Textures in Second Life
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1,020,500 residents logged in the last 30 days
16,271,892

total residents
Take-Away Messages
I.

large amount of textures within a region
2. network traffic is dominated by textures
3. Spatial distributions of textures are skewed.
important to study textures in an NVE
Methods
here are the objects and their positions..
cool, I would need the following textures for them..
ok, here are the textures for those objects I sent earlier.
Texture(ID, size, position)
SL server → our proxy → SL client → student
Isis
How much textures are there?
<table>
<thead>
<tr>
<th>Name</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Freebies</td>
<td>74.3%</td>
</tr>
<tr>
<td>Isis</td>
<td>61.6%</td>
</tr>
<tr>
<td>Ross</td>
<td>88.2%</td>
</tr>
<tr>
<td></td>
<td>1782</td>
</tr>
<tr>
<td>-------</td>
<td>------</td>
</tr>
<tr>
<td>Freebies</td>
<td>3572</td>
</tr>
<tr>
<td>Isis</td>
<td>2860</td>
</tr>
</tbody>
</table>
2700 visitors to Isis
x
351 MB
=
925 GB
Conclusion
Motivates the need to investigates textures
Caching textures would be really helpful
Needs to be careful when zoning a VE
Trace-based Simulations
Workload Model
Avatar Traces
“Avatar Mobility in NVE: Measurements, Analysis, and Implications”

(available at arXiv)