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| Nota di contenuto | Workstation support for time-critical applications -- Kernel support for live digital audio and video -- Priority consistency in protocol architectures -- Implementing HeiTS: Architecture and implementation strategy of the Heidelberg High-Speed Transport System -- Protocol support for distributed multimedia applications -- Integrating computing and telecommunications: A tale of two architectures -- Design and applications of a delay jitter control scheme for packet-switching internetworks -- End-to-end synchronization in packet switched networks -- Synchronization of multimedia data streams in open distributed environments -- Multimedia synchronization and UNIX -- Scheduling of bandwidth-constrained multimedia traffic -- Presentation scheduling of multimedia objects and its impact on network and operating system support -- ?-Channel, a network level |

abstraction to support real-time communication -- The Real-time Channel Administration Protocol -- A continuous media data transport service and protocol for real-time communication in high speed networks -- Design considerations for a Multimedia Network Distribution Center -- Next generation network and operating system requirements for continuous time media -- Dynamicity issues in broadband network computing -- Managing multimedia sessions on a private broadband communication system -- Toolkit support for multiuser audio/video applications -- System support for time-critical applications -- An application framework for multimedia communication -- A programming environment for multimedia applications -- Tools for specifying and executing synchronized multimedia presentations -- Abstractions for continuous-media programming -- Integrated multimedia at Sun Microsystems -- Architectural aspects of multimedia CD-I integration in UNIX/X-Windows workstations -- X-MOVIE: Transmission and presentation of digital movies under X -- Presenting multimedia documents over a digital network -- The CCITT communication protocol for videophone teleconferencing equipment -- FDDI-based digital audio interfaces -- Digital video transmission and the FDDI token ring protocol -- A performance study of forward error correction in ATM networks -- Session XII: Workshop Wrap-Up.

Sommario/riassunto

The trend towards powerful workstations and high-speed networks has enabled applications to communicate and manipulate digital audio and video. These are continuous media and differ from discrete media such as text and graphics in that they have stringent delay and bandwidth requirements. Neither the mechanisms used to transport ordinary data over networks nor present communication protocols are sufficient to communicate continuous media. Special operating system support must also be provided to meet the requirements of both discrete and continuous media in future multimedia applications. This volume contains the proceedings of the Second International Workshop on Network and Operating System Support for Digital Audio and Video, held in cooperation with ACM SIGCOMM and SIGOPS at the IBM European Networking Center in Heidelberg, Germany, in November 1991. The volume contains 33 selected papers together with summaries of the workshop sessions compiled by the session chairmen.
