NADA Implementation in Mozilla Browser

draft-ietf-rmcat-nada-09

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Code Changes in Mozilla Repo

- Modified sender behavior:
 - Changes in ~/media/webrtc/trunk/webrtc/modules/bitrate_controller
 - Replaces default send_bandwidth_estimation.cc/h modules with nada_bandwidth_estimation.cc/h
 - Using relative RTT as the congestion signal, ignores packet loss, updates interval ~1 sec
- Unmodified receiver behavior:
- Added logging via existing WebRTC logging framework

Real-World Test: Setup

Client A

Bi-directional audiovisual calls via appr.tc



Firefox Nightly w/ modifications

- NADA bandwidth estimation
- maximum sending rate at 4Mbps
- Default video height: 720p
- Logging stats of outgoing flow in the NADA module



Client B

Unmodified Chrome browser



Real-Life Test: Local Session

Client A:

- Location: Austin, Texas
- Internet connection: home WiFi

Client B:

- Location: Austin, Texas
- Internet connection: home WiFi
- Both clients connect to the Internet via the same home WiFi AP
- * Base RTT: ~1ms



Real-Life Test: Remote Session within US

Client A:

- Location: Austin, Texas
- Internet connection: enterprise office

Client B:

- Location: San Jose, California
- Internet connection: home WiFi

Base RTT: ~160ms



Real-Life Test: Remote Session across Atlantic

Client A:

- Location: Austin, Texas, USA
- Internet connection: enterprise office

Client B:

- Location: Lausanne, Switzerland
- Internet connection: home WiFi

Base RTT: ~235ms



Summary of Observations

- Over ideal uncontested scenarios:
 - Ramp up to maximum rate within 15ms
 - Sending rate dips briefly due to occasional RTT spikes (~50 ms) but recovers quickly
- Over remote connections:

 - Otherwise sustains maximum streaming rate with random fluctuations
- Overall, fairly robust to high RTTs and high FB intervals lacksquare

Reacts to RTT spikes over 500ms by dropping rate to minimum and recovers more slowly (~100 s)

Next Steps

- Integrate with new FB format so that congestion control signal is based on relative one-way delay values, as described in draft
- Experiment with the impact of different FB intervals
- Add logging on loss statistics and experiment over lossy links