



P2P流媒体直播系统的组播树构建及设计

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Construction of Multicast Tree of P2P-Based Live Media Streaming and System Design

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摘要

研究了P2P流媒体直播系统的特性和体系结构.对组播树的构建与设计进行了详细的说明,提出一种单播树、多播树结合的组播树构建方案,该方案结合了单组播树维护方便、多组播数节点负载均衡的优点.对节点组织策略进行了分析,对新加入节点利用及时服务策略进行了研究,提出一种及时优化策略.在新节点加入的时候就探测其服务能力,调整组播树结构,及时发挥新加入节点的优势,提升系统服务能力.

关键词: [P2P](#); [流媒体](#); [组播树](#)

Abstract:

This paper studies characteristics and architecture of P2P streaming broadcast systems. Construction and design methods of multicast tree are first discussed. A scheme combining unicast and multicast trees is proposed, which combines advantages of easy maintenance of unicast tree and load balancing of multicast tree. Based on analyses of the strategies of node organization and timely service of new nodes, an optimized strategy for immediate service is introduced. When new nodes are added, the system will detect their abilities of providing services, and adjust the multicast tree structure to utilize the ability of the new nodes, thus enhance the system capacity.

Keywords: [P2P](#); [streaming media](#); [multicast tree](#)

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