Abstract

Multimedia data are sensed by human. These types of data are delay intolerable but error tolerable to some extend. Two important parameters that degrade the quality of service (QoS) of multimedia services are Skew and Jitter. Achieving guaranteed Quality of Service (QoS) of multimedia service is a great research challenge. Different researchers proposed different techniques for removing jittering and skew to achieve guaranteed Qos. Accelerating and De
accelerating technique, Buffer size estimation technique and Clock time synchronization between sender and receiver are some suitable techniques. But all of the techniques have some advantages and disadvantages. In this current work of the drawbacks of the available techniques for removing jitter is described and new techniques for removing jitter is proposed. A comparison of the available techniques with the proposed technique is made to show the superiority of the proposed technique than the already available techniques.

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Index Terms

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Key words

Jitter
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Protocol
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