

Intelligent System for Personalized Audio Content Selection

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Streaming media is multimedia content that is constantly received and delivered directly to the user from the vendor. The term "flow" means the process of delivery or receipt of media, also the term refers to a method of delivery to an element of the environment rather than the environment itself, and is an alternative to downloading files, that is, the process during which the user receives the entire file before view or listen to it.

The client user can use their media player to start playing a data file (such as a digital movie or song file) before the entire file is transferred. The choice of delivery method from a distributed media is applied according to the type of telecommunication network, since they are divided into delivery systems streaming (eg, radio, television, streaming applications) or non-streaming information (eg books, video tapes, audio CDs) [2]. For example, in the 1930s, background music was one of the first available in streaming media; currently the internet, television is a common form of streaming media.

The term «streaming» was first used for tape drives manufactured by Data Electronics Inc. for discs designed to slow burn and run the entire track, reducing startup time led to a lower cost of the drive, which made it a more competitive product. Streaming was used in the early 1990s to provide better video on demand and later as live video over IP networks, Starlight Networks for streaming video and Real Networks for streaming audio.

Live broadcasting is the delivery of online content in real time as events occur as live television broadcasting its content over the air, that is, via a television signal. The required webcast requires some form of source media (such as a camcorder, audio interface, screen capture software), a content encoder, a media publisher, and a content delivery network to distribute and deliver content.

There are also problems with streaming information on the Internet. If the user lacks the bandwidth while connecting to the Internet, they may experience delays in the content, and some users may not have access to the content stream due to the lack of compatible computer or software systems.

These advances in computer networks, combined with powerful home computers and modern operating systems, have made the streaming environment practical and accessible to ordinary consumers. Dedicated stand-alone internet radio devices to offer listeners the ability to listen to audio streams without a computer. These streams of audio services are becoming increasingly popular. In general, multimedia content is high, so storage and data costs remain significant. To compensate for this, media

data is compressed for both storage and streaming. Increasing consumer demand for high-definition streaming (HD) content has led to the development of a number of technologies, such as WirelessHD or ITU-T G.hn, that are optimized for streaming HD content without forcing the user to install new network cables.

Real streaming transmits information directly to your computer or device without saving the file to your hard drive. On-demand streaming is provided by either progressive streaming or progressive download. The incremental broadcast saves the file on the hard disk, from where it is played [1]. Default streaming requests are often stored on hard drives and servers for a long time, and live broadcasts are only available for a limited amount of time (for example, during a football game). Streaming media is increasingly being combined with the use of social networks. For example, sites like YouTube encourage social interaction on webcasts with features such as chat, online reviews, posting user comments on the web, and more. In addition, streaming media is increasingly used for social business and distance learning.

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