Abstract

Cloud computing with its efficient and reliable service is now considered as a good choice over traditional approach of serving multimedia requests. The key issue to handle while serving these requests is to provide the required resources in shortest possible time without violating SLA (Service Level Agreement). In this paper, propose an improved and efficient load balancing technique for multimedia system called ILBTM to serve the purpose. It considers current server load, bandwidth availability and present network conditions while choosing efficient datacenter for request processing. Its main advantage is consideration of heterogeneous environment and parameter calculation on the fly which makes it more analogous to real time scenario.

References


Index Terms

Computer Science
Distributed Systems

Keywords

Cloud computing, load balancing, SLA, resource allocation, response time.