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Networks? -- Analysis of Random Access Protocol under Bursty Traffic -- Management of Multimedia Traffic Streaming II -- A Practical Model for VBR Video Traffic with Applications -- Enhancing Quality of MPEG Video through Partially Reliable Transport Service in Interactive Application -- Delivering of MPEG-4 Multimedia Content over Next Generation Internet -- Video Skimming and Summarization Based on Principal Component Analysis -- QoS Management on the Internet -- Distributed Resource Management to Support Distributed Application-Specific Quality of Service -- Implementation of a Bandwidth Broker for Dynamic End-to-End Capacity Reservation over Multiple Diffserv Domains -- The Impact of Confidentiality on Quality of Service in Heterogeneous Voice over IP Networks -- Poster Session -- Queue Length Based Fair Queueing in Core-Stateless Networks -- Study of TCP and UDP Flows in a Differentiated Services Network Using Two Markers System -- Equation-Based Dynamic Shaping Algorithm -- A Novel Content-Based Video Streaming Algorithm for Fine Granular Scalable Coding -- Topological Synthesis of Mobile Backbone Networks for Managing Ad Hoc Wireless Networks -- QoS Monitoring System on IP Networks -- Fault Management on the Internet -- A Framework for Supporting Intelligent Fault and Performance Management for Communication Networks -- Architecture of Generalized Network Service Anomaly and Fault Thresholds -- Providing Scalable Many-to-One Feedback in Multicast Reachability Monitoring Systems -- A Framework for Event Correlation in Communication Systems -- Agents for Multimedia Management -- Policy-Based Management for Multimedia Collaborative Services -- Agent-Enhanced Dynamic Service Level Agreement in Future Network Environment -- WEBARM: Mobile Code Based Agent for Web Application Response Measurement — Software Implementations and Analysis -- Multimedia Service Management -- The Dynamics of Price, Revenue, and System Utilization -- Developing Pattern-Based Management Programs -- Supermedia in Internet-Based Telerobotic Operations.

| Sommario/riassunto | In recent years we have witnessed the explosion of multimedia traffic on the Internet. The availability of high bandwidth connections together with the recent advances in high quality video and audio compression techniques have created a fertile ground for the growth of multimedia applications such as interactive video on demand, collaborative distance learning, and remote medical diagnosis. Furthermore, the availability of low bit rate video and audio applications (e.g., H.263 and G.728) and the proliferation of pervasive devices create a new demand for wireless multimedia communication systems. After a decade or more of research and development in multimedia networking, the research community has learned a number of lessons. First, increasing the capacity of the "best effort" networks and services does not provide an effective and permanent solution for offering a guaranteed Quality of Service (QoS). Second, the integration of service and network management is a key element in providing end to end service management. Third, management techniques for Internet multimedia services must be scalable and adaptive to guarantee QoS and maintain fairness with optimal network resource. |