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In a 2010 survey, the FCC found that 80 percent of people with broadband Internet in the U.S. did not know the speed of this broadband connection [source: Gurin]. In addition, some may be surprised to learn that they only get a fraction of the advertised maximum speeds of their service. For example, your ISP may have you on a plan that which speaks up to 30Mbps down, while you really only get download speeds of around 19 Mbps. Websites like speedtest.net offer free tests for both download speeds and downloads of your internet connection, but be wary of some seductive start-up buttons in ads on sites – many are actually well designed ads that look like they are part of the site's test mechanisms. Before you call your web service about any discrepancies, keep in mind that the plan you're working on is based on the maximum value. Your actual results are influenced by factors such as the peak internet usage time of your internet, the number of people sharing your line, and your distance from the fiber piping internet site. Advertising When it comes to HD video streaming, you'll need broadband speeds or bitrates that are capable of handling progressive 720p scanning speeds. A computer or other device caches all inputs and queues of video frames so that they are ready for smooth playback. From there, determining the speed you need seems to be a matter of mathematics. This math, however, requires some insight into the size of the video file. This depends on how the file is encoded, more commonly referred to as a file type. A one-hour 720p video in the MPEG-2 standard can be 2.7 GB, while the same video in one of the newest H.264/Advanced Video Coding (AVC) video standards can be nearly 13 GB [source: Digital Rebellion]. So the differences in file size may be one explanation for why different websites have different speed recommendations for streaming their HD content. Suppose that streaming video lasted one hour and the file size for that video is 6 GB. While a broadband connection of up to 10 Mbps makes it easy to stream a lot of video content online, you want 15 Mbps or more for this six-gigabyte HD video. Here's a quick overview of mathematics: Approximate megabytes: 6 GB = 6144 MB (1 GB = 1024 MB)Approximate megabits: 6144 MB = 49152 MB (1 byte = 8 bits)Number of seconds Calculation per hour: 60 x 60 = 3600megabits per hour calculation: 49152 / 3600 = 13.65 Mbps While streaming HD content also think whether the connection jumps over a wireless If so, note that the connection speed may decrease over a connection if the Wi-Fi standard is not fast enough. You want to avoid slower 802.11b connections and the newer 802.11n is the perfect choice to keep up with faster broadband services. Like everything you do over a broadband connection, be sure to notice whether your ISP will slow down or stop your service after reaching a certain bandwidth threshold. Some sites, such as Netflix, allow you to choose a lower playback quality to help you stay within those thresholds, even if it means abandoning a higher definition. Also, make sure the hardware you're using isn't just HD-enabled, but it has the processing power to cache and play HD video files. TV & MoviesMeet A psychiatrist who has researched everyone from Ted Bundy to D.C. SniperDr. Dorothy Otnov Lewis is the subject of a new HBO document, Crazy, Not Crazy. Casey Cipriani's 4K is steadily becoming the new resolution norm in the entrainment world, and to make sure it stays on top of things, Google is now upgrading all its SD and HD users titles to 4K at no extra cost. The move was announced on October 23, and according to Google, when 4K titles are available from Hollywood studios, we'll update your past movie purchases so you can stream in 4K. It's all done for 100% free, and when your movie gets 4K treatment, you'll see it's added to the new Enhanced to 4K filter in the Play Movies & TV app. Along with this, Google also says that all 4K movies going forward will be cheaper. Finally, but equally important, Google Play Movies &; TV gets some necessary updates for smart TVs. You can now watch titles in 4K using the Movies & TV app on most Samsung Smart 4K TVs. Google notes that it is working with LG to maintain its TVs. Similarly, the app for Samsung, LG and Vizio TVs now has a cleaner and more optimized interface. Download: Google Play Movies &; TV (free) Shot more than a century ago, a scene showing Buffalo Bill as he conducts an interview with leader Oglala Lakota looks as if it was filmed yesterday. This old film clip was recently reworked using artificial intelligence (AI), and the result looks like high definition video. The artist behind this transformation gives Live Science readers a first glimpse of the surprising result. Although still black and white, the reworked footage no longer appears bleak and hastened, as dumb movies usually do. The movement in very old movies looks undisclosed quickly because the day's hand-held film cameras captured fewer frames per second (frames per second) than the cameras are now. Digital artist Matt Loughrea, who restores historical photographs in My Colorful Past, has designed which brings film clips of the late 19th century and early 20th century to the present. Loughrey uses artificial time to reproduce the missing visual information between the original footage in these films. Allowing movement to advance as as is the case in a modern film and video, Loughrey's reworked footage looks remarkably modern, even when it was shot more than 100 years ago. Related: Photo A reconstruction of a teenager who lived 9,000 years ago In 1914, William Buffalo Bill Cody, an American showman, Pony Express racer and creator of popular wild west shows, spoke with the leader of the Oglala Lakota Siŋté Máza, also known as the Main Iron Tail, in the plains of Indian sign language. The original footage of their conversation was shot from about 19 frames per second, as was commonplace for the film at the time; To put this into perspective, the frame rate for modern film is 24 frames per second, and high definition video (HD) is 60 frames per second. Higher speed FPS is one reason why the details in HD videos look so sharp, especially compared to movies from the silent era, Loughrea told Live Science. To create this modern effect in the Buffalo Bill clip and other films that are even older, Loughrea developed an algorithm that generates new footage between the original footage of the film. However, this differs from traffic interpolation, another video processing technique that simply duplicates and merges existing footage, he said. What you get at the end is, in one sense, an optical illusion because many of these frames never existed,' Loughrea explained. It's filling the gaps with better guesses. The algorithm processed about a minute of Buffalo Bill footage in about 40 hours, generating thousands of new footage. In the final play, with footage playing at around 60 frames per second, the people in the film move in what appears to be real-time - as opposed to the accelerated, jerk movement in the original film clip. You can see how Cody's pocket watch moves. You can see his hair moving,' Loughrea said. Although you know physics was the same now that you see that physics is the same, it's like visual dizziness. Loughrey created the same disorienting effect in a remastered Broadway clip in New York, which was shot in 1896 at 16 FPs. In the remastered clip, which plays 71 fps, people pass down the street, clamp down on a construction site and stroll along the pavement; Despite its 19th-century architecture, vehicles and clothing, the way people move highlights the tiny details that make the scene look just as immediate as if it were filmed nowadays. It's like some version of time travel, Loughrea said. There's all these little stories going on, you just won't catch that at 16 frames per second. You can see more films and photos of Loughrea's restoration work on Instagram.Originally published on Live Science. Advanced Micro Devices CEO Dirk Mayer said on Thursday that the company will deliver high definition games and movies to devices such as smartphones in an effort to bring more convenience interactivity for devices. To deliver the content, AMD announced that it will build a supercomputer that will be high definition games and movies. Technologies like HD games and movies will change the way people create content and interact with their smartphones and PCs, Meyer said during an appearance at the Consumer Electronics Show in Las Vegas. The visual experience could add more usability to devices, Meyer said. People only need a web browser on a smartphone and a decent broadband connection to access a supercomplex to instantly play games or watch Blu-ray movies, Meyer said. The supercomputer, to be called fusion Render Node, will change the way games and movies are delivered to mobile devices, Meyer said. It will deliver petaflop performance by matching other supercomputers and making it the fastest graphics supercomputer in the world, Meyer said. Fusion Render Node also has many inherent advantages over the supercomputer, Meyer said. It will consume a tenth of the supercomputer's power while fitting into a room rather than halls like some other supercomputers. The graphics supercomputer is essentially a rack of high-performing desktop computers with ATI 4800 series graphics cards and Phenom II processors connected to each other and crumbling tasks at the same time. GPUs and processors will work in concert, but petaflop performance is based primarily on the possibility of floating point GPUs, said John Taylor, an AMD spokesman. The system can be expanded by adding more game settings to the rack. In a presentation on stage, Jul Urbach, Otoy's founder and CEO, showed several ATI graphics cards from multiple computers working together to deliver the first-person shooter via wired connection to a client device. Otoy is a software company that helps deliver graphic content from the server farm to client devices, and works with AMD to create HD graphics delivery technology. All of a sudden we're taking one of the toughest games in the world and we're taking it to a web page. It's huge,' Urbach said. The server will be ready for the second half of the year. All you need is an iPhone.... [or] laptop to use it, Taylor told AMD. AMD fits graphics delivery technology into the cloud computing model, where apps are hosted on servers and delivered to consumers over the network. This technology is easily accessible and easy to use, Meyer said. Mobile computing will never be the same, and cloud computing really has the ability

to open up new perspectives for both the movie and gaming industry, Mayer said. Now we are ready for a big leap forward in visual computing as well as mobile computing, he said. Known for its CPU innovations, Meyer didn't talk about processors, instead trying to focus on AMD's attempts to add realism to gaming and entertainment on PC. I promised I would not refer to Moore's law during the presentation, and didn't,' Meyer said. Note: When buying after clicking links in our articles, we can earn a small commission. Read our affiliate link policy for more details. Details.