An Efficient Edge Server Selection in Content Delivery Network using Dijkstra’s Shortest Path Routing Algorithm with Euclidean Distance

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Abstract

The performance enhancement of the edge server in Content Delivery Network is the budding area of the research in the fields of modern Information Technology and Communication Engineering so that the web users or the cloud users across the network get faster service irrespective of any geographic locations during browsing over internet and at the same time downloading multimedia contents. As an aftermath, several approaches and aspects have been introduced so far with the efflux of time. Therefore, our main objective is to facilitate this area of improvement by finding the selection of an appropriate edge server which will provide the multimedia contents and ensuring a faster response time and downloading time of the requested content due to reduced latency to the web users as well. Our proposed method will show the efficient technique for choosing the appropriate edge server with comparatively less complexity.

References

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