Part 6: Conclusions

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Conclusions
● a complex problem at the edge of several areas
  ○ video coding
    scalability, FGS, MDC, error resilient coding
  ○ networking
    control protocols (RTSP…), multicast routing and group services, QoS management, congestion control
  ○ but also coding theory
    FEC, partial reliability, UEP

● no single magic solution
  ○ but an intelligent use of several complementary techniques

Conclusions… (cont’)
● there are practical limitations
  ○ e.g. the number of enhancement layers with scalable video is limited
  ○ never forget it when doing simulations!
  ○ increasing the flexibility offered by video coding (e.g. FGS) has a cost
    ○ reduced efficiency
    ○ higher encoding/decoding cost
    ○ find a balance

● good open source tools available
  ○ makes experiments possible
  ○ but they offer more than that…
    ○ use it!

Thanks for your patience!