

ABSTRACT

The present invention provides methods and apparatus for streaming of real-time multimedia data object across a heterogeneous network was presented. The present invention also covers methods of allowing legacy network nodes such as routers and network switching elements to inter-operate with the apparatus implementing the inventive steps for a collaborative effort in streaming real-time multimedia content rather than relying on end devices. It also provides a means to provide graceful de-gradation of the multimedia objects presented at the end user in a public network where the bandwidth is hardly managed during heavy traffic. The invention provides the means for managing multimedia stream traffic at each of the network component along the logical path between end users. It also allows content producer with virtual lease line to stream data to end customers based on the client device profile and network resources without putting severe quality in the presentation of multimedia objects at the client's end.

REFERENCE

- [1] IETF RFC 791 "Internet Protocol DARPA Internet Program Protocol Specification", Sept., 1981.
- [2] IETF RFC 2460 "Internet Protocol, Ver. 6 Specification", Dec., 1998.
- [3] IETF RFC 2474 "Defination of the Differentiated Services Field in the Ipv4 and Ipv6 Headers", Dec., 1998.
- [4] IETF RFC 2475 "An Architecture for Differentiated Services", Dec 1998.
- [5] US Pat. 4,769,810 "Packet Switching System Arranged for Congestion Control Through Bandwidth Management"
- [6] US Pat. 4,769,811 "Packet Switching System Arranged for Congestion Control"

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