

Final Implementation Plan

Cloud VR. Secure, Fast and Distributed Virtual Reality Solutions.

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May 2020

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Acronyms

AES	Advanced Encryption Standard. 8
FoV	Field-of-View. 6
GPU	Graphics Processing Unit. 2
HMD	Head Mounted Display. 6, 7
IAM	Identification and Access Management. 1, 8
IRH	Industrial Reality Hub. 2, 3

ms Milliseconds. 7, 10

MTP Motion-to-Photon. 7, 10

QoE Quality of Experience. 7

TLS Transport Layer Security. 8

VR Virtual Reality. 2, 3, 4, 5, 6, 7, 10

1 Introduction

Recent developments in the field of Virtual Reality (VR) offer all kinds of opportunities in the field of training and entertainment. For training purposes, the audiovisual entry into a virtual world is where the biggest value is. The capabilities of artificial environments allow users to manage scenarios and experiences that cannot be simulated in the real world. VR also allows users to access the virtual training at any time and less physical facilities are required for exercises. Examples VR experiences include training maintenance at high altitudes (such as windmills), working under heavy loads and weather conditions in construction (Strukton) or maintenance on naval ships (Thales). These companies (and more) form the Industrial Reality Hub (IRH), which is one of the stakeholders of this project. The IRH is an industry consortium of 17 partners in AR/VR - The European digital innovation hub for industrial applied Augmented and Virtual Reality, stimulating cooperation and innovation between companies, government and knowledge institutes, resulting in world class business, knowledge and facilities. The hub is the AR/VR Fieldlab in the Dutch Smart Industry program and is recognized by the European commission as Digital Innovation Hub for industrial AR/VR (IRH, n.d.).

2 Reason for Assignment

2.1 Graduation Assignment

The assignment for this graduation is to analyse the current state of cloud VR streaming. This includes existing commercial services, open source libraries/frameworks, relevant research papers and experimental technologies. The 4 research directions for this project are system architecture for a cloud VR system, Latency, Multi-User Experiences and GPU Scaling. This paper will focus on researching the system architecture and latency improvements. These findings will be presented in the form of a theoretical framework and a literature review.

Armed with the information from the initial part of the research, the student and the stakeholders will agree on a suitable research focus for the remainder of the project, including a proof of concept focused on reducing latency.

2.2 Client outline

The stakeholders in this project are the student (Leon Koster), Saxion's XR Lab (Matthijs van Veen, Yiwei Jiang) and the Industrial Reality Hub (IRH).

3 Objectives of the client

Together with the companies from the Industrial Reality Hub mentioned in the Client outline, Saxion wants to investigate how virtual reality can be rendered in the cloud in a safe and efficient manner. This involves looking at state-of-the-art technology in the field of virtual reality, cloud computing, rendering and machine learning for one complete CloudVR pipeline.

In the bigger picture this project is a multi phase project, with this project being the initial phase. It aims to give an overview of the current situation regarding cloud VR streaming and focus on system architecture and latency optimization. These informations will subsequently be utilized in the later stages of the over arching research project.

4 Preliminary Problem Statement

One of the essentials for a good Virtual Reality (VR) experience is a powerful computer system to render semi-realistic worlds. However, there are two problems here. First, this type of system is not available in every location. Certainly if realistic images have to be rendered in the simulation, it requires specialized and expensive machines that are difficult to move.

The second problem is that for rendering the VR training scenario, all kinds of data about the scenarios need to be available on the system. This can pose a problem when it concerns sensitive information, for example about all kinds of information defence systems or business sensitive information.

The hypothesis is that both of these problems can be resolved by a cloud rendering solution.

The aim of this report is to investigate the feasibility of a streaming based VR approach, with emphasis on Latency reduction and Security. Qualitative research methods will be used to gain in-depth insights about existing solutions and the current state of research into this topic. The data will be contextualized via a literature review of recent research papers and capabilities of existing solutions when applied to the research problem.

5 Theoretical Framework

In order to thoroughly understand the aim and subject of the research, it is important to explore different existing solutions and literature. Therefore, the subjects that will be discussed in the following theoretical framework are Cloud Streaming/Cloud Computing, Virtual Reality and Security in a streaming context. Within this theoretical framework definitions of the subjects will be given, as well as current insights into these subjects. The topics reflect knowledge needed to understand the problem space. Together all of the topics make up the 360 scan.

5.1 Cloud Streaming/Cloud Computing

5.1.1 Definition

According to Armbrust et al. (2010) Cloud computing is defined as follows: "Cloud computing refers to both the applications delivered as services over the Internet and the hardware and systems software in the data centres that provide those services." (Armbrust et al., 2010) We can then further define Cloud streaming as the applications that are delivered over the internet as a service.

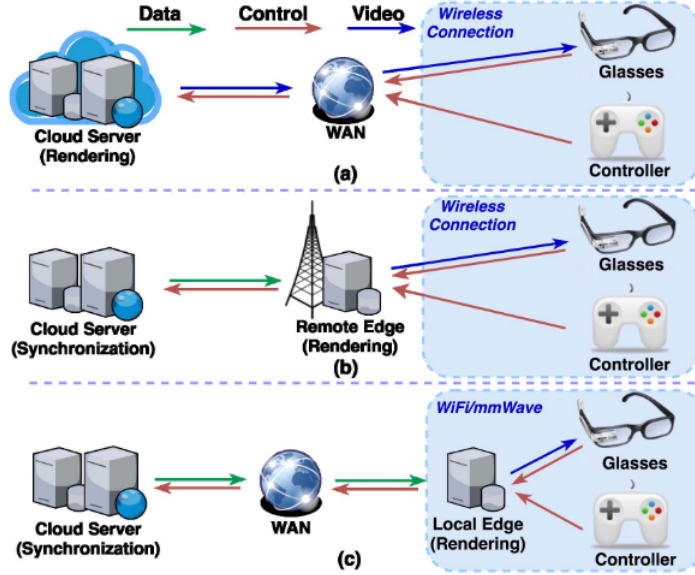
5.1.2 Existing Solutions and Technology

Several commercial gaming cloud streaming services already exist, such as Google Stadia (Google, 2019), Xbox XCloud (XBox, 2019) and Nvidia GeForceNow (Nvidia, 2020b). These applications deliver conventional games from a powerful computer in a server to the client device at home. Despite initial setbacks, cloud streaming is now a mainstream technology. The start of 2020 also saw the first experimental cloud VR streaming development kits, such as Nvidia's CloudXR (Nvidia, 2020a), and closed beta's for commercial cloud VR streaming services (Shadow, 2020). Additionally the first commercial retail products with cloud VR have been released (Zerolight, 2020). There is also a variety of Infrastructure-as-a-service (IaaS) platforms, such as Amazon's AWS (Amazon, n.d.), Microsoft's Azure (Microsoft, n.d.) and Google's Cloud Platform (Google, n.d.), that provide generic computing power and storage in a cloud computing/streaming context. These services generally cannot achieve the latency requirements of cloud VR streaming (Shi & Hsu, 2015), but companies are actively working on finding a solution (Amazon, 2020). For more information about these applications and technologies, please refer to the Literature Analysis.

5.1.3 System Architecture types (for a cloud VR system)

One of the main considerations when designing a cloud VR streaming application is the decision to either use a Cloud, Remote Edge or Local Edge comput-

Figure 1: Cloud Server, Remote Edge, Local Edge visualized (Hou, Lu, & Dey, 2017)



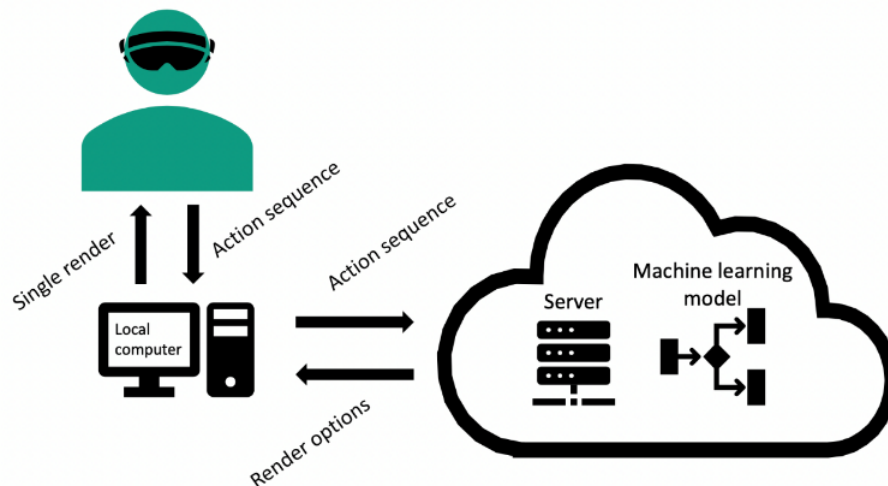
ing device for the rendering of the frames (See Figure 1 and Hou, Lu, and Dey, 2017):

- A cloud server renders the Field-of-View (FoV) (current view) remotely and streams the corresponding video to the user's Head Mounted Display (HMD).
- A Remote Edge sever receives multiple views that are rendered remotely on cloud servers, stitches them together to a 360-degree video, and streams the video to the user's HMD
- A Local Edge server receives compressed models as well as textures, renders it locally and streams the video to the user's HMD.

For the purposes of this research I will ignore Local Edge system architectures. The reason is that one of the major motivations for this report was the desire to keep data as safe as possible, which in this case means keeping in the cloud. A Local Edge system by design requests and receives business data to render the frame for the user locally. For this reason a Local Edge approach would be the wrong direction to research in. An example architecture of a cloud VR solution that keeps the business data in the cloud can be seen in Figure 2.

Furthermore one also has to consider if the application will be hosted on a cloud service provider or on an in-house server. Both ways have advantages and disadvantages, which are elaborated upon in the Appendices, and the decision should be made based on the unique circumstances of each customer.

Figure 2: Example System Architecture



5.1.4 Latency

The most important metric for a system architecture is the latency between the user input, such as movement of the HMD, and the updated frame appearing on the users display. Recent measurements of cloud gaming services measure this latency at between 135 and 240ms (Chen, Chang, Tseng, Huang, & Lei, 2019). This is acceptable for most games, except maybe high intensity reaction games. VR unfortunately has severely stricter latency requirements, which are elaborated upon in the next section.

5.2 Constraints of Virtual Reality

As mentioned before, when developing a VR application, there are a few physical constraints that developers need to be aware of. The most important threshold to know is the 20ms MTP delay. Upon input from the HMD, the developer has to display a new rendered image within an average of 20ms to avoid motion sickness for users. The more this threshold can be undercut, the better the chances to have an acceptable gameplay experience without motion sickness. Interaction input, such as the input from the controllers, can safely be processed at delays of >100ms without any negative repercussions in terms of Quality of Experience (QoE). For more information, please refer to the Literature Analysis.

5.3 Security (for streaming data)

From a technical standpoint there are 2 major categories of security implementations. Encryption and Access management. There are additional measures that companies can take such as having consistent security protocols and educating

employees, but for this report the focus is on technical solutions:

5.3.1 Encryption

Encryption is the practice of scrambling data so that unauthorized users cannot use the data. Only an authorized party in possession of the decryption key can un-scramble the data and subsequently use it. One such encryption technologies is the Advanced Encryption Standard (AES), which comes with three different key sizes: 128, 192 and 256 bits. In 2016 it was estimated that it would take 500,000,000,000 years to decrypt just one AES-128 key. To encrypt the data in delivery, a technology such as the Transport Layer Security (TLS) can be used, which encrypts the data based on a shared secret that was negotiated at the start of the session, thus making the data only usable for the server and client who have the decryption key.

5.3.2 Identification and Access Management (IAM)

An IAM solution tracks users and what they are allowed to do. There are multiple existing solutions for tracking the users privileges, but for this report only cloud based services are relevant since the premise of this research is the ability to have a cloud solution. All major cloud providers have IAM solutions in their ecosystem and in case of a in-house server a independent IAM service provider can satisfy that requirement.

6 Final Problem Statement

7 Research Questions

Main Question:

Can a cloud Virtual Reality (VR) streaming application be built from available resources, that satisfies the latency and security requirements?

Sub Question 1: How (in)effective are existing solutions when applied to the cloud streaming VR context?

Sub Question 2: What are the most important considerations when designing an architecture for cloud VR streaming, in order to maximise security and minimize latency?

Sub Question 3: What methods are the most efficient way to reduce Motion-to-Photon (MTP) Latency to $\leq 20\text{ms}$?

8 Approach

9 Scope

10 Graduation Schedule

I was asked to give an overview of the time line for this project. These times are from the graduation manual, translated to the time frame of my graduation project.

Start of Project The project started on the 4th May 2020.

Preliminary Implementation Plan To be handed in at the end of week 2: 17th May 2020 23:59

Final Implementation Plan To be handed in at the end of week 5: ~31st May 2020 23:59

Graduation Report Draft To be handed in at the end of week 10: ~12th July 2020 23:59

Final Graduation Report To be handed in at the end of week 16: ~23rd August 2020 23:59

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