POLITECNICO DI MILANO – V FACOLTA' DI INGEGNERIA DI MILANO
MULTIMEDIA INTERNET APPLICATIONS (part 2)
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Es 1.
Provide and example of RSTP interaction that a client application must carry
out to obtain the transfer of a multimedia content in a multimedia streaming
fashion.

Es 2.
Outline and describe the high-level architectural scheme of a FTTH access network in both P2P and Passive Optical Network (PON) variants. Discuss the pros and cons of the two solutions.

Es 3.
Discuss and provide an example of how SIP can interact with IP-level signaling to provide controlled end-to-end QoS for the established connections.

Es 4.
- Take into account peers in peer-to-peer video streaming systems with mesh/data-driven topology. List and describe the use and the meaning of the internal variables (data structures, metadata, ...) used by peers in order to appropriately manage the exchange of segments/chunks.