Abstract
Media Streaming applications have attracted large amount of users in the internet. Due to onset of these bandwidth-intensive applications, it became economically inefficient to provide distribution of streaming with guaranteed QoS dependent only on central resources at a Media content provider. Cloud computing offers an elastic infrastructure so that media content providers (e.g., (VoD) i.e Video on Demand providers) can use to obtain streaming resources that matches the demand or requirement. Media content providers are debited for the resources allocated or reserved in the cloud. Most of the existing cloud providers use to employ a pricing model for the reserved. Such pricing schemes offers an discount rates depending non-linearly on the period of time the resources are reserved during this time in the cloud. In this case, to decide that the right amount of resources reserved in the cloud and their reservation time is an open problem such that the cost on the media content provider is minimized.

References

- A Survey on Peer-to-Peer Video Streaming Systems Yong Liu • Yang Guo • Chao Liang

Index Terms

Computer Science
Distributed Systems
Keywords
Media Database  Media Information Retrieval  Genetic Algorithm  Query Ranking.