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

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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!