

## International Journal of Computer Science and Mobile Computing

A Monthly Journal of Computer Science and Information Technology

ISSN 2320-088X

*IJCSMC, Vol. 3, Issue. 10, October 2014, pg.431 – 435*

### **RESEARCH ARTICLE**



# Effective Video Streaming Scheme in Online Social Networks

G. Srikanth<sup>1</sup>, Yasin. S<sup>2</sup>

<sup>1</sup>M.Tech 2<sup>nd</sup> year, Dept. of CSE, Nimra Institute of Science & Technology, Vijayawada, A.P, India

<sup>2</sup>Associate Professor, Dept. of CSE, Nimra Institute of Science & Technology, Vijayawada, A.P, India

<sup>1</sup>gummadisrikanth461@gmail.com; <sup>2</sup>sdyasin761@gmail.com

---

**Abstract** — Nowadays Online social networks (OSNs) (e.g., Facebook, Twitter, LinkedIn, Pinterest) are now among the most popular sites on the Web. Present network group, Peer-To-Peer (P2P) network is exploring as a good candidate for resource sharing over the Internet. Compared with traditional file sharing workloads, continuous streaming of multimedia content provokes a significant amount of today's internet traffic. Streaming media has various real-time constraints such as insufficient memory, high bandwidth utilization for large-scale media objects and lack of cooperation between proxies and their clients. Therefore, Sharing of large multimedia objects between similar interests has become predominantly important for on demand video streaming applications. Existing P2P assisted sharing scheme clusters the peers based on similar interest and locality to improve the streaming performance under limited storage constraints. An OSN provides a powerful means of establishing social connections and sharing, organizing, and finding content. For example, Facebook presently has over 500 million users. Unlike current file or video sharing systems (e.g., BitTorrent and YouTube), which are mainly organized around content, OSNs are organized around users.

**Keywords** — Peer to peer (P2P), Video on Demand (VoD), Distinguish hash table (DHT), Online social network (OSN)

---

## I. INTRODUCTION

Online social networks (OSNs) (e.g., Facebook, Twitter, Pinterest, LinkedIn) are now among the most popular sites on the Web. An OSN provides a powerful means of establishing social connections and sharing, organizing, and finding content. For example, Facebook presently has over 500 million users. Unlike current file or video sharing systems (e.g., BitTorrent and YouTube), which are mainly organized around content, OSNs are organized around users. OSN users establish friendship relations with real-world friends or virtual friends, and post their profiles and content such as photos, videos, and notes to their personal pages. Video sharing has been an increasingly popular application in OSNs, enabling users to share their personal videos or interesting videos they found with their friends. Indeed, according to comScore Releases in August 2010; Facebook is now the second-largest online video viewing platform. The total time spent on video viewing on Facebook increased 1,840% year-over-year, from 34.9 million minutes in October 2008 to 677.0 million minutes in October 2009. During the same time

period, the number of unique video viewer increased by 548% and total number of streams grew by 987% [1]. The recent rapid development of OSN video sharing applications illustrates the evolution of OSNs from simply communication focused tools to a media portal. OSNs are transforming from a platform for catching up with friends to a venue for personal expression and for sharing a full variety of content and information.

In recent years, much effort has been devoted to improving the client/server architecture for video sharing, with the peer-to-peer (P2P) architecture being the most promising. P2P-based video sharing has been used in on demand video streaming. With each peer contributing its bandwidth to serving others, the P2P architecture provides high scalability for large user bases. OSN users establish friendship relations with real world friends or virtual friends, and post their profiles and content such as photos, videos, and notes to their personal pages. These networks interconnect users through friendship relations and allow for asynchronous communications within thus defined social graph. While various OSNs support other types of interactions, including browsing of users' profiles, the bulk of traffic can be attributed to inter-user communications. OSNs continue to expand, and as a result, an ever-increasing amount of computing power and bandwidth are needed to support the communications of the growing user base. At the center of an OSN is the social graph and user data, which are traditionally stored and operated on in a centralized data center. As the result, OSN services can appear unresponsive to users located far away from such data centers.

## II. RELATED WORK

Several approaches have been proposed for automation of shopping mall. However most of them focused on one aspect of the problem. In [1], Peer-to-peer (P2P) content distribution is able to greatly reduce dependence on infrastructure servers and scale up to the demand of the Internet video era. However, the rapid growth of P2P applications has also created immense burden on service providers by generating significant ISP-unfriendly traffic, such as cross-ISP and inter-POP traffic in [2], Video-on-demand in the Internet has become an immensely popular service in recent years. But due to its high bandwidth requirements and popularity, it is also a costly service to provide. We consider the design and potential benefits of peer-assisted video-on-demand, in which participating peers assist the server in delivering VoD content, in [3], Video-on-Demand streaming on Peer-to-Peer (P2P) networks has been an emerging technique in recent years. This paper presents a systematic literature review of P2P VOD networking in [4], pared to P2P live streaming, due to higher peer dynamics and less buffer overlap. The situation is further complicated when we consider the selfish nature of peers, who in general wish to download more and upload less, unless otherwise motivated In [5], In nowadays network group, the Peer-To-Peer (P2P) network is exploring as a good environment for resource sharing over the Internet. Compared with traditional file sharing workloads, continuous streaming of multimedia content provokes a significant amount of today's internet traffic.

Current advances in the video streaming technology have made it possible to transport the live video or stored video over the Internet. The main core of this thesis is concerned with video streaming that refers to the transmission of prerecorded multimedia content and live video by both live and on-demand services. The American National Standard for Telecommunications defines streaming as “a technique for transferring data (usually over the Internet) in a continuous flow to allow large multimedia files to be viewed before the entire file has been downloaded to a client's computer”.

The basic key sight in video streaming is that server divides the video into a number of segments and then divided parts are transmitted successively to the client end device. On receiving the video, client stores the received parts of video in its buffer and playback the video in its media player without waiting for the entire large video to be downloaded. It facilitates near instantaneous playback of multimedia content irrespective of the video size. And the main advantage of the streaming media is to avoid the memory space required to store the whole video content and also reduces start delay. Therefore, it provides scalable and continuous video streaming among the large number of widely distributed clients even under the limited bandwidth and storage constraints.

### III. Video Streaming

In OSN's Video streaming architecture encompasses two major components such as streaming server and a set of clients. In this architecture, the streaming server, client's media player and the streaming technology are tightly coupled to support video streaming across the different systems and platforms. Streaming server is the server that acts as a source of content by storing the more number of videos. Client is an end user composes buffer to store the streamed video and media player to playback the buffered video in a continuous manner.

In order to stream a video, the client builds a connection through the media player to a streaming server. Server starts to stream a video according to the client request based on the streaming mode either live telecast or on-demand media. During streaming, a small buffer is created on the client device and then buffer started to store the streamed video. As soon as the buffer gets full, media player in client device starts to play the video. Like this, media data simultaneously stream at the client side by the streaming server rather than the downloading the whole video content. In order to provide the best effort delivery, buffer eliminates the variations in media reception rate raised due to the non-deterministic nature of the Internet.

Peer-to-Peer video streaming is a decentralized approach that supports for new innovative distributed applications such as social networking and user generated content (forum). It streams video content among the large number of clients who are self-organized into a virtual overlay network over the internet.

Each individual client (peers) collaboratively contributes their upload bandwidth to distribute video streams among peers in the network. Here, peer act as a consumer and provider of service. Therefore, peers not only download video content from the streaming server and also can able to upload the downloaded video to the peers those who will requesting it in future. It can significantly reduce the server workload and also achieves high scalability by effectively utilizing the inherent network resources. It can be broadly classified into two categories such as live streaming and video-on-demand.

#### User Interface

This is the first module of our project. User Interface Design plays an important role for the user to move login window to user window. This module has created for the security purpose. In this login page we have to enter login user id and password. It checks username and password whether matched or not. If we enter any invalid username or password we can't enter into login window to user window it will shows error message. So we are preventing from unauthorized user entering into the login window to user window. It will provide a good security for our project.

#### Creating Social Relationship

This is the second module of our project in this we are going to collecting the all registered user details from database and matching with currently registering user details based upon that we can specifies the some related friends when he his login to our SN. After users in other video sharing websites are driven to watch videos by interests, while in Social Network, the followers of a source node (i.e., video owner) are driven to watch almost all of the source's videos primarily by social relationship, and non-followers watch a certain amount of videos mainly driven by interest (I2). According to these differentiating aspects, we design the P2P overlay structure.

#### P2P overlay construction

This is the third module of our project in this we are going construct P2P overlay, for each source node. It consists of peers within 2 hops to the source that watch at least a certain percentage of the source's videos. Other peers can still fetch videos from the server. In this peers of a source node  $S$  in the social network constitute a P2P overlay for the source node. We aim to achieve an optimal tradeoff between P2P overlay maintenance costs and video sharing efficiency. Some nodes

within 2 hops may watch only a few videos in a source. Including these nodes and users beyond 2-hops into the overlay generates a greater structure maintenance cost than video sharing benefits. Based on I2, we build a hierarchical structure that connects a source node with its socially-close followers, and connects the followers with other non-followers. Thus, the followers can quickly receive chunks from the source node, and also function as a pseudo-source to distribute chunks to other friends.

### Video Sharing to Social Networks

In this module user videos uploaded to Social Network, social relationships are the primary consideration when viewers decide whether to watch a video. For external videos, interest gains more weight in influencing the watching probability. However, no matter if it is a video uploaded to Social Network or an external link, we assume that the video owner, the video up loader, or the one who shared the external video link would have the video in his/her local cache. This assumption is reasonable because in the case of uploaded videos, the uploaders have the original videos, while in the case of external links, a user usually shares a video after (s)he has watched the video (or at least part of it) and hence has the video in cache. Therefore, both types of videos are applicable in P2P video sharing, in which videos are prefetched from users' local cache instead of the video server.

### Control the Buffer Space

This is the last module of our project in this the source node and followers are involved in every interest cluster for providing video content, we call the group formed by the source, followers, and interest cluster- peers in an interest cluster swarm, and call all nodes in a swarm *swarm-peers*. As I1 indicates, the cluster size of each interest cluster should be small. O9 indicates that many viewers of a video are physically close peers. Therefore, in order to reduce delay, physically close interest-cluster-peers are randomly connected with each other. The peers find their physically close peers based on their ISP (Internet Service Provider), subnet information In current video sharing in SN, a node always requests the server for videos uploaded by source nodes. We let the server keep track of the video watching activities of viewers of a specific source node in order to identify and update its followers and non-followers based on Social Tube's pre-defined thresholds.

## IV. Video coding scheme

The transmission of multimedia content over network leads to data loss due to its very sensitive nature. Therefore, a multimedia content must be encoded using an effective video coding scheme before it is transmitted over the network. It offers high reliable streaming even under peer dynamics and high heterogeneity.

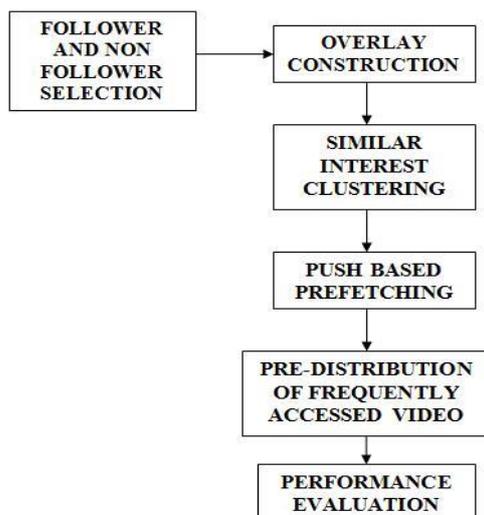


Fig.1 Block Diagram of Online social Network

## V. CONCLUSION

Video sharing is an increasingly popular application in OSNs. However, the client/server architecture deployed by current video sharing systems in OSNs costs a large amount of resources (i.e. money, server storage) for the service provider and lacks scalability. Meanwhile, because of the privacy constraints in OSNs, the current peer-assisted Video-on-Demand (VoD) techniques are suboptimal if not entirely applicable to the video sharing in OSNs. In this paper, we crawled video watching trace data in one of the largest online social network websites Facebook, from Jul. 2007 to Aug. 2010 and explored the users' video viewing patterns. We found that in a user's viewer group, 25% viewers watched all videos of the user driven by social relationship, and the viewing pattern of the remaining nodes is driven by interest. Based on the observed social and interest relationship in video watching activities, we propose Socialtube, which provides efficient P2P-assisted video sharing services. Extensive simulation results show that Socialtube can provide a low video startup delay and low server traffic demand. We also implemented a prototype in Planet Lab to evaluate the performance of Socialtube. The experimental results from the prototype further confirm the efficiency of Socialtube.

## REFERENCES

- [1] Facebook passes google in time spent on site for first time ever. <http://www.businessinsider.com/>.
- [2] Social media, web 2.0 and internet stats. <http://thefuturebuzz.com/2009/01/12/social-media-web-20-internet-numbers-stats/>.
- [3] K. Wang and C. Lin. Insight into the P2P-VoD system: Performance modeling and analysis. In Proc. of ICCCN, 2009.
- [4] Y. Huang, Z. Fu, D. Chiu, C. Lui, and C. Huang. Challenges, design and analysis of a large-scale P2P VoD system. In Proc. SIGCOMM, 2008.
- [5] B. Cheng, L. Stein, H. Jin, X. Liao, and Z. Zhang. Grid cast: improving peer sharing for p2p vod. ACM TOMCCAP, 2008.
- [6] C.-P. Ho, S.-Y. Lee, and J.-Y. Yu. Cluster-based replication for P2P-based video-on-demand service. In Proc. of ICEIE, 2010.
- [7] J. Wang, C. Huang, and J. Li. On ISP-friendly rate allocation for peer-assisted VoD. In Proc. of MM, 2008.
- [8] C. Huang, J. Li, and K. W. Ross. Can internet video-on-demand be profitable? In Proc. of SIGCOMM, 2007.

## SHORT BIOGRAPHY



Mr. G. Srikanth received the B.Tech Degree in Computer Science and Engineering from Jawaharlal Nehru Technological University, Anantapur, in 2012. He currently pursuing M.Tech (CSE) in Dept of Computer Science and Engineering in Nimra institute of science and technology, Ibaraham patnam, Vijayawada, under JNTUK University, Kakinada.



SAYEED YASIN received his **M.Tech** in Computer Science & Engg from JNTU Hyderabad. He is pursuing **Ph. D** in Rayalaseema University, Kurnool. He is currently working as **Assoc. Professor & HOD** in Nimra Institute of Science & Technology the Department of Computers Science and Engineering, Vijayawada. He has more than **Eight** years of experience in teaching. His area of interests is wireless networks & programming.