A Scalable Overlay Multicast Congestion Control For

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A Scalable Overlay Multicast Congestion
Current reliable multicast protocols do not have scalable congestion control mechanisms and this deficiency leads to concerns that multicast deployment may endanger stability of the network.

A scalable overlay multicast congestion control for ...
This paper presents a scalable overlay multicast congestion control scheme (overlayTFMRC) for multimedia streaming over Internet. The scheme seeks to extend multicast scalability within our previous TCP-friendly unicast congestion control scheme streamTFRC using multiple time-scale prediction for multimedia QoS transport.

A scalable overlay multicast congestion control for ...
In this paper, we propose a two-tier overlay multicast architecture (TOMA) to provide scalable and efficient multicast support for various group communication applications.

A Scalable Overlay Multicast Architecture for Large-Scale ...
We consider reliable multicast in overlay networks where nodes have finite-size buffers and are subject to failures. We address issues of end-to-end reliab The one-to-many TCP overlay: a scalable and reliable multicast architecture - IEEE Conference Publication

The one-to-many TCP overlay: a scalable and reliable ...
This architecture, that we call the One-to-Many TCP Overlay, is a natural extension of TCP to the one-to-many case, in that it adapts the rate of the group communication to local congestion in a decentralized way via the window back-pressure mechanism.

CiteSeerX — The One-to-Many TCP Overlay: A Scalable and ...
Nevertheless, multicast overlay networks need to address several issues related to efficient and scalable congestion control schemes to attain a widespread deployment and acceptance from both end ...

A Congestion Control Model for Multicast Overlay Networks ...
[5] shows that the throughput of a one-to-many multicast tree is scalable, under light-tailed service times and bounded degree of the tree. [13] shows that the throughput of a pat- tern grid with dimension d is scalable, if there exists a sharp vector of dimension d and (4) holds for K = d. ...

The One-to-Many TCP Overlay: A Scalable and Reliable ...
ministic nor scalable. Existing tomography systems analyze thetemporal cor-relations among multiple receivers in a multicast-like en-vironment; andwithenoughprobes, theycaninfertheloss rate of each path segment with high probability. However, their inference results are not deterministic or unique for two reasons. First, they can only achieve 100% determin-

Scalable Deterministic Overlay Network Diagnosis
In this thesis, we explore these issues by developing a scalable, adaptive and network-aware infrastructure for efficient content delivery, namely Scalable Content Access Network (SCAN). <p> SCAN has four components: object location, replica placement and update multicast tree construction, replica management, and overlay network monitoring ...

Towards a Scalable, Adaptive and Network-aware Content ...
• We build an adaptive overlay streaming media system on top of TOM and achieve skip-free live media playback when switching to overlay routing to bypass faulty or slow links in the face of congestion/failures. In both simulations and PlanetLab experiments, we estimate path loss rates with high accuracy using measure-ments.

1084 IEEE/ACM TRANSACTIONS ON NETWORKING, VOL. 15, NO. 5 ...
Multicast TCP (MTCP) provides a protocol which uses a network overlay in the form of a logical tree with an arbitrary number of levels to provide reliable data delivery and congestion control [23 ...

MTCP: Scalable TCP-like Congestion Control for Reliable ...
A. Multicast Overlays In contrast to native reliable IP multicast where the nodes of the tree are Internet routers and where specific routing and control mechanisms are needed, overlay mul-ticast uses a tree where the nodes are end-systems and where the currently available point to point connections between end-systems are the only requirement. An arc

The One-to-Many TCP Overlay: A Scalable and Reliable ...
an Overcast network in a scalable manner. Section 2 details Overcast's relation to prior work. Overcast's general structure is examined in Section 3, rst by describing overlay networks in general, then providing the details of Overcast. Section 4 describes the operation of the Overcast network performing reliable application-level multicast ...

Overcast: Reliable Multicasting with an Overlay Network
Overlay multicast is also known as End System or Peer-to-Peer Multicast. High bandwidth multi-source multicast among widely distributed nodes is a critical capability for a wide range of applications, including audio and video conferencing, multi-party games and content distribution.

Overlay network - Wikipedia
scalable overlay multicast tree construction qos-constrained medium streaming overlay network qos constraint latter case end-system multicasting large-scale tree algorithmic complexity several algorithm many thousand physical link stress overlay route various end-hosts multiple instance end-host processing ip multicast physical network ...

Scalable Overlay Multicast Tree Construction for QoS ...
CiteSeerX - Document Details (Isaac Councill, Lee Giles, Pradeep Teregowda): Overlay networks have become popular in recent times for content distribution and end-system multicasting of media streams. In the latter case, the motivation is based on the lack of widespread deployment of IP multicast and the ability to perform end-host processing.

Scalable Overlay Multicast Tree Construction for Media ...
Moreover, the Pagoda overlay network can route arbitrary multicast problems with a congestion that is within a logarithmic factor of what a best possible overlay network of logarithmic degree for that particular multicast problem can achieve, even though the Pagoda is a constant degree network.

Pagoda: A Dynamic Overlay Network for Routing, Data ...
An overlay monitoring system is scalable only when the size of the basis set, k, grows relatively slowly as a function of n. Given that the Internet has moderate hier- archical structure [24], [25], we proved that the number of end hosts is no less than half of the total number of nodes in the Internet.

Algebra-based Scalable Overlay Network Monitoring ...
The source of the stream multiplexes the data on top of these trees and the routing of packets is statically defined. In this scenario, the reliability of the overlay links is critical for the performance of the system since temporary link failure or network congestion can cause a significant disruption of the end-user quality.

Low-delay peer-to-peer streaming using scalable video ...
multicast. We implement it in the Backpressure Multicast Congestion Control (BMCC) protocol, with a focus on how to realize it in combination with geographic multicast rout-ing in the Scalable Position-Based Multicast (SPBM) proto-col. Our evaluation points out a number of highly desirable properties of the proposed scheme. In particular, it ...