

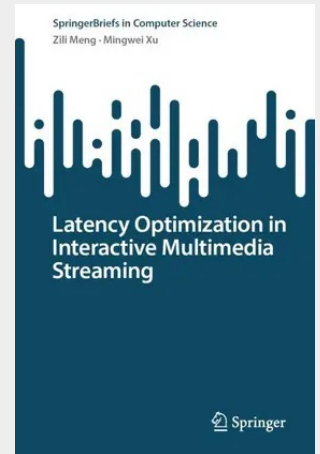
Latency Optimization in Interactive Multimedia Streaming

With the emergence of virtual reality and augmented reality, the era of interactive multimedia streaming looms on the horizon. Network latency emerges as a critical factor in the performance of interactive multimedia streaming applications. As the demand for interactive multimedia streaming continues to surge, comprehending and mitigating the challenges posed by network latency becomes increasingly imperative.

This book begins by introducing the fundamentals of network latency, elucidating its sources from both data plane and control plane, along with its effects on user experience. Furthermore, it explores the various components contributing latency, including the application layer, transport layer, and network layer. The book then delves into the ongoing research efforts aimed at reducing the latency of these components individually.

By the book's conclusion, readers will have gained a comprehensive understanding of network latency in interactive multimedia streaming, equipped with the knowledge and tools necessary to design and optimize low-latency streaming systems. Whether you are a network engineer, multimedia developer, or researcher, this book will furnish you with valuable insights and practical guidance to confront the challenges of network latency head-on.

With the emergence of virtual reality and augmented reality, the era of interactive multimedia streaming looms on the horizon. Network latency emerges as a critical factor in the performance of interactive multimedia streaming applications. As the demand for interactive multimedia streaming continues to surge, comprehending and mitigating the challenges posed by network latency becomes increasingly imperative. This book begins by introducing the fundamentals of network latency, elucidating its sources from both data plane and control plane, along with its effects on user experience. Furthermore, it explores the various components contributing latency, including the application layer, transport layer, and network layer. The book then delves into the ongoing research efforts aimed at reducing the latency of these components individually. By the book's conclusion, readers will have gained a comprehensive understanding of network latency in interactive multimedia streaming, equipped with the knowledge and tools necessary to design and optimize low-latency streaming systems. Whether you are a network engineer, multimedia developer, or researcher, this book will furnish you with valuable insights and practical guidance to confront the challenges of network latency head-on.



58,84 €

54,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9789819767281
Medium: Buch
ISBN: 978-981-97-6728-1
Verlag: Springer
Erscheinungstermin: 30.10.2024
Sprache(n): Englisch
Auflage: 2024
Serie: SpringerBriefs in Computer Science
Produktform: Kartoniert
Gewicht: 263 g
Seiten: 134
Format (B x H): 155 x 235 mm

