CS597 Multimedia and Web Development

Fall 2003

Instructor: Dr. R.J. Greene

Syllabus

Text: NONE

Prerequisites: CS245 and CS250

Course Description:

I am a strong believer in learning-by-doing. At the moment, I plan to have each of you actually DO (i.e., write code, modify code) to learn about audio, video, HMI, graphics, and so on. I need your help in this. I will try to accommodate all the different personal goals you may have as well as your current skillset. Initial order of presentation will be multimedia as an idea, then audio signals, then data communications, then imagery, and on to the language aspects starting with HTML. Other topics appear below. My intent is to start with easy, less technical ideas and move on to the highly technical aspects of sound/image compression, data rates, machine design, search engines and so on. The course is intended to provide an overview of the technical aspects of multimedia from a computer science perspective: algorithms, languages, hardware and software architectures, communications protocols, etc.

Course Administration:

Each class will present a key technical aspect of multimedia. Please take thorough notes. The text is more of a reference that an actual textbook. Most of the course content will be given in class and is really not available from a single source.

Grading

<table>
<thead>
<tr>
<th>Problems/Projects/Homework</th>
<th>40%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Midterm (take home)</td>
<td>30%</td>
</tr>
<tr>
<td>Final (take home)</td>
<td>30%</td>
</tr>
</tbody>
</table>

Topics to be covered

DATA COMMUNICATIONS

Overview of Networking Technology
Multicasting
Special Multimedia Requirements on data communication
Protocols: TCP/IP RTP STP HTTP, ATM

AUDIO/IMAGE/VIDEO/SIGNAL/REPRESENTATION

DATA COMPRESSION

USER INTERFACE DESIGN

SEARCH ENGINE ARCHITECTURE

AGENT ARCHITECTURE
MULTIMEDIA DATABASES

SECURITY
--------------
	Computer System
	Network
	Cryptography

SPECIALIZED HARDWARE
-------------------------------------
	Processors (e.g., INTEL MMX)
	Storage (e.g., RAID)
	interfaces (e.g., SCSI)
	monitors (e.g., HDTV)

MULTIMEDIA OPERATING SYSTEM ARCHITECTURE

VIDEO/AUDIO/NEWS FEED ON DEMAND

MULTIMEDIA SERVER ARCHITECTURE

MULTIMEDIA DATA FORMATS (WAV, GIF, ETC)

AUTHORING TOOLS
----------------------------
	issues
	design
	challenges

LANGUAGES
------------
	HTML
	Java
	CGI

WWW/INTERNET ARCHITECTURE AND OPERATION
-------------------------------------------------------------------------
	IP addressing
	Resource identification and location
	Future Directions in technology/standards

SOCIAL ISSUES
---------------------
	Legal
	Political
	Entertainment
	Educational

APPLICATIONS
---------------------
	Government
	Education
	Business
	Defense
	Medical
	Entertainment
	Scientific
	ETC