Performance Comparison of UDP and UDP-Lite for Different Video Codecs

Abstract

In recent years, usage of Mobile Ad-hoc Networks (MANETs) for communication has grown at a faster rate due to its ease of implementation and flexibility. Also, transmission of multimedia contents over Internet is one of the most widely used technologies being used globally. According to the ongoing trends in technology, most of the contents (data) sent over the Internet are interactive multimedia contents, which prefer to be delivered in error-state than being discarded or arriving late. To avoid network congestion, it is preferred to transmit the data without any overhead of prior connection establishment. A solution to both the problems is to use UDP as transport protocol, which provide no reliability and have low protocol processing overhead. An enhanced version of UDP, called UDP-Lite was also introduced a decade ago, which has been specifically designed for real-time multimedia applications. The aim of this paper is to compare the performances of UDP and UDP-Lite by changing various network parameters for transmitting various video codecs.

References

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Index Terms

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