

## Towards Nfv Based Multimedia Delivery

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NFV based multimedia delivery is reported in [4]. This study more focus on optimal allocation of the data center and intention to find the trade-off between distributed and centralized topology ...

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propose a tool to select optimal datacenter locations based on multiple location-dependent costs (e.g., land, electricity) [7]. We also take location-dependent costs and delay constraints into consideration and additionally optimize the deployment locations to support NFV-based multimedia services. An example of a CDN-based video delivery service is

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The popularity of multimedia services offered over the Internet have increased tremendously during the last decade. The technologies that are used to deliver these services are evolving at a rapidly increasing pace. However, new technologies often demand updating the dedicated hardware (e.g., transcoders) that is required to deliver the services.

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Towards NFV-based multimedia delivery . By Niels Bouten, Jeroen Famaey, R Mijumbi, Bram Naudts, J Serrat, Steven Latré and Filip De Turck.

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Towards NFV based Mobile Video Delivery: Challenges and Opportunities TGI Course, Dept. of Computer Science, University College Cork 4th – 5th May 2016 TGI Module Code: TGI\_N11 Last Name First Name Email Address Student ID Dept/School and Institution Address Phone Number Current Status (eg. Student, Post-Doc,

Towards NFV-based Mobile Video Delivery: Challenges and ...

Downstream toward consumers, multimedia traffic can traverse through middleboxes, undergoing additional data processing imposed by content providers and distributors. With the advent of network function virtualization (NFV), middleboxes are progressively embedded in off-the-shelf, general-purpose servers.

Multimedia Content Delivery with Network Function ...

NFV-BASED MULTIMEDIA CONTENT DELIVERY NFV is often considered as an extension of cloud computing to the networking domain. As a multimedia content provider or distributor, however, transitioning to NFV may not be as easy as deploying a cloud application on its data-center. Multimedia traffic often traverses through a series

Multimedia Content Delivery with NFV: From the Energy ...

Information Modelling NFV's potential is based on its ability to deliver high levels of automation and flexibility. Resources and functions in NFV will be provided by different entities. Availability of well understood, open and standardized descriptors for these multi-vendor resources, functions and services will be key to large-scale NFV deployments. Models should consider both initial deployment as well as lifecycle management - reconfiguration. As part of the MANO specification, the ...

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Multimedia Content Delivery in SDN & NFV based Towards-5G Networks Fidel Liberal<sup>1</sup>, Akis Kourtis<sup>1,2</sup>, Jose Oscar Fajardo<sup>1</sup>, Harilaos Koumaras<sup>2</sup>, <sup>1</sup>University of the Basque Country (UPV/EHU), <sup>2</sup>NCSR Demokritos Email: {fidel.liberal, joseoscar.fajardo}@ehu.eus, {akis.kourtis, koumaras}@iit.demokritos.gr 1. Introduction

IEEE COMSOC MMTC E-Letter Multimedia Content Delivery in ...

[8]N. Bouten et al., "Towards nfv-based multimedia delivery," in Symp. on IEEE IM, 2015, pp. 738–741. [9]D. Niu et al., "Quality-assured cloud bandwidth auto-scaling for video-on-demand applications," in IEEE INFOCOM, 2012, pp. 460–468. [10]Y. Zhu and Y. Hu, "Efficient, proximity-aware load balancing for dht-

Seamless Support of Low Latency Mobile Applications with ...

Furthermore, we suggest an approach towards the mapping between the 5G network's domains and the ETSI NFV framework's functional blocks so as to introduce the 5G centric function mapping of the level 2 eTOM model upon the ETSI NFV framework through resource management and operations mapping as well as through service management and operations mapping.

Interactive mobile technologies have now become the core of many—if not all—fields of society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field were the primary aims of the 11th International Conference on Interactive Mobile Communication, Technologies and Learning (IMCL2017), which was held in Thessaloniki from 30 November to 01 December 2017. Since being founded in 2006, the conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have in the meanwhile become a central forum of the exchange of new research results and relevant trends, as well as best practices. This book contains papers in the fields of: Future Trends and Emerging Mobile Technologies Design and Development of Mobile Learning Apps and Content Mobile Games—Gamification and Mobile Learning Adaptive Mobile Environments Augmented Reality and Immersive Applications Tangible, Embedded and Embodied Interaction Interactive Collaborative and Blended Learning Digital Technology in Sports Mobile Health Care and Training Multimedia Learning in Music Education 5G Network Infrastructure Case Studies Real-World Experiences The content will appeal to a broad readership, including policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, the learning industry, further education lecturers, etc.

This authoritative volume presents a comprehensive guide to the evaluation and design of networked systems with improved disaster resilience. The text offers enlightening perspectives on issues relating to all major failure scenarios, including natural disasters, disruptions caused by adverse weather conditions, massive technology-related failures, and malicious human activities. Topics and features: describes methods and models for the analysis and evaluation of disaster-resilient communication networks; examines techniques for the design and enhancement of disaster-resilient systems; provides a range of schemes and algorithms for resilient systems; reviews various advanced topics relating to resilient communication systems; presents insights from an international selection of more than 100 expert researchers working across the academic, industrial, and governmental sectors. This practically-focused monograph, providing invaluable support on topics of resilient networking equipment and software, is an essential reference for network professionals including network and networked systems operators, networking equipment vendors, providers of essential services, and regulators. The work can also serve as a supplementary textbook for graduate and PhD courses on networked systems resilience.

Safety and Reliability – Safe Societies in a Changing World collects the papers presented at the 28th European Safety and Reliability Conference, ESREL 2018 in Trondheim, Norway, June 17-21, 2018. The contributions cover a wide range of methodologies and application areas for safety and reliability that contribute to safe societies in a changing world. These methodologies and applications include: - foundations of risk and reliability assessment and management - mathematical methods in reliability and safety - risk assessment - risk management - system reliability - uncertainty analysis - digitalization and big data - prognostics and system health management - occupational safety - accident and incident modeling - maintenance modeling and applications - simulation for safety and reliability analysis - dynamic risk and barrier management - organizational factors and safety culture - human factors and human reliability - resilience engineering - structural reliability - natural hazards - security - economic analysis in risk management Safety and Reliability – Safe Societies in a Changing World will be invaluable to academics and professionals working in a wide range of industrial and governmental sectors: offshore oil and gas, nuclear engineering, aeronautics and aerospace, marine transport and engineering, railways, road transport, automotive engineering, civil engineering, critical infrastructures, electrical and electronic engineering, energy production and distribution, environmental engineering, information technology and telecommunications, insurance and finance, manufacturing, marine transport, mechanical engineering, security and protection, and policy making.

This proceedings book covers the theory, design and applications of computer networks, distributed computing and information systems. Today's networks are evolving rapidly, and there are several developing areas and applications. These include heterogeneous networking supported by recent technological advances in power wireless communications, along with silicon integration of various functionalities such as sensing, communications, intelligence and actuations, which is emerging as a critically important disruptive computer class based on a new platform, networking structure and interface that enables

novel, low-cost and high-volume applications. However, implementing these applications has sometimes been difficult due to interconnection problems. As such, different networks need to collaborate, and wired and next-generation wireless systems need to be integrated in order to develop high-performance computing solutions to address the problems arising from these networks' complexities. This ebook presents the latest research findings, as well as theoretical and practical perspectives on the innovative methods and development techniques related to the emerging areas of information networking and applications

Cloud Computing: Business Trends and Technologies provides a broad introduction to Cloud computing technologies and their applications to IT and telecommunications businesses (i.e., the network function virtualization, NFV). To this end, the book is expected to serve as a textbook in a graduate course on Cloud computing. The book examines the business cases and then concentrates on the technologies necessary for supporting them. In the process, the book addresses the principles of – as well as the known problems with – the underlying technologies, such as virtualization, data communications, network and operations management, security and identity management. It introduces, through open-source case studies (based on OpenStack), an extensive illustration of lifecycle management. The book also looks at the existing and emerging standards, demonstrating their respective relation to each topic. Overall, this is an authoritative textbook on this emerging and still-developing discipline, which •Guides the reader through basic concepts, to current practices, to state-of-the-art applications. •Considers technical standards bodies involved in Cloud computing standardization. •Is written by innovation experts in operating systems and data communications, each with over 20 years' experience in business, research, and teaching.

In bringing to the readers the book 5G Multimedia Communication: Technology, Multiservices and Deployment, the aim is to present current work and direction on the challenging subject of multimedia communications, with theoretical and practical roots. The past two decades have witnessed an extremely fast evolution of mobile cellular network technology. The fifth generation of mobile wireless systems has achieved the first milestone toward finalization and deployment by 2020. This is vital to the development of future multimedia communications. Also, it is necessary to consider 5G technology from the performance point of view by analyzing network capabilities to the operator and to the end user in terms of data rate, capacity, coverage, energy efficiency, connectivity and latency. The book is divided into three major parts with each part containing four to seven chapters: • Critical enabling technology • Multiservices network • Deployment scenarios The first part discusses enabling technologies, such as green communication, channel modeling, massive and distributed MIMO and ML-based networks. In the second part, different methodologies and standards for multiservices have been discussed. Exclusive chapters have been dedicated to each of the open research challenges such as multimedia operating in 5G environment, network slicing optimization, mobile edge computing, mobile video multicast/broadcast, integrated satellite and drone communication. The third part paved the way to deployment scenarios for different innovative services including integration of a multienergy system in smart cities, intelligent transportation systems, 5G connectivity in the transport sector, healthcare services, 5G edge-based video surveillance and challenges of connectivity for massive IoT in 5G and beyond systems. The book is written by experts in the field who introduced scientific and engineering concepts, covering the 5G multimedia communication areas. The book can be read cover-to-cover or selectively in the areas of interest for the readers. Generally, the book is intended for novel readers who could benefit from understanding general concepts, practitioners who seek guidance into the field and senior-level as well as graduate-level engineering students in understanding the process of today's wireless multimedia communications.

This book constitutes the proceedings of the 28th International Tyrrhenian Workshop on Digital Communication, TIWDC 2017, which took place in Palermo, Italy, in September 2017. The 18 papers presented in this volume were carefully reviewed and selected from 40 submissions. They were organized in topical sections named: biometric systems; emerging services with Network Function Virtualization (NFV); multimedia forensics; security protocols; software defined networks; and technologies for Internet of Things (IoT).

This book presents innovative technology-enhanced learning solutions for STEM education proposed by the EU Horizon 2020-funded NEWTON project by first highlighting the benefits and limitations of existing research work, e- learning systems and case studies that embedded technology in the teaching and learning process. NEWTON's proposed innovative technologies and pedagogies include adaptive multimedia and multiple sensorial media, virtual reality, fabrication and virtual labs, gamification, personalisation, game-based learning and self-directed learning pedagogies. The main objectives are to encourage STEM education among younger generations and to attract students to STEM subjects, making these subjects more appealing and interesting. Real life deployment of NEWTON technologies and developed educational materials in over 20 European educational institutions at primary, secondary and tertiary levels demonstrated statistical significant increases in terms of learner satisfaction, learner motivation and knowledge acquisition.

The Internet of Things offers massive societal and economic opportunities while at the same time significant challenges, not least the delivery and management of the technical infrastructure underpinning it, the deluge of data generated from it, ensuring privacy and security, and capturing value from it. This Open Access Pivot explores these challenges, presenting the state of the art and future directions for research but also frameworks for making sense of this complex area. This book provides a variety of perspectives on how technology innovations such as fog, edge and dew computing, 5G networks, and distributed intelligence are making us rethink conventional cloud computing to support the Internet of Things. Much of this book focuses on technical aspects of the Internet of Things, however, clear methodologies for mapping the business value of the Internet of Things are still missing. We provide a value mapping framework for the Internet of Things to address this gap. While there is much hype about the Internet of Things, we have yet to reach the tipping point. As such, this book provides a timely entrée for higher education educators, researchers and students, industry and policy makers on the technologies that promise to reshape how society interacts and operates. Theo Lynn is Full Professor of Digital Business at DCU Business School, Ireland and Director of the Irish Institute of Digital Business. John G. Mooney is Associate Professor of Information Systems and Technology Management at the Pepperdine Graziadio Business School, United States. Brian Lee is Director of the Software Research Institute at Athlone Institute of Technology. Patricia Takako Endo is a Postdoctoral Research Fellow at the Irish Institute of Digital Business, Dublin City University, Ireland, and a Professor at Universidade de Pernambuco, Brazil.

Advances in Computers, Volume 123 presents innovations in computer hardware, software, theory, design and applications, with this updated volume including new chapters on Downlink Resource Allocations of Satellite-Airborne-Terrestrial Networks Integration, Evaluating Software Testing Techniques: A Systematic Mapping Study, The Screening Phase in Systematic Reviews: Can we speed up the process?, A Survey on Cloud-Based Video Streaming Services, and User Behavior-Ensemble Learning based Improving QoE Fairness in HTTP Adaptive Streaming over SDN approach. Contains novel subject matter that is relevant to computer science Includes the expertise of contributing authors Presents an easy to comprehend writing style

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