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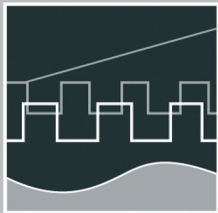
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**Session 7 - New Methods and Technologies for Medicine and
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Session 8 - Embedded System Design and Application

Session 9 - Image Processing, Image Analysis and Computer Vision


Session 10 - Mobile Communications

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Preface

Dear Participants,

Confronted with the ever-increasing complexity of technical processes and the growing demands on their efficiency, security and flexibility, the scientific world needs to establish new methods of engineering design and new methods of systems operation. The factors likely to affect the design of the smart systems of the future will doubtless include the following:

- As computational costs decrease, it will be possible to apply more complex algorithms, even in real time. These algorithms will take into account system nonlinearities or provide online optimisation of the system's performance.
- New fields of application will be addressed. Interest is now being expressed, beyond that in "classical" technical systems and processes, in environmental systems or medical and bioengineering applications.
- The boundaries between software and hardware design are being eroded. New design methods will include co-design of software and hardware and even of sensor and actuator components.
- Automation will not only replace human operators but will assist, support and supervise humans so that their work is safe and even more effective.
- Networked systems or swarms will be crucial, requiring improvement of the communication within them and study of how their behaviour can be made globally consistent.
- The issues of security and safety, not only during the operation of systems but also in the course of their design, will continue to increase in importance.

The title "Computer Science meets Automation", borne by the 52nd International Scientific Colloquium (IWK) at the Technische Universität Ilmenau, Germany, expresses the desire of scientists and engineers to rise to these challenges, cooperating closely on innovative methods in the two disciplines of computer science and automation.

The IWK has a long tradition going back as far as 1953. In the years before 1989, a major function of the colloquium was to bring together scientists from both sides of the Iron Curtain. Naturally, bonds were also deepened between the countries from the East. Today, the objective of the colloquium is still to bring researchers together. They come from the eastern and western member states of the European Union, and, indeed, from all over the world. All who wish to share their ideas on the points where "Computer Science meets Automation" are addressed by this colloquium at the Technische Universität Ilmenau.

All the University's Faculties have joined forces to ensure that nothing is left out. Control engineering, information science, cybernetics, communication technology and systems engineering – for all of these and their applications (ranging from biological systems to heavy engineering), the issues are being covered.

Together with all the organizers I should like to thank you for your contributions to the conference, ensuring, as they do, a most interesting colloquium programme of an interdisciplinary nature.

I am looking forward to an inspiring colloquium. It promises to be a fine platform for you to present your research, to address new concepts and to meet colleagues in Ilmenau.



Professor Peter Scharff
Rector, TU Ilmenau



Professor Christoph Ament
Head of Organisation

Table of Contents

CONTENTS

	Page
6 Environmental Systems: Management and Optimisation	
T. Bernard, H. Linke, O. Krol A Concept for the long term Optimization of regional Water Supply Systems as a Module of a Decision Support System	3
S. Röhl, S. Hopfgarten, P. Li A groundwater model for the area Darkhan in Kharaa river Th. Bernard, H. Linke, O. Krol basin	11
A. Khatanbaatar Altantuul The need designing integrated urban water management in cities of Mongolia	17
T. Rauschenbach, T. Pfützenreuter, Z. Tong Model based water allocation decision support system for Beijing	23
T. Pfützenreuter, T. Rauschenbach Surface Water Modelling with the Simulation Library ILM-River	29
D. Karimanzira, M. Jacobi Modelling yearly residential water demand using neural networks	35
Th. Westerhoff, B. Scharaw Model based management of the drinking water supply system of city Darkhan in Mongolia	41
N. Buyankhishig, N. Batsukh Pumping well optimi ation in the Shivee-Ovoo coal mine Mongolia	47
S. Holzmüller-Laue, B. Göde, K. Rimane, N. Stoll Data Management for Automated Life Science Applications	51
N. B. Chang, A. Gonzalez A Decision Support System for Sensor Deployment in Water Distribution Systems for Improving the Infrastructure Safety	57
P. Hamolka, I. Vrublevsky, V. Parkoun, V. Sokol New Film Temperature And Moisture Microsensors for Environmental Control Systems	63
N. Buyankhishig, M. Masumoto, M. Aley Parameter estimation of an unconfined aquifer of the Tuul River basin Mongolia	67

M. Jacobi, D. Karimanzira 73
Demand Forecasting of Water Usage based on Kalman Filtering

7 New Methods and Technologies for Medicine and Biology

J. Meier, R. Bock, L. G. Nyúl, G. Michelson 81
Eye Fundus Image Processing System for Automated Glaucoma Classification

L. Hellrung, M. Trost 85
Automatic focus depending on an image processing algorithm for a non mydriatic fundus camera

M. Hamsch, C. H. Igney, M. Vauhkonen 91
A Magnetic Induction Tomography System for Stroke Classification and Diagnosis

T. Neumuth, A. Pretschner, O. Burgert 97
Surgical Workflow Monitoring with Generic Data Interfaces

M. Pfaff, D. Woetzel, D. Driesch, S. Toepfer, R. Huber, D. Pohlers, 103
D. Koczan, H.-J. Thiesen, R. Guthke, R. W. Kinne
Gene Expression Based Classification of Rheumatoid Arthritis and Osteoarthritis Patients using Fuzzy Cluster and Rule Based Method

S. Toepfer, S. Zellmer, D. Driesch, D. Woetzel, R. Guthke, R. Gebhardt, M. Pfaff 107
A 2-Compartment Model of Glutamine and Ammonia Metabolism in Liver Tissue

J. C. Ferreira, A. A. Fernandes, A. D. Santos 113
Modelling and Rapid Prototyping an Innovative Ankle-Foot Orthosis to Correct Children Gait Pathology

H. T. Shandiz, E. Zahedi 119
Noninvasive Method in Diabetic Detection by Analyzing PPG Signals

S. V. Drobot, I. S. Asayenok, E. N. Zacepin, T. F. Sergiyenko, A. I. Svirnovskiy 123
Effects of Mm-Wave Electromagnetic Radiation on Sensitivity of Human Lymphocytes to Ionizing Radiation and Chemical Agents in Vitro

8 Embedded System Design and Application

B. Däne 131
Modeling and Realization of DMA Based Serial Communication for a Multi Processor System

M. Müller, A. Pacholik, W. Fengler Tool Support for Formal System Verification	137
A. Pretschner, J. Alder, Ch. Meissner A Contribution to the Design of Embedded Control Systems	143
R. Ubar, G. Jervan, J. Raik, M. Jenihhin, P. Ellervee Dependability Evaluation in Fault Tolerant Systems with High-Level Decision Diagrams	147
A. Jutmann On LFSR Polynomial Calculation for Test Time Reduction	153
M. Rosenberger, M. J. Schaub, S. C. N. Töpfer, G. Linß Investigation of Efficient Strain Measurement at Smallest Areas Applying the Time to Digital (TDC) Principle	159
 9 Image Processing, Image Analysis and Computer Vision	
J. Meyer, R. Espiritu, J. Earthman Virtual Bone Density Measurement for Dental Implants	167
F. Erfurth, W.-D. Schmidt, B. Nyuyki, A. Scheibe, P. Saluz, D. Faßler Spectral Imaging Technology for Microarray Scanners	173
T. Langner, D. Kollhoff Farbbasierte Druckbildinspektion an Rundkörpern	179
C. Lucht, F. Gaßmann, R. Jahn Inline-Fehlerdetektion auf freigeformten, texturierten Oberflächen im Produktionsprozess	185
H.-W. Lahmann, M. Stöckmann Optical Inspection of Cutting Tools by means of 2D- and 3D-Imaging Processing	191
A. Melitzki, G. Stanke, F. Weckend Bestimmung von Raumpositionen durch Kombination von 2D-Bildverarbeitung und Mehrfachlinienlasertriangulation - am Beispiel von PKW-Stabilisatoren	197
F. Boochs, Ch. Raab, R. Schütze, J. Traiser, H. Wirth 3D contour detection by means of a multi camera system	203

M. Brandner Vision-Based Surface Inspection of Aeronautic Parts using Active Stereo	209
H. Lettenbauer, D. Weiss X-ray image acquisition, processing and evaluation for CT-based dimensional metrology	215
K. Sickel, V. Daum, J. Hornegger Shortest Path Search with Constraints on Surface Models of In-the-ear Hearing Aids	221
S. Husung, G. Höhne, C. Weber Efficient Use of Stereoscopic Projection for the Interactive Visualisation of Technical Products and Processes	227
N. Schuster Measurement with subpixel-accuracy: Requirements and reality	233
P. Brückner, S. C. N. Töpfer, M. Correns, J. Schnee Position- and colour-accurate probing of edges in colour images with subpixel resolution	239
E. Sparrer, T. Machleidt, R. Nestler, K.-H. Franke, M. Niebelschütz Deconvolution of atomic force microscopy data in a special measurement mode – methods and practice	245
T. Machleidt, D. Kapusi, T. Langner, K.-H. Franke Application of nonlinear equalization for characterizing AFM tip shape	251
D. Kapusi, T. Machleidt, R. Jahn, K.-H. Franke Measuring large areas by white light interferometry at the nanopositioning and nanomeasuring machine (NPMM)	257
R. Burdick, T. Lorenz, K. Bobey Characteristics of High Power LEDs and one example application in with-light-interferometry	263
T. Koch, K.-H. Franke Aspekte der strukturbasierten Fusion multimodaler Satellitendaten und der Segmentierung fusionierter Bilder	269
T. Riedel, C. Thiel, C. Schmallius A reliable and transferable classification approach towards operational land cover mapping combining optical and SAR data	275
B. Waske, V. Heinzl, M. Braun, G. Menz Classification of SAR and Multispectral Imagery using Support Vector Machines	281

V. Heinzl, J. Franke, G. Menz Assessment of differences in multisensoral remote sensing imageries caused by discrepancies in the relative spectral response functions	287
I. Aksit, K. Bünger, A. Fassbender, D. Frekers, Chr. Götze, J. Kemenas An ultra-fast on-line microscopic optical quality assurance concept for small structures in an environment of man production	293
D. Hofmann, G. Linss Application of Innovative Image Sensors for Quality Control	297
A. Jablonski, K. Kohrt, M. Böhm Automatic quality grading of raw leather hides	303
M. Rosenberger, M. Schellhorn, P. Brückner, G. Linß Uncompressed digital image data transfer for measurement techniques using a two wire signal line	309
R. Blaschek, B. Meffert Feature point matching for stereo image processing using nonlinear filters	315
A. Mitsiukhin, V. Pachynin, E. Petrovskaya Hartley Discrete Transform Image Coding	321
S. Hellbach, B. Lau, J. P. Eggert, E. Körner, H.-M. Groß Multi-Cue Motion Segmentation	327
R. R. Alavi, K. Brieß Image Processing Algorithms for Using a Moon Camera as Secondary Sensor for a Satellite Attitude Control System	333
S. Bauer, T. Döring, F. Meysel, R. Reulke Traffic Surveillance using Video Image Detection Systems	341
M. A-Megeed Salem, B. Meffert Wavelet-based Image Segmentation for Traffic Monitoring Systems	347
E. Einhorn, C. Schröter, H.-J. Böhme, H.-M. Groß A Hybrid Kalman Filter Based Algorithm for Real-time Visual Obstacle Detection	353
U. Knauer, R. Stein, B. Meffert Detection of opened honeybee brood cells at an early stage	359

10 Mobile Communications

K. Ghanem, N. Zamin-Khan, M. A. A. Kalil, A. Mitschele-Thiel Dynamic Reconfiguration for Distributing the Traffic Load in the Mobile Networks	367
N. Z.-Khan, M. A. A. Kalil, K. Ghanem, A. Mitschele-Thiel Generic Autonomic Architecture for Self-Management in Future Heterogeneous Networks	373
N. Z.-Khan, K. Ghanem, St. Leistritz, F. Liers, M. A. A. Kalil, H. Kärst, R. Böringer Network Management of Future Access Networks	379
St. Schmidt, H. Kärst, A. Mitschele-Thiel Towards cost-effective Area-wide Wi-Fi Provisioning	385
A. Yousef, M. A. A. Kalil A New Algorithm for an Efficient Stateful Address Autoconfiguration Protocol in Ad hoc Networks	391
M. A. A. Kalil, N. Zamin-Khan, H. Al-Mahdi, A. Mitschele-Thiel Evaluation and Improvement of Queueing Management Schemes in Multihop Ad hoc Networks	397
M. Ritzmann Scientific visualisation on mobile devices with limited resources	403
R. Brecht, A. Kraus, H. Krömker Entwicklung von Produktionsrichtlinien von Sport-Live-Berichterstattung für Mobile TV Übertragungen	409
N. A. Tam RCS-M: A Rate Control Scheme to Transport Multimedia Traffic over Satellite Links	421
Ch. Kellner, A. Mitschele-Thiel, A. Diab Performance Evaluation of MIFA, HMIP and HAWAII	427
A. Diab, A. Mitschele-Thiel MIFAv6: A Fast and Smooth Mobility Protocol for IPv6	433
A. Diab, A. Mitschele-Thiel CAMP: A New Tool to Analyse Mobility Management Protocols	439

11 Education in Computer Science and Automation

S. Bräunig, H.-U. Seidel Learning Signal and Pattern Recognition with Virtual Instruments	447
St. Lambeck Use of Rapid-Control-Prototyping Methods for the control of a nonlinear MIMO-System	453
R. Pittschellis Automatisierungstechnische Ausbildung an Gymnasien	459
A. Diab, H.-D. Wuttke, K. Henke, A. Mitschele-Thiel, M. Ruhwedel MAeLE: A Metadata-Driven Adaptive e-Learning Environment	465
V. Zöppig, O. Radler, M. Beier, T. Ströhla Modular smart systems for motion control teaching	471
N. Pranke, K. Froitzheim The Media Internet Streaming Toolbox	477
A. Fleischer, R. Andreev, Y. Pavlov, V. Terzieva An Approach to Personalized Learning: A Technique of Estimation of Learners Preferences	485
N. Tsyrelchuk, E. Ruchaevskaia Innovational pedagogical technologies and the Information educational medium in the training of the specialists	491
Ch. Noack, S. Schwintek, Ch. Ament Design of a modular mechanical demonstration system for control engineering lectures	497

Ngo Ai Tam

RCS-M: A Rate Control Scheme to Transport Multimedia Traffic over Satellite Links

INTRODUCTION

Satellite communication systems [7,8] are being developed very quickly in many countries around the world, promising new capability for wideband Internet and new broadcasting services. Satellite communication systems become a new media in addition to traditional communication systems based on copper cable, optical cable, marine cable and microwaves. Due to the operation at rather high altitudes, satellite communication can cover a rather wide territorial region and surmount the distance limitation of the current fixed and wireless links.

However, due to the signal transmission through the space, satellite communication has to face technical challenges such as high bit error rates, limited bandwidth, interference, etc. The signal transmission over the space can be degraded and disturbed by environment and weather condition, etc. On the other hand, the demand on multimedia services grows very fast. Multimedia services have stringent requirement on quality service. In order to ensure quality service over satellite links, suitable control mechanisms are needed. Recently, new technologies and techniques have been developed including the modification of traditional techniques used in fixed networks, new designs with respect to particular properties of satellite links. In fact, investigation and development of control mechanisms for Quality of Services (QoS) over satellite links remain a technical challenge. Suitable control mechanisms need to consider properties of satellite environment and should ensure QoS as well as be able to congestion control. Current research works [2,3,5] showed that neither traditional TCP and UDP protocols are suitable to transport multimedia traffic over satellite links. The delay and error bit of satellite links have considerable influence on the operation of TCP. Modifications are needed such as: window size increase, slow-start, using congestion control, more effective acknowledgement mechanism, reduction of backward traffic, etc. However, TCP itself is affected by delay and bit error on satellite links and is inappropriate to transport multimedia traffic because of its retransmission mechanism due to packet loss. UDP is also inappropriate because there is no guarantee about the order of packets. Thus, there is a need to develop new transmission protocols which can overcome these difficulties and support multimedia transmission over satellite channel. In recent years, novel protocols, such as RAP (Rate Adaptation Protocol) [10] and RCS (Rate Control Scheme) [2,5] have been proposed to improve data transmission in environment of high bit error rates and high bandwidth-delay product. However, both RAP and RCS still

persist with blemishes. In this paper, we propose a Rate Control Scheme to transport Multimedia traffic over satellite links named RCS-M, which combines the advantages of both RCS and RAP (where M stands for Multimedia).

The paper is organized as follow. In section 2, we introduce RCS-M and present some simulation results in section 3 to show that RCS-M outperforms its predecessors. The experiments indicate that our protocol can be deployed for multimedia transport over satellite links with QoS guarantee in a TCP-friendly fashion. Finally, the section 4 concludes the paper.

RCS-M: A PROTOCOL FOR MULTIMEDIA TRANSPORT OVER SATELLITE LINKS

RCS-M Architecture

RCS-M is an end-to-end rate control scheme, which uses additive-increase, multiplicative decrease (AIMD) [13] to transmit multimedia and run on top of UDP. RCS-M uses dummy packet [5] to distinguish packet losses. The cause of packet loss may be network congestion, link error or temporary signal loss. The disconnection might also be due to handoff, signal fading regarding environment obstacles such as mountains, bridges, tunnels, or weather conditions such as storms, rains etc. Thus, the data could not be successfully transmitted to the receiver and hence performance severely degrades.

At the destination, the RCS-M layer sends back an acknowledgement (ACK) for any received packet. These ACKs are used only for flow control. The RCS-M receiver passes the received data packet to the decoder and discards dummy packets.

Components of RCS-M Architecture

The RCS-M architecture consists of following components:

- + Init: used to set up the connection between RCS-M source and RCS-M destination.
- + Timeout Timer: used to establish the system timeout.
- + RTT-Estimator: used to estimate the suitable Round Trip Time (RTT).
- + ACK Counter: used to count the number of received ACKs.
- + Initial Rate Calculator: calculates the suitable initial sending rate for RCS-M.
- + Rate Regulator: used for transmission rate control.
- + Dummy Packet Generator: generates and transmits dummy packets for checking network state (network resources).
- + Packet Sender / Receiver: for sending and receiving data packets.
- + Packet Loss Detector: used to distinguish the packet losses due to congestion, link error or temporary signal loss.
- + Backoff: this component used to adjust the rate in case of packet loss due to temporary signal loss.

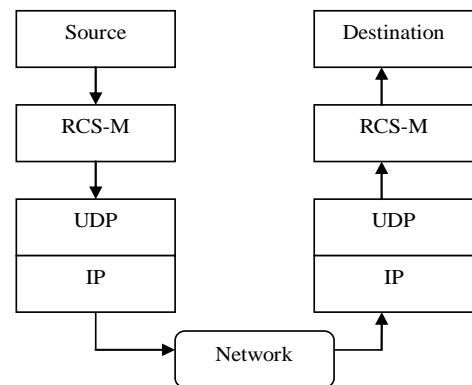


Fig 1. RCS-M Architecture

As indicated above, RCS-M is based on the use of dummy packet. Dummy packets are low priority packets used by the source to probe the availability of network resources. When network is congested, dummy packets will be discarded first. Hence, the transmission of dummy packets does not decrease throughput of data packets. If network is not congested, dummy packets arrive at destination and ACK packets are sent back. These ACKs for dummy packets have low priority. As the source receives ACKs of dummy packets, it indicates that there are unused resources in the network and the source can increase its transmission rate accordingly. RCS-M transmits dummy packets in two cases: at the connection setup and when a data packet loss is detected.

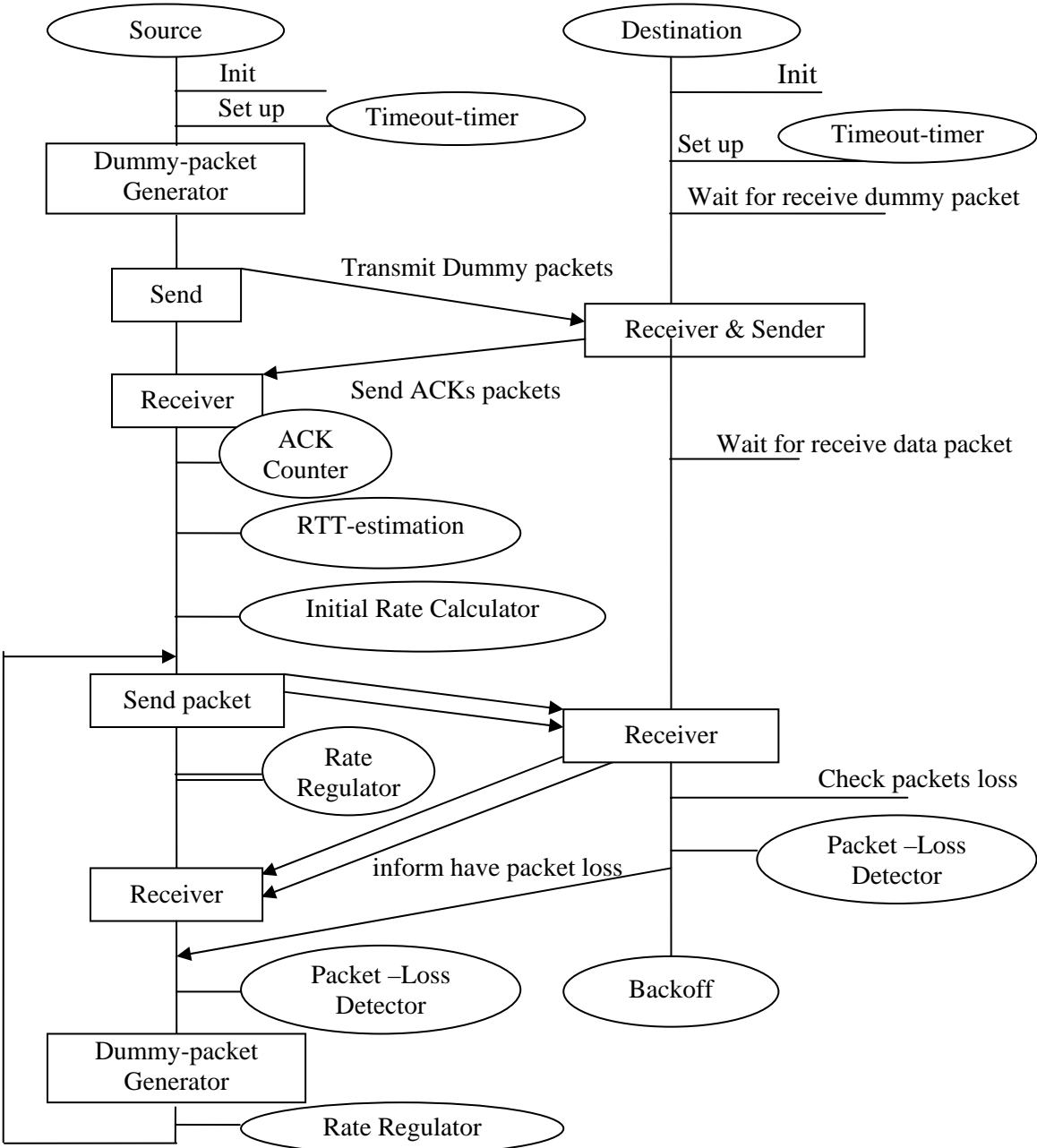


Fig 2. Principle of operation of RCS-M

Operation of RCS-M Protocol (Figure 2)

First, source and destination will be connected and set up the necessary timeout. The

source sends dummy packets to the destination, and the destination sends back ACKs packets for the source counts. After that, it estimates RTT value and calculates the sending rate. Meanwhile the destination waits for receiving next packets.

When calculating RTT and transmission rate, the source transmits data packets. If detected packet loss, the source sends dummy packets and regulates suitable rate. RCS-M source waits dummy packets for determining the cause of packet loss. Then, RCS-M switches to suitable state.

State of RCS-M

RCS-M is implemented by a finite state machine model with four states: Initial, Steady, Detected and Backoff (Figure 3). In Initial state, the source sends dummy packets, which are used to probe the network resources, to decide the initial transmission rate that does not cause congestion. In the Steady state, RCS-M source assumes that the network is not congested. Thus, according to the additive-increase scheme [13], it increases its transmission rate in a step-like fashion periodically. When a data packet loss is detected, RCS-M source leaves the Steady state for the Detected state. At start of Detected state, RCS-M doesn't know the reason of packet loss, thus, it assumes that all packet losses are due to network congestion and halves its data transmission rate, simultaneously it also starts

transmitting dummy packets in order to probe availability of network resources and distinguish the cause of lose packets. At the end of the Detected phase, RCS-M source goes back to the Steady or Backoff state. In the Detected phase, data packets are sent with rate S and two dummy packets are

transmitted for each data packet. , RCS-M source waits for an ACK during the Detected state to assess the actual reason for the packet loss event. If the packet loss is due to the random link error, then RCS-M source receives an ACK during the SRTT period of Detected state. If the packet loss is due to congestion, then all TCP friendly protocol sources along the bottleneck would perform rate throttle for congestion resolution in at most one SRTT. Hence, if no ACK is received until the end of one SRTT, it can be inferred as an indication of temporary signal loss instead of the congestion. If no ACK is received during the Detected phase, then the RCS-M source does not go back to Steady state, instead it goes to Backoff state. In Backoff state RCS-M source sends one dummy packet for each data packet transmitted. During Backoff phase, RCS-M source stops halving its transmission rate and waits for an ACK informing that signal is back. Once RCS-M source receives any ACK for either data or dummy packet, it goes into Steady state. If no ACK is received for a certain timeout period, the source timeouts and moves back to Initial State.

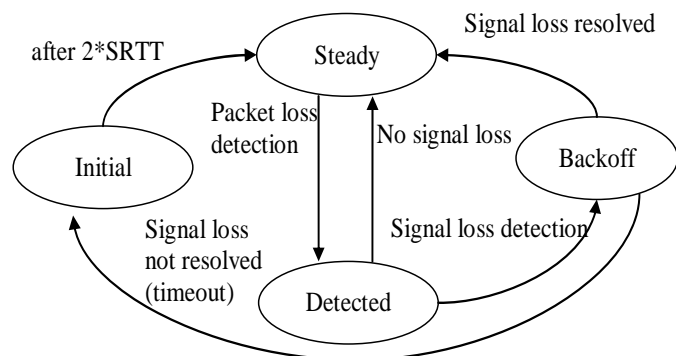


Fig 3. State of RCS-M

SIMULATION RESULTS

Simulation scenario

Satellite network is a typical example of network with high bandwidth-delay products and high bit error rates. The simulation system is shown in Figure 4 where N sources transmit data to N destinations. N sources and N destinations are connected with Earth Station A and Earth Station B that receives and transmits satellite signals. We assume that $N=4$, packets of length is 1000 bytes.

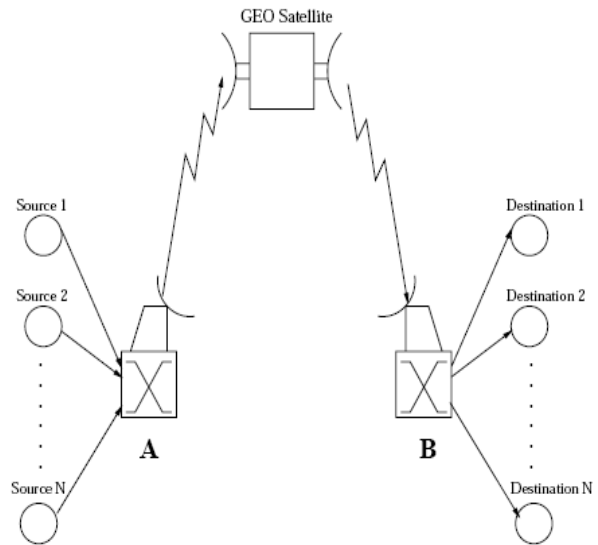


Fig 4. Simulation configuration

Simulation results

Figures 5a - 5f show the experiment results for sending rate (5a), throughput (5b, 5c, 5d), fairness (5e, 5f) of RCS-M in comparison to the original RCS proposed in [5].

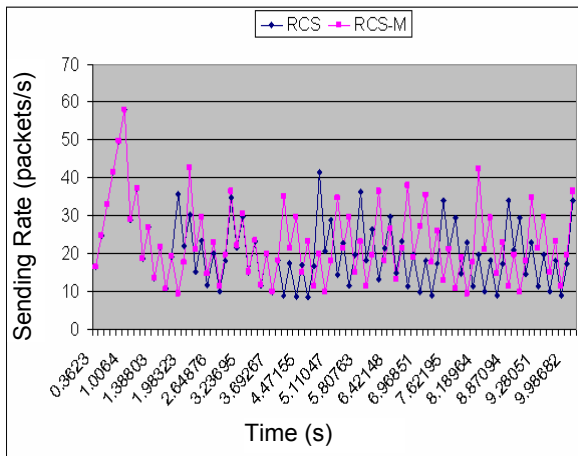


Fig 5a. Sending rate of RCS-M in comparison to RCS

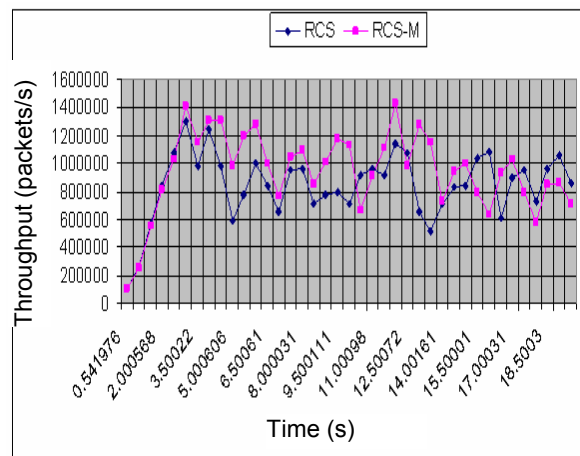


Fig 5b. Throughput of RCS and RCS-M with Initial rate = 22 packets/s

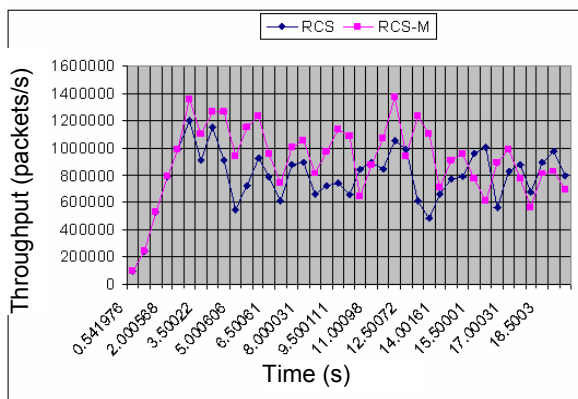


Fig 5c. Throughput of RCS and RCS-M with packet length = 1000 bytes

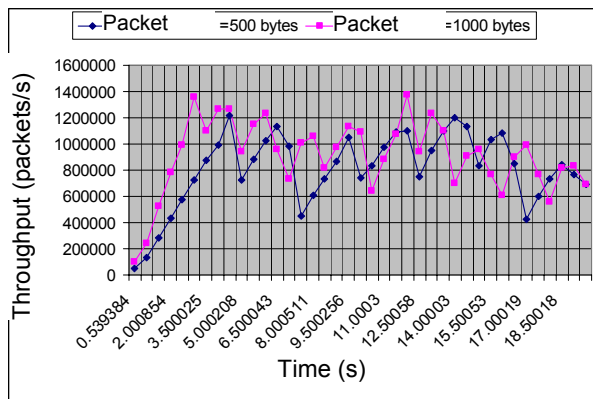


Fig 5d. Throughput of RCS-M with different packet sizes (500 bytes, 1000 bytes)

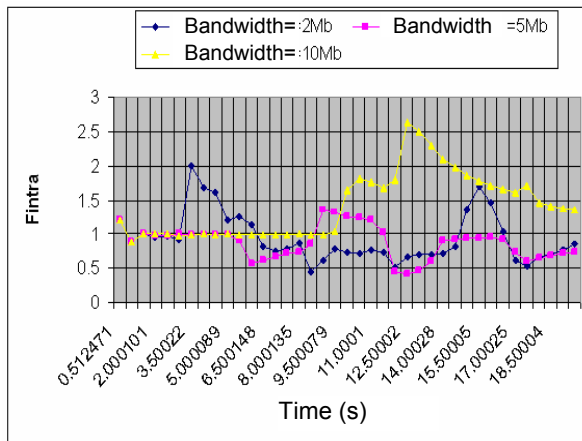


Fig 5e. Fairness of RCS-M flows (Intra fairness)

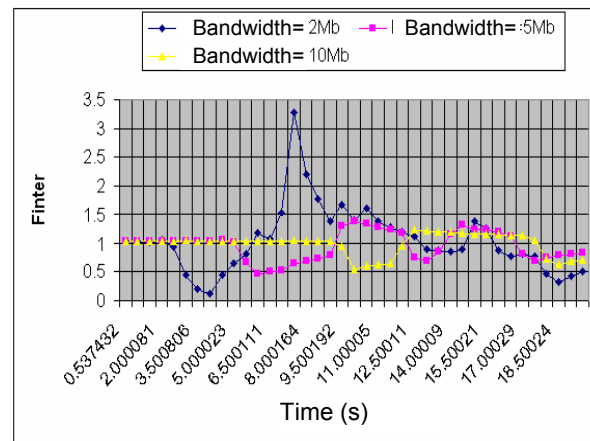


Fig 5f. Fairness of RCS and RCS-M (Inter fairness)

The experiment results showed the performance improvements of our RCS-M protocol with respect to the old RCS protocol proposed in [5] in the same simulation conditions.

CONCLUSION

Multimedia transmission over satellite links faces several technical challenges due to the properties of environments and QoS requirements of multimedia flows. In the paper, we have presented a new protocol based on an end-to-end control scheme called RCS-M using dummy packets and packet loss detection. RCS-M run directly on top of UDP and is TCP-friendly. The simulation results showed that our RCS-M is suitable for multimedia transmission over satellite links and can help to improve transmission throughput in comparison to the old RCS protocol.

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