

# NDN Real Time Conferencing Library

Peter Gusev, Jeff Burke, Zhehao Wang

Center for Research in Engineering, Media and Performance; Internet Research Lab  
University of California, Los Angeles (UCLA)

## Introduction

### Design Goals

- Real-time audio/video/text chat library which allows many-to-many conferencing over the NDN network and requires no direct communication between peers
- Starting point for NDN traffic congestion control algorithm research
- Test NDN-CPP library and NFD
- Traffic generator for the testbed

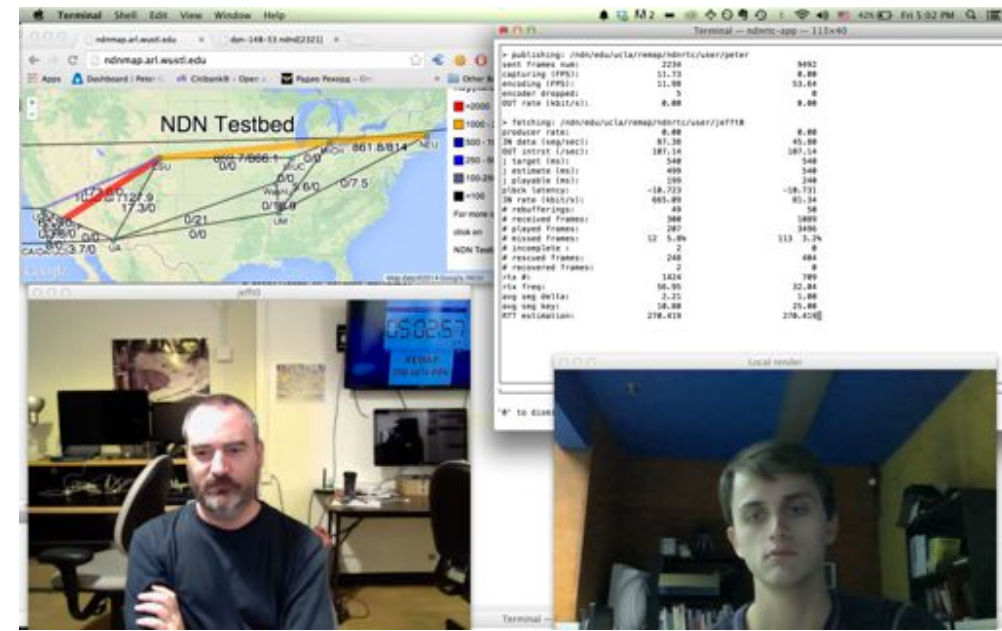


Figure 1. NDN-RTC 1-to-1 conference b/w users in REMAP and NEU

## Publishing

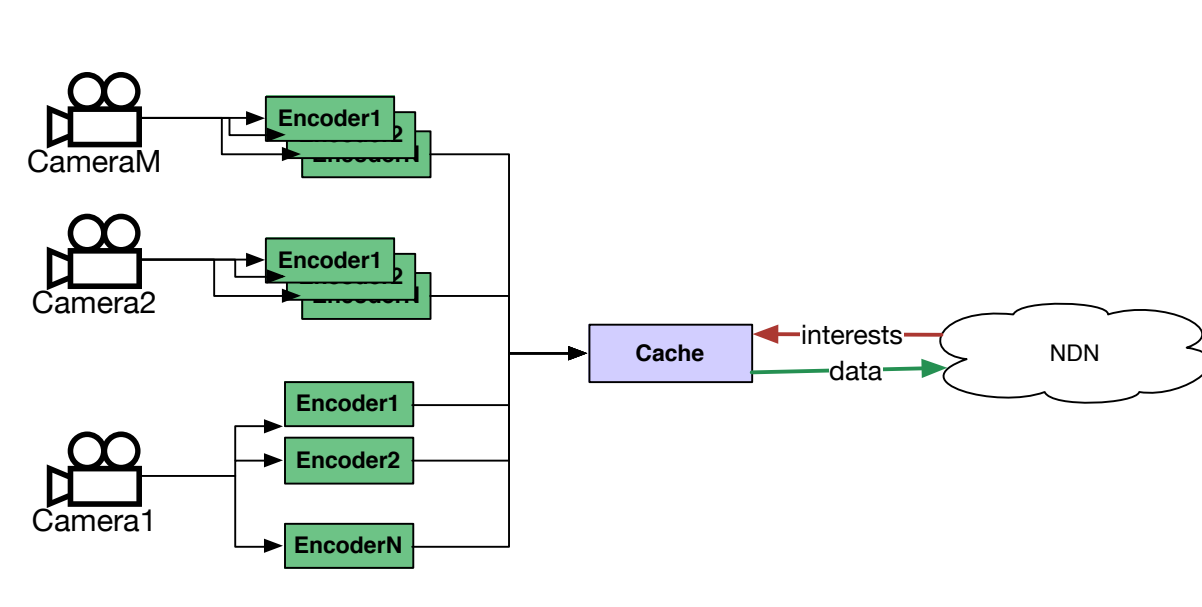


Figure 2. NDN-RTC Producer

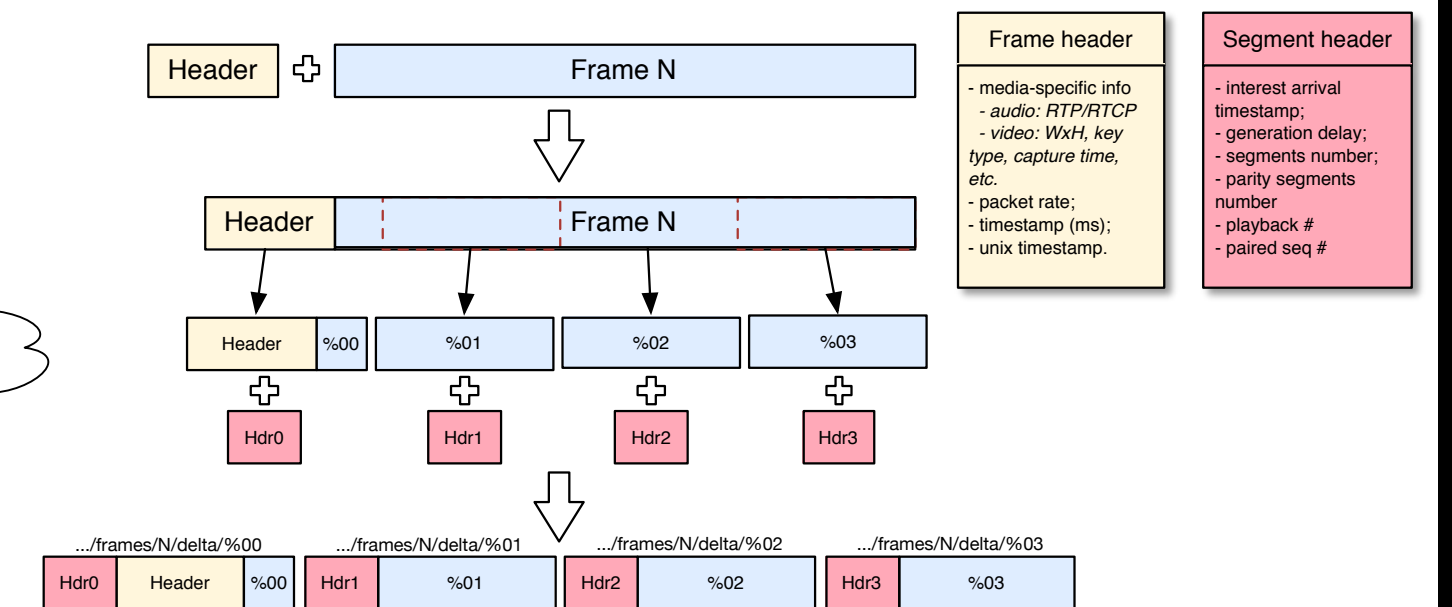


Figure 3. Frame segmentation; header structures

## Namespace Design

- Root:** User prefix (username)
- Media streams**
- Encoding threads:** Individual encoding parameters
- Frame type:** Key and Delta frames
- Packet:** Individual media packets
- Data type:** Data and Parity segments
- Segments:** Actual NDN-data objects

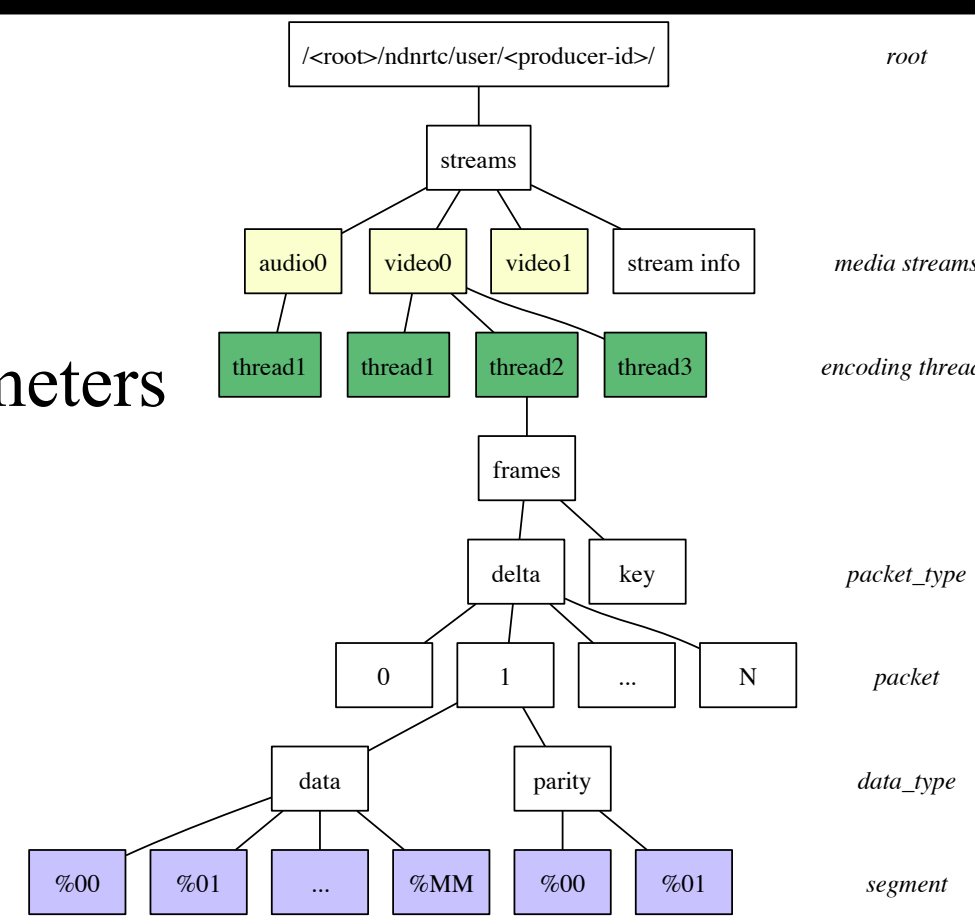


Figure 4. NDN-RTC namespace

## Frame fetching

- Generation delay  $d_n^{gen}$**  – time interval between receiving an interest and satisfying it with data (*producer-side*)
- Assembling time  $d_n^{asm}$**  – time needed to fetch all frame segments (*consumer side*)
- RTT<sub>n</sub>** – round trip time for the interest (*consumer side*)

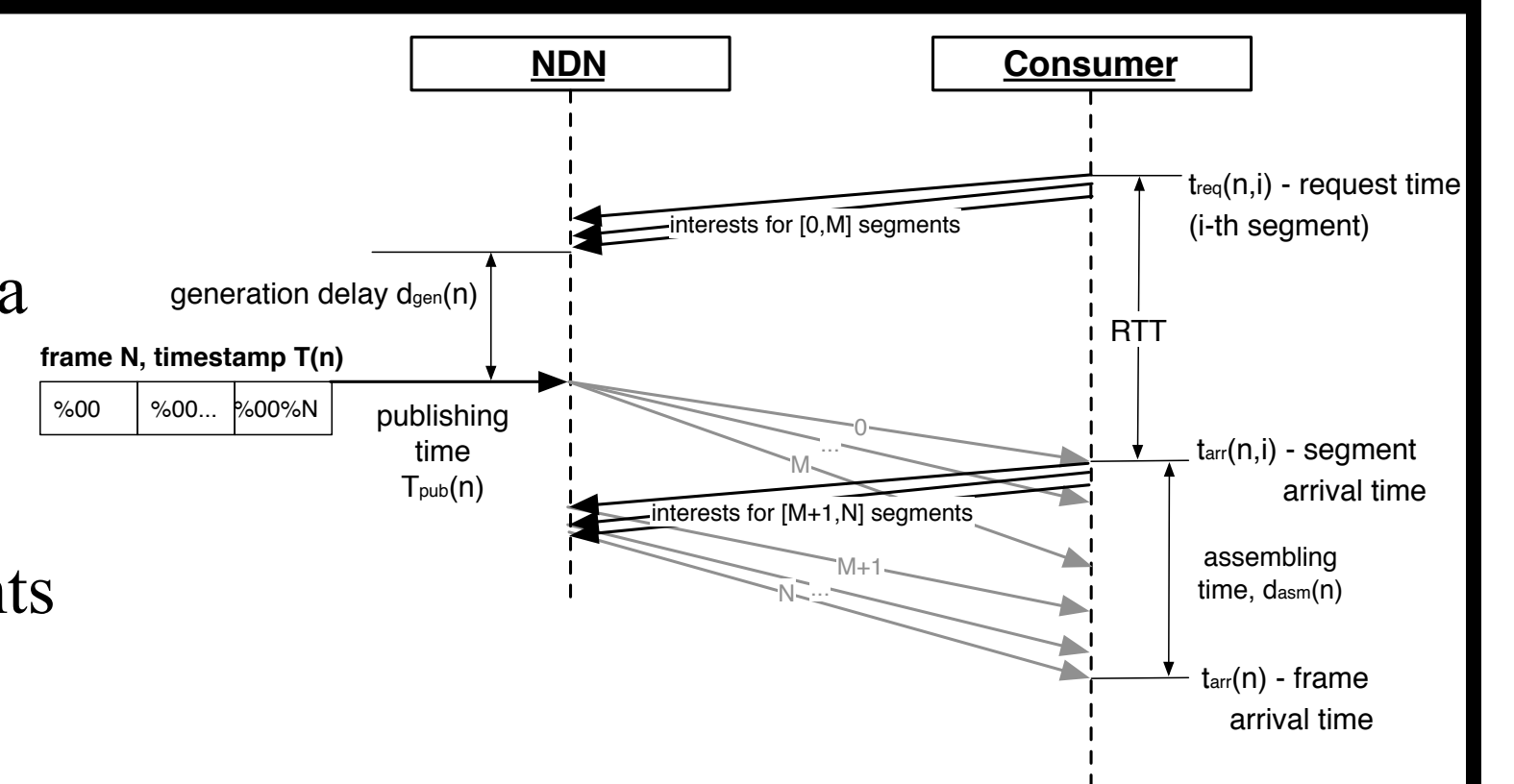


Figure 5. Frame fetching

## Buffering

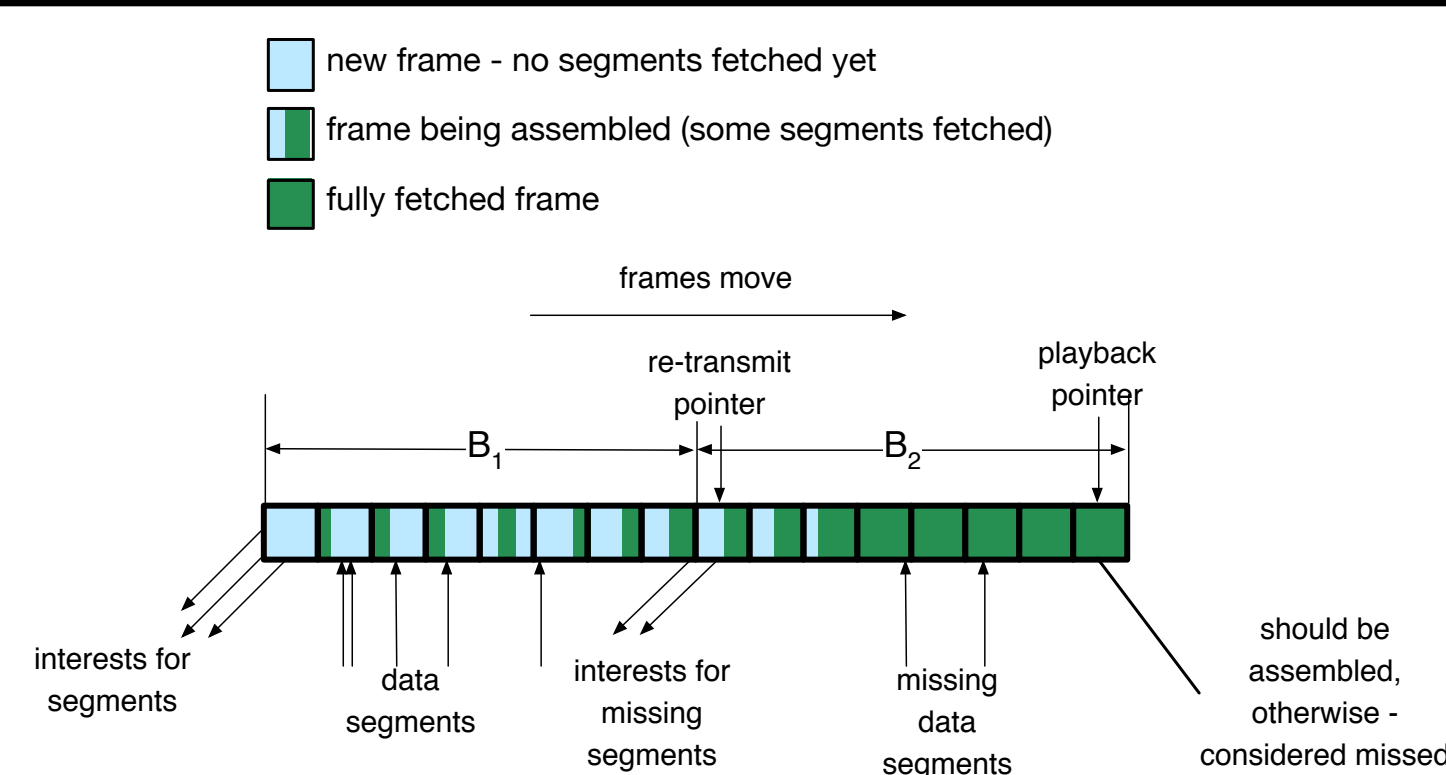


Figure 6. Buffering process

## Start-up

- Cache exhausting:
  - Latest data can't arrive faster producing rate
  - Cached data arrives at the rate it was requested
- Chase mode:
  - Issue interest for the RIGHTMOST segment
  - Pipeline interests for first segments of the following frames with higher than producer rate
  - Monitor segments arrival interval
- Future improvement:** use audio stream for chasing video

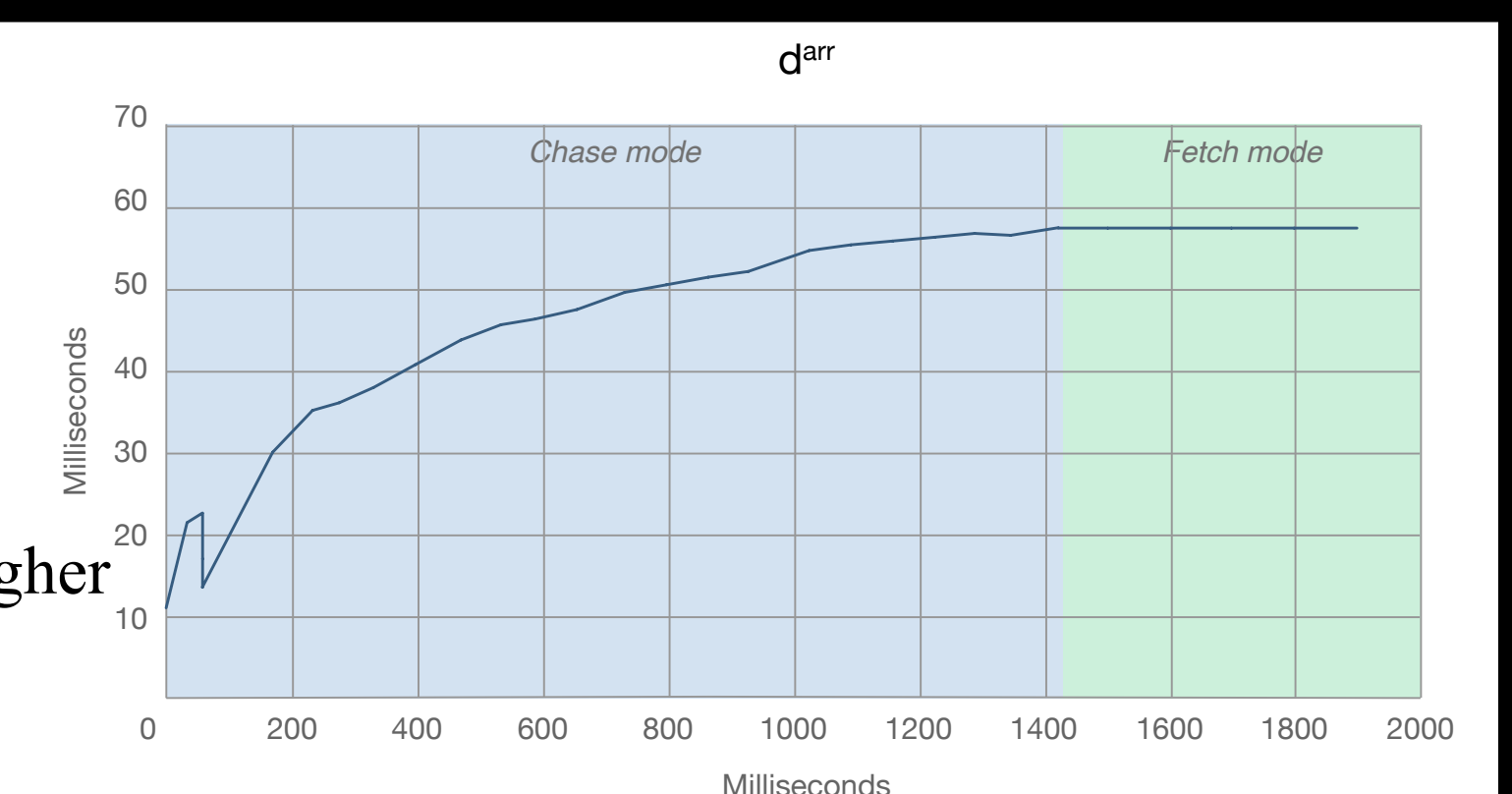


Figure 7. Data inter-arrival delay

## NDNComm 2014 Demo

- Producer 1:** Live NDNComm HD streaming (1080p 30fps, 1.5Mbps)
  - connected to **REMAP NFD**
  - NDN-RTC prefix: `/ndn/edu/ucla/remap`, NDN-RTC username: `ndncomm`
- Producer 2:** REMAP office webcam producer (SD, 30fps, 500Kbps)
  - connected to **CAIDA NFD**
  - NDN-RTC prefix: `/ndn/org/caida`, NDN-RTC username: `remap1`
- Demo 1:**
  - Consumer for 3 streams:** NDNComm, REMAP and Demo-2
  - Producer:** webcam producer (SD, 25fps, 500Kbps)
    - connected to **UA NFD** (Ariona)
    - NDN-RTC prefix: `/ndn/edu/arizona`, NDN-RTC username: `demo1`
- Demo 2:**
  - Consumer for 3 streams:** NDNComm, REMAP and Demo-1
  - Producer:** webcam producer (SD, 25fps, 500Kbps)
    - connected to **UA NFD** (Ariona)
    - NDN-RTC prefix: `/ndn/edu/arizona`, NDN-RTC username: `demo2`
- Simulated link break b/w Arizona and CAIDA every minute**

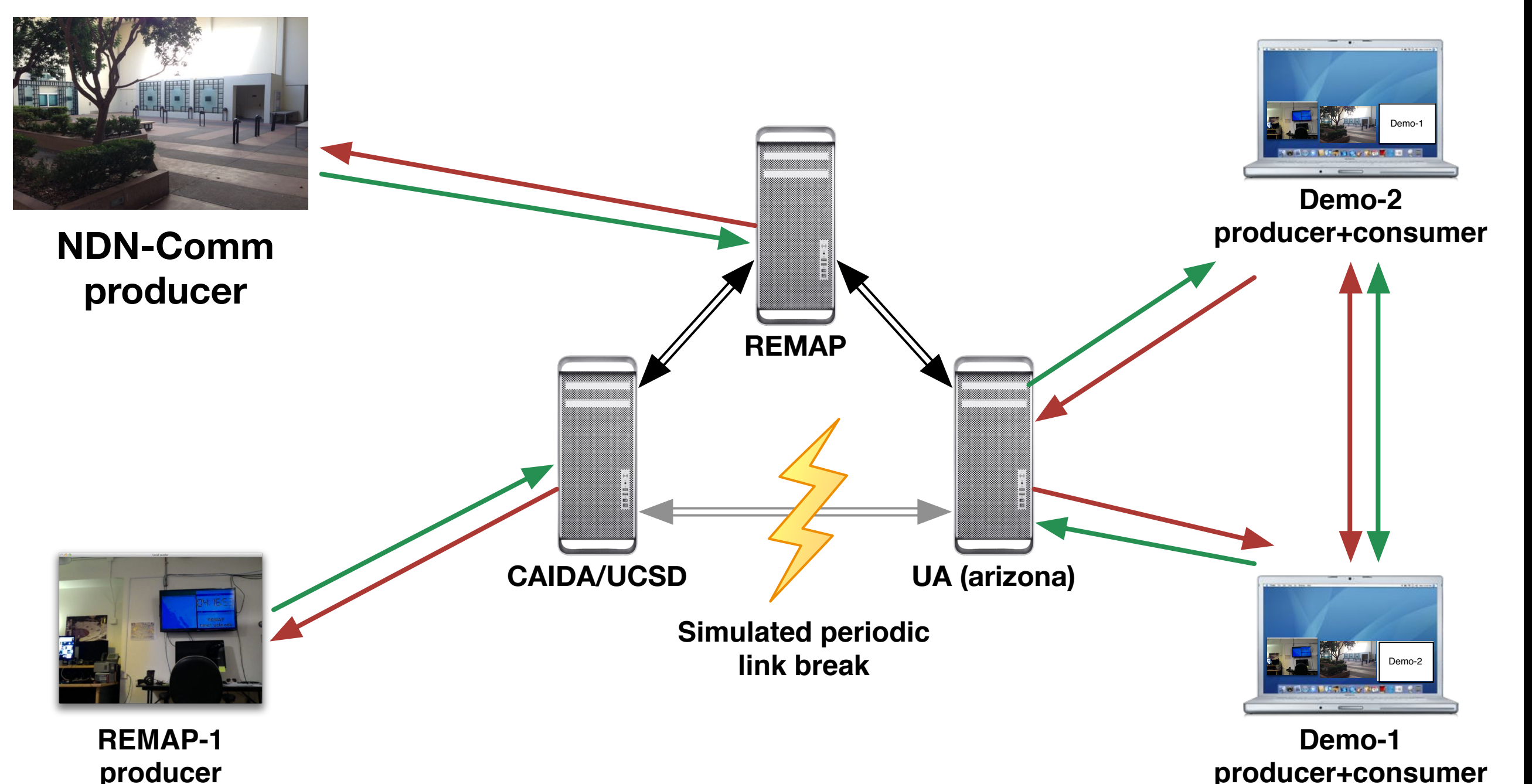


Figure 8. NDNComm demo scenario

## Future Work

- Real-time Adaptive Rate Control**
  - In collaboration with Panasonic R&D department (Muramoto-san, Yoneda-san)
  - Keep low-latency transmission & best throughput
  - Maintain RTT fairness (self-fairness)
  - Consumer-driven
  - NW bandwidth estimation based on RTT and timeouts
  - Control interest rate according to bandwidth estimation
- Conference discovery**
- Browser integration**
  - NDN-RTC Firefox NPAPI plug-in
- Security:**
  - Web of Trust model
  - Media encryption
- Desktop conferencing tool**