ABSTRACT

SYSTEM AND METHOD FOR COMPRESSING STREAMING INTERACTIVE VIDEO

server center for hosting low-latency streaming interactive audio/video (A/V) includes a plurality of servers that run one or more applications and an inbound routing network that receives packet streams from users via a first network interface and routes the pac to one or more of the servers. The packet streams include user control input. One or more of the servers are operable to compute data responsive to the user control input. A compression unit is coupled to receive the A/V data from the one or more of the servers and output compressed A/V data therefrom. An output routing network that routes the compressed A/V data to each of the users over a corresponding communication channel via a second interface, the compression unit is operable to modify a compression rate responsive to current charactenstics of the corresponding communication channel for each user to optimize performance of the applications.

FIG. 2a