



PARTIAL FUNCTIONALITY AND SERVICE WORTHINESS IN COMPREHENSIVE NETWORKED VIRTUAL ENVIRONMENT

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ABSTRACT — Middleware services for management of shared state in comprehensive distributed interactive applications with partial functionality and network virtual environment(NVEs). This research section introduces some mechanisms and concepts of NVEs and service worthiness. Sometime service worthiness, NVEs and partial functionality characteristics and requirement change dynamically due to changing user preferences or due to changes in environment.

Keywords— *Network Virtual Environments, Partial Functionality, Service Worthiness*

1. INTRODUCTION

In Networked virtual Environments (NVEs) allow multiple users to interact with each other in real time even through users may be located around the world. This environment is characterized by good 3D graphics for closer experiences in a real life scenario. We have seen in the last few years an increasing interest and popular by among professional researchers at universities and laboratories commercial companies and groups to develop NVEs.

NVEs have been applied successfully in the gaming industry and it led to the development of interactive applications large scale network spread-out. A person who is moving in the real world is constantly experiencing his limit perceptual. Many cooperative applications try to recreate this reality in the digital domain, for example in distributed virtual environments. As a generic service our research is thus pursuing the goal of extracting this face of distributed applications. We can start the research with the following hypothesis:

- Management of shared state information can be factored out of applications; it provides a middle ware service to the user for supporting on application which is specific presentation of the state information.

- Thus, by masking out issues we can simplify development application, such as heterogeneity of networks and resource availability.
- By combining state management in middleware with appropriate resource management, monitoring and reservations. So we can increase the applications scalability and its performance.

By this hypothesis, we want to support developers in making their distributed interactive applications reliable, reactive and scalable. We have identified several basic mechanisms that can be employed by our middleware that already employed separately in dedicated applications. So we can develop another mechanism by combining these mechanisms, during the course of research.

2. RESEARCH AIMS

The aim of the project is to create a middleware for managing shared space, which will provide developers of distributed interactive applications it means to make their applications scalable, increase their performance, and decrease their resource consumption. Here, the research area is divided into three i.e. data reduction, latency hiding and replication [1]. In middleware, we will combine them in such a way that they become usable for application developers. Now also it is not