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| Author(s) Name | Mohammad Saidur Rahman, Mohammad Saiedur Rahaman, Ahmed Ridwanul Islam and Abhijit Bhowmik | | |
| Contact Email(s) | abhijit@aiub.edu | | |
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| Abstract |  |
| A popular video can be broadcasted by partitioning the video into segments, which are broadcast on several channels simultaneously and periodically. This approach permits multiple users to share channels that lead to higher bandwidth employment. Previous schemes generally focus on reducing clients’ waiting time. This work studies another important issue, namely client buffer1 savings. A reverse fast broadcasting (RFB) scheme is introduced to improve the buffer problem. RFB has the identical waiting time like FB. We introduced a new Buffer  Efficient Fast Broadcasting scheme that has smaller buffer requirement and less waiting time than RFB and FB. | |