

TETRYS: make the internet faster

Real-time data transfers, such as video streaming or multi-player online gaming, are severely impacted by poor network conditions caused by congestion or losses on wireless links.

DESCRIPTION*

- Tetrys is a reliability algorithm which improves time constrained data transfer between a server and its client(s), e.g.:
 - Better video streaming quality on a smartphone
 - Less latency: better multi-player online gaming experience
- Based on a new “on-the-fly encoding erasure concept”
- Benchmarked as world #1 performance
- Supports partially or fully reliable delivery of content
- Algorithm adjusts itself to network conditions
- Compatible with UDP/TCP. Implementation possible at different layers of a network stack
- Only server and client(s) are impacted



Photo: © apops – Fotolia.com

TECHNICAL SPECIFICATIONS

Data recovery	Up to full recovery
Compatible protocols	UDP, TCP, others
Target	ARM, MIPS, others
OS	Linux, Android, others
CPU, ROM/RAM	Low requirements

*Technology requiring licence rights.

TTT_024. Non-contractual document. All rights reserved. July 2017.

COMPETITIVE ADVANTAGES

- World #1 performance
- Up to full data recovery
- Compatible with TCP
- Easy integration

APPLICATIONS

- Content Delivery Networks
- Distributed cloud/storage/applications
- Video streaming/broadcast
- Multi-player online gaming
- Wireless networks
- Internet providers
- Ground-onboard communications...

INTELLECTUAL PROPERTY

- Software

DEVELOPMENT STAGE

- Prototype tested in operational environment



LABORATORY

- DISC team



CONTACT

T. +33 (0)5 62 25 50 60
 numerique@toulouse-tech-transfer.com
 www.toulouse-tech-transfer.com