Universiti Teknologi MARA

An Analysis of Video Streaming Using VLC Media Player

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Thesis submitted in fulfillment of the requirements for
Bachelor of Science (Hons.) Data Communication and Networking
Faculty of Computer and Mathematical Sciences

April 2011

ACKNOWLEDGEMENT

In the name of Allah, The Most Gracious, The Most Merciful and Him alone is worthy of all praises. It is not possible for me to acknowledge individually the debts I owe to who ever had made their contribution in preparing and writing this report.

I am extremely thankful to my supervisor, Madam Zolidah Kasiran for her wonderful support, guidance, advice as well as her cooperation that had been given to me throughput the compilation of this project. I am also grateful to my Coordinator Madam Nik Mariza Nik Abdull Malik for her guidance and also to others Computer Technology and Networking (CTN) lectures support in writing the report from the beginning of this project.

I would like to express my appreciation to my beloved family, my parents, my siblings for their trust, support and everything that they have done for me throughout my days in university.

To all my fellow friends, thank you for being there for me. We have spent a great time together. Not forgotten to all my housemates, thank you for your understanding and we have great memories in progress of this report.

Last but not least, to those who involve and help me to complete this project directly or indirectly.

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ABSTRACT

Nowadays, streaming video is one of the internet technology that changing at a rapid pace, and faster technology changes. Most people like to steaming video because it provides flexibility and users can view what they want, when they want. The objective of this project is to analysis network traffic when making streaming video server over local area network (LAN). Here, we have to configure streaming server before it can stream video by. The analysis is made when client stream the video from a server. The client can see what the server play. This is called video live streaming. Software that will be used is VLC Media Player. The analysis is made when the client streaming video from a server. For the result and finding, we generate report in video quality and video analysis in real time based to UDP protocol and MPEG-1 compression. For this project, the analysis process is done by seeing parameter Audio Lost Buffer, Lost Video Frame and Congestion that appears on the client side. All of these will be obtained by monitoring streaming statistics of current media within the features of VLC itself. Video streaming will be re-encoded in a variety of bit rate, is 1024 Kbps, 512 Kbps and 384 Kbps. This bit rate will be analysis with different HD video that is 1080p and 720p and each video had 4 minutes duration and had 800 Kbps bit rate. After done all the analysis we can summarize that the differences of each audio lost, video lost and Congestion for 1080p and 720p. The management solutions proposed in this report will empowers administrator to effectively manage the traffic and data flow through the use of network management tools, which will increase users productivity, as well as to reduce the management cost by minimize unnecessary network upgrading.