

Network Music Performance in 5G Networks

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NMP needs what only 5G can provide

Ultra-low latency

- NMP requires 30-40 ms one way

Very high bandwidth

- Especially with volumetric video

Processing at the edge

- To relay or process media streams

The TENEmp project @ SPIRIT

Feasibility analysis of NMP over 5G

- Can we do NMP over 5G? Is the latency low and the bitrate high?

Performance gains of edge-computing

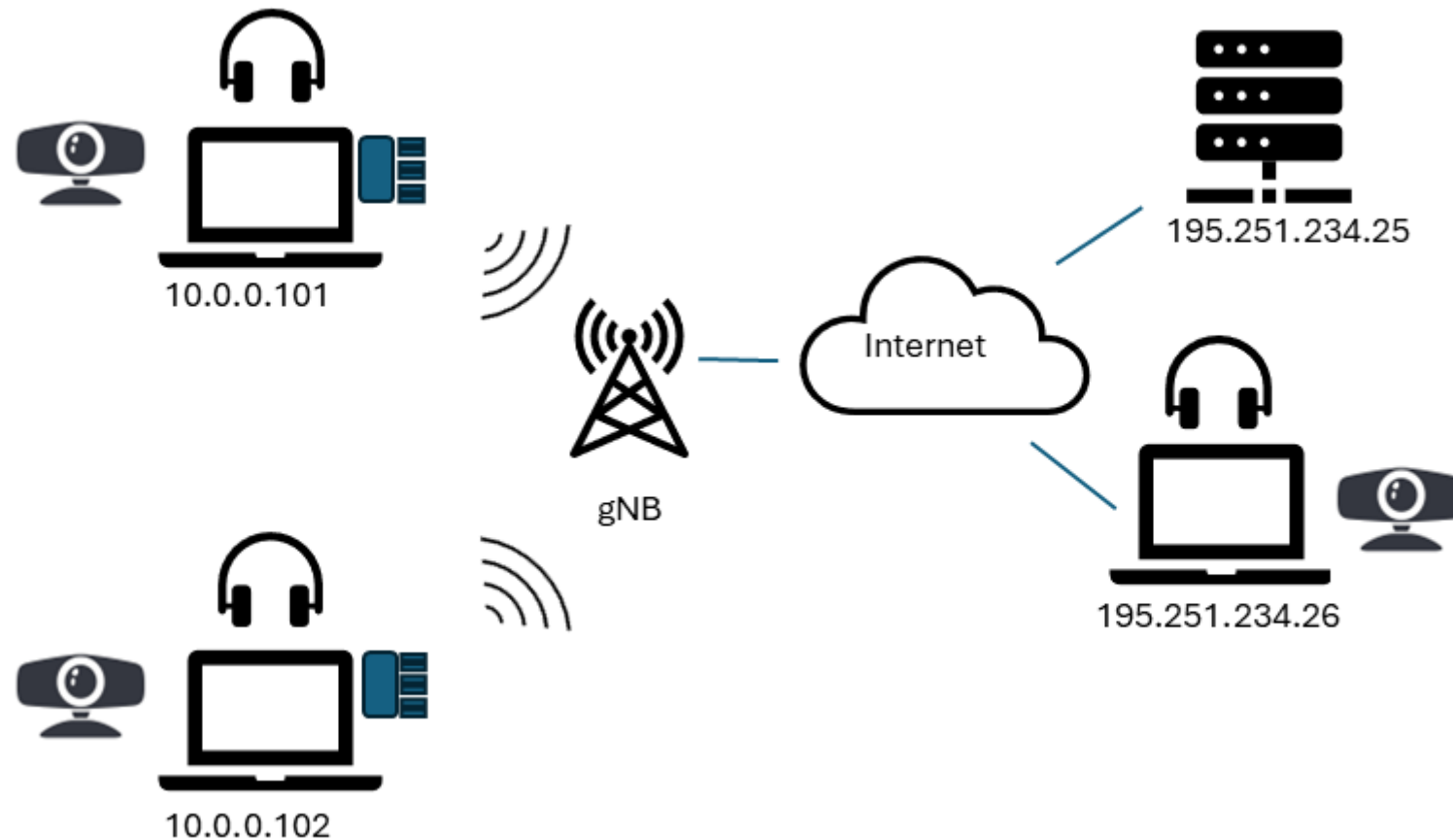
- Can we do multiparty NMP if we put the SFU in the MEC?

Integration of telepresence in NMP

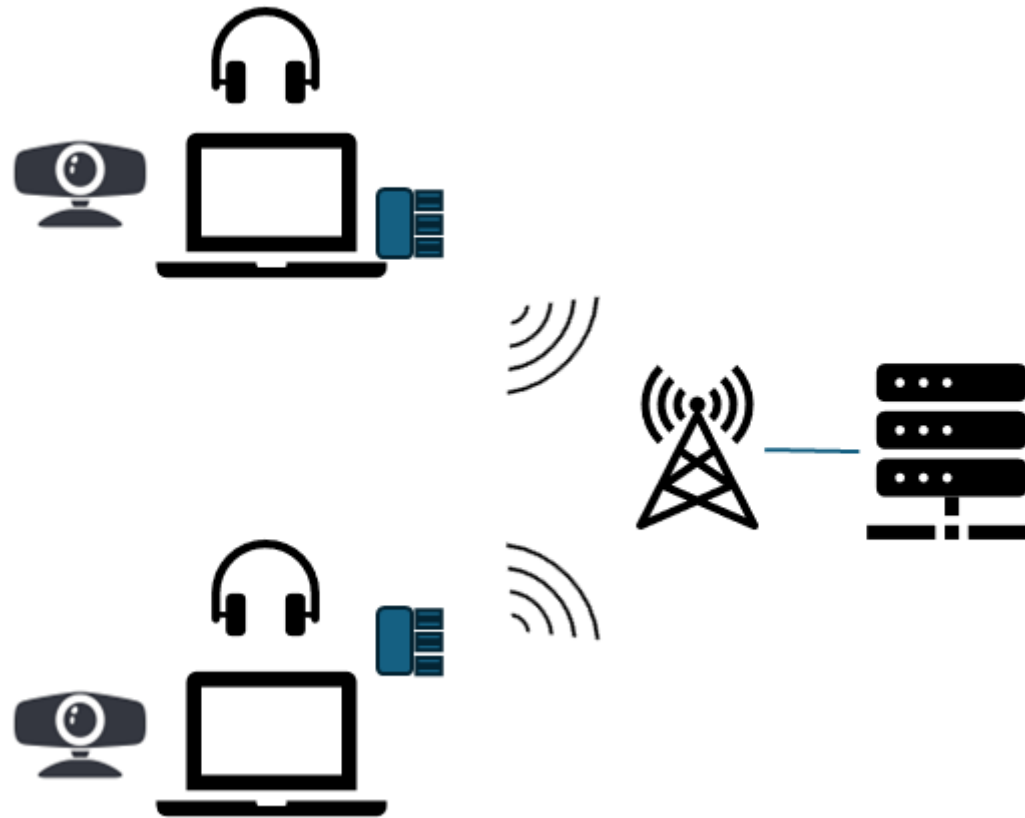
- Can we offer volumetric video along with the audio?

Testbeds

TENeMP topology @ MMLab testbed



TENeMP topology @ SPIRIT testbed



Tool Selection

Existing tools

Endpoints

- WebAPI based: Simple but slow
- Gstreamer based: Quicker and flexible
- Jacktrip/Sonobus/Jamulus/Soundjack: Audio state of the art

SFUs

- Janus, Jitsi, MediaSoup: Slow for audio
- Janus seems to be the fastest

Networks

- Local (no network), LAN
- COSMOTE 4G, COSMOTE 5G NSA
- SPIRIT Private 5GSA Network

Tools

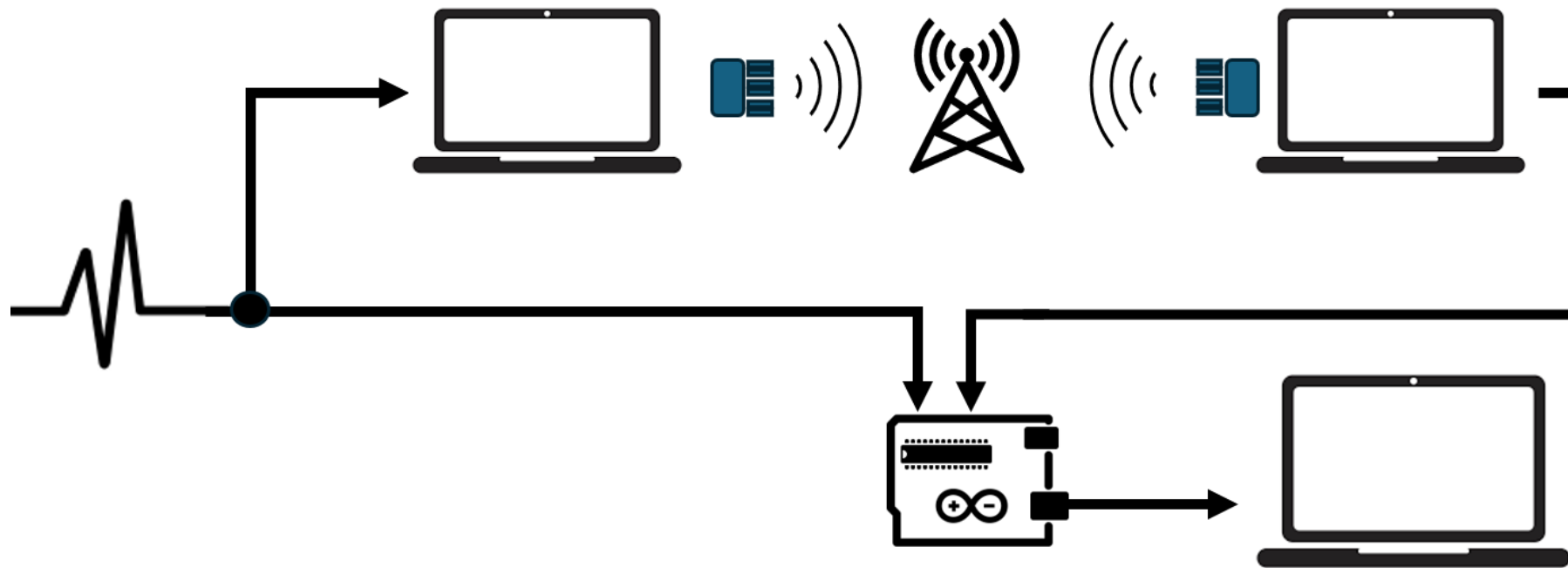
Existing tools
are not enough

- No low-latency 2D video
- Audio SFUs very slow and no customizable

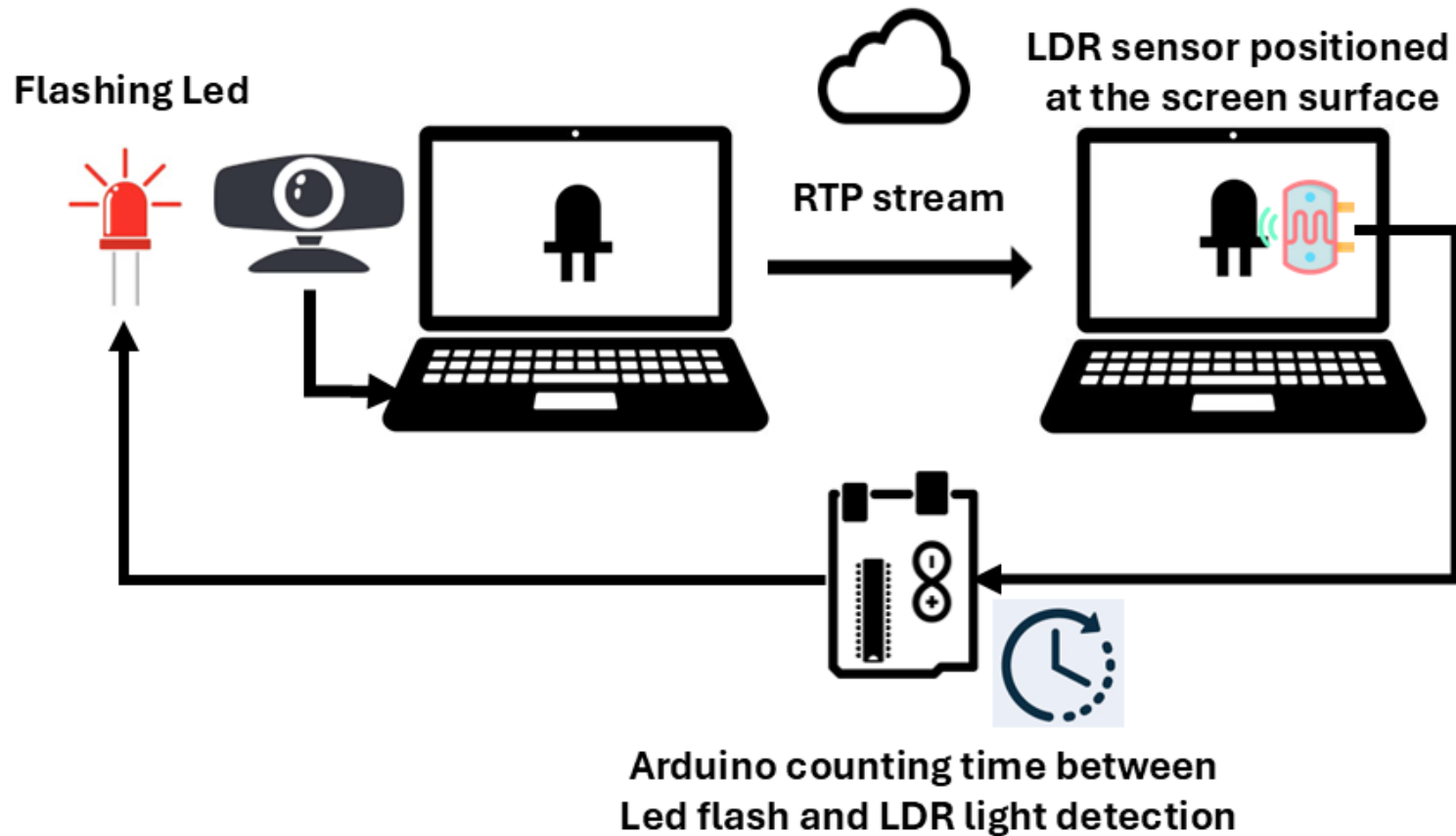
Development
of new tools

- Prototyped with Gstreamer pipelines
- Simple server for signaling and SFU

Audio Delay Measurement setup



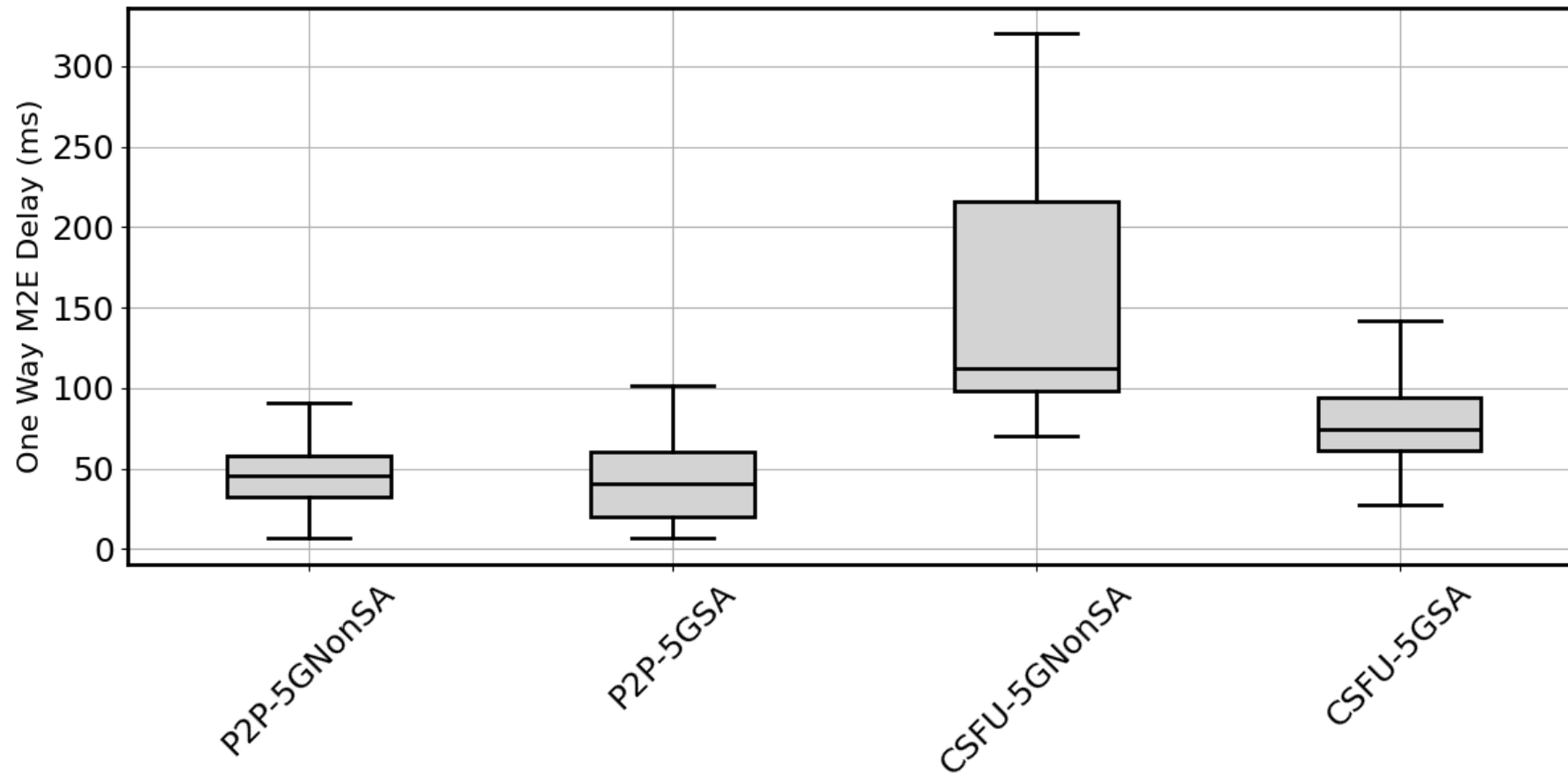
Video Delay Measurement setup



Measurements

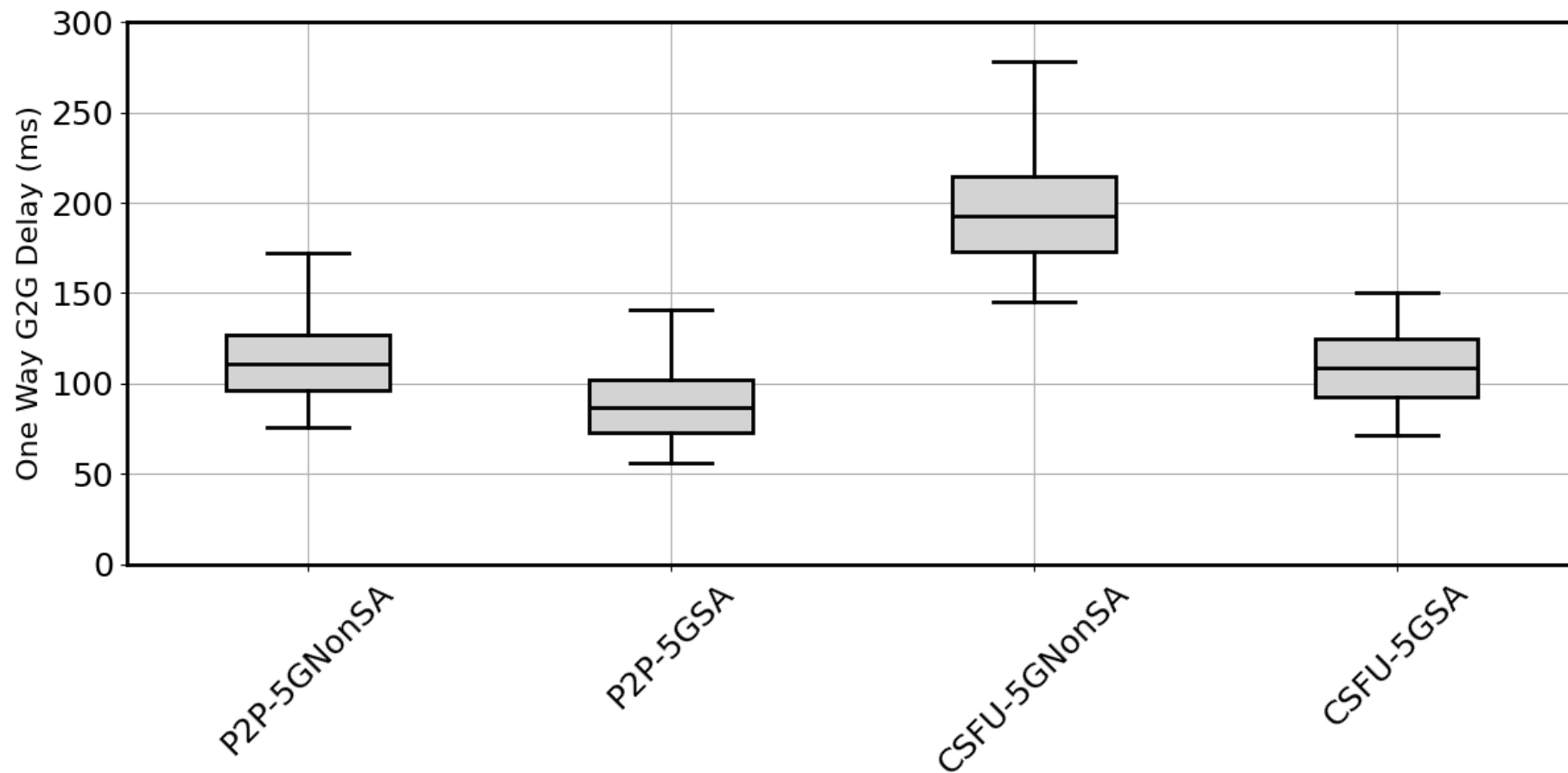
Mouth to Ear delay

Gstreamer PCM raw audio
44100Hz , 16bit sample depth



Glass to Glass video delay

Gstreamer H.264 codec



Conclusions

NMP feasibility in 5G

- 5G can support NMP audio sessions in P2P mode
- Adding an SFU noticeably increases audio delay, but it is still acceptable for educational scenarios.
- Video latency is still very high.

Next steps

Future work

Volumetric video

- Design latency measurement method
- Complete volumetric tool

Additional measurements

- Assess benefits of SFU at 5G edge
- Test volumetric video tool

