

Rq SDK™ is a high-performance SDK product implementing the RaptorQ erasure code with fast encoding and decoding speeds. It has a simple and flexible API, with a thread-safe portable implementation. Rq SDK empowers our products and is available for integration into partner solutions, such as those supporting mobile broadcast and streaming media.

HIGH PERFORMING IMPLEMENTATION OF RAPTORQ

➔ PRODUCT HIGHLIGHTS

Standards-based - Fully compliant with RaptorQ erasure code specified in IETF RFC 6330

Fast – Enables high performance linear time encoding and decoding

Portable to all standard platforms with an easy to use C/C++ API

Unlimited – can generate as much data as needed from an object, where any portion of the data equal in size to the object is sufficient to fully recover the object

➔ EXAMPLE APPLICATIONS



Mobile Broadcast



Streaming Media

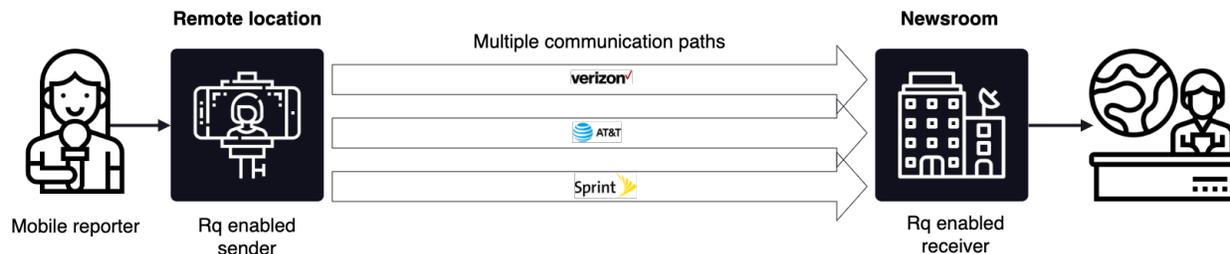
➔ FEATURES

PROPERTIES

DESCRIPTION

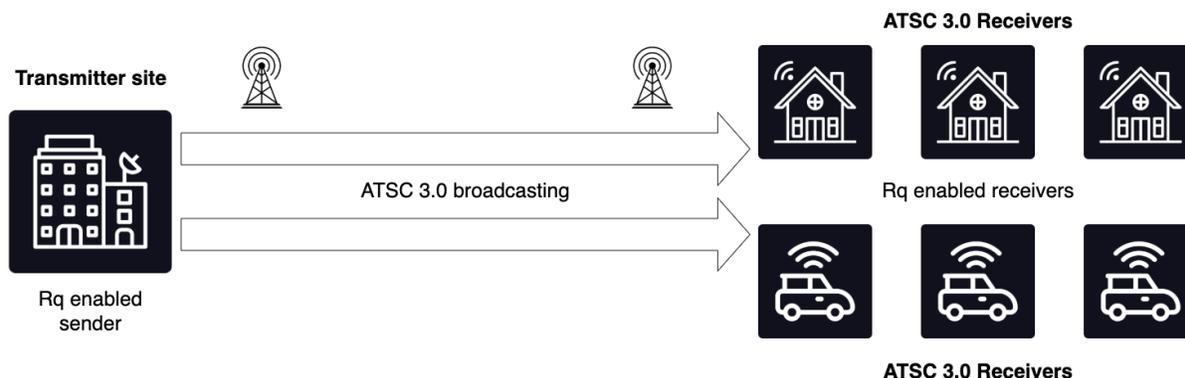
Linear time encoding and decoding	5+ Gbps on a single core of x86-64 @3.4 GHz 800+ Mbps on a single core of Qualcomm MSM632
Number of source symbols	Supports up to 56,403
Number of repair symbols	Supports up to 2 billion
Software library size	~75 KB
API	Same API for encoding, decoding and transcoding
OS	Linux & MacOS are standard, negotiable custom OS builds
Packaging	Available as SDK binary compiled for target platform

➔ USE CASE: Live transmission



Enables bandwidth anywhere: Rq SDK enables aggregation of multiple data paths - cellular 3G/4G/5G LTE, Wi-Fi, Ka-band and Ku-band satellite. It combats packet loss to achieve transmissions with minimal latency, even in a moving vehicle or live 4K/HDR transmission.

➔ USE CASE: Broadcast Internet



Enables one-to-many Non-Real-Time (NRT) reliable data delivery over broadcast channels: households can efficiently pre-cache popular TV shows. Automobiles can reliably and efficiently receive data such as software updates, infotainment, map updates, etc. Rq SDK provides bandwidth compression, i.e., reduced data transmission for reliable delivery.