



浙江大学计算机学院
数字媒体与网络技术

Digital Asset Management

数字媒体资源管理

3. Multimedia Database Technologies



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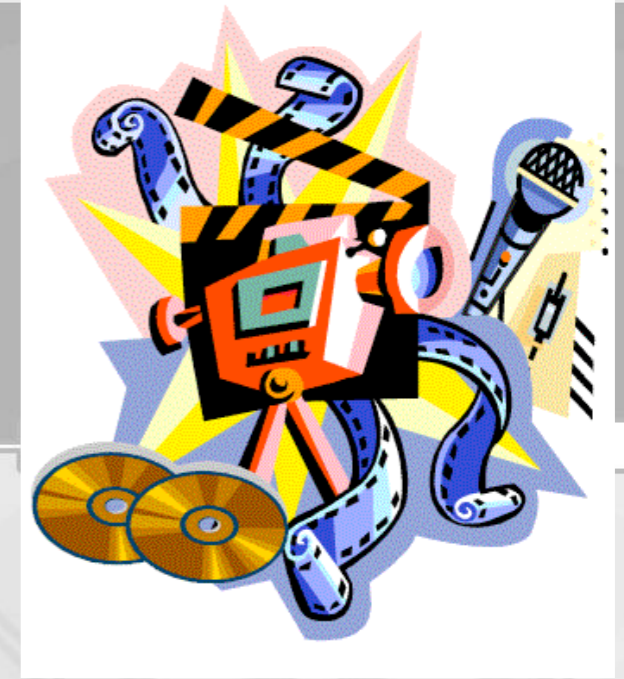


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Summary of Multimedia Database



What's Multimedia?



- Multi => Many
- Media:
 - A means to distribute and represent information: Text, graphics, pictures, voice, sound and music..
 - **Perception media** (how do humans perceive information?)
 - Audio/visual media
 - **Representation media** (how is information encoded?)
 - ASCII, JPG, MPEG, PAL.
 - **Presentation media** (medium used for output/input)
 - Input/output media (keyboards, papers)
 - **Storage media** (Where is information stored?)
 - Magnetic disk, optical disk



What is Multimedia?

- Serious definitions:

“From a user’s perspective - multimedia enables computer **information** to be **represented** through **audio, video, text, images, graphics and animation.**”

“Multimedia is defined as **an interactive computer-mediated presentation** that included at least two of the following elements: text, sound, still graphic images, motion graphics and animation.”



What is Multimedia?

- Multimedia involves **Many Media**
 - THE MEDIA DOMAIN
- Multimedia involves **Computers**
 - THE SYSTEMS DOMAIN
- Multimedia enhances the **presentation and communication of information**
 - THE APPLICATION DOMAIN



Classification of Media Types

- Media types can be divided into two groups:
 - **Temporal** (Continuous media)
 - Time or more exactly time-dependency between information items, is part of the information itself.
 - dynamic, time-based, continuous
 - e.g., audio, video, music, animation
 - **Non-temporal** (Discrete media)
 - Time is not part of the semantics of the media.
 - static, non-time-based, discrete
 - e.g., text, graphics, images



Challenges about **managing** MM data

- Huge Size
- Quality of Service (QoS)
- Synchronization
- Content-Based Retrieval



Challenges about **managing** MM data

E.g., in Oracle 9i...

Name	Data type	Size	characteristics
<i>BLOB</i>	<i>Binary</i>	<i>4Kb in table space 4GB in ext. space</i>	<i>random access; transaction support</i>
<i>CLOB</i>	<i>Character</i>	<i>4GB</i>	<i>random access; transaction support</i>
<i>NCLOB</i>	<i>National character sets</i>	<i>4GB</i>	<i>random access; transaction support</i>
<i>BFILE</i>	<i>Binary</i>		<i>Read only; external file</i>



SQL and multimedia data



e.g., in Oracle 9i, after the following:

```
CREATE TABLE Grape
  (grape_name VARCHAR2(25) primary key, picture BFILE);
CREATE DIRECTORY "PHOTO_DIR" AS 'C:\PICTURES';
```

The user can then do insert:

```
INSERT INTO Grape(grape_name, picture)
  VALUES ('chardonnay', BFILENAME('PHOTO_DIR', 'chardonnay.jpeg'))
```



Challenges about modeling MM data

- High level content abstraction is natural to the way humans think
- Effective modeling of MM data is critical
 - support for semantically rich conceptual contents
 - ability to represent diverse aspects of the data to be modeled
 - facilities for dynamic concept enrichment and expansion
 - incorporation of knowledge of low level data
 - isolation of the user from the low level representation and storage levels



Definition- MMDBMS

- MMDBMS
- **M**ultimedia **D**atabase **M**anagement **S**ystem
 - a **framework** that **manages** different types of data potentially represented in a wide diversity of formats on a wide array of media sources



MMDBMS Characteristics

- **Uniformly query** data represented in different formats
- Query data represented in **diverse media**
- Retrieve media objects from a local storage devices in a smooth, jitter-free manner
- Provide audio visual presentation of a query result
- Deliver presentation to satisfy quality of service requirements



Multimedia equation



Multimedia equation

Multimedia = presentation + context



Multimedia equation

Multimedia = presentation + context

presentation: sensory, aesthetic part (美学)



Multimedia equation

Multimedia = presentation + context

presentation: sensory, aesthetic part (美学)

context = convergence + information + architecture

- convergence = data + platform + distribution
- information = storage and retrieval
- architecture = compression + components + connectivity



Homework (I)

- Build your own multimedia data-base
- Requirements:
 - Choosing **1** of the following multimedia combines:
 - image + text, music+image, video + audio
 - Selecting **>2** domains (or categories):
 - e.g., **sports** v.s. **science**, **carton** v.s. **movie**,
 - e.g., **U2** v.s. **周杰伦** v.s. the **Beatles**, face v.s. no face
 - Gathering **>50** examples for each domain:
 - Use **google** or **baidu** to search all required data



Homework (I)

- Hand out
 - Deadline: next Friday (**12:00PM, 2008-09-26**)
 - Data format:
 - one main folder (named by **your ID**)
 - two subfolders (named by **chosen domain**)
 - data in the same category should be installed in 1 subfolders
 - **Unique** data file format
 - **.mp3** (music), **.txt** (text document),
 - **.png** (image), **.avi** (video, please use simple codec, <2min per seg)
 - Upload: FTP
 - TBD (will be ftp://10.76.1.1xx)

