

Weekly Report:

Paper Study:

Title: ISP-Friendly Live P2P Streaming,

Authors: Nazanin Magharei, Reza Rejaie, Volker Hilt, Ivica Rimać and Markus Hofmann,

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This paper studies the p2p live streaming over localized overlay to discuss how to achieve good performance through improving the scheduling schemes while reducing the inter-ISP traffic by localized overlay.

One of the advantages of the paper is the changing of scheduling schemes over localized overlay. The direct use of Shortest Path scheduling over a localized overlay reduces the delivery quality due to two reasons. According to the reasons, authors put up scheduling at two tiers: Inter-ISP scheduling and Intra-ISP scheduling; and each tier adopts Shortest Path scheduling. To realize the two tier scheduling, each block in the protocol carries three counters, more than the one counter in the original protocol.

And after discussing the two tier scheduling over localized overlay under the assumption that all connections have the same bandwidth, the paper just gives the process that deals with Bandwidth Dynamics.

The paper gives the method of solving the performance degradation of p2p live streaming localized overlay. It doesn't give the math model to analyze it. So the performance improvement of two tier scheduling is got from the simulations.