

IN5020 - Distributed Systems Group Session

Topic 11 – Distributed Multimedia Systems

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Question 1 -

What is the difference between discrete media and continuous media?

Discrete vs Continuous media

Discrete media:

- It is time independent (eg:- image, text)

Continuous media:

- It has an implicit time dimension (eg:- video, audio)

Question 2-

What are the primary parameters in Quality of Service Negotiation?

QoS Negotiation Parameters

- **Bandwidth** – rate at which data flows through multimedia stream
- **Latency** – time required for an individual data element to move through a stream from the source to the destination
- **Loss rate** – rate at which the data is dropped (if the multimedia data elements are not transferred within deadline then they might be probably of no value)

Question 3-

What is the difference between scaling and filtering?

Scaling and Filtering

Both of them are the techniques to perform stream adaptation based on changing QoS levels.

Scaling:

- It is performed at the source of the stream.
- A scaling system consists of monitor process at the target and a scaler process at the source. The monitor will send scale-down message to scaler if it observes delay.

Filtering:

- It applies scaling at each relevant node on the path from the source to target



Thank You