

A TAXONOMY OF ISSUES, CHALLENGES AND APPLICATIONS IN INTERNET OF MULTIMEDIA THINGS (IoMMT)

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Date Received: 04/06/2019

Date Revised: 23/06/2019

Date Accepted: 31/07/2019

ABSTRACT

In IoT technology, Multimedia big data which is said to be the large amount of data from multimedia devices will be generated with the fast growth of the multimedia gadgets. The IoT systems are failed in realizing the multimedia devices connectivity unless they are able in processing multimedia gadgets at a time. In contrast, earlier activities concerning research and development concentrate on the scaling strategies to sensor information gathered from many IoT gadgets. Nonetheless, the present activities of development and the research are not made mandatory about the features of connectivity between the objects of multimedia. In this paper, the authors mainly concentrate on the above issue by considering the IoT concept and the advantages are taken to sight towards the IoMMT's (Internet of Multimedia Things) vision. This paper describes the classification of computing the multimedia big data and also the challenges in models of multimedia computing along with the applications of IoT are discussed. In addition to this, they have presented the taxonomy of Multimedia Things (MMT) along with the current research challenges like heterogeneity, reliability, scalability, accessibility, and Quality of Service requirements.

Keywords: IoT, Multimedia Computing, MMT, IoMMT, Issue and Challenges.

INTRODUCTION

The rapid advancements in computing services and its related applications provided by internet have wide range of network at global level. At present, about 12 plus billion devices of network are interconnected like chat rooms, videos, social networks, emails, and blogs. The earlier enhanced models in making the multimedia gadgets at low cost are providing the chances to allow the updated technologies in real time applications. It is estimated that there will be greater extension of multimedia for the upcoming years. Hence the devices which are at our surroundings achieve the possibility in communicating with each other, for instance mobile gadgets, laptops, and so on. Figure 1 represents the internet usage at global wide. The growth rate of using the internet is rising for every year.

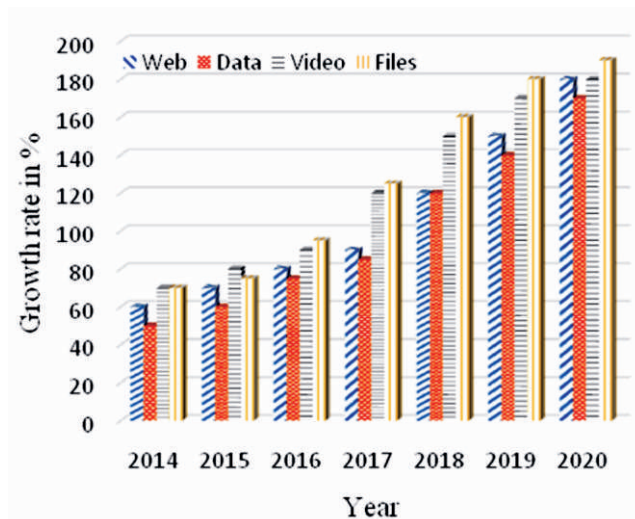


Figure 1. Global Internet Traffic Usage and Prediction

Kevin Ashton considered Internet of Things as previous IoT concept (Alvi, Afzal, Shah, Atzori, & Mahmood, 2015). The