

多媒体数据防冲突调度方法研究

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摘 要: 目前的多媒体数据在进行防冲突的调度时, 存在全局搜索能力差、有效性低和数据读取效率低的问题.对此提出一种多媒体数据防冲突调度方法, 对多媒体数据块进行分层, 使低层的多媒体数据块优先被请求, 保障了多媒体数据块的连续性, 提高了全局搜索能力.采用 BM 管理方法使结点定期向邻近的结点传输多媒体数据信息, 根据接收到的信息对邻居结点进行选择, 提高了数据读取效率.利用贝叶斯代价函数对多媒体数据的最优帧长进行计算, 有效地完成多媒体数据的防冲突调度.实验结果表明, 此方法的全局搜索能力强, 有效性高, 数据读取效率高.

关键词: 多媒体数据; 防冲突; 调度方法

Research on Anti-collision Scheduling Method for Multimedia Data

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Abstract: When the current multimedia data is subjected to anti-collision scheduling, there is a problem that the global search capability is poor, the validity is low, and the data reading efficiency is low. A multimedia data anti-collision scheduling method is proposed, which divides the multimedia data blocks so that the lower layers of multimedia data blocks are preferentially requested to ensure the continuity of the multimedia data blocks and improve the global search capability. The BM management method is used to transmit the multimedia data to the neighboring nodes on a regular basis, and the neighbor nodes are selected according to the received information to improve the data reading efficiency. The Bayesian cost function is used to calculate the optimal frame length of the multimedia data, and the anti-collision scheduling of the multimedia data is effectively performed. The experimental results show that the method has high global search ability, high efficiency and high data reading efficiency.

Key words: multimedia data; anti-collision; scheduling method

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