



# LIVE VIDEO STREAMING OVER NETWORK

A proposal in the exploration and considerations of  
video streaming over a network

V1.01

## Definition

The project is the exploration of live video streaming over a network. The video will be streamed and transmitted to a web server. When a user wants to view the streaming video, they would access it via their computer's web browser.

Because this project will be an exploration of video streaming, there will be an investigation on how video streaming operates and how to optimise performance against various trade-offs. Specifically, this is exploring the differences between TCP and UDP. Due to the nature of live video streaming, it is expected that some packets will be dropped during transmission.

The main deliverables at the end of the project will include code of the entire networking system, from the dashcam to the server to the web browser. There will also be a small instructions on how to run the code as well as findings when researching and implementing the system.

## References

- [1] J. Kurose and K. Ross, Computer Networking: A Top-Down Approach, Seventh ed., Pearson, 2016.