Preface

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Today there is a host of core technologies that promises to create new and exciting uses for computing. Linking computers and computer networks so people have easy access to information—regardless of differences in computer systems, time, and geography—is key. Chief among these core technologies is increasing the capacity of multimedia—video, voice, and data communications across networks. With better and faster connections, consumers can receive complex digital content from anywhere in the world.

Multimedia networks are the focus of this Q3'99 issue of the Intel Technology Journal which has four papers. The first paper takes the important step of providing a framework to dynamically modify the functionality of the network to accommodate the requirements of the new services developed. The second paper provides an overview of the existing real and non real-time services available to Internet users. For widespread deployment of these services, there are problems that need to be solved. These problems and their solutions are also described in this paper.

The third paper focuses on telephony services developed for H.323 multimedia telephony. The architectural model for these services is different from the traditional switch model. This paper highlights how these differences affect the way services are deployed, provisioned, and charged. The fourth and final paper discusses infrastructure issues that enable real-time communication. It solves the problem of packet loss on the Internet by providing an application layer mechanism to predict and prevent the loss of audio packets, thereby improving the overall audio performance.