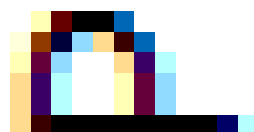
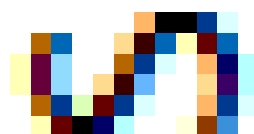
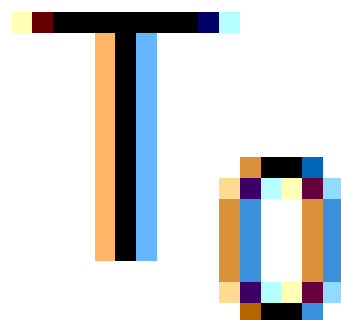
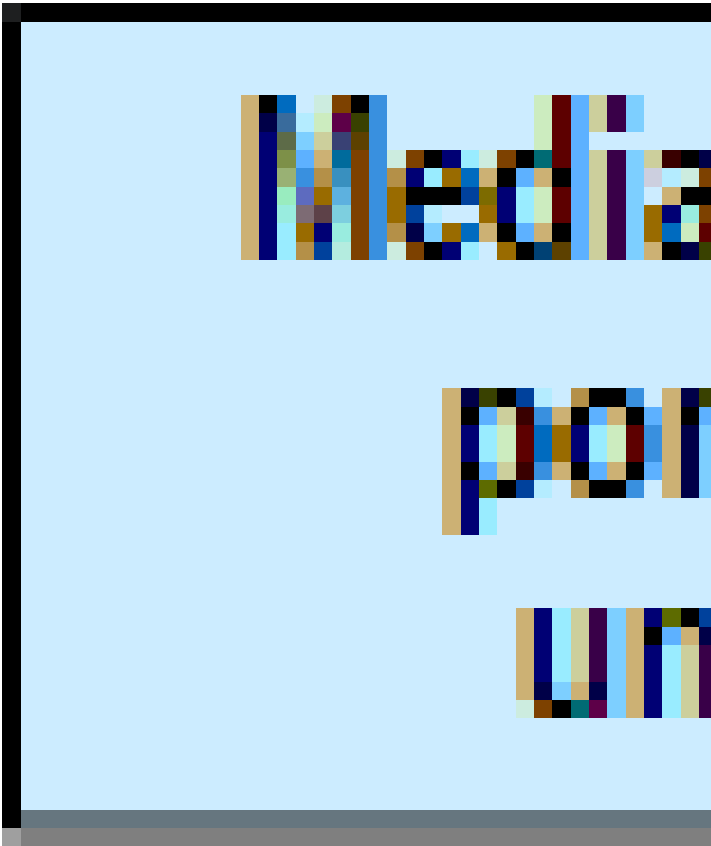


*Quality Adaptation Controller*







# Hardware

$Bitrate_{max}Bitrate_{max}$



