Utilizing Machine Studying

Summary: The Gamer's Private Network (GPN) is a client/server expertise created by WTFast for making the network efficiency of online video games sooner and extra dependable. GPN s use center-mile servers and proprietary algorithms to higher connect on-line video-sport gamers to their sport's servers across a wide-space community. On-line video games are a large leisure market and community latency is a key aspect of a participant's aggressive edge. This market means many various approaches to community structure are implemented by totally different competing corporations and that those architectures are consistently evolving. Making STUFF between a client of WTFast and the net recreation they wish to play is thus an incredibly troublesome drawback to automate. Utilizing machine learning, we analyzed historical network knowledge from GPN connections to explore the feasibility of network latency prediction which is a key a part of optimization. Our next step will likely be to collect live data (together with shopper/server load, packet and port data and particular sport state information) from GPN Minecraft servers and bots. We'll use this information in a Reinforcement Learning model along with predictions about latency to alter the shoppers' and servers' configurations for optimum network performance. These investigations and experiments will improve the quality of service and reliability of GPN programs.