

Abstract

**A DEJITTERING AND CLOCK RECOVERY TECHNIQUE FOR REAL-TIME
AUDIO/VISUAL NETWORK APPLICATIONS**

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In a real-time audio/visual system in which A/V data is conveyed over a jitter-introducing network, dejittering and clock recovery processes can be achieved without requiring a Phase Locked Loop (PLL). At the server, audio/video streams are encoded into transport packets before being sent out. At the client, the dejittering process is achieved by a dejittering buffer
10 using the embedded timestamps in the transport packets and a client decoding clock. The delay variations of data arriving are removed after the client buffering process. At the scheduled time, each data packet is shifted to a synchronizing buffer and then fed to the A/V decoder according to the speed of A/V stream. The clock synchronization between client and server is achieved by a synchronizing buffer whose half-size position is taken as the
15 reference. By monitoring the movement of the buffer fill position over a given period, the drift rate of clock unsynchronization between client and server can be derived and, therefore, the client's clock can be adjusted to synchronize with the server's clock based on the derived drift.

This Sheet Has Been Replaced

