

**SLIGHT-DELAY SHAPED VARIABLE BIT RATE
(SD-SVBR) TECHNIQUE FOR VIDEO
TRANSMISSION**

A thesis submitted to the Awang Had Salleh Graduate School of Arts and Sciences in
full fulfillment of the requirements for the degree of Doctor of Philosophy Universiti
Utara Malaysia

by

AHMAD SUKI BIN CHE MOHAMED ARIF

© 2011, AHMAD SUKI

PERMISSION TO USE

In presenting this thesis in fulfillment of the requirements for a postgraduate degree from Universiti Utara Malaysia, I agree that the University Library may make it freely available for inspection. I further agree that permission for copying of this thesis in any manner, in whole or in part, for scholarly purpose may be granted by my supervisor(s) or, in their absence by the Dean of Awang Had Salleh Graduate School. It is understood that any copying or publication or use of this thesis or parts thereof for financial gain shall not be allowed without my written permission. It is also understood that due recognition shall be given to me and to Universiti Utara Malaysia for any scholarly use which may be made of any material from my thesis.

Requests for permission to copy or to make other use of materials in this thesis, in whole or in part, should be addressed to

Dean of Awang Had Salleh Graduate School of Arts and Sciences

UUM College of Arts and Sciences

Universiti Utara Malaysia

06010 UUM Sintok

Kedah Darul Aman

ABSTRAK

Matlamat utama tesis ini adalah bagi mempersembahkan satu bentuk baru Kadar Bit Pemboleh Ubah (VBR) untuk penghantaran video, yang memainkan peranan penting dalam penghantaran trafik video melalui Internet. Ini adalah kerana terdapat peningkatan mendadak dalam aplikasi media video melalui Internet, dan data video biasanya berciri trafik yang meletus secara mendadak, yang mengarah kepada ketidak-tetapan lebar jalur Internet. Algoritma baru pembentukan ini, yang dirujuk sebagai Sedikit Lengah - Pembentukan Kadar Bit Pemboleh Ubah (SD-SVBR), bertujuan untuk mengawal kadar kelajuan video untuk penghantaran aplikasi video. Ianya direka-bentuk berdasarkan algoritma Pembentukan Kadar Bit Pemboleh Ubah (SVBR) dan telah dilaksanakan dalam Penyelaku Rangkaian 2 (ns-2). Algorithm SVBR telah direka untuk aplikasi video masa nyata dan ia mewarisi beberapa keterbatasan dan kelemahan kerana pada proses-prosesnya terselit anggaran atau ramalan. SVBR mengalami beberapa masalah, seperti terjadinya penurunan mendadak kadar data yang tidak diingini, baldi limpah atas, kewujudan kadar data rendah, dan pengenerasian ketidak-tetapan negatif yang berulangan. Algoritma baru ini mampu menghasilkan satu kadar data tinggi dan pada masa yang sama kestabilan Pengkuantuman Parameter (QP) yang lebih baik pada babak video. Sebagai tambahan, kadar data diperbentuk dengan cekap untuk mengelakkan kenaikan atau penurunan mendadak yang tidak diingini, dan untuk mengelakkan baldi limpah atas. Bagi mencapai matlamat tersebut, SD-SVBR memiliki tiga strategi; memproses Kumpulan Gambar (GoP) hadapan babak video dan mendapatkan senarai QP-ke-kadar data, mendimensikan kadar data kepada penggunaan tinggi baldi-bocor, dan melaksanakan langkah secara berhati-hati dalam mengikuti nilai QP sebelumnya. Walau bagaimanapun, algoritma ini perlu disekalikan dengan algoritma yang dapat memberi maklum balas status rangkaian untuk memberi kebaikan kawalan kadar video yang menyeluruh. Sebuah kombinasi beberapa klip video yang terdiri daripada berbagai kadar data video, telah digunakan untuk tujuan menilai prestasi SD-SVBR. Keputusan kajian menunjukkan bahawa SD-SVBR berjaya memperolehi nilai Nisbah Puncak Isyarat-kepada-Hingar (PSNR) yang hebat secara menyeluruh. Dalam pada itu, pada hampir kesemua kes, ia memperolehi satu kadar data tinggi tetapi tanpa baldi limpah atas, memanfaatkan penggunaan baldi dengan baik, dan yang menariknya, ia masih berupaya memperolehi satu ketidak-tetapan QP yang lebih rata.

ABSTRACT

The aim of this thesis is to present a new shaped Variable Bit Rate (VBR) for video transmission, which plays a crucial role in delivering video traffic over the Internet. This is due to the surge of video media applications over the Internet and the video typically has the characteristic of a highly bursty traffic, which leads to the Internet bandwidth fluctuation. This new shaped algorithm, referred to as Slight Delay - Shaped Variable Bit Rate (SD-SVBR), is aimed at controlling the video rate for video application transmission. It is designed based on the Shaped VBR (SVBR) algorithm and was implemented in the Network Simulator 2 (ns-2). SVBR algorithm is devised for real-time video applications and it has several limitations and weaknesses due to its embedded estimation or prediction processes. SVBR faces several problems, such as the occurrence of unwanted sharp decrease in data rate, buffer overflow, the existence of a low data rate, and the generation of a cyclical negative fluctuation. The new algorithm is capable of producing a high data rate and at the same time a better quantization parameter (QP) stability video sequence. In addition, the data rate is shaped efficiently to prevent unwanted sharp increment or decrement, and to avoid buffer overflow. To achieve the aim, SD-SVBR has three strategies, which are processing the next Group of Picture (GoP) video sequence and obtaining the QP-to-data rate list, dimensioning the data rate to a higher utilization of the leaky-bucket, and implementing a QP smoothing method by carefully measuring the effects of following the previous QP value. However, this algorithm has to be combined with a network feedback algorithm to produce a better overall video rate control. A combination of several video clips, which consisted of a varied video rate, has been used for the purpose of evaluating SD-SVBR performance. The results showed that SD-SVBR gains an impressive overall Peak Signal-to-Noise Ratio (PSNR) value. In addition, in almost all cases, it gains a high video rate but without buffer overflow, utilizes the buffer well, and interestingly, it is still able to obtain smoother QP fluctuation.

DECLARATION

Some of the work presented in this thesis have been published as listed below.

- [1] A. Suki M. Arif, Osman Ghazali and Suhaidi Hassan, A Survey on Buffer and Rate Adaptation Optimization in TCP-Based Streaming Media Studies, International Conference on Network Applications, Protocols and Services 2008 (NetApps2008), ISBN 978-983-2078-33-3, on 21 - 22 Nov. 2008. [This paper has appeared in IEEE Xplore. Indexed by Scopus and IEEE Xplore]
- [2] A. Suki M. Arif, Suhaidi Hassan, Osman Ghazali and Shahrudin Awang Nor. “Evalvid-RASV: Shaped VBR Rate Adaptation Stored Video System,” in the Proceedings of *The 2010 International Conference on Information and Network Technology (ICINT 2010)*, Shanghai, China, vol. 5, pp. 246-250, Jun 2010. [This paper has been included in the IEEE Xplore and CSDL, and submitted to INSPEC, Thomson ISI Proceeding (ISTP), Ei Compendex for indexing.]
- [3] Shahrudin Awang Nor, Suhaidi Hassan, Osman Ghazali and A. Suki M. Arif. “Friendliness of DCCP towards TCP over Large Delay Link Network,” in the Proceedings of *The 2010 International Conference on Information and Network Technology (ICINT 2010)*, Shanghai, China, vol. 5, pp. 286-291, Jun 2010. [This paper has been included in the IEEE Xplore and CSDL, and submitted to INSPEC, Thomson ISI Proceeding (ISTP), Ei Compendex for indexing.]
- [4] Arif, A.S.M., Hassan, S., Ghazali, O. & Nor, S.A. The Relationship of TFRC Congestion Control to Video Rate Control Optimization, International Conference on Network Applications, Protocols and Services (netApps2010), IEEE Computer Society, 2010, pp. 31-36. [This paper has appeared in IEEE Xplore. Indexed by Scopus and IEEE Xplore]
- [5] Nor, S.A., Hassan, S., Ghazali, O., & Arif, A.S.M. On the Performance of TCP Pacing with DCCP, International Conference on Network Applications, Protocols and Services (netApps2010), IEEE Computer Society, 2010, pp. 37-41. [This paper has appeared in IEEE Xplore. Indexed by Scopus and IEEE Xplore]

- [6] A. Suki M. Arif, Suhaidi Hassan, Osman Ghazali and Shahrudin Awang Nor. "VBR vs CBR: The Shaped VBR Stored Video Evalvid-RASV Mechanism is the Winner!," in the Proceedings of *the 5th Social Economic and Information Technology (SEiT)*, Hatyai, Thailand. November 2010.
- [7] A. Suki M. Arif, Suhaidi Hassan, Osman Ghazali, and Mohammed M. Kadhum, "Enhancing Shaped VBR Rate Control Algorithm for Stored Video Transmission System," in the Proceeding of The 2010 International Conference on Modeling, Simulation and Control, ICMSC 2010, Cairo, Egypt, pp. 205-209, 2010. [This paper has been included in the IEEE Xplore, and indexed by the Ei Compendex and Thomson ISI (ISTP)]
- [8] A. Suki M. Arif, Suhaidi Hassan, Osman Ghazali, Mohammed M. Kadhum "Empirical Evaluation of the Shaped Variable Bit Rate Algorithm for Video Transmission," International Journal of Computer Science and Information Security (IJCSIS), Vol. 9, No. 3, March 2011. [IJCSIS Publications Indexed @ [Google Scholar] @ [SCIRUS] @ [ScientificCommons] @ [DOAJ]. ***This paper has been categorized as "The Best Paper"***]
- [9] A. Suki M. Arif, Suhaidi Hassan, Osman Ghazali, Mohammed M. Kadhum "Design of a New Shaped Control Algorithm for a Video Application," Accepted to International Journal of Digital Content Technology and its Applications (JDCTA), 2011. [JDCTA Publications Indexed @ ISI Thomson(under review), Elsevier, EI(Confirmed), SCOPUS(Confirmed), INSPEC(confirmed), PROQUESTS(confirmed) and many other citation databases]. ***This paper has received encouraging comments, "The work is solid and comprehensive. Overall presentation of this paper is good."***]

ACKNOWLEDGEMENT

In the name of ALLAH, The Most Gracious, and The Most Merciful.

Although PhD work is a lonely journey of individual endeavor, this work would not have come to fruition without the support of many people, to whom I am sincerely indebted and thankful.

My deepest gratitude is dedicated to my supervisors, Assoc. Prof. Dr. Suhaidi Hassan and Dr. Osman Ghazali, including my informal supervisor Dr Mohamad M. Kadhum, for their continuous guidance, fruitful feedback, moral support, and sharing of all their research experiences throughout these challenging years. They have eagerly provided a surplus of advices and constructive comments as well as optimism and encouragement at times when things were not looking rosy. Their detailed and constructive comments have helped me to better shape my research ideas.

Besides them, my gratitude to all my colleagues in the PhD journey during the monthly research camps and other colleagues; among them are Dr Massudi Mahmud, Dr Omar Almomani, Dr Angela Ampawan, Muhammad Shakirin, Yaser Miaji, Hasbullah, Ahmad Hanis, Shahrudin, and many others, specifically for the discussions and sometimes the heated arguments on the better ways to perform research, to construct the research objectives and title, etc. They were not only contributing constructive ideas on my research work, but some of them have also read parts of my thesis. I am also very thankful to Dr Arni Lie from SINTEF ICT, Dept. of Communication Systems, Trondheim, Norway, for providing valuable information and suggestions on issues related to video quality research and eagerly responding to my questions.

Finally, special thanks for my family, especially my beloved wife, for her patience and support throughout my three years plus of difficult endeavor. I guess they are the most who suffered throughout this period.

For Allah, *Alhamdulillah*. For others, *Jazakumullahu khairan katsiraan*.

TABLE OF CONTENTS

PERMISSION TO USE	i
ABSTRAK	ii
ABSTRACT	iii
DECLARATION	iv
ACKNOWLEDGEMENT	vi
TABLE OF CONTENTS	vii
LIST OF TABLES	xiii
LIST OF FIGURES	xiv
ABBREVIATIONS	xvii
CHAPTER ONE: INTRODUCTION	
1.1 Video Transmission and Rate Control Issues	1
1.1.1 Video Rate Control	4
1.1.2 Video Transmission Rate Control Schemes	6
1.1.3 Video Performance Evaluation	7
1.2 Research Problem	8
1.3 Research Question	9
1.4 Research Motivation	9
1.5 Scope of Research	10
1.6 Research Objectives	11
1.7 Key Research Steps	12
1.8 Key Contributions	12

1.9	Organization of the Thesis	13
-----	----------------------------	----

CHAPTER TWO: BACKGROUND AND RELATED WORK

2.1	The Challenges in Transporting Video over the Internet	16
2.2	Video and Coding	17
2.2.1	Video Sequence	18
2.2.2	Video Hierarchy	19
2.2.2.1	Video Sequence and GoP	19
2.2.2.2	Frame, Frame Type, and the Relationship with GoP	20
2.2.2.3	Block, Macroblock, and Slice	21
2.2.3	Video Coding	21
2.2.3.1	Inter- and Intra-Frame Coding	22
2.2.3.2	Video Coding Techniques	23
2.2.3.3	Advancement in Encoding Techniques and Standards	24
2.3	Video Rate Control	28
2.3.1	Rate Control and Video Coding	29
2.3.2	Understanding the Relationship between Quantization Parameter (QP) and the Rate Control	31
2.3.3	Rate-Distortion Theory	33
2.3.4	Traditional Rate Controllers: VBR versus CBR	34
2.3.5	Rate Control Research	36
2.3.5.1	R-D Modelling	37
2.3.5.2	Quality Constrained Rate Control	39
2.3.5.3	From Objective Optimization to Subjective Optimization	40
2.3.5.4	Hybrid Structure-Based Optimization	41
2.4	Network Transmission Protocol	41
2.4.1	TCP-Based Video Transmission	42
2.4.2	TCP with Adaptive Bit Rate Transmission	43
2.4.3	UDP-Based Video Transmission Research	44
2.4.4	Alternative Protocol for Video Application	45
2.5	Related Work on Video Rate Shaping Algorithm	47
2.5.1	Leaky-Bucket Algorithm	48
2.5.2	Video Rate Shaping Research in Stored-Video Application	49
2.5.3	Video Rate Shaping Research in Real-Time Video Application	51
2.5.4	Recent Work on Video Rate Shaping	52

2.5.5	Shaped Variable Bit Rate (SVBR)	54
2.5.5.1	Shaped Variable Bit Rate (SVBR)	54
2.5.5.2	Recent SVBR Related Work	55
2.6	Video Performance Evaluation	58
2.6.1	Video Performance Evaluation Categorization	60
2.6.2	PSNR	63
2.6.3	Evalvid	64
2.6.4	Evalvid-ns2 Integration and Evalvid-RA	65
2.7	Summary	67

CHAPTER THREE: RESEARCH METHODOLOGY

3.1	Research Operational Framework	69
3.2	Methods used in Evaluating Network Performance	73
3.2.1	Network Performance Evaluation Approach Consideration . .	75
3.2.2	Justification for Simulation Method	78
3.2.3	Network Simulation 2 (ns2)	81
3.3	Evaluation Metrics	83
3.3.1	PSNR	84
3.3.2	Video Rate	84
3.3.3	QP Stability	84
3.4	Experimental Setting	86
3.4.1	Video Traffic	86
3.4.2	Video Sequences Used	89
3.4.3	Network Simulation Setup	89
3.4.3.1	The Transmission Protocol	90
3.4.3.2	Network Simulation Topology	91
3.4.3.3	Network Simulation Settings	92
3.5	Validation and Verification	93
3.5.1	Validation of ns-2	94
3.5.2	Validation of the Simulation	94
3.5.3	The New Algorithm Implementation Verification and Validation	95
3.6	Summary	95

CHAPTER FOUR: EMPIRICAL EVALUATION OF THE SHAPED VARIABLE BIT RATE (SVBR) ALGORITHM

4.1	Exploiting the Advantages of CBR and VBR	98
4.2	SVBR Algorithm	99

4.2.1	SVBR Principles	99
4.2.1.1	Controlling Video Data Input	99
4.2.1.2	Allowing VBR Coding when the Network Permits .	101
4.2.2	Determining Suitable Bit Rate Allocation and Quantization Parameter Values	103
4.2.2.1	Determining Bit Rate Allocation	104
4.2.2.2	Determining QP Value	105
4.2.2.3	The Implications of the Design	108
4.2.3	SVBR Algorithm Flow	109
4.3	Evaluation of Strengths and Weaknesses of SVBR	111
4.3.1	The Evaluation Approach	112
4.3.2	Rate Control Experiment Settings	112
4.3.3	The Result	112
4.3.3.1	Observation on the SVBR video rate and Bucket Fullness Level	113
4.3.3.2	Observation on the PSNR and QP Values	114
4.3.4	The Analysis	117
4.4	Summary	133

CHAPTER FIVE: DESIGN AND IMPLEMENTATION OF A NEW SHAPED CONTROL ALGORITHM FOR A VIDEO APPLICATION

5.1	Design Objectives	135
5.2	SD-SVBR Algorithm	136
5.2.1	Avoiding Unwanted video rate Increment/Decrement by Using Real QP-to-video rate Matching	136
5.2.1.1	Justification for Producing Correct QP and video rate Value	138
5.2.1.2	Obtaining Correct Corresponding QP Value	138
5.2.1.3	The Benefit Gained	141
5.2.2	Increasing the video rate	145
5.2.2.1	Design a Higher video rate Video Controller	147
5.2.2.2	The High video rate Algorithm	149
5.2.2.3	High video rate Algorithm Achievement	151
5.2.3	Smoothing the Fluctuation	157
5.2.3.1	The Smoothing QP Value Principle	159
5.2.3.2	Smoothing QP Value Algorithm	165

5.2.3.3	Effects of the Smoothing QP Value	168
5.3	SD-SVBR Implementation	172
5.3.1	Work Environment Architecture	172
5.3.2	Structure of Implementation: Finite State Machine	175
5.3.3	Implementing the Algorithm	177
5.3.3.1	Main Algorithm Flow	178
5.3.3.2	Tcl Program Flow	178
5.3.3.3	C++ Program Flow	182
5.3.4	Allowing Dynamic GoP Size	185
5.4	Summary	186

CHAPTER SIX: RESULTS AND DISCUSSIONS

6.1	The Overall Result	187
6.1.1	The PSNR Result	189
6.1.2	The Video Rate Result	191
6.1.3	Bucket Utilization Result	193
6.1.3.1	Bucket Utilization	193
6.1.3.2	Bucket Utilization in the Overall Perspective	197
6.1.4	The QP Value Result	199
6.2	Examining of the PSNR Result in Detail	199
6.2.1	Analysis: Part I of the PSNR Result	203
6.2.2	Analysis: Part II of the PSNR Result	206
6.2.3	Analysis: Part III of the PSNR Result	211
6.2.4	Analysis: Part IV of the PSNR Result	217
6.2.5	Analysis: Part V of the PSNR Result	221
6.3	Summary	224

CHAPTER SEVEN: CONCLUSION AND FUTURE RESEARCH WORK

7.1	Summary of the Research	227
7.2	Contributions	230
7.2.1	Empirical Evaluation of the SVBR Algorithm	230
7.2.2	A New Shaped VBR Algorithm	231
7.2.3	The implementation of the SD-SVBR	233
7.3	Suggestions for Future Work	236
7.3.1	Integrated Rate Control	236
7.3.2	Advanced Codec Support	238

7.3.3 Exploiting the Algorithm for Stored Video and/or Frame/Object Level	239
REFERENCES	240
Appendix A	257
Appendix B	262
Appendix C	269

LIST OF TABLES

2.1	Video coding standards	22
2.2	QP values and GoP video rate	32
3.1	Criteria for selecting performance evaluation technique (adapted from [1])	78
3.2	Profile of video sequences used in the experiments	90
4.1	Relationship of bucket fullness, active sequence, and SVBR video rate	105
4.2	Relationship of bucket fullness level, active sequence, and QP value .	109
4.3	Examples of the relationship of bucket fullness level, active sequence, and QP value	110
4.4	Data size for GoP 26-40	116
4.5	Respective QP values for GoP 198-204	120
4.6	Respective QP and video rate values for GoP-202	122
5.1	List of corresponding QP-to-video rate sample	140
5.2	QP-to-video rate for SVBR and SD-SVBR at GoPs 200-202	143
5.3	QP-to-video rate for SVBR and SD-SVBR at GoPs 368-370	145
6.1	The overall statistical result	188
6.2	Recalculation example for GoP 485-489	196
6.3	Recalculation example for GoP 27-34	197
6.4	A sample of the frame to GoP mapping table	202

LIST OF FIGURES

1.1	Video transmission application architecture	2
1.2	Obvious mismatch between video rate and transport protocol rate	3
1.3	General rate control architecture	4
1.4	Three rate control schemes for the video transmission application	7
1.5	Scope of the research - video coding rate control only	10
2.1	The GoP arrangement of frames type used in this research	21
2.2	Relationship between rate controller and video coding	30
2.3	video rate comparison for CBR and VBR	34
2.4	Quantization Parameter comparison for CBR and VBR	35
2.5	VBR and CBR setup	35
2.6	Parameters in a leaky-bucket system	50
2.7	The original Evalvid framework	65
2.8	Evalvid framework in simulated environment	66
2.9	Evalvid-RA framework (redraws from [2])	67
3.1	Research steps	71
3.2	Performance evaluation approaches (adapted from [3])	73
3.3	Sample output of “psnr.exe”	85
3.4	A typical video trace	88
3.5	Simulation parameter setting	92
4.1	Restrict input in the leaky-bucket algorithm	100
4.2	SVBR shaping principle when bucket empty	102
4.3	SVBR shaping principle when bucket full	103
4.4	Rate control block diagram with SVBR	106
4.5	SVBR algorithm flow chart	111
4.6	The SVBR experiments - comparing the result with VBR and CBR	115
4.7	The SVBR experiments - bucket fullness level	115

4.8	GoP data size calculation for TFRC transmission.	116
4.9	The SVBR experiments - PSNR value	118
4.10	The SVBR experiments - QP values	119
4.11	Emulating CBR with GoP video rate granularity	119
4.12	Sharp decrease scenario in the GoP-201	121
4.13	Sharp VBR increase scenario	124
4.14	A long-low-flat video rate sequence	126
4.15	Positive fluctuation	128
4.16	Negative fluctuation	129
4.17	SVBR fluctuation	130
4.18	Negative SVBR fluctuation with VBR lower than CBR	132
4.19	SVBR with varied VBR video rate	133
4.20	Associate QP values for the varied VBR video rate	134
5.1	Working differences between SVBR and SD-SVBR algorithm	137
5.2	Problem of generating the correct corresponding QP value	139
5.3	Getting information of GoP-k+1 video sequence while processing suitable QP value for GoP=k+1	140
5.4	A flowchart for a QP selection	142
5.5	QP-to-video rate result for SVBR and SD-SVBR at GoP 200-202	144
5.6	QP-to-video rate for SVBR and SD-SVBR at GoP 368-370	146
5.7	video rate categorization	148
5.8	Sample C++ codes for the increased video rate algorithm	149
5.9	SVBR at GoPs 2-6: Low rate trend	152
5.10	SD-SVBR at GoPs 2-6: Breaking the SVBR limitation	153
5.11	SD-SVBR at low SVBR bucket utilization	154
5.12	SVBR at GoPs 368-371: Overflow bucket trend	155
5.13	SVBR at GoPs 368-371: The real overflow	156
5.14	SD-SVBR at GoPs 368-371: Maintaining the bucket level below b	157
5.15	The effect of following a smaller QP value	161
5.16	The effect of following a bigger QP value	162
5.17	Sample C++ codes for the QP smoothing algorithm	166
5.18	Smoothing QP values at GoPs 25-31	168
5.19	Corresponding video rate for SVBR algorithm at GoPs 25-31	169
5.20	Corresponding video rate for SD-SVBR algorithm at GoPs 25-31	170
5.21	A longer SD-SVBR QP constant at GoP 201-253	170

5.22	Smoothing and non-smoothing SD-SVBR QP value for GoP 201-253	171
5.23	The effect of QP smoothing approach at Gop 1 and 2	171
5.24	The effect on the video rate of QP smoothing approach at GoP1 and 2	173
5.25	Evalvid-RA environment parts	174
5.26	Finite State Machine Model of SD-SVBR Mechanism	176
5.27	The SD-SVBR main algorithm flow	179
6.1	The overall PSNR result	190
6.2	The overall video rate result	192
6.3	The overall bucket utilization result	194
6.4	The real bucket/buffer utilization	195
6.5	The “real” overall bucket utilization	198
6.6	The overall QP value result	200
6.7	Part I: PSNR result for frames 1 to 276	203
6.8	video rate, buffer utilization, and QP value for sub-part 1 of Part I . .	204
6.9	video rate, buffer utilization, and QP value for sub-part 2 of Part I . .	205
6.10	Part II: PSNR result for frames 325-2360	206
6.11	The PSNR sub-parts for the Part II chart	207
6.12	The video rate and QP value for sub-part 1 of Part II chart	209
6.13	The video rate and QP value for sub-part 2 of Part II chart	210
6.14	The video rate and QP value for sub-part 3 of Part II chart	211
6.15	Part III: PSNR result for frames 2439-3569	212
6.16	The PSNR sub-parts for the Part III chart	212
6.17	The video rate and QP value for sub-part 1 of Part III chart	214
6.18	The video rate and QP value for sub-part 2 of Part III chart	215
6.19	Part IV: PSNR result for frames 3612-4551	217
6.20	The PSNR sub-parts for the Part IV chart	218
6.21	The video rate and QP value for sub-part 1 of Part IV chart	219
6.22	QP before and after GoPs 303-317	220
6.23	The video rate and QP value for sub-part 2 of Part IV chart	221
6.24	Actual “bucket” utilization for GoP 366-379	222
6.25	Part V: PSNR result for frames 4554-6499	222
6.26	The PSNR sub-part for the Part V chart - frames	223
6.27	The video rate and QP value for sub-part of Part V chart	224
6.28	Higher performance gain before GoPs 464-492	225
6.29	Higher performance gain after GoPs 464-492	226

ABBREVIATIONS

AQM	Active Queue Management
ASMP	Adaptive Smooth Multicast Protocol
ASSP	Adaptive Smooth Simulcast Protocol
AVC	Advanced Video Coding
BDP	Bandwidth Delay Product
B-frame	Bi-directional-frames
BL	base layer
bps	bits per second
C	chroma/chrominance
CBR	Constant Bit Rate
CIF	Common Intermediate Format
CZD	Czenakowski distance
DCCP	Datagram Congestion Control Protocol
DCT	Discrete Cosine Transform
DRS	Dynamic Rate Shaping
ECN	Explicit Congestion Notification
EL	enhancement layer
FGS	Fine Granular Scalability

fps	frame per seconds
GCRA	Generic Cell Rate Algorithm
GloMoSim	Global Mobile Simulator
GoP	Group of Picture
GS	Guaranteed Service
GUI	Graphical User Interface
HoD	Histogram of Difference
IEC	International Electrotechnical Commission
I-frame	Intra-frames
IFTP	Internet Friendly Transport Protocol
ISO	International Organization for Standardization
ITU-T	Telecommunication Standardization Sector of the International Telecommunications Union
JVT	Joint Video Team
LDA+	Loss-Delay Based Adaptation Algorithm
LPR	Linear Proportional Response
MB	Macroblock
MDC	Multiple Description Coding
MOS	Mean Opinion Score
MPEG	Moving Picture Experts Group
NAM	Network Animator
NCA	Nominee-Based Congestion Avoidance
NF	Neural-Fuzzy
ns-2	Network Simulator 2

NTSC	National Television Standards Committee
PAL	Phase Alternating Line
PEVQ	Perceptual Evaluation of Video Quality
P-frame	Predictive-frames
PSNR	Peak Signal-to-Noise Ratio
QCIF	Quarter Common Intermediate Format
QoS	Quality of Service
QP	Quantization Parameter
RAP	Rate Adaptation Protocol
RBF	Rule-Based Fuzzy
R-D	Rate-Distortion
REAL	Realistic And Large
RLA	Random Listening Algorithm
RR	Receiver Report
RTCP	Real-Time Transport Control Protocol
RTP	Real-time Transport Protocol
RTT	Round-Trip Time
SD-SVBR	Slight Delay - Shaped Variable Bit Rate
SNR	Signal-to-Noise Ratio
SR	Sender Report
SVBR	Shaped Variable Bit Rate
SVC	Scalable Video Coding
Tcl	Tool Command Language
TCP	Transmission Control Protocol

TEAR	TCP Emulation At Receiver
TES	Transform Expand Sample
TFRC	TCP-Friendly Rate Control
UDP	User Datagram Protocol
VBR	Variable Bit Rate
VBV	video buffer verifier
VoD	Video on Demand
VQM	Video Quality Measurement
Y	luma/luminance

CHAPTER ONE

INTRODUCTION

This thesis is about enhancing rate control or rate adaptation for video transmission, which plays an important role in delivering video traffic over the Internet. This is due to the fact that video data is highly bursty and the Internet bandwidth fluctuates. The aim of this chapter is to place the thesis in its context by initially covering a brief introduction to video rate control issues. Later, the description of the research properties are stated, which includes the motivation, scope, objectives, key research steps, and the contributions of the work done in this thesis. In the last section, the whole thesis organization is presented.

1.1 Video Transmission and Rate Control Issues

Recent years have witnessed an explosive growth of the Internet and increasing demand for multimedia information services. Multimedia based applications via the Internet have received tremendous attention. The surge of video media applications over the Internet are attributed to the increasing capacity of the Internet and its cost-effectiveness. In spite of the growing networking capabilities of the modern Internet and sophisticated techniques used by today's video coding, transmitting video over the Internet is still a great challenging task, as stated in [4]. In order

The contents of
the thesis is for
internal user
only

REFERENCES

- [1] R. Jain, *The Art of Computer System Performance Analysis*. John Wiley, 1991.
- [2] A. Lie and J. Klaue, “Evalvid-RA: Trace driven simulation of rate adaptive MPEG-4 VBR video,” *Multimedia Systems*, vol. 12, no. 1, 2008.
- [3] S. Hassan and M. Kara, “Simulation-based performance comparison of TCP-friendly congestion control protocols,” in *Proceedings of the 16th Annual UK Performance Engineering Workshop (UKPEW2000)*, Jul. 2000.
- [4] P. Seeling, M. Reisslein, and B. Kulapala, “Network performance evaluation using frame size and quality traces of single-layer and two-layer video: A tutorial,” *IEEE Communications Surveys Tutorials*, vol. 6, no. 3, pp. 58 –78, 2004.
- [5] L. Guo, E. Tan, S. Chen, Z. Xiao, O. Spatscheck, and X. Zhang, “Delving into internet streaming media delivery: A quality and resource utilization perspective,” in *Proceedings of the 6th ACM SIGCOMM conference on Internet measurement*. Rio de Janeiro, Brazil: ACM Press, 2006, pp. 217–230.
- [6] R. Zimmermann, C. Shahabi, and K. Fu, “A multi-threshold online smoothing technique for variable rate multimedia streams,” *Multimedia Tools and Applications*, vol. 28, no. 1, pp. 23–49, 2006.
- [7] A. Lie, “Enhancing rate adaptive IP streaming media performance with the use of Active Queue Management,” Ph.D. dissertation, Norwegian University of Science and Technology, 2008.
- [8] M.-J. Kim and M.-C. Hong, “Adaptive rate control scheme for real-time H.264/AVC video coding,” in *the Proceedings of 2010 Digest of Technical Papers International Conference on Consumer Electronics (ICCE)*, 2010, pp. 271–272.
- [9] M. Semsarzadeh, M. Langroodi, and M. Hashemi, “An adaptive rate control for faster bitrate shaping in x264 based video conferencing,” in *Proceedings of 2010 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting (BMSB)*, Mar. 2010, pp. 1 –4.

- [10] C.-W. Seo, J. W. Kang, J.-K. Han, and T. Nguyen, “Efficient bit allocation and rate control algorithms for hierarchical video coding,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 20, no. 9, pp. 1210 –1223, Sep. 2010.
- [11] P.-T. Wu, T.-C. Chang, C.-L. Su, and J.-I. Guo, “A BU-based rate control design for H.264 and AVS video coding with ROI support,” in *Proceedings of 2010 International Symposium on VLSI Design Automation and Test (VLSI-DAT)*, Apr. 2010, pp. 215 –218.
- [12] X. Liu, Q. Dai, and C. Fu, “Improved methods for initializing R-Q model parameters and quantization parameter in H.264 rate control,” in *Proceedings of 2009 WRI World Congress on Computer Science and Information Engineering*, vol. 6, Mar. 2009, pp. 320 –323.
- [13] T. I. Zhao Min and S. Goto, “A novel rate control algorithm for H.264/AVC,” in *Proceedings of The 23rd International Technical Conference on Circuits/Systems, Computers and Communications*. The Institute of Electronics, Information and Communication Engineers (IEICE), 2008, pp. 725 – 728.
- [14] Z. Chen and K. N. Ngan, “Recent advances in rate control for video coding,” *Image Commun.*, vol. 22, no. 1, pp. 19–38, 2007.
- [15] H. A. Marios C. Angelides, *The Handbook of MPEG Applications: Standards in Practice*. John Wiley and Sons, 2011.
- [16] S. Eshaghi and H. Farsi, “Rate control and mode decision jointly optimization in H.264AVC,” in *Proceedings of the 4th conference on European computing*, ser. ECC’10. Stevens Point, Wisconsin, USA: World Scientific and Engineering Academy and Society (WSEAS), 2010, pp. 280–283. [Online]. Available: <http://portal.acm.org/citation.cfm?id=1844367.1844414>
- [17] P. Ranganth and Y. V. Swaroop, “Adaptive rate control for H.264 video encoding in a video transmission system,” in *Proceedings of XXXII National Systems Conference (NSC 2008)*, Dec. 2008.
- [18] W. Lu, X. Gao, Q. Deng, and T. Wang, “A basic-unit size based adaptive rate control algorithm,” in *Proceedings of Fourth International Conference on Image and Graphics (ICIG 2007)*, Aug. 2007, pp. 268 –273.
- [19] M. Jiang, “Adaptive rate control for advanced video coding,” Ph.D. thesis, Santa Clara University, 2006.
- [20] H. Wang, “Robust image and video coding with adaptive rate control,” Ph.D. dissertation, University of Nebraska at Lincoln, 2009.

- [21] X. Li, N. Oertel, A. Hutter, and A. Kaup, “Rate-distortion optimized frame level rate control for H.264/AVC,” in *Proceedings of 16th European Signal Processing Conference (EUSIPCO 2008)*, 2008.
- [22] X. Zhu, “Distributed rate allocation for video streaming over wireless network,” Ph.D. dissertation, The Department of Electrical Engineering of Stanford University, 2009.
- [23] H. Hamdi, J. W. Roberts, and P. Rolin, “Rate control for VBR video coders in broad-band networks,” *IEEE Journal on Selected Areas in Communications*, vol. 15, no. 6, pp. 1040–1051, 1997.
- [24] C.-H. Ke, C.-K. Shieh, W.-S. Hwang, and A. Ziviani, “An evaluation framework for more realistic simulations of MPEG video transmission,” *Journal of information science and engineering*, vol. 24, pp. 425–440, 2008.
- [25] S. Hu, H. Wang, S. Kwong, and T. Zhao, “Frame level rate control for H.264/AVC with novel rate-quantization model,” in *Proceedings of 2010 IEEE International Conference on Multimedia and Expo (ICME)*, Jul. 2010, pp. 226 –231.
- [26] H. Hu, J. Yang, L. Zhu, and H. Xi, “A scene-aware adaptive media playout algorithm for wireless video streaming,” in *2010 The 2nd International Conference on Computer and Automation Engineering (ICCAE)*, vol. 1, Feb. 2010, pp. 399 –403.
- [27] W. Kim, J. You, and J. Jeong, “Complexity control strategy for real-time H.264/AVC encoder,” *IEEE Transactions on Consumer Electronics*, vol. 56, no. 2, pp. 1137 –1143, May 2010.
- [28] Q. Lin and G. Feng, “The bit allocation and RDO mode based rate control algorithm,” in *Proceedings of 2010 International Conference on Anti-Counterfeiting Security and Identification in Communication (ASID)*, Jul. 2010, pp. 154 –157.
- [29] E. Brosh, S. A. Baset, V. Misra, D. Rubenstein, and H. Schulzrinne, “The delay-friendliness of TCP for real-time traffic,” *IEEE/ACM Trans. Netw.*, vol. 18, no. 5, pp. 1478–1491, 2010.
- [30] D. Damjanovic and M. Welzl, “MulTFRC: providing weighted fairness for multimedia applications (and others too!),” *SIGCOMM Comput. Commun. Rev.*, vol. 39, no. 3, pp. 5–12, 2009.
- [31] M. A. Talaat, M. A. Kouthb, and H. S. Sorour, “PSNR Evaluation of Media Traffic over TFRC,” *International Journal of Computer Networks & Communications (IJCNC)*, vol. 1, no. 3, pp. 71–76, 2009.

- [32] E. Tan, J. Chen, S. Ardon, and E. Lochin, “Video TFRC,” in *Proceedings of IEEE International Conference on Communications (IEEE ICC 2008)*, Beijing, China, 2008.
- [33] Z. Wang, S. Banerjee, and S. Jamin, “Media-aware rate control,” Department of EECS, University of Michigan, Tech. Rep. CSE-TR-501-04, Nov. 2004.
- [34] H. Feng, C. Yuan, and Y. Li, “Self-adaptive control of video transmission based on available bandwidth estimation,” in *Proceedings of 2010 International Conference on Communications and Mobile Computing (CMC)*, vol. 1, Apr. 2010, pp. 361 –364.
- [35] S. Hasan, L. Lefevre, Z. Huang, and P. Werstein, “Cross layer protocol support for live streaming media,” in *Proceedings of Advanced Information Networking and Applications (AINA 2008)*, 2008, pp. 319–326.
- [36] C. H. Shih, C. K. Shieh, J. Y. Wang, and W. S. Hwang, “An integrated rate control scheme for TCP-friendly MPEG-4 video transmission,” *Image Commun.*, vol. 23, no. 2, pp. 101–115, 2008.
- [37] C.-H. Ke, C.-K. Shieh, W.-S. Hwang, and A. Ziviani, “Improving video transmission on the Internet,” *IEEE Potentials*, vol. 26, no. 1, pp. 16 –19, Jan. 2007.
- [38] D. C. Steven Bauer and W. Lehr, “The evolution of Internet congestion,” in *Proceedings of 37th Research Conference on Communication, Information and Internet Policy*, 2009.
- [39] K. Jack, *Video demystified: a handbook for the digital engineer*. Newnes Publication, 2007.
- [40] M. Kumar and S. Verma, “Querying video sensor networks,” in *Proceedings of Third International Conference on Wireless Communication and Sensor Networks (WCSN '07)*, Dec. 2007, pp. 50 –54.
- [41] P. Seeling and M. Reisslein, “Evaluating multimedia networking mechanisms using video traces,” *IEEE Potentials*, vol. 24, no. 4, pp. 21 – 25, Oct. 2005.
- [42] H. Bidgoli, *The Internet encyclopedia, Volume 1*. John Wiley and Sons, 2004.
- [43] A. Nguyen and J. Hwang, “SPEM rate control,” in *Advances in multimedia information processing-PCM 2001: second IEEE Pacific-Rim Conference on Multimedia (IEEE-PCM 2001)*, 2001.
- [44] P. Seeling, F. H. P. Fitzek, and M. Reisslein, *Video Traces for Network Performance Evaluation: A Comprehensive Overview and Guide on Video Traces and Their Utilization in Networking Research*. Springer, 2007.

- [45] H. Zhao, N. Ansari, and Y. Q. Shi, “Layered MPEG video transmission over IP DiffServ,” in *International Conference on Information Technology: Coding and Computing*, vol. 1. Los Alamitos, CA, USA: IEEE Computer Society, 2005, pp. 63–67.
- [46] 4-H Filmmaking, “Introduction to video,” 2009, [Online; accessed 26-Jan-2011]. [Online]. Available: <http://online.4-hcurriculum.org/>
- [47] Wikipedia, “Frame rate,” 2011, [Online; accessed 26-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Frame_rate
- [48] ——, “Common Intermediate Format,” 2011, [Online; accessed 29-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Common_Intermediate_Format
- [49] MSDN, “About YUV video,” 2011, [Online; accessed 29-Jan-2011]. [Online]. Available: <http://msdn.microsoft.com/en-us/library/bb530104%28v=vs.85%29.aspx>
- [50] Apple Inc., “MPEG-2 Reference Information,” 2010, [Online; accessed 29-Jan-2011]. [Online]. Available: <http://documentation.apple.com/en/compressor/>
- [51] A. S. M. Arif, S. Hassan, O. Ghazali, and M. M. Kadhum, “Enhancing Shaped VBR rate control algorithm for stored video transmission system,” in *Proceeding of The 2010 International Conference on Modeling, Simulation and Control (ICMSC 2010)*, 2010.
- [52] H. Sun, A. Vetro, and J. Xin, “An overview of scalable video streaming: Research articles,” *Wireless Communications & Mobile Computing*, vol. 7, no. 2, pp. 159–172, 2007.
- [53] H. d. G. Carolina Blanch and P. van der Stok, “Inventory of MPEG-4 codecs,” *Information Society Technologies*, Tech. Rep. BETSY IST-2004-004042, 2005.
- [54] Wikipedia, “Inter frame,” 2011, [Online; accessed 29-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Inter_frame
- [55] J.-R. Ohm, “Overview of scalable video coding,” International Organisation for Standardisation - ISO/IEC JTC1/SC29/WG11, Tech. Rep., 2008. [Online]. Available: <http://mpeg.chiariglione.org/technologies/mpeg-4/mp04-svc/index.htm>
- [56] P. Topiwala, “Introduction and overview of Scalable Video Coding (SVC),” in *Society of Photo-Optical Instrumentation Engineers (SPIE) Conference Series*, ser. Presented at the Society of Photo-Optical Instrumentation Engineers (SPIE) Conference, vol. 6312, Sep. 2006.

- [57] F. Frank, S. Patrick, and R. Martin, “Video streaming in wireless internet,” in *Mobile Internet*, ser. Electrical Engineering & Applied Signal Processing Series. CRC Press, Apr. 2004. [Online]. Available: <http://dx.doi.org/10.1201/9780203499986.ch11>
- [58] W. Li, “Overview of Fine Granularity Scalability in MPEG-4 video standard,” *IEEE Transactions on*, vol. 11, pp. 301–317, 2001.
- [59] P. de Cuetos, K. W. Ross, and M. Reisslein, “Evaluating the streaming of FGS-encoded video with rate-distortion traces,” Institut Eurecom, Tech. Rep. RR-03-078, Jun. 2003.
- [60] S. L. Yao Wang, A. R. Reibman, “Multiple description coding for video delivery,” in *Proceedings of the IEEE*, vol. 93, no. 1, 2005, pp. 57–70.
- [61] T. Y. Tian, “Research and applications of rate control in video coding,” *Journal of University of Electronic Science and Technology of China*, pp. 24–32, 2006.
- [62] Z. Zhu, Y. Bai, Z. Duan, and F. Liang, “Novel rate-control algorithm based on TM5 framework,” *Wireless Sensor Network*, vol. 1, pp. 182–188, 2009.
- [63] N. Eiamjumrus and S. Aramvith, “Rate control scheme based on cauchy R-D optimization model for H.264/AVC under low delay constraint,” in *Proceedings of International Conference on Intelligent Information Hiding and Multimedia Signal Processing (IIH-MSP '06)*, Dec. 2006, pp. 205 –210.
- [64] L. Chiariglione, “Short MPEG-2 description,” International Organisation for Standardisation - ISO/IEC JTC1/SC29/WG11, Tech. Rep., 2000. [Online]. Available: <http://mpeg.chiariglione.org/standards/mpeg-2/mpeg-2.htm>
- [65] Data-Compression.com, “Theory of data compression,” 2010, [Online; accessed 29-Jan-2011]. [Online]. Available: <http://www.data-compression.com/theory.html>
- [66] C. E. Shannon, “Coding theorems for a discrete source with a fidelity criterion,” *IRE Nat. Conventional Record, Part 4*, pp. 142–163, 1959.
- [67] C. Shannon, “A mathematical theory of communication,” *Bell System Technical Journal*, vol. 27, pp. 379–423, 623–656, 1948.
- [68] Wikipedia, “Information theory,” 2011, [Online; accessed 29-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Information_theory
- [69] A. S. M. Arif, S. Hassan, O. Ghazali, and S. A. Nor, “Evalvid-RASV: Shaped VBR rate adaptation stored video system,” in *Proceedings of 2010 2nd Internation Conference on Education Technology and Computer (ICETC)*, vol. 5, Jun. 2010, pp. V5–246 –V5–250.

- [70] S. Gringeri, K. Shuaib, R. Egorov, A. Lewis, B. Khasnabish, and B. Basch, “Traffic shaping, bandwidth allocation, and quality assessment for MPEG video distribution over broadband networks,” *IEEE Network*, vol. 12, no. 6, pp. 94 –107, Dec. 1998.
- [71] A. S. M. Arif, S. Hassan, O. Ghazali, and M. M. Kadhum, “VBR vs CBR: The Shaped VBR stored video SD-SVBR mechanism is the winner!” in *Proceedings of the 5th Social Economic and Information Technology (SEiT) conference*, 2010.
- [72] J.-B. Cheng and H.-M. Hang, “Adaptive piecewise linear bits estimation model for MPEG based video coding,” in *Proceedings of International Conference on Image Processing*, vol. 2, Oct. 1995, pp. 551–554.
- [73] J.-J. Chen and H.-M. Hang, “Source model for transform video coder and its application. II. Variable frame rate coding,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 7, no. 2, pp. 299 –311, Apr. 1997.
- [74] H.-M. Hang and J.-J. Chen, “Source model for transform video coder and its application. I. Fundamental theory,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 7, no. 2, pp. 287 –298, Apr. 1997.
- [75] Z. He, Y. K. Kim, and M. S.K., “Low-delay rate control for DCT video coding via rho-domain source modeling,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 11, no. 8, pp. 928 –940, Aug. 2001.
- [76] B. Xie and W. Zeng, “A sequence-based rate control framework for consistent quality real-time video,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 16, no. 1, pp. 56 – 71, Jan. 2006.
- [77] Z. Chen, J. Han, and K. N. Ngan, “A unified framework of unsupervised subjective optimized bit allocation for multiple video object coding,” in *Proceedings of Multimedia Systems and Applications VIII*, vol. 6015, 2005, pp. 20–31.
- [78] S. Lee, M. Pattichis, and A. Bovik, “Foveated video compression with optimal rate control,” *IEEE Transactions on Image Processing*, vol. 10, no. 7, pp. 977 –992, Jul. 2001.
- [79] L. Itti, C. Koch, and E. Niebur, “A model of saliency-based visual attention for rapid scene analysis,” *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol. 20, no. 11, pp. 1254 –1259, Nov. 1998.
- [80] C.-W. Tang, C.-H. Chen, Y.-H. Yu, and C.-J. Tsai, “Visual sensitivity guided bit allocation for video coding,” *IEEE Transactions on Multimedia*, vol. 8, no. 1, pp. 11 – 18, Feb. 2006.

- [81] H. Song and C.-C. Kuo, “Rate control for low-bit-rate video via variable-encoding frame rates,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 11, no. 4, pp. 512–521, Apr. 2001.
- [82] A. S. M. Arif, O. Ghazali, and S. Hassan, “A survey on buffer and rate adaptation optimization in TCP-based streaming media studies,” in *Proceedings of International Conference on Network Applications, Protocols and Services 2008 (NetApps2008)*, 2008.
- [83] B. Wang, W. Wei, J. Kurose, D. Towsley, K. R. Pattipati, Z. Guo, and Z. Peng, “Application-layer multipath data transfer via TCP: Schemes and performance tradeoffs,” *Perform. Eval.*, vol. 64, no. 9-12, pp. 965–977, 2007.
- [84] A. Argyriou, “Real-time and rate-distortion optimized video streaming with TCP,” *Image Commun.*, vol. 22, no. 4, pp. 374–388, 2007.
- [85] S. Boyden, A. Mahanti, and C. Williamson, “TCP vegas performance with streaming media,” in *Performance, Computing, and Communications Conference (IPCCC 2007)*, 2007, pp. 35–44.
- [86] B. Wang, J. Kurose, P. Shenoy, and D. Towsley, “Multimedia streaming via TCP: an analytic performance study,” *SIGMETRICS Perform. Eval. Rev.*, vol. 32, no. 1, pp. 406–407, 2004.
- [87] S. Floyd and K. Fall, “Promoting the use of end-to-end congestion control in the Internet,” *IEEE/ACM Trans. Netw.*, vol. 7, no. 4, pp. 458–472, 1999.
- [88] R. Rejaie, M. Handely, and D. Estrin, “RAP: An end-to-end rate-based congestion control mechanism for realtime streams in the Internet,” in *Proceedings of IEEE Infocom*, 1999.
- [89] M. Prangl, I. Kofler, and H. Hellwagner, “Towards QoS improvements of TCP-based media delivery,” in *Proceedings of Networking and Services (ICNS 2008)*, 2008, pp. 188–193.
- [90] T. Kim and M. H. Ammar, “Receiver buffer requirement for video streaming over TCP,” *Silicon.com Whitepaper*, 2005.
- [91] P. Mehra, “Efficient video streaming using TCP,” University of California, Berkeley, EE228A Fall 2002 Final Project, 2002.
- [92] G. Ashvin, K. Charles, L. Kang, and W. Jonathan, *Supporting Low Latency TCP-Based Media Streams*. Oregon Graduate Institute School of Science & Engineering, 2002.
- [93] C. Krasic, K. Li, and J. Walpole, “The case for streaming multimedia with TCP,” in *Proceedings of the 8th International Workshop on Interactive Distributed Multimedia Systems*. Springer-Verlag, 2001, pp. 213–218.

- [94] T. Phelan, “Strategies for streaming media applications using TCP-friendly rate control,” Internet Engineering Task Force (IETF), Tech. Rep.
- [95] L. Guo, S. Chen, Z. Xiao, and X. Zhang, “Analysis of multimedia workloads with implications for internet streaming,” in *Proceedings of the 14th international conference on World Wide Web*. Chiba, Japan: ACM, 2005, pp. 519–528.
- [96] M. Li, M. Claypool, R. Kinicki, and J. Nichols, “Characteristics of streaming media stored on the web,” *ACM Trans. Inter. Tech.*, vol. 5, no. 4, pp. 601–626, 2005.
- [97] C. Krasic, “A framework for quality-adaptive media streaming: Encode once - stream anywhere,” Ph.D. dissertation, Oregon Health & Science University, 2004.
- [98] J. G. Apostolopoulos, W.-T. Tan, and S. J. Wee, “Video streaming: Concepts, algorithms, and systems,” in *Handbook of Video Databases, Design and Applications*. CRC Press, Sep. 2004.
- [99] J. Widmer, R. Denda, and M. Mauve, “A survey on TCP-friendly congestion control,” *IEEE Network*, vol. 15, no. 3, pp. 28–37, 2001.
- [100] H. Elaarag and M. Bassiouni, “An Internet friendly transport protocol for continuous media over best effort networks,” *International Journal of Communication Systems*, vol. 15, pp. 881–898, 2002.
- [101] D. Sisalem and A. Wolisz, “LDA+: Enhanced loss-delay based adaptation algorithm,” in *Multimedia and Expo (ICME 2000)*, New York City, New York, USA., 2000.
- [102] I. Rhee, V. Ozdemir, and Y. Yi, “TEAR: TCP emulation at receivers - flow control for multimedia streaming,” Tech. Rep., 2000.
- [103] S. Floyd, M. Handley, J. Padhye, and J. Widmer, “TCP Friendly Rate Control (TFRC): Protocol Specification,” Internet Engineering Task Force, RFC 5348, Sep. 2008. [Online]. Available: <http://www.rfc-editor.org/rfc/rfc5348.txt>
- [104] E. Kohler, M. Handley, and S. Floyd, “Datagram Congestion Control Protocol (DCCP),” Internet Engineering Task Force, RFC 4340, Mar. 2006. [Online]. Available: <http://www.rfc-editor.org/rfc/rfc4340.txt>
- [105] K. Ramakrishnan, S. Floyd, and D. Black, “The Addition of Explicit Congestion Notification (ECN) to IP,” Internet Engineering Task Force, RFC 3168, Sep. 2001. [Online]. Available: <http://www.rfc-editor.org/rfc/rfc3168.txt>
- [106] Wikipedia, “Traffic shaping,” 2011, [Online; accessed 31-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Traffic_shaping

- [107] Y. Wang and M. Jurczyk, "Impact of traffic shaping in ATM networks on video quality," in *Proceedings of 2000 International Workshops on Parallel Processing*, 2000, pp. 485–492.
- [108] N. Celandroni, E. Ferro, F. Potort, A. Chimienti, and M. Lucenteforte, "Dynamic rate shaping on MPEG-2 video streams for bandwidth saving on a faded satellite channel," *European Transactions on Telecommunications*, vol. 11, pp. 363–372, 2000. [Online]. Available: <http://citeseerx.ist.psu.edu/viewdoc/summary?doi=?doi=10.1.1.23.6403>
- [109] Wikipedia, "Leaky bucket," 2011, [Online; accessed 23-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Leaky_bucket
- [110] N. Yamanaka, Y. Sato, and K. Sato, "Performance limitation of the leaky bucket algorithm for ATM networks," *IEEE Transactions on Communications*, vol. 43, no. 8, pp. 2298 –2300, Aug. 1995.
- [111] M. Alam, M. Atiquzzaman, and M. Karim, "Efficient MPEG video traffic shaping for the next generation internet," in *Proceedings of Global Telecommunications Conference (GLOBECOM '99)*, vol. 1A, 1999, pp. 364 –368.
- [112] ——, "Effects of source traffic shaping on MPEG video transmission over next generation IP networks," in *Eight International Conference on Computer Communications and Networks*, 1999, pp. 514 –519.
- [113] H. B. Kazemian, "An intelligent video streaming technique in zigbee wireless," in *Proceedings of the 18th international conference on Fuzzy Systems*, ser. FUZZ-IEEE'09. Piscataway, NJ, USA: IEEE Press, 2009, pp. 121–126. [Online]. Available: <http://portal.acm.org/citation.cfm?id=1717561.1717583>
- [114] J. Klaue, B. Rathke, and A. Wolisz, "Evalvid - a framework for video transmission and quality evaluation," in *Proceedings of the 13th International Conference on Modelling Techniques and Tools for Computer Performance Evaluation*, 2003, pp. 255–272.
- [115] C. Bouras, V. Papapanagiotou, K. Stamos, and G. Zaoudis, "Efficient power management adaptation for video transmission over TFRC," in *Proceedings of 2010 Sixth Advanced International Conference on Telecommunications (AICT)*, May 2010, pp. 509 –514.
- [116] C. Bouras, A. Gkamas, and G. Kiourmourtzis, "Adaptive Smooth Simulcast Protocol (ASSP) for video applications: Description and performance evaluation," *Journal of Network and Systems Management*, pp. 1–35, 2010, 10.1007/s10922-010-9159-8. [Online]. Available: <http://dx.doi.org/10.1007/s10922-010-9159-8>

- [117] C. Bouras, G. Kioumourtzis, and A. Gkamas, “Performance evaluation of MPEG-4 video transmission with the Adaptive Smooth Multicast Protocol (ASMP),” in *Proceedings of 2010 IEEE Symposium on Computers and Communications (ISCC)*, Jun. 2010, pp. 540 –545.
- [118] C. Bouras, A. Gkamas, and G. Kioumourtzis, “Evaluation of single rate multicast congestion control schemes for MPEG-4 video transmission,” in *Proceedings of the 5th Euro-NGI conference on Next Generation Internet networks*, ser. NGI’09. Piscataway, NJ, USA: IEEE Press, 2009, pp. 32–39. [Online]. Available: <http://portal.acm.org/citation.cfm?id=1671421.1671426>
- [119] D. Miras, “On quality aware adaptation of internet video,” Ph.D. dissertation, Department of Computer Science, University College London, 2004.
- [120] A. C. Dalal and E. Perry, “A new architecture for measuring and assesing streaming media quality,” in *Workshop on Passive and Active Measurement (PAM 2003)*, La Jolla, California, 2003.
- [121] Wikipedia, “Video quality,” 2010, [Online; accessed 31-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Video_quality
- [122] H. Koumaras, A. Kourtis, D. Martakos, and J. Lauterjung, “Quantified PQoS assessment based on fast estimation of the spatial and temporal activity level,” *Multimedia Tools and Applications*, vol. 34, pp. 355–374, 2007, 10.1007/s11042-007-0111-1. [Online]. Available: <http://dx.doi.org/10.1007/s11042-007-0111-1>
- [123] M. S. Koul, “Error Concealment and Performance Evaluation of H.264/AVC Video Streams in a Lossy Wireless Environment,” Dept. of Electrical Engineering, The University of Texas at Arlington, Tech. Rep., 2008.
- [124] Q. Huynh-Thu and M. Ghanbari, “Scope of validity of PSNR in image/video quality assessment,” *Electronics Letters*, vol. 44, no. 13, pp. 800 –801, 2008.
- [125] Wikipedia, “Peak signal-to-noise ratio,” 2011, [Online; accessed 23-Jan-2011]. [Online]. Available: http://en.wikipedia.org/wiki/Peak_signal-to-noise_ratio
- [126] WordIQ.com, “PSNR - definition,” 2011, [Online; accessed 23-Jan-2011]. [Online]. Available: <http://www.wordiq.com/definition/PSNR>
- [127] O. Ghazali, “Scaleable and smooth TCP-friendly receiver-based layered multicast protocol,” Ph.D. thesis, Universiti Utara Malaysia, 2008.
- [128] M. M. Kadhum, “Fast congestion notification mechanism for next generation routers,” Ph.D. thesis, Universiti Utara Malaysia, 2010.
- [129] S. Floyd and V. Paxson, “Difficulties in simulating the Internet,” *IEEE/ACM Transactions on Networking*, vol. 9, no. 4, pp. 392–403, 2001.

- [130] L. Qiu, Y. Zhang, and S. Keshav, “Understanding the performance of many TCP flows,” Tech. Rep., 2001. [Online]. Available: <http://www.cs.utexas.edu/~yzhang/papers/manytcp-comnet01.pdf>
- [131] P. Barford and L. Landweber, “Bench-style network research in an internet instance laboratory,” *SIGCOMM Comput. Commun. Rev.*, vol. 33, no. 3, pp. 21–26, Jul. 2003. [Online]. Available: <http://doi.acm.org/10.1145/956993.956997>
- [132] O. M. D. Al-Momani, “Dynamic redundancy forward error correction mechanism for the enhancement of Internet-based video streaming,” Ph.D. thesis, Universiti Utara Malaysia, 2010.
- [133] C. Williamson, “Internet traffic measurement,” *IEEE Internet Computing*, vol. 5, no. 6, pp. 70 –74, Dec. 2001.
- [134] D. Thomas, A. Joiner, W. Lin, M. Lowry, and T. Pressburger, “The unique aspects of simulation verification and validation,” in *Proceeding of 2010 IEEE Aerospace Conference*, Mar. 2010, pp. 1 –7.
- [135] O. B. Lynn, “A hybrid mechanism for SIP over IPv6 macromobility and micromobility management protocols,” Ph.D. thesis, Universiti Utara Malaysia, 2008.
- [136] P. Hurtig, “Fast retransmit inhibitions for TCP,” Master’s thesis, Department of Computer Science, Karlstad University, 2006.
- [137] M. A. Law and K. W. David, *Simulation Modeling and Analysis*, 3rd ed. McGraw-Hill, Inc., 2000.
- [138] R. F. Sari, “Performance evaluation of active network-based unicast and multicast protocols,” Ph.D. thesis, University of Leeds, UK, 2004.
- [139] S. Keshav, “Congestion control in computer networks,” Ph.D. dissertation, University of California, 1991.
- [140] L. Breslau, D. Estrin, K. Fall, S. Floyd, J. Heidemann, A. Helmy, P. Huang, S. McNamee, K. Varadhan, Y. Xu, and H. Yu, “Advances in network simulation,” *Computer*, vol. 33, no. 5, pp. 59–67, May 2000. [Online]. Available: <http://portal.acm.org/citation.cfm?id=621475>
- [141] S. Bajaj, L. Breslau, D. Estrin, K. Fall, S. Floyd, P. Haldar, M. Handley, A. Helmy, J. Heidemann, P. Huang, S. Kumar, S. McNamee, R. Rejaie, P. Sharma, K. Varadhan, Y. Xu, and a. Z. Haobo Yu, “Improving simulation for network research,” USC Computer Science Department, Tech. Rep. Technical Report 99-702, 1999.
- [142] W. D. Kelton, R. P. Sadowski, and D. T. Sturrock, *Simulation with Arena*. McGraw-Hill, 2004.

- [143] J.-J. P. Damien Magoni, “Influence of network topology on protocol simulation,” in *ICN’01 - International Conference on Networking*, ser. Lecture Notes in Computer Science, vol. 2093, Colmar, France, 2001, pp. 762–770.
- [144] K. Pawlikowski, H. J. Jeong, and J. R. Lee, “On credibility of simulation studies of telecommunication network,” *IEEE Communications Magazine*, vol. 40, no. 1, pp. 132–139, 2002.
- [145] M. S. Lane, A. H. Mansour, and J. L. Harpell, “Operations research techniques: A longitudinal update 1973-1988,” *Interfaces*, vol. 23, pp. 63–68, 1993.
- [146] S. Floyd and E. Kohler, “Internet research needs better models,” *SIGCOMM Comput. Commun. Rev.*, vol. 33, no. 1, pp. 29–34, Jan. 2003. [Online]. Available: <http://doi.acm.org/10.1145/774763.774767>
- [147] C. Cairano-Gilfedder and R. Clegg, “A decade of Internet research advances in models and practices,” *BT Technology Journal*, vol. 23, no. 4, pp. 115–128, Oct. 2005. [Online]. Available: <http://dx.doi.org/10.1007/s10550-006-0013-1>
- [148] X. Chen and F. Lu, “An improved frame layer rate control algorithm for H.264,” *Communications in Computer and Information Science*, vol. 135, pp. 417–421, 2011.
- [149] R. Lu, J.-W. Lin, and T.-D. Chiueh, “Cross-layer optimization for wireless streaming via adaptive MIMO OFDM,” in *Proceedings of 2010 IEEE International Symposium on Circuits and Systems (ISCAS)*, Jun. 2010, pp. 2255 –2258.
- [150] M. Tiwari, T. Groves, and P. Cosman, “Competitive equilibrium bitrate allocation for multiple video streams,” *IEEE Transactions on Image Processing*, vol. 19, no. 4, pp. 1009 –1021, Apr. 2010.
- [151] H. Mansour, P. Nasiopoulos, and V. Krishnamurthy, “Rate and distortion modeling of CGS coded scalable video content,” *IEEE Transactions on Multimedia*, vol. PP, no. 99, p. 1, 2010.
- [152] Z. Cui and X. Zhu, “A low complexity MB layer rate control algorithm based on motion similarity for H.264,” in *2010 International Conference on Wireless Communications and Signal Processing (WCSP)*, Oct. 2010, pp. 1 –4.
- [153] L. Tian, Y. Sun, Y. Zhou, and X. Xu, “Analysis of quadratic R-D model in H.264/AVC video coding,” in *2010 17th IEEE International Conference on Image Processing (ICIP)*, Sep. 2010, pp. 2853 –2856.
- [154] H. Li, S. Xiao, C. Wu, and Y. Feng, “A pixel-level rate control algorithm for the optimal prediction residual,” in *2010 Sixth International Conference on Intelligent Information Hiding and Multimedia Signal Processing (IIH-MSP)*, Oct. 2010, pp. 603 –606.

- [155] J. Koo and K. Chung, “MARC: Adaptive rate control scheme for improving the QoE of streaming services in mobile broadband networks,” in *2010 International Symposium on Communications and Information Technologies (ISCIT)*, Oct. 2010, pp. 105–110.
- [156] M. Hrarti, H. Saadane, M.-C. Larabi, A. Tamtaoui, and D. Aboutajdine, “A New approach of Rate-Quantization modeling for Intra and Inter frames in H.264 rate control,” in *2009 IEEE International Conference on Signal and Image Processing Applications (ICSIPA)*, Nov. 2009, pp. 474–479.
- [157] Y. Chen, “An intra-rate estimation method for H.264 rate control,” in *2nd International Congress on Image and Signal Processing (CISP '09)*, 2009, pp. 1–3.
- [158] M.-J. Kim and M.-C. Hong, “Adaptive real-time rate control for H.264,” in *Proceeding of 15th Asia-Pacific Conference on Communications (APCC 2009)*, Oct. 2009, pp. 265–268.
- [159] S.-H. Kim, S. Kim, and J.-W. Suh, “An efficient rate control with adaptive quantization parameter decision and header bits length estimation,” in *Digest of Technical Papers International Conference on Consumer Electronics (ICCE '09)*, Jan. 2009, pp. 1–2.
- [160] J. Yang, Q. Zhao, and L. Zhang, “The study of frame complexity prediction and rate control in H.264 encoder,” in *Proceeding of International Conference on Image Analysis and Signal Processing (IASP 2009)*, Apr. 2009, pp. 187–191.
- [161] H. Seferoglu and A. Markopoulou, “Distributed rate control for video streaming over wireless networks with intersession network coding,” in *17th International Packet Video Workshop (PV 2009)*, May 2009, pp. 1–10.
- [162] S. Puangpranonpitag, “Design and performance evaluation of multicast congestion control for the Internet,” Ph.D. thesis, University of Leeds, UK, 2003.
- [163] W.-K. Liao and Y.-H. Lai, “Type-aware error control for robust interactive video services over time-varying wireless channels,” *IEEE Transactions on Mobile Computing*, vol. 10, no. 1, pp. 136–145, Jan. 2011.
- [164] R. Raghavendra and E. M. Belding, “Characterizing high-bandwidth real-time video traffic in residential broadband networks,” in *2010 Proceedings of the 8th International Symposium on Modeling and Optimization in Mobile, Ad Hoc and Wireless Networks (WiOpt)*, Jun. 2010, pp. 597–602.
- [165] M. Pantoja and N. Ling, “A two-level rate control approach for video transcoding,” in *Proceedings of the 16th IEEE international conference on Image processing*, ser. ICIP'09. Piscataway, NJ, USA: IEEE Press, 2009, pp. 3657–3660. [Online]. Available: <http://portal.acm.org/citation.cfm?id=1819298.1819748>

- [166] M. Tun, K. K. Loo, and J. Cosmas, “Rate control algorithm based on quality factor optimization for Dirac video codec,” *Image Commun.*, vol. 23, pp. 649–664, Oct. 2008. [Online]. Available: <http://portal.acm.org/citation.cfm?id=1453270.1453642>
- [167] O. A. Lotfallah, M. Reisslein, and S. Panchanathan, “A framework for advanced video traces: evaluating visual quality for video transmission over lossy networks,” *EURASIP J. Appl. Signal Process.*, pp. 263–263, Jan. 2006. [Online]. Available: <http://dx.doi.org/10.1155/ASP/2006/42083>
- [168] A. Lie. (2011, Jan.) Evalvid-RA. [Online; accessed 29-Jan-2011]. [Online]. Available: <http://www.item.ntnu.no/arnelie/Evalvid-RA.htm>
- [169] M. Reisslein, L. Karam, and P. Seeling, “H.264/AVC and SVC video trace library: A quick reference guide,” National Science Foundation, Tech. Rep., 2009.
- [170] A. Al Tamimi, R. Jain, and C. So-In, “Modeling and prediction of high definition video traffic: A real-world case study,” in *Proceeding of 2010 Second International Conferences on Advances in Multimedia (MMEDIA)*, Jun. 2010, pp. 168 –173.
- [171] R. Zhang, R. Ruby, J. Pan, L. Cai, and X. Shen, “A hybrid reservation/contention-based MAC for video streaming over wireless networks,” *IEEE Journal on Selected Areas in Communications*, vol. 28, no. 3, pp. 389 –398, Apr. 2010.
- [172] J. Widmer, “Equation-based congestion control for unicast and multicast data streams,” Ph.D. thesis, University of Mannheim, 2003.
- [173] ———, “Equation-based congestion control,” Master thesis, University of Mannheim, 2000.
- [174] I. Bajic and X. Ma, “A testbed and methodology for comparing live video frame rate control methods,” *IEEE Signal Processing Letters*, vol. 18, no. 1, pp. 31 –34, Jan. 2011.
- [175] A. S. M. Arif, S. Hassan, O. Ghazali, and S. A. Nor, “The relationship of TFRC congestion control to video rate control optimization,” *Proceeding of International Conference on Network Applications, Protocols and Services*, pp. 31–36, 2010.
- [176] X. Lisong and H. Josh, “Media streaming via TFRC: An analytical study of the impact of TFRC on user-perceived media quality,” *The International Journal of Computer and Telecommunications Networking*, vol. 51, no. 17, pp. 4744–4764, 2007.

- [177] M. Chen and A. Zakhor, “Multiple TFRC connections based rate control for wireless networks,” *IEEE Transactions on Multimedia*, vol. 8, no. 5, pp. 1045 –1062, 2006.
- [178] ——, “AIO-TFRC: a light-weight rate control scheme for streaming over wireless,” in *2005 International Conference on Wireless Networks, Communications and Mobile Computing*, vol. 2, Jun. 2005, pp. 1124 – 1129 vol.2.
- [179] A. Chodorek, “Streaming video with TFRC- simulation approach,” in *Joint IST Workshop on Mobile Future, 2004 and the Symposium on Trends in Communications (SympoTIC '04)*, Oct. 2004, pp. 187 – 190.
- [180] O. Heckmann, M. Piringer, J. Schmitt, and R. Steinmetz, “On realistic network topologies for simulation,” in *Proceedings of the ACM SIGCOMM workshop on Models, methods and tools for reproducible network research*, ser. MoMeTools '03. New York, NY, USA: ACM, 2003, pp. 28–32. [Online]. Available: <http://doi.acm.org/10.1145/944773.944779>
- [181] H. Venkataraman, P. Kalyampudi, and G.-M. Muntean, “Cashew: Cluster-based adaptive scheme for multimedia delivery in heterogeneous wireless networks,” *Wireless Personal Communications*, pp. 1–20, 2010. [Online]. Available: <http://dx.doi.org/10.1007/s11277-010-0067-8>
- [182] P. Papadimitriou, V. Tsaoussidis, and L. Mamatas, “A receiver-centric rate control scheme for layered video streams in the Internet,” *J. Syst. Softw.*, vol. 81, pp. 2396–2412, Dec 2008. [Online]. Available: <http://portal.acm.org/citation.cfm?id=1454787.1454993>
- [183] P. Papadimitriou and V. Tsaoussidis, “SSVP: A congestion control scheme for real-time video streaming,” *Computer Networks*, vol. 51, no. 15, pp. 4377 – 4395, 2007. [Online]. Available: <http://www.sciencedirect.com/science/article/B6VRG-4P2YWY9-1/2/a5d0e0acc57a43f22d9a4c221d303ae8>
- [184] ——, “A rate control scheme for adaptive video streaming over the Internet,” in *Proceeding of IEEE International Conference on Communications (ICC '07)*, 2007, pp. 616 –621.
- [185] T. de Souza-Daw, N. K. Chilamkurti, and B. Soh, “An integration of H.264 based Error Concealment technique and the SPLIT layer protocol,” *Proceeding of International Conference on Mobile Communications and Learning Technologies, Conference on Networking, Conference on Systems*, 2006.
- [186] P. Koshy and S. V. Raghavan, “Quality adaptation for FGS MPEG-4 video streaming over internet,” in *Proceedings of the 15th international conference on Computer communication*, ser. ICCC '02. Washington, DC, USA:

- International Council for Computer Communication, 2002, pp. 654–663. [Online]. Available: <http://portal.acm.org/citation.cfm?id=838138.838194>
- [187] S. Boyden, A. Mahanti, and C. Williamson, “Characterizing the behaviour of RealVideo streams,” in *SCS Symposium on Performance Evaluation of Computer and Telecommunication Systems (SPECTS)*, vol. 37, Philadelphia, PA, USA, 2005.
 - [188] J. Byers, M. Handley, G. Horn, M. Luby, and L. Vicisano, “More thoughts on reference simulations for reliable multicast congestion control schemes,” Tech. Rep., 2000. [Online]. Available: <http://www.cs.bu.edu/fac/byers/pubs/mrefsims.ps>
 - [189] M. Anirban, L. E. Derek, and K. V. Mary, “Improving multirate congestion control using a TCP Vegas throughput model,” *Comput. Netw. ISDN Syst.*, vol. 48, no. 2, pp. 113–136, 2005.
 - [190] IEEE Standards Board, “IEEE Recommended Practice for Distributed Interactive Simulation 2013; Verification, Validation, and Accreditation,” *IEEE Std 1278.4-1997 (Reaff 2010)*, pp. 1 –78, Jan. 2010.
 - [191] J. Banks, *Handbook of Simulation: Principles, Methodology, Advances, Applications, and Practice*. Wiley-Interscience, 1998.
 - [192] S.-P. Chuah, Z. Chen, and Y.-P. Tan, “Channel access allocation for scalable video transmission over contention-based wireless networks,” *IEEE Signal Processing Letters*, vol. 18, no. 1, pp. 15 –18, Jan. 2011.
 - [193] F. Bellard, “FFmpeg project,” 2011, [Online; accessed 18-Feb-2011]. [Online]. Available: <http://www.ffmpeg.org/index.html>
 - [194] S. Milani, “Fast H.264/AVC FReExt intra coding using belief propagation,” *IEEE Transactions on Image Processing*, vol. 20, no. 1, pp. 121 –131, Jan. 2011.