Abstract

Multimedia applications such as video conferencing, multiparty video games, military applications news feeds, video-audio transmission and IP TV etc. are today and next generation demand in our life. Multicast communication is better than broadcast and unicast as communication scheme to handle above stated application. Multicast is one to group communication whereas every one knows the multicast group address and uses the UDP protocol. So, it suffers with flooding or congestion problem. Many research groups have proposed the mechanism to control the congestion in multicast. The congestion control schemes are based on source driven, receiver driven and hybrid. Our proposed work is receiver driven approach and we are providing efficient joining and leaving scheme for multicast congestion control which is based on adaptive throughput. In this scheme, we are going to proposed multiple layered joining and leaving approach whereas leaving decision is based on adaptive deaf concept. We have analysis the simulation results using NS-2 which show that performance and packet loss of purposed approach are better than existing approach.

Reference

Innsbruck, Austria, Feb. 2006.


Index Terms

Computer Science

Communication and
Network

**Key words**

- Congestion
- IGMP
- IP multicast
- Multicast
- Multicast Routing