**Mobile TV Quality Management**

**ABSTRACT**

 We analyze the optimal price setting for the service provider by investigating the equilibrium between the subscribers and the secondary buyers in the content-redistribution network. We model the behavior between the subscribers and the secondary buyers as a non cooperative game and find the optimal price and quantity for both groups of users. Based on the behavior of users in the redistribution network, we investigate the evolutionarily stable ratio of mobile users who decide to subscribe to the data plan. Such an analysis can help the service provider preserve his/her profit under the threat of the redistribution networks and can improve the quality of service for end users.

 **EXISTING SYSTEM**

 In existing system the video-stream redistribution network is a dynamic system in which all users have high mobility that can join and leave anytime, it is very difficult to have a central authority to control the users’ behavior. In addition, since this redistribution is unauthorized and illegal, to minimize their risk of being detected by the service provider, the participating users (subscribers and secondary buyers) have no incentives to trust one extra person and the central authority, and a distributed strategy is preferred.

**PROPOSED SYSTEM**

We propose a Stackelburg game model to analyze how the secondary buyer provides incentives for subscribers to redistribute the video stream and find the optimal price and quantity that the secondary buyer should offer. The ultimate goal of this analysis is to help the content owner to set an appropriate subscription fee such that the equilibrium of the game between the subscribers and the secondary buyers leads to negative payoffs. Thus, subscribers will have no incentive to redistribute the video.

**Advantages**

1. Easily identified the secondary buyers.
2. Only subscriber only watches the video from service provider.
3. Only authorized user only downloads the videos.

**Disadvantages**

1. More than user downloads same video in same time process will be slow.
2. Some time make a signal problem in unconditional weather.

**MODULE DESCRIPTION**:

1. **Mobile streaming**
2. **Pricing**
3. **Admin module**

**Mobile streaming**

The mobile streaming platform can deliver seamless advert insertion with outstanding image and sound quality at all bit rates, enabling a more compelling user experience. Live streaming, delivering live over the Internet, involves a camera for the media, an encoder to digitize the content, a media publisher, and a [content delivery network](http://en.wikipedia.org/wiki/Content_delivery_network) to distribute and deliver the content.

**Pricing**

We add the service provider as a player to the game to analyze the optimal pricing for the service provider in the video streaming marketing network. Since the mobile users can change their decisions on subscribing or resubscribing, the content owner is interested in the number of subscribers that is stable over the time. Therefore, a robust equilibrium solution is desired for the service provider. Hence, we formulate the video streaming marketing phenomenon as an evolutionary game and derive the evolutionarily stable strategy for the mobile users, which is the desired stable equilibrium for the service provider.

**Admin module**

In this module admin upload the video to database. Also view the subscriber details and user details. Admin find the redistribute details. Also who send the video and receive the video.

**System Configuration:-**

**H/W System Configuration:-**

 **Processor - Pentium –III**

Speed - 1.1 GHz

RAM - 256 MB (min)

Hard Disk - 20 GB

Floppy Drive - 1.44 MB

Key Board - Standard Windows Keyboard

Mouse - Two or Three Button Mouse

Monitor - SVGA

 **S/W System Configuration:-**

Operating System : Windows95/98/2000/XP

Application Server : Tomcat5.0/6.X

Front End : HTML, Java, Jsp

 Scripts : JavaScript.

Server side Script : Java Server Pages.

Database : My sql

Database Connectivity : JDBC.

**CONCLUSION**

 The model by including the content owner in the game and letting the mobile phone users decide whether to subscribe to the data plan. In the extended model, we model the dynamics between the content owner and the users who are interested in the video content, and study how the content owner (the service provider) sets the price for the data plan to maximize his/her overall income. We have used the evolutionary game theory to analyze the evolution of the mobile users’ behavior and have derived the evolutionarily stable equilibrium, which leads to the optimal price for the content owner

to maximize his/her total income.