

<<多媒体技术>>

图书基本信息

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内容概要

内容简介

本书涵盖了多媒体技术的重要课题，从操作系统和硬件到用户接口，应用和程序设计抽象.内容极为丰富，为理解多媒体技术必不可缺，是开发多媒体系统各个组成部分的基础。

书中既描述了各

种概念，又提出了具体实现的办法.主要内容有：声、象和形的基本原理；视频与动画制作；数据压缩；光学存贮介质；多媒体操作与通信系统；文件、超级文本与MHEG；用户接口；同步；多媒体应用.

本书既适用于有志于多媒体系统的计算机专业人员，也可用作计算机专业的大学本科生和研究生的教材.

书籍目录

Contents
Foreword
Preface
1 Introduction
1.1 Branch-overlapping Aspects of Multimedia
1.2 Content
1.3 Global Structure
1.4 Multimedia Literature
2 Multimedia: Media and Data Streams
2.1 Medium
2.1.1 The Perception Medium
2.1.2 The Representation Medium
2.1.3 The Presentation Medium
2.1.4 The Storage Medium
2.1.5 The Transmission Medium
2.1.6 The Information Exchange Medium
2.1.7 Representation Values and Representation Spaces
2.1.8 Representation Dimensions
2.2 Main Properties of a Multimedia System
2.2.1 Multimedia System Definition
2.2.2 Combination of Media
2.2.3 Independence
2.2.4 Computer-supported Integration
2.2.5 Communication Systems
2.3 Multimedia
2.4 Traditional Data Streams Characteristics
2.4.1 Asynchronous Transmission Mode
2.4.2 Synchronous Transmission Mode
2.4.3 Isochronous Transmission Mode
2.5 Data Stream Characteristics for Continuous Media
2.5.1 The Time Interval Between a Complete Transmission of Consecutive Packets
2.5.2 Variation of Consecutive Packet Amount
2.5.3 Contiguous Packets
2.6 Information Units
3 Sound / Audio
3.1 Basic Sound Concepts
3.1.1 Computer Representation of Sound
3.1.2 Audio Formats
3.2 Music
3.2.1 MIDI Basic Concepts
3.2.2 MIDI Devices
3.2.3 MIDI Messages
3.2.4 MIDI and SMPTE Timing Standards
3.2.5 MIDI Software

<<多媒体技术>>

3.3 Speech

3.3.1 Speech Generation

3.3.2 Speech Analysis

3.3.3 Speech Transmission

4 Images and Graphics

4.1 Basic Concepts

4.1.1 Digital Image Representation

4.1.2 Image Format

4.1.3 Graphics Format

4.2 Computer Image Processing

4.2.1 Image Synthesis

4.2.2 Image Analysis

4.2.3 Image Transmission

4.3 Comments

5 Video and Animation

5.1 Basic Concepts

5.1.1 Video Signal Representation

5.1.2 Computer Video Format

5.2 Television

5.2.1 Conventional Systems

5.2.2 Enhanced Definition Systems

5.2.3 High-Definition Systems

5.2.4 Transmission

5.3 Computer-based Animation

5.3.1 Basic Concepts

5.3.2 Animation Languages

5.3.3 Methods of Controlling Animation

5.3.4 Display of Animation

5.3.5 Transmission of Animation

5.3.6 Comments

6 Data Compression

6.1 Storage Space

6.2 Coding Requirements

6.3 Source, Entropy and Hybrid Coding

6.4 Some Basic Compression Techniques

6.5 JPEG

6.5.1 Image Preparation

6.5.2 Lossy Sequential DCT-based Mode

6.5.3 Expanded Lossy DCT-based Mode

6.5.4 Lossless Mode

6.5.5 Hierarchical Mode

6.6 H.261 (px64)

6.6.1 Image Preparation

6.6.2 Coding Algorithms

6.6.3 Data Stream

6.7 MPEG

6.7.1 Video Encoding

<<多媒体技术>>

- 6.7.2 Audio Encoding
- 6.7.3 Data Stream
- 6.7.4 MPEG-2
- 6.7.5 MPEG-4
- 6.8 DVI
- 6.8.1 Audio and Still Image Encoding
- 6.8.2 Video Encoding
- 6.8.3 Data Stream
- 6.9 Comments
- 7 Optical Storage Media
- 7.1 History
- 7.2 Basic Technology
- 7.3 Video Disks and Other WORMs
- 7.4 Compact Disk Digital Audio
- 7.4.1 Preliminary Technical Background
- 7.4.2 Eight-to-Fourteen Modulation
- 7.4.3 Error Handling
- 7.4.4 Frames, Tracks, Areas and Blocks of a CD-DA
- 7.4.5 Advantages of Digital CD-DA Technology
- 7.5 Compact Disk Read Only Memory
- 7.5.1 Blocks
- 7.5.2 Modes
- 7.5.3 Logical Data Format
- 7.5.4 Limitations of the CD-ROM Technology
- 7.6 CD-ROM Extended Architecture
- 7.6.1 Form 1 and Form 2
- 7.6.2 Compressed Data of Different Media
- 7.7 Further CD-ROM-based Developments
- 7.7.1 Compact Disk Interactive
- 7.7.2 Compact Disk Interactive Ready Format
- 7.7.3 Compact Disk Bridge Disk
- 7.7.4 Photo Compact Disk
- 7.7.5 Digital Video Interactive
- 7.8 Compact Disk Write Once
- 7.8.1 Principle of the CD-WO
- 7.8.2 Sessions
- 7.9 Compact Disk Magneto Optical
- 7.9.1 Principle of the Magnetic-Optical Method
- 7.9.2 Areas of the CD-MO
- 7.10 The Prospects of CD Technologies
- 8 Computer Technology
- 8.1 Communication Architecture
- 8.1.1 Hybrid Systems
- 8.1.2 Digital Systems
- 8.2 Multimedia Workstation
- 8.3 Comments
- 9 Multimedia Operating Systems

<<多媒体技术>>

- 9.1 Introduction
- 9.2 Real Time
 - 9.2.1 The Notion of "Real-Time"
 - 9.2.2 Real Time and Multimedia
- 9.3 Resource Management
 - 9.3.1 Resources
 - 9.3.2 Requirements
 - 9.3.3 Components and Phases
 - 9.3.4 Allocation Scheme
 - 9.3.5 Continuous Media Resource Model
- 9.4 Process Management
 - 9.4.1 Real Time Process Management in Conventional Operating Systems: An Example
 - 9.4.2 Real-time Processing Requirements
 - 9.4.3 Traditional Real-time Scheduling
 - 9.4.4 Real-time Scheduling: System Model
 - 9.4.5 Earliest Deadline First Algorithm
 - 9.4.6 Rate Monotonic Algorithm
 - 9.4.7 EDF and Rate Monotonic: Context switches
 - 9.4.8 EDF and Rate Monotonic: Processor Utilizations
 - 9.4.9 Extensions to Rate Monotonic Scheduling
 - 9.4.10 Other Approaches for In-Time Scheduling
 - 9.4.11 Preemptive versus Non-preemptive Task Scheduling
 - 9.4.12 Scheduling of Continuous Media Tasks: Prototype Operating Systems
- 9.5 File Systems
 - 9.5.1 Traditional File Systems
 - 9.5.2 Multimedia File Systems
- 9.6 Additional Operating System Issues
 - 9.6.1 Interprocess Communication and Synchronization
 - 9.6.2 Memory Management
 - 9.6.3 Device Management
- 9.7 System Architecture
 - 9.7.1 UNIX-based Systems
 - 9.7.2 QuickTime
 - 9.7.3 Windows Multimedia Extensions
 - 9.7.4 OS/2 Multimedia Presentation Manager/2
- 9.8 Concluding Remarks
- 10 Networking Systems
 - 10.1 Layers, Protocols and Services
 - 10.2 Networks
 - 10.3 Local Area Networks (LANs)
 - 10.3.1 High-speed Etheraet
 - 10.3.2 Token Ring
 - 10.3.3 FDDI
 - 10.3.4 Local ATM Networks
 - 10.4 Metropolitan Area Networks (MANs)

<<多媒体技术>>

- 10.4.1 Distributed Queue Dual Bus (DQDB)
- 10.4.2 Orwell
- 10.4.3 MAN Connectivity to ATM Networks
- 10.5 Wide Area Networks (WANs)
 - 10.5.1 Traditional WAN's
 - 10.5.2 B-ISDN: ATM
- 10.6 Conclusion
- 11 Multimedia Communication Systems
 - 11.1 Application Subsystem
 - 11.1.1 Collaborative Computing
 - 11.1.2 Session Management
 - 11.2 Transport Subsystem
 - 11.2.1 Rcquirements
 - 11.2.2 Transport Layer
 - 11.2.3 Network Layer
 - 11.3 Quality ofService and Resource Management
 - 11.3.1 Basic Concepts
 - 11.3.2 Establishment and Closing ofthe Multimedia Call
 - 11.3.3 Managing Resources during Multimedia Transmission
 - 11.3.4 Architectural Issues
 - 11.4 Comments
 - 11.4.1 Trends in Collaborative Computing
 - 11.4.2 Trends in Transport Systems
- 12 Database Systems
 - 12.1 Multimedia Database Management System
 - 12.2 Characteristics ofan MDBMS
 - 12.3 DataAnalysis
 - 12.4 Data Structure
 - 12.4.1 Raw Data
 - 12.4.2 Registering Data
 - 12.4.3 Descriptive Data
 - 12.4.4 Examples of Multimedia Structures
 - 12.4.5 Comments on Data Analysis
 - 12.5 Operations on Data
 - 12.6 Integration in a Database Model
 - 12.6.1 Relational Database Model
 - 12.6.2 Object-oriented Database Model
 - 12.7 Comments
- 13 Documents, Hypertext and MHEG
 - 13.1 Documents
 - 13.1.1 Document Architecture
 - 13.1.2 Manipulation of Multimedia Data
 - 13.2 Hypertext and Hypennedia
 - 13.2.1 Hypertext, Hypermedia and Multimedia
 - 13.2.2 Hypermedia Systems: An Example
 - 13.2.3 History
 - 13.2.4 Systems: Architecture, Nodes and Pointers

<<多媒体技术>>

13.2.5 Some Final Comments about Hypertext Systems

13.3 Document Architecture SGML

13.3.1 Some Details

13.3.2 SGML and Multimedia

18 Future Directions

18.1 Where Are We Today?

18.1.1 User Interface

18.1.2 Operating Systems

18.1.3 Multimedia Documents

18.1.4 Synchronization

18.1.5 Programming

18.2 What Are the Next Steps?

18.2.1 Devices

18.2.2 Visualization

18.2.3 Mobility

18.2.4 Interactivity

18.2.5 Operating Systems

18.2.6 Further Issues in Virtual Environments

18.2.7 Multimedia User Interface

18.2.8 Hypennedia

18.2.9 Multimedia Applications

18.3 What Are the Multimedia Research Issues?

A Abbreviations

Bibliography

Index

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