INSTANT MESSAGE SENDING NETWORK USING MULTICAST ALGORITHM IN CLOUD

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ABSTRACT-Instant Message is types of online message and it is used to transfer information at the time of need. This method stores the information in advanced which is used to identify the sender by using email id phone number and time to deliver will be automatically updated here we use the specific algorithm of Simple work Optimal Broadcast Algorithm is used to transfer the data or information at the specified time. It can be send to any number of users with any collection of data in parallel. It also provided highly secured data by using RC6 algorithm. The main purpose of this algorithm is to support 34/64 bit processor and to secure the data's to be transferred.

Keywords: Instant Message,RC6 ,Simple work optimal broadcast algorihm

2. INTRODUCTION:

Instant Messaging is a set of communiqué technologies used for text-based letter between two or more participant over the Internet. IM(Instant Messaging) allows effective and efficient statement, allowing immediate receipt of tribute or reply.

In the business, equals can drive and reply instant message in real time without face to face, meanwhile the work report can be shared during the instant chat session; the IM can craft a virtual talk without get all there later people together in a physical meeting room. Using instant messages for lay in the ground office communication is more speedily than phone calls or emails. More than one person can chat at the identical time. This is a colossal gain of with an instant messenger. Cloud computing is used to store and retrieve the data .

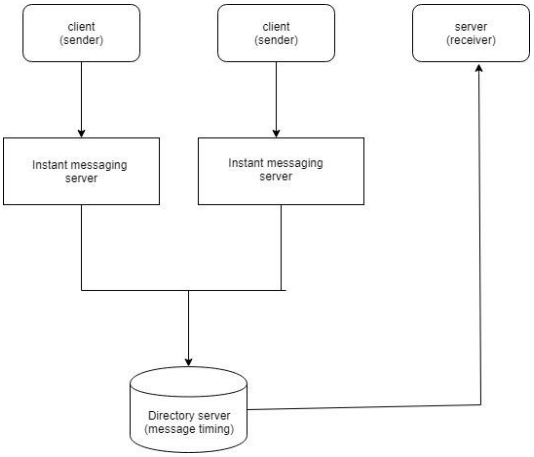
Multicasting is the capability of a announcement network to accept a single letter from an claim and to deliver copies of the message to multiple recipient at different locations. of delayed, there has been an explosion of research prose on multicast phone call. This work presents a tutorial-cum-survey of the an collection of multicast routing algorithms and their connection with multicast routing protocol for packet-switched wide-area network. Our fraction should be of particular benefit to the precise network addressees (and, to a lesser extent, to the ability on this subject)

3. Preliminaries:

3.1 System Architecture

There are four entities:

1. Client (sender) –Authentication Users are called client or sender

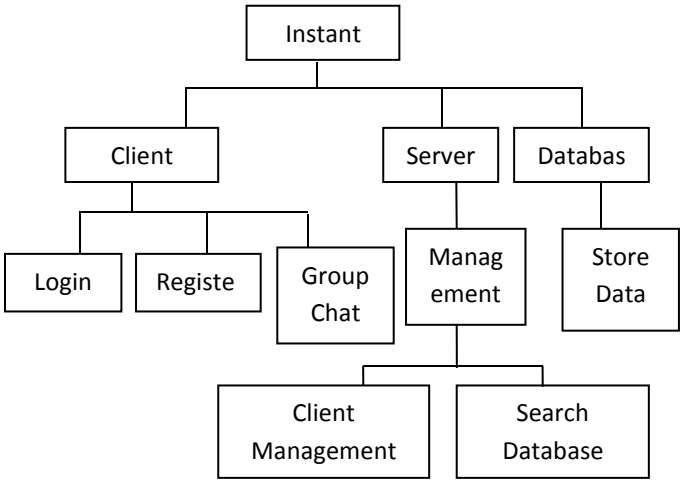


2. Instant Messaging server – Authentication users are storing data or information in the instant messaging server
3. Directory server –Directory server was storing the all user instant message and it was checking the time to transfer the instant messageWithout user interaction
   In this architecture using the Directory server to checking the user updating Instant Message time are checking at continuously. And they are storing all information or data in directory server. It providing the many number of Instant Messages transmit different types of users and different types of Instant messages

3.2 Methodology

LOGINMODULE- Used for authentication purpose. It makes the project more secure from mistrusted parties.
INSERTDATAMODULE- Insert the data for communication with one another. Every message and sending time will be uploaded by the user before the time (instant) of sending.
UPDATE DATA MODULE:-This module is used to update their data. The authenticated user only updates their details.
CONTACT MODULE- This module help to find out their friends or workmates quickly and communicate with easily.

AUTOMATIC SHARING DATA MODULE-This module is check the user uploaded time when the time is match the data automatically send that particular person on time



4. Algorithm Explanation

4.1 Simple work optimal Broadcast algorithms

Simple work optimal broadcast algorithm is used to transfer the message at parallel to n number of sender and receiver. For transmitting data message as like images audio and video we use broadcasting Intent to a remote device.

Pseudocode

Start
Fill
Loop start
for i<-0, n-1 do
send(buffer[sendblock(I,0)],next(i,0))
Stready state
for i<-1,N do
j<-(i-1)mod n
send(buffer[sendblock(n-1+i,0)],next(j,0))
ROOT PROCESSOR: 0
Start

i<-first(r)
recv(buffer[recvblock(i,r),prev(i,r))
for i<-first(r)+1,n-1
send(buffer[sendblock(i,r)],next(i,r))
First block received steady state
For i<-1, N
j<-(i-1) mod n
if(next(j,r)=!0)then
Send(buffer[sendblock(n-1+i,r)]
next (j,r))
Sender and receiver simultaneously

Recv(buffer[recvblock(n-1+i,r)],prev(j,r))

4.2 RC6 algorithm

Secure communication is most important of transforming data so they are using RC6 algorithm it is very high speed performance designwith minimal code memory and it provide fast and flexible . It Support 34/64 bit processor and very secure transcation.

Pseudocode

Encryption

INPUT: Plaintext stored in four ∞ bit input register A,B,C,D
Number r of rounds
∞bit round keys[0…2r+3]
OUTPUT:Cipher text stored in A,B,C,D
Procedure:B=B+S[0]
D=D+S[1]
For i=1 to r do
{
T=(B*(2B+1))-lg w
U=(D*(2D+1)-lg w
A=((A<-t)-u)+s[2i])
A=((c<- u)-+s[2i+1])
(A,B,C,D)=(B,C,D,A)
}
A=A+S[2r+2]
C=C+S[2R+3]

Decryption

INPUT:Ciphertext is stored in four ∞ bit input register A,B,C,D
Number r of rounds
∞bit round keys[0…2r+3]
OUTPUT:Plain text stored in A,B,C,D
Procedure:C=C-S[2R+3]
A=A-[2R+3]
For i=1down to1 do
(A,B,C,D)=(D,A,B,C)
u=(D*(2D+1))<-lg w
t=(B*(2B+1)<-lg w
c=((c-s[2i+1]))<-t)u
A=((A-s[2i])<-u)t
(A,B,C,D)=(B,C,D,A)
}
D=D-S[0]
B=B-S[1]

1. RESEARCH & DISCUSSION

Instead of relying on a conference call or copying others on an email message, everybody can join and have a discussion in real time. Better than email, if you truly want to communicate instantly you need to consider all your options. Email was the first killer application for the Internet but now instant messaging is coming to cell phones. In this paper development and deployment of the Instant messaging application for android device over cloud platform has been described.

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submission for robot device greater than cloud podium has been describe

.**EXPERIMENTAL RESULT**

User login the page to updating Instant Message details to store a database before at the time. Directory server is checking updated time with current time. Instant Message sending to receiver through Mail or Message in parallel without user interaction at specified time will be send and its provides acknowledgment to the sender

3. CONCLUSION& FUTURE WORK

Parallel execution is achieved by using the Simple Work Optimal Broadcast Algorithm. The accuracy is achieved by sharing of information with a specific time. It can share only a file or text message. Further it can be improved by adding the table, flowchart, paint and pictures.

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