

NOSSDAV 2005

Skamania,
Washington

June 13th-14th, 2005

An ACM event sponsored by
SIGMultimedia and in cooperation
with SIGMobile



[Home Page](#)

[Call For Papers](#)

[Program Committee](#)

[Local Information](#)

[Author Instructions](#)

[Workshop Program](#)

[Registration](#)

Monday, June 13

9:00 - 10:30

Network Gaming

Supporting P2P Gaming When Players Have Heterogeneous Resources

Mitigating Information Exposure to Cheaters in Real-Time Strategy Games

A Traffic Model for the Xbox Game Halo 2

Game Traffic Analysis: An MMORPG Perspective

10:45 - 11:45

Keynote: Harrick Vin

Harrick Vin is a Professor in the Department of Computer Sciences at the University of Texas at Austin. He is the founding Director of the Distributed Multimedia Computing Laboratory and the co-Director of the Laboratory of Advanced Systems Research (LASR) at UT Austin. His research interests are in the areas of networks, operating systems, distributed systems, and multimedia systems.

He has co-authored more than 100 papers in leading journals and conferences. Harrick has been a recipient of several awards including the Faculty Fellow in Computer Sciences, Dean's Fellowship, National Science Foundation CAREER award, IBM Faculty Development Award, Fellow of the IBM Austin Center for Advanced Studies, AT&T Foundation Award, National Science Foundation Research Initiation Award, IBM Doctoral Fellowship, NCR Innovation Award, and San Diego Supercomputer Center Creative Computing Award.

He received his Ph.D. in Computer Science from the University of California at San Diego in 1993.

13:15 - 14:30

Wireless

ACE: An Active, Client-Directed Technique for Reducing WNIC Energy During Web Browsing

Weather Forecasting - Predicting Performance for Streaming

Video over Wireless LANs

Power-efficient Streaming for Mobile Terminals

14:45 - 16:15

Audio

Multi-Context Voice Communication In A SIP/SIMPLE-Based Shared Virtual Sound Room With Early Reflections

1-800-OVERLAYS: Using Overlay Networks to Improve VoIP Quality

A Formal Approach to Design Optimized Multimedia Service Overlay

Peer-to-Peer Internet Telephony using SIP

16:30 - 17:45

Content Analysis

A Novel Encryption Algorithm for High Resolution Video

Context-Aware Metadata Creation in a Heterogeneous Mobile Environment

RETAVIC: Using Meta-Data for Real-Time Video Encoding in Multimedia Servers

Tuesday, June 14

8:15 - 9:45

Peer-to-Peer

Using N-Tress for Scalable Event Ordering in Peer-to-Peer Games

Natural Selection in P2P Streaming: From the Cathedral to the Bazaar

MOPAR: A Mobile Peer-to-Peer Overlay Architecture for Interest Management of Massively Multiplayer Online Games

Mirinae: A Peer-to-Peer Overlay Network for Large-Scale Content-based Publish/Subscribe Systems

10:00 - 11:30

Streaming

Adjusting Forward Error Correction with Quality Scaling for Streaming MPEG

Retransmission in Distributed Media Streaming

Impact of FEC Overhead on Scalable Video Streaming

Real-Time Monitoring of Video Quality in IP Networks

13:00 - 14:15

Multimedia Sensing

Dissecting the Video Sensing Landscape

The Case for Multi-tier Camera Sensor Networks

A Bandwidth Management Framework for Wireless Camera Array

14:30-16:00

Operating Systems

Efficient Operating System Support for Group Unicast

KStreams: Kernel Support for Efficient Data Streaming in Proxy Servers

Meeting CPU Constraints by Delaying Playout of Multimedia Tasks: An Analytical Framework

Platform Overlays: Enabling In-Network Stream Processing in Large-scale Distributed Applications

16:15 - 5:45

Services

Interactive Media Server with Media Synchronized RAID Storage System

Facilitating Robust Multicast Group Management

Hierarchical Disk Sharing for Multimedia Systems and Servers

Online Scheduling in Modular Multimedia Systems with Stream Reuse