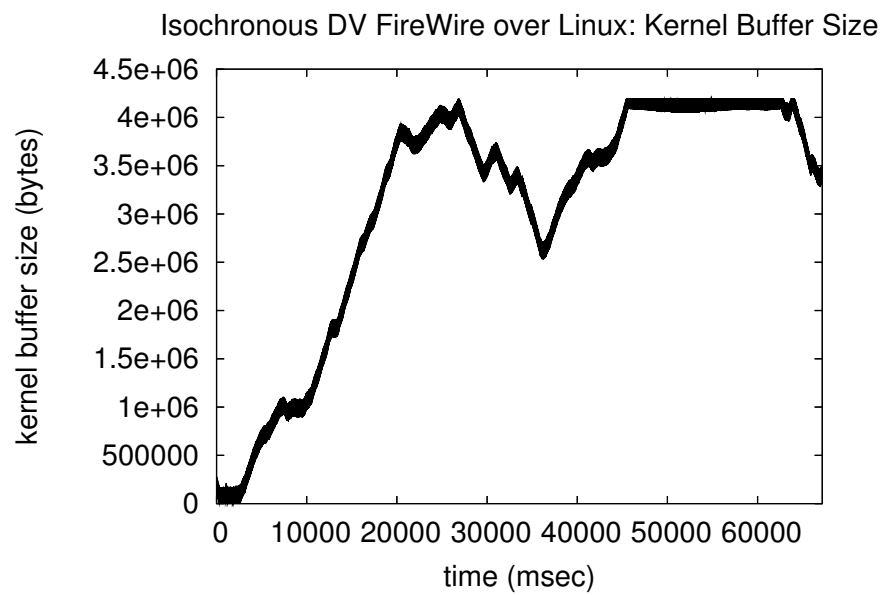


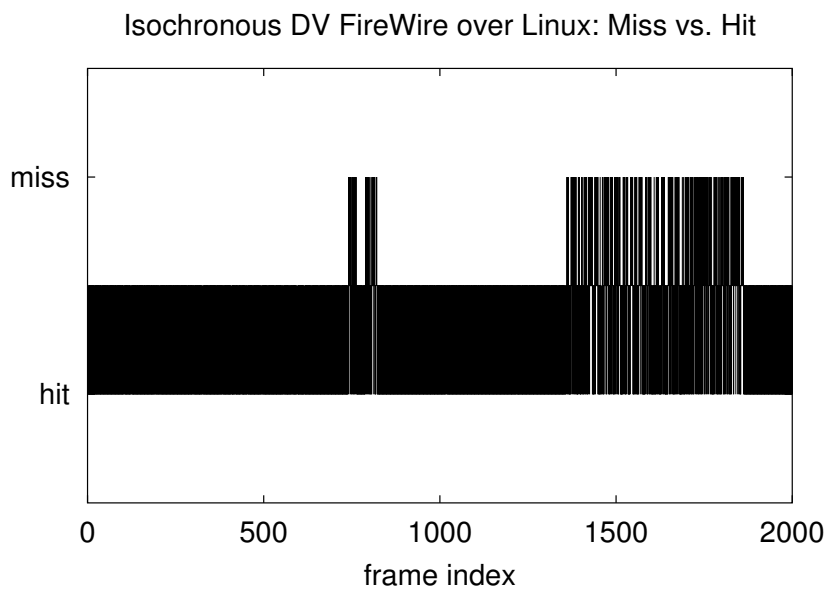
## Real-time video streaming performance: DMA (Linux)

→ kernel buffer queueing dynamics



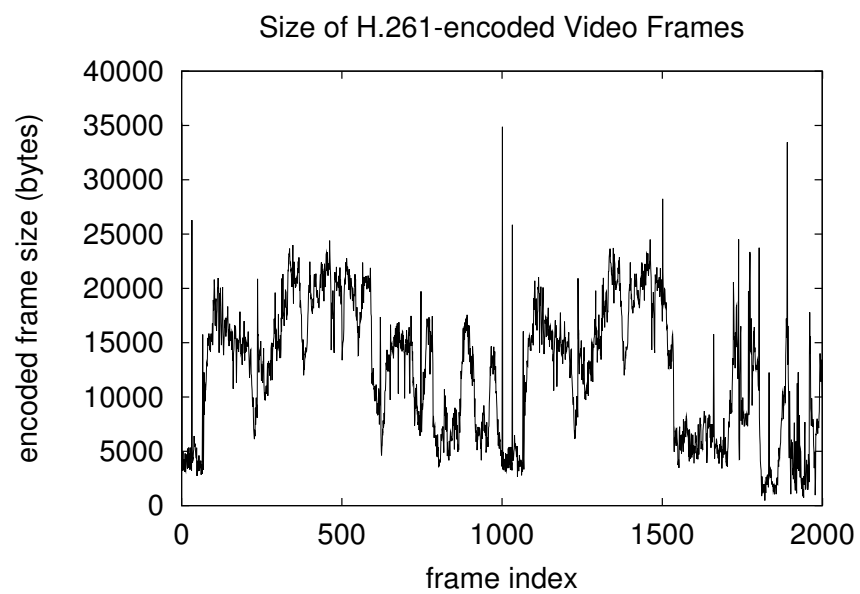
User-perceived quality: hit-miss rate

→ even on sender-side



Causality: why?

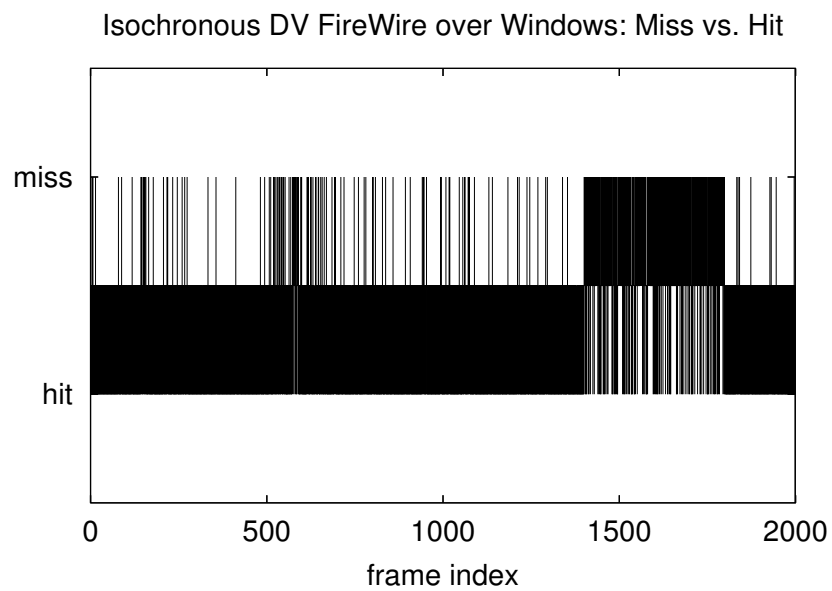
→ variable rate video compression



What about Windows XP?

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

→ much worse



Achieved frame rate: Windows XP desktop videoconferencing apps

→ AOL, MSN, Skype, Yahoo

