ABSTRACT

BUILDING WEB-BASED LIVE STREAMING EVENT APPLICATIONS USING PROTOCOL RTP

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Information was paramount in the era of technology that has been growing rapidly at this time. Traffic information and home security is an important example that is very influential in supporting day-to-day activities, it would be a problem if it can not be monitored directly.

Live streaming video technology is very appropriate solution to address these problems, by utilizing the internet connectivity and distance of this technology is not an obstacle in obtaining information quickly and accurately. In building this application using the protocol UDP / RTP (User Datagram Protocol / Real-time Transport Protocol), which defines a standard packet format to deliver video over the Internet directly to users. Server as a service provider to provide streaming video sessions on the network and users access the URL of the streaming video using a web browser.

In accessing this service required a minimum of 64Kbps bandwidth because the video requires large bandwidth to minimize delay and jitter, while the size of the video resolution 1024x768 is an option by service providers with a view that is quite attractive and user friendly for the sake of convenience and user satisfaction in accessing the live streaming video services.

Keywords: Live Streaming, UDP/RTP, multicast, event, internet.