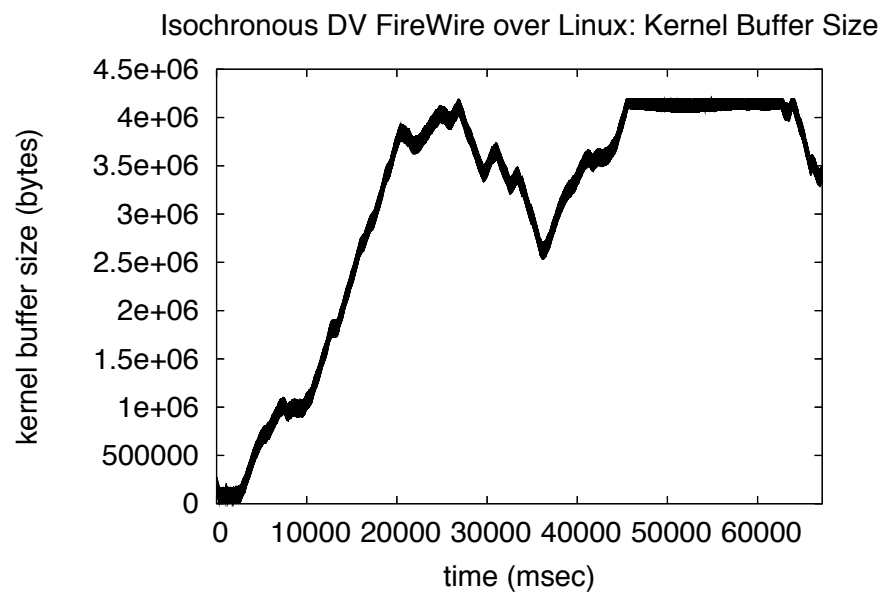


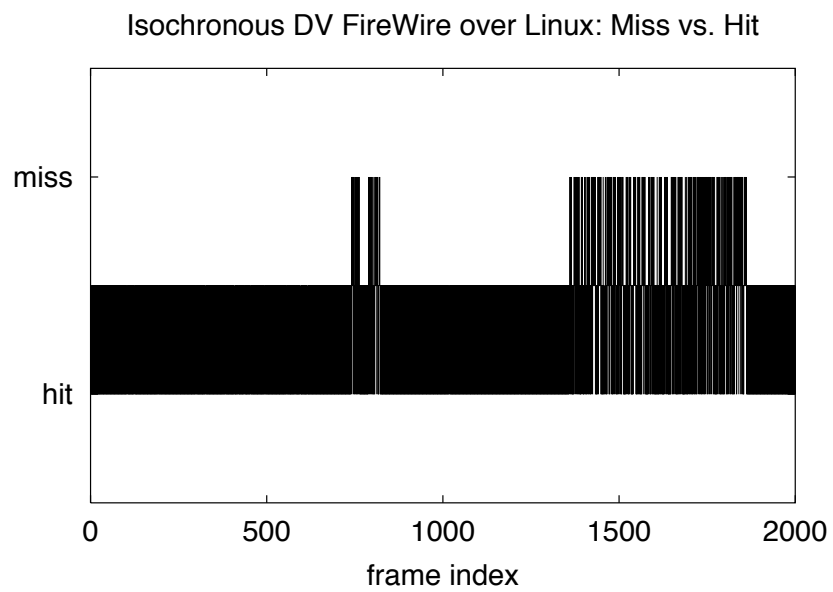
Real-time video streaming performance: DMA (Linux)

→ kernel buffer queueing dynamics



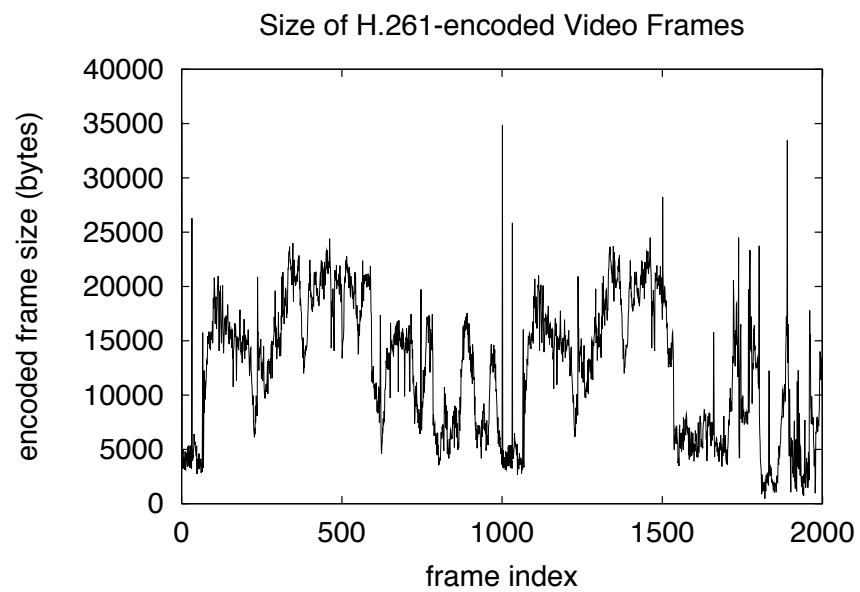
User-perceived quality: hit-miss rate

→ even on sender-side



Causality: why?

→ variable rate video compression



What about Windows?

→ same set-up (hardware, application, workload)

→ much worse

