

SYLLABUS

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| Discipline name | Audio-Video Digital Techniques |
| Profile | Electronics and Telecommunications Engineering |
| Specialization | Telecommunications Technologies and Systems |
| Code | 51325009-1 |
| Course leader | Professor Radu Arsinte, Ph.D – Radu.Arsinte@com.utcluj.ro |
| Collaborators | |
| Department | Communications |
| Faculty | Electronics, Telecommunications and Information Technology |

| Sem. | Type of discipline | Course | Applications | | | Course | Applications | | | Ind. study | TOTAL | Credits | Form of assessment |
|------|-----------------------------|--------------|--------------|---|---|------------------|--------------|----|----|------------|-------|---------|---------------------|
| | | [hours/week] | | | | [hours/semester] | | | | | | | |
| | | | S | L | P | | S | L | P | | | | |
| 7 | Speciality, Optional | 2 | - | 1 | 1 | 28 | - | 14 | 14 | 64 | 120 | 4 | Verification |

Acquired competences :

Acquired skills (what the student is able to do):

- Interconnect audio-video equipment with different processing and storage equipment
- Evaluation of functionality of audio-video equipment using presentation and/or service manual
- Interconnection and integration of processing and recording equipment in systems with complex functionality including computer controlled devices
- Creation of complex processing functions for audio-video signals using a general purpose programming language
- Streaming of acquired audio-video information in an appropriate format using communications protocols and tools

Acquired abilities (what type of equipment/ instruments/ software the student is able to handle):

- measure the main qualitative parameters for an audio-video system using classical or computerized equipment
- measure the bit error rate of an physical informational support, signal to noise ratio, binary throughput of different audio-video streams
- acquire audio and video content, process this content and create physical supports with audio-video content (CD, VCD, DVD)
- Use computerized equipment for audio and video acquisition, with internal or external devices
- Modify the software support of internal audio-video boards (sound card, tuner board) to achieve new performances and functionality
- use of standalone equipment (spectrum analyzer) to evaluate audio quality
- use of standalone equipment (video generator, digital video generator) to evaluate performances of video links

Prerequisites (if necessary):

Basic knowledge of video systems (television), signal processing, programming (C), error detection and correction codes.

A. Course/Lecture (course/lecture titles)

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| 1 | Informational aspects of audio signals. Human hearing characteristics. Electrical – acoustical characteristics. |
| 2 | Audio signal digitization. Digital processing of audio signal. Analog to digital conversion of audio signal. Music and voice signal formatting. |
| 3 | Magnetic recording. Analog magnetic recording. Digital magnetic recording. DAT system. |
| 4 | Audio optical recording; principles, optical aperture |
| 5 | Informational aspects. Functional versions: Audio CD, VCD, CDROM |
| 6 | Main parameters of digital audio systems. Frequency response, distortions, cross-talk |
| 7 | Special audio effects in digital technology. Echo, noise suppression |
| 8 | Digital interfaces in audio technology. Serial interfaces. PC based implementations |
| 9 | Informational characteristics of video signal. Video signal statistics. B/W and color entropy |
| 10 | Video signal digitization. Digital preprocessing of video. Preprocessing of video signals (clamp, filtering). Analog/digital conversion. |
| 11 | Primary video sources Analog and digital video recorders. Rotary head principle. |
| 12 | Compression techniques adaptation for audio-video optical and magnetic storage. Video compression principles. Commercial video formats: MPEG 2, MPEG4 |
| 13 | Audio-video optical storage: DVD, HD-DVD, BluRay. High density recording principle. Logical and |

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| | informational organization of storage supports |
| 14 | Integrated audio-video processing systems based on high performance computers. Nonlinear audio-video editing. Workstations and software for nonlinear editing |

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| B. Applications – Laboratory (list of laboratories), Seminar (contents), Project (project contents) | |
| 1 | Audacity audio processing environment. Audio acquisition and conversion using Audacity. |
| 2 | Noise reduction techniques using Audacity. |
| 3 | Audio system performance evaluation using PC |
| 4 | Video acquisition programs. VirtualDub. Video filtering under VirtualDub |
| 5 | Video acquisition in computer environment. Audio-video device management under Windows and Linux. |
| 6 | Codes used in optical and magnetic storage |
| 7 | Laboratory test |
| Projects | |
| 1 | Project presentation. Project planning |
| 2 | Audio information acquisition and preprocessing using Audacity |
| 3 | Video information acquisition using CVBS video sources |
| 4 | Video information acquisition from streaming sources |
| 5 | Audio video content creation for CD/DVD using VirtualDub and Ulead Video Studio |
| 6 | Evaluation of different options for the support (CD, DVD) |
| 7 | Project presentation and evaluation |

| C. Individual study (reference study contents, synthesis materials, projects, applications etc.) | | | | | | |
|---|--------------|--------------------------------------|--------------------------|------------------|----------------------------|-------------------------------------|
| 12 sets of problems and questions (the conclusion part in every laboratory) | | | | | | |
| 6 sets of problems (course homework) | | | | | | |
| Individual study structure | Course study | Problem solving, laboratory, project | Applications preparation | Examination time | Additional reference study | Total no. of individual study hours |
| Hours | 28 | 6 | 18 | 3 | 9 | 64 |

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| References (Textbooks, courses, laboratory manual, exercise book) | |
| 1. | Jerry C. Whitaker, Blair K. Benson, <i>Standard Handbook of Audio and Radio Engineering</i> , McGraw-Hill Professional, 2002 |
| 2. | Editor Ian R. Sinclair - <i>Audio and Hi-Fi Handbook - Third Edition</i> , Newnes, Reed Educational and Professional Publishing 1998 |
| 3. | Stefan Winkler, <i>Digital Video Quality - Vision Models and Metrics</i> , John Wiley and Sons, 2005 |
| 4. | F. Alton Everest, <i>Master Handbook of Acoustics</i> , McGraw Hill, 2001 |
| On – line references | |
| 1. | R. Arsinte, <i>Audio-Video Digital Techniques</i> , http://users.utcluj.ro/~arsinte/TDAV |
| 2. | R. Arsinte, <i>Audio-Video Digital Techniques</i> , http://users.utcluj.ro/~arsinte/TDAV |

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| Final evaluation | |
| Evaluation method | Written exam (E): problem solving (30%) and theoretical subjects (70%). |
| Mark components | Exam (E: 0...10 points); Laboratory (L: 0...10 points); Project (P: 0...10 points); |
| Mark computation | $M = 0.5E + 0.25L + 0.25P$. Pass if: $E \geq 4$, $L \geq 4$, $P \geq 4$ and $M \geq 4.5$ |

Course leader,

Professor Radu Arsinte, Ph.D.