













**Table 2 Overall Results**

Scenario No.	Network Delay	Network Load	Buffer Overflow
Scenario 1	UDP, UDP-Lite	UDP, UDP-Lite	UDP, UDP-Lite
Scenario 2	UDP	UDP-Lite	UDP, UDP-Lite
Scenario 3	UDP-Lite	UDP, UDP-Lite	UDP, UDP-Lite
Scenario 4	UDP-Lite	UDP-Lite	UDP-Lite
Scenario 5	UDP-Lite	UDP, UDP-Lite	UDP, UDP-Lite
Scenario 6	UDP	UDP-Lite	UDP-Lite

## 6. CONCLUSION

In recent years, multimedia and WLANs are the most widely used technologies for communication, by the users. The transmission of various video multimedia content is decisive. UDP and UDP-Lite (transport protocols) are well-known for transmitting multimedia over the Internet. By changing various network parameters, various network simulations have been performed to analyze and compare the performances of both protocols for various video codecs. It has been concluded that the overall performance UDP-Lite is slightly well than UDP (for the used simulation conditions used in this study), in terms of network delay, network load and buffer overflow. For Scenario 1 (2mbps data rate), Scenario 3 (20 nodes), Scenario 4 (base scenario) and Scenario 5 (increased traffic), UDP-Lite has performed better for all three network performance parameters than UDP, i.e. has lesser network delay, network load and buffer overflow. Whereas, for Scenario 2 (5.5mbps data rate) and Scenario 6 (mobility), UDP has lesser network delay as compared to UDP-Lite and UDP-Lite has lesser network load and buffer overflow.

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