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# Achieving Low Latency And High Packet Reception Ratio In Media Access Control Layer In Vanet

**achieving ultra-low latency in 5g millimeter wave cellular ...** - achieving ultra-low latency in 5g millimeter wave cellular networks russell ford, student member, ieee, menglei zhang, student member, ieee, marco mezzavilla, member, ieee, sourjya dutta, student member, ieee, sundeep rangan, fellow, ieee, michele zorzi, fellow, ieee abstract—the imt 2020 requirements of 20 gbps peak data

**achieving low-latency communication in future wireless ...** - achieving low-latency communication in future wireless networks: the 5g norma approach alessandro colazzo, riccardo ferrari, roberto lambiase azcom technology srl milan, italy {alessandrolazzo, riccardo.ferrari, robertombiase}@azcom abstract—the end-to-end network latency is generally

**transaction chains: achieving serializability with low ...** - transaction chains: achieving serializability with low latency in geo-distributed storage systems yang zhang, russell power, siyuan zhou, yair sovrán, marcos k. aguilerat, jinyang li new york university †microsoft research silicon valley 3 october 2013

**fix protocol: achieving low latency and content-based routing** - fix protocol: achieving low latency and content-based routing the financial information exchange (fix) protocol has become the language that global financial markets use to communicate trading information among buy- and sell-side firms and trading platforms. in trading, speed is a competitive advantage and delays can be costly.

**zygos: achieving low tail latency for microsecond-scale ...** - zygos: achieving low tail latency for microsecond-scale networked tasks george prekas \* epfl, switzerland marios kogias epfl, switzerland edouard bugnion epfl, switzerland abstract this paper focuses on the efficient scheduling on multicore systems of very fine-grain networked tasks, which are the typical building block of online data-intensive ...

**ending the anomaly: achieving low latency and airtime ...** - this aper is included in the roceedings o the 201 seni annual echnical onference useni at 17). july 2–14 01 anta lara a sa isbn 78--931971-38-6

**achieving low-latency communications in future wireless ...** - achieving low-latency communications in future wireless networks: the 5g norma approach alessandro colazzo azcom technology, milan, italy 2016/06/29 eucnc 2016. eucnc 2016 this work has been performed in the framework of h2020-ict- ... from exchanging large amount of data at low latencies.

**achieving low-latency streaming at scale - wowza** - achieving low-latency streaming at scale. introductions jamie sherry senior product manager, wowza media systems mike talvensaari vp, product & user experience, wowza media systems. founded in 2005, wowza offers a complete portfolio to power today's video streaming ecosystem from encoding to delivery. wowza provides

**focus: querying large video datasets with low latency and ...** - to support low-latency, low-cost queries on large video datasets. to address the above challenges and shortcomings, focus has the following goals: (a) provide low-cost indexing of multiple object classes in the video at ingest-time, (b) achieve high accuracy and low latency for queries, and (c) enable trade-offs between the cost at

**achieving low, consistent latency in market data ...** - achieving low latency market data distribution with solace, cisco and solarflare 4 context switching enables latency that is as consistent as it is low — just tens of microseconds even at very high rates and to the 99.9th percentile. •low complexity and tco: by supporting many messaging types and capabilities (reliable, guaranteed, persistent

**achieve low latency nfv with openstack\*** - achieve low latency nfv with openstack\* yunhong jiang yunhong.jiang@intel \*other names and brands may be claimed as the property of others.

**achieving low-latency communication with feedback: from ...** - achieving low-latency communication with feedback: from information theory to system design by tsung-yi chen doctor of philosophy in electrical engineering university of california, los angeles, 2013 professor richard d. wesel, chair focusing on the analysis and system design for single-user communication with noiseless feed-

**understanding video latency what is video latency and why ...** - achieving low latency, usually defined as less than 100 milliseconds (ms), is most important for operating remote devices, video conferencing, streaming live events, and computer vision. recording and streaming recorded events can tolerate higher latency. this article will explain how each piece of a video system contributes to latency, methods ...

**alternative backoff: achieving low latency and high ...** - alternative backoff: achieving low latency and high throughput with ecn and aqm naeem khademi \*, grenville armitage†, michael welzl , sebastian zander§ gorry fairhurst‡ and david ros¶ abstract—a number of recently proposed active queue man-

**alternative backoff: achieving low latency and high ...** - alternative backoff: achieving low latency and high throughput with ecn and aqm naeem khademi, michael welzl, grenville armitagey, chamil kulatungaz naeemk@ifi.uio, michawe@ifi.uio, garmitage@swin, chamil@erg.abdn

**white paper - intel** - low latency is a design goal for any system where there is real-time interaction with the video content, such as video conferencing or drone piloting. but the meaning of low latency can vary, and the methods for achieving low latency aren't always obvious. here we'll define and explain the basics of video latency, and discuss how one of the

**transaction chains: achieving serializability with low ...** - transaction chains: achieving serializability with low latency in geo-distributed storage systems yang zhang\*, russell power\*, siyuan zhou\*, yair sovrán\*, marcos k. aguilerat, jinyang li\* \*new york university †microsoft research silicon valley nyu cs technical report tr2013-961

**achieving consistent low latency with all-flash arrays** - achieving consistent low latency with all-flash arrays brian mckean netapp e-series flash architect santa clara, ca august 2015 1 .

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*two worlds for latency dedicated application hardware shared storage average latency*