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Sommario/riassunto

We present queueing-based algorithms to calculate the bandwidth required for a video stream so that the three main Quality of Service constraints, i.e., end-to-end delay, jitter and packet loss, are ensured. Conversational and streaming video-based applications are becoming a major part of the everyday Internet usage. The quality of these applications (QoS), as experienced by the user, depends on three main metrics of the underlying network, namely, end-to-end delay, jitter and packet loss. These metrics are, in turn, directly related to the capacity of the links that the video traffic trave