



Subject card

Subject name and code	Sound and Image Processing, PG_00048118						
Field of study	Electronics and Telecommunications						
Date of commencement of studies	October 2026	Academic year of realisation of subject			2028/2029		
Education level	first-cycle studies	Subject group			Optional subject group Subject group related to scientific research in the field of study		
Mode of study	Full-time studies	Mode of delivery			at the university		
Year of study	3	Language of instruction			Polish		
Semester of study	5	ECTS credits			3.0		
Learning profile	general academic profile	Assessment form			assessment		
Conducting unit	Department of Multimedia Systems -> Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Karolina Marciniuk				
	Teachers		dr inż. Karolina Marciniuk				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	15.0	0.0	0.0	45
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	45		3.0		27.0	75
Subject objectives	Familiarize student with the issues of processing sound and images.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K6_U07] can apply methods of process and function support, specific to the field of study		The student is able to propose a concept and functional scheme of the audio and video path, in which the sound and image processing processes take place. The student is aware of the possibilities of using simulation environments to verify various concepts and algorithms.		[SU4] Assessment of ability to use methods and tools [SU3] Assessment of ability to use knowledge gained from the subject [SU2] Assessment of ability to analyse information		
	[K6_W04] knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices		The student understands the limitations resulting from the available processing speed and memory resources in the devices used for the processing of audio and video signals. He understands the issue of hardware acceleration. He knows the rules for the division of computational tasks between cores in multiprocessor architectures.		[SW1] Assessment of factual knowledge		

Subject contents	<p>Course content – lecture</p> <p>Lecture</p> <p>1. Introduction 2. Electroacoustic and image transducers 3. Digital audio track structure, operation, parameters 4. Audio and video distortions 5. Dynamic compansion 6. Sound compression types (lossy and lossless) 7. Temporal and simultaneous masking of sound 8. Perceptual coding of audio - algorithms 9. Fundamentals and standards of multichannel audio 10. Advanced filtration of sound: Adaptive filtration. Noise reduction. Dereverberation. Beamforming. Artificial reverberation. 11. Digital filtration and methods of filter designing. Digital filters classification. Stability. Requirements. FIR filters designing methods: the window metod, sampling in the frequency domain method, method of mean-square-average optimising, Czebychevs approximation method (Remez algorithm). IIR filter designing methods:invariable impulse response method, bi-linear transform method; matched Z-transform method, Yule-Walker method. Effects of limited registry length - quantising. Designing filters in the MATLAB environment. Examples. part I 12. Digital filtration and methods of filter designing. Digital filters classification. Stability. Requirements. FIR filters designing methods: the window metod, sampling in the frequency domain method, method of mean-square-average optimising, Czebychevs approximation method (Remez algorithm). IIR filter designing methods:invariable impulse response method, bi-linear transform method; matched Z-transform method, Yule-Walker method. Effects of limited registry length - quantising. Designing filters in the MATLAB environment. Examples. part II 13. Reduction of noise and distortions in audio and video signals. Digital archiving and restoration of audio. Image restoration. Mediane filtering. Edging. Sharpening. 14. Fundamentals od speech processing, compression and synthesis. Speech production. Vocal tone. Vocal track. Modelling of articu-lation processes. Speech synthesis. Predictive analysis. Speech compression – selected coding standards. Vocoder technology. 15. Speech recognition fundamentals. Normalising energy and time-scale. Phonetic and lexical segmentation. Speech feature extrac-tion methods. HMM. Building reference vocabularies. Speech recognition systems classification, structures and applications. 16. Sound synthesis. Basic methods of digital sound synthesis - sampling, additive synthesis, subtractive synthesis, waveguide synthesis. 17. Elements of computer graphics. Raster and vector graphics. 18. Raytracing, energetic rendering. Texture and scene lighting. Syn-thesis nad advanced image filtration. Keying. Blue box. Morph-ing. Synthetic interactive image. Stereopsis. 19. Video image transformations (2D FFT, cosine transform) 20. Basic techniques of video image processing. Video components. Motion estimation. Redundancy and irrelevancy of images. Im-age coding and compression standards – video codecs, MJPEG, MPEG1/2, MPEG4. Fractal compression. 21. Lecture recapitulation. Multidisciplinary applications of audio and video processing to telecommunications, broadcasting, audi-ology, phoniatriy and biomedicine.</p> <p>Laboratory</p> <p>1. Examination of sampling and quantisation influence on sound quality 2. Verification of background modelling algorithms on surveillance cameras images 3. Assessment of object detection and tracking accuracy based on surveillance cameras images 4. Testing of image quality enhancement methods based on superresolution techniques 5. Sound sources localization accuracy testing based on acoustical vector sensor 6. Examination of compression and expansion of sound signal dynamics</p>											
Prerequisites and co-requisites	No requirements											
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="448 1520 794 1570">Subject passing criteria</th> <th data-bbox="794 1520 1141 1570">Passing threshold</th> <th data-bbox="1141 1520 1477 1570">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="448 1570 794 1597"></td> <td data-bbox="794 1570 1141 1597">51.0%</td> <td data-bbox="1141 1570 1477 1597">50.0%</td> </tr> <tr> <td data-bbox="448 1597 794 1630"></td> <td data-bbox="794 1597 1141 1630">51.0%</td> <td data-bbox="1141 1597 1477 1630">50.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade		51.0%	50.0%		51.0%	50.0%
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Recommended reading	<p>Basic literature</p> <p>Supplementary literature</p> <p>eResources addresses</p>	<p>Andrzej Czyżewski: Dźwięk cyfrowy. Wybrane zagadnienia teoretyczne, technologia, zastosowania., Exit, 2001, ISBN: 978-83-87674-08-3, Kategorie: Informatyka, Multimedia, Dźwięk cyfrowy, 552 strony, format B5; Alicja Wieczorkowska: Multimedia. Podstawy teoretyczne i zastosowania praktyczne., PJWSTK, 2008, ISBN: 978-83-89244-67-3, Kategorie: Informatyka, Multimedia, 336 stron; Anna Korzyńska, Małgorzata Przytułska: Przetwarzanie obrazów. Ćwiczenia., PJWSTK, 2006, ISBN: 978-83-89244-37-6, Kategorie: Informatyka, Multimedia, Zawiera CD, 110 stron</p> <p>materiały i artykuły w zbiorach bibliotecznych KSMM</p>										
Example issues/ example questions/ tasks being completed												
Practical activites within the subject	Not applicable											

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