



**B.E/B.TECH DEGREE EXAMINATIONS: MAY 2015**

(Regulation 2009)

Sixth Semester

**CSE118: MULTIMEDIA SYSTEMS**

(Common to CSE & IT)

**Time: Three Hours**

**Maximum Marks: 100**

**Answer all the Questions:-**

**PART A (10 x 1 = 10 Marks)**

1. End to end synchronization is referred as \_\_\_\_\_.
  - a) Jitter
  - b) Orchestration
  - c) Inter media synchronization
  - d) Intra media synchronization
2. \_\_\_\_\_ is important to distinguish between amplitude and loudness.
  - a) Formant
  - b) Audibility
  - c) Pitch
  - d) Burst rate
3. \_\_\_\_\_ is a 16:1 color model.
  - a) RGB
  - b) YIQ
  - c) CMY
  - d) YUV
4. \_\_\_\_\_ is the 16x16 pixel motion compensation unit.
  - a) Macro block layer
  - b) Block layer
  - c) Slice layer
  - d) Picture layer
5. \_\_\_\_\_ specifies how events in one finite coordinate space changes another finite coordinate space.
  - a) Measurement module
  - b) Location address module
  - c) Schedule module
  - d) Rendition module
6. The difference between disk transfer and consumption function is \_\_\_\_\_.
  - a) Buffer function
  - b) Play back function
  - c) Layout function
  - d) Read function
7. Token passing mechanism is used in \_\_\_\_\_.
  - a) Private networks
  - b) Metropolitan Area Network
  - c) Switched networks
  - d) Global networks

8. Apple systems developed the following standard.
- |         |         |
|---------|---------|
| a) QMF  | b) MHEG |
| c) OMFI | d) MOB  |
9. \_\_\_\_\_ is designed to bridge gap between computer, desktop and telecommunication.
- |            |            |
|------------|------------|
| a) TWS     | b) IIF     |
| c) CRUISER | d) CAVECAT |
10. \_\_\_\_\_ can be implemented entirely at the receiver.
- |         |         |
|---------|---------|
| a) EDTV | b) HDTV |
| c) IDTV | d) ATV  |

**PART B (10 x 2 = 20 Marks)**

11. Define: Continuous media.
12. Explain about MIDI protocol.
13. Compare P-frames and B-frames.
14. List the responsibilities of resource manager.
15. Brief about Multimedia On Demand
16. What is HyTime?
17. Differentiate object model and track model.
18. Define: Tele-presence.
19. How cognitive seamlessness is achieved in Team workstation?
20. What is an intelligent multimedia system?

**PART C (5 x 14 = 70 Marks)**

21. a) Explain in detail about Synchronization, Orchestration and QOS architectures.

**(OR)**

- b) How will you convert an analog signal to digital form? Explain the methods.

22. a) Explain the various image compression techniques.

**(OR)**

- |        |   |     |
|--------|---|-----|
| b) (i) | Explain the various goals of multimedia services. | (7) |
| (ii)   | Explain about temporal coordination.              | (7) |

23. a) Explain the various data models for multimedia and hypermedia information.

**(OR)**

b) List and explain the various issues in authoring and presentation systems.

24. a) (i) Explain about Quick time movie file (QMF). (7)

(ii) Explain about Open media Framework (OMF). (7)

**(OR)**

b) What is multimedia conferencing? Explain the conferencing architectures.

25. a) Differentiate and explain computer-based and video-based approaches for distributed groups.

**(OR)**

b) Explain HDTV standards. What are the issues in standardization?

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