Many video applications rely on video streaming such as Youtube and Netflix, whereas those apps occupy most of the Internet traffic. Video streaming strategies vary accordingly to the type of containers such as Silverlight, Flash, or HTML5, and they depend on the way of data is exchanged on the traffic from non-ack-clock ON-OFF cycles to bulk TCP transfer. One of the features of video streaming is that the content is download while before the movie starts playing for viewers. Therefore, the video content shows first images along with audio when there is received a sufficient amount of data (Rao et al., 2011).

One of the main concerned for video quality is over the HTTP adaptive streaming generated by those artificial streaming mechanisms that offer the best viewing experience. Those algorithms should estimate a fair TCP throughput of the equal data chunk of the compressed representation of the video. This rate should treat the buffer state and not the case of playback video which can lead to significant loss of quality (Sani et al, 2017).

There are three models of algorithms such as HTTP Live Streaming, Microsoft Smooth Streaming, and MPEG Dynamic Adaptive Streaming over HTTP (DASH). This is used while the user’s video is rolling back in the live movie. In contrast with RTC, HTTP adaptive streaming can traverse any firewall or proxy server that lets through standard HTTP traffic.

RTP is used by the most used protocol of the VoIP applications. To support synchronization between video and audio streams transported over IP networks, an RTP/RTCP protocol suite can be employed in the and MPEG Dynamic Adaptive Streaming over HTTP (DASH). This technique can deliver high-quality videos over the IP, but it has a bottleneck over the video with low resolution (Hoppe and Uhl, 2020).

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