VoIP Networking Fundamentals



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Overview

VoIP protocols and standards - What are different VoIP protocols? - What is Codec?

- What is QoS?





Initiate, establish and manage communication sessions for voice and video calls



Setting up, modifying, maintaining, or terminating the calls

Conference call



End call



Call your best friend using the internet



Traffic cop



Route call



Find a friend at a party

Ask the host about him

SIP on internet finds your friend's phone

Host helps finding

Remember SIP on next VoIP call



H.323 Protocol

Communication standard for calls

Set of rules to communicate

Game rules

Coordinate for call signaling

Easier and smoother to communicate





RTP – Real-time transport protocol

- Different purpose
- To send and receive audio and video traffic
- In real-time
- Dividing into small packets
- Transmit over
- Add packets together - Form original audio or video



RTP – Real-time transport protocol

- High-quality audio and video
- Extra information to each packet
- Sending time and order
- Responsible for delivering packets
- Over UDP
- Focuses on speed
- Optimized for low latency and jitter
- Works with SIP and H.323

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Other VoIP Protocols and Standards

RTCP - Real-time Transport Control Protocol



What is RTCP?

- Scorekeeper for VoIP calls
- Track call quality
- Number of packets sent and received
- Used with RTP
- Monitor call quality



Multimedia Gateway

PSTN calls

Different protocols in PSTN

Translate between two different protocols

Router



Cloud-based gateways

VoIP to PSTN

MGCP - Media Gateway Control Protocol

Control and manage media gateways

Conversion of analog voice signals into digital ones

Client/server protocol

Call agent (CA) controls specific gateway port





H.248 (Megaco)

Flexible and scalable Multiple media gateways Communication Media gateway Media gateway controller Setting up Maintaining **Tearing down**

Control media streams





Codecs in VolP



Codecs



Coder-decoder

- Software or hardware
- Encodes and decodes
- Digital data stream or signal
- Compress and decompress audio data
- Travels over the internet
- Reduce required bandwidth
- Secret code

- Computers to talk and understand each other



Size vs. Quality

Different Algorithm

Quality-compression

High compression Low latency Lower audio quality



Size vs. Quality

High audio quality

Iower compression ratio and higher latency

Codec - specific requirements

Quality, bandwidth, and latency



Popular Codecs



high-quality voice compression



low-bandwidth communication





high-fidelity voice communication

SILK Iow-bandwidth good quality



Selecting Right Codec



Quality of voice communication



Right codec for a right application



Best possible voice quality



Call Signaling and Media Flow



Call Signaling

Process

establish, modify, and terminate calls

Handled signaling protocol such as SIP



Media Flow

Signaling completes

Audio and video data flows

Handled by a transport protocol such as RTP



Media Servers

More features and functionality

Hardware or software



Voicemail, conference, recording

Use SIP and RTP



Quality of Service (QoS) Considerations for VoIP

QoS – Quality of Service



Quality of service by a communication network

Measured in delay, jitter, and packet loss



User experience of call quality



Importance of QoS



VoIP sensitive to changes

Little delay, jitter, or packet loss

Negative impact

Choppy audio poor experience





Improving QoS



How to improve QoS for VoIP?

Prioritizing VoIP traffic

- Over other traffic
- Reduce delay and jitter

QoS marking

- Marking VoIP packets with QoS tag Treated with priority
- **Bandwidth management** - Sufficient bandwidth for VoIP





Demo



Capturing and analyzing real-time VoIP traffic using a protocol analyzer





Summary

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- Quality of service (QoS)

- VoIP protocols and standards - Call signaling and media flow

