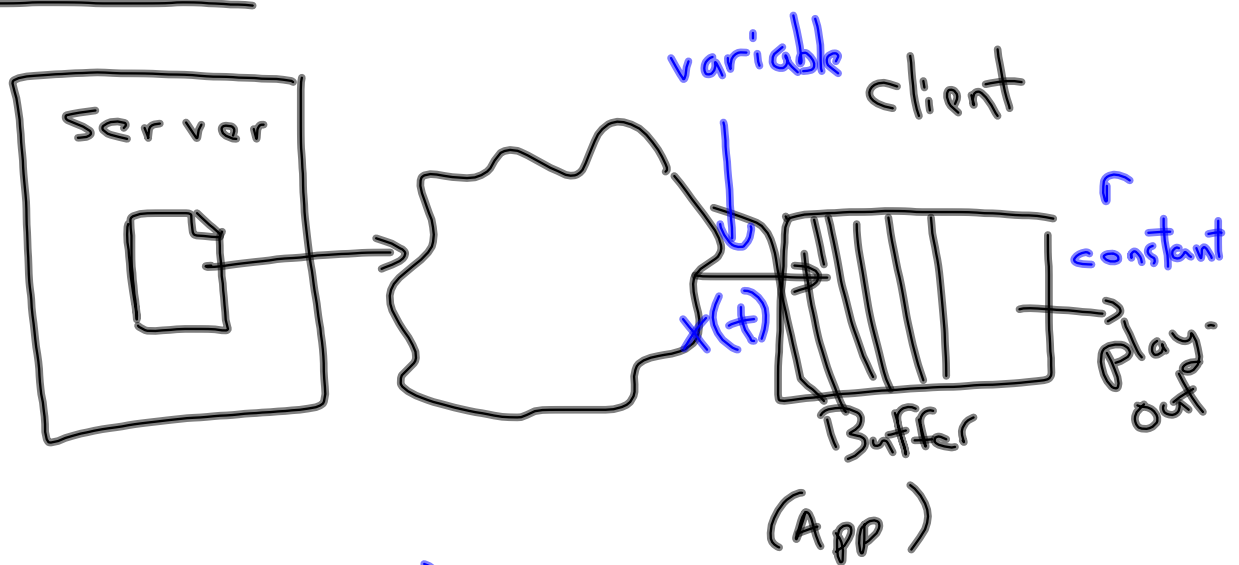


# Video



$$r = x(t)$$

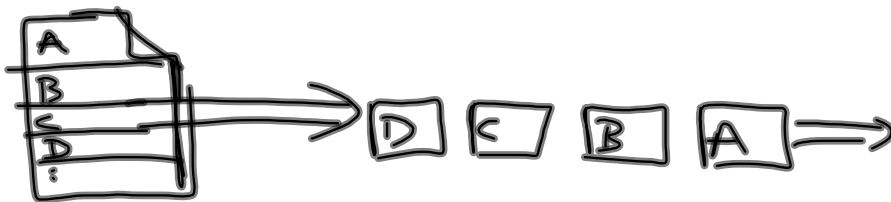
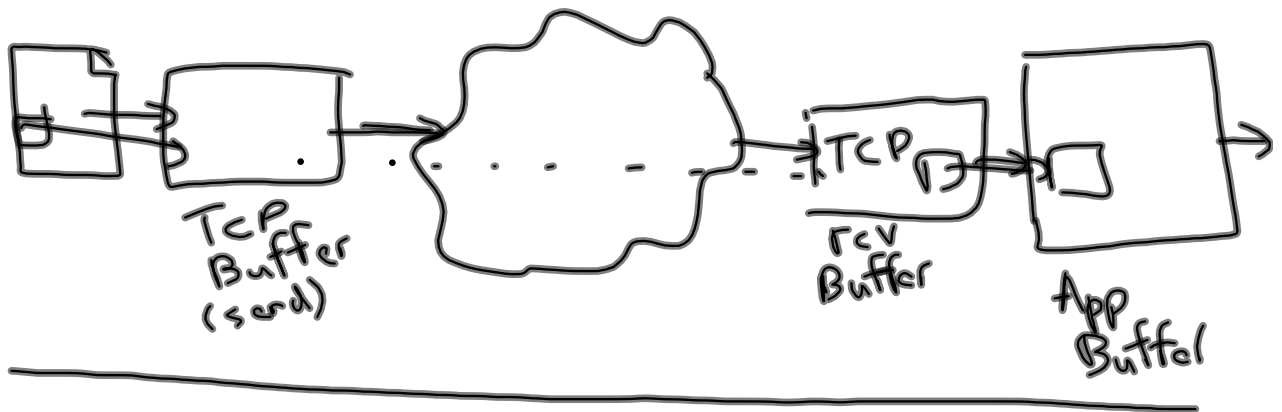
$r < x(t)$  : buffer overflow

$r > x(t)$  : buffer starvation

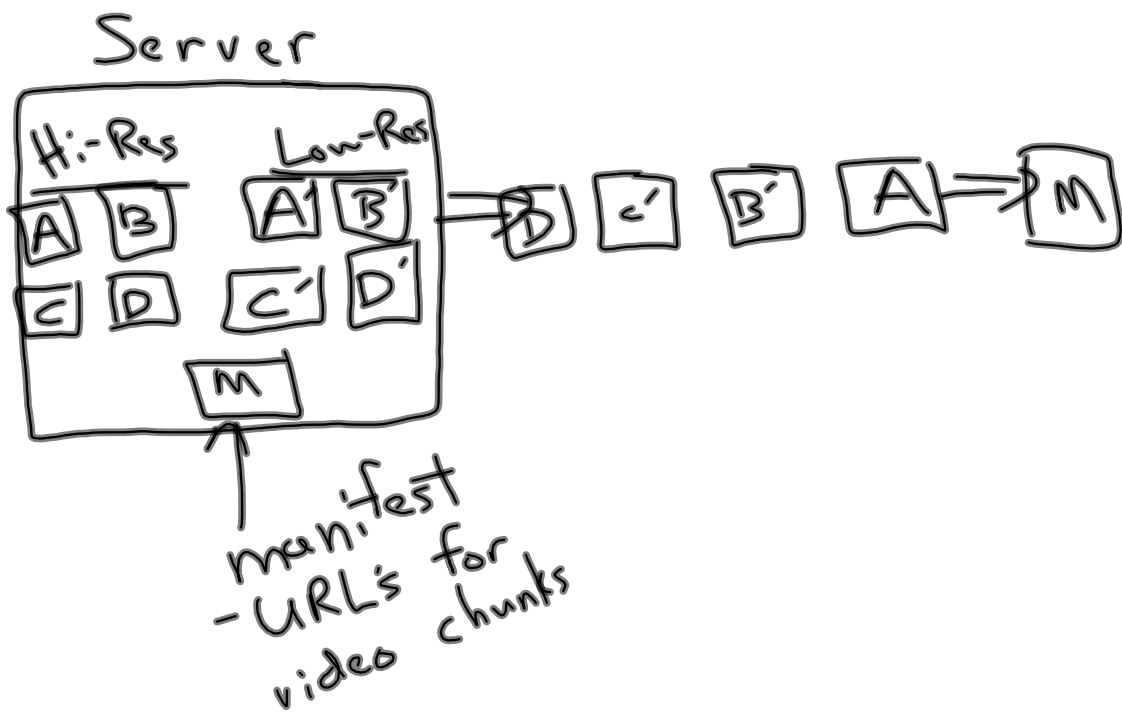
UDP  
good  
- fast  
- just sends

bad :-  
loss - app deals w/ it  
cause congestion  
demux.

HTTP - TCP - in order, reliable



# Dynamic Adaptive Streaming over HTTP (DASH)



# Content Distribution Networks

~~X~~ - big server

- single point of failure
- doesn't scale

- distribution net

- put servers on others' networks. (Akamai)

- servers on own network

put locations near  
access networks

