Video Streaming in Vehicular Networks

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1 Resume

~~We will go study the streaming the video~~ for vehicular networks in the context of ~~the~~ Smart Cities. Here we want to analyze and improve the main factors of the quality of service and experience for it. For such, we will study the configurations and the mechanisms of ~~the~~ vehicular Networks with the FOG computing and match with the streaming of videos.

2 Introduction

We will approach here two current topics on the development of new telecommunication technologies. One of them is present on our daily routine for about ten years [1].
The video streaming, popularized ~~these~~ with the growing ~~popularization~~ of the social medias, big part of ~~that~~ due to ~~of~~ Youtube [2], ~~actually~~ we have other services like Netflix, that let users watch videos without keeping the data from videos on their devices, and still watch in a piratical way their movies, series and other content.
Nowadays we have another kind of media, the live video streaming [3]. This kind of service let a user share his content and other people watch it live, like the same thing that we have on televisions today, but with the whole communication among content producer and their consumers within the Internet.
The second point, more recently and tendentious, are the vehicular networks, maybe the biggest promise of Smart Cities [4], a theme that has acquired attention in the scientific field and we want to explore. It consist in the communication among cars, in a certain way, in real time, in a manner they could exchange information that would be sustained by a specifics clouds.
With this form of exchange of information among cars and cloud servers the communication shall be quicker, cheaper and more efficient. This concept exist for us how QoS and involve a series of concepts that will be look after.
Our focus here will be study a way to improve the QoE of this services, which refers a quality of experience of the users, and QoS of the transmission of this live streaming in a vehicular networks. Our motivation becomes from the growing usage of this kind of live platform [7, 8] and the notorious interest by general users to watch your videos, movies and series in everywhere, this way, our interest is to improve this experience for them.

3 References

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