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Soggetti	Computer communication systems Electrical engineering Multimedia information systems Application software Computers and civilization Computer Communication Networks Communications Engineering, Networks Multimedia Information Systems Information Systems Applications (incl. Internet) Computers and Society
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Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Embedding data in 3D models -- Estimation of motion parameters of a rigid body from a monocular image sequence for MPEG-4 applications -- System for screening objectionable images using Daubechies' wavelets and color histograms -- MUSIC: an interactive multimedia service composition environment for distributed systems -- Achieving Networked Virtual Environments interoperability -- A redundant hierarchical structure for a distributed continuous media server -- Program caching and multicasting techniques in VoD networks -- PENGUIN: DAVIC and the WWW in coexistence -- mTunnel: A multicast tunneling system with a user-based quality-of-service model -- A distributed delay-constrained dynamic multicast routing algorithm --

An efficient software implementation of a Forward Error Correcting code -- Disk scheduling for variable-rate data streams -- A novel data placement scheme on optical discs for near-VOD servers -- A priority feedback mechanism for distributed MPEG video player systems -- A soft real time scheduling server in UNIX operating system -- Stored video transmission across ATM networks: RVBR versus RCBR service for interactive applications -- Improving clock synchronization for MPEG-2 services over ATM networks -- VoR: A network system framework for VBR over reserved bandwidth -- EPK-fix: Methods and tools for engineering electronic product catalogues -- CHEOPS: Adaptive hypermedia on World Wide Web -- Application Output Recording for instant authoring in a distributed multimedia annotation environment -- Video data management in Media Controller: A distributed multimedia surveillance system -- Personalised News On Demand: The "HyNoDe" service -- Broadband Video Conference Customer Premises Equipment -- Radio webs — Support architecture for mobile web access -- An approach for an adaptive visualization in a mobile environment -- Multimedia client implementation on Personal Digital Assistants -- Combining CORBA and ITU-T.120 to an efficient conferencing service -- Supportive environments for executing multimedia applications -- Patterns for constructing CSCW applications in TINA -- Performance evaluation of the Fuzzy Policing Mechanism for still picture in ATM networks -- Implementation of an audio/video conferencing application over native ATM -- A native ATM API suited for multimedia communication -- A model for collaborative services in distributed learning environments -- Using distributed multimedia infrastructures for advanced teleteaching applications -- A scalable scheme to access multimedia documents with quality of service guarantees -- A client-controlled adaptation framework for multimedia database systems -- Interactive multimedia communications at the presentation layer -- Modeling of adaptable multimedia documents -- QoS aware browsing in distributed multimedia systems -- An object-oriented client/server architecture for video-on-demand applications -- Interactive remote recording and playback of Multicast videoconferences.

Sommario/riassunto

This book constitutes the refereed proceedings of the 4th International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services, IDMS'97, held in Darmstadt, Germany, in September 1997. The 41 revised full papers presented in the book were selected from over 100 submissions. The papers are organized in sections on media coding and content processing, development and interoperability, on-demand systems, multicast and FEC, video server and systems, video transmission, production and authoring, multimedia applications, mobility, CSCW and system performance, MM communication over ATM networks, CSCW and teleteaching, QoS for media presentations, QoS and scaling.
