programme in xxxxxxx Technology

AUTHOR: Title

Master of Science Thesis, xx pages, x Appendix pages

xxxxxx 201x

Major: Examiner: Keywords:

 $First\ paragraph$

Second paragraph

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.

Lisäksi otsikkosivua varten tarvitaan tiedosto tty-logo.xxx, jonka tulee sisältää TTY:n logo. Tiedoston tulee olla joko .eps- tai .pdf-muodossa riippuen \LaTeX versiosta.

SISÄLLYS

1.	Intro	$\operatorname{duction}$	1
2.	Theo	ory of Video testing	2
	2.1	Blink	2
	2.2	Noise	2
	2.3	Jerkiness	2
	2.4	Jellyness	2
	2.5	Frame drop	2
	2.6	Blockiness	2
	2.7	Blurr	2
	2.8	Temporal	2
	2.9	Spatial	2
3.	Diffe	rent testing methods	3
	3.1	Reference testing	3
	3.2	Non-Reference testing	3
	3.3	Objective testing	3
	3.4	Subjective testing	3
4.	Prac	tical example or comparision of methods	4
5.	Cond	clusions	5
Δ	Liittoitä		

TERMIT JA NIIDEN MÄÄRITELMÄT

ħ Redusoitu Planckin vakio

SNR Signaali-kohinasuhde (engl.: Signal to Noise Ratio)

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 well for reference.

On first chapter I will introduce what is mobile device and the restrictions of it. Also different theories behind video are introduced.

Second chapter digs in to the different testing methods: subjective, objective, reference, non-reference, black box and etc.

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

Fourth chapter is for conclusions.

2. THEORY OF VIDEO TESTING

- 2.1 Blink
- 2.2 Noise
- 2.3 Jerkiness
- 2.4 Jellyness
- 2.5 Frame drop
- 2.6 Blockiness
- 2.7 Blurr
- 2.8 Temporal
- 2.9 Spatial

3. DIFFERENT TESTING METHODS

- 3.1 Reference testing
- 3.2 Non-Reference testing
- 3.3 Objective testing
- 3.4 Subjective testing

4. PRACTICAL EXAMPLE OR COMPARISION OF METHODS

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 well for reference.

On first chapter I will introduce what is mobile device and the restrictions of it. Also different theories behind video are introduced.

Second chapter digs in to the different testing methods: subjective, objective, reference, non-reference, black box and etc.

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

Fourth chapter is for conclusions.

5. CONCLUSIONS

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 well for reference.

On first chapter I will introduce what is mobile device and the restrictions of it. Also different theories behind video are introduced.

Second chapter digs in to the different testing methods: subjective, objective, reference, non-reference, black box and etc.

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

Fourth chapter is for conclusions.

A. LIITTEITÄ