

Lab 5: Congestion Control for Audio Streaming

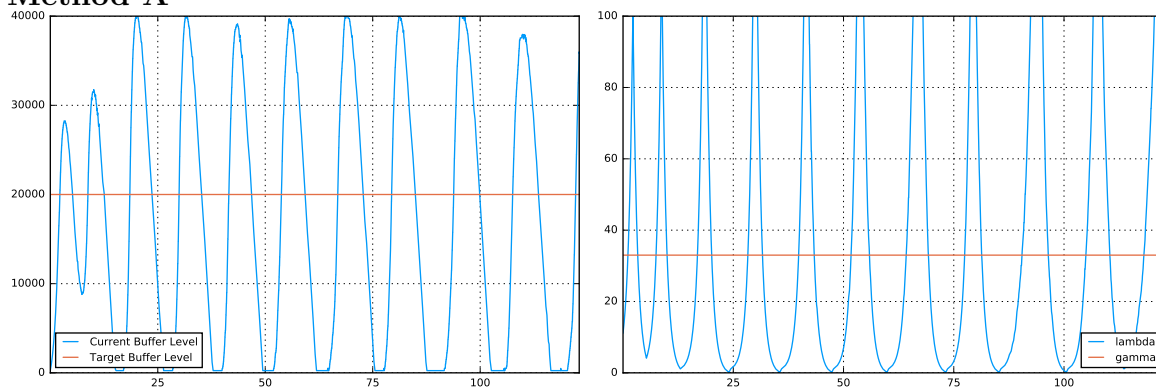
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CS536

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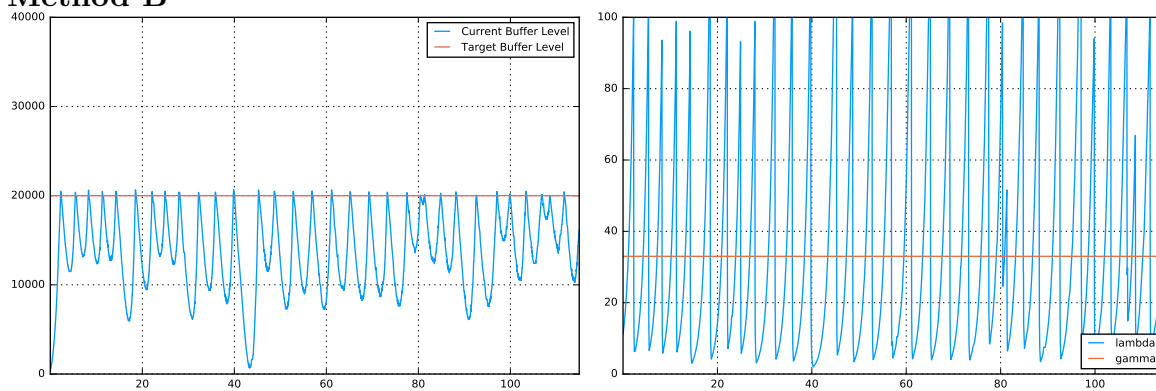
Problem 1.

Below are plots for each method:

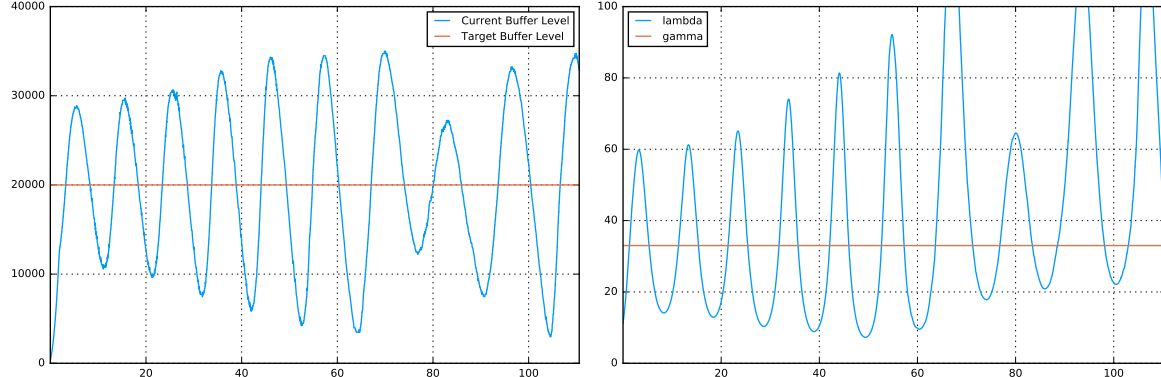
Method A



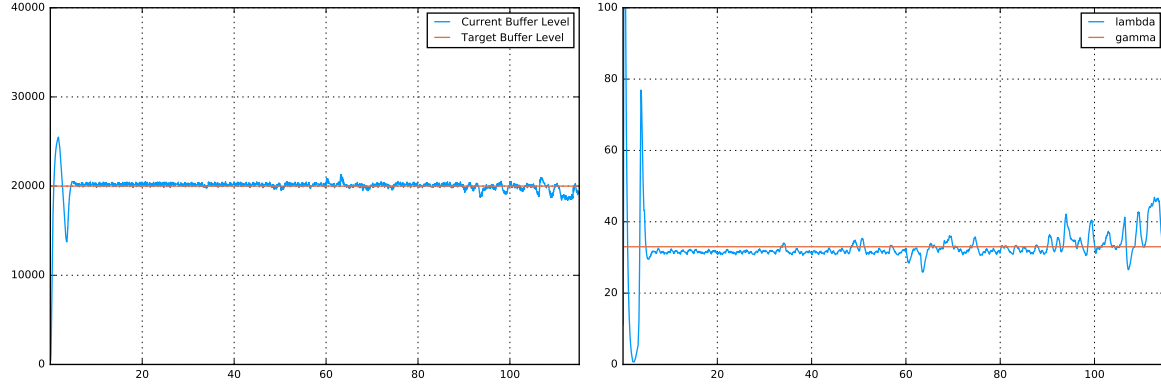
Method B



Method C



Method D



Discussion: As we discussed in class, the plot is sample of first 50 seconds of 4 methods. The parameters we used are:

1. For method A, $a = 2$
2. For method B, $a = 2, \delta = 0.5$
3. For method C, $\epsilon = 0.00005$
4. For method D, $\epsilon = 0.001, \beta = 0.1$

Method D has the best results and the streaming using method D seems to have better quality. Method B,C also has a decent streaming quality as current buffer level always above payload size. Method A does not have a good streaming quality, as the current buffer level always hits bottom. For testing streaming server with 2 clients, I don't see any significant differences when streaming server supports two clients vs one client.