

11 June 2020: The team of May Lim, Mehmet N. Akcay, Abdelhak Bentaleb, Ali C. Begen and Roger Zimmermann, participated in the [Adaptation Algorithms for Near-Second Latency Grand Challenge](#) sponsored by [Twitch](#)

at the

[ACM](#)

[MMSys 2020](#)

conference. The challenge focused on achieving near-second end-to-end latency for

[CMAF](#)

-based

[DASH](#)

live streaming. The team's submission is entitled "

When They Go High, We Go Low: Low-Latency Live Streaming in dash.js with LoL

". The work achieved second place - congratulations

! The LoL code, which is an extension to the open source

[dash.js](#)

video player, is available for

[download](#)

from GitHub.

GitHub LoL dash.js download: [here](#) .

NUS School of Computing news coverage: [here](#) .

Video presentation of LoL (YouTube, from ACM MMSys 2020): [here](#) .