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

Comparison of Instantaneous Frame Rate