

Dedication

**With much pleasure I
wish to dedicate this
research to my**

Father soul,

Mother,

**Brother
soul,**

Sisters,

**And
friends**

ACKNOWLEDGEMENT

I wish to express my thanks and gratitude to my supervisor Dr. Ashraf GasimElseed for his help and guidance through several stages of this work. Iam also grateful for the assistance of my colleagues and staff in the College of Computer Science and Information Technology who supplied me with all the resources needed to complete this study .

Abstract

The growth of internet and increase in multimedia applications has created significant challenges on the networks to support higher bandwidth and provide quality of service guarantees needs by this application.

Congestion, packet loss and delays in a network can adversely affect the Quality of Service for the multimedia applications. Therefore, mechanisms to manage bandwidth usage must be utilized to maximize the service quality.

Bandwidth management is a technique that allows the use of bandwidth to be protected or limited for a given class of applications. Using this technology guarantees adequate bandwidth is always available for critical applications while allowing non –critical application to compete for the reminder of this bandwidth.

In this research the researcher proposes bandwidth management algorithm that efficiently manages various kinds of user traffic by categorizing them into three classes according to the traffic priority and gives each class their needs in term of bandwidth. This algorithm is suitable for multimedia services because the reservation strategy make sure that sufficient bandwidth is always available for high priority service like multimedia application.

A program implemented to Test the efficient or failure of the suggested bandwidth management algorithm, using visual basic .net and Sql Server as programming language .the algorithm has been tested and the researcher finds that multimedia application has a good chance to deliver more packet than the lower priority application (best effort traffic).and also lower priority traffic has a chance to access the network, this indicate that each type of traffic takes its share in resource distribution.

ملخص البحث

التطور في الانترنت والزيادة في تطبيقات الوسائل المتعددة خلق تحديات واضحة بالنسبة للشبكات تتمثل في توفير سعة نطاق واسعة وخدمة ذات جودة عالية تتطلبها هذه التطبيقات .

الازدحام وتأخير وضياع الحزم في الشبكة له تأثير سلبي في نوعية الخدمة بالنسبة لتطبيقات الوسائل المتعددة مما يستوجب وجود ميكانيكيه لإدارة استخدام سعة نطاق الشبكة لتحسين نوعية الخدمة .

ادارة سعة نطاق الخدمة عباره عن تقنيه يجعل استخدام سعة نطاق الشبكة محدد او محمى بالنسبة لتطبيقات معينه .

استخدام هذه التقنيه يضمن سعة نطاق كافيه دائما متوفره بالنسبة لتطبيقات الحرجه لسعة النطاق مع السماح لتطبيقات الغير حرجه لسعة النطاق بالتنافس على سعة النطاق المتبقيه . فى هذا البحث قدم الباحث خوارزميه لإدارة سعة النطاق التي تدير بصوره فعاله انواع مختلفه من طلبات المستخدمين وذلك بتصنيفها الى ثلاث مستويات اعتماداً على افضلية الطلب وتقديم سعة النطاق اللازمه له .

هذه الخوارزميه مناسبه لتطبيقات الوسائل المتعدده وذلك لأن استراتيجية الجزء للخوارزميه هي ضمان توفير سعة نطاق كافيه لتطبيقات ذات الافضلية العاليه مثل برامج الوسائل المتعدده .

تم انشاء برنامج لاختبار فعاله او فشل الخوارزميه المقترنه لإدارة سعة النطاق باستخدام برنامج فيجوال بيسبك دوت نت و SQL سيرفر . تم اختبار الخوارزميه ووجد الباحث ان تطبيقات الوسائل المتعددة لديها فرص اكبر لارسال عدد اكبر من الحزم اكثرب من البرامج ذات الافضلية الا قل وايضا البرامج ذات الافضلية الا قل لديها فرصه للوصول الى الشبكة وهذه اشاره الى ان كل التطبيقات تأخذ نصيبها في توزيع الموارد .

TABLE OF CONTENTS

| | |
|--|------|
| DEDICATION..... | i |
| ACKNOWLEDGEMENT..... | ii |
| ABSTRACT..... | iii |
| ملخص البحث | |
| iv | |
| List of Figures..... | viii |
| List of Table..... | ix |
| Chapter1: INTRODUCTION | |
| 1.1Introduction..... | 1 |
| 1.2 Basic of Networking | 1 |
| 1.3 Computer simulation..... | 3 |
| 1.3.1 Discrete-Event Simulation Model..... | 3 |
| 1.4 Research Overview | 4 |
| 1.5 Problem Statement..... | 4 |
| 1.6 Objective..... | 4 |
| 1.7 Related work..... | 5 |
| 1.8 Research Outline..... | 6 |
| Chapter 2: Multimedia Communication& QUALITY OF SERVICE (QoS) | |
| 2.1 Introduction..... | 8 |
| 2.2Multimedia communication networks..... | 8 |
| 2.3 Multimedia traffic..... | 8 |
| 2.4 Multimedia Applications..... | 9 |
| 2.4.1 Interpersonal communication..... | 9 |
| 2.4.2 Interactive application over the internet | 10 |
| 2.4.3 Entertainment applications..... | 10 |
| 2.5 Requirements for multimedia networking..... | 11 |

| | |
|--|----|
| 2.6 Multimedia Protocol..... | 12 |
| 2.6.1 Real time protocol (RTP)..... | 13 |
| 2.6.2 Real time transport control protocol (RTCP)..... | 13 |
| 2.6.3 Resource Reservation Protocol (RSVP)..... | 14 |
| 2.6.4 Real Time Streaming Protocol (RTSP)..... | 14 |
| 2.6.5 Session Initiation Protocol (SIP)..... | 15 |
| 2.6.6 H.323 | 15 |
| 2.7 Video and audio streaming..... | 15 |
| 2.8 Bandwidth..... | 15 |
| 2.8.1 Bandwidth management..... | 16 |
| 2.9 QUALITY OF SERVICE (QoS)..... | 17 |
| 2.10 QoS Benefits | 17 |
| 2.11 Level of QoS..... | 17 |
| 2.12 QoS Parameters..... | 18 |
| 2.12.1 Throughput..... | 18 |
| 2.12.2 Delay..... | 19 |
| 2.12.3 Delay variation (jitter)..... | 20 |
| 2.12.4 Loss or Error Rate..... | 20 |
| 2.13 QoS Specification..... | 20 |
| 2.14 QoS Mechanisms..... | 21 |
| 2.14.1QoS Provision Mechanisms | 21 |
| 2.14.2 QoS Control Mechanisms..... | 21 |
| 2.14.3 QoS management mechanisms..... | 22 |

Chapter 3 Packet Handling Mechanism

| | |
|--|----|
| 3.1 Introduction..... | 24 |
| 3.2 Packet classification..... | 24 |
| 3.3 Admission Control and Traffic Shaping..... | 25 |
| 3.3.1 Leaky Bucket..... | 25 |
| 3.3.2 Token Bucket..... | 26 |
| 3.4 Queuing and Scheduling Disciplines | 28 |
| 3.4.1 First in First out (FIFO)..... | 29 |
| 3.4.2 Strict Priority..... | 30 |

| | |
|------------------------------------|----|
| 3.4.3 Weight Fair Queue (WFQ)..... | 31 |
| 3.5 Packet Discard techniques..... | 32 |
| 3.5.1 Tail Drop..... | 33 |
| 3.5.2 Early Drop..... | 33 |
| 3.5.3 Drop Preference..... | 33 |
| 3.5.4 Random Early Drop (RED)..... | 33 |

Chapter 4: EXPERIMENTAL STUDY

| | |
|--|----|
| 4.1 INTRODUCTION..... | 34 |
| 4.2 bandwidth management algorithm | 34 |
| 4.2.1 Service Classification Strategy..... | 34 |
| 4.2.2 Resource Reservation Strategy..... | 35 |
| 4.3 pseudo-code for algorithm | 36 |
| 4.4 algorithm flow chart | 38 |
| 4.5 Network description..... | 39 |
| 4.5.1 Linksys SR2024 Overview | 41 |
| 4.6 Program description | 41 |

Chapter5: RESULTS AND DISCUSSION

| | |
|------------------------------------|----|
| 5.1 Introduction..... | 45 |
| 5.2 Result and Discussions..... | 45 |

Chapter6: CONCLUSION AND RECOMMENDATIONS

| | |
|---------------------------|----|
| 7.1 Introduction | 48 |
| 7.2 Conclusion | 48 |
| 7.3 Recommendations | 48 |
| References..... | 50 |

List of Figures

| No | Figure | Page |
|-----|--|------|
| 2.1 | Multimedia application categories | 9 |
| 2.2 | display the bandwidth requirement by video | 12 |
| 2.3 | Display the bandwidth requirement by audio | 12 |
| 2.4 | Multimedia Protocols | 13 |
| 3.1 | Leaky Bucket Mechanism | 28 |
| 3.2 | Token Bucket Mechanisms | 28 |
| 3.3 | Packet Scheduling | 29 |
| 3.4 | FIFO Packet Scheduling | 30 |
| 3.5 | Strict Priority Packet Scheduling | 31 |
| 3.6 | Weight Fair Queue Packet Scheduling | 32 |
| 4.1 | Bandwidth allocation algorithm flow chart | 38 |
| 4.2 | New SUST Network | 39 |
| 4.3 | Display the Engineering campus room server | 40 |
| 4.5 | Display stage of program | 44 |
| 5.1 | display the flow chart of first hour | 46 |
| 5.2 | display the flow chart of second hour | 47 |
| 5.3 | display the flow chart of third hour | 48 |

List of Tables

| No | Table | Page |
|-----|--|------|
| 2.1 | Service levels and enabling QoS functions | 18 |
| 4.1 | Illustrate the service priority classification | 35 |
| 4.2 | Illustrate the user priority classification | 35 |
| 4.3 | Shows the priority levels recommended in the IEEE 802.1p standard for various network applications | 41 |
| 4.4 | Illustrate media representation | 43 |
| 4.5 | Illustrate priority level representation | 43 |
| 5.1 | Illustrate total number of rejected, discard, finished connection in First hour at all priority level | 46 |
| 5.2 | Illustrate total number of rejected, discard, finished connection in second hour at all priority level | 47 |
| 5.3 | Illustrate total number of rejected, discard, finished connection in third hour at all priority level | 48 |

