

Textures in



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Cherry Creek



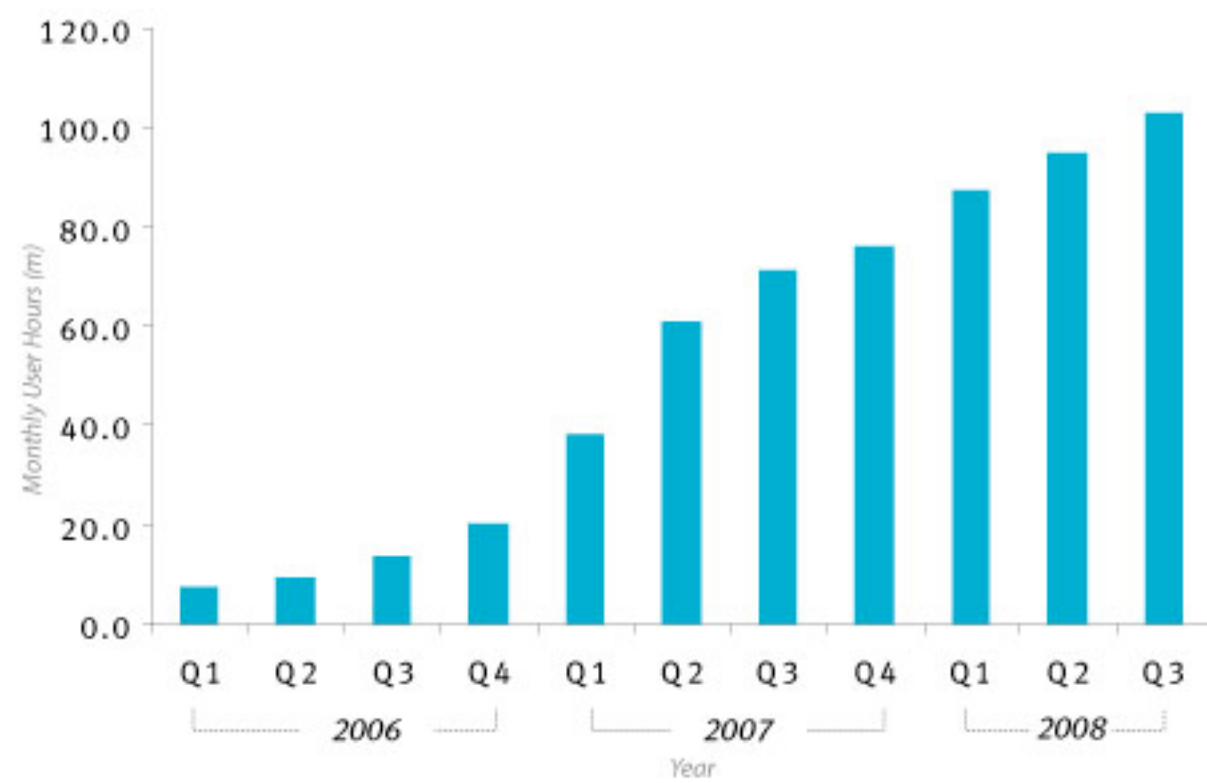


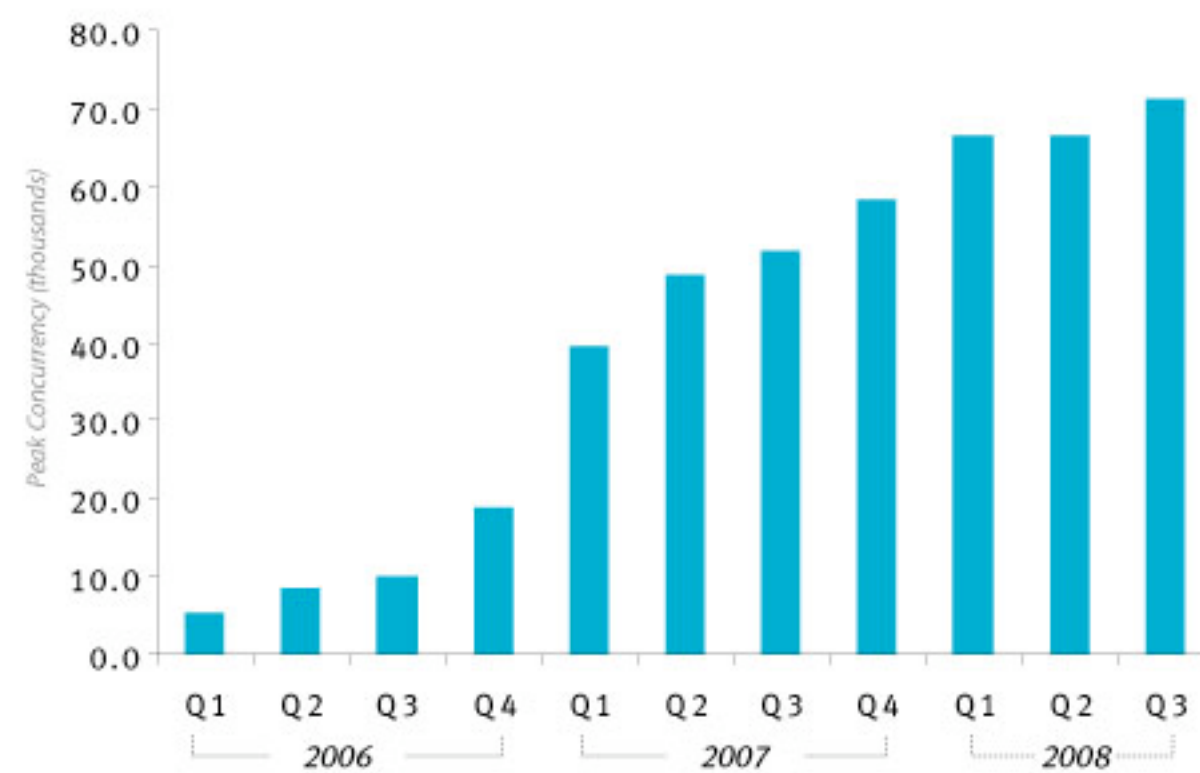
1,020,500

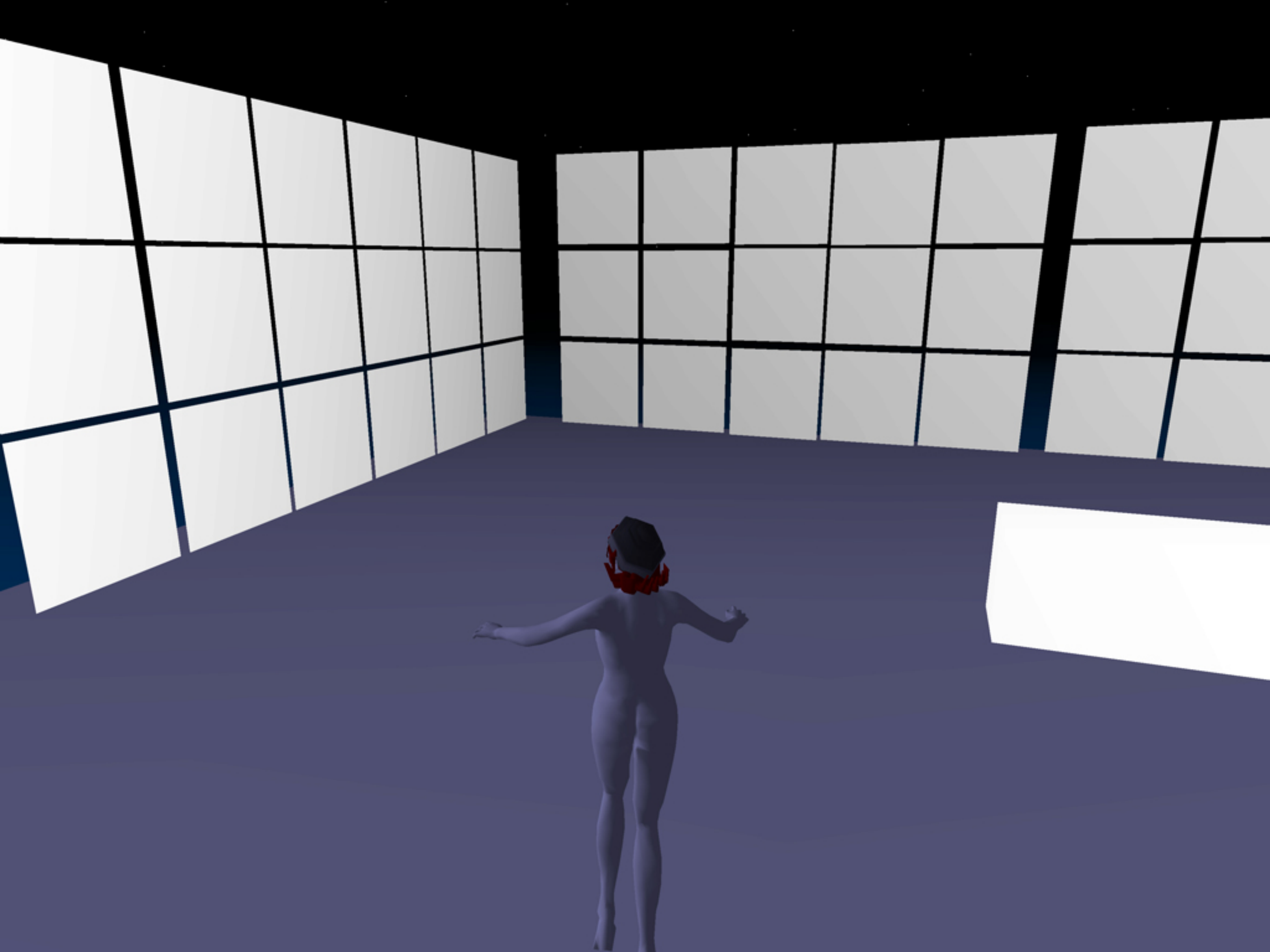
residents logged in the last 30 days

16,271,892

total residents









Take-Away Messages

I.

large amount of
textures within a region

2.

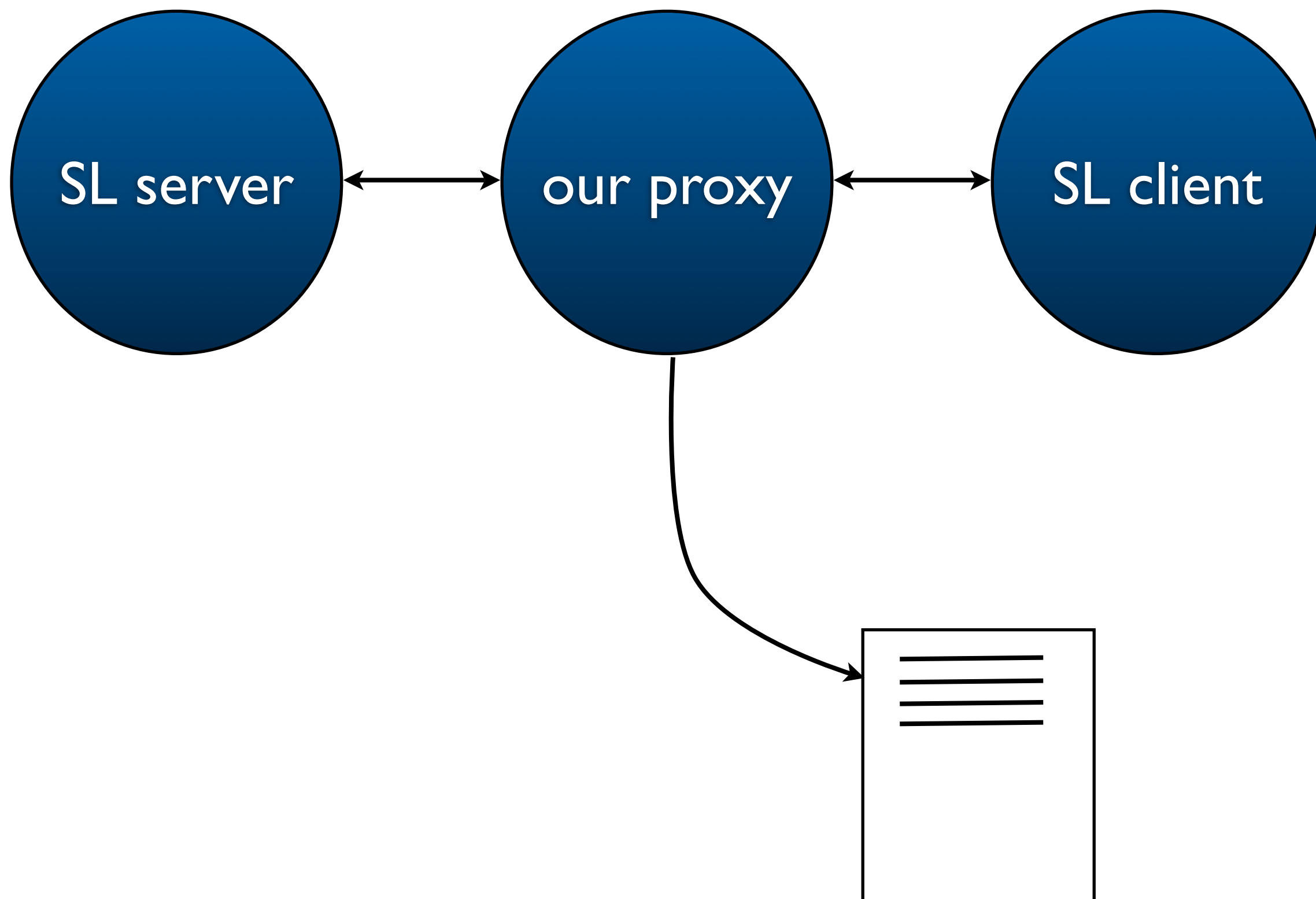
network traffic is
dominated by textures


3.

spatial distributions of
textures are skewed

important to study
textures in an NVE

Methods



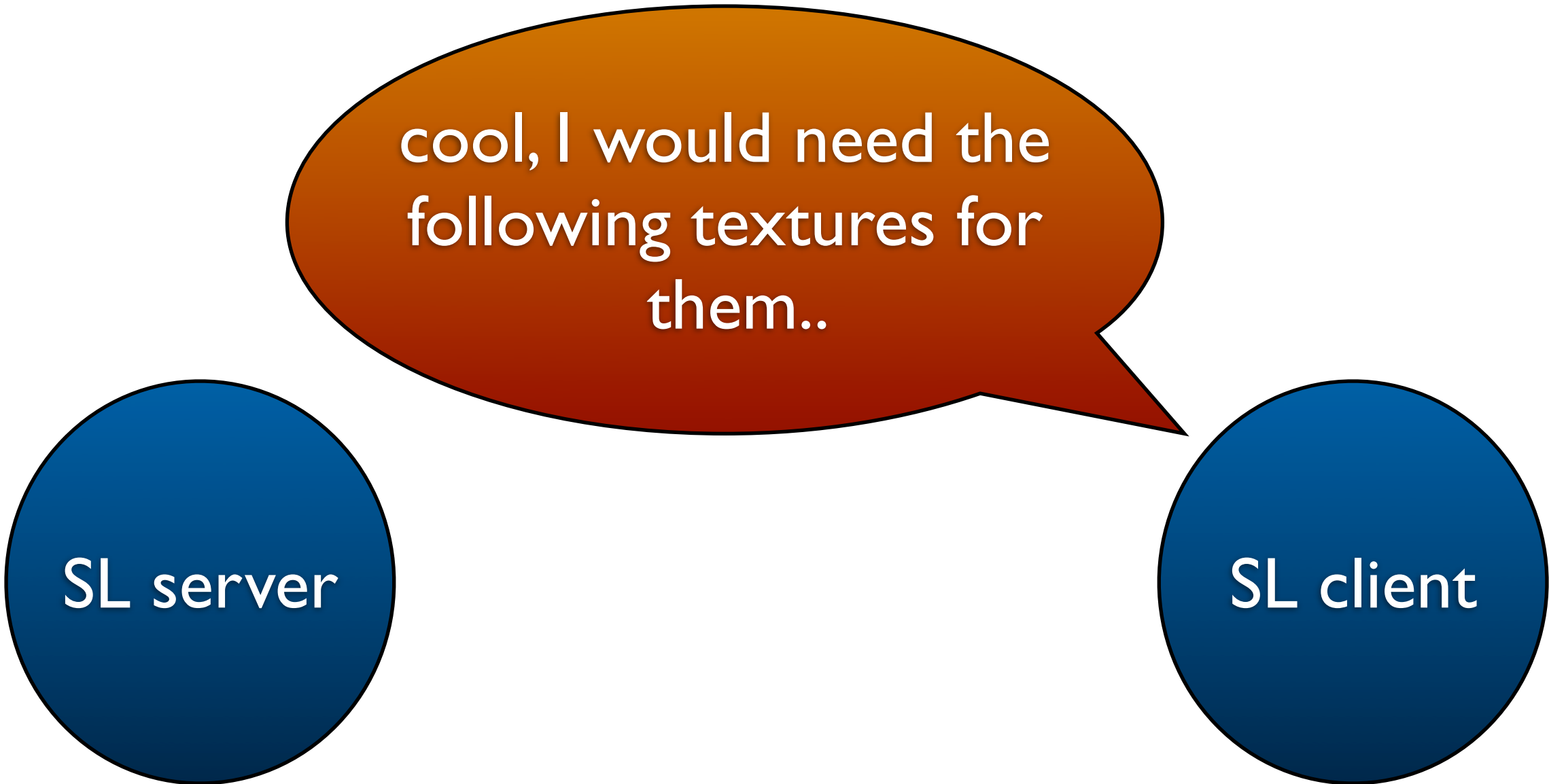


here are the
objects and their
positions..

The diagram consists of two blue circles, one on the left and one on the right. A speech bubble with a gradient from orange to red points from the left circle towards the right circle. The text inside the speech bubble is white and reads 'here are the objects and their positions..'. The left circle contains the text 'SL server' and the right circle contains the text 'SL client'.

SL server

SL client




cool, I would need the
following textures for
them..

The diagram consists of two blue circles, one on the left labeled 'SL server' and one on the right labeled 'SL client'. A large, orange-to-red gradient speech bubble originates from the 'SL client' circle and points towards the 'SL server' circle. The speech bubble contains the text 'cool, I would need the following textures for them..'.

SL server

SL client



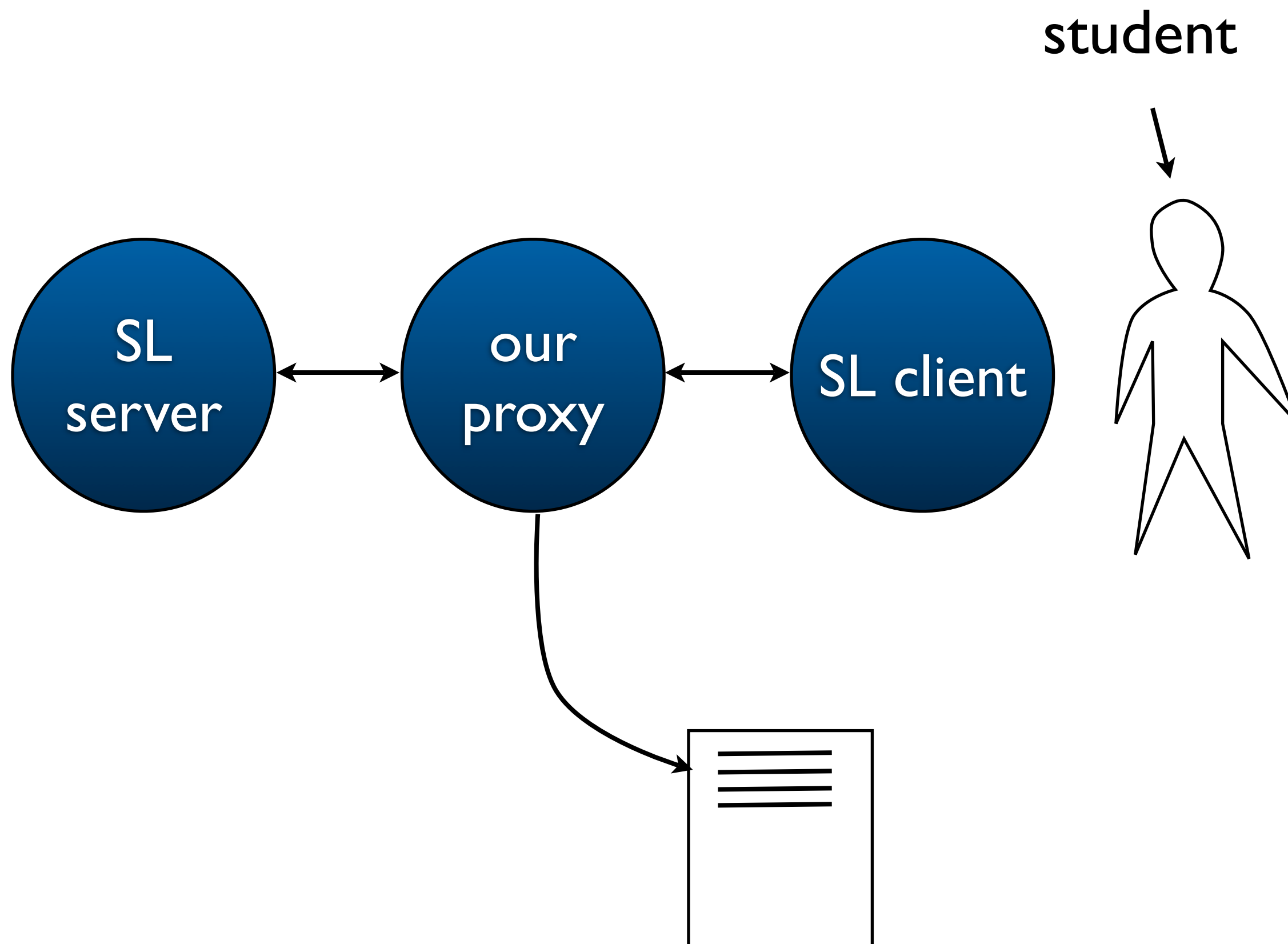
ok, here are the textures
for those objects I sent
earlier..

The diagram consists of two blue circles, one on the left labeled 'SL server' and one on the right labeled 'SL client'. A large, orange-to-red gradient speech bubble originates from the 'SL server' circle and points towards the 'SL client' circle. The speech bubble contains the text: 'ok, here are the textures for those objects I sent earlier..'

SL server

SL client

Texture(ID, size, position)





Freebies

Isis



Ross

How much textures
are there?

| | |
|----------|---------------|
| Freebies | 74.3 % |
| Isis | 61.6 % |
| Ross | 88.2 % |

| | | |
|----------|------|--------|
| Freebies | 1782 | 153 MB |
| Isis | 3572 | 351 MB |
| Ross | 2860 | 236 MB |

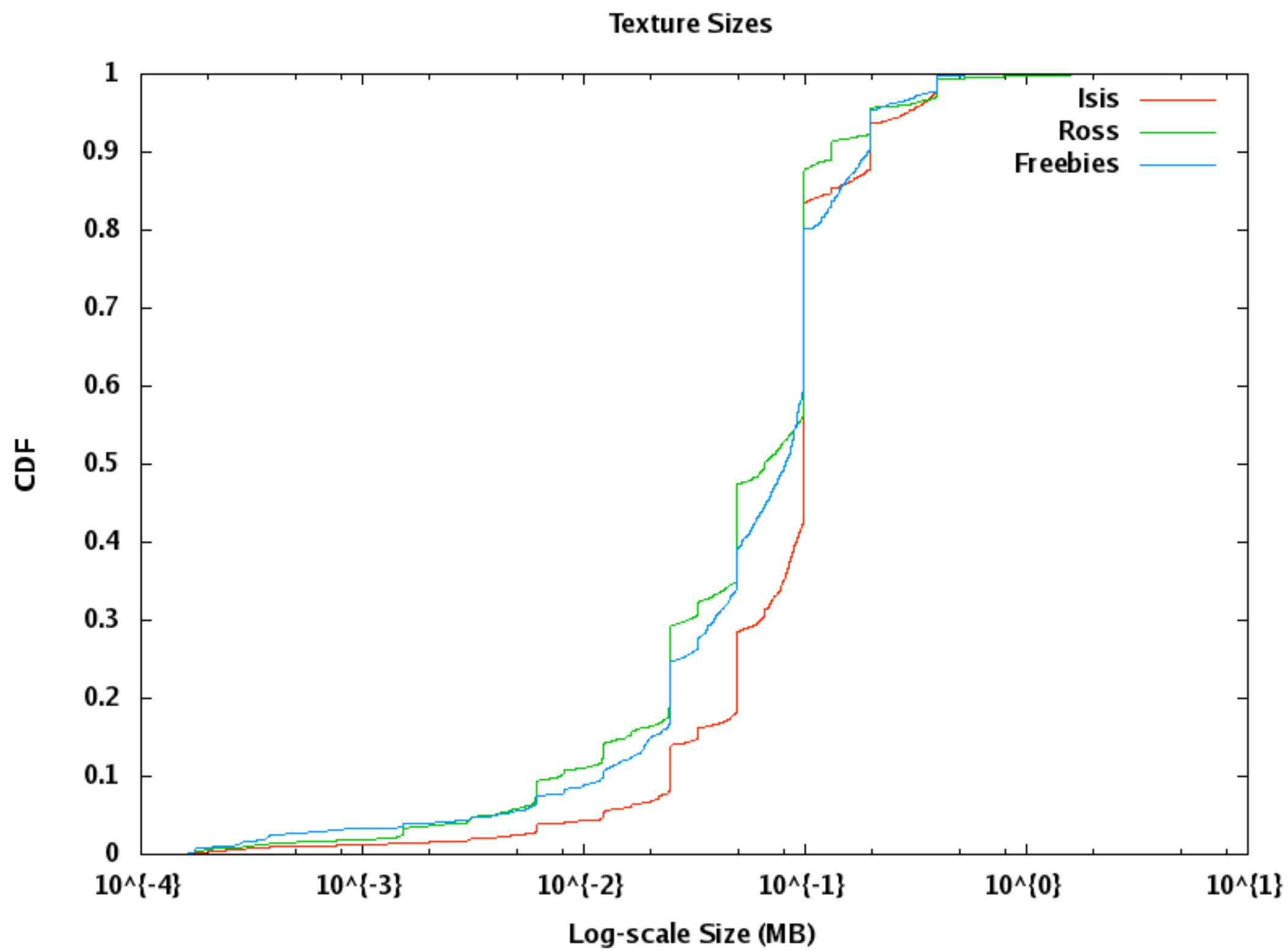
2700 visitors to Isis

x

351 MB

=

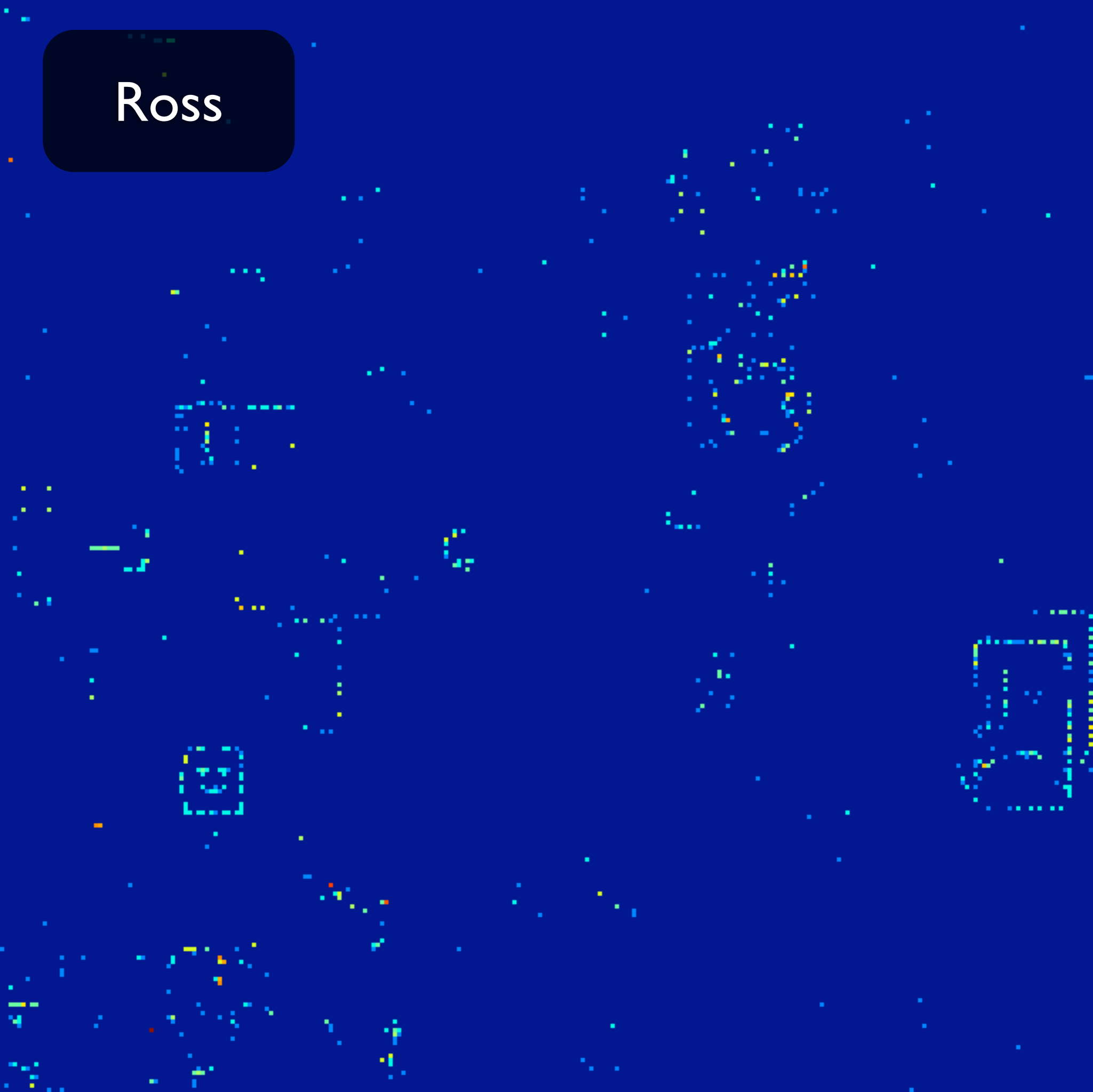
925 GB



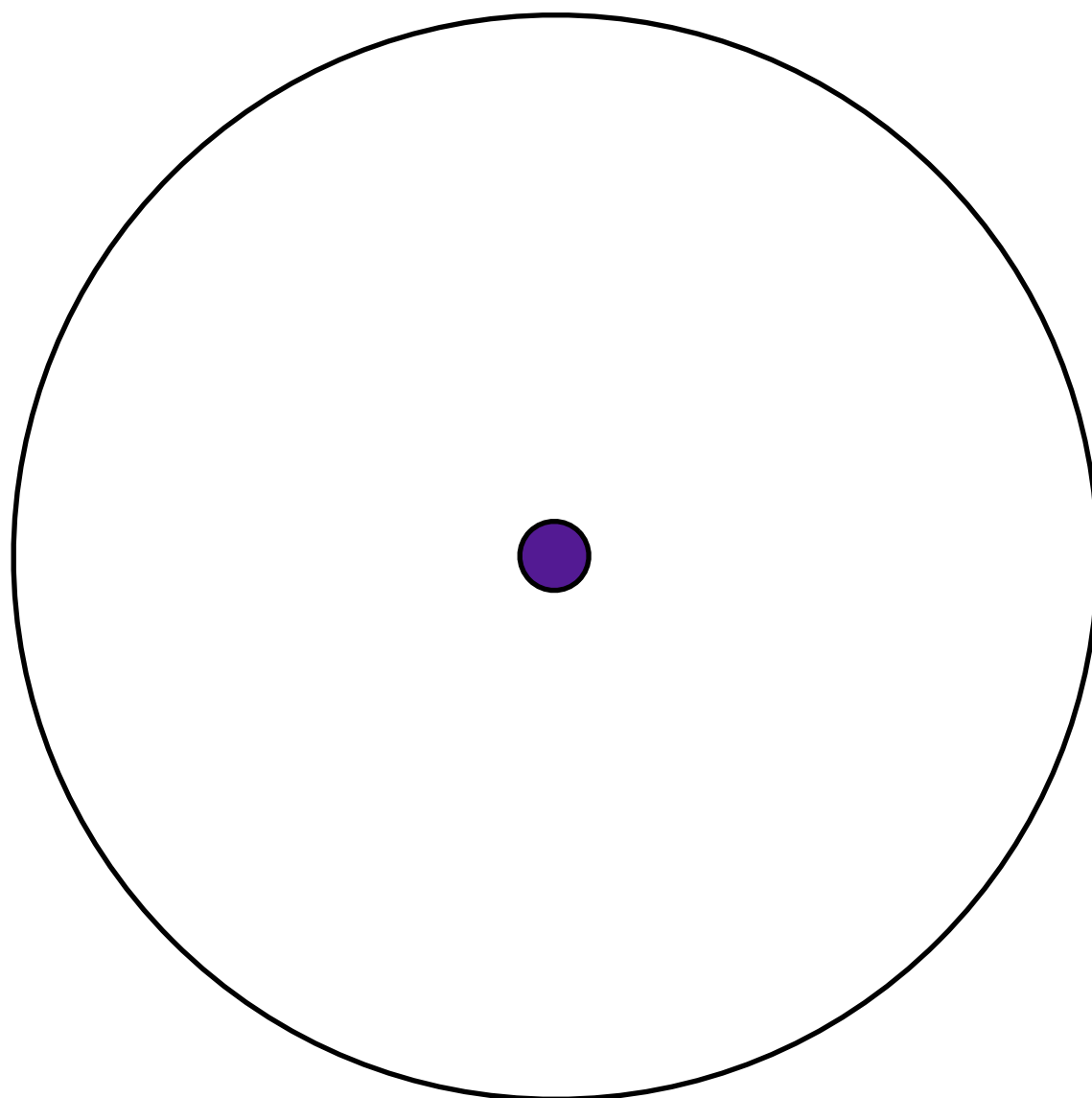


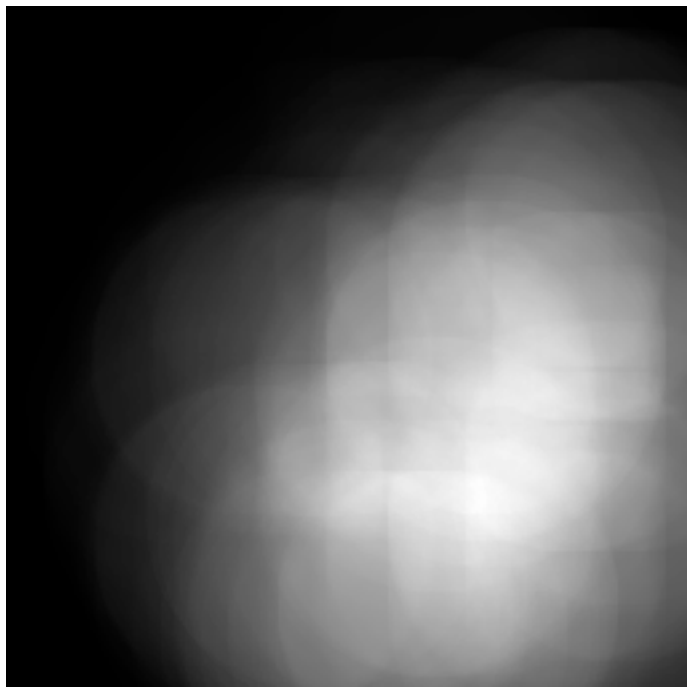
Freebies

Ross

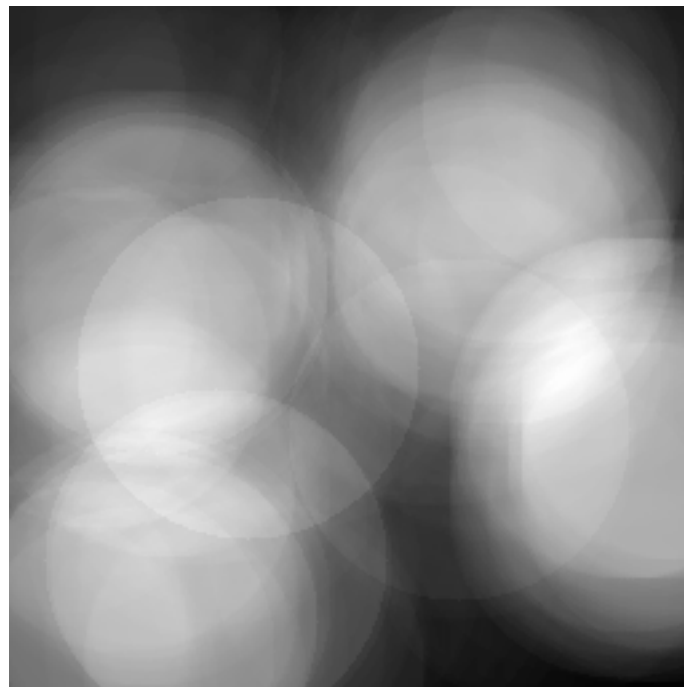


Isis

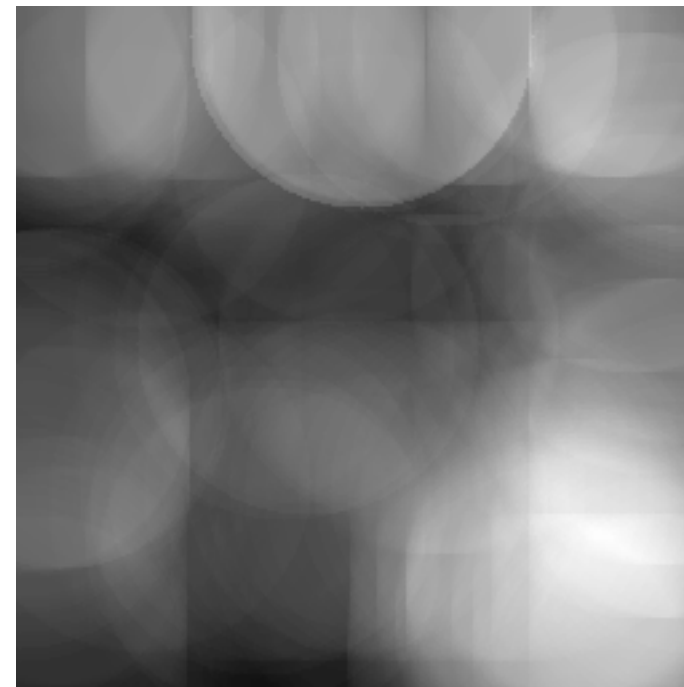




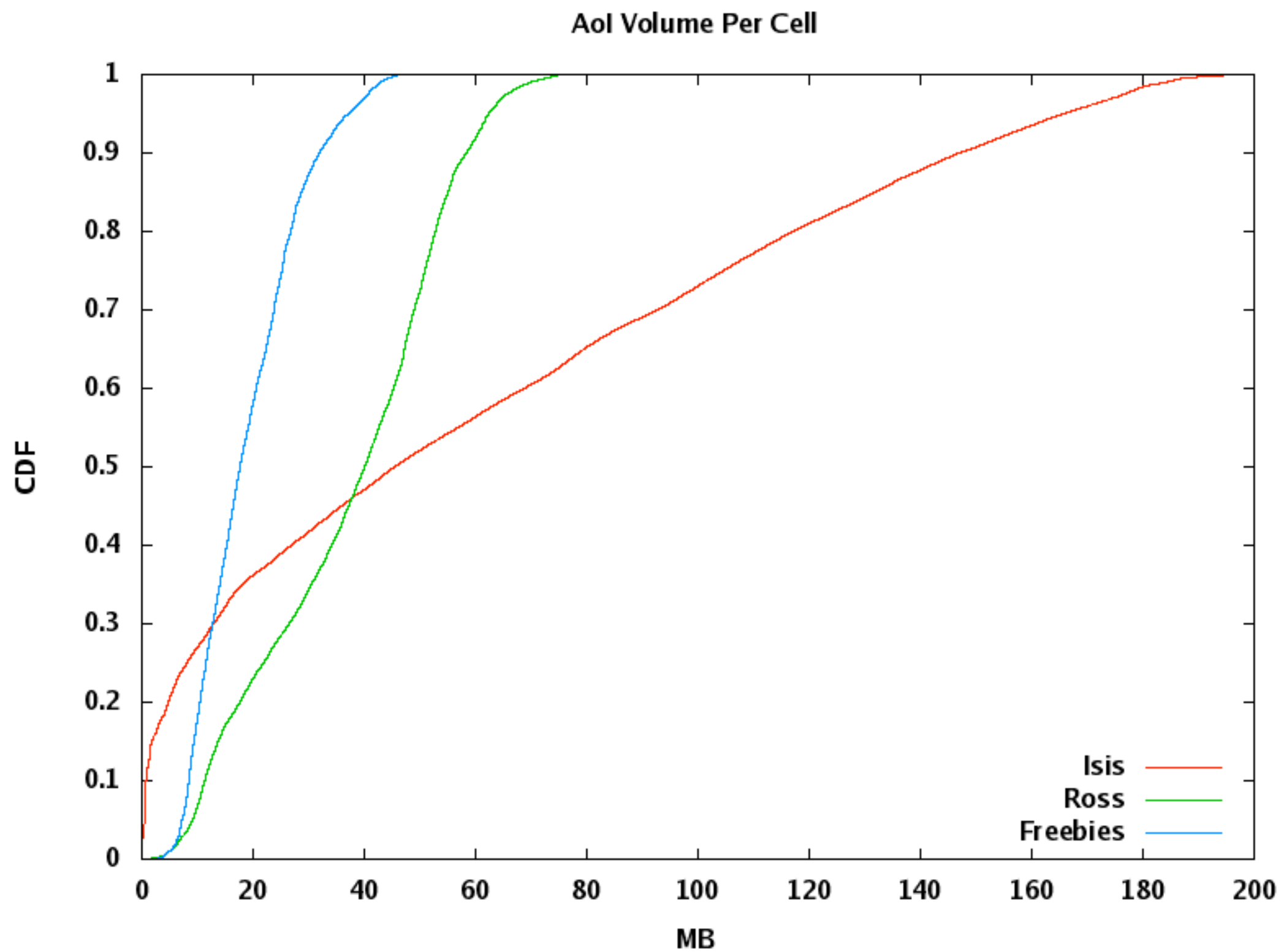
Isis



Ross



Freebies



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)