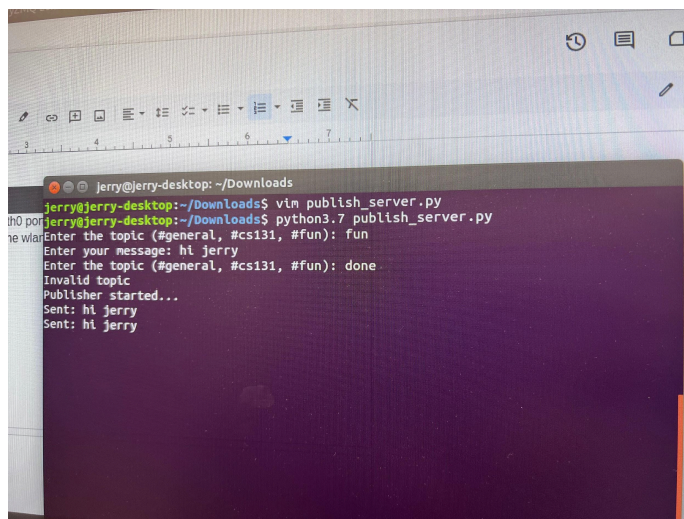**Part 1**

Q1. The server is local because its being hosted locally on the edge device and not on the cloud. There are not an external networks being used and only the machines network. The difference between local and remote is that local runs with other networks/servers and only uses the devices own network, while a remote connection means other devices can connect to the network.

Q2. Because it loops back to the local machine allowing the device to communicate with itself without needed an external network.
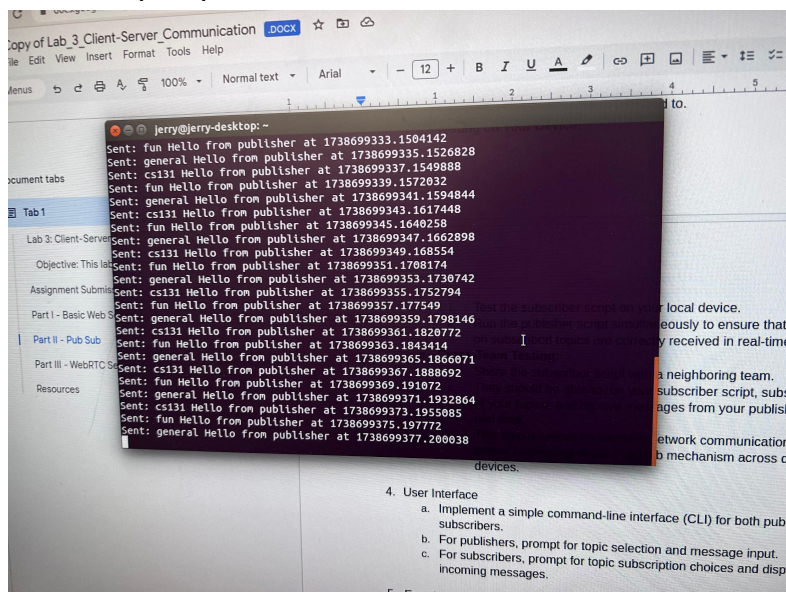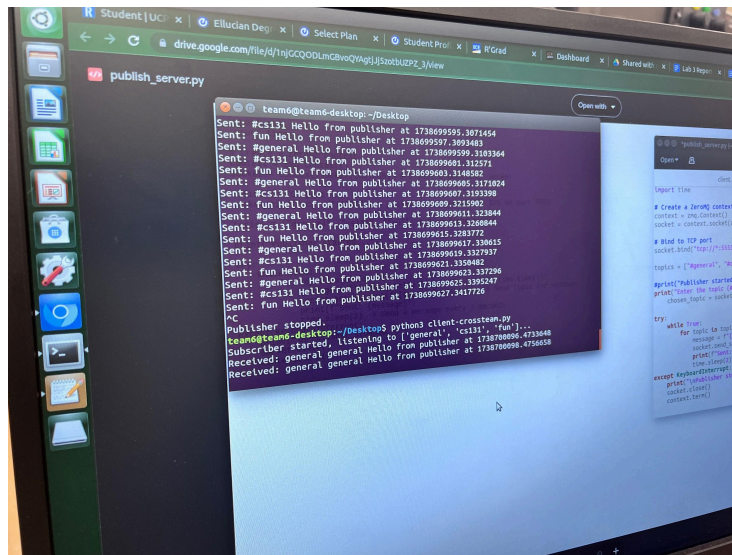
Part 2
Publisher (Nano)

Receiver (Mac)

Other group

Part 3

Q3.1: What does bitrate represent in terms of video-streaming? How is it relevant here?

2.422 mbps is the bit rate. It represents the amount of data being streamed to my device from the host device. It's relevant here as it represents how stable or how much information is being transmitted per second.


```
Stream /output   (flags: video send multi-client)   (peers: 0)

detectnet csi://0 webrtc://@:8554/output

# inbound-rtp
bitrate:          2.422 mbps
bytesReceived:    9892097
packetsReceived:  7383
packetsLost:      84
framesReceived:   189
framesDropped:    0
frameWidth:       1280
frameHeight:      720
framesPerSecond:  10
keyFramesDecoded: 14
jitter:           0.029
```
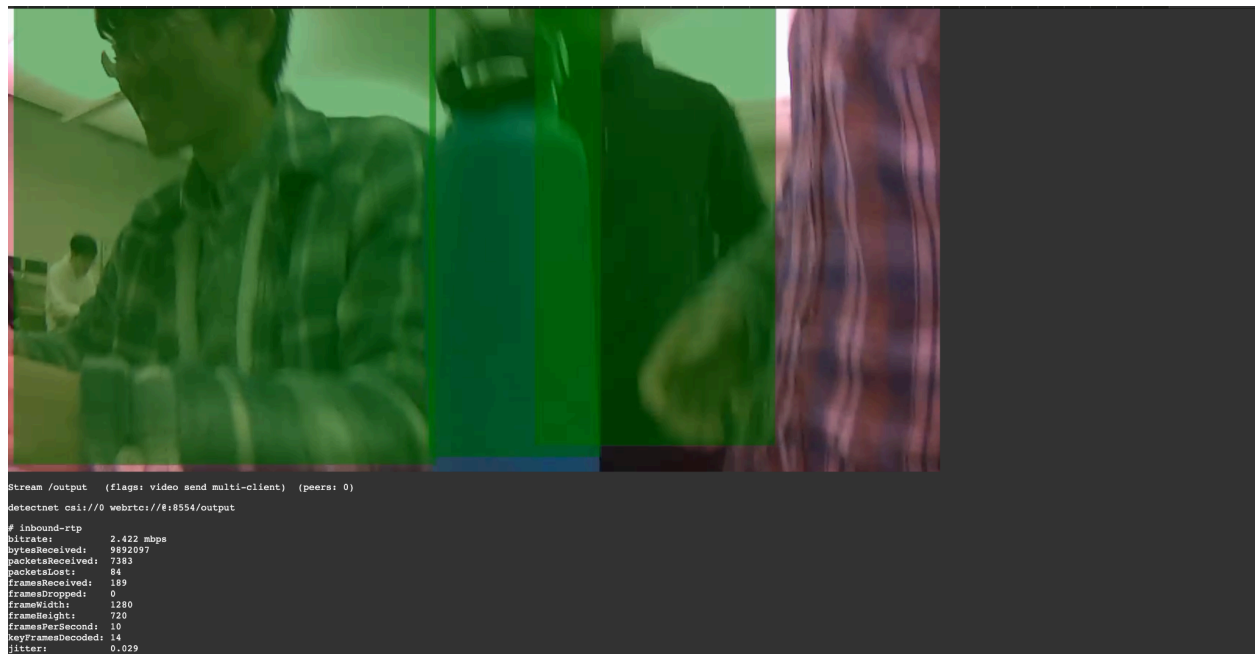
Q3.2: How many packets were received and dropped? What does this statistic represent?

84 packets were dropped at this frame and 189 packets were received. This represents how much data was missed or failed to transmit to the destination.

Q3.3: Were you able to receive a stable framerate of 30 fps? Describe any possible latency that could affect this parameter.

No we did not. Mostlikely because of the high packet loss and unstable connection, a consistent 30 fps could not be received from the host on the destination device.