

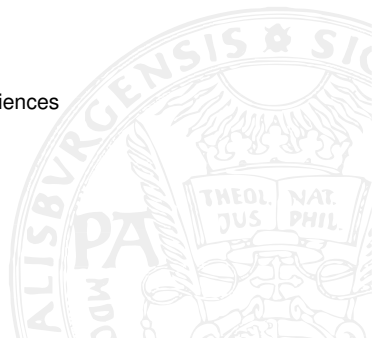
Slides Media Data Formats

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Questions for Lecture Notes Section 4.3 - 4.4

- 1 What is the target media for H.261 ?
- 2 What is the target media for H.263 ?
- 3 Summarize the differences between H.261 and H.263.
- 4 What is the target media for MPEG-2 and MPEG-3 ?
- 5 Explain the concept of profiles and levels (in MPEG-2).
- 6 What is the impact of MPEG-1 video with constrained parameters ?
- 7 Pls summarize the high-level differences between MPEG-1 and MPEG-2.

Questions for Lecture Notes Section 4.4

- 8 Explain the concept of interlaced video !
- 9 Explain the terms “frame picture” and “field picture”.
- 10 What is the reason for switching between field and frame pictures ?
- 11 Pls explain the motion estimation and compensation options for field pictures.
- 12 Pls explain the motion estimation and compensation options for frame pictures.
- 13 What is “dual prime prediction” for fielded pictures and frame pictures, respectively ?
- 14 Which types of scalability exist in video coding ? How is it implemented in MPEG-2 ?

Questions for Lecture Notes Section 4.4

- 15 Provide examples how to implement temporal scalability in MPEG-2.
- 16 Explain spatial scalability in MPEG-2.
- 17 Explain quality scalability in MPEG-2.
- 18 Pls comment of the success of the scalability profiles in MPEG-2 !
- 19 Pls explain error concealment techniques in MPEG-2 (differentiating P/B and I-frames).
- 20 What is the purpose of including a MV to an intra-coded macroblock ?
- 21 What does “mp@ml” mean ?
- 22 Does a typical MPEG-2 decoder support all profiles / levels of the standard ?

Questions for Lecture Notes Section 4.5

- 23 How many parts does the MPEG-4 standard has ?
- 24 What is MPEG-4 Part 10 AVC (advanced video coding) ?
- 25 What is the key-concept in MPEG-4 to enable object-based interactivity ?
- 26 Pls list the advantages MPEG-4 brings to the stakeholders involved in video industry !
- 27 Describe the key standardisation areas that make MPEG-4 rather unique.
- 28 What is an MPEG-4 audio-visual scene ?
- 29 What are primitive video objects and how are they linked and described ?