

# User Centric Configuration using RTP/RTSP Video Streaming Protocol at Server Side

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**Abstract**— To deliver live streaming and video on demand to the client, server needs to perform some actions. The reference application to that is Real-time transport Protocol(RTP) which gives QoS mechanism for real-time delivery with content labeling (i.e.time synchronization).To communicate with server, client need to send request that comes under Real-time Streaming Protocol(RTSP) with some additional commands of playback,pause etc. At the same time control mechanism is also important for the continuous reports of congestion for that Real-time Transmission Control Process(RTCP).Hence provides quality data with less overhead of jitter delay, bandwidth utilization and can tolerate packet loss with traffic management. This paper presents the survey on live streaming and video on demand services provided by application with different codec formats to provide quality service to client.

**Key words:** RTP, RTSP, live streaming, codec formats, file reader

## I. INTRODUCTION

In today's advances in computing technology high speed networks high bandwidth storage devices and compressed technology have made it viable to provide real time multimedia services over the internet. for instance, audio and video must be played continuously or else its annoying for clients. the server takes care for continuous stream of data. The play out process will be paused if the data does not arrive on time. The real-time multimedia the transport of live video or stored video is the prime part. There are two mode of transmission of stored video over the internet and the download mode, a user download the entire video file and plays back the video file. Unlike streaming mode, the whole video is not Downloaded, only the parts are being played and the remaining parts are being received and decoded.

In this paper, we are concerned with video streaming, which refers to real time transmission of stored video and live streaming of quality data frames to the client with respective codec formats. To read the file from mp4 file, file reader will be used for that ffmpeg api is used. There are lot of issues regarding real time multimedia transport.These issues are solved under evaluation parameters with less overhead of packet loss, transport management and jitter delay.

## II. RELATED WORK

Raw video and audio data are pre-compressed and then saved in storage devices. Upon the client's request, a streaming server retrieves compressed video/audio data from storage devices and then the application-layer QoS control module adapts the video/audio bit-streams according to the network status and QoS requirements. After the

adaptation, the transport protocols packetize the compressed bit-streams and send the video/audio packets to the Internet. Packets may be dropped or experience excessive delay inside the Internet due to congestion

To improve the quality of video/audio transmission, continuous media distribution services (e.g., caching) are deployed in the Internet. For packets that are successfully delivered to the receiver, they first pass through the transport layers and then are processed by the application layer before being decoded at the video/audio decoder. To achieve synchronization between video and audio presentations, media synchronization mechanisms are required. RTP is used in conjunction with the RTP Control Protocol (RTCP). While RTP carries the media streams (e.g., audio and video). RTCP is used to monitor transmission statistics and quality of service (QoS) and aids synchronization of multiple streams.RTP is designed for end-to-end, real-time, transfer of streaming media. The protocol provides facilities for jitter compensation and detection of out of sequence arrival in data, which are common during transmissions on an IP network.

RTP allows data transfer to multiple destinations through IP multicast. RTP is regarded as the primary standard for audio/video transport in IP networks and is used with an associate file and payload format.The RTP server sends data as requested by the client. The server will take data form the repistory and delivers it to the client with particluar and requested codec format. The server will give response to the RTSP server methods like play, pause teardown, setup etc.

## III. LITERATURE SURVEY

Method used : Modified NOVA h.264/AVC Profile Video Decoder System. It supports H.264/AVC baseline decoding of QCIF resolution. The operation of the NOVA H.264 video decoder starts with system reset. After system reset, the BitStream buffer starts to fetch bit stream from Beha BitStream ram via 16bit width data bus (BitStream\_buffer\_input). Then after 4 clock cycles when half of the 128bit BitStream buffer is filled, it sends the bit stream to the following decoder via 16bit width data bus (BitStream buffer output). An automatically-refill mechanism is employed to refill the buffer if half of its stored bit stream ( $\geq 64$ bit) is consumed. The Synthesis, map, place and route and trace was doing lattice diamond rule. But to support decoding of higher standards working frequency need to be increased.

Method used: NAL Units: It focuses on the middle layer of video telephone. We obtain the video data by calling the API of Android system and divide then into NAL units in another thred by detecting NAL unit head. Then send them over RTP. We should divide the H.264 data into NAL units and add RTP head at the front then sent them.

For each NAL unit, its size is different from one to another because there is different data in each NAL unit.

Method used: Transcoding Enabled Streaming Media Caching System. aim is to deliver contents to the client in appropriate format. they used the caching algorithm for the better use of storage. TeC (Transcoding-enabled Caching) system using various experiments, including simulations using the proxy trace derived from a real corporate media server log. The trace reveals some degree of heterogeneous access of media objects.

Method used: Retransmission of Packet Flow. Retransmission can reduce the effect of packet loss on video streaming by using a small number of retransmission packets. Flow control controls the sending rate based on the number of packets lost, so that the sending rate adheres to the available bandwidth. Retransmission and flow-control

improves the performance of video streaming, and users can clearly appreciate the difference when viewing images.

Method used: Qos Control Mechanism: on the requirements of the real-time streaming media applications and the problems of insufficient bandwidth of the current Internet, they used the important non-uniform distribution features of streaming media data introduce the caching mechanism and adopt non-uniform QoS control strategy in the flow of scheduling, packet loss handling, error controlling, etc, to ensure the real-time performance of the important data. In order to prevent congestion, early warning is employed to reduce the sending rate before the true formation of congestion. Although this approach does not solve the fundamental problem of video communication. Overview of various existing techniques and algorithms are described in following table. Also, advantages and disadvantages are included in the table.

| Paper title   | Mechanism/Algorithm                     | Advantages   | Disadvantages  |
|---|---|--|--|
| 11. FPGA-Based H.264 Video Decoder in RTP Payload Format.   | hH.264/AVC profile video decoder system | A design of the RTP Depacketizer was successfully done and a test bench file for the top module was created. Simulation using Cadence NC-Verilog produced an output video with better quality compared to the existing NOVA decoder. | Need more speed in frequency for better quality of data                          |
| 22. Image Acquisition and Transmission in the Video telephone Based on Android                              | NNAL units                              | Implemented on both pc player and android player.  |  |
| 33. Performing evaluation of transcoding enabled streaming media caching system.                            | Tec enabled caching                     | It provides better byte hit ratio and less startup latency than traditional caching system.  | Can improve less the quality degradation.  |
| 44. Retransmission and flow control for a video real time transport protocol                                | Retransmission of packet flow           | Retransmission can reduce the effect of packet loss on video streaming by using a small number of retransmission packets.  | Can give large no. of retransmission packets and have more good user experience. |
| 55. The system construction and the implementation of Qos control mechanism in intelligent streaming media. | Intelligent streaming media.            | In order to prevent congestion, early warning is employed to reduce the sending rate before the true formation of congestion.  | This approach does not solve the fundamental problem of video communication      |

Table 1:

PAUSE, SETUP, TEARDOWN functions in vod application.

#### IV. CONCLUSION

In our vms system we are using RTP protocol in video on demand and live streaming of video. We considered the RTP/RTSP and RTCP environment where RTP is used to transmit and realtime data and RTCP is used in synchronicity with RTP to monitor the network. The server side will be taking care of the all the raw data taken form repository should be directly delivered to client in appropriate format as this provide various codec supports like h.264, mpeg, mpeg4 etc. After the codec processing the RTP packet are forged to client site. Server side will be working according to client's command like PLAY,

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