

My pitch session

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LORIA

Research Topic / Problematic

- Real time applications

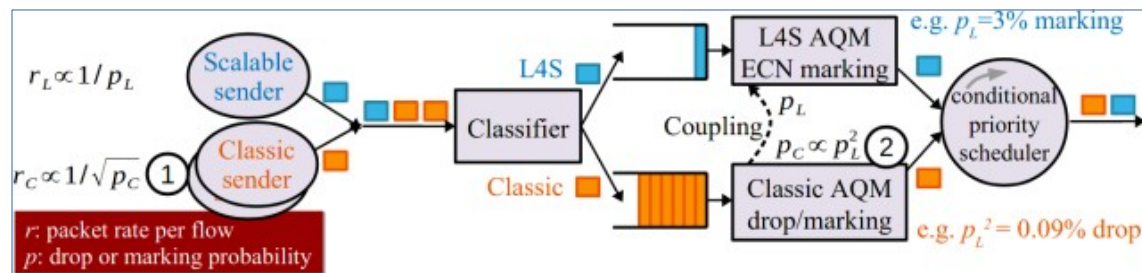
- Cloud Gaming (CG)
- Drone Piloting
- Etc.

- Sensitive to

- Delays
- Jitter (delay variation)
- Loss

- Prioritize in the network : L4S

Low Latency Low Loss Scalable Throughput

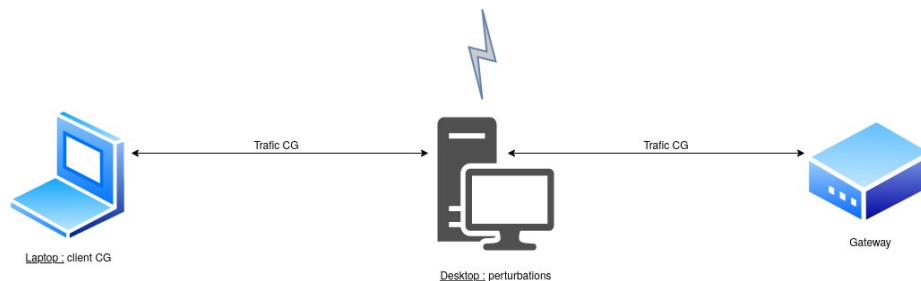


L4S : two queues, two priorities

Recognizing Cloud Gaming

- Data creation

- Wireshark (PCAP)
- *Cloud Gaming* with good / bad net. conditions
- *Visioconferencing, Video streaming, Live Video*
UDP



- Binary (Y/N) classification

- Different algorithms

- Dummy Classifier (*most frequent*)
- Thresholds (*on features*)
- Decision Trees
- Random Forest

- Training set :

1/2 NOT CG + CG normal conditions

- Testing set :

1/2 NOT CG + CG bad conditions