

MEDIA DELIVERY SIMULATOR





BACKGROUND

- › Media Dominates Share of Data Traffic
- › Continued projected growth
- › We need a more efficient solution
- › How to judge?
- › Create a flexible simulator

GOALS



- › Ability to experiment with traffic
- › Test effectiveness of distribution theory
- › Fast, data-driven results
- › Flexible test-bed to create new solutions
- › “Life-sized” simulation for realistic output



CHALLENGES

- › Create nodes that approximate core features
- › Flexible/Reusable assembly method
 - Ability to simulate different loads/scenarios
- › Extensible framework
 - Addition of new and unanticipated nodes
- › Data Collection & Reporting
 - Simulation data should be recorded, collated in an accessible web-based GUI
- › Controlling the network
 - All nodes must be controllable via aforementioned GUI

PROJECT



- › Design, implementation of model and protocol that allows an extensible, distributed simulation
- › Design, implementation of web-based, dynamic control tool to operate the simulation
- › Implementing a Java-based simulation backend, including a controller and four basic node types
- › Performing at least two simulations of two radically different media delivery systems

MORE INFORMATION



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