

# CSP 543: Multimedia Networking

## Texts

- Atel Puri, Tsuhan Chen, *Multimedia Systems, Standards, and Networks*, ISBN 082479303X

## Objectives

- This course covers the architectures, protocols, and design issues for multimedia networks. Topics covered include coding, compression, streaming, synchronization, QoS, and adaptation. Current tools for multimedia networking will be surveyed. Issues with multimedia application development will be explored. Students will design and develop multimedia applications.

## Prerequisites

- Experience programming in high-level languages.
- CS 455.

## Syllabus

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| • Overview  | 3 hours  |
| • Audio Coding                                      | 3 hours  |
| • Video Coding Standards                            | 3 hours  |
| • MPEG Standards                                    | 3 hours  |
| • Compression                                       | 3 hours  |
| • Multimedia Applications                           | 3 hours  |
| • Stream Management and Delivery                    | 6 hours  |
| • Interactivity                                     | 3 hours  |
| • Tools   | 3 hours  |
| • Transport in ATM Networks                         | 3 hours  |
| • Delivery and Control of Multimedia in IP Networks | 6 hours  |
| • Multimedia Over Wireless                          | 6 hours  |
| Total   | 45 hours |

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