

# Redundant Encodings in RTP

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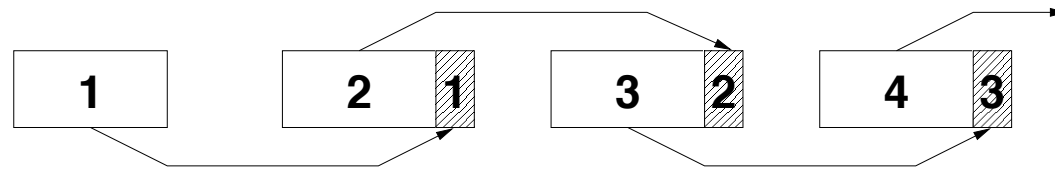
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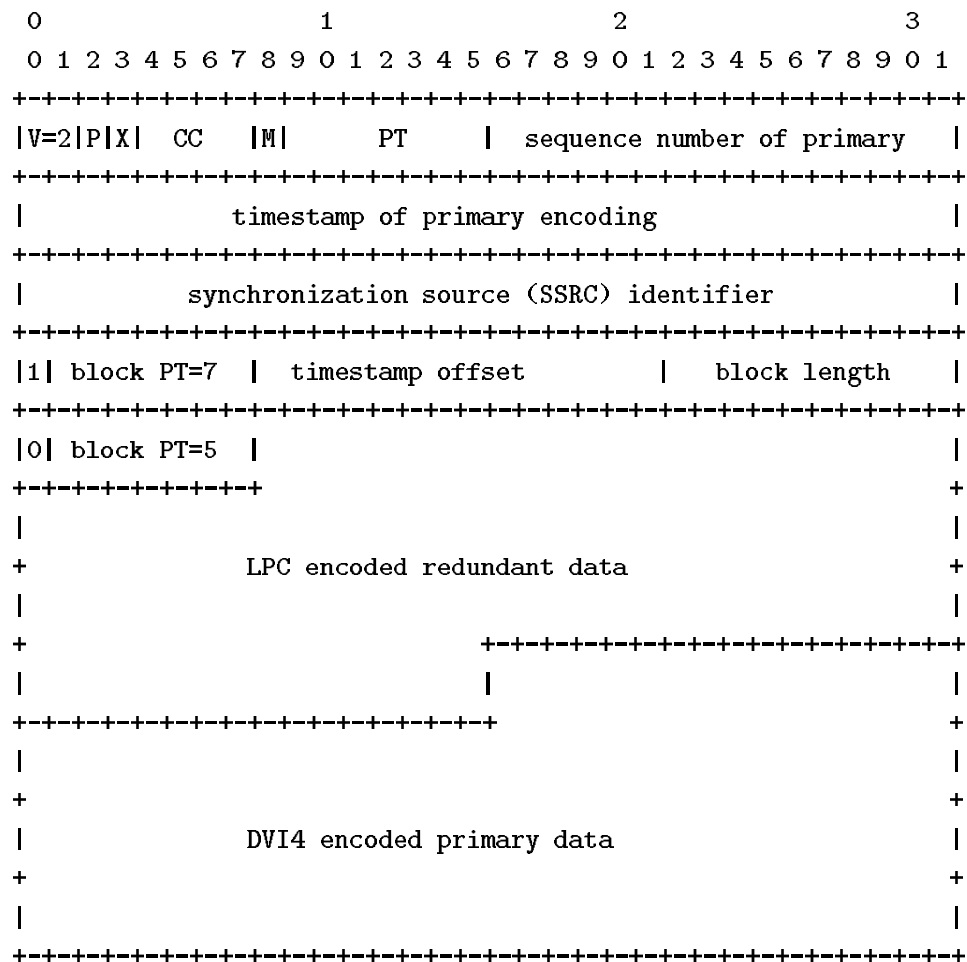
# Overview

- A solution to the packet loss problem.
- Originally intended for real-time audio.
- Each packet contains an alternative version of the previous packet:



- Typically, the redundant copy of a packet is more heavily compressed than the primary, to reduce overheads.

# Packet Format: Example



## Status

Originally presented at the Montreal IETF. Minor modifications as agreed there have been implemented.

Two interworking implementations for network audio:

- UCL RAT v2.6 or later
- INRIA FreePhone v3.0.x

Internet draft: draft-perkins-rtp-redundancy-01.txt

Move to proposed standard?