### 论文

# 一种基于P2P协作的代理缓存流媒体调度算法

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该文根据流媒体系统中缓存空间不足及服务延迟的问题,提出一种基于P2P协作的代理缓存流媒体调度算法PCSPC(Proxy-Caching Scheduler based on P2P Cooperation)。首先按照流行度高的数据占用较大存储空间的原则,利用媒体文件的存储效率为每个前缀分配相应的存储空间。然后按传输成本将前缀降序排列,代理服务器升序排列,将前缀依次分配到代理服务器上,并且通过理论证明该方法能够有效地减少传输成本。PCSPC算法能够兼顾存储效率与传输成本。仿真实例说明了算法的有效性。

关键词 <u>流媒体</u> <u>P2P协作</u> <u>代理缓存</u> <u>存储效率</u> <u>传输成本</u>

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# A Proxy-Caching Scheduler Based on P2P Cooperation

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#### Abstract

Lack of cache and service time-delay in the media streaming system are considered. PCSPC (Proxy- Caching Scheduler based on P2P Cooperation) is proposed. First according to the principle that more popular data are assigned more cache, corresponding cache is allocated to every media file's prefix. And then prefix sequence and proxy sequence are sorted in ascending and descending order respectively by transmission cost, and this method can reduce transmission cost effectively, which is proved by mathematical method. Both cache efficiency and transmission cost are considered in PCSPC. Simulation results show the effectiveness of the strategy. Key words <a href="Streaming media">Streaming media</a> <a href="P2P cooperation">P2P cooperation</a> <a href="Proxy-caching Caching efficiency Transmission cost">Proxy-caching Caching efficiency Transmission cost</a>

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