RTP Redundancy Update

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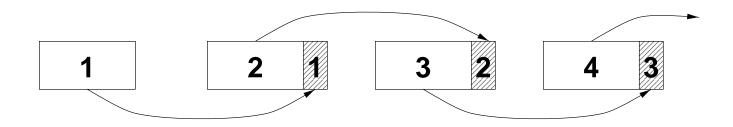
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Status

- RTP redundancy mechanism published as RFC2198 in September 1997.
- Simple packet format, allows bundling of multiple frames of audio into a single packet as a form of media specific FEC.



 Optimised for audio data, but can be used for other media types.

Example packet

```
| sequence number of primary
              timestamp of primary encoding
           synchronization source (SSRC) identifier
|1| block PT=7 | timestamp offset
|O| block PT=5 |
+-+-+-+-+-+-+
               LPC encoded redundant data
               DVI4 encoded primary data
```

Problem: Start of Talkspurt

- The redundant (FEC) data is typically piggy-backed one packet after the primary.
- The first packet in a talkspurt cannot contain FEC data, since there are no preceding packets.
- This causes two problems:
 - 1. Changing payload type
 - 2. Unknown buffering requirement

Issues: Payload Type

- In a standard RTP session, all packets sent by a source will have the same payload type.
- However, senders using redundant audio send the first packet in a talkspurt with no FEC data (ie: payload type of the primary codec) and the following packets with the redundancy payload type.



 This makes implementations needlessly complex, since they have to associate packets with different payload types into a single stream.

Issues: Buffer Space

- The FEC data can be sent any number of packets after the primary. This delay isn't known until a packet containing FEC data is received...
- ...by which time the playout buffer length for this talkspurt has already been calculated.
- Adapting the playout buffer mid-talkspurt will cause an glitch in the audio. Not adapting may make it impossible to use the FEC data (since it arrives too late)

Solution

- Send all packet with the redundancy payload type.
- For those at the start of the talkspurt, advertise the FEC offset and set the block length to zero.

Solution

- This solves both problems noticed.
- Requires a change to the *usage* of the protocol, but not to the protocol specification itself.
- Believed backwards compatible with existing implementations...