



PERFORMANCE COMPARISON OF VIDEO STREAMING
APPLICATION USING DIFFERENT VIDEO CODECS IN MOBILE
WIRELESS NETWORK

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ABSTRACT

The end-to-end performance application in the broadband wireless networks is a key concern from the provider perspective. Mobile WiMAX is designed to support a wide range of applications including streaming video. Hence, in this thesis, we examine the performance metrics of packet loss, jitter, packet end-to-end delay and throughput while streaming for one hour three types of video codecs. We analyze and compare the performance of the video codecs of MPEG-2, MPEG-4 and MPEG-4 Part 10 (H.264/AVC). These video contents were streamed via the Mobile WiMAX network. The investigation was done using the OPNET Modeler 14.5. Simulation results show that H.264/AVC is the best codec to be streamed in the network.

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