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GREEDY ASSIGNMENT PROBLEM FOR CONTINUOUS DISTRIBUTED CLIENT SYSTEM

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ABSTRACT

In this paper, we investigate the problem of effectively assigning clients to servers for maximizing the interactivity of Distributed modified Algorithm (DIA) . We focus on continuous DIAs that changes their states not only in response to user operations but also due to the passing of time. We analyze the minimum achievable interaction time for DIAs to preserve consistency and provide fairness among clients, and formulate the client assignment problem as a combinatorial optimization problem. We prove that this problem is NP-complete. Three heuristic assignment algorithms are proposed and their approximation ratios are theoretically analyzed. Three heuristic assignment algorithms are performance of the algorithms is also experimentally evaluated using real Internet latency data. Greedy Assignment and Distributed-Modify Assignment algorithms generally produce near optimal interactivity and significantly reduce the interaction time between clients compared to the intuitive algorithm that assigns each client to its nearest server. They produce near optimal interactivity and significantly reduce the interaction time between clients.

Keywods:- *Greedy Algorithm, DIA, NP , Interaction Time*

I. INTRODUCTION

A computer network facilitates interpersonal communications allowing users to communicate efficiently and easily via various means: email, instant messaging, chat rooms, telephone, video telephone calls, and video conferencing. Providing access to information on shared storage devices is an important feature of many networks. A network allows sharing of files, data, and other types of information giving authorized users the ability to access information stored on other computers on the network..

II. EXISTING CONCEPT

In existing system distributed server architecture, the interactivity performance depends on not only client-to-server network latencies but also inter server network latencies. Synchronization delays to meet the consistency and fairness requirements of DIAs. All of these factors are directly affected by how the clients are assigned to the servers.

III. DRAWBACK

- Low latency and high traffic throughput on individual packets
- The high path quality of data delivery.

IV. PROPOSED SYSTEM

We prove that this problem is NP-complete. Three heuristic assignment algorithms are performance of the algorithms is also experimentally evaluated using real Internet latency data. Greedy Assignment and Distributed-Modify Assignment algorithms generally produce near optimal interactivity and significantly reduce the interaction time between clients compared to the intuitive algorithm that assigns each client to its nearest server

V. ADVANTAGES

- High latency and low traffic throughput on individual packets
- The low path quality of data delivery.

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VI. INPUT DESIGN

Input: Seller insert the personal details, cost of the properties, properties type, sq feet etc...
Expected output: The data's are stored in seller personal details in data base.

Input: Seller insert the spatial data's of hospital, Market, Restaurants, Transport in distance form properties position and quality.
Expected output: The data's are stored in spatial data's and given the rank in properties.

Input: Buyer insert the personal details, cost of the properties, properties type, sq feet etc...
Expected output: The data's are stored in Buyer personal details in data base.

Input: Seller insert the personal details, cost of the properties, properties type, sq feet etc...
Expected output: The data's are stored in seller personal details in data base.

Input: buyer inserts the details in the process.
Expected output: Matching sellers will be show there

VII. PERFORMANCE ANALYSIS

The test process is initiated by developing a comprehensive plan to test the general functionality and special features on a variety of platform combinations. Strict quality control procedures are used.

The process verifies that the application meets the requirements specified in the system requirements document and is bug free. The following are the considerations used to develop the framework from developing the testing methodologies.

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VIII. CONCLUSION

We propose a novel complex type of query: farthest dominated location (FDL) query. Given a set of (competitors') spatial objects P with both spatial locations and non-spatial attributes, a set of (candidate) locations L, and a design competence vector Ψ (for L), a FDL query retrieves the location $s \in L$ such that the distance to its nearest dominating object in P is maximized. Although FDL queries are suitable for various spatial decision making applications, they are not solved by any of the existing techniques. The develop several efficient R-tree based algorithms for processing FDL queries, which offer users a range of selections in terms of different indexes available on the data. The also generalize our proposals to support the generic distance metric and other interesting query types. The conduct an extensive experimental study with various settings on both real and synthetic datasets.

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