

# STREAMING ANALYTICS USING CMCD AND CMSD

## Final Presentation

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Open Distributed System | SS 22

# Content

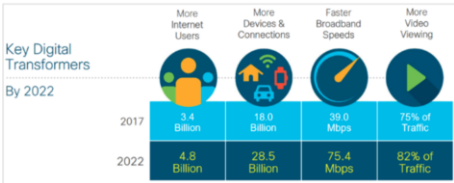
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# Problem Statement

- Recap on problem statement
- Approached solution: Use of CMCD and CMSD specification

## Motivation

- Streaming content as a large part of internet traffic
- Rising user expectations e.g. for video quality and buffer times



	More Internet Users	More Devices & Connections	Faster Broadband Speeds	More Video Viewing
2017	3.4 Billion	18.0 Billion	39.0 Mbps	75% of Traffic
2022	4.8 Billion	28.5 Billion	75.4 Mbps	82% of Traffic

## Motivation

- Content Delivery Networks (CDNs) try to address user expectations
- Limitations: efficient use of shared bandwidth by multiple clients
- Specific informations are required to address limitations
- One approach: Server and Network Assisted DASH Standard (SAND)
- Open question: "What information is relevant and actionable?"

Fig 1. Screenshot from workshop 2

## Recap on second workshop

- NUStreaming Project
  - CMCD
  - CMSD
- Unified Media – CMSD
- Comparative Evaluation

# NUStreaming CMSD

- Used CMCD implementation given by dash.js client
- Server and client implementation
- Result: Eliminates unnecessary downshifting while reducing both the rebuffering rate and duration

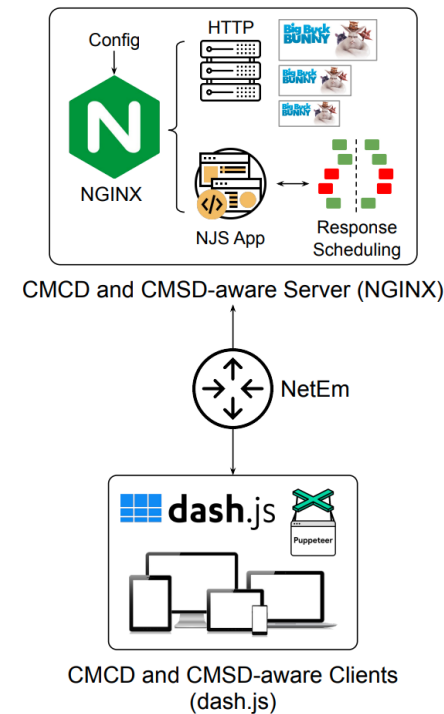


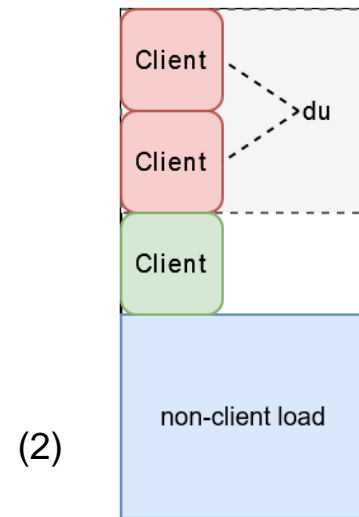
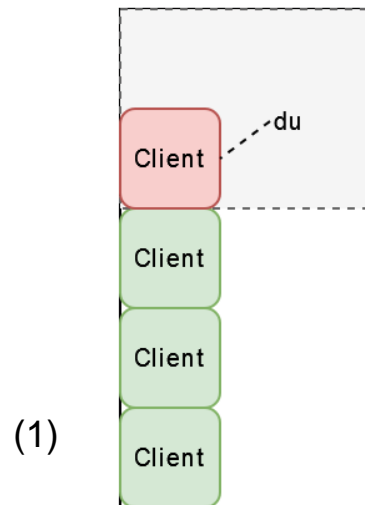
Fig 2. The implemented CMCD-CMSD System (Lim, Akcay, Bentaleb, Begen & Zimmermann, 2022)

## What use cases we implemented?

- Two main Use-Cases were selected
- Use-Case 1: Switching between multiple servers for load-balancing
  - Initiated by server with sending of **du** flag
- Use-Case 2: Limiting the video-bitrate on the client
  - Initiated by server with sending of **mb=\*value\*** flag

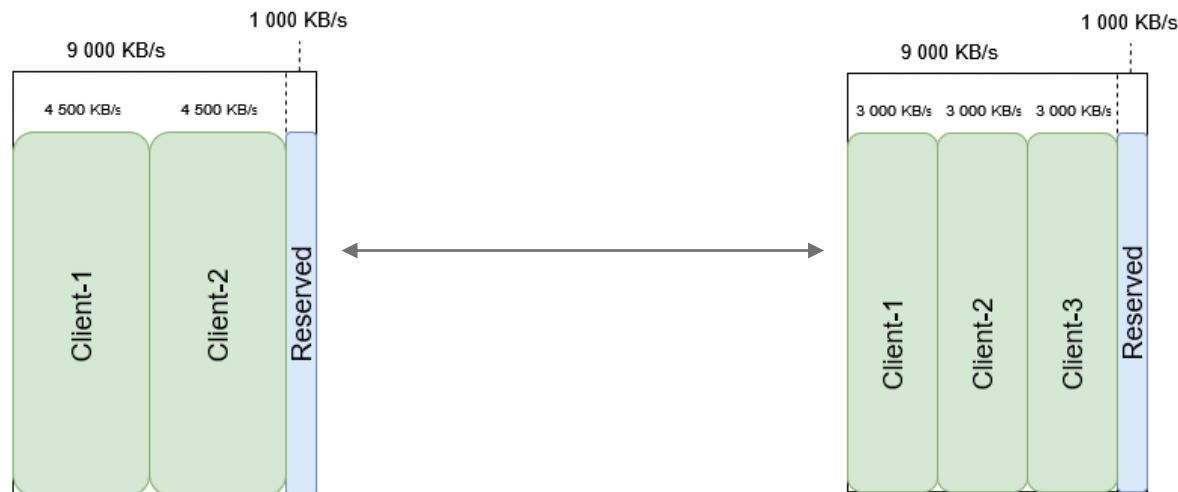
## Scenario 1 – Switching / Server-Overload

- Each client provokes a given server load (*demo*: 20%)
- Server has a threshold, after which it is considered as overloaded (*demo*: > 60%)
- Server can be overloaded due to another reasons, also by smaller amount of clients
- If a new client will provoke an overload, it will be asked to switch to another server (1)
- If the server is overloaded, it will reduce the number of clients until load becomes normal (2)



## Scenario 2 – Bitrate adaptation

- Server bitrate-throughput is limited (*demo: 10 000 KB/s*) and is partially reserved (*demo: 1 000 KB/s*)
- The rest of the throughput is equally divided between all clients
- If a new client arrives, the bitrate-limit for all other clients has to be reduced
- If one of the clients leaves the server, bitrate of all other clients should be also adapted





Ubuntu 22.04 (gnome 1.22 installed) [Running] - Oracle VM VirtualBox  
Machine View Input Devices Help

Activities Terminal Jul 19 00:12

max@ubuntu-vm: ~/Documents/awt-pj-ss22-streaming-analytics-using-cmcd-and-cmsd-1/CMSD-DASH/dl

```
CMSD
```

```
>>> TU Berlin - Advanced Web Technologies Project <<<
>>> awt-pj-ss22-streaming-analytics-using-cmcd-and-cmsd-1 <<<
>>> Options
1) Start servers
2) Launch dash.js
3) Run multiple clients
4) Reload server config
5) Restart servers
6) Stop all servers
7) Get nginx status
8) Choose server
9) Start monitor
10) Watch logs
11) Clear screen
What do you want to do? █
```

1: dash.js\* 2: cli-

"ubuntu-vm" 23:12 18-Jul-22

npm\_audit.txt

# Last Steps

- Cleanup code
- Add comments
- Write final Documentation
  - Paper
  - Manual

## References

- Bentaleb, A., Lim, M., Akcay, M. N., Begen, A. C., & Zimmermann, R. (2021, July). Common media client data (CMCD) initial findings. In Proceedings of the 31st ACM Workshop on Network and Operating Systems Support for Digital Audio and Video (pp. 25-33).
- DASH-IF Reference Client. Retrieved 15 July 2022, from <https://reference.dashif.org/dash.js/nightly/samples/dash-if-reference-player/index.html>
- Lim, M., Akcay, M. N., Bentaleb, A., Begen, A. C., & Zimmermann, R. (2022, March). The benefits of server hinting when DASHing or HLSing. In Proceedings of the 1st Mile-High Video Conference (pp. 52-55).
- NUStreaming. CMCD-DASH. Retrieved 15 July 2022, from <https://github.com/NUStreaming/CMCD-DASH>
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## References

- Unpublished Working Draft. Common Media Server Data (CMSD). Retrieved 15 July 2022, from <https://docs.google.com/document/d/1BITHfbF2VGSIA4vLx1fMssWqiGWYuzhmTfQ8VeyxF8g/edit#heading=h.w4dwbs4gi4x>