

CONTENTS

ABSTRACT	i
FOREWORD	ii
Contents	iii
List of Figures	v
List of Tables	vi
LIST OF ABBREVIATIONS	vii
1 INTRODUCTION	1
1.1 Background	1
1.2 Problem Identification	3
1.3 Objective	3
1.4 Scope of Work	4
1.5 Research Methodology	4
2 REVIEW OF LITERATURE AND STUDIES	6
2.1 Steganography	6
2.1.1 Video Steganography	7
2.2 Discrete Wavelet Transform	7
2.3 Video Streaming	10
2.3.1 RTSP(Real Time Streaming Protocol)	10
2.3.2 UDP (User Datagram Protocol)	11
2.4 Codec H.264	11
2.5 Codec H.265	12
2.6 YUV Color Space	13
2.7 Repetition Code	14
2.8 Fault Tolerant	14
2.9 PSNR	15
3 RESEARCH METHODOLOGY	16
3.1 System Model and Scenario	16

3.2	Simulation Scenario	16
3.2.1	Embedded Process	17
3.2.2	Packet Drop Process	18
3.2.3	Extraction Process	19
4	DATA PRESENTATION AND ANALYSIS	20
4.1	The Effect of Packet Drop on Codec Selection	20
4.2	The Effect of Packet Drop on Messages Inserted into a Cover Video	22
4.3	How does packet loss affect the number of N in the use of repetition code	23
4.4	How does packet loss affect the user experience	25
5	CONCLUSION	27
	Bibliography	28