Real-time video streaming performance: DMA (Linux)
⇒ kernel buffer queueing dynamics
User-perceived quality: hit-miss rate

→ even on sender-side
Causality: why?

\[ \rightarrow \text{variable rate video compression} \]
What about Windows XP?

→ same set-up (hardware, application, workload
→ much worse
Achieved frame rate: Windows XP desktop videoconferencing apps

→ AOL, MSN, Skype, Yahoo
Inherent speed mismatch problem: lost cause?

--> multithreading: Linux
Resultant hit-miss

\[ \text{Multithreaded OhPhone over Linux: Miss vs. Hit} \]

\[ \text{hit} \]

\[ \text{miss} \]

\[ \text{frame index} \]

\[ 0 \quad 500 \quad 1000 \quad 1500 \quad 2000 \]

\[ \rightarrow \quad \text{also works for Windows} \]

\[ \rightarrow \quad \text{does faster CPU solve the problem?} \]