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Nota di contenuto	Invited Paper -- The Internet 2 QBONE Project Architecture and Phase 1 Implementation -- Network QoS -- Hardware Acceleration inside a Differentiated Services Access Node -- REDO RSVP: Efficient Signalling for Multimedia in the Internet -- QoS-aware Active Gateway for Multimedia Communication -- Application QoS -- A Study of the Impact of Network Loss and Burst Size on Video Streaming Quality and Acceptability -- Transport of MPEG-2 Video in a Routed IP Network -- Specification and Realization of the QoS Required by a Distributed Interactive Simulation Application in a New Generation Internet -- Mbone and Multicast -- A Multicasting Scheme Using Multiple MCSs in ATM Networks -- A Platform for the Study of Reliable Multicasting Extensions to CORBA Event Service -- Mbone2Tel — Telephone Users Meeting the Mbone -- Quality of Service Management for Teleteaching Applications Using the MPEG-4/DMIF -- Invited Paper -- IP Services Deployment: A US Carrier Strategy -- Adaptive Applications and Networks -- Network-Diffused Media Scaling for Multimedia Content Services -- Extended Package-Segment Model and Adaptable

Applications -- Tailoring Protocols for Dynamic Network Conditions and User Requirements -- Design of an Integrated Environment for Adaptive Multimedia Document Presentation Through Real Time Monitoring -- New Trends in IDMS -- Authoring of Teletext Applications for Digital Television Broadcast -- Middleware Support for Multimedia Collaborative Applications over the Web: A Case Study -- The "Virtual Interactive Presenter": A Conversational Interface for Interactive Television -- Advances in Coding -- A Video Compression Algorithm for ATM Networks with ABR Service, Using Visual Criteria -- Content-Fragile Watermarking Based on Content-Based Digital Signatures -- Invited Paper -- New Structures for the Next Generation of IDMS -- Conferencing -- Multi-drop VPs for Multiparty Videoconferencing on SONET/ATM Rings -- Architectural Design and Bandwidth Demand Analysis -- A Generic Scheme for the Recording of Interactive Media Streams -- A Framework for High Quality/Low Cost Conferencing Systems -- Video Servers -- A Novel Replica Placement Strategy for Video Servers -- Network Bandwidth Allocation and Admission Control for a Continuous Media File Server -- Design and Evaluation of Ring-Based Video Servers -- Position Papers -- Pricing for Differentiated Internet Services -- An Agent-Based Adaptive QoS Management Framework and Its Applications -- Improving the Quality of Recorded Mbone Sessions Using a Distributed Model.

Sommario/riassunto

The 1999 International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services (IDMS) in Toulouse is the sixth in a series that started in 1992. The previous workshops were held in Stuttgart in 1992, Hamburg in 1994, Berlin in 1996, Darmstadt in 1997, and Oslo in 1998. The area of interest of IDMS ranges from basic system technologies, such as networking and operating system support, to all kinds of teleservices and distributed multimedia applications. Technical solutions for telecommunications and distributed multimedia systems are merging and quality-of-service (QoS) will play a key role in both areas. However, the range from basic system technologies to distributed multimedia applications and teleservices is still very broad and we have to understand the implications of multimedia applications and their requirements for middleware and networks. We are challenged to develop new and more fitting solutions for all distributed multimedia systems and telecommunication services to meet the requirements of the future information society.
