Abstract

Internet multimedia applications have different requirements than do traditional text-based applications, placing new demands on TCP and UDP, the de-facto internet transport protokols.

Selective *Retransmission* Protokol (SRP) is designed to balance the potentially high loss found in UDP with the potentially high latency found in TCP. SRP uses an application-specific decision algorithm to determine whether or not to ask for a *retransmission* for a lost packet, adjusting the loss and latency to the optimum level for the application. We develop and experimentally evaluate an audio *stream*ing using SRP on a wide-area *network* testbed. We find SRP outperforms both TCP and UDP in terms of multimedia application quality.

Keyword : Mutimedia, Audio *Stream*ing, SRP, Wide-Area *network*