

COMPUTER SCIENCE RESEARCH SEMINAR

Improving Bandwidth-Efficiency of 360-Degree Video Streaming: Two Approaches

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Friday, November 2nd at noon in room R15, Engineering Building

Abstract: 360-degree video streaming is a recent innovation where each video frame encodes the omnidirectional scene around the camera. Users can view 360-degree videos using head mounted display systems, allowing for an immersive experience of the stream's content. Despite its potential, 360-degree video streaming suffers from high bandwidth requirements, hindering large-scale adaption.

In this talk, I describe two sources of bandwidth inefficiency

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rectangle projection needed for encoding the 360-degree video. I next introduce two of our recent efforts to address such inefficiencies - ClusTi á Her research interests lie in

mobile and cloud computing, Internet measurement and content delivery, and distributed systems. More information can be found at: www.cs.binghamton.edu/~yaoliu/

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