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Fundamentals Of Multimedia

Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and ...

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This textbook introduces the 'Fundamentals of Multimedia', addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

This is the solutions manual for the text "Fundamentals of Communication Systems," ISBN 978-0-9928510-0-2, which provides a solid foundation in both analog and digital communications. A comprehensive text in electrical engineering with chapters on Signals, Analog Communications, Digital Communications, Information Theory, Analog to Digital, Baseband Signalling, Bandpass Signalling, Block and Convolutional Codes, with an appendix on Probability Theory to help students without prior knowledge of probability theory. Every aspect of the communication theory is brought to life via MATLAB and Mathcad simulations, together with over 140 video lectures. Experience sitting next to the author as you explore the theory in this novel text that provides a unique self-learning environment. 740 pages in the associated text +140 video lectures +340 MATLAB simulations +340 Mathcad simulations +200 problems (Solved in this Solutions Manual). All the multimedia (video lectures and simulations) are delivered via the associated app "Communication Systems" in the iOS and Android app stores. Multimedia content is updated regularly. Together with the source code, PDFs of all the simulations with results are made available to help students easily follow the simulation code. Refer to Appbooke.com for the table of contents, sample video lectures, sample simulations and sample book sections, including links to this App that has been designed for an iPhone, iPad, Android Phone or Android Tablet.

The FUNDAMENTALS OF MATHEMATICS, Tenth Edition, offers a comprehensive and objectives-based review of all basic mathematics concepts. The authors prepare students for further coursework by addressing three important student needs: 1) establishing good study habits and overcoming math anxiety, 2) making the connections between mathematics and their modern, day-to-day activities, and 3) being paced and challenged according to their individual level of understanding whether right out of high school or returning to school later in life. The clear exposition and the consistency of presentation make learning arithmetic accessible for all. Key concepts presented in section objectives and further defined within the context of How and Why provide a strong foundation for learning and lasting comprehension. With a predominant emphasis on problem-solving skills, concepts, and applications based on real world data (with some introductory algebra integrated throughout), this book is suitable for individual study or for a variety of course formats: lab, self-paced, lecture, group, or combined formats. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Ebook: Fundamentals of Corporate Finance, Middle East Edition

Multimedia hardware still cannot accommodate the demand for large amounts of visual data. Without the generation of high-quality video bitstreams, limited hardware capabilities will continue to stifle the advancement of multimedia technologies. Thorough grounding in coding is needed so that applications such as MPEG-4 and JPEG 2000 may come to fruition. Image and Video Compression for Multimedia Engineering provides a solid, comprehensive understanding of the fundamentals and algorithms that lead to the creation of new methods for generating high quality video bit streams. The authors present a number of relevant advances along with international standards. New to the Second Edition - A chapter describing the recently developed video coding standard, MPEG-Part 10 Advances Video Coding also known as H.264 - Fundamental concepts and algorithms of JPEG2000 - Color systems of digital video - Up-to-date video coding standards and profiles Visual data, image, and video coding will continue to enable the creation of advanced hardware, suitable to the demands of new applications. Covering both image and video compression, this book yields a unique, self-contained reference for practitioners to build a basis for future study, research, and development.

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolmund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle/transform your datasets into a form convenient for analysis Program/learn powerful R tools for solving data problems with greater clarity and ease Explore/examine your data, generate hypotheses, and quickly test them Model/provide a low-dimensional summary that captures true "signals" in your dataset Communicate/learn R Markdown for integrating prose, code, and results

Multimedia hardware still cannot accommodate the demand for large amounts of visual data. Without the generation of high-quality video bitstreams, limited hardware capabilities will continue to stifle the advancement of multimedia technologies. Thorough grounding in coding is needed so that applications such as MPEG-4 and JPEG 2000 may come to fruition. Image and Video Compression for Multimedia Engineering provides a solid, comprehensive understanding of the fundamentals and algorithms that lead to the creation of new methods for generating high quality video bit streams. The authors present a number of relevant advances along with international standards. New to the Second Edition - A chapter describing the recently developed video coding standard, MPEG-Part 10 Advances Video Coding also known as H.264 - Fundamental concepts and algorithms of JPEG2000 - Color systems of digital video - Up-to-date video coding standards and profiles Visual data, image, and video coding will continue to enable the creation of advanced hardware, suitable to the demands of new applications. Covering both image and video compression, this book yields a unique, self-contained reference for practitioners to build a basis for future study, research, and development.

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data

Original edition: Munson, Young, and Okiishi in 1990.

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