

[MS-RTPRAD]: Real-Time Transport Protocol (RTP/RTCP): Redundant Audio Data Extensions

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Revision Summary

Date	Revision History	Revision Class	Comments
04/08/2008	0.1		Initial Availability.
05/16/2008	0.1.1	Editorial	Revised and edited the technical content.
06/20/2008	1.0	Major	Updated and revised the technical content.
07/25/2008	1.0.1	Editorial	Revised and edited the technical content.
08/29/2008	1.0.2	Editorial	Revised and edited the technical content.
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12/05/2008	1.0.4	Editorial	Revised and edited the technical content.
01/16/2009	1.1	Minor	Updated the technical content.
02/27/2009	1.2	Minor	Updated the technical content.
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06/17/2011	1.3	Minor	Clarified the meaning of the technical content.

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1 Introduction

The Real-Time Transport Protocol (RTP/RTCP): Redundant Audio Data Extensions (RTPRAD) Protocol is a method for encoding redundant audio data for use with the Real-Time Transport Protocol (RTP) Extensions Protocol as specified in [\[MS-RTPME\]](#). RTPRAD is an extension of RTP Payload for Redundant Audio Data as specified in [\[RFC2198\]](#). [\[RFC2198\]](#) specifies a payload format for use with the Real-Time Transport Protocol (RTP) as specified in [\[RFC3550\]](#).

1.1 Glossary

The following terms are specific to this document:

Dual Tone Multiple Frequency (DTMF): The signaling system used in telephony systems, in which each digit is associated with two specific frequencies. Most commonly associated with telephone touch-tone keypads.

lossy network transport: Defined as a transport where data payload cannot be reliably delivered from source to destination.

Real-Time Transport Protocol (RTP): A network protocol that provides end-to-end network transport functions suitable for applications transmitting real-time data, such as audio and video.

Session Description Protocol (SDP): A protocol that is used for session announcement, session invitation, and other forms of multimedia session initiation [\[MS-SDP\]](#).

MAY, SHOULD, MUST, SHOULD NOT, MUST NOT: These terms (in all caps) are used as described in [\[RFC2119\]](#). All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

1.2 References

References to Microsoft Open Specification documents do not include a publishing year because links are to the latest version of the documents, which are updated frequently. References to other documents include a publishing year when one is available.

1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact dochelp@microsoft.com. We will assist you in finding the relevant information. Please check the archive site, <http://msdn2.microsoft.com/en-us/library/E4BD6494-06AD-4aed-9823-445E921C9624>, as an additional source.

[MS-RTPME] Microsoft Corporation, "[Real-Time Transport Protocol \(RTP/RTCP\): Microsoft Extensions](#)".

[MS-SDP] Microsoft Corporation, "[Session Description Protocol \(SDP\) Extensions](#)".

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <http://www.rfc-editor.org/rfc/rfc2119.txt>

[RFC2198] Perkins, C., "RTP Payload for Redundant Audio Data", RFC 2198, September 1997, <http://www.ietf.org/rfc/rfc2198.txt>

[RFC3550] Schulzrinne, H., Casner, S., Frederick, R., and Jacobson, V., "RTP: A Transport Protocol for Real-Time Applications", STD 64, RFC 3550, July 2003, <http://www.ietf.org/rfc/rfc3550.txt>

1.2.2 Informative References

[RFC4733] Schulzrinne, H., "RTP Payload for DTMF Digits, Telephony Tones and Telephony Signals", RFC 4733, December 2006, <http://www.ietf.org/rfc/rfc4733.txt>

1.3 Overview

RTPRAD extends the RTP Payload for Redundant Audio Data as specified in [\[RFC2198\]](#) by restricting an RTP audio payload to one block of redundant audio data. The redundant block of audio data is implemented in the RTP payload along with the primary block of audio data.

1.4 Relationship to Other Protocols

RTPRAD relies on the Real-Time Transport Protocol (RTP/RTCP): Microsoft Extensions [\[MS-RTPME\]](#) as its transport.

This specification only addresses the redundancy (and thereby loss and error tolerance) of audio data streams.

1.5 Prerequisites/Preconditions

Because the Real-Time Transport Protocol (RTP/RTCP): Microsoft Extensions (RTPME) act as a transport for this protocol, a valid RTP session must be established.

It is further assumed that a valid **Session Description Protocol (SDP)** negotiation has been completed to bind the dynamic payload information for the redundancy data. For information about SDP, see [\[MS-SDP\]](#).

1.6 Applicability Statement

This protocol is applicable for a real-time audio communication scenario where redundant data exchange is needed to mitigate **lossy network transports**.

This protocol does not cover all audio data redundancy. It is limited to in-band audio communication data. This protocol does not apply to redundancy for audio data such as in-band **Dual Tone Multiple Frequency (DTMF)** tones.

1.7 Versioning and Capability Negotiation

- Supported Transports: The RTP/RTCP: Redundant Audio Data Extensions are implemented on top of [\[MS-RTPME\]](#) as the transport mechanism.
- Protocol Versions: The RTP/RTCP: Redundant Audio Data Extensions, as a payload format of **RTP**, do not provide for versioning information within the scope of the protocol itself. However, as a part of the RTP payload, any versioning information on the RTP level applies.
- Security and Authentication Methods: This specification does not describe any security or authentication methods. Security and authentication are dependent on the security method, authentication method, or both as used by [\[MS-RTPME\]](#)
- Localization: None.

1.8 Vendor-Extensible Fields

None.

1.9 Standards Assignments

None.

2 Messages

2.1 Transport

Because RTPRAD uses RTP as its transport [\[MS-RTPME\]](#), a successful RTP session must be established with valid redundancy payload information negotiated.

This MUST be done with the Session Description Protocol as specified in [\[MS-SDP\]](#).

2.2 Message Syntax

The structure and syntax of RTPRAD are defined within RTP Payload for Redundant Audio Data [\[RFC2198\]](#). This protocol does not cover all audio data redundancy. It is limited to in-band audio communication data. This protocol MUST NOT be used to carry audio data redundancy for audio data such as in-band DTMF tones. For more information about in-band DTMF tones, see [\[RFC4733\]](#).

The deviation from [\[RFC2198\]](#) is as follows:

- Section 2 of [\[RFC2198\]](#) provides for one or more redundant audio blocks for each RTP payload. However, this protocol description allows for only one redundant block for every RTP payload. Therefore, each RTP payload MUST NOT contain more than two blocks total: one redundancy block and one primary block.
- Section 2 of [\[RFC2198\]](#) describes the mechanism for including the redundancy information in the RTP packet header. However, RTPRAD does not support redundant information in the RTP header. The RTP header MUST NOT contain redundant information. RTPRAD MUST be made part of a dynamic RTP payload type and negotiate as such during SDP negotiation.
- While section 2 of [\[RFC2198\]](#) allows for static typing of payload types, systems interoperating with an implementation of this protocol MUST negotiate for dynamic redundancy payload type using SDP or redundancy is not enabled.

2.2.1 Redundant Block

See [\[RFC2198\]](#) section 3 for a detailed description of the redundant block layout.

3 Protocol Details

RTPRAD uses a Sender and Receiver model.

The following sections detail the behavioral difference between the protocol specified by [\[RFC2198\]](#) and this protocol specification.

3.1 Receiver Details

The Receiver side of this protocol MUST negotiate using SDP for a dynamic payload type binding for the redundancy data.

3.1.1 Abstract Data Model

None.

3.1.2 Timers

None.

3.1.3 Initialization

Receivers MUST negotiate a dynamic payload type for the redundancy data. Receivers MUST NOT expect redundancy data to be part of the RTP extended header structure.

3.1.4 Higher-Layer Triggered Events

None.

3.1.5 Message Processing Events and Sequencing Rules

None.

3.1.6 Timer Events

None.

3.1.7 Other Local Events

None.

3.2 Sender Details

The Sender side of this protocol MUST negotiate using SDP for a dynamic payload type binding for the redundancy data.

The redundancy data block MUST NOT have a distance greater than 3.

Distance is defined as the number of RTP packets succeeding the main block for which the redundancy block applies. For example, if RTP packet X contains main block A, and RTP packet X + n contains the redundancy block for main block A, that redundancy block has a distance of n. The maximum value of n MUST NOT exceed 3.

There MUST NOT be more than one redundancy block per RTP packet. At most two blocks are allowed per RTP packet: one main block and one redundancy block.

All redundant audio data from the Sender MUST be the same encoding (same codec) as the main audio block. This requirement deviates from [\[RFC2198\]](#) where secondary, tertiary, or other successive codecs are supported.

This means that the main audio block and redundant audio block MUST use the same codec.

3.2.1 Abstract Data Model

None.

3.2.2 Timers

None.

3.2.3 Initialization

The Sender MUST negotiate a dynamic payload type for the redundancy data.

3.2.4 Higher-Layer Triggered Events

None.

3.2.5 Message Processing Events and Sequencing Rules

None.

3.2.6 Timer Events

None.

3.2.7 Other Local Events

None.

4 Protocol Examples

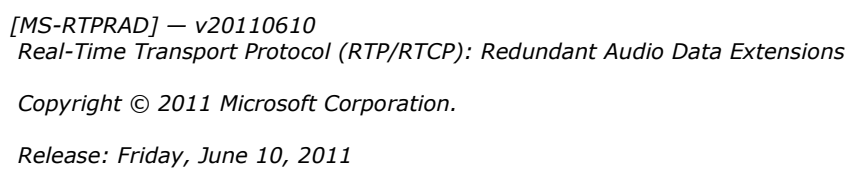
A typical example of the SDP negotiation under Microsoft Office Communicator would appear similar to the following.

```
m=audio 51712 RTP/AVP 114 111 112 115 116 4 8 0 97 101]
...
a=rtpmap:114 x-msrta/16000
a=fmtp:114 bitrate=29000
a=rtpmap:111 SIREN/16000
a=fmtp:111 bitrate=16000
a=rtpmap:112 G7221/16000
a=fmtp:112 bitrate=24000
a=rtpmap:115 x-msrta/8000
a=fmtp:115 bitrate=11800
a=rtpmap:116 AAL2-G726-32/8000
a=rtpmap:4 G723/8000
a=rtpmap:8 PCMA/8000
a=rtpmap:0 PCMU/8000
a=rtpmap:97 RED/8000
a=rtpmap:101 telephone-event/8000
a=fmtp:101 0-16
```

The RED/8000 line uses the default redundant payload type mapping for Microsoft Office Communicator (PT=97). Given this if the negotiated encoding is RT-Audio 16Khz, the payload containing the main block + redundant block would appear as follows.

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|V=2|P|X| CC=0 |M|          PT          | sequence number of primary |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|                                     timestamp of primary encoding   |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
| synchronization source (SSRC) identifier                            |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|1| block PT=97 | timestamp offset          | block length          |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|0| block PT=114|
+---+---+---+---+---+
|
+
|           RT-Audio encoded redundant data (PT=97)
|           (38 bytes)
+
|
+
|
+
|
+
|
+-----+
|
+
|
+
|           RT-Audio encoded primary data (PT=114)
|           (38 bytes)
+
|
```



5 Security

5.1 Security Considerations for Implementers

There are no additional protocol considerations beyond those described in [\[RFC2198\]](#) section 6.

5.2 Index of Security Parameters

None.

6 Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include released service packs:

- Microsoft Windows® 2000 Server operating system
- Windows® XP operating system
- Windows Server® 2003 operating system

Exceptions, if any, are noted below. If a service pack or Quick Fix Engineering (QFE) number appears with the product version, behavior changed in that service pack or QFE. The new behavior also applies to subsequent service packs of the product unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms SHOULD or SHOULD NOT implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies that the product does not follow the prescription.

7 Change Tracking

This section identifies changes that were made to the [MS-RTPRAD] protocol document between the May 2011 and June 2011 releases. Changes are classified as New, Major, Minor, Editorial, or No change.

The revision class **New** means that a new document is being released.

The revision class **Major** means that the technical content in the document was significantly revised. Major changes affect protocol interoperability or implementation. Examples of major changes are:

- A document revision that incorporates changes to interoperability requirements or functionality.
- An extensive rewrite, addition, or deletion of major portions of content.
- The removal of a document from the documentation set.
- Changes made for template compliance.

The revision class **Minor** means that the meaning of the technical content was clarified. Minor changes do not affect protocol interoperability or implementation. Examples of minor changes are updates to clarify ambiguity at the sentence, paragraph, or table level.

The revision class **Editorial** means that the language and formatting in the technical content was changed. Editorial changes apply to grammatical, formatting, and style issues.

The revision class **No change** means that no new technical or language changes were introduced. The technical content of the document is identical to the last released version, but minor editorial and formatting changes, as well as updates to the header and footer information, and to the revision summary, may have been made.

Major and minor changes can be described further using the following change types:

- New content added.
- Content updated.
- Content removed.
- New product behavior note added.
- Product behavior note updated.
- Product behavior note removed.
- New protocol syntax added.
- Protocol syntax updated.
- Protocol syntax removed.
- New content added due to protocol revision.
- Content updated due to protocol revision.
- Content removed due to protocol revision.
- New protocol syntax added due to protocol revision.

- Protocol syntax updated due to protocol revision.
- Protocol syntax removed due to protocol revision.
- New content added for template compliance.
- Content updated for template compliance.
- Content removed for template compliance.
- Obsolete document removed.

Editorial changes are always classified with the change type **Editorially updated**.

Some important terms used in the change type descriptions are defined as follows:

- **Protocol syntax** refers to data elements (such as packets, structures, enumerations, and methods) as well as interfaces.
- **Protocol revision** refers to changes made to a protocol that affect the bits that are sent over the wire.

The changes made to this document are listed in the following table. For more information, please contact protocol@microsoft.com.

Section	Tracking number (if applicable) and description	Major change (Y or N)	Change type
1.2 References	Added explanatory statement regarding the removal of the publishing year from Microsoft Open Specification document references.	N	Content updated.

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