Research Article

Optimal Fitting Method of Nonlinear Simultaneous Equations Considering Structural Tensor Image Modeling

Shiping Zhu

School of Mathematical and Statistics, Yancheng Teachers University, Jiangsu, Yancheng 224002, China

Correspondence should be addressed to Shiping Zhu; bdonrfd6266758@163.com

Received 17 August 2021; Accepted 15 October 2021; Published 9 December 2021

1. Introduction

With the rapid development of science and technology and computer network, data information is exchanged more frequently [1, 2]. In addition, users put forward higher standards for network transmission speed, transmission capacity, and service quality. However, in this kind of network data transmission, the service data flow has certain burst and fluctuation in the transmission process, and the network traffic transmission parameters are constantly changing [3, 4]. Even in the data network with perfect structure, the congestion problem of real-time streaming transmission cannot be avoided [5]. Data transmission congestion can easily lead to the reduction of quality of service indicators such as transmission delay and throughput, data loss and delay, and then lead to the collapse of the network, which seriously affects the utilization of other resources such as bandwidth and cache [6, 7]. Therefore, in order to make full use of the available network resources and provide a certain guarantee for the quality of service, the problem of service congestion is an important topic of computer network transmission in the future.

Aiming at the phenomenon of network congestion in the process of many-to-one communication in the nonlinear simultaneous equation, this paper proposes a multimedia structure tensor image model and uses it in the congestion control of Internet traffic, which can effectively solve the problem of network transmission delay and can also adjust the relevant parameters of the controller according to the change of network load, ensuring the stability of the control system, so as to effectively avoid congestion.

2. Real-Time Streaming Transmission Congestion Control Protocol

2.1. Management Control of Cluster Storage. When congestion occurs at the nodes in the network, if the rate control is started at once, the data transmission speed in the network will be reduced immediately [8, 9]. However, the phenomenon of back pressure will be produced at the upstream
node, which can lead to congestion in the whole upstream. Hence, before the rate control is carried out based on the OFMNSE, the cluster storage management control scheme is first used to cache excessive packets within the node and delays the application of the rate control scheme. There are three characteristic nodes in the cluster, that is, the cluster header, the cache node, and the sensor node. Any cluster configuration can be expressed as the following:

\[ C_i = h_i + n_{bi} + n_{ai}. \]  

(1)

The start of the cluster is the center of the whole cluster. While it sends data to the control center of the cache node, it is also responsible for forwarding the data to the previous type of the cluster. The sensor node is responsible for sensing the work and forwarding the data to the cluster. The cache node is where the whole cluster stores data temporarily. In general, the cluster header is required to calculate the cache space of the whole cluster in each time period \( t \).

\[ RB_c = \left( RB_h + \sum_{b_j \in C} RB_{b_j} \right)t, \quad \forall h, b_i \in C. \]  

(2)

Firstly, the cluster sends a query broadcast to each cache node number in the cluster and each cache node in the cluster per unit time. The details are shown in Figure 1. Whether the cache node in the cluster returns the capacity can be determined based on the cache node number in the list of cache nodes at the cluster header. It is assumed that the time when the cache node sends back the cache capacity to the cluster header is \( x \), and there are \( n \) cache nodes in the cluster. The starting time is \( t+1 \), the return time is \( t+x \), the return time of \( n_z \) is \( t+2x \), and so on, and the return time corresponding to \( n_i \) is \( t+ix \). In addition, for the purpose of managing the traffic, the net network traffic should be calculated as well. The calculation formula is as follows:

\[ NS_{ci} = \left( r_{sh} + \sum_{k \in U_i} r_{k,i} - \sum_{j \in D_i} r_{i,j} \right)t. \]  

(3)

In this paper, the value \( CD_h < 0 \) is set as a basis for the control method used to start the management of the network storage, and the calculation method indicates that the remaining cache space of the cluster header \( CD_h < 0 \) is safe. However, \( CD_h \geq 0 \) indicates that the cache space of the cluster header is insufficient. At this point, it is necessary to start the management control of the network storage. In the cluster storage management control scheme, the scheme of the cluster sending excessive packets to the cache node is distributed in a round-robin manner. In general, a list of cache nodes is established in the cluster header when the cache node sends back its capacity. When the storage management control method in the network is activated, the cluster header will store the node with the most remaining capacity based on the capacity of each cache node provided in the cache. When the storage capacity is above 90%, it will switch to the next cache node for data storage, as shown in Figure 1 and Table 1.

### 2.2. Rate Adjustment

After the cluster storage management control mechanism is started, if the network congestion is not relieved, the OFMNSE algorithm starts the rate adjustment control mechanism in the second phase [10–12]. First, the transfer capacity of \( C_i \) from the upstream of the cluster or from cluster \( C_s \) to cluster \( C_i \) is calculated. Upon the occurrence of congestion, data packets can meet the remaining cache in the cache node. Hence, when congestion occurs, it is necessary to estimate whether the capacity of the cache in the upstream cluster can deal with the volume of data packets that cannot be forwarded. \( \beta_i(x) \) is defined as the trend congestion index, and its calculation formula is described as follows:

\[ \beta_i(x) = CD_i + R_{x,j}t, \quad \forall x \in U_i. \]  

(4)

If \( \beta_i(x) \leq 0 \), it indicates that no congestion will occur within the unit time \( t \); if \( \beta_i(x) > 0 \), it indicates that congestion will occur within the unit time \( t \). At this time, cluster \( C_i \) will give priority to the case of \( \beta_i(x) > 0 \) in the rate allocation. The sum of \( \beta_i(x) > 0 \) is added as the total amount of cache capacity required.

The sum \( \text{SUM}_i \) of \( \beta_i(x) \) can be obtained as follows:

\[ \text{SUM}_i = \sum_{x \in U_i} \beta_i(x), \quad \forall \beta_i(x) > 0. \]  

(5)
The potential capacity $PPC_i$ available in the cluster $C_i$ can be obtained as follows:

Based on the definition of $\beta_i(x)$, in cluster $C_i$, as the upstream cluster $\beta_i(x) > 0$ that preferentially allocates the first rate of the cluster is adopted, it is the value of $PPC_i$ to be updated, that is, the remaining potential capacity of $PPC_i$ is shown as follows:

$$PPC_i' = PPC_i - \text{SUM}_i.$$  \hspace{1cm} (6)

If $PPC_i' \geq 0$ stands for the situation where the traffic required by the upstream cluster can be met, and if $PPC_i' < 0$ stands for the situation where the remaining potential capacity of the cluster $C_i$ cannot meet the traffic required by the upstream cluster, then there are two types in the part of rate adjustment which are as follows:

1. If $PPC_i' \geq 0$,

   \begin{align*}
   r'_{x,i} &= \beta_i(x) \times PPC_i' \quad \text{if } \beta_i(x) > 0, \\
   r'_{x,i} &= PPC_i' \quad \text{if } \beta_i(x) \leq 0.
   \end{align*} \hspace{1cm} (7)

2. If $PPC_i' < 0$,

   \begin{align*}
   r'_{x,i} &= PPC_i \times \frac{\beta_i(x)}{\text{SUM}_i} \quad \text{if } \beta_i(x) > 0, \\
   r'_{x,i} &= 0 \quad \text{if } \beta_i(x) \leq 0.
   \end{align*} \hspace{1cm} (8)

The process flow of the OFMNSE algorithm puts forward in this paper is shown in Figure 2.
3. Process of the Real-Time Streaming Transmission Congestion Control

3.1. Structural Tensor Image Modeling. For system (2), the simple multimedia Optimal Fitting Method of Nonlinear Simultaneous Equations is first used to carry out traffic control as follows:

\[ q(n + 1) = \text{Sat}_q^0\{q(n) - a(x(n) - x^0) - b(x(n) - x(n - l))\} \]  
(9)

For the convenience of analysis, let \( a = -b \), so the closed-loop system can be obtained as follows:

\[
\forall (z) = z^{D-2} - 2z^{D-1} + z^D - b_0z^D - bl_1^{-1}z^{D-1} \\
- b_2z^{D-2} - \cdots - bl_{D-1}z - bl_D. 
\]  
(11)

In the following section, it is proved that the closed-loop system is stable under certain conditions.

**Proof.** A function is set as follows:

\[
\forall (z) = z^{D+2} - 2z^{D+1} + z^D - b_0z^D - b_1z^{D-1} \\
- b_2z^{D-2} - \cdots - b_{D-1}z - b_D. 
\]  
(12)

That is, \( \forall (z) \) is a \( \xi \) function. When \( \xi = 0 \), the following can be obtained:

\[
\forall (z) = z^{D+2} - 2z^{D+1} + z^D = z^D(z - 1)^2. 
\]  
(13)

Hence, \( z_i(0) = 0, i = 1, 2, \ldots, D, z_{D+1}(0) = z_{D+2}(0) = 1. \)

As \( \forall (z) \) is a continuous function of \( \xi \), for the following conditions:

\[
\forall \xi \in (0, \xi), \\
\xi > 0; \\
|z_i(\xi)| < \frac{1}{2}, \\
i = 1, 2, \ldots, D; \\
|z_{D+1}(\xi)| > \frac{1}{2}; \\
|z_{D+2}(\xi)| > \frac{1}{2}. 
\]  
(14)

As the roots of the characteristic equation are conjugate, \( z_{D+1}(\xi), z_{D+2}(\xi) \) has a positive real part. It is assumed that \( |z_{D+1}| \geq 1 \), then the following can be obtained

\[
|\forall(z)| \geq |z_{D+1}|^2 - |z_{D+2}|^2 - |\xi_0z_{D+1} + \xi_1z_{D+2} + \cdots + \xi_{D-1}z_{D+1} + \xi_D| > 0 
\]  
(15)

Here, \( q^i \geq c \). The saturation function in equation (3) is to impose a certain restriction on \( q \), and the lower limit is zero, which can ensure that \( q \) is nonnegative; the upper limit \( q^i \) can impose the restriction that the transmission rate of the non-bottleneck link will not to be excessively large. As the deviation near the equilibrium point of the network is very small, the saturated nonlinear characteristics of the difference equation as aforementioned can be removed, and the time shift operator \( z^{-1} \) can be introduced to obtain the following after consolidation:

\[
|\forall(z)| \geq |z_{D+1}|^2 - |\xi_0z_{D+1} + \xi_1z_{D+2} + \cdots + \xi_{D-1}z_{D+1} + \xi_D| > 0, 
\]  
(15)

Hence, \( |\forall(z)| > 0 \) in the above-mentioned equation are within the unit circle. The aforementioned proof process has demonstrated that taking a value for \( \xi \) near the origin can ensure the stability of the control system.

However, due to the delay in system (2), the simple multimedia real-time stream congestion control algorithm that does not include the abovementioned delay link fails to achieve a sound control effect. The simulation experiment indicates that the queue length \( x(t) \) and the source end have relatively tremendous fluctuations in the emission rate \( q(t) \), and the continuous oscillation time of the system is relatively long. On one hand, the significant vibration of the column has greatly increased the delay jitter from edge-to-edge. At the same time, the occurrence probability of empty queues becomes even higher, and the utilization rate of links is reduced as well.

For this purpose, a delay link is introduced on the basis of the simple multimedia optimal fitting method of nonlinear simultaneous equations described above, and the controller equation is shown in equation (6).

\[
q(n + 1) = \text{Sat}_q^0\{q(n) - a(x(n) - x^0) - b(x(n) \\
- x(n - l)) - \frac{K}{K} \sum_{k=0}^K k \beta_k q(n - k) \}. 
\]  
(15)

where \( K \) stands for a nonnegative integer. From the system equation, it can be seen that the maximum delay of \( q(n) \) is \( q(n-D-1) \). In addition, \( K=D \) is the \( K \) tab in the control algorithm. The \((D+2)\)-dimensional system is described by the system equation and the controller equation.
In the analysis of the steady state, the following conditions of the control gain $a$ and $\beta_k$ shall be met.

$$a > 0,$$

$$\sum_{k=0}^{D-1} \beta_k = 0. \quad (16)$$

The abovementioned section shows the design of the multimedia real-time streaming media congestion control device when the system parameters $L = [l_0, l_1, \ldots, l_D]^T$ are assumed to be fixed values, in which the round-trip delay is equal to the number of bottleneck links in $j$ time slots of $l_j$. However, in the practical operation of the network, the system parameter $l$ will change dynamically. Hence, the system parameter will change over time. In the design of the controller parameter $G$, the author can use the least squares identification algorithm with the forgetting factor to identify the system parameters online for the changes of $l_j$ that need to be identified online.

3.2. Implementation of the Optimal Fitting Method of Non-linear Simultaneous Equations. The design of the controller for the real-time streaming transmission congestion includes the following steps, and the design can be operated online:

1. Calculate the estimation $L = [l_0, l_1, \ldots, l_D]^T$ for the number of bottleneck links at the switching node, in which the round-trip delay is equal to the number of bottleneck links in $j$ time slots of $l_j$.

2. Determine the positions of the $D+2$ closed-loop poles and identify the characteristic polynomial coefficient vector $F=[f_0, f_1, \ldots, f_D+1]^T$.

3. Calculate the controller parameter $G$ based on formula $G(n) = [M(L) - 1]F$, in which $F = (f_1 + 2, f_2 - 1, \ldots, f_3, f_4, \ldots, f_{D+1}, f_{D+2}, 0)^T$.

4. Analysis of the Simulation Results

The OFMNSE algorithm put forward in this paper is compared with the scenario of the HCCP algorithm based on the rate control mechanism and that of the conventional algorithm based on the resource scheduling mechanism [13–15]. In the simulations with different transmission rates, the maximum and minimum data rates are set to 11 pps and 3 pps, respectively; the transmission time is 5 pps; the cache capacity is 5 packets; and the simulation time is 300 s. In the circumstances of different cache capacities, the maximum and minimum cache capacities are set to 12 and 6 packets, respectively; the incoming data rate is 11 pps, the stream data rate is 5 pps; and the simulation time is 300 s. The network topological structure in the simulation environment is shown in Figure 3.

The packet loss rates in the network when the transmission speed and cache capacity are changed are shown in Figures 4 and 5. Figure 4 indicates that the OFMNSE can slightly improve the packet loss rate of the HCCP. As the cluster is stored in the rate control mechanism based on the OFMNSE, it can delay the start of the rate control and the time when congestion occurs in the upstream cluster, thereby improving the packet loss rate significantly.
From Figure 5, it can be known that compared with the conventional algorithms, the OFMNSE can be used to control the packet loss rate. In Figure 4, increasing the cache capacity can help reduce the packet loss rate through the conventional algorithms. However, due to the failure to control the network service, the packet loss rate of the conventional algorithms is relatively high. As the OFMNSE can impose rate control on cluster storage, network congestion can be controlled more effectively than the conventional algorithms.

From Figure 6, it can be observed that the throughput of OFMNSE is significantly superior to the other algorithms with the increase in the packet transmission rate. In addition, if the packet transmission rate is high (greater than 6 pps), a certain degree of congestion will occur in the network. Since then, the network throughput of HCCP and conventional algorithms has no longer increased and tends to decline further. Although OFMNSE has slowed down the increasing trend, the overall network throughput is increasing. From Figure 7, it can be seen that, with the increase in the transmission rate of the data packet, the transmission delay of the data is gradually increased as well. The OFMNSE algorithm can reduce and slow down the development of the network transmission delay by including the cluster storage mechanism and controlling the transmission rate mechanism.

Description of the simulation result: if the transmission rate is different, the OFMNSE can be used to control the network congestion effectively instead of the INS algorithm and HCCP. In addition, if the cache capacity is different, the OFMNSE can slightly improve network congestion compared with the HC-CSP and can significantly increase the packet loss rate of the conventional algorithms.

5. Conclusions

In this paper, the optimal fitting method of nonlinear Simultaneous equations is applied to the multimedia transmission congestion control, where the rate and the effective scheduling of resources are combined to address the storage nodes in the congestion control mechanism based on the
congestion situation of the cluster header and the transmission process in the cluster without including the excessive packet time. When the rate control is suspended, the data flow corresponding to the real-time performance of the adjusted data is regulated to implement the traffic control, with the purpose of reducing network confusion.

**Data Availability**

The data used to support the findings of this study are available from the corresponding author upon reasonable request.

**Conflicts of Interest**

The authors declare that they have no conflicts of interest.

**Acknowledgments**

This research study was sponsored by the National Natural Science Foundation of China (12071411). Thanks are due to the project manager, Shu-Guang Guo, for supporting this article.

**References**

[1] S. Zhang, W. Lei, W. Zhang, Y. C. Guan, and H. Li, “Congestion control and packet scheduling for multipath real time video streaming,” *IEEE Access*, vol. 7, pp. 59758–59770, 2019.

[2] A. Sterca, H. Hellwagner, F. Boian, and A. Vancea, “Media-friendly and TCP-friendly rate control protocols for multimedia streaming,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 25, no. 4, pp. 357–369, 2015.

[3] H. F. Raynaud and C. Kulcsar, “Delay-based non-linear observers for congestion control in communication networks,” *Applications of Time Delay Systems*, vol. 352, pp. 3–15, 2017.

[4] Disney Enterprises, “Network condition predictions for multimedia streaming,” US patent US9444866B2, 2016.

[5] A. Bradai, K. Singh, A. Rachedi, and T. Ahmed, “EMCOS: energy-efficient mechanism for multimedia streaming over cognitive radio sensor networks,” *Pervasive and Mobile Computing*, vol. 22, pp. 16–32, 2015.

[6] J.-Y. Kim, “Smartphone real time streaming service using parallel TCP transmission,” *Journal of the Korea Institute of Information and Communication Engineering*, vol. 20, no. 5, pp. 937–941, 2016.

[7] N. F. Hong, “An information real-time transmission algorithm based on the android platform,” *Applied Mechanics & Materials*, vol. 701-702, pp. 943–946, 2015.

[8] M. Usman, X. He, K.-M. Lam, M. Xu, S. M. M. Bokhari, and J. Chen, “Frame interpolation for cloud-based mobile video streaming,” *IEEE Transactions on Multimedia*, vol. 18, no. 5, pp. 831–839, 2016.

[9] M. Li and C.-Y. Lee, “A cost-effective and real-time QoE evaluation method for multimedia streaming services,” *Telecommunication Systems Modeling Analysis Design & Management*, vol. 59, pp. 317–327, 2015.

[10] G. Carlucci, L. De Ciccio, S. Holmer, and S. Mascolo, “Congestion control for web real-time communication,” *IEEE/ACM Transactions on Networking*, vol. 25, no. 5, pp. 2629–2642, 2017.

[11] J. Wu, B. Cheng, M. Wang, and J. Chen, “Energy-aware concurrent multipath transfer for real-time video streaming over heterogeneous wireless networks,” *IEEE Transactions on Circuits & Systems for Video Technology*, vol. 28, pp. 2007–2023, 2017.

[12] C. Ceglie, G. Piro, D. Striccoli, and P. Camarda, “3D streaming: an open-source flexible framework for real-time 3D streaming services,” *Multimedia Tools and Applications*, vol. 75, no. 8, pp. 4411–4440, 2016.

[13] A. R. Khan, M. Iqbal, J. Muzaffar et al., “Optimized congestion aware and rate-adaptive multimedia communication for application in fragile environment during disaster management and recovery,” *Journal of Reliable Intelligent Environments*, vol. 1, no. 2–4, pp. 147–158, 2015.

[14] W. K. Lai, J. J. Jhan, and J. W. Li, “A cross-layer SCTP scheme with redundant detection for real-time transmissions in IEEE 802.11 wireless networks,” *IEEE Access*, vol. 7, pp. 114086–114101, 2019.

[15] D. Han, J. Zhang, Y. Liu, P. Wu, and Y. Sun, “Real-time feedback watermarking authentication scheme for streaming media,” *Multimedia Tools and Applications*, vol. 79, no. 17, pp. 12699–12725, 2020.