

CROSS LAYER ADAPTIVE PDM USING PEER-PEER NETWORK ENVIRONMENT

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Abstract: *Using digital satellite distribute the video resources in receiver side. Receiver side contains some kinds of issues with adaptive PDM techniques. These issues are shows like reliability and signal capacity. It can take more amount of time for switching the peer process. These all the problems are shows in downloading time. This kind of p2p system architecture shows low performance and less efficient solution in receiver. Now in this paper propose the new cross layer design with adaptive PDM technique implementation process. It can show the results in receiver with high quality and high signaling capacity. We implement in this cross layer anti delay technique. This anti delay technique shows the better results in implementation process under the download process. P2p system architecture shows good specification results identifies with handshaking property implementation in network.*

1. INTRODUCTION

In present generation internet services utilization is increases. Internet technologies are fast growing technologies under video distribution with multiple databases. In present days of ISP traffic problems are consider under media streaming applications in implementation process. There are no perfect impact stream technologies under internet applications. In present technologies are gets the problems in physical layer under distribution of video. Present technologies are faces the problems under video streaming representation technologies. Video streaming contains the issues are like signal loss and bandwidth is not sufficient. Some other problems also are generating in video streaming in receiver that is called as interference problems. Interference problems shows the results like loss of bit rate and peak to signal noisy ratio.

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Now we are consider new challenges in implementation like downloading time reducing procedure. Now create the new network design using good scalable video technology in real time applications. These new technologies are preferred to implement for quality video delivery process.

II. RELATED WORK

Now-a-days in present internet applications are shows some issues in video streaming in receiver side. Those people are considered and implement the IPTV protocol system. All issues are collect from different number of techniques. Now we are discuss about multimedia or MPEG specification problems. Video streaming starts the implementation from mid of 20th century. It can provide less amount hardware system capabilities are present. Hardware components are read the video sizes are limited. Hardware systems can supports for only small scale systems.

After some number of days new kinds of techniques are introduced here. Through channels starts the packets transmission based on bandwidth. Here low bandwidth

channels are present here. This low bandwidth channels start distribution of packets with limited bandwidth specification process. These channels produce the results as a low latency specification. In transmission channels place the some protocols implementation, it cannot provide a better solution in destination point. Next concept related to testing issues. In video streaming in network deployment there is no testing environment process. Any attackers are enter there is no monitoring and observation. In video transmission to gets the problems without testing approach.

Next Concept generates the results with error correction code techniques. Using error correction code techniques recover the failure sub streams of bits of content specification process. This particular cooperative communication applies in between of proxy servers. Proxy server's communication is not provides any kind of reliable solution in implementation process.

Some other new kinds of video streaming techniques are shows issues like redundancy in between of paths transmission. It is not possible for predicting the noisy data under video distribution process. It is not possible for gets the quality video distribution transmission process. Many number of users are suffers without gets perfect original delivery generation.

Previous environment of p2p system architecture is not contains any kind of delay analysis. Whenever there is no delay analysis to gets the problems under the video allocation. There is no perfect video resource allocation in peers under transmit of bits. Some time bandwidth is not sufficient according to that peers are failure. Dynamically add the new peers under previous peer location. These peers are not stable peers. It cannot provide any lifetime under transmission of video content. It can take more amount of delay time for transmission of video.

Some other p2p system architecture identifies the problems in internet applications. Internet applications are shows flaws under transmission environment like buffering. Buffering shows the problems like speed of transmission video. It can take more amount of downloading time specification process. It can contains the signaling capacity is very low. It is less scalable and provides the response to limited number of users.

After some number days some other people are discuss about adaptive PDM. First calculate video transmission content how much is available here. According content size using content distribution network starts the transmission content. According content size select number peers. Through parallel peers starts the video distribution. All people are got the response at a time in destination point. It can take more amount of

downloading time specification process. It can possible for providing the video distribution to limited number of users.

III. MOTIVATION:

Adaptive PDM takes more downloading amount time. In network video distribution there is no perfect estimation. Now we are introduces the portfolio selection and Integer Linear Programming (ILP). According user requests transmit the video. Request video size calculates and select based on capacity of peers. How many numbers of peers are require for transmission of content that number of automatically select and allocate the video perfectly. Total video till reaches the destination perform the operations in implementation process. Any problem is occur in transmission using cross layers to recover the video bits effectively with in the less amount of time generation. Through these methods gets the effectiveness results like throughput, delay and performance specification process.

IV. CONTRIBUTIONS:

1. User forwards the request, according to request video select number of peers at a time for transmission of packets.
2. Using portfolio selection shows the perfect formulation of video in different number of peers.
3. Video allocation procedures provide good load balancing solution.
4. Resource allocation possible with cross layer protocols implementation process.
5. In destination points shows the results as a good network utilization maximization environment process.
6. Shows the solution as a local optimization solution generation process.

V. NETWORK DESIGN WITH RESOURCE PLANNING UNDER LIVE STREAMING:

V.1 SYSTEM ARCHITECTURE CREATION:

Video Resource Distribution starts based on video on demand application environment. Using decision making techniques select number of peers for distribution of video.

These number of peers selection possible with portfolio selection implementation. These techniques are shows the results as a trade system specification process. Cross layer protocols also supports for intelligent decision making purpose, before failure the peer automatically reallocate the new peer generation. This the peer's generation that is called as virtual peers. After completion of utilization automatically peers are expired. There is no extra maintenance cost and provides the video distribution as hierarchical and prototype results generation in receiver. Hierarchical transmission of content is possible for deliver the original video content in destination.

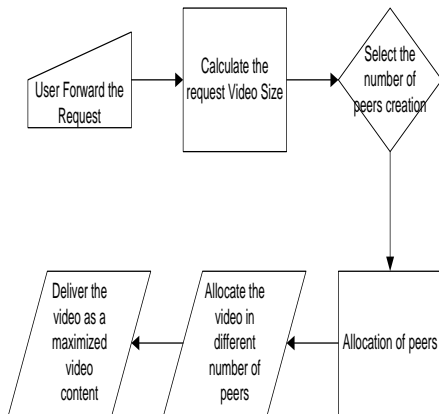


Fig 1: Cross layer system architecture with adaptive PDM

V.2 CROSS LAYER BASED ADAPTIVE PDM VIDEO DISTRIBUTION:

Adaptive network design requires to increases the performance level specification process. Performance levels are focus on cross layer implementation in network design. Cross layer takes the intelligent decision making before failure the peer. Cross layer networks implements in internet service providers (ISP) using (Internet Protocol Television) IPTV. ISPs are shows the good transmission in real time applications for accessing the quality video distribution process. Cross layer video distribution shows good video streaming representation process identification process. According user flexibility increase the bandwidth levels and signaling capacity under transmission of content specification. Any packets are missing under transmission to recover the packets of information in transmission environment process in network using p2p system architecture. Many kinds of recovery techniques are available for collecting the good bandwidth as a good quality video. It is continuous video updating process in receiver side for capturing the video.

Cross layer adaptive PDM shows the implement with joint link optimization process specification process. Video transmission shows multiple peers with multiple flows specification process. Multiple flows of packets transmission shows in physical layer implementation. We are adding the some kind of new security techniques also implement in network design for deliver the content in destination point. Whatever gets the problems like Peak to signal noisy ratio and bits loss everything we are ready to recover using cross layer design in transmission environment?. This is everything to focus on wireless ad-hoc network environment process. We are ready to shows the good degradation results identification in destination point.

Cross layer implementation requires for implementation of self organized networks implementation process.

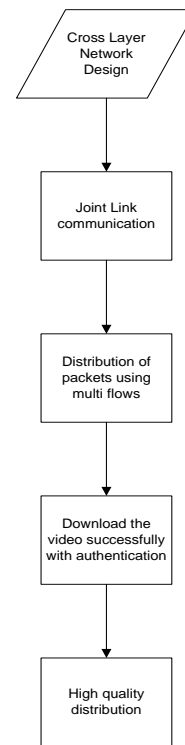


Fig 2: Quality Video Distribution

V.3 INTEGER LINEAR PROGRAMMING IMPLEMENTATION

Video live streaming content generation purpose implements layer verification process. We are introduces the MAC layer implementation in network design specification process. We are introduces the new IEEE 802.11g network implementation for providing the good robust network generation.

IEEE 802.11 networks are comes under self organized networks creation environment process. In live streaming representation gets the good optimal solution using autonomous network reconfiguration system process. Quality video results generation purpose introduces the stochastic framework. In transmission time we are implement the markov chain process. Video transmission possible implement with different number of transitions. Each and every intermediate node transmission itself verifies the packets of content generation. This processes until reaches the video content in destination point implementation process. This is procedure for generating the complete video generation process. In destination point verify all the frames of content identification process. Which frames are failed under transmission identify and retransmit the selective frames of content through network intermediate peers. In destination peer perform the good aggregation operation. In the p2p system network design prefers for collecting the all the frames.

VI. RESULTS AND DISCUSSION

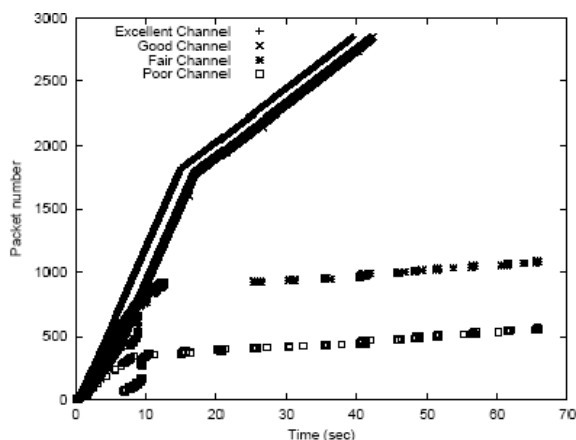


Fig 3: channel efficiency gain calculation graph.

After transmission of videos distribution calculate the efficiency about each and every channel. We are classifying the channels as a good efficiency, poor, fair and excellent. Through best transmission channels only distribute the data efficiency. Next time to starts the bits or frames transmission select highest efficiency channel.

VII. CONCLUSION

Through cross layer implementation and find out good transmission and quality video generation process. Cross layer designs with good security specification process. It can provide the good robustness results in destination users. Through robust network design provides high

quality video generation in destination point. In ISP reduces the traffic generation also in destination point specification process. We are implementing the good retransmission techniques under implementation process. Results are generating as a good application layer based control network design we are prepare here.

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