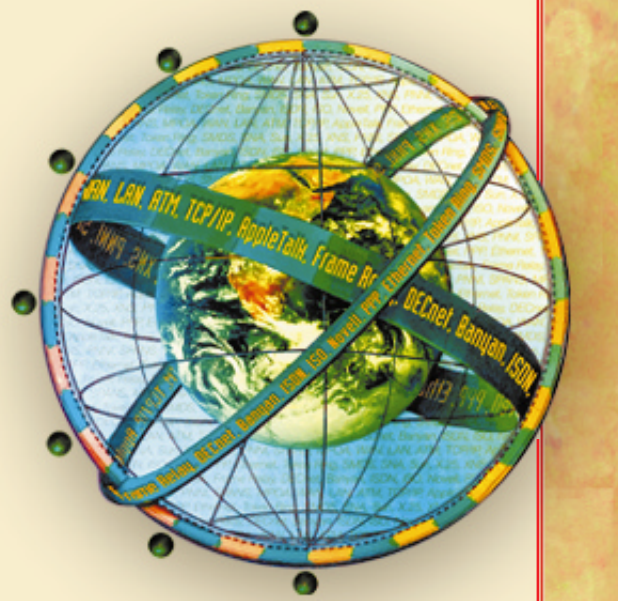


RADCOM
TEST-OF-THE-ART



Signalling		Media Transport										
ITU Standards and Recommendations												
H.323 V2	Packet-based multimedia communications systems					RTT						
H.225.0	Call signalling protocols and media stream packetization for packet-based multimedia (Includes 4.931 and RAS)					RTP 1889 RTP: Real-time transport protocol						
H.225.0 Annex G	Gateway to gatekeeper (Inter-domain) communications					RTPC 1888 RTPC: Real-time transport control protocol						
H.245	Control protocol for multimedia communications					RFC 2324 RTPSP: Real-time streaming protocol						
H.223	Security and encryption for H-series multimedia terminals					Media Encoding						
H.260 x	Supplementary services for multimedia:											
	1. Generic functional protocol for the support of supplementary services in H.323											
	2. Call transfer					ITU						
	3. Diversion											
	4. Hold											
	5. Park & pickup					Voice Standard						
	6. Call waiting											
	7. Message waiting indication											
H.323 Annex D	Real-time fax using T.38					Algorithm						
H.323 Annex E	Call connection over UDP											
H.323 Annex F	Simple-use device											
T.38	Procedures for real-time group 3 facsimile communications over IP networks					Bit Rate (Kb/s)						
T.120 series	Data protocols for multimedia conferencing											
IEETC RFCs and Drafts												
RFC 2543	SIP: Session initiation protocol					Typical end-to-end delay (ms) (excluding channel delay)						
RFC 2527	SIP: Session description protocol											
Internet Draft	SAP: Session announcement protocol											
Gateway Control												
						Picture Quality						
ITU						Standard						
H.26P	Proposed recommendation for gateway control protocol											
IEET												
Internet Draft	MSCP: Media gateway control protocol					Algorithm						
Internet Draft	MEASQO protocol											
Draft	SGCP: Simple gateway control protocol											
Internet Draft	IPDC: IP device control					Bit Rate (Kb/s)						
						Picture Quality						
						Standard						
						Algorithm						
						Bit Rate (Kb/s)						

	1	2	3	4	5	6	7	Octet
			P	X				CSRC count
M			Payload bit					
			Sequence number					
			SRSC					
								6
								RTT structure
V	Version. Identifies the RTP version.							
P	Padding. When set, the packet contains one or more additional padding octets at the end, which are not part of the payload.							
X	Extension bit. When set, the header is followed by exactly one header extension, with a defined format.							
CSRCCount	Number of number of CSRC identifiers that follow the fixed header.							
M	Marker. The interpretation of the marker is defined by a profile. It is intended to allow significant events such as frame boundaries to be identified in the packet content.							
Payload type	Identifies the format of the RTP payload and determines its interpretation by the application. A profile specifies a default static mapping of payload type codes to payload formats. Additional payload type codes may be defined dynamically through RTP events.							
Sequence number	Increments by one for each RTP data packet sent, and may be used by the receiver to detect packet loss and to restore packet continuity.							
Timestamp	Reflects the sampling instant of the first byte in the RTP data packet. The sampling instant must be derived from a clock that increments monotonically and linearly in time to allow synchronization and inter-packet comparisons. The resolution of the clock must be sufficient for the desired synchronization accuracy and for measuring the time interval (inter-frame time) over which the video is typically synchronized.							
SRSC	Identifies the synchronization source. This identifier is chosen randomly, with the intent that no two synchronization sources identify the same RTP session. It will have the same SRSC identifier.							
CSRC	Contributor source identifier. Identifies the contributing sources for the payload contained in this packet.							

The diagram illustrates a Network Architecture for VoIP, divided into three main functional planes: Signalling, Gateway Control, and Media. These planes are stacked vertically, with IP at the base.

- Signalling Plane:**
 - At the top, **H.323** is shown as a central protocol.
 - Below it, **H.460.X** and **H.235** are connected to H.323.
 - Further down, **H.245** and **RAS** are connected to the H.460.X and H.235 components respectively.
 - At the bottom of this plane is **TCP**, which is connected to H.245 and RAS.
- Gateway Control Plane:**
 - At the top, **MGCP** is the central protocol.
 - Below it, **SGCP**, **IPDC**, and **H.gcp** are connected to MGCP.
 - At the bottom of this plane is **UDP**, which is connected to SGCP, IPDC, and H.gcp.
- Media Plane:**
 - At the top, **Audio Coders** and **Video Coders** are shown.
 - Below them, **RTP**, **RTCP**, and **RTSP** are connected to the coders.
 - At the bottom of this plane is **UDP**, which is connected to RTP, RTCP, and RTSP.
- IP Layer:**
 - The base layer of the architecture, labeled **IP**, which all three planes sit upon.

Connections are shown as lines between components, indicating data flow and protocol interactions. The Signalling and Gateway Control planes use TCP and UDP respectively, while the Media plane uses RTP, RTCP, and RTSP over UDP.

MISC → MSG	CreateConnection: Creates a connection between two endpoints; uses SIP to define the receive capabilities of the participating endpoints.
MISC → MSG	ModifyConnection: Modifies the properties of a connection; has nearly the same parameters as the CreateConnection command.
MISC ↔ MSG	DisconnectConnection: Terminates a connection and collects statistics on the execution of the connection.
MISC → MSG	Notification Request Received: Notifies the media gateway to send notifications on the occurrence of specified events at an endpoint.
MISC ↔ MSG	Notify: Notifies the media gateway controller when observed events occur.
MISC → MSG	AudioEndpoint: Determines the status of an endpoint.
MISC → MSG	AudioConnection: Reviews the parameters related to a connection.
MISC → MSG	RestartInProgress: Signals that an endpoint or group of endpoints is taken in or out of service.
MISC = Media Gateway Controller MSG = Media Gateway	

SIP Operation in Proxy Mode

The diagram illustrates the SIP signaling flow in Proxy Mode between three entities: **Site 1**, **Site 2**, and a **Proxy**.

- Site 1** contains **Endpoint 1@Site 1**.
- Site 2** contains **Endpoint 2** and **Site 2**.
- Proxy** contains **Client 2@Site 2**.

The sequence of events is as follows:

- Endpoint 1@Site 1** sends an **INVITE** to **Endpoint 2@Site 2**.
- Endpoint 2@Site 2** responds with a **302 Moved Temporarily** status, indicating the contact should be **Client 2@Site 2**.
- Endpoint 1@Site 1** sends an **Ack** to **Endpoint 2@Site 2**.
- Endpoint 1@Site 1** sends an **INVITE** to **Client 2@Site 2**.
- Client 2@Site 2** sends a **100 Trying** response to **Endpoint 1@Site 1**.
- Client 2@Site 2** sends a **200 OK** response to **Endpoint 1@Site 1**.
- Client 2@Site 2** sends an **Ack** to **Endpoint 1@Site 1**.

Gatekeeper	Manages a zone (collection of H.323 devices).
Required Functionality	Address translation, admissions control, bandwidth control.
Optional Functionality	Call authorization, bandwidth management, supplementary services, directory services, call management services.
Gateway	Provides interoperability between different networks, converts signalling and media e.g. IP/PSSTN gateway.
H.323 Terminal	Endpoint on a LAN. Supports real-time, 2-way communications with another H.323 entity. Must support voice (audio coded) and signalling (Q.931, H.245, RAS). Optionally supports video and data e.g. a PC phone or videophone, Ethernet phone.
MCU	Supports conferences between 3 or more terminals. Contains multipoint processor (MP) for media stream processing. Can be stand-alone (i.e. PC) or integrated into a gateway, gatekeeper, or terminal.

The diagram illustrates an H.323 network architecture. At the top center is the 'Service Provider Network Corporate VPN Internet'. Below this, a 'Router' is connected to a 'Gatekeeper' and an 'H.323 Terminal' (represented by a computer icon). The 'Gatekeeper' is also connected to an 'H.323 Terminal' (represented by a computer icon) and an 'Ethernet Phone'. The 'H.323 Terminal' is connected to a 'Gateway' (represented by a computer icon). The 'Ethernet Phone' is connected to a 'Gateway' (represented by a computer icon). The 'Gateway' is connected to a 'Circuit Switched Network PSTN ISDN Wireless'. The 'Circuit Switched Network' is also connected to a 'Gateway' (represented by a computer icon). The 'Gateway' is connected to a 'Circuit Switched Network PSTN ISDN Wireless'. The 'Circuit Switched Network' is also connected to a 'Gateway' (represented by a computer icon). The 'Gateway' is connected to a 'Circuit Switched Network PSTN ISDN Wireless'.

The diagram illustrates an IP Network architecture. At the center is a large green cloud labeled "IP Network". Surrounding this cloud are several components:

- Media Gateway Controller (MGC):** Two server icons at the top, connected to the IP Network via "Signalling" (H.323, SIP, RSVP/PCP).
- Signalling Gateway (SGW):** Two server icons on the left and right, connected to the IP Network via "Signalling Conversion" and "Sign" (SIP).
- Media Gateway Control Plane (MGCP):** Two server icons at the bottom, connected to the IP Network via "Media Gateway Control" (MGCP, SGCP, H. GCP).
- Media Gateway (MG):** Two server icons at the bottom, connected to the IP Network via "Media Gateway Control" (MGCP, SGCP, H. GCP).
- PSTN:** Two clouds on the left and right, connected to the IP Network via "PSTN Signalling" (SS7, SDN, Q. Sig).

Arrows indicate the flow of data and control signals between these components and the central IP Network.

UAC (non agent client) UAS (non agent server)	Caller application that initiates and sends SIP requests. Receives and responds to SIP requests on behalf of clients: accepts, redirects, or refuses calls.
SIP Terminal	Supports real-time, 2-way communication with another SIP entity. Supports both signalling and media, similar to H.323 terminal. Contains UAC.
Proxy	Contacts one or more clients or next-hop servers and passes the call requests further. Contains UAC and UAS.
Redirect Server	Accepts SIP requests, maps the address into zero or more new addresses and returns those addresses to the client. Does not initiate SIP requests or accept calls.
Location Server	Provides information about a caller's possible locations to redirect and proxy servers. May be co-located with a SIP server.


```

graph TD
    Proxy[Proxy] --- Router1[Router] --- IP_Network[IP Network]
    Redirect_Server[Redirect Server] --- Router2[Router] --- IP_Network
    SIP_Terminal[SIP Terminal] --- Router3[Router] --- IP_Network
    SIP_Server[SIP Server] --- Router4[Router] --- IP_Network
    Proxy -.->|Query| Redirect_Server
    SIP_Terminal -.->|Query| SIP_Server
  
```

Command	Function
INVITE	Initiate call
ACK	Confirm final response
BYE	Terminate and transfer call
CANCEL	Cancel searches and "ringing"
OPTIONS	Features support by other side
REGISTER	Register with location service

Response Code Prefix	Function
1xx	Searching, ringing, queuing
2xx	Success
3xx	Forwarding
4xx	Client mistakes
5xx	Server failures
6xx	Busy, refuse, not available anywhere

Important N.323 Messages	
RAS	
Message	Function
RegistrationRequest (RRQ)	Request from a terminal or gateway to register with a gatekeeper. Gatekeeper either confirms or refuses (RCF or RRU).
AdmissionRequest (ARQ)	Request for access to packet network from terminal to gatekeeper. Gatekeeper either confirms or rejects (ACF or ARJ).
BandwidthRequest (BRQ)	Request for changed bandwidth allocation, from terminal to gatekeeper. Gatekeeper either confirms or rejects (BCF or BRU).
DisenrollmentRequest (DRQ)	If sent from terminal to gatekeeper, DRQ informs gatekeeper that endpoint is being dropped; If sent from gatekeeper to endpoint, DRQ forces call to be dropped. Gatekeeper either confirms or rejects (DCF or DRJ). If DRQ sent by gatekeeper, endpoint must reply with DCR.
InfoRequest (IRQ)	Request for status information from gatekeeper to terminal.
InfoResponse (IRS)	Response to IRQ. May be sent unsolicited by terminal to gatekeeper at predetermined intervals.
RAS Timers and Response (RTP)	Recommended default timeout values for response to RAS messages and subsequent retry counts if response is not received.
Progress (RPP)	
G.931	
Message	Function
Alerting	Called user has been alerted - "phone is ringing". Sent by called user.
Call Proceeding	Requested call establishment has been initiated and no more call establishment information will be accepted. Sent by called user.
Connect	Acceptance of call by called entity. Sent from called entity to calling entity.
Setup	Indicates a calling n.323 entity's desire to set up a connection to the called entity.
Call Complete	Indicates release of call (H.245/2.0.3.30) call signalling channel is open. Afterwards, call reference value can be reused. Sent by a terminal.
Status Inquiry	Responds to unknown call identifier or signalling state or to Status Inquiry message. Provides call state information.
Status Inquiry	Requests call status. Can be sent by an endpoint or gatekeeper to another endpoint.
N.245	
Message	Function
Master-Slave Determination	Determines which terminal is the master and which is the slave. Possible replies: Acknowledge, Reject, Release (in case of a time out).
Terminal Capability Set	Contains information about a terminal's capability to transmit and receive multimedia streams. Possible replies: Acknowledge, Reject, Release.
Open Logical Channel	Opens a logical channel for transport of audiovisual and data information. Possible replies: Acknowledge, Reject, Confirm.
Close Logical Channel	Closes a logical channel between two endpoints. Possible replies: Acknowledge.
Request Mode	Used by a receive terminal to request particular modes of transmission from a transmit terminal. General mode types include VideoMode, AudioMode, DataMode, and Encryption Mode. Possible replies: Acknowledge, Reject, Release.
Send Terminal Capability Set	Indicates the local end's terminal capabilities to transmit and receive capabilities by sending one or more Terminal Capability Sets.
End Session Command	Indicates the end of the N.245 session. After transmission, the terminal will not send any more N.245 messages.

```

sequenceDiagram
    participant E1 as Endpoint 1
    participant E2 as Endpoint 2
    participant G as Gatekeeper

    Note over G: RAS 0.931
    Note over E2: H.245

    E1->>G: Admission Request
    G->>E1: Admission Confirm
    G->>E2: Setup
    E2->>G: Call Proceeding
    G->>E2: Admission Request
    E2->>G: Admission Confirm
    G->>E1: Alerting
    G->>E1: Connecting
    G->>E1: Terminal Capability Set
    G->>E1: Master/Slave Determination
    E1->>G: Terminal Capability Set + Ack
    E1->>G: Master/Slave Determination + Ack
    G->>E1: Open Logical Channel
    E1->>G: Open Logical Channel + Ack
    G->>E1: Open Logical Channel Ack
    E1->>G: Media (RTP)
    G->>E1: Close Logical Channel
    G->>E1: End Session Command
    E1->>G: Close Logical Channel + Ack
    E1->>G: End Session Command
    G->>E1: Release Complete
    E1->>G: Disengage Request
    G->>E1: Disengage Confirm
    E1->>G: Disengage Request
    G->>E1: Disengage Confirm
  
```

The diagram illustrates the signaling sequence between Endpoint 1 and Endpoint 2, mediated by a Gatekeeper. The Gatekeeper handles RAS 0.931 messages, while Endpoint 2 handles H.245 messages. The sequence of events is as follows:

- Admission Request:** Endpoint 1 sends to Gatekeeper.
- Admission Confirm:** Gatekeeper sends to Endpoint 1.
- Setup:** Gatekeeper sends to Endpoint 2.
- Call Proceeding:** Endpoint 2 sends to Gatekeeper.
- Admission Request:** Gatekeeper sends to Endpoint 2.
- Admission Confirm:** Endpoint 2 sends to Gatekeeper.
- Alerting:** Gatekeeper sends to Endpoint 1.
- Connecting:** Gatekeeper sends to Endpoint 1.
- Terminal Capability Set:** Gatekeeper sends to Endpoint 1.
- Master/Slave Determination:** Gatekeeper sends to Endpoint 1.
- Terminal Capability Set + Ack:** Endpoint 1 sends to Gatekeeper.
- Master/Slave Determination + Ack:** Endpoint 1 sends to Gatekeeper.
- Open Logical Channel:** Gatekeeper sends to Endpoint 1.
- Open Logical Channel + Ack:** Endpoint 1 sends to Gatekeeper.
- Open Logical Channel Ack:** Gatekeeper sends to Endpoint 1.
- Media (RTP):** Endpoint 1 sends to Gatekeeper.
- Close Logical Channel:** Gatekeeper sends to Endpoint 1.
- End Session Command:** Gatekeeper sends to Endpoint 1.
- Close Logical Channel + Ack:** Endpoint 1 sends to Gatekeeper.
- End Session Command:** Endpoint 1 sends to Gatekeeper.
- Release Complete:** Gatekeeper sends to Endpoint 1.
- Disengage Request:** Endpoint 1 sends to Gatekeeper.
- Disengage Confirm:** Gatekeeper sends to Endpoint 1.
- Disengage Request:** Endpoint 1 sends to Gatekeeper.
- Disengage Confirm:** Gatekeeper sends to Endpoint 1.

Delay: Excessive end-to-end delay makes conversation inconvenient and unsuitable. Each component in the transmission path - sender, network, and receiver - adds delay. ITU-T E.114 (One-Way Transmission Time) recommends 150 msec as the maximum desired one-way latency to achieve high-quality voice.

Sample Delay Budget Table

Parameter	Fixed delay	Variable delay
CODEC (G.729)	25 mSec	
Packettization	Included in CODEC	
Queueing delay		Depends on uplink. In the order of a few mSec.
Network delay	50 mSec	Depends on network load.
Jitter buffer	50 mSec	
Total	125 mSec	

Jitter: Quantifies the effects of network delays on packet arrivals at the receiver. Packets transmitted at intervals from the left gateway arrive at the right gateway at irregular intervals. Excessive jitter makes speech choppy and difficult to understand. Jitter is calculated based on the inter-arrival time of successive packets. For high-quality voice, the average inter-arrival time at the receiver should be nearly equal to the inter-packet gap at the transmitter and the standard deviation should be low. Jitter buffers (packet buffers that hold incoming packets for a specified amount of time) are used to counteract the effects of network fluctuations and create a smooth packet flow at the receiving end.

End-to-end Delay

Packet loss: Typically occurs either in bursts or periodically due to a consistently congested network. Periodic loss in excess of 5-10% of all voice packets transmitted can degrade voice quality significantly. Occasional bursts of packet loss can also make conversation difficult.

Sequence Errors: Congestion in packet switched networks can cause packets to take different routes to reach the same destination. Packets may arrive out of order resulting in garbled speech.

Recommendations for Measuring Voice Quality						
ITU-T Recommendation P800 – Subjective quality test based on Mean Opinion Scores (MOS). Preselected voice samples recorded according to recommendation P50 are played back to a mixed group of men and women under controlled conditions. The scores given by the group are weighed to give a single MOS score ranging from 1 (worst) to 5 (best). A MOS of 4 is considered 'tol'-quality' voice.						
Mean Opinion Scores (MOS) for Various Voice Quality Tests						
Test Type	Opinion Scale - Conversation Test	Difficulty Scale	Opinion Scale - Listening Test	Listening-Effort Scale	Loudness-Preference Scale	
5	Excellent	----	Excellent	Complete relaxation possible, no effort required	Much louder than preferred	
4	Good	----	Good	Attention necessary; no appreciable effort required	Louder than preferred	
3	Fair	----	Fair	Moderate effort required	Preferred	
2	Poor	----	Poor	Considerable effort required	Quieter than preferred	
1	Bad	Yes	Bad	No meaning understood with any feasible effort	Much quieter than preferred	
0	-----	No	---	---	---	
Result - average of all participants scores	MOS _C	% D (% difficulty)	MOS	MOS _L	MOS _P	