

Multimedia Networking

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Multimedia and Quality of Service

Multimedia applications:
network audio and video
("continuous media")

QoS support
network provides application
with level of performance
needed for application to
function.

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Stored Multimedia

- media stored at source
- transmitted to client
- client playout may begin before all data has arrived (**streaming**)
 - timing constraint for still-to-be transmitted data: in time for playout
 - sensitive to delay jitter: variability of packet delays within the same packet stream

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Real-Time Interactive Multimedia

- applications:
 - IP telephony, video conference
- sensitive to both end-to-end delay and jitters
- end-end delay requirements:
 - audio: < 150msec good, < 400msec OK
 - higher delays noticeable, impair interactivity
 - includes application-level (compression/decompression) and network delays

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Multimedia Networking

Classes of MM applications:

- Stored audio and video
- Real-time interactive audio and video

Fundamental characteristics:

- Typically **delay sensitive**
 - delay jitter
 - end-to-end delay
- But **loss tolerant**: infrequent losses cause minor glitches

QoS support for multimedia networking:

- No direct support from the Internet (best effort, no delay guarantee)
- Employ application techniques to mitigate problems

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Outline

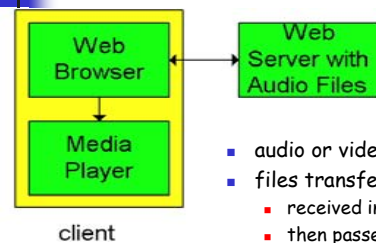
- Multimedia applications
- **Stored multimedia**
- Real-time interactive multimedia
- RTP (Real-time Transport Protocol)

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Stored Multimedia over the Internet: the basic approach



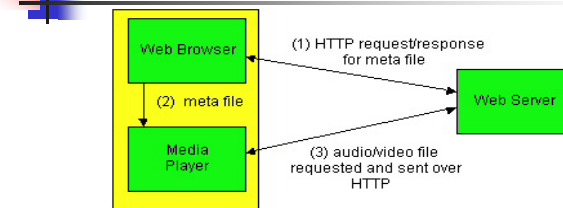
- audio or video stored in files
- files transferred as HTTP object
 - received in entirety at client
 - then passed to player
- media player
 - decompression depending on media format
 - user interface allow interactive control
- long delays until playout!

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Stored Multimedia over the Internet: streaming approach



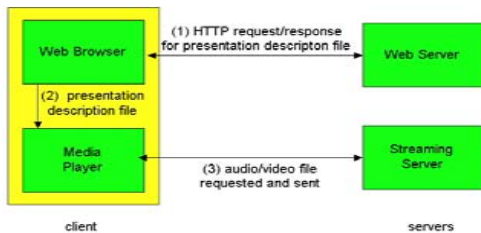
- browser GETs **metafile**
 - location of the media file, type of encoding, ...
- browser launches the media player, passing metafile
- the media player contacts server and the server **streams** audio/video to player
 - pipelining: client playout may begin before all data has arrived

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Streaming from a Streaming Server



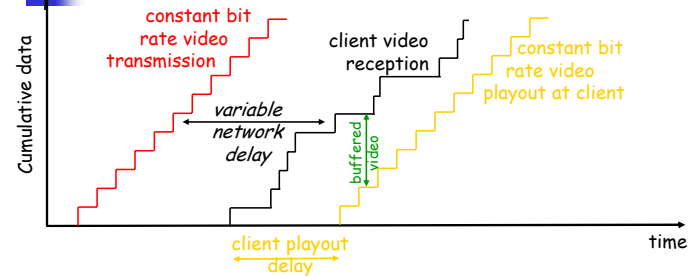
- This architecture allows for non-HTTP protocol between server and media player
- Can also use UDP instead of TCP.

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Streaming Multimedia: Client Buffering



- Client-side buffering, playout delay compensate for network-added delay, delay jitter

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Streaming Multimedia: TCP or UDP?

TCP

- send at maximum possible rate under TCP
 - rate fluctuates due to TCP congestion control
 - hard to control

UDP

- server sends at rate appropriate for client (oblivious to network congestion!)
- retransmission of lost packets (at the application-layer) when timing constraints permit
- network unfriendly, unfair to other TCP streams employing congestion control

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Outline

- Multimedia applications
- Stored multimedia
- Real-time interactive multimedia
- RTP (Real-time Transport Protocol)

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Real-time Interactive Multimedia: Internet Phone

- speaker's audio: alternating talk spurts, silent periods.
 - 64 kbps during talk spurt
- packets generated only during talk spurts
 - 20 msec chunks at 8 Kbytes/sec: 160 bytes data
- application-layer header added to each chunk.
- chunk+header encapsulated into UDP segment.
- application sends UDP segment into socket every 20 msec during talk spurt.

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Internet Phone: Payout Delay

- Receiver attempts to playout each chunk exactly q msec after chunk was generated.
 - chunk has time stamp t : play out chunk at $t+q$.
 - chunk arrives after $t+q$: data arrives too late for playout \Rightarrow delay loss
- Tradeoff for q :
 - large q : less packet delay loss
 - small q : better interactive experience
 - typical maximum tolerable delay: 400 ms

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Internet Phone: Packet Loss

- **network loss:**
 - IP packet lost due to network congestion (router buffer overflow)
- loss tolerance: depending on voice encoding, packet loss rates between 1% and 10% can be tolerated
- beyond that?
 - small tolerable playout delay prohibits retransmission
 - we need loss concealments - recover from packet loss without retransmission

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Recovery from Packet Loss (1)

Forward Error Correction (FEC):

- for every group of n chunks create a redundant chunk by exclusive OR-ing the n original chunks
- send out $n+1$ chunks, increasing the bandwidth need by $1/n$
- can reconstruct the original n chunks if there is at most one lost chunk from the $n+1$ chunks
- playout delay needs to be long enough for the client receiving all $n+1$ packets

Impact of a larger n :

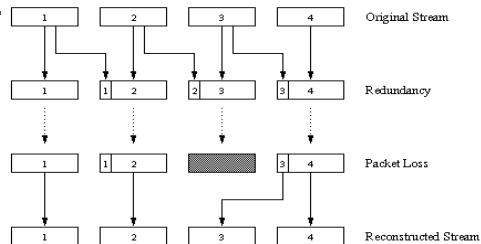
- less bandwidth waste
- longer playout delay
- higher probability that 2 or more chunks will be lost

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Recovery from Packet Loss (2)



piggyback lower quality stream:

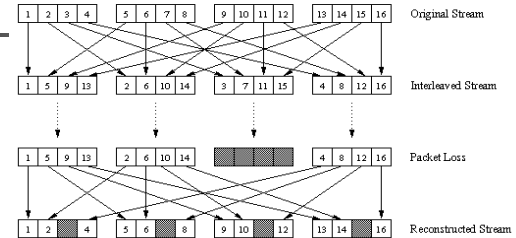
- send lower resolution audio stream as the redundant information
- the receiver can conceal non-consecutive loss
- What is the playout delay?

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Recovery from Packet Loss (3)



Interleaving

- chunks are broken up into smaller units (e.g. four 5 msec units per chunk)
- Packet contains small units from different chunks
- if packet is lost, still have most of every chunk
- has no redundancy overhead, but adds to playout delay

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Streaming Multimedia on the Internet: Summary

- use UDP to avoid TCP congestion control (delays) for time-sensitive traffic
- compensate delays and jitters:
 - client-side buffering
- error recovery (on top of UDP)
 - retransmissions, time permitting (for stored multimedia)
 - conceal errors: FEC, piggybacking, interleaving (for real-time interactive multimedia)

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Real-time Transport Protocol (RTP)

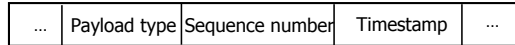
- Real-time transport protocol
 - RTP specifies a packet structure for packets carrying audio and video data
 - RTP packets are encapsulated in UDP segments
 - RTP understood/supported in the end systems
- Interoperability:
 - If two Internet phone applications run RTP, then they can understand each other's data

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RTP Header



- **Payload Type (7 bits):** Indicates type of encoding currently being used.
- **Sequence Number (16 bits):** Increments by one for each RTP packet sent, and may be used to detect packet loss and to restore packet sequence.
- **Timestamp field (32 bits):** Reflects the sampling instant of the first byte in the RTP data packet.

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