

Research Reports

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The OSI95 Transport Service with Multimedia Support



European Commission

Osi95 Transport Service With Multimedia Support

Charles Rattray, Teodor Rus



Osi95 Transport Service With Multimedia Support:

The OSI95 Transport Service with Multimedia Support A. Danthine,1994 **Multimedia Transport and Teleservices** David Hutchison,Andre Danthine,Helmut Leopold,Geoff Coulson,1994-11-04 This volume presents the proceedings of the International COST 237 Workshop held in Vienna in November 1994 in the framework of the CEC COST 237 Multimedia Telecommunications Services Projects The 24 papers presented in revised version were selected from 46 submissions they are organized in sections on teleservices multimedia mail archiving and retrieving teleservice support quality of service and synchronization multipeer communication broadband network transport issues and variable bit rate video coding transport **Interactive Distributed Multimedia Systems and Services** Berthold Butscher,Eckhard Moeller,Herwart Pusch,1996-02-26 This book constitutes the refereed proceedings of the first European Workshop on Interactive Distributed Multimedia Systems and Services IDMS 96 held in Berlin Germany in March 1996 The 21 revised papers included were carefully selected for presentation at the workshop they examine current and new approaches to interactive distributed multimedia systems and services from different points of view including research and development management and users Among the topics addressed are application development support multimedia services on demand multimedia conferencing multimedia networking continuous media streams multimedia experiments *Multimedia, Telecommunications, and Applications* Giorgio Ventre,Jordi Domingo-Pascual,Andre Danthine,1996-11-19 This book constitutes the refereed proceedings of the Third International COST 237 Workshop held in Barcelona Spain in November 1996 The 15 revised full papers presented in the volume were carefully selected from a total of 34 submissions by COST project participants as well as from outside The papers are organized in sections on multipeer and group communication quality of service applications and teleservices multimedia protocols and platforms and performance studies

Architecture and Protocols for High-Speed Networks Otto Spaniol,André Danthine,Wolfgang Effelsberg,2013-06-29 Multimedia data streams will form a major part of the new generation of applications in high speed networks Continuous media streams however require transmission with guaranteed performance In addition many multimedia applications will require peer to multipeer communication Guaranteed performance can only be provided with resource reservation in the network and efficient multipeer communication must be based on multicast support in the lower layers of the network Architecture and Protocols for High Speed Networks focuses on techniques for building the networks that will meet the needs of these multimedia applications In particular two areas of current research interest in such communication systems are covered in depth These are the protocol related aspects such as switched networks ATM MAC layer network and transport layer and the services and applications Architecture and Protocols for High Speed Networks contains contributions from leading world experts giving the most up to date research available It is an essential reference for all professionals engineers and researchers working in the area of high speed networks **Distributed Platforms** Alexander

Schill,2013-04-18 Client Server applications are of increasing importance in industry and have been improved by advanced distributed object oriented techniques dedicated tool support and both multimedia and mobile computing extensions Recent responses to this trend are standardized distributed platforms and models including the Distributed Computing Environment DCE of the Open Software Foundation OS F Open Distributed Processing ODP and the Common Object Request Broker Architecture CORBA of the Object Management Group OMG These proceedings are the compilation of papers from the technical stream of the IFIP/IEEE International Conference on Distributed Platforms Dresden Germany This conference has been sponsored by IFIP TC6 1 by the IEEE Communications Society and by the German Association of Computer Science GI Gesellschaft für Informatik ICDP 96 was organized jointly by Dresden University of Technology and Aachen University of Technology It is closely related to the International Workshop on OSF DCE in Karlsruhe 1993 and to the IFIP International Conference on Open Distributed Processing ICDP has been designed to bring together researchers and practitioners who are studying and developing new methodologies tools and technologies for advanced client server environments distributed systems and network applications based on distributed platforms

High-Speed Networking for Multimedia

Applications Wolfgang Effelsberg,Otto Spaniol,André Danthine,Domenico Ferrari,2012-12-06 High Speed Networking for Multimedia Applications presents the latest research on the architecture and protocols for high speed networks focusing on communication support for distributed multimedia applications This includes the two major issues of ATM Networking and quality of service for multimedia applications It is to be expected that most of the bandwidth in future high speed networks will be taken up by multimedia applications transmitting digital audio and video Traditional networking protocols are not suitable for this as they do not provide guaranteed bandwidth end to end delay or delay jitter nor do they have addressing schemes or routing algorithms for multicast connections High Speed Networking for Multimedia Applications is a collection of high quality research papers which address these issues providing interesting and innovative solutions It is an essential reference for engineers and computer scientists working in this area It is also a comprehensive text for graduate students of high speed networking and multimedia applications

Video Techniques and Software for Full-service Networks

Tzi-cker Chiueh,1996 **Teleservices and Multimedia Communications** David Hutchison,1996-03-20 This book presents the refereed proceedings of the Second COST 237 International Workshop held in Copenhagen Denmark in November 1995 in the framework of the CEC COST 237 Multimedia Telecommunications Services Project The 15 papers included in revised full versions were chosen from 24 workshop submissions individually solicited from groups of researchers and developers known to be active in the areas of interest The papers are grouped in sections on multipeer communications teleservices and applications support broadband network and transport services QoS assurance and multimedia support

Protocol Specification, Testing and Verification XV Piotr Dembinski,Marek Sredniawa,2016-01-09 This volume presents the latest research worldwide on communications protocols emphasizing specification and compliance testing It presents the complete

proceedings of the fifteenth meeting on Protocol Specification Testing and Verification arranged by the International Federation for Information Processing **Organizational Change, Evolution, Structuring and Awareness** Nuno Guimaraes, 2013-11-11 The Orchestra Organizational Change Evolution Structuring and Awareness project as the name suggests was the result of the contributions of a number of people and organizations whose collaborative efforts made the project and its results possible This report provides readers with a global perspective on the project its conceptual roots the developed technologies the partners and the users The following subsection is a long but necessary acknowledgement to a large number of people from the several organizations that participated in the project INESC P SMD P Software AG DIE UPM E Lisle E Novabase P EDP P Edinfor P CN P ISCTE P UITESA E T ASKON N Without these organizations and the people mentioned below the project would not have been possible The uninformed reader is therefore asked to forgive us for this long acknowledgement and go directly to the first chapter Acknowledgments This is a personal acknowledgment of the contributions of most of those people and an anticipated apology to anyone who may have been left out of this large list The persons are mentioned in the order of the organizations they belong to just for the sake of not losing track of them all

The osi95 transport service with multimedia support , 1994 *Theories And Experiences For Real-time System Development* Charles Ratnayake, Teodor Rus, 1995-02-14 Our understanding of real time systems is rapidly approaching a level of maturity which calls for a consolidation of our present knowledge and experience Particularly effective in influencing our understanding has been the conjoining of universal algebra with the theory and practice of real time system development This interplay between algebraic methodology and software technology AMAST for real time systems is the theme for this text Each chapter derived from papers presented at the all invitation 1st AMAST International Workshop on Real Time Systems Iowa 1993 is written by leaders in their field The chapters form an intriguing mix of modeling specification verification and implementation of real real time systems They cover untimed and timed systems sequential concurrent and embedded real time processes integrated models using state machines temporal logic and algebraic data models real time CSP verification tools system design using temporal logic symbolic checking of discrete time models iterative symbolic approximation in timing verification and verification of audio protocols timed full LOTOS and timed LOTOS extensions LOTOS specification of telephone services and flight warning computers and performance analysis Formal Description Techniques IX R. Gotzhein, J. Bredeke, 2016-01-09 This book is the combined proceedings of the latest IFIP Formal Description Techniques FDTs and Protocol Specification Testing and Verification PSTV series It addresses FDTs applicable to communication protocols and distributed systems with special emphasis on standardised FDTs It features state of the art in theory application tools and industrialisation of formal description *Human Comfort and Security of Information Systems* Kadamula Varghese, Silvia Pfleger, 2012-12-06 The Commission of the European Union through its Fourth Framework R D programme is committed to the development of the Information Society There is no doubt that there will be many radical

changes in all aspects of society caused by the far reaching impact of continuing advances in information and communication technologies. Many of these changes cannot be predicted but that uncertainty must not stop us from moving forward. The challenge is to ensure that these technologies are put to use in the most beneficial manner taking fully into account the rich cultural and linguistic backgrounds within the peoples of Europe. We have a duty to ensure that the ultimate end users of the technology are involved in the development and application of that technology to help shape its use. Without this active involvement designers will not understand the individual and organisational requirements of the users and the users will not understand the impact and applicability of the new technology. Failure on either account will lead to a sense of resentment on the part of the users and a lost opportunity to improve the quality of human life. The work sponsored by the Human Computer Interaction sub domain of the ESPRIT programme has a central part to play in the creation of the Information Society lying as it does at the interface between the technology and the user. Protocols for High-Speed Networks V Walid

Dabbous, Christophe Diot, 2013-06-05 We are happy to welcome you to the IFIP Protocols for High Speed Networks 96 workshop hosted by INRIA Sophia Antipolis. This is the fifth event in a series initiated in Zurich in 1989 followed by Palo Alto 1990 Stockholm 1993 and Vancouver 1994. This workshop provides an international forum for the exchange of information on protocols for high speed networks. The workshop focus on problems related to the efficient transmission of multimedia application data using high speed networks and internetworks. Protocol for High Speed Networks is a working conference. That explains we have privileged high quality papers describing on going research and novel ideas. The number of selected papers was kept low in order to leave room for discussion on each paper. Together with the technical sessions working sessions were organized on hot topics. We would like to thank all the authors for their interest. We also thank the Program Committee members for the level of effort in the reviewing process and in the workshop technical program organization. We finally thank INRIA and DRET for their financial support to the organization of the workshop. **Concurrency Theory**

Howard Bowman, Rodolfo Gomez, 2006-02-28 In the world we live in concurrency is the norm. For example the human body is a massively concurrent system comprising a huge number of cells all simultaneously evolving and independently engaging in their individual biological processing. In addition in the biological world truly sequential systems rarely arise. However they are more common when manmade artefacts are considered. In particular computer systems are often developed from a sequential perspective. Why is this? The simple reason is that it is easier for us to think about sequential rather than concurrent systems. Thus we use sequentiality as a device to simplify the design process. However the need for increasingly powerful flexible and usable computer systems mitigates against simplifying sequentiality assumptions. A good example of this is the all powerful position held by the Internet which is highly concurrent at many different levels of decomposition. Thus the modern computer scientist and indeed the modern scientist in general is forced to think about concurrent systems and the subtle and intricate behaviour that emerges from the interaction of simultaneously evolving

components Over a period of 25 years or so the field of concurrency theory has been involved in the development of a set of mathematical techniques that can help system developers to think about and build concurrent systems These theories are the subject matter of this book

Formal Description Techniques VIII Gregor von Bochmann,Rachida Dssouli,Omar Rafiq,2016-01-09 This volume contains the latest worldwide research results on formal description techniques applicable to telecommunications covering their theoretical foundations industrial applications and practical usage The book presents the selected proceedings of the eighth International Conference on Formal Description Techniques arranged by the International Federation for Information Processing and held in Montreal Canada October 1995

Formal Methods for Distributed Processing Howard Bowman,John Derrick,2001-10-22 Originally published in 2002 this book presents techniques in the application of formal methods to object based distributed systems A major theme of the book is how to formally handle the requirements arising from OO distributed systems such as dynamic reconfiguration encapsulation subtyping inheritance and real time aspects These may be supported either by enhancing existing notations such as UML LOTOS SDL and Z or by defining fresh notations such as Actors Pi calculus and Ambients The major specification notations and modelling techniques are introduced and compared by leading researchers The book also includes a description of approaches to the specification of non functional requirements and a discussion of security issues Researchers and practitioners in software design object oriented computing distributed systems and telecommunications systems will gain an appreciation of the relationships between the major areas of concerns and learn how the use of object oriented based formal methods provides workable solutions

A Survey of Distributed Multimedia Chris Adie,1993

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