

INTISARI

Proses streaming yang terjadi dapat berupa multicasting atau unicasting dimana dalam penelitian mengamati proses sinkronisasi, *buffering* dan waktu tunggu paket data berupa *video codec*. Proses tersebut dilakukan dengan menempatkan data video dengan format AVI, MOV dan MPEG pada *hosting* di internet, kemudian dilakukan proses *downstream*. Dari proses *downstream* kemudian setiap paket data yang diterima ditangkap oleh program aplikasi yang dibuat sehingga dapat diketahui waktu kedatangan setiap paket, dan jenis format paket (TCP/UDP). Setiap paket yang diterima tersebut telah diencapsulasi yang terdiri dari *header ethernet*, *header IP*, dan *header TCP/UDP*. Proses *reassembly* terhadap paket tersebut dilakukan oleh sistem operasi yang kemudian di *buffer* oleh *Media Player*.

Hasil dari proses penelitian yang didapatkan bahwa format video AVI, MOV dan MPEG walaupun mempunyai durasi, *frame rate*, *color depth* dan *frame resolution* yang sama ternyata besar ukuran berkas yang dihasilkan berbeda yang disebabkan oleh komponen gambar dan suara, serta metoda pemampatannya..

Kata Kunci :

unicasting, multicasting, teknik streaming, paket analyzer

ABSTRACT

Multimedia system develops so very fast, not only used in stand alone computer, but also in audio video on internet network. In early 1990, internet expert, especially multimedia, began to design a standard protocol to pass data through audio video, so that in 1990, standard video H.261 has been issued and in 1994, standard H.263 has been published. In communication, standard H.320 was used connection for ISDN and H.324 was used connection for modem. In relation to standard ITU-T, mechanism of audio video is send by heterogenous media communication that have been used. Then the question is "can the standard assure synchronization and not package lost on the audio video. In terms of the problem, then the internet expert make research to find solution of audio video data through over the internet, in order to get better result.

Streaming has influential conditions, such as bandwidth, traffic, routing, communication media and infrastructures. Seeing such condition is a spesific consideration in developing video server, both developer and user. It effects applicable streaming method and video file by what format is used. If the cases are ignored, these will cause inefficiency of streaming that may occur when the streaming is longer, or picture and sound may not be synchronized.

Keyword :

Unicasting, multicasting, download model, streaming model, package analyzer.