

Preface

Multimedia Interactive Protocols and Systems (MIPS) is the brand new name of a workshop that was successfully held for the first time in 2002 in Coimbra, as the first joint edition of two well-established series of workshops: Interactive Distributed Multimedia Systems (IDMS) and Protocols for Multimedia Systems (PROMS). The area covered by Multimedia Interactive Protocols and Systems is indeed broad, since it includes technical and practical issues related to distributed multimedia technologies, applications and services, with emphasis on their deployment over next-generation networks.

The topics set for MIPS 2003 were: mobile and wireless multimedia systems; multimedia middleware and communication protocols; quality-of-service issues; resource management for multimedia services; active and programmable networking for multimedia applications; mobile agents for multimedia; multimedia distribution and transport; traffic engineering and service engineering; ubiquitous computing; networked audio-video devices; development tools for distributed multimedia applications; multimedia applications such as video-on-demand, digital video libraries, video games, virtual communities, teleworking, teleteaching, e-commerce, and virtual-reality simulations; performance of protocols and applications; content management; service access; security, authentication, privacy, watermarking; accounting and tariff policing for multimedia teleservices; and multimedia encoding and compression.

The Call for Papers attracted more than 130 submissions from Europe, Asia and the Americas, covering most of the proposed topics. With the help of a very dedicated Program Committee and of a number of associate reviewers, submissions were carefully evaluated, with an average of three reviewers for each paper. This evaluation process allowed us to select 34 high-quality papers that were organized into 11 single-track sessions; these papers presented in this volume, resulting in a diverse but still coherent series of presentations. The session topics were: wireless and multimedia; communication protocols; scheduling; caching; quality-of-service architectures; novel communication services and applications; middleware; infrastructures; IP telephony; and encoding. We feel that the selected papers will give an important and timely contribution to researchers and practitioners working in the area of distributed multimedia systems. The program was enriched by an opening presentation by Edward Knightly from Rice University, US, on “Multi-hop High-Speed Wireless: the Missing Link for Next Generation Interactive Applications,” where wire-less technologies were presented as a key factor in solving the problem of large-scale deployment of interactive applications.

Also this year the conference had an interesting tutorial program, based on two half-day presentations. The first tutorial, given by Laurent Mathy from Lancaster University, UK, was on “Group Communication Routing Services for Multimedia in the Internet.” The second tutorial, given by Vincent Roca and

Christoph Neumann, both from INRIA Rhône-Alpes, France, was a “Survey of Large Scale Multimedia Streaming Techniques for the Internet.” These topics are of great interest and we believe that the tutorials complemented each other perfectly and fitted in well with the technical program of the workshop.

This year MIPS was organized with the support of the E-NEXT research community, a Network of Excellence on Computer Networking that has just been launched in the framework of the IST Research Program of the European Union, and that includes more than 40 academic and research institutions. To be linked to such a large and prestigious research group represents for MIPS a great responsibility but also a wonderful opportunity for dissemination.

The start of a new conference series is always a difficult task. You have to be sure to deserve the interest of a hopefully large community of researchers and, to do so, the conference structure must be worthy of scientific and technical attention. In the case of Multimedia Interactive Protocols and Systems 2003 this task was noticeably lighter than to many contributions. Our warmest gratitude goes first of all to the authors who submitted their research results to our conference: limiting the selection to only a few of them was really a challenge. We want to acknowledge the support of the Steering Committee, and the hard and never sufficiently rewarded work done by the Program Committee and by the additional reviewers. A special thanks is due to the members of the Organizing Committee who helped us to arrange all issues related to the logistics and to the social part of the workshop. We hope that the attendees also appreciated their commitment.

Finally, we would like to thank all the organizations and companies that helped us by giving their support. In particular we would like to thank the CINI consortium for its continuous assistance in the organization, the Mayor of Naples for her patronage of the event, and the government of the Campania region for its financial support.

We believe that the preliminary work done for the 2003 edition of Multimedia Interactive Protocols and Systems brought about an interesting, up-to-date scientific program. We hope you appreciate it.

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Giorgio Ventre
Roberto Canonico

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MIPS 2003 is organized by CINI, Consorzio Interuniversitario Nazionale per l'Informatica, in cooperation with ACM/SIGMM and ACM/SIGCOMM.

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