Abstract

This paper explores the various synchronization schemes of multimedia events and how they are synchronized. Mostly the synchronization is based on the ECA rules [Event, Condition and Action]. When multimedia streams are presented to the user it should be synchronized, even though it is in distributed system. A distributed multimedia system involved for ECA that should be synchronized while presented to the user. Based on certain constraints like time, space and user requirements, multimedia events are also synchronized at the time of deliver on the display. User can apply their own synchronization technique that is developed for their self usage else the events itself will be synchronized automatically.

References

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Keywords

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