

Design Considerations for a Peer-to-Peer Streaming Protocol

draft-seedorf-ppsp-design-considerations-01

Jan Seedorf, Martin Stiemering

NEC Laboratories Europe, Heidelberg, Germany

Marco Mellia

Politecnico di Torino, Italy

Csaba Kiraly, Renato Lo Cigno

University of Trento, Italy

Introduction and Overview

- The EU Research Project NAPA-WINE has designed and implemented a network-aware P2P Live Streaming System
 - Design of Software Architecture and Chunk Scheduling Algorithms
 - Open Source Implementation (currently running large-scale trials)

Goal of our draft:

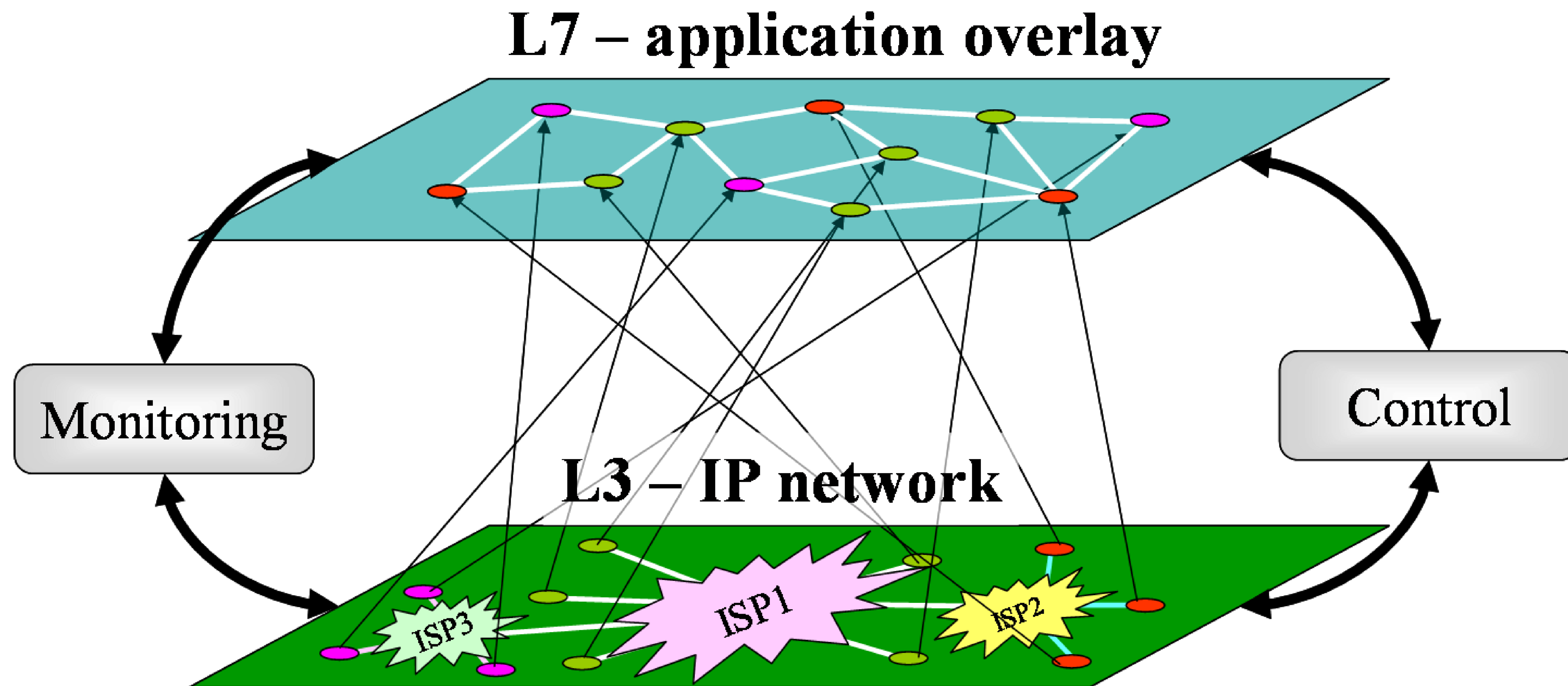
- **Derive the corresponding implications for standardizing a Peer-to-Peer streaming protocol**
 - **Based on our design and implementation experience**

Agenda

- Background and Motivation: EU Project NAPA-WINE
- P2P Live Streaming Architecture
- Implications on Standardization

THE NAPA-WINE VISION

NAPA-WINE Vision

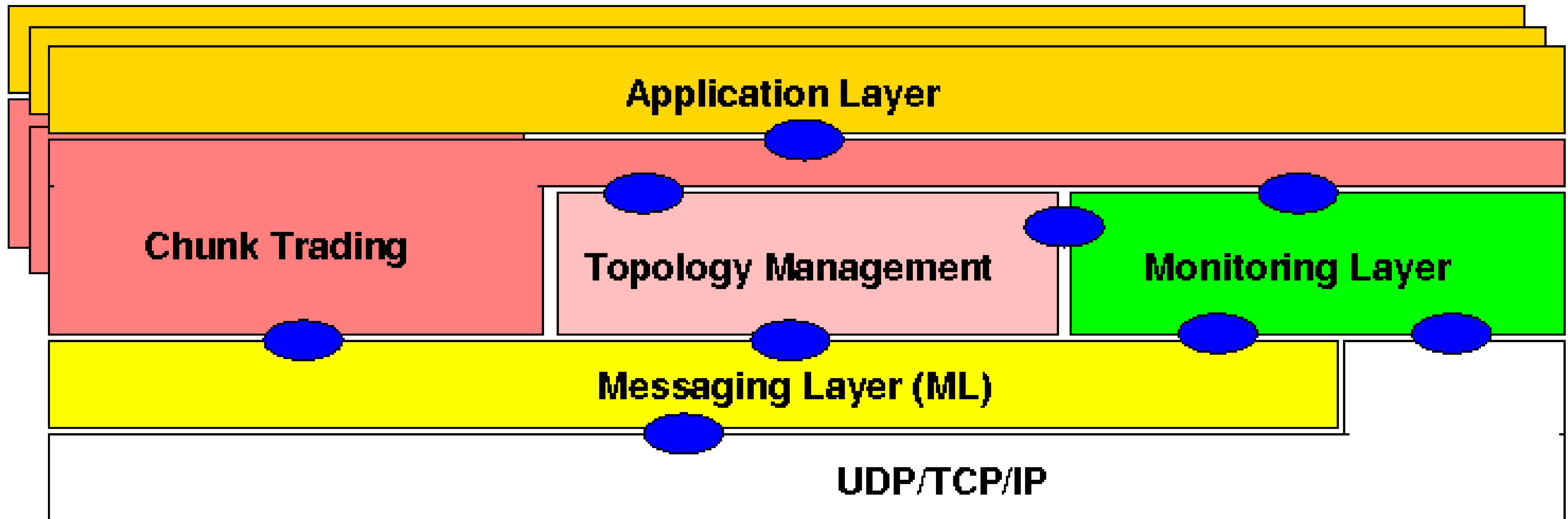


Network-cooperative P2P architecture

- Cooperation between network providers and P2P applications
 - for P2P-TV or live-streaming in general
- Explicitly targeting the optimization of the quality perceived by the users while minimizing the impact on the underlying transport network
 - empowering future P2P High Quality TV

P2P LIVE STREAMING ARCHITECTURE

High-Level Architecture Overview

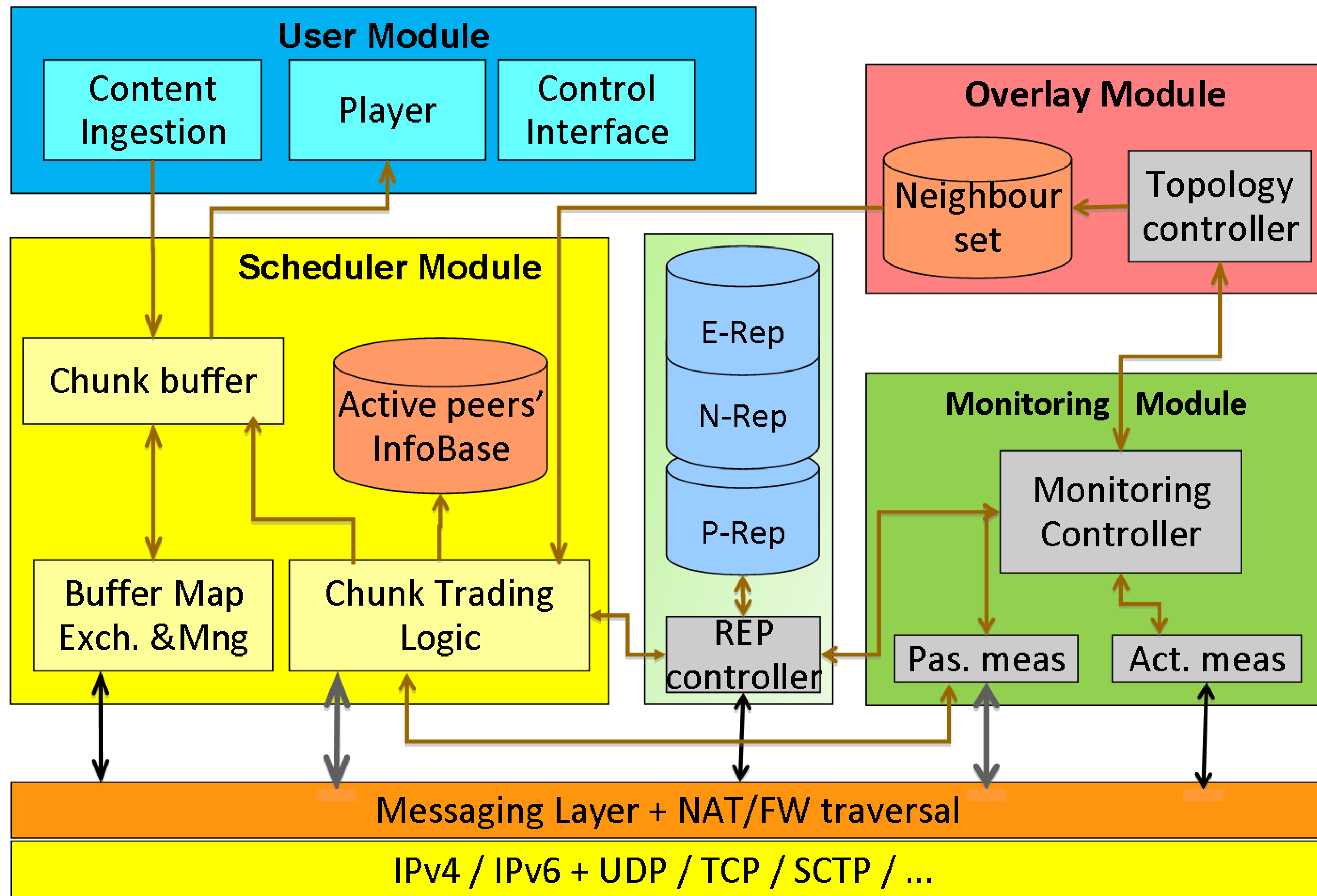


Design of core functional blocks of a generic peer

Distributed monitoring function

- Allows the application to continuously gather real time information on network conditions
- used to trigger reconfiguration of the overlay or to drive chunk scheduling

Detailed Architecture Overview



Topology Management and Chunk Trading

Neighbourhood database (green)

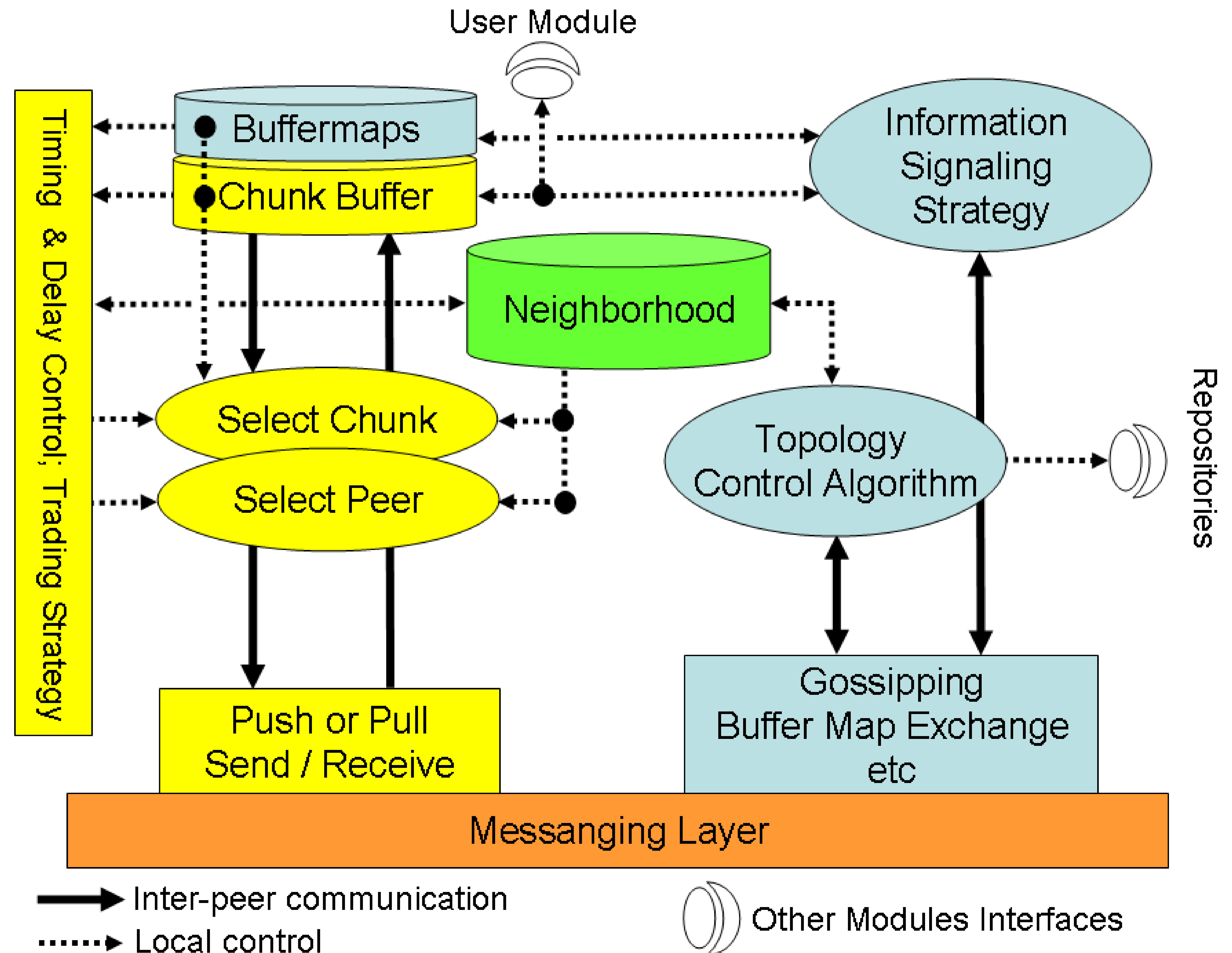
- Links to other peers
- Updated dynamically

Chunk scheduling (yellow)

- Local chunk buffer
- Chunk map exchange
- Push vs. Pull

Topology management (blue)

- Gossiping with other peers



Status Quo of Implementation

■ All features and logical blocks have been implemented

■ Development Toolkit GRAPES

- Generic Resource Aware P2P Environment for Streaming
- entirely written in C
 - reuse and linking with any language

■ Several P2P live streamers have been implemented

- exploring different algorithms and techniques

■ For QoE evaluation, PSNR (Peak Signal to Noise Ratio) Tools have been developed

→ www.napa-wine.eu

IMPLICATIONS ON STANDARDISATION

Design Consideration for a PPSP Protocol (1)

Topology Management

- Tracker protocol must support goals of topology management
- Standardizing topology management algorithm?
 - probably out-of-scope for PPSP
 - Definition of information about the employed topology management and the exchange may be standardized within PPSP WG

Chunk Scheduling

- The PPSP protocol design should allow to operate either with a push or pull regime
 - Selection of push or pull being used in the PPSP system during runtime
 - probably out-of-scope for PPSP
- The PPSP protocol design should allow to employ multiple chunk scheduling algorithms with the same protocol

Design Consideration for a PPSP Protocol (2)

Monitoring Layer

- The PPSP protocol should allow the exchange of monitoring status information among peers

Messaging Layer

- The PPSP protocol should allow to negotiate or select different transport protocols, e.g., between plain TCP and LEDBAT
- The PPSP protocol or framework should support peers in NAT traversal

Interaction with ALTO

- The PPSP protocol should allow peers to interact with an ALTO server and to retrieve ALTO information
- The PPSP protocol should enable the use of ALTO information in peer selection

Conclusion

- EU project NAPA-WINE designed and implemented a P2P Live Streaming Architecture
 - Composed of different layers with dedicated functionality
 - Overlay topology management and chunk scheduling are key components of P2P Live Streaming clients
- draft-seedorf-ppsp-design-considerations-01
 - Describes the NAPA-WINE architecture
 - Highlights key implications for standardization, based on our experience in designing and implementing a P2P live streaming system
- **We believe that these key design considerations we derived based on our architecture will be important input to the PPSP working group for standardizing a P2P live streaming protocol**

ACKNOWLEDGEMENT

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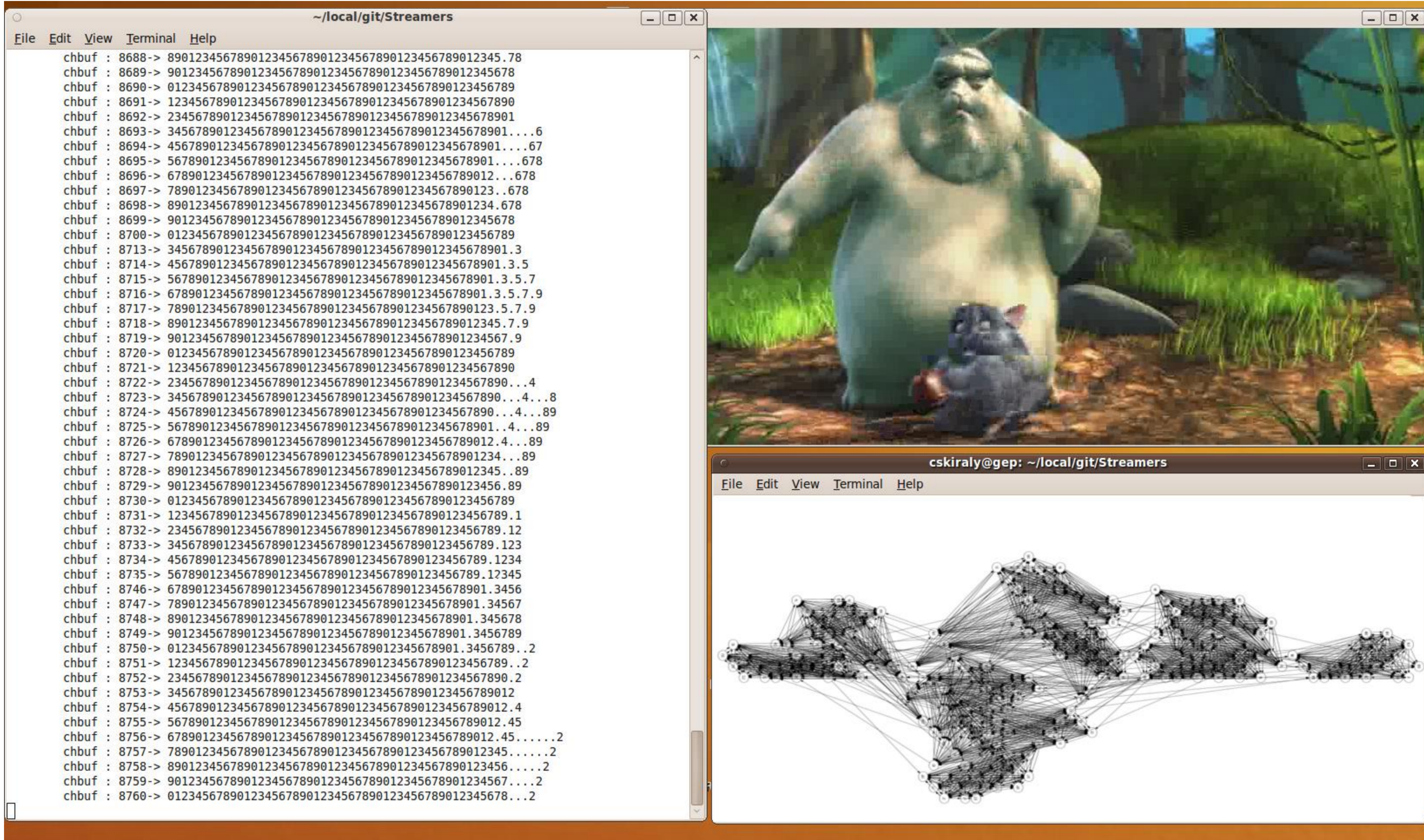
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APPENDIX: SCREENSHOTS OF THE NAPA-WINE SOFTWARE

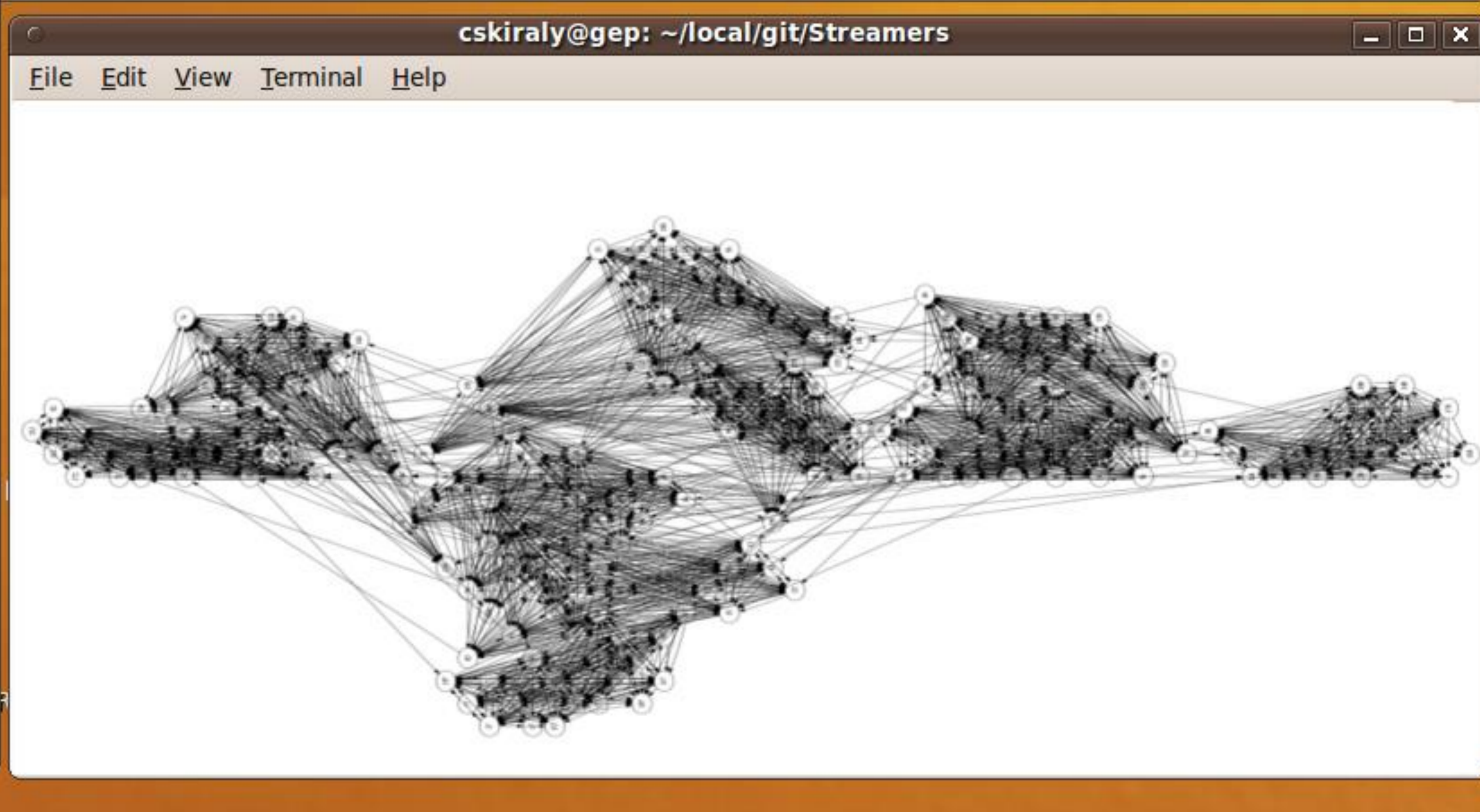

Screenshots (1)



The image displays two screenshots of a terminal window. The left screenshot shows a list of commands and their outputs, all consisting of long alphanumeric strings. The right screenshot shows a 3D rendered scene of a large, white, bear-like creature sitting in a forest, with a small blue cat-like creature sitting on its lap. Below the 3D scene is another terminal window showing a complex network graph visualization.

```
~/local/git/Streamers
File Edit View Terminal Help
chbuf : 8688-> 890123456789012345678901234567890123456789012345.78
chbuf : 8689-> 90123456789012345678901234567890123456789012345678
chbuf : 8690-> 01234567890123456789012345678901234567890123456789
chbuf : 8691-> 12345678901234567890123456789012345678901234567890
chbuf : 8692-> 23456789012345678901234567890123456789012345678901
chbuf : 8693-> 3456789012345678901234567890123456789012345678901...6
chbuf : 8694-> 456789012345678901234567890123456789012345678901...67
chbuf : 8695-> 56789012345678901234567890123456789012345678901...678
chbuf : 8696-> 67890123456789012345678901234567890123456789012...678
chbuf : 8697-> 78901234567890123456789012345678901234567890123...678
chbuf : 8698-> 89012345678901234567890123456789012345678901234...678
chbuf : 8699-> 90123456789012345678901234567890123456789012345678
chbuf : 8700-> 01234567890123456789012345678901234567890123456789
chbuf : 8713-> 3456789012345678901234567890123456789012345678901.3
chbuf : 8714-> 456789012345678901234567890123456789012345678901.3.5
chbuf : 8715-> 56789012345678901234567890123456789012345678901.3.5.7
chbuf : 8716-> 6789012345678901234567890123456789012345678901.3.5.7.9
chbuf : 8717-> 78901234567890123456789012345678901234567890123.5.7.9
chbuf : 8718-> 890123456789012345678901234567890123456789012345.7.9
chbuf : 8719-> 9012345678901234567890123456789012345678901234567.9
chbuf : 8720-> 01234567890123456789012345678901234567890123456789
chbuf : 8721-> 12345678901234567890123456789012345678901234567890
chbuf : 8722-> 2345678901234567890123456789012345678901234567890...4
chbuf : 8723-> 345678901234567890123456789012345678901234567890...4...8
chbuf : 8724-> 45678901234567890123456789012345678901234567890...4...89
chbuf : 8725-> 56789012345678901234567890123456789012345678901...4...89
chbuf : 8726-> 67890123456789012345678901234567890123456789012...4...89
chbuf : 8727-> 789012345678901234567890123456789012345678901234...89
chbuf : 8728-> 890123456789012345678901234567890123456789012345...89
chbuf : 8729-> 901234567890123456789012345678901234567890123456.89
chbuf : 8730-> 01234567890123456789012345678901234567890123456789
chbuf : 8731-> 1234567890123456789012345678901234567890123456789.1
chbuf : 8732-> 234567890123456789012345678901234567890123456789.12
chbuf : 8733-> 34567890123456789012345678901234567890123456789.123
chbuf : 8734-> 4567890123456789012345678901234567890123456789.1234
chbuf : 8735-> 567890123456789012345678901234567890123456789.12345
chbuf : 8746-> 6789012345678901234567890123456789012345678901.3456
chbuf : 8747-> 789012345678901234567890123456789012345678901.34567
chbuf : 8748-> 89012345678901234567890123456789012345678901.345678
chbuf : 8749-> 9012345678901234567890123456789012345678901.3456789
chbuf : 8750-> 012345678901234567890123456789012345678901.3456789...2
chbuf : 8751-> 1234567890123456789012345678901234567890123456789...2
chbuf : 8752-> 2345678901234567890123456789012345678901234567890.2
chbuf : 8753-> 34567890123456789012345678901234567890123456789012
chbuf : 8754-> 4567890123456789012345678901234567890123456789012.4
chbuf : 8755-> 567890123456789012345678901234567890123456789012.45
chbuf : 8756-> 67890123456789012345678901234567890123456789012.45...2
chbuf : 8757-> 7890123456789012345678901234567890123456789012345...2
chbuf : 8758-> 8901234567890123456789012345678901234567890123456...2
chbuf : 8759-> 9012345678901234567890123456789012345678901234567...2
chbuf : 8760-> 0123456789012345678901234567890123456789012345678...2
```

cskiraly@gep: ~/local/git/Streamers
File Edit View Terminal Help



Screenshots (2)

The screenshot displays the NAPA-WINE Swarm Visualization interface, which is a network monitoring tool. It features a main window with a network graph and a sidebar with detailed information and channel lists.

Network Graph: The main window shows a network graph with nodes representing peers and edges representing connections. The nodes are labeled with their names and peer counts: Turin (5), Paris (4), Heidelberg (2), Budapest (3), Trento (5), and Poland (9). The graph shows a complex network of connections between these nodes.

Channel Details Table: The sidebar displays a table of channel details, including channel names, record counts, and independent peer counts.

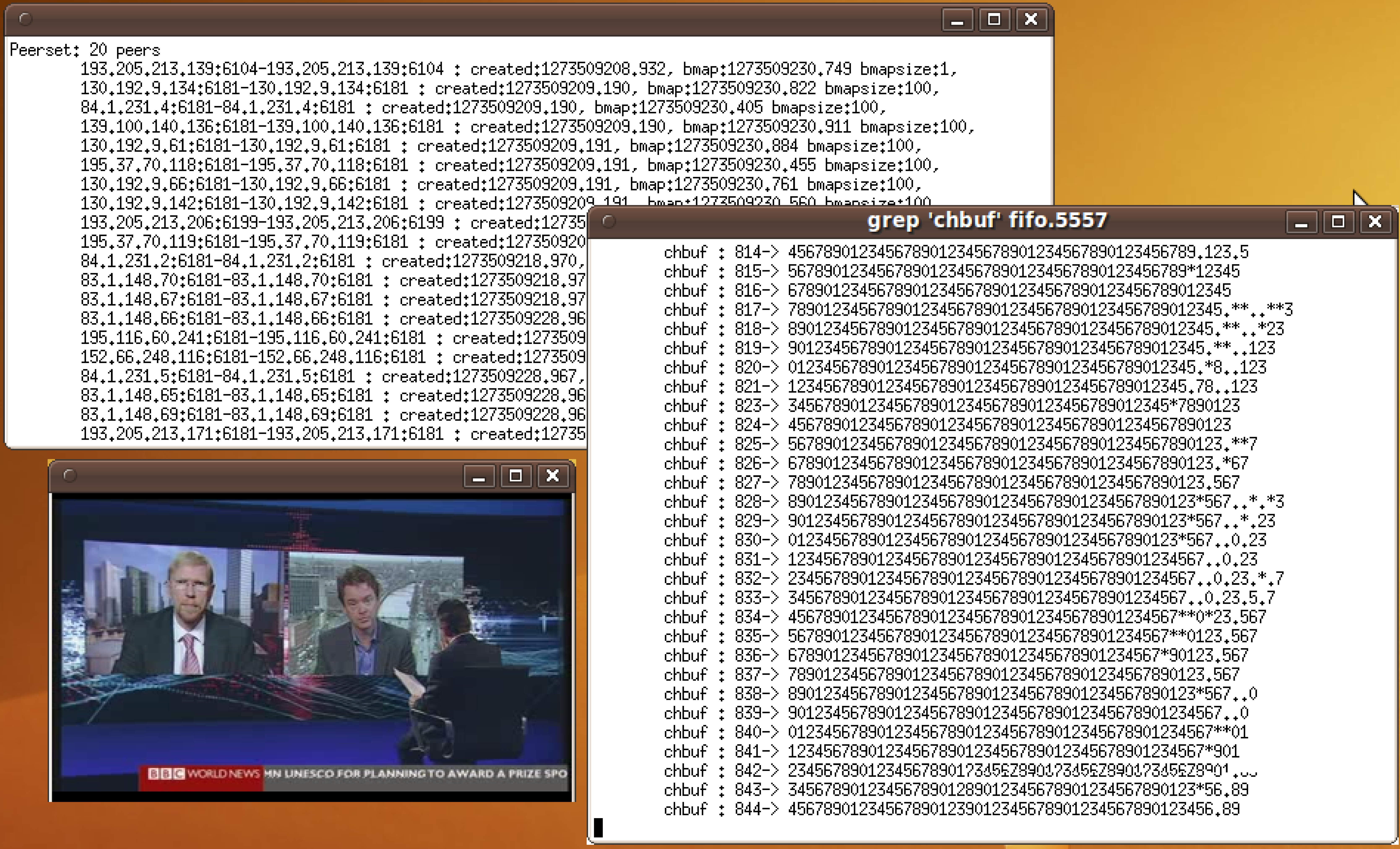
Channel name	Record count	Independent peer count
DemoTV-B	284384	38
PolitoSource3	940	6
DemoTV-C	271447	40
DemoTV2	179	1
OfferStreamer4	539	3
DemoTV-A	355138	32
UL_BBC	74	2
UL_local	7	2
PolitoSource	94	5

Peer Information: The sidebar also displays detailed information for a selected peer, Trento. The information includes PeerID, Weight, Loss, Country, Province/State, City, ZIP-Code, AS number, Coordinates, and Last seen. It also lists various measurements such as NeighSize, RoundTripDelay, RxChunkAll rate, LossRate, TxBytesChunkPsec, TxChunks rate, TxBytesSigPsec, RxChunks rate, RxChunks sum, HopCount, ChunksPlayed rate, ChunksPlayed sum, and TxChunkAll rate.

Channel List: The sidebar also displays a table of channel details, including channel names, record counts, and independent peer counts.

Server Status: The bottom of the sidebar displays server status information, including the start time (2010-05-10 11:03:44), uptime (0 day(s) 6 hour(s) 46 minute(s) 36 second(s)), and the last delete occurred at (2010-05-10 17:50:16).

Screenshots (3)



Screenshots (4)

