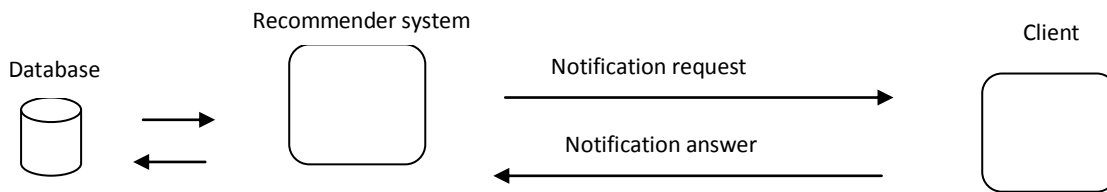


Basic Recommender system for Interactive TV:

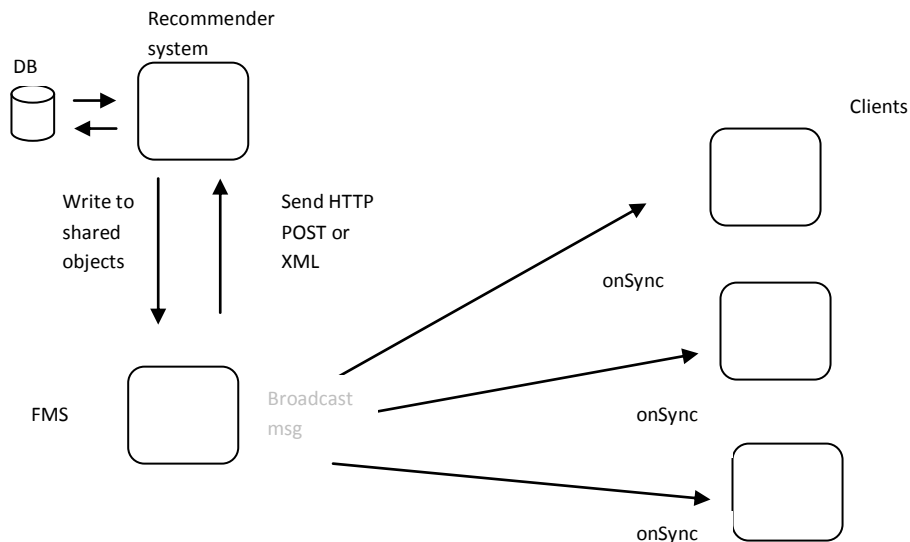


In basic system Client and Recommender system communicate via HTTP POST method.

Recommender system listens commands on servlet.

Recommender system is written in Java.

Extended Recommender system for Interactive TV



For example:

- 1.) We create notification with Recommender system
- 2.) We pass notification to FMS
- 3.) We write notification to shared object
- 4.) Clients get notification from shared object via onSync method

... and all way backwards (communication between FMS and Recommender system)...

We want to have as low opened connections as possible (between servers and clients), because there could be a lot of clients connected and they could cause deadlocks.

If you have any solutions for these system I would be more than glad to hear them.

Thank you,
Dejan (dejan.tomazic@gmail.com)

p.s. sorry for my rusty English :P