Wireless Delivery of HD Video in the IoT World

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- Wireless video streaming is ubiquitous => **Congestion**!

- Hybrid transmission:
  - Important video data => TCP (reliable)
  - Rest of video data => UDP (unreliable)

- Dynamic adaptation of TCP vs. UDP transmission based on network condition.

- Fewer freeze frames, better visual quality, more scalable.

![Original Frame](image1.png)

TCP => Delay

![Freeze frames!](image2.png)

UDP => Packet loss

Reduces visual quality!