

Options for Repair of Streaming Media

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Scope of the draft

- Summary of network loss characteristics
- Survey of loss mitigation schemes
 - FEC (parity/redundancy/etc...)
 - Retransmission (SRM, etc... latency, control traffic)
 - Interleaving (approximate repair, latency...)
- Recommendations for use in various scenarios
 - Latency vs. quality
 - Repair overhead
 - Use of FEC

Changes since last meeting

- Expanded discussion of congestion control
 - Layered coding (RLM/RLC/etc...)
 - Multiplicative rate decrease, additive increase
- Discussion of 'reasonable' operating point
 - TCP equivalent throughput
 - $T = \frac{s \cdot c}{RTT \sqrt{p}}$
 - Approximate upper bound on the loss rate applications should be designed to tolerate.
- Assorted small fixes, clarifications, etc.