Redundant Encodings in RTP

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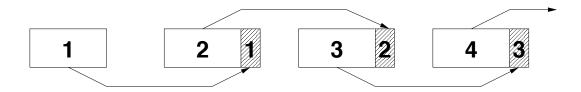
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Overview

- 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

0	1	2	3
		5 6 7 8 9 0 1 2 3	
V=2 P X CC	MI PT	sequence numbe:	r of primary
timestamp of primary encoding			
synchronization source (SSRC) identifier			
1 block PT=7	timestamp of		lock length
0 block PT=5	I		
 		+-+-+-+-+-+-+	+-+-+-+-+-+-+-
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r -	DVI4 encoded pr	imary data	
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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?