ENTERPRISE STREAMING: DIFFERENT CHALLENGES FROM INTERNET STREAMING (ThuPmSS1)

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Abstract:
Media streaming over the best-effort public Internet has been a focus of research for over a decade. Enterprise or corporate streaming is another area of media streaming which is practically very important and is afflicted by a different set of challenges and directions for potential solutions. For example, in typical enterprise streaming scenarios, a single entity has control over most elements of the system, including the end-points and the infrastructure, and the entity has the powerful ability to monitor, adapt, and deploy new infrastructure as necessary. However, the quality and reliability requirements for enterprise streaming are much stricter than for typical Internet streaming. The goal of this paper is to describe enterprise streaming and identify the basic differences between typical Internet streaming and enterprise streaming and how these differences alter the challenges that must be overcome for enterprise streaming to be successful.

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**Abstract:**
Specifically, we examine enterprise streaming media content delivery network design and operation, video conferencing, peer-to-peer networking (P2P), voice over IP (VoIP), and briefly touch upon wireless and security issues.