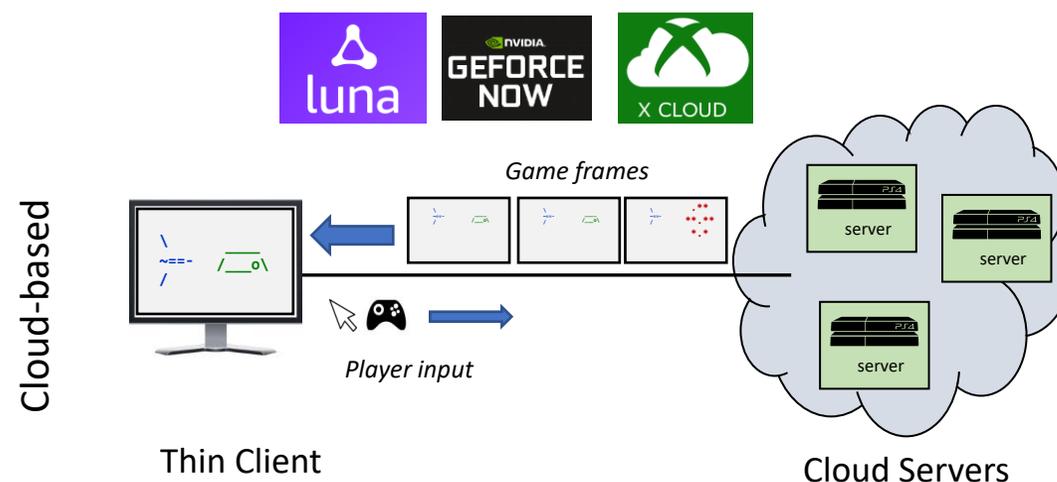
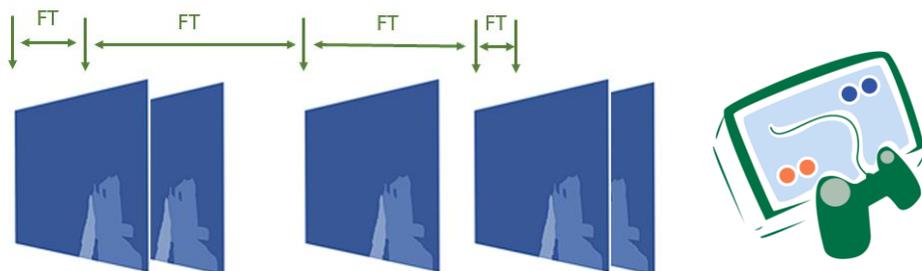
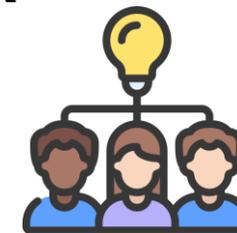




LGRG – Latency and Games Research Group



- **Game Systems** research – Engine, PC, Network
- **Measure and improve** systems
- Better **performance**? Better **player experience**?
- Teams of grad students + undergrad students



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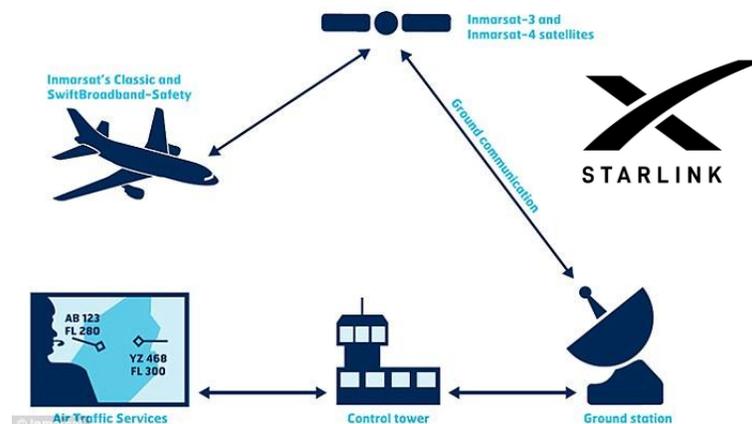
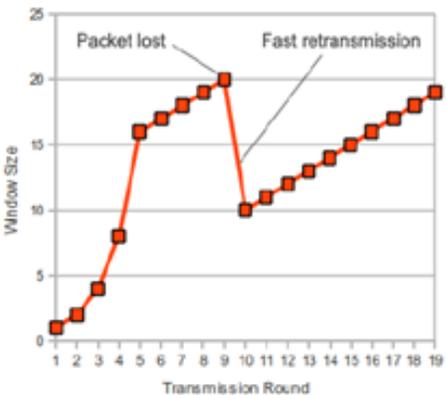


CCRG – Congestion Control Research Group

- **Network Protocol** research – Systems: OS and Network
- **Measure and improve** systems
- TCP - Better slow start



- Teams of grad student + undergrad students



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Reusable UI Shaders for Mobile Devices

- Build shader algorithms for YouTube UI
- Reusability, performance
- Design, build, evaluate
- Team of grad student + undergrad students

