

# PERFORMANCE ANALYSIS OF VOICE CODEC FOR VOIP

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Thank To My Lord, Allah,  
My Parents And My Family Members,  
My Related And All Friends.

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“In the name of Allah, the most Beneficent, the most Merciful”

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## **ABSTRACT**

Recently, VoIP (Voice over Internet Protocol) is a great interesting voice communication over the Internet, with high level quality of service (QoS) along with circuit switch and cellular. The objective in this project is to assess to what extent today's internet in meeting this expectation via studying VoIP performance and its QoS. However, the methodology in this project is, first the CODECs are selected by some criteria then apply them on SIP server to finally come out with the result from the simulation in order to make comparison and analysis the QoS. This work implements VoIP protocols for two connected user using SIP server with its three CODEC algorithms. After define the main problems in this area set of parameters are taken into account due to their affection to the performance of the voice, such as jitter, packet loss, packet delay and throughput. This project is simulated three existing CODECs (converting the voice from analog to digital and compressing the packets) using the most common CODECs with VoIP, they are G.711, G.723 and G.729. However, the simulation will use NS2 platform with vary values of packet size and number of calls. Finally, the main objective from this project is to obtain a high quality of voice by make a proper decision for choosing the codec voice. As conclusion, G.711 is a preferred technique when the quality is required because of the high throughput from its packets, while G.723 perform well with the high bandwidth means it can handle many user. Finally, G.729 the high level compression is the proper technique for many user and heavy data only when the quality is not taken into account.

## ABSTRAK

Belakangan ini, VoIP (Voice over Internet Protocol) adalah suatu komunikasi suara melalui internet yang menakjubkan, dengan kualiti servis (QoS) pada tahap tinggi seiring dengan suiz litar dan selular. Objektif projek ini adalah untuk mengenalpasti perkembangan Internet pada hari ini yang mampu memenuhi kehendaknya melalui kajian terhadap pencapaian VoIP dan QoS. Tujuan projek ini adalah, yang pertama CODECs inalah memilih beberapa criteria kemudian mengoplikasikan ia dalam SIP server dan akhirian mengeluarkan keputusan dari simulation untuk membuat perbandingan dan analisis QoS. Projek ini menunjukkan protokol-protokol VoIP untuk dua pengguna yang berhubung melalui pelayan SIP dengan tiga algoritma CODEC. Setelah mengenalpasti masalah utama dalam bidang ini, suatu set parameter telah diambilkira bergantung kepada kesannya terhadap persembahan suara seperti jitter, kehilangan paket, kelewatan paket dan throughput. Projek ini akan menggunakan tiga CODEC yang ada (menukarkan suara dari analog ke digital dan memampatkan paket tersebut) menggunakan CODEC dengan VoIP yang paling sering digunakan seperti G.711, G.723 dan G.729. Walaubagaimanapun, simulasi ini akan menggunakan platform NS2 dengan nilai saiz paket dan bilangan panggilan yang berbeza. Akhir sekali, objektif utama daripada projek ini adalah untuk mendapatkan suara yang berkualiti tinggi dengan memilih jenis CODEC yang sesuai. Kesimpulannya, G.711 merujuk kepada teknik apabila kualiti diperlukan kerana the high throughput dari packets, sementara G.723 membuat yang the terbaik dengan the high bandwidth bermakna ia mampu menangani ramai pengguna. Akhirnya, G729 levvel yang tertinggi compression ilalah teknik yang terbaik untuk ramai pengguna dan data berat hanya apabila kualiti tidak masuk dalam akaun.

**TABLE OF CONTENTS**

<b>CHAPTER</b>	<b>TITLE</b>	<b>PAGE</b>
	<b>DECLARATION</b>	II
	<b>DEDICATION</b>	III
	<b>ACKNOWLEDGEMENT</b>	IV
	<b>ABSTRACT</b>	V
	<b>ABSTRAK</b>	VI
	<b>TABLE OF CONTENTS</b>	VII
	<b>LIST OF TABLES</b>	XI
	<b>LIST OF FIGURES</b>	XII
	<b>LIST OF APPENDICES</b>	XV
<b>1</b>	<b>PROJECT OVERVIEW</b>	
	1.1. Introduction	1
	1.2. Problem Background	2
	1.3. Problem Statement	4
	1.4. Project Objectives	5
	1.5. Project Scopes	5
	1.6. Project Justification	6
	1.7. Report Organization	7
<b>2</b>	<b>LITERATURE REVIEW</b>	
	2.1. Introduction	8
	2.2. VoIP (Voice over IP)	9
	2.3. Network Environment for VoIP	10

<b>CHAPTER</b>	<b>TITLE</b>	<b>PAGE</b>
	2.3.1 SIP (Session Initiation Protocol)	11
	2.3.2 Network Simulator (NS2)	13
	2.3.2.1 OTcl and C++	14
2.4.	Main Parameters in VoIP	15
	2.4.1 Quality Of Service	15
	2.4.2 One -way delay	17
	2.4.3 Jitter	18
	2.4.4 Lost Data (Packet loss)	18
	2.4.5 Throughput	19
2.5.	Digital Audio Compression	20
	2.5.1 Bit Rate	21
2.6.	CODEC	21
	2.6.1 G.711 CODEC	23
	2.6.1.1 G.711 Frame (Sample Rate)	24
	2.6.2 G.723.1 CODEC	25
	2.6.2.1 G.723.1 Frame (Sample Rate)	26
	2.6.3 G.729 CODEC	26
	2.6.3.1 G.729 Frame (Sample Rate)	28
	2.6.4 G.728 CODEC	28
	2.6.5 G.722 CODEC	29
	2.6.6 GSM CODEC	30
2.7.	Mean Opinion Score	30
2.8.	E Model	31
	2.8.1 Mapping between E Model and MOS	32
2.9.	Comparison and Contrast in Codecs	32
	2.9.1 Codecs with Packet loss	33
	2.9.2 Codec with Throughput	34
	2.9.3 Codec with Jitter	36
	2.9.4 Codecs with Wi-Fi Mesh Network	38
	2.9.5 Comparison Between G.711 and G.729	39
2.10.	Summary	42

<b>CHAPTER</b>	<b>TITLE</b>	<b>PAGE</b>
<b>3</b>	<b>RESEARCH METHODOLOGY</b>	
3.1.	Introduction	43
3.2.	Project Structure	44
3.3.	Research Methodology	45
3.3.1	Literature Review and Initial Requirements	47
3.3.2	Design and Architecture	47
3.3.3	Select Three Existing CODECS	48
3.3.4	Simulation	48
3.3.5	Comparison	48
3.4.	Software and Hardware Requirement	50
3.5.	Summary	50
<b>4</b>	<b>DESIGN AND IMPLEMENTATION</b>	
4.1.	Introduction	51
4.2	Architecture Design	51
4.3	Implementation	53
4.3.1	Platform Preparation	54
4.3.2	Topology	56
4.3.3	Simulation Scenario	58
4.3.3.1	UDP Packet Format	58
4.3.3.2	Set the Application Agent	58
4.3.3.3	Main Scenario	59
4.4.	Trace File and AWK Result	62
<b>5</b>	<b>RESULT AND EVALUATION</b>	
5.1	Introduction	66
5.2	QoS Parameters Analysis	66
5.2.1	Packet Loss	67
5.2.2	Throughput	70



<b>CHAPTER</b>	<b>TITLE</b>	<b>PAGE</b>
	5.2.3 Jitter	73
	5.2.4 End to End Delay	75
5.3	Discussion	78
5.4	Conclusion	79
<b>6</b>	<b>CONCLUSION</b>	
6.1	Conclusion	80
6.2	Future Work	81
	<b>REFERENCES</b>	82
	<b>Appendices A – B</b>	84 - 97

## LIST OF TABLES

<b>TABLE NO.</b>	<b>TITLE</b>	<b>PAGE</b>
1.1	Weakness For Each Codec	3
1.2	The Mean Opinion Score Scale (ITU)	4
2.1	Audio Codecs (What is a VoIP Codec, 2005)	22
2.2	The Mean Opinion Score Scale (ITU)	31
2.3	Mapping Between R Values And Estimated MOS (ITU)	32
2.4	Bit Rate Codec With Vary Packet Size (Toral and Torres, 2005)	40

## LIST OF FIGURES

FIGURE NO.	TITLE	PAGE
2.1	Interworking messages Between Two SIP Servers and Their Client.	12
2.2	C++ and OTcl: The Duality (Network Simulator 2).	14
2.3	Digital Audio Processing (Kervy, 2006).	20
2.4	Different Bit Rate (Kervy, 2006).	21
2.5	Sample Rate for G.711.	24
2.6	Sample Rate For G.723.	26
2.7	Sample Rate For G.729.	28
2.8	Percentage Packet Losses vs. Number of Simultaneous Nodes Using G.711 Codec as a Function of Distance to AP (Alias and Ong, 2006).	33
2.9	Percentage Packet Losses vs. Number of Simultaneous Nodes Using G.723.1 Codec as a Function of Distance to AP (Alias and Ong, 2006).	34
2.10	Percentage Packet Losses vs. Number of Simultaneous Nodes Using G.729 Codec as a Function of Distance to AP (Alias and Ong, 2006).	34
2.11	Throughput (Mbps) vs. Number of Simultaneous Nodes Using G.711 Codec as a Function of Distance to AP (Alias and Ong, 2006).	35
2.12	Throughput (Mbps) vs. Number of Simultaneous Nodes Using G.723.1 Codec as a Function of Distance to AP (Alias and Ong, 2006).	35

<b>FIGURE NO.</b>	<b>TITLE</b>	<b>PAGE</b>
2.13	Throughput (Mbps) vs. Number of Simultaneous Nodes Using G.729 Codec as a Function of Distance to AP (Alias and Ong, 2006).	36
2.14	Jitter (second) vs. Number of Simultaneous Nodes Using G.711 Codec as a Function of Distance to AP (Alias and Ong, 2006).	37
2.15	Jitter (second) vs. Number of Simultaneous Nodes Using G.723.1 Codec as a Function of Distance to AP (Alias and Ong, 2006).	37
2.16	Jitter (second) vs. Number of Simultaneous Nodes Using G.729 Codec as a Function of Distance to AP (Alias and Ong, 2006).	38
2.17	Maximum Jitter During One Week (Toral and Torres, 2005).	40
2.18	Maximum End-To-End Delay During One Week (Toral and Torres, 2005).	41
2.19	Maximum Packet Loss During One Week (Toral and Torres, 2005).	41
3.1	Project Structure Steps.	45
3.2	Research Methodology.	46
3.3	Project Operational Framework.	49
4.1	SIP's VoIP Architecture.	53
4.2	The Flow of Simulation Steps.	54
4.3	Tcl and C++ Files.	55
4.4	Tcl Code topology.	56
4.5	NS2 NAM Topology.	57
4.6	Tcl Code Initial.	59
4.7	Tcl Code Packet Option..	60
4.8	Tcl Code SipUdp.	61

<b>FIGURE NO.</b>	<b>TITLE</b>	<b>PAGE</b>
4.9	Tcl Code Scheduler.	61
4.10	Snapshot of Trace File.	63
4.11	AWK File Code for Packet Loss.	64
4.12	The Out Put from the AWK File.	65
5.1	Packet Loss for G.711, G.723 and G.729 with 64,128 and 200 Byte of Packet Size.	67
5.2	Packet Loss for G.711, G.723 and G.729 with 512 and 1000 Byte of Packet Size.	69
5.3	Throughput versus Number of Calls Using Codec G.711, G.723 and G.729 AT 64, 128 and 200 Bytes of Packet Size.	71
5.4	Throughput versus Number of Calls Using Codec G.711, G.723 and G.729 AT 512 and 1000 Bytes of Packet Size.	72
5.5	Jitter versus Number of Calls Using Codec G.711, G723 and G.729 At 64, 128 and 200 byte of Packet Size.	74
5.6	Jitter versus Number of Calls Using Codec G.711, G723 and G.729 At 512 and 1000 byte of Packet Size.	75
5.7	End to End delay versus Number of Calls Using Codec G.711, G.723 and G.729 At 64, 128 and 200Bytes of Packet Size.	76
5.8	End to End delay versus Number of Calls Using Codec G.711, G.723 and G.729 At 512 and 1000Bytes of Packet Size.	77

**LIST OF APPENDIXES**

<b>APPENDIX</b>	<b>TITLE</b>	<b>PAGE</b>
<b>A</b>	OTcl Simulation Code	<b>84</b>
<b>B</b>	Overview Tables for Over All the Results Which Are Obtained from Trace File	<b>85</b>

# **CHAPTER1**

## **PROJECT OVERVIEW**

### **1.1. Introduction**

Voice communication recently became daily used whether by cellular, land phone PSTN or voice over Internet protocol (VoIP), the last one has been invented recently, so fast VoIP became very wide among the people. Nowadays, a human can communicate easily to all over the world whereby their IP contributed many services and protocols. Unfortunately, until now there is no clear guarantee to transmit the data over the network (Doherty, Anderson, 2006). Therefore, sending the samples of voice (packets) still does not reach the satisfaction of users, due to certainly the VoIP does not be as clear as the human conversation. Recently, after the VoIP has been invented, the next challenge for the researchers and engineers was the quality of voice service.

Starting from converting sender's voice from analog to digital, then sending that digital through the network, terminating by converting back the digital frame to analog at the receiver side, many algorithms and techniques were occurred in VoIP life cycle.

On the other hand, we need to improve certain techniques and codec in order to obtain high quality of voice. Many works, tools and techniques have been published and built with fully concerned about how to choose a proper codec techniques, the used codec should has suitable properties and features which aim to send a light and clear voice sample.

This proposal will investigate VoIP existing speech codecs techniques, aiming to study and compare encoding/decoding techniques with the certain parameters delay, jitter, throughput and packet loss, during transmitting the data through the network.

## **1.2. Problem Background**

Any computer system has many methods to play the sound and also should have algorithm to compress the speech data, either for storage that file or send it through the network. However, compression the audio for sending it much more difficult than just storage, due to it is a real time operate, attempting to make the conversation as near as the real talk. On the other hand, when the voice navigates across many devices such as router, server, and the media itself, those things certainly will decrease the quality of voice until it reaches the receiver.

Not only voice compression in the sender side is a problem, but also the receiver, the protocols between the sender and the receiver should be clear, if the sender encodes the voice by such codec, on the other side the receiver should decodes the voice with codec has familiar protocol with the sender (Honathan, 2007). In addition, several codecs are not adapted with WLAN but they are with LAN.



Problems that might happen over VoIP can be divided into three categories according to codec used (Honathan, 2007). Table 1.1 shows simply and generally the weakness of each codec and where the straight. The table reviews each codec how the jitter, delay, placket loss, and throughput have been affected to them.

**Table 1.1:** Weakness for Each Codec

Parameters	CODECS		
	G.711	G.729	G.723
Jitter	High	Low	High
Delay and loss packet	Low	High	Low
Throughput	High quality	Normal	High

Many techniques were introduced and applied throughout the whole project lifecycle just to make a good decision for choosing a better codec, these techniques are differ in their objectives and appliance, but it all gathers under best effort encoding/decoding voice to reduce the main three common parameters as mentioned above such as jitter, delay, and packet loss.

Encoding/decoding voice are the most serious problems during one way End-to-End VoIP (Oliver, 2000). Since other algorithms are depend on the situation of the network. On the other word, encoding the speech from analog form to digital representation (samples) and packetizing the data are occur in a critical time, parallel with high level of compression. All these problems are taken into account, in order to obtain a light data ready to send.

Users' satisfaction also consider as a big problem, if the users want to compare the quality of VoIP with circuit switch service (Doherty, Anderson, 2006), certainly they

would complain from the inaudible conversation and from the delay of voice arriving specially if the calls come from long distance. MOS (mean opinion score) is a common measurement tool for voice quality (Alias and Ong, 2006), as described in the ITU recommendation P.800, the relation between audio performance characteristics and quality score make the MOS standard for network evaluation, from the table 1.2 MOS can be range from 5 (excellent) down to 1 (bad). Whereat MOS of 4 or higher is generally considered toll quality, and a MOS below 3.6 results in many users who are not satisfied with call quality.

**Table 1.2:** The Mean Opinion Score Scale (ITU)

<b>MOS</b>	<b>Quality Rating</b>
5	Excellent
4	Good
3	Fair
2	Poor
1	Bad

From all various problems above show how really important to focus on the quality of voice service by choosing better speech codec techniques.

### **1.3. Problem Statement**

Reports (Alias and Ong, 2006; Amir, Tarik and Noor, 2005 and Kee, Yin and Moh, 2005) have shown that VoIP projects tend to attempt many compression techniques (CODECs) to obtain high quality of service. Similarly, they applied that codecs to other network area. Recently, researches are encountered a same area problem which are choosing a proper codec and control the main factors. In contrast to traditional views, the problems within VoIP are linked with each other.

#### **1.4. Project Objectives**

The objectives of this project are stated in the following points:

1. Investigate and analyze the audio encoding/decoding techniques in VoIP.
2. Simulate the selected encoding/decoding techniques of VoIP using NS2.
3. Evaluate and test the performance of VoIP codecs.

## **1.5. Project Scope**

The objectives of this study are stated in the previous section. In order to achieve the study objectives, it is important to highlight the study area and its boundaries, which are stated in the following points:

1. Testing and simulation are going to be used on SIP server exactly with NS-2.
2. Only address the coding/decoding techniques.
3. Re-coding techniques will not be addressed in this project.
4. Linux Fedora Core 2 as an Operating system to install NS2.

## **1.6. Project Justification**

The primary measurement of success VoIP quality is to perform high quality of voice measured from users' satisfaction. Any project has its own problems, from this point determining the project success or fail comes from how this project can manage and control the problems.

Initially, codecs often affect the performance of VoIP whether by increase or decrease the quality, due to each codec is familiar with certain network such as wired or wireless, and also some codecs are able to work well with high number of calls while others are not. One more, some codec is utilized for compression the data. On the other hand, codec supplies a high quality of voice but it cost high bandwidth. This project tend to determine each situation and which the recommended codec and where to use. In addition, this project will compare the three codec to make a clear idea where the

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