

Why use Multimedia Databases

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Abstract— A multimedia system info could be a controlled assortment of multimedia system knowledge things like text, images, graphic objects, video and audio. A multimedia system direction system (DBMS) provides support for the creation, storage, access, querying and management of a multimedia system info. the necessities of a multimedia system software are: multimedia system knowledge modeling; multimedia system object storage; multimedia system compartmentalization, retrieval and browsing; and multimedia system question support. This paper discusses a general framework for multimedia system info systems and describes the necessities and design for these systems.

INDEXED TERMS: *Multimedia, Efficiency, Reliability, Security.*

I. INTRODUCTION

A multimedia system direction System (MMDBMS) could be a framework that manages differing types of information doubtless described in a very wide diversity of formats on a good array of media sources. It provides support for multimedia system knowledge sorts, and facilitate for creation, storage, access, question and management of multimedia system information.

Multimedia system information (MMDB) could be a assortment of connected multimedia system knowledge. The multimedia system knowledge embody one or a lot of primary media knowledge sorts like text, images, graphic objects (including drawings, sketches and illustrations) animation sequences, audio and video.

A Multimedia system is defined as which can be controlled by the integration of different objects used for communication purposes such as text, images, audio and video.

II. FEATURES PROVIDED BY MMDB

- First of all this type of database system are used when there is a requirement of a huge amount of multimedia data. So that they can

be used i.e. searched and accessed efficiently when they are needed.

- The objects which are entered in a MMDB are: images, audio, video, text, animations etc.
- The need of MMDB comes in use when multiple objects are used at a same time for a same user in a particular situation.
- And it cannot be used as a real end-user system.

III. CREATING A MMDB

Creating a MMDB needs three basic requirements which are followed

- Storage
- Retrieval
- Update

For Storage

While storing multimedia objects are to be stored in the database firstly it should be entered. It also requires creating a backup for the database because of any causes the data could be lost. So the backup would provide a good means to store the data in a independent hardware. This process may be called as archiving of data.

For Retrieval

In a general database when an entity is retrieved from the database it requires a particular set of code and searching techniques which track downs the data and show it to the user. Similarly in MMDB the retrieval should be the same as of any other database. It should be supporting complex searches, filtering the correct object, evaluation and preview of the object which is to be displayed to the user.

For Update

To update the entries or not should depends on the database manager and it also depends on the

requirements and condition, whether there should be any alteration in the database or not.

- Security systems
- Defense services
- Factories

IV. MULTIMEDIA DATABASE SHOULD BE CAPABLE OF

- a. It should support multimedia data types.
- b. It must have the capability to manage number of multimedia objects, to store them, to search for them and to update them.
- c. It should be highly efficient and pocket friendly.
- d. It should be possessing these features:
 - Security
 - Recovery
 - Efficient
 - Multi-user capability
 - Performance
 - Consistency
 - Acknowledgment after any transaction

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V. ADVANTAGES OF A MULTIMEDIA DATABASE SYSTEM

- Efficient access
- Recovery
- Optimized access
- Controlled use of huge amount of multimedia data
- Highly complex search possibilities
- Interconnection of links and data

VI. APPLICATIONS OF MULTIMEDIA DATABASE

- Libraries
- Video on demand services
- Hospitals
- Press database
- School/University database
- Sports
- Commercials
- Gaming database
- Engineering/architecture
- CAD systems