

Special Issue on
**Emerging Technologies, Infrastructures, and
Applications for Video Streaming over Future
Communication Networks**

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During the past few years, video streaming (e.g., Internet Protocol Television (IPTV), Video on Demand (VoD), online video conference, and mobile video gaming) has become a killer Internet multimedia application. According to a recent Cisco study and forecast, video content will account for a massive 80% of global Internet consumption by 2019. With the rapid growth of video applications and driven by ever-growing demands from Internet users, the content-rich video streaming will be the most attractive service in future networks. However, the current best-effort Internet incurs many challenging issues as a platform for video streaming services: today's Internet does not provide any quality of service guarantees to video content delivery; the ever-growing user interests in the variety of live and online video underscore the need to offer advanced video communication technologies, infrastructures, and applications for such real-time video streaming services. In the meantime, information-centric networking (ICN), software-defined networking (SDN), mobile edge computing (MEC), and network function virtualization (NFV) technologies are emerging as building blocks for the future networks. How these promising technologies can support streaming video content over future networks efficiently has attracted considerable research attention.

The main purpose of this special issue is to provide a premier forum for researchers working on emerging technologies and applications for video streaming to present their recent research results. We invite submissions of high-quality papers on either original research or survey/overview, which have not been published previously.

Potential topics include but are not limited to the following:

- ▶ Orchestration of NFV/SDN for video streaming
- ▶ Device-to-Device (D2D) communications for video streaming
- ▶ ICN or MEC technologies for video streaming
- ▶ Cloud computing technologies for video applications
- ▶ New application of video in 5G networks
- ▶ Machine learning algorithms/solutions applied in video streaming
- ▶ Vehicle-based mobile video sensor networks
- ▶ Adaptive collaborative architecture for live-video
- ▶ Video resource management, distribution, and scheduling
- ▶ Security and privacy of video contents in cloud systems
- ▶ Emerging VR/AR applications like panoramic video streaming, 3D mesh streaming, immersive communications, and so on

Authors can submit their manuscripts through the Manuscript Tracking System at <https://mts.hindawi.com/submit/journals/ijdmb/etavf/>.

Papers are published upon acceptance, regardless of the Special Issue publication date.

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