Proving Quality of Service Constraints of Multimedia Systems[1]

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Some constraints on the quality of service of multimedia systems can be expressed based on a series of values changing in time. So temporal logics can be used for expressing and comparing quality constraints and properties of streams. A first step towards specification language and a proof system is presented in the current paper for proving the properties of multimedia applications. The model is based on the temporal logic, which was developed for proving correctness of distributed and parallel programs and used also for dealing with proven properties of mobile functional code. The applicability of the new concepts and methods are demonstrated by a running example.

References

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