Peer-to-Peer networks are becoming increasingly popular for distribution of both live and on-demand content over the internet. Costs of centralised alternatives are too high, in storage of content, equipment and bandwidth to deliver it.

For example, Youtube™ streams 1.2 Billion videos per day and spends over $1 Million on bandwidth per day. This is not sustainable for most companies.

As more and more providers go digital (VoD, DVB), more and more sources of video will emerge e.g., RTE Player, BBC iPlayer ™, Apple iTunes ™.

Research questions:
- Assess the need for a peer-to-peer management framework for peer-to-peer networks.
- Can any existing management framework work for this peer-to-peer environment?
  - MeshTV - Peer-to-Peer based live video streaming platform.
  - Network Management technologies - SNMP, WS-Management, Policy based network Management. Implementations are too heavy weight or too complex for a peer-to-peer environment.
  - Architectures for management, (centralised, hierarchical, distributed, peer-to-peer) do not scale, hierarchical and distributed have greater communications overhead, peer-to-peer needs a central point for interaction.

Evaluation
- Evaluation shows how far the system could scale.
- The limiting factor was bandwidth on components.
- Similar bandwidth tests carried out.
- Always a limit to how far a system can scale.
- Further work is needed to collect more management data that is important to a p2p network, such as overlay connections, sources of video stream.

Conclusion
- A P2P platform can significantly reduce costs by pushing functionality in to the peer network.
- A single user can have access to the management data and can control the peers in the peer network.
- The key to this is control, i.e., controlling the activities of the peer network and content that is streamed.

Further Information
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