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Content Distribution Network's Technology [LAP Lambert Academic Publishing](#) In this challenging economical era of Internet and Globalization, the need for more and more data distribution to different users on various types of networks in short time and at a nominal cost has also been amplified drastically. The widespread growth of the World Wide Web has made information easy to disseminate and distribute over a network of computer networks i-e Internet. Content Distribution Network (CDN) is a system of computers holding copies of data, placed at different nodes in a network in order to maximize bandwidth for access to the data from clients throughout the network. A client accesses a copy of the data near to the client, as opposed to all clients accessing the same central server, so as to avoid bottleneck near that server. Content Distribution Networks encompass so many benefits such as dynamic routing and efficient distribution of content to reduce user delay. CDN provides users their requested content from the fastest point of presence no matter where in the world they are located. **Content Delivery Networks Fundamentals, Design, and Evolution** [John Wiley & Sons](#) [??/span](#) The definitive guide to developing robust content delivery networks?? This book examines the real-world engineering challenges of developing robust content delivery networks (CDNs) and provides the tools required to overcome those challenges and to ensure high-quality content delivery that fully satisfies operators' and consumers' commercial objectives. It is informed by the author's two decades of experience building and delivering large, mission-critical live video, webcasts, and radio streaming, online and over private IP networks.?? Following an overview of the field, the book cuts to the chase with in-depth discussions??laced with good-natured humor??of a wide range of design considerations for different network topologies. It begins with a description of the author's own requirement filtration processes. From there it moves on to initial sketches, through considerations of stakeholder roles and responsibilities, to the complex challenges of managing change in established teams. Agile versus waterfall considerations within large blue chip companies, security, commercial models, and value chain alignment are explored in detail. Featured throughout the book are numerous "what if" scenarios that help provide a clear picture of the wide spectrum of practical contexts for which readers may be tasked with building and implementing a CDN. In addition, the book:?? Discusses delivery of live, catch-up, scheduled on-demand, TVOD and SVOD Offers insights into the decisions that can be made when architecting a content distribution system over IP-based networks Covers CDN topologies, including Edge-Caching, Streaming-Splitting, Pure-Play, Operator, Satellite, and Hybrid Examines computer hosting and orchestration for dedicated appliances and virtualization Includes real-world cases covering everything from IETF, regulatory considerations, and policy formation, to coding, hardware vendors, and network operators Considers the future of CDN technologies and the market forces driving its evolution Written by a back-room engineer for back-room engineers,?? **Content Delivery Networks** gets readers up to speed on the real-world challenges they can face as well as tried-and-true strategies for addressing those challenges in order to ensure the delivery of the high-quality content delivery networks that clients demand and users expect. [span class="s1" Advances in Mechanical and Electronic Engineering Volume 2 Springer Science & Business Media](#) This book includes the volume 2 of the proceedings of the 2012 International Conference on Mechanical and Electronic Engineering(ICMEE2012), held at June 23-24,2012 in Hefei, China. The conference provided a rare opportunity to bring together worldwide researchers who are working in the fields. This volume 2 is focusing on Mechatronic Engineering and Technology, Electronic Engineering and Electronic Information Technology . **Content Delivery Networks** [Springer Science & Business Media](#) "Content Delivery Networks" enables the readers to understand the basics, to identify the underlying technology, to summarize their knowledge on concepts, ideas, principles and various paradigms which span on broad CDNs areas. Therefore, aspects of CDNs in terms of basics, design process, practice, techniques, performances, platforms, applications, and experimental results have been presented in a proper order. Fundamental methods, initiatives, significant research results, as well as references for further study have also been provided. Comparison of different design and development approaches are described at the appropriate places so that new researchers as well as advanced practitioners can use the CDNs evaluation as a research roadmap. All the contributions have been reviewed, edited, processed, and placed in the appropriate order to maintain consistency so that any reader irrespective of their level of knowledge and technological skills in CDNs would get the most out of it. The book is organized into three parts, namely, Part I: CDN Fundamentals; Part II: CDN Modeling and Performance; and Part III: Advanced CDN Platforms and Applications. The organization ensures the smooth flow of material as successive chapters build on prior ones. **A Practical Guide to Content Delivery Networks** [CRC Press](#) With a practical and organized

approach to learning and implementation, *A Practical Guide to Content Delivery Networks* presents a step-by-step process for building a highly available and highly scalable content delivery network (CDN). CDN refers to the infrastructure behind any service that provides utility or access to data to an end user. This book *High-Performance Modelling and Simulation for Big Data Applications Selected Results of the COST Action IC1406 cHiPSet* [Springer](#) This open access book was prepared as a Final Publication of the COST Action IC1406 “High-Performance Modelling and Simulation for Big Data Applications (cHiPSet)” project. Long considered important pillars of the scientific method, Modelling and Simulation have evolved from traditional discrete numerical methods to complex data-intensive continuous analytical optimisations. Resolution, scale, and accuracy have become essential to predict and analyse natural and complex systems in science and engineering. When their level of abstraction raises to have a better discernment of the domain at hand, their representation gets increasingly demanding for computational and data resources. On the other hand, High Performance Computing typically entails the effective use of parallel and distributed processing units coupled with efficient storage, communication and visualisation systems to underpin complex data-intensive applications in distinct scientific and technical domains. It is then arguably required to have a seamless interaction of High Performance Computing with Modelling and Simulation in order to store, compute, analyse, and visualise large data sets in science and engineering. Funded by the European Commission, cHiPSet has provided a dynamic trans-European forum for their members and distinguished guests to openly discuss novel perspectives and topics of interests for these two communities. This cHiPSet compendium presents a set of selected case studies related to healthcare, biological data, computational advertising, multimedia, finance, bioinformatics, and telecommunications. *Media Networks Architectures, Applications, and Standards* [CRC Press](#) A rapidly growing number of services and applications along with a dramatic shift in users' consumption models have made media networks an area of increasing importance. Do you know all that you need to know? Supplying you with a clear understanding of the technical and deployment challenges, *Media Networks: Architectures, Applications, and Standard Next Generation Content Delivery Infrastructures: Emerging Paradigms and Technologies* [Emerging Paradigms and Technologies IGI Global](#) "This book delivers state-of-the-art research on current and future Internet-based content delivery networking topics, bringing to the forefront novel problems that demand investigation"-- *Management of Multimedia Networks and Services 8th International Conference on Management of Multimedia Networks and Services, MMNS 2005, Barcelona, Spain, October 24-26, 2005, Proceedings* [Springer](#) We are delighted to present the proceedings of the 8th IFIP/IEEE International Conference on Management of Multimedia Networks and Services (MMNS 2005). The MMNS 2005 conference was held in Barcelona, Spain on October 24-26, 2005. As in previous years, the conference brought together an international audience of researchers and scientists from industry and academia who are researching and developing state-of-the-art management systems, while creating a public venue for results dissemination and intellectual collaboration. This year marked a challenging chapter in the advancement of management systems for the wider management research community, with the growing complexities of the “so-called” multimedia over Internet, the proliferation of alternative wireless networks (WLL, WiFi and WiMAX) and 3G mobile services, intelligent and high-speed networks scalable multimedia services and the convergence of computing and communications for data, voice and video delivery. Contributions from the research community met this challenge with 65 paper submissions; 33 high-quality papers were subsequently selected to form the MMNS 2005 technical program. The diverse topics in this year's program included wireless networking technologies, wireless network applications, quality of services, multimedia, Web applications, overlay network management, and bandwidth management. *Computational Web Intelligence Intelligent Technology for Web Applications* [World Scientific](#) This review volume introduces the novel intelligent Web theory called computational Web intelligence (CWI) based on computational intelligence (CI) and Web technology (WT). It takes an in-depth look at hybrid Web intelligence (HWI), which is based on artificial biological and computational intelligence with Web technology and is used to build hybrid intelligent Web systems that serve wired and wireless users more efficiently. The basic principles of CWI and various e-applications of CWI and HWI are discussed. For completeness, six major CWI techniques – fuzzy Web intelligence, neural Web intelligence, evolutionary Web intelligence, granular Web intelligence, rough Web Intelligence and probabilistic Web intelligence – are described. With the huge potential for intelligent e-business applications of CWI and HWI, these techniques represent the future of intelligent Web applications. Contents: Fuzzy Web Intelligence, Rough Web Intelligence and Probabilistic Web Intelligence Neural Web Intelligence, Evolutionary Web Intelligence and Granular Web Intelligence Hybrid Web Intelligence and E-Applications Readership: Graduate students, researchers and professionals in artificial intelligence and fuzzy logic. Keywords: Computational Web Intelligence; Web Intelligence; Computational Intelligence; Soft Computing; Granular Computing; Fuzzy Logic; Neural Networks; Evolutionary Computation; Rough Sets; E-Business Key Features: Completely introduces the intelligent Web techniques based on soft computing, granular computing, computational intelligence, and Web technology for different intelligent Web applications First to introduce the novel intelligent Web theory (computational Web intelligence) with many potential intelligent Web applications Introduces CWI techniques for currently hot and important applications such as Web security, Internet security, bioinformatics, Web search engines, Web mining, e-commerce, intelligent Web agents, etc. *Communication Systems and Information Technology Selected Papers from the 2011 International Conference on Electric and Electronics (EEIC 2011) in Nanchang, China on June 20-22, 2011, Volume 4* [Springer Science & Business Media](#) This volume includes extended and revised versions of a set of selected papers from the International Conference on Electric and Electronics (EEIC 2011), held on June 20-22, 2011, which is jointly organized by Nanchang University, Springer, and IEEE IAS Nanchang Chapter. The objective of EEIC 2011 Volume 4 is to provide a major interdisciplinary forum for the presentation of new approaches from Communication Systems and Information Technology, to foster integration of the latest developments in scientific research. 137 related topic papers were selected into this volume. All the papers were reviewed by 2 program committee members and selected by the volume editor Prof. Ming Ma. We hope every participant can have a

good opportunity to exchange their research ideas and results and to discuss the state of the art in the areas of the Communication Systems and Information Technology. Encyclopedia of Multimedia Technology and Networking, Second Edition |GI Global| Advances in hardware, software, and audiovisual rendering technologies of recent years have unleashed a wealth of new capabilities and possibilities for multimedia applications, creating a need for a comprehensive, up-to-date reference. The Encyclopedia of Multimedia Technology and Networking provides hundreds of contributions from over 200 distinguished international experts, covering the most important issues, concepts, trends, and technologies in multimedia technology. This must-have reference contains over 1,300 terms, definitions, and concepts, providing the deepest level of understanding of the field of multimedia technology and networking for academicians, researchers, and professionals worldwide. Advanced Content Delivery, Streaming, and Cloud Services |John Wiley & Sons| While other books on the market provide limited coverage of advanced CDNs and streaming technologies, concentrating solely on the fundamentals, this book provides an up-to-date comprehensive coverage of the state-of-the-art advancements in CDNs, with a special focus on Cloud-based CDNs. The book includes CDN and media streaming basics, performance models, practical applications, and business analysis. It features industry case studies, CDN applications, and open research issues to aid practitioners and researchers, and a market analysis to provide a reference point for commercial entities. The book covers Adaptive Bitrate Streaming (ABR), Content Delivery Cloud (CDC), Web Acceleration, Front End Optimization (FEO), Transparent Caching, Next Generation CDNs, CDN Business Intelligence and more. Provides an in-depth look at Cloud-based CDNs Includes CDN and streaming media basics and tutorials Aimed to instruct systems architects, practitioners, product developers, and researchers Material is divided into introductory subjects, advanced content, and specialist areas The Technology of Video and Audio Streaming |Taylor & Francis| * Learn the end-to-end process, starting with capture from a video or audio source through to the consumer's media player * A quick-start guide to streaming media technologies * How to monetize content and protect revenue with digital rights management For broadcasters, web developers, project managers implementing streaming media systems, David Austerberry shows how to deploy the technology on your site, from video and audio capture through to the consumer's media player. The book first deals with Internet basics and gives a thorough coverage of telecommunications networks and the last mile to the home. Video and audio formats are covered, as well as compression standards including Windows Media and MPEG-4. The book then guides you through the streaming process, showing in-depth how to encode audio and video. The deployment of media servers, live webcasting and how the stream is displayed by the consumer's media player are also covered. A final section on associated technologies illustrates how you can protect your revenue sources with digital rights management, looks at content delivery networks and provides examples of successful streaming applications. The supporting website, www.davidausterberry.com/streaming.html, offers updated links to sources of information, manufacturers and suppliers. David Austerberry is co-owner of the new media communications consultancy, Informed Sauce. He has worked with streaming media since the late nineties. Before that, he has been product manager for a number of broadcast equipment manufacturers, and formerly had many years with a leading broadcaster. The Technology, Business, and Economics of Streaming Video The Next Generation of Media Emerges |Edward Elgar Publishing| Along with its interrelated companion volume, The Content, Impact, and Regulation of Streaming Video, this book covers the next generation of TV—streaming online video, with details about its present and a broad perspective on the future. It reviews the new technical elements that are emerging, both in hardware and software, their long-term trend, and the implications. It discusses the emerging 'media cloud' of video and infrastructure platforms, and the organizational form of such TV. Content Delivery Network 39 Success Secrets - 39 Most Asked Questions on Content Delivery Network - What You Need to Know |Emergo Publishing| There has never been a Content Delivery Network Guide like this. It contains 39 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Content Delivery Network. A quick look inside of some of the subjects covered: Anycast - Content delivery networks, JQuery - Including the library, Brightcove - History, Mobile CDN, Amazon CloudFront, Digital distribution, HTTP Live Streaming, Smooth Streaming - Benefits of adaptive bitrate streaming, Multicast IP multicast, Torrent poisoning - Countermeasures, Peer-to-peer - File-sharing networks, Amazon Web Services - Content Delivery, Smooth Streaming - Current uses, Carrier cloud Characteristics, Streaming video, Smooth Streaming - Adobe Dynamic Streaming for Flash, IP multicast - Deployment, Content delivery network - Emergence of telco CDNs, Rackspace Cloud - Cloud Files, Streaming media, Rostelecom - History, Google platform - Network topology, Akamai Technologies, Akamai Technologies Content delivery networks and domains, Network switch - Layer 7, Internet Protocol Television - Architecture of a video server network, Content delivery network - Peering/Private CDNs, BitGravity, Anycast Content delivery networks, P2PTV - Commercial solutions for broadcasters, Akamai Technologies Customers, VUDU, Content delivery network - Content networking techniques, Ethernet switch - Layer 7, Web cache - Systems, and much more... Telecommunications And Networking - ICT 2004 11th International Conference on Telecommunications, Fortaleza, Brazil, August 1-6, 2004 Proceedings |Springer Science & Business Media| This book constitutes the refereed proceedings of the 11th International Conference on Telecommunications, ICT 2004, held in Fortaleza, Brazil in August 2004. The 188 revised full papers presented were carefully reviewed and selected from 430 submissions. The papers are organized in topical sections on multimedia services, antennas, transmission technologies and wireless networks, communication theory, telecommunication pricing and billing, network performance and telecommunication services, active network and mobile agents, optical photonic techniques, optical networks, ad-hoc networks, signal processing, network performance and MPLS, traffic engineering, SIP, Qos and switches, network operation management, mobility and broadband wireless, cellular system evolution, personal communication, satellites, mobility management, network reliability, ATM and Web services, security, switching and routing, next generation systems, wireless access, Internet,

etc. **Cloud Technology: Concepts, Methodologies, Tools, and Applications** [IGI Global](#) As the Web grows and expands into ever more remote parts of the world, the availability of resources over the Internet increases exponentially. Making use of this widely prevalent tool, organizations and individuals can share and store knowledge like never before. **Cloud Technology: Concepts, Methodologies, Tools, and Applications** investigates the latest research in the ubiquitous Web, exploring the use of applications and software that make use of the Internet's anytime, anywhere availability. By bringing together research and ideas from across the globe, this publication will be of use to computer engineers, software developers, and end users in business, education, medicine, and more. **Distributed Computing and Internet Technology 4th International Conference, ICDCIT 2007, Bangalore, India, December, 17-20, 2007, Proceedings** [Springer](#) This book constitutes the refereed proceedings of the 4th International Conference on Distributed Computing and Internet Technology, ICDCIT 2007, held in Bangalore, India, in December 2007. The 13 revised full papers and 20 revised short papers presented together with three invited papers were carefully reviewed and selected from 170 submissions. The papers cover the main areas of distributed computing, internet technology, system security, data mining, and software engineering. **Content Networking Architecture, Protocols, and Practice** [Elsevier](#) As the Internet has grown, so have the challenges associated with delivering static, streaming, and dynamic content to end-users. This book is unique in that it addresses the topic of content networking exclusively and comprehensively, tracing the evolution from traditional web caching to today's open and vastly more flexible architecture. With this evolutionary approach, the authors emphasize the field's most persistent concepts, principles, and mechanisms--the core information that will help you understand why and how content delivery works today, and apply that knowledge in the future. + Focuses on the principles that will give you a deep and timely understanding of content networking. + Offers dozens of protocol-specific examples showing how real-life Content Networks are currently designed and implemented. + Provides extensive consideration of Content Services, including both the Internet Content Adaptation Protocol (ICAP) and Open Pluggable Edge Services (OPES). + Examines methods for supporting time-constrained media such as streaming audio and video and real-time media such as instant messages. + Combines the vision and rigor of a prominent researcher with the practical experience of a seasoned development engineer to provide a unique combination of theoretical depth and practical application. **Web Information Systems Engineering - WISE 2010 11th International Conference, Hong Kong, China, December 12-14, 2010, Proceedings** [Springer Science & Business Media](#) This book constitutes the proceedings of the 11th International Conference on Web Information Systems Engineering, WISE 2010, held in Hong Kong, China, in December 2010. The 32 revised full papers and 19 revised short papers presented together with 4 keynote talks were carefully reviewed and selected from 170 submissions. The papers are organized in topical sections on web service, social networks, web data mining, keyword search, web data modeling, recommender systems, RDF and web data processing, XML and query languages, web information systems, and information retrieval and extraction. **Transactions on Large-Scale Data- and Knowledge-Centered Systems XX Special Issue on Advanced Techniques for Big Data Management** [Springer](#) The LNCS journal *Transactions on Large-Scale Data- and Knowledge-Centered Systems* focuses on data management, knowledge discovery, and knowledge processing, which are core and hot topics in computer science. Since the 1990s, the Internet has become the main driving force behind application development in all domains. An increase in the demand for resource sharing across different sites connected through networks has led to an evolution of data- and knowledge-management systems from centralized systems to decentralized systems enabling large-scale distributed applications providing high scalability. Current decentralized systems still focus on data and knowledge as their main resource. Feasibility of these systems relies basically on P2P (peer-to-peer) techniques and the support of agent systems with scaling and decentralized control. Synergy between grids, P2P systems, and agent technologies is the key to data- and knowledge-centered systems in large-scale environments. This, the 20th issue of *Transactions on Large-Scale Data- and Knowledge-Centered Systems*, presents a representative and useful selection of articles covering a wide range of important topics in the domain of advanced techniques for big data management. Big data has become a popular term, used to describe the exponential growth and availability of data. The recent radical expansion and integration of computation, networking, digital devices, and data storage has provided a robust platform for the explosion in big data, as well as being the means by which big data are generated, processed, shared, and analyzed. In general, data are only useful if meaning and value can be extracted from them. Big data discovery enables data scientists and other analysts to uncover patterns and correlations through analysis of large volumes of data of diverse types. Insights gleaned from big data discovery can provide businesses with significant competitive advantages, leading to more successful marketing campaigns, decreased customer churn, and reduced loss from fraud. In practice, the growing demand for large-scale data processing and data analysis applications has spurred the development of novel solutions from both industry and academia. **Network World** For more than 20 years, *Network World* has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce. **InfoWorld** *InfoWorld* is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. *InfoWorld* also celebrates people, companies, and projects. **Web Content Delivery** [Springer Science & Business Media](#) The concept of content delivery (also known as content distribution) is becoming increasingly important due to rapidly growing demands for efficient distribution and fast access of information in the Internet. Content delivery is very broad and comprehensive in that the contents for distribution cover a wide range of types with significantly different characteristics and performance concerns, including HTML documents, images, multimedia streams, database tables, and dynamically generated contents. Moreover, to facilitate ubiquitous information access, the network architectures and hardware devices also vary widely. They range from broadband wired/fixed networks to bandwidth-constrained wireless/mobile networks, and from powerful workstations/PCs to personal digital assistants

(PDAs) and cellular phones with limited processing and display capabilities. All these levels of diversity are introducing numerous challenges on content delivery technologies. It is desirable to deliver contents in their best quality based on the nature of the contents, network connections and client devices. This book aims at providing a snapshot of the state-of-the-art research and development activities on web content delivery and laying the foundations for future web applications. The book focuses on four main areas: (1) web content delivery; (2) dynamic web content; (3) streaming media delivery; and (4) ubiquitous web access. It consists of 17 chapters written by leading experts in the field. The book is designed for a professional audience including academic researchers and industrial practitioners who are interested in the most recent research and development activities on web content delivery. **Wireless IP and Building the Mobile Internet** [Artech House](#) Written by today's leading experts in industry and academia, **Wireless IP and Building the Mobile Internet** is the first book to take a comprehensive look at the convergence of wireless and Internet technologies that are giving rise to the mobile wireless Internet. This cutting-edge resource provides you with an overview of all the elements required to understand and develop future IP based wireless multimedia communications and services. **Information Networking. Networking Technologies for Broadband and Mobile Networks International Conference ICOIN 2004, Busan, Korea, February 18-20, 2004, Revised Selected Papers** [Springer Science & Business Media](#) This book constitutes the thoroughly refereed post proceedings of the International Conference on Information Networking, ICOIN 2004, held in Busan, Korea, in February 2004. The 104 revised full papers presented were carefully selected during two rounds of reviewing and revision. The papers are organized in topical sections on mobile Internet and ubiquitous computing; QoS, measurement and performance analysis; high-speed network technologies; next generation Internet architecture; security; and Internet applications. **Applied Informatics First International Conference, ICAI 2018, Bogotá, Colombia, November 1-3, 2018, Proceedings** [Springer](#) This book constitutes the thoroughly refereed papers of the First International Conference on Applied Informatics, ICAI 2018, held in Bogotá, Colombia, in November 2018. The 27 full papers were carefully reviewed and selected from 81 submissions. The papers are organized in topical sections on data analysis; decision systems; health care information systems; IT architectures; learning management systems; mobile information processing systems; robotic autonomy; software design engineering. **Secure and Smart Internet of Things (IoT) Using Blockchain and AI** [Stylus Publishing, LLC](#) By 2020, experts forecast that up to 28 billion devices will be connected to the Internet with only one third of them being computers, smartphones and tablets. The remaining two thirds will be other "devices"--sensors, terminals, household appliances, thermostats, televisions, automobiles, production machinery, urban infrastructure and many other "things"--which traditionally have not been Internet enabled. This "Internet of Things" (IoT) represents a remarkable transformation of the way in which our world will soon interact. Much like the World Wide Web connected computers to networks, and the next evolution connected people to the Internet and other people, IoT looks poised to interconnect devices, people, environments, virtual objects and machines in ways that only science fiction writers could have imagined. In a nutshell, the Internet of Things (IoT) is the convergence of connecting people, things, data and processes. It is transforming our life, business and everything in between. **Secure and Smart Internet of Things** explores many aspects of the Internet of Things and explains many of the completed principles of IoT and the new advances in IoT including the use of Fog Computing, AI, and Blockchain technology. The topics discussed in the book include: - Internet of Things (IoT) - Industrial Internet of Things (IIoT) - Fog Computing - Artificial Intelligence - Blockchain Technology - Network Security - Zero-Trust Model - Data Analytics - Digital Transformation - DDoS - Smart Devices Mission-critical Network Planning [Artech House](#) Whether a terrorist attack, fiber cut, security breach, natural disaster or traffic overload, today's networks must be designed to withstand adverse conditions and provide continuous service. This comprehensive, leading-edge book reveals the techniques and strategies to help you keep enterprise data and voice networks in service under critical circumstances. You learn numerous ways to minimize single points of failure through redundancy and backups, and discover how to select the right networking technologies to improve survivability and performance. **Fundamentals of Multimedia** [Springer Nature](#) PREVIOUS EDITION This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website. **InfoWorld** InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects. **Content Distribution Networks An Engineering Approach** [John Wiley & Sons](#) Content distribution networks (CDNs) are the most promising new techniques for coping with the huge and swiftly growing volume of Internet traffic. In essence, CDNs are groups of proxy-servers located at strategic points around the Internet and arranged so as to ensure that a download request can always be handled from the nearest server. In this, the first reference in the field, a recognized CDN pioneer describes the various technologies involved and explains how they came together to form a working system. With the help of case studies, he covers all the practical basics and provides invaluable implementation schemes. **The Content, Impact, and Regulation of Streaming Video The Next Generation of Media Emerges** [Edward Elgar Publishing](#) Along with its interrelated companion volume, **The Technology, Business, and Economics of Streaming Video**, this book examines the next generation of TV—online video. It reviews the elements that lead to online platforms and video clouds and analyzes the software and hardware elements of content creation and interaction, and how these elements lead to different styles of video content. **Information Centric Networks (ICN) Architecture & Current Trends** [Springer](#)

Nature This book aimed at bringing an insight to the ICN network, particularly various architectures, issues and challenges in the new networking paradigm. The book starts with an introduction to the new promising concept of ICN and its origin along with the reason behind this interesting innovation. Different architectures proposed so far in support of implementing the ICN is also discussed in details. Few of the challenges of ICN implementation are enlisted as caching, naming, routing, and security. Each of these challenges with recent development is covered in individual chapters. Moreover, integration of current trends in communication and computing like software defined networking and machine learning approach are another area that this book is focusing. All these chapters highlight the recent developments reported in the area and also discusses the future trends. The book provides an overview of the recent developments in future internet technologies, bringing together the advancements that have been made in ICN. The book includes three unique chapters in the field of ICN research. The first, is the SDN framework for implementing ICN by decoupling data and control plan. The machine learning models for predicting future trends in network traffic and other management activities is another important chapter. This chapter includes the possibilities of using machine learning models for trend prediction to help network administrators and service providers to take care of unexpected sudden change traffic pattern and user behaviour. The third most vital chapter is the security issues in ICN. This chapter includes various facts that influences the security of ICN. Issues involved in naming, caching and routing are discussed separately along with few recent works in these areas. Various types of attacks in ICN are also part of the discussion. The stated book would be useful for researchers in this area and will work as a reference for future work. Moreover, the content of the book would also be suitable as a supporting material for undergraduate and graduate level courses in computer science and electrical engineering.

Network Horizons Emerging Technologies and Applications 2018 - 2019 Edition Lulu.com Today, network technology is ubiquitous. Whether at home or on the move, at work or at play, the modern data network is a part of our daily lives. Streaming video, social media and web browsing are just a few of the popular applications that rely on the network, and this list will continue to grow with autonomous vehicles, virtual reality and others, each with their own unique needs. To address the challenges of the demand for these services, the network must continually evolve with new technologies. However, determining which technologies are worth focusing on today is difficult, and the issues which they represent, and address are often complex. In **Network Horizons Emerging Technologies and Applications 2018 - 2019 Edition**, the author highlights key areas of interest for network technology, helping the reader to identify those of the highest importance by explaining the what, why and when of each of these important areas of development to make sure they and their business are prepared for the future.

VoIP Wireless, P2P and New Enterprise Voice over IP John Wiley & Sons Understand how new network technologies impact VoIP! Voice over Internet Protocol (VoIP) is revolutionizing the way people communicate - both in the corporate world and in personal life. The enormous success of VoIP has led to its adoption in a wide range of networking technologies. Each network technology has its unique features and poses distinct challenges for the performance of VoIP. **VoIP: Wireless, P2P and New Enterprise Voice over IP** describes the issues arising in the deployment of VoIP in an emerging heterogeneous network environment. Along with a brief overview of the concepts, protocols, algorithms, and equipment involved in realizing VoIP, this book focuses on two areas: quality and performance issues in deploying VoIP over various network settings, and the new mechanisms and protocols in these emerging networks to assist the deployment of VoIP. **VoIP: Wireless, P2P and New Enterprise Voice over IP: Discusses the basics of VoIP, VoIP codecs and VoIP Protocols including SIP and H.323. Details new technologies such as P2P technology, VoWiFi, WiMax, and 3G Networks. Explains the QoS issues arising from deploying VoIP using the new technologies. Solves the performance issues that arise when VoIP is deployed over different network technologies.** This book is an invaluable resource for professional network engineers, designers, managers, researchers, decision makers and project managers overseeing VoIP implementations. Market analysts, consultants, and those studying advanced undergraduate and graduate courses on data, voice and multimedia communications will also find this book insightful.

Internet and Distributed Computing Systems 5th International Conference, IDCS 2012, Wuyishan, Fujian, China, November 21-23, 2012, Proceedings Springer This book constitutes the refereed proceedings of the 5th International Conference on Internet and Distributed Computing Systems, IDCS 2012, held in Wuyishan, Fujian, China, in November 2012. The conference was co-located with the 6th International Conference on Network and System Security, NSS 2012. The 22 revised full papers of IDCS 2012 presented were carefully reviewed and selected from 80 submissions. The papers cover the following topics: ad-hoc and sensor networks; internet and Web technologies; network operations and management; information infrastructure; resilience; fault tolerance and availability.

Professional Content Management Systems Handling Digital Media Assets John Wiley & Sons Content and Content Management are core topics in the IT and broadcast industry. However these terms have not been clearly defined for those learning the field. The topic is complex and users from different industries have different backgrounds and a varied understanding of content issues. **Multimedia Content Management** helps to clarify the subject area, define problematic issues and establish a universal understanding of content and its management. * Provides clarity in the subject area * Defines potential problems and establishes a universal understanding * Builds an architectural framework upon this account and different aspects of the industry and solutions are reviewed * Comprehensively describes the different users working and accessing content, the applications and workflows Essential reading for students, engineers and technical managers, in the area of data, storage management and multimedia, requiring an overview of this complex topic. The topics discussed will also prove highly insightful for executive managers and media professionals with a technical understanding and broadcast executives in the field.

Distributed Applications and Interoperable Systems 14th IFIP WG 6.1 International Conference, DAIS 2014, Held as Part of the 9th International Federated Conference on Distributed Computing Techniques, DisCoTec 2014, Berlin, Germany, June 3-5, 2014, Proceedings Springer This book constitutes the proceedings of the 14th IFIP International Conference on Distributed Applications and Interoperable Systems, DAIS 2014, held in Berlin, Germany, in June 2014. The 12 papers presented in

this volume were carefully reviewed and selected from 53 submissions. They deal with cloud computing, replicated storage, and large-scale systems.