State Exchange in Distributed Applications

ABSTRACT

This assignment is part of the TRAMP Real-time Application Mobility Platform (TRAMP) project with focus on distributed multimedia applications with real-time requirements. The goal of the assignment is to design and implement at least two components (producer and consumer) of a real-time application (such as a media player) and evaluate the provided distribution framework with respect to delay, throughput and other relevant metrics. Above is an overview of the provided framework. Your objective is to design and implement the pro- ducer and consumer application parts (the two gray components). The producer/consumer duo can run locally on one machine or be distributed over a network. In addition, multiple consumers can subscribe to the same produced data and receive identical copies.

Categories and Subject Descriptors

H.4 [**Information Systems Applications**]: Miscellaneous

General Terms

Design, Experimentation, Performance, Measurement

1. **INTRODUCTION**
2. **RELATED WORK**
3. **SYSTEM DESIGN**
4. **THE CHOICE OF STREAMER**
5. **PROPOSED OPTIMIZATIONS**
6. **EVALUATION**
7. **CONCLUSIONS**
8. **REFERENCES**