

## FIȘA DISCIPLINEI

Denumirea disciplinei :		Advanced Compression Methods			
Codul disciplinei:					
Domeniul:		Computer Engineering and Information Technology			
Specializarea:		Advanced Computing Systems - master			
Catedra:		Computer Science and Automatic Control			
Facultatea:		"Hermann Oberth" Faculty of Engineering			
Universitatea:		„Lucian Blaga” University of Sibiu			
Anul de studiu:	1	Semestrul	2	Tipul de evaluare finală	<b>Exam</b>
Regimul disciplinei (DI=obligatorie/ DO=opțională/DF=liber aleasă):			<b>DF</b>	Numărul de credite:	<b>10</b>
Categororia formativă a disciplinei (DF=fundamentală.; DI=ingineresci; DS=specialitate; DC=complementară)					<b>DI</b>
Total ore din planul de învățământ	<b>4</b>		Total ore pe semestru:	<b>56</b>	
Titularul disciplinei: Assoc. Prof. PhD. Macarie BREAZU					

Numărul total de ore (pe semestru) din planul de învățământ					
Total ore/ semestru	C	S	L	P	Total
	<b>28</b>	<b>0</b>	<b>28</b>	<b>0</b>	<b>56</b>

<b>Obiective:</b>	
<b>Competențe specifice disciplinei</b>	<b>1. Cunoaștere și înțelegere:</b> <ul style="list-style-type: none"> <li>• knowledge and understanding of general principles of discipline</li> <li>• knowledge and proper operation of discipline-specific advanced concepts</li> <li>• ability to integrate knowledge gained from other areas</li> <li>• ability to integrate specific sources of information</li> </ul>
	<b>2. Explicare și interpretare:</b> <ul style="list-style-type: none"> <li>• critical analysis of theoretical models, ideas and traditional approaches</li> <li>• skills to develop a project and complete a report on it</li> <li>• improving teamwork</li> </ul>
	<b>3. Instrumental – aplicative:</b> <ul style="list-style-type: none"> <li>• knowledge of and proficiency in state-of-the-art tools</li> <li>• application design on different levels</li> <li>• usage of a variety of strategies, methods, techniques for design, implementation and evaluation</li> </ul>
	<b>4. Atitudinale:</b> <ul style="list-style-type: none"> <li>• developing of a positive attitudes towards research</li> <li>• appreciation of teamwork, responsibility for the team’s results</li> <li>• developing of a positive attitude towards (the need for validation of the theoretical aspects by) a practical application</li> <li>• awareness of the need to participate in their own professional and scientific development</li> </ul>

Conținutul tematic (descriptori)	<b>TEMATICA CURSURILOR</b>		
	Nr. crt.	Denumirea temei	Nr. ore
	1	Data compression. Introduction. Classification. History. Image, audio and video formats.	2
	2	Statistical coding. Variable length coding. Arithmetic and Huffman coding.	2
	3	Predictive coding. Lossless and near-lossless coding. JPEG-LS.	2
	4	Principles of audio-video compression: predictive coding, transform-based coding, motion compensation.	2
	5	Vector Quantization. Building dictionaries. Variants.	2
	6	Fractal Image Compression. Speeding-up methods.	2
	7	Subband coding. Wavelet transform. EZW, SPIHT, EBCOT algorithms.	2
	8	Still image compression – JPEG and JPEG2000.	2
	9	H.261 – coding for videoconferencing. Macroblocks.	2
	10	MPEG-1 – coding for digital storage media. Structure. Coding of I, P and B pictures. Motion compensation.	2
	11	MPEG-2 – high quality video coding. Differences to MPEG-1. Scalable and non-scalable modes.	2
	12	H.263 – coding for low bit rate communications. Differences to H.261 and MPEG-1. Advanced motion compensation. Treatment of B pictures. Protection against error. H.26L.	2
	13	Audio coding. Psychoacoustic models. MPEG layer II, III (MP3) and Dolby AC3 audio coding.	2
14	MPEG-4 – content based video coding. Image segmentation. Shape coding. MPEG-7 and MPEG-21 – Content description, search and delivery	2	
<b>TEMATICA LABORATOARELOR</b>			
1.	Implementation of a library of functions needed in compression methods (bit-level file access, transforms, entropic coders, etc.)	6	
2.	Implementation of different still image / video / audio coders/decoders	14	
3.	Implementation of a RAW format video player and a tool for measuring the error between 2 RAW video files.	4	
4.	Evaluation of parameters' influence on video quality using video coding software.	4	

Metode de predare / seminarizare	Lectures, explanations, conversations, demonstrations, case studies, exercises, debates
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Stabilirea notei finale (procentaje)	- răspunsurile la examen/colocviu (evaluare finală)	60%
	- teste pe parcursul semestrului	
	- răspunsurile finale la lucrările practice de laborator	40%
	- activități gen teme/referate/eseuri/traduceri/proiecte etc.	
	- teme de control	
	- alte activități (precizați).....	

	- TOTAL	100%
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Final evaluation will consist in written exam (descriptive subjects and problems).

**Cerințe minime pentru nota 5**

Minimum grade 5.00 at labs

Minimum grade 4.50 at final exam

**Cerințe pentru nota 10**

Weighted average grade minimum 9.50

**TOTAL ore studiu individual (pe semestru) = 70**

<b>Bibliografia</b>	<p><b>Minimală obligatorie:</b></p> <ol style="list-style-type: none"> <li>1. David Salomon, "Data Compression: The Complete Reference", Fourth Edition, ISBN 978-1846286025, Springer, 2006</li> <li>2. Khalid Sayood, "Introduction to Data Compression", Third Edition, ISBN: 978-0126208627, Morgan Kaufmann, 2005</li> <li>3. Peter Symes, "Digital Video Compression", ISBN 0-07-142487-3, McGraw Hill, 2004</li> <li>4. Mohammed Ghanbari, "Standard Codecs: Image Compression to Advanced Video Coding", ISBN 0-85296-710-1, The Institute of Electrical Engineers, IEE, London, 2003</li> </ol>
	<p><b>Complementară:</b></p> <ol style="list-style-type: none"> <li>1. Breazu M., "Tehnici fractale și neuronale în compresia de imagini", Editura Universitatii „Lucian Blaga” din Sibiu, ISBN 973-739-251-5, Sibiu, 2006</li> </ol>

Lista materialelor didactice utilizate în procesul de predare:

Course notes, bibliographic list, video projector, Internet access

Coordonator de Disciplină	Grad didactic, titlul, prenume, numele	Semnătura
	Assoc. Prof. PhD. Macarie BREAZU	