

# Adapting the Transport Stream Bit Rate to Ensure Service Continuity

*VidTrans 2019*


*Adi Rozenberg, CTO*


# Presentation Outline



- Problem description
- Diverse path
- Dynamic load share over diverse path
- Source bit rate adaptation
- Source bit rate adaptation with dynamic load share
- SPTS distribution to multiple destinations
- MPTS distribution to multiple destinations
- Future work
- Q&A


# Problem Description


-  Data networks
  - Lost packets are recovered by ARQ
  - Packet jitter is eliminated by a jitter buffer
  - No solution for bandwidth fluctuations


-  Bandwidth fluctuations
  - Packet traffic patterns
  - Network devices congestion
  - Link utilization


-  Solution must support
  - Point-to-Point contribution
  - Point-to-Multipoint distribution
  - SPTS and MPTS


# Diverse Path Solution – Hitless Redundancy

 The Sender sends duplicates of the stream to the Receiver via two (or more) paths

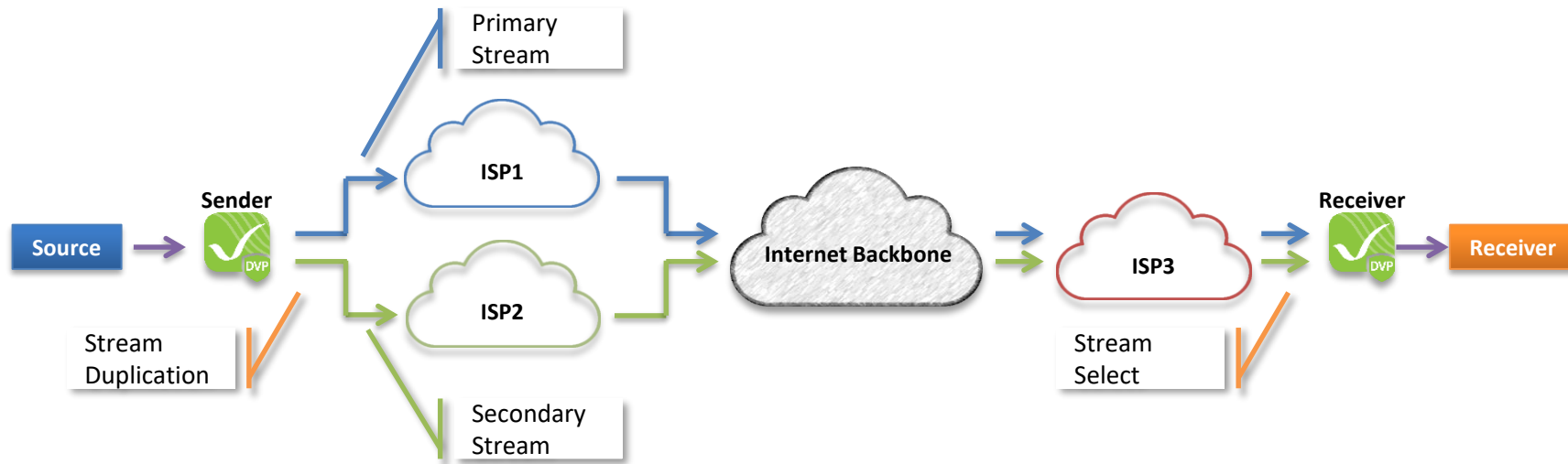
 The Sender connects, possibly to different ISPs or data networks, to ensure diversity

 The Receiver merges the two (or more) duplicates of the stream it receives into a single stream output

 The Receiver could connect via multiple paths to increase reliability even further

 Any bandwidth problem causing packets to drop in one path is compensated by the other path (or paths)

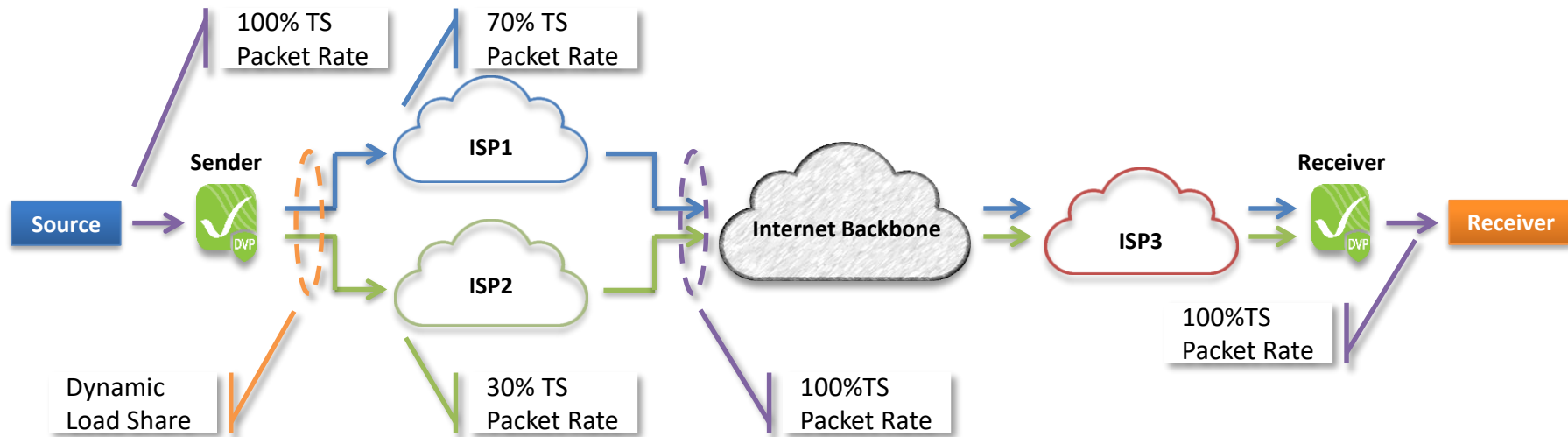
# Diverse Path – Hitless Redundancy



# Dynamic Load Share over Diverse Paths

- Stream duplication requires substantial amount of network resources
- Increasing the use of network resources increases bandwidth and packet loss problems
- The solution is to segregate the stream's bit rate to multiple paths and to compensate dynamically for the bit rate fluctuations of each one
- Packet loss in each path is recovered locally and can be used to recover lost packets from other paths as well
- The Receiver aggregates the stream bit rate from multiple paths
- This solution works as long as the total bit rate capacity of all paths is sufficient to carry the stream

# Dynamic Load Share over Diverse Paths



# Dynamic Load Share Added Value



## More reliable

- Lower packet rate in a path decreases the number of packet loss problems
- Multiple paths allow to divert traffic from a faulty paths or ISP's to other paths



## More stable

- The Sender can prioritize traffic through higher SLA paths
- Very slim chance that a problem will happen in all paths at the same time

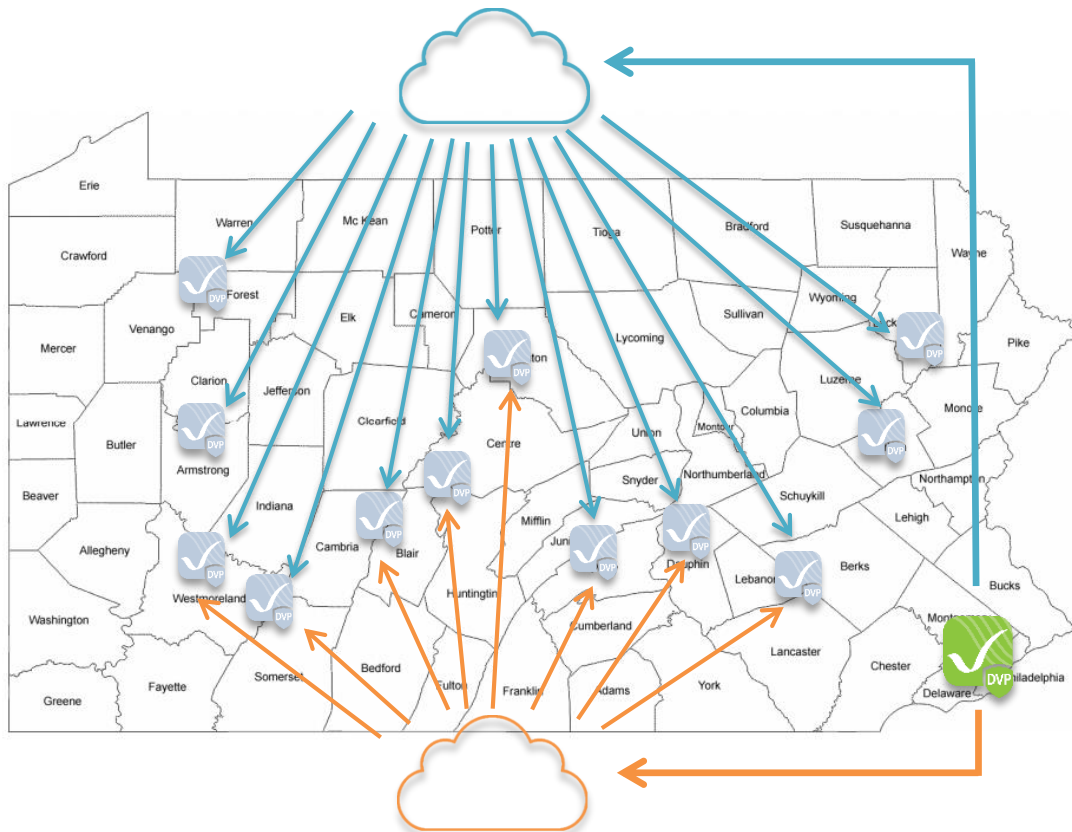


## More complete

- Complete path redundancy solution
- Can be extended to path and equipment redundancy solution



# Dynamic Load Share Application Example



# Source Bit Rate Adaptation

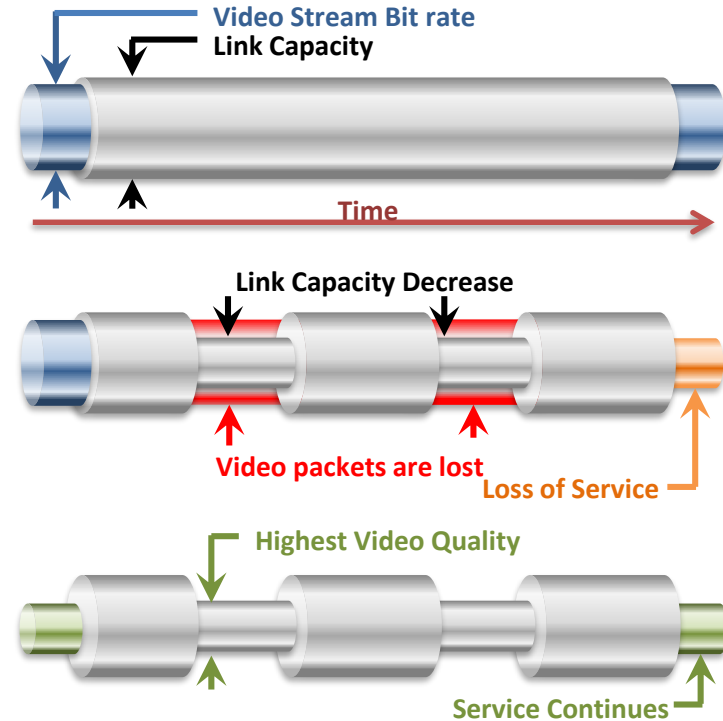
WHAT TO DO WHEN THE NETWORK'S BIT RATE  
DROPS BELOW THE STREAM'S BIT RATE?

# Understanding the Problem

Extremely hard to predict bit rate fluctuations as they are depending on the network's behavior

ARQ cannot protect against a drop in link capacity. In fact, ARQ's behavior intensifies the problem by creating a camelback effect that leads to a loss of service

The only solution is to adapt the transport stream's bit rate to the network's capacity in real time



# Source Adaptation



Despite of using diverse path and load share, bit rate capacity can be lower than the stream's bit rate due to network problems or unexpected traffic load



Keep on pushing an 8 Mbps stream through a 6 Mbps connection means losing 25% of the stream's packets → No video



The only option to continue the service is to give up some video quality and to lower the stream's bit rate in real time to fit the network's bit rate








Adapting the bit rate in the Sender gives the best performance. Source adaptation is achieved by either changing the stream's bit rate or by selecting a different stream source



The innovation behind bit rate adaptation is to lower the bit rate on time. A greater innovation is to increase it when the network's capacity is back


# The Contribution Eco System


-  Command an encoder that is capable of changing the video rate on-the-fly, while keeping a constant transport stream rate
-  The encoder shall accept external commands via NMS, REST, or HTTP and shall change the video rate without a stream reset
-  Use NULL packets suppression to reduce the output packet rate while maintaining constant transport stream rate
-  Use ARQ to recover lost packets as well as to create a protection budget in order to push for the highest video quality (bit rate) possible
-  This technique is detailed in VideoFlow's patent US9781488B2


# Encoder Video Bit Rate Adaptation




# Adapting The Video Rate to the Network Bit Rate


 The Sender and Receiver have a bi-directional link (RTCP) and use ARQ for lost packets recovery

 The Receiver sends lost packets event reports and general stream bit rate statistics

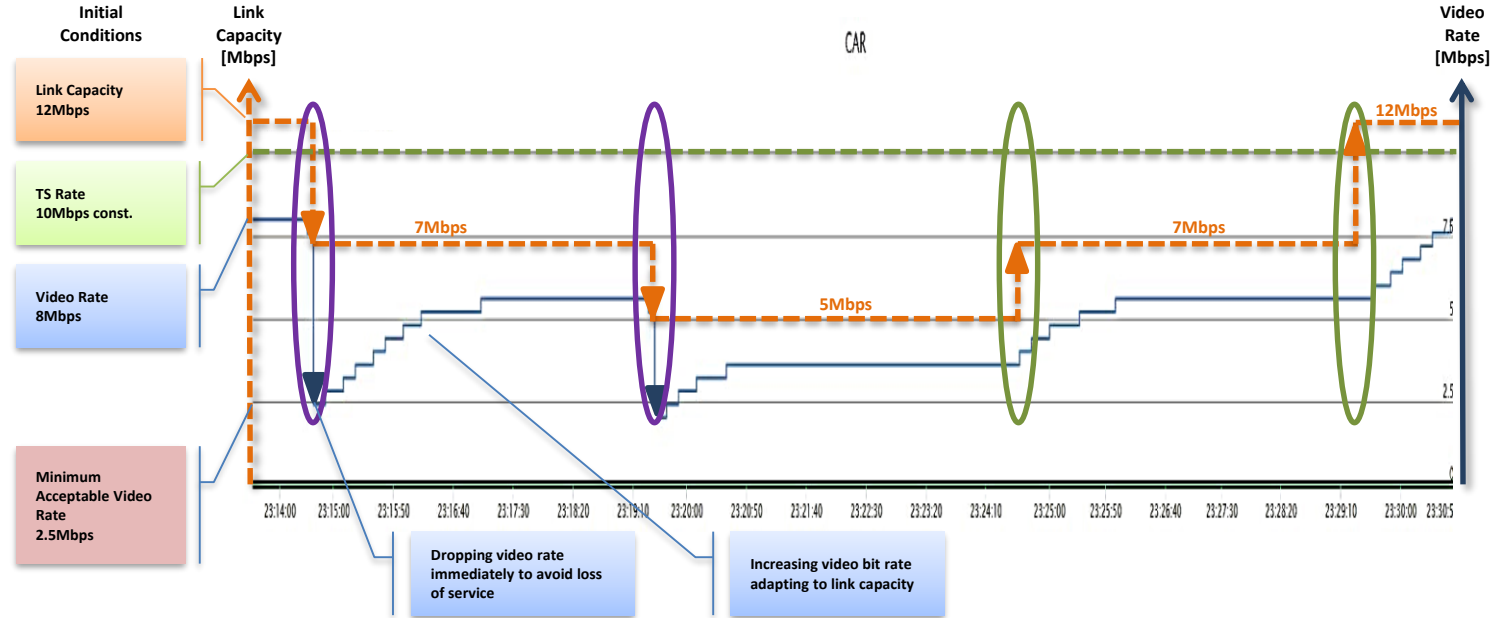
 The Sender monitors the lost packets event reports against its buffer occupancy to determine if there is enough headroom to recover all lost packets (protection budget)

 If there is no headroom, the Sender commands the encoder to lower the bitrate

 The Sender sends probing beacons in parallel to the stream and waits for the Receiver's reports to analyze the effect of the beacons


 Upon receiving several consecutive reports with no loss events the Sender will command the encoder to increase the bit rate one step at a time until reaching the optimal rate

# Rate Adaptation Example






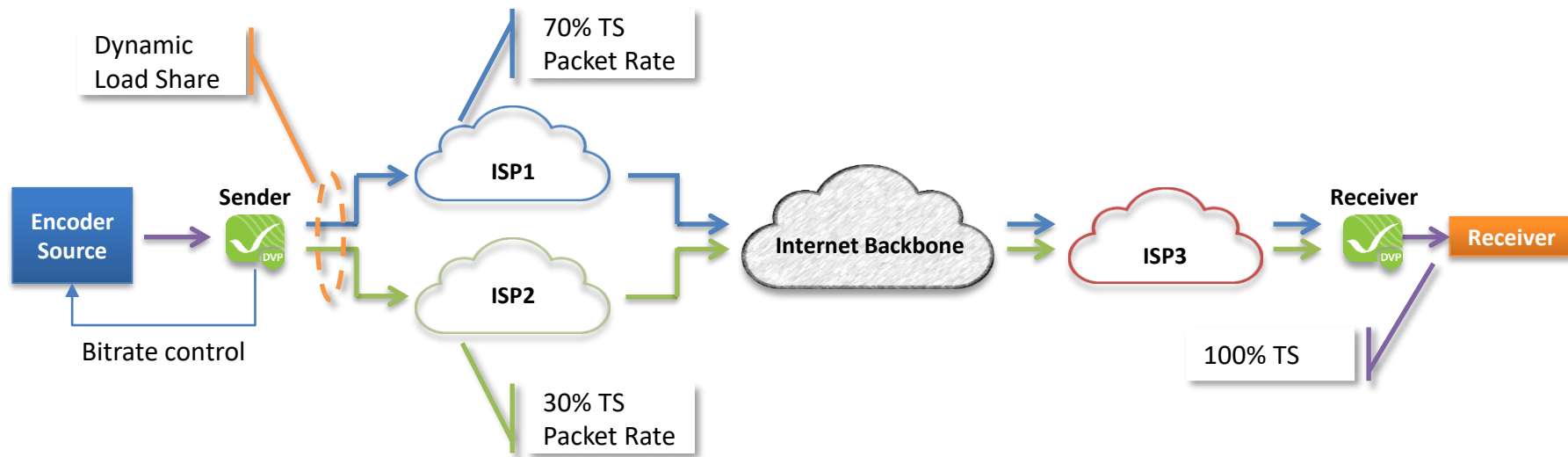
# Source Adaptation with Dynamic Load Share

 Adding dynamic load share to source adaptation will increase reliability

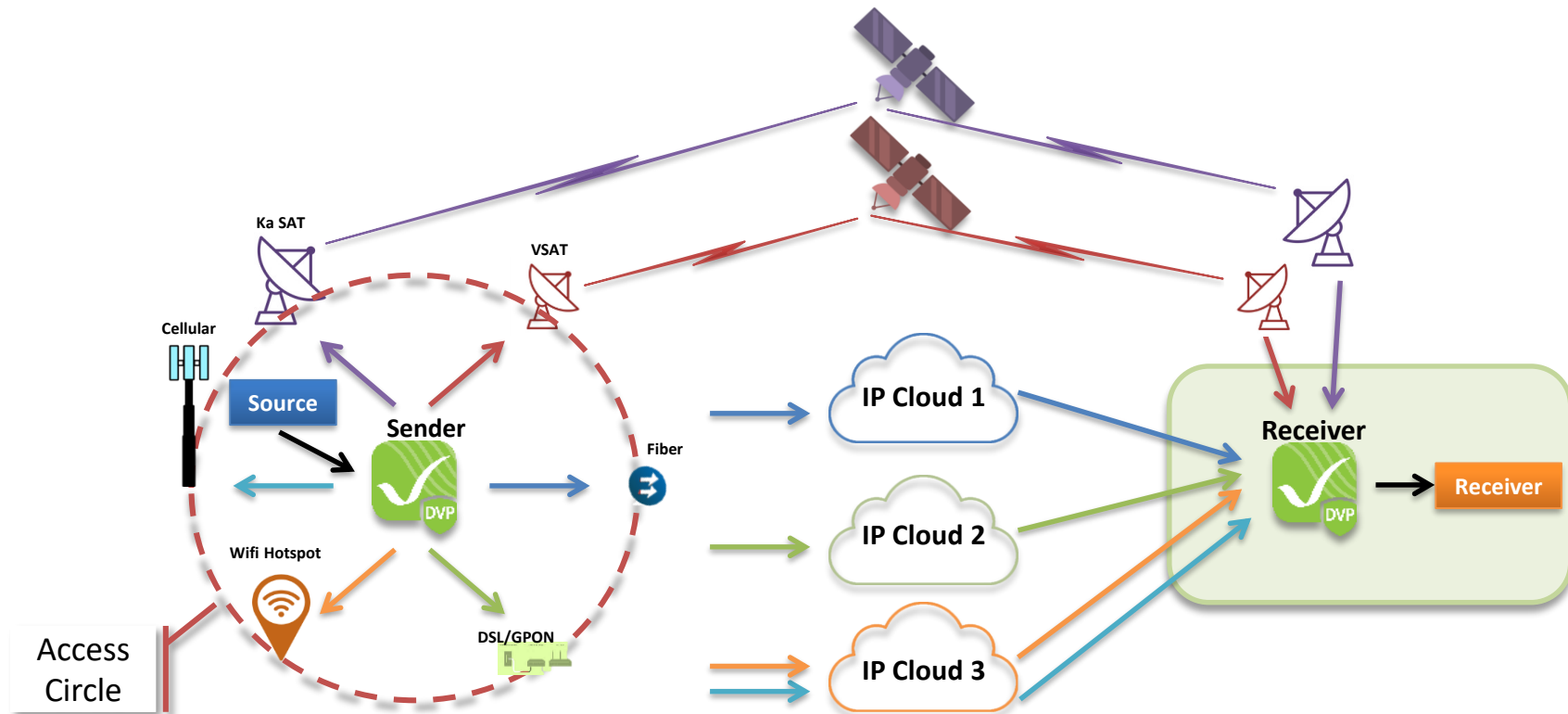
- The rate adaptation algorithm kicks in only when the Sender reports it has no headroom to guarantee error-free video
- The source is continuously adapted in real time to the network's capacity
- The Sender continuously sends probing beacons on all paths to find the highest possible bit rate

 Similar to cellular bonding but with professional broadcast equipment

# Source Adaptation with Dynamic Load Share



# Outside Broadcast Application Example



# How to Adapt In Case of Multiple Destinations



Point to multipoint is more challenging

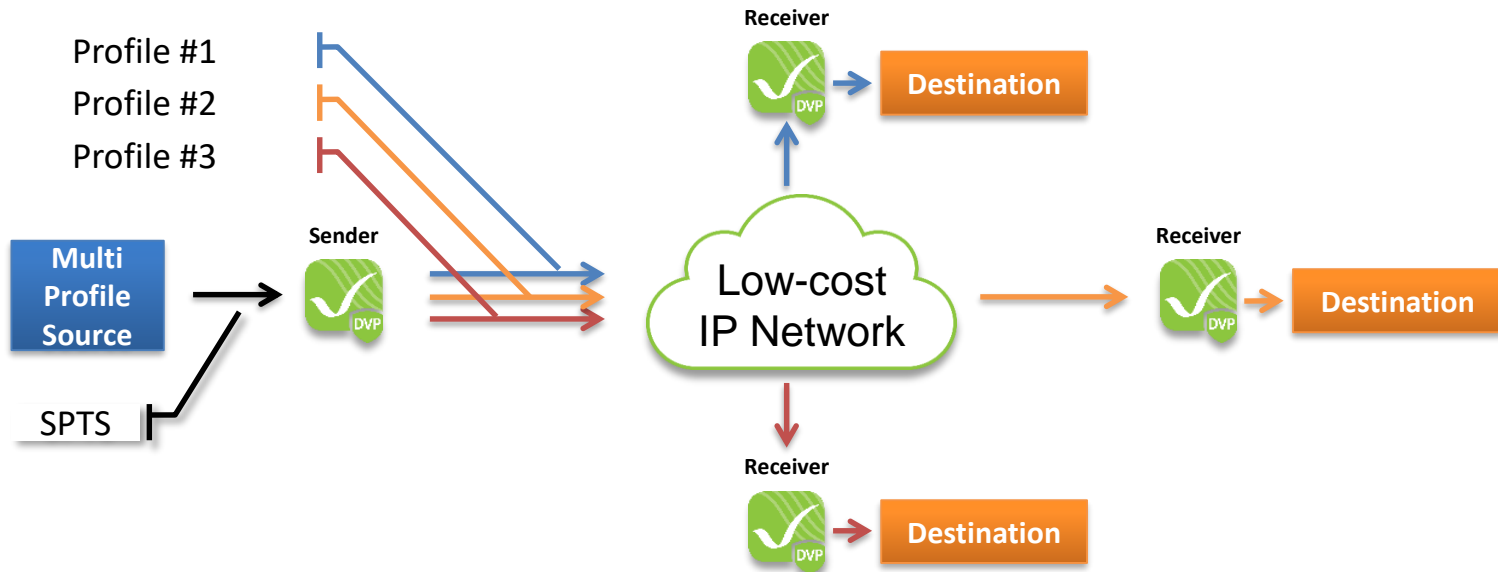
- Each destination has its own unique path behavior
- Encoder per destination can be a solution, but a very expensive one
- A single encoder for all destinations will force using the bit rate dictated by the destination with the lowest bit rate connection



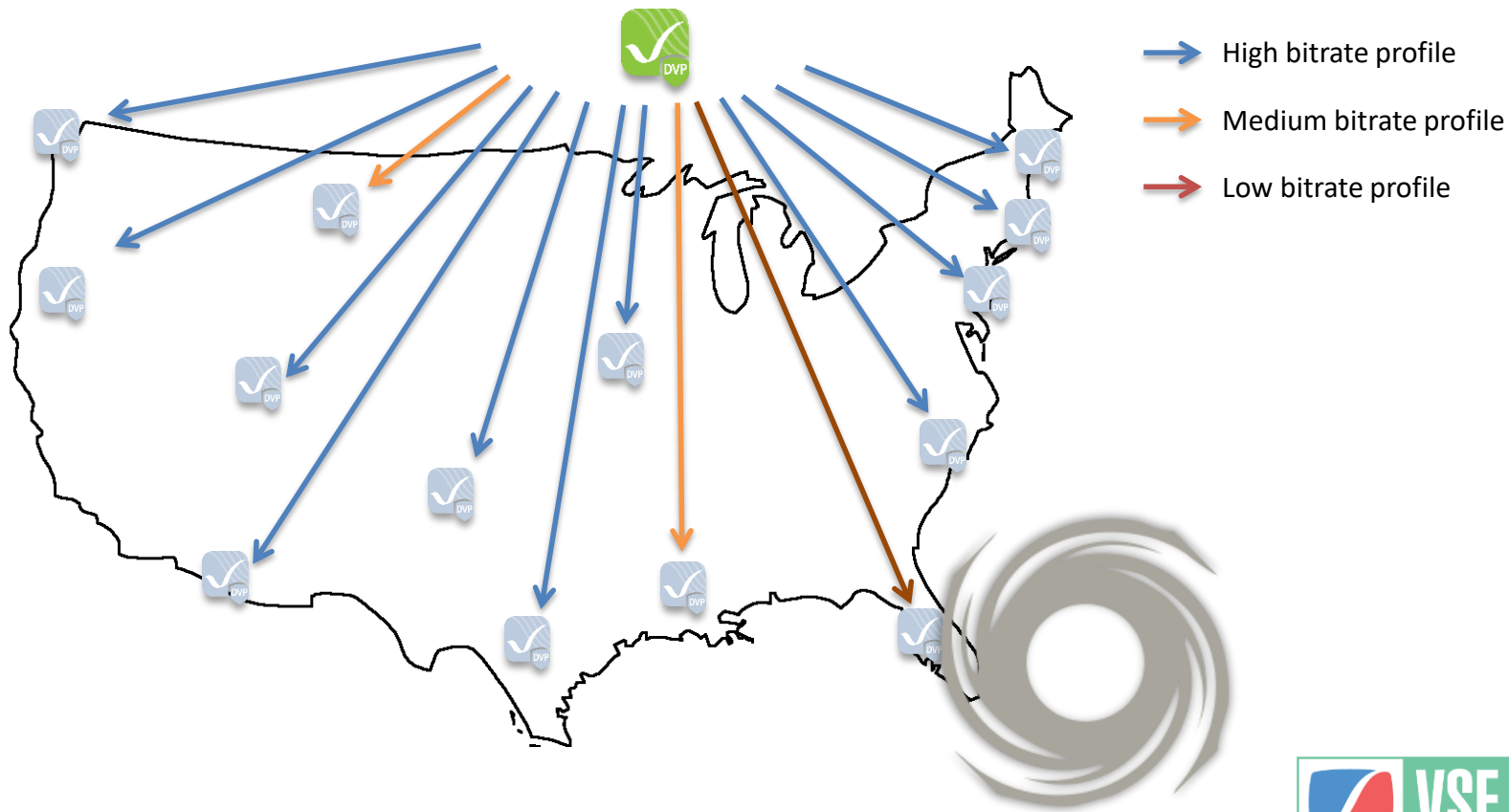
VideoFlow have a solution

- Use a probing algorithm per destination
- Create a “virtual source” per destination by using multiple synchronized profiles (similar to HTTP adaptive origin server)
- Select a profile per destination independent of the other destinations according to its path bit rate
- Detailed in VideoFlow patent number US9565482B1





# Multi Profile Distribution Solution




# Multi Profile Distribution During a Hurricane





# MPTS Dynamic Adaptation

-  MPTS is common in satellite as well as in dense delivery of streams
-  Replacing a Satellite link, creating a backup or disaster recovery to one or more locations requires means to adapt the MPTS bit rate
-  Creating MPTS profiles and switching between them could break the internal structure of the programs in the MPTS
-  The transport stream bit rate must be constant as Receivers are expecting a fixed rate (CBR) transport stream with the same PAT/PMT


# Adapting MPTS

 Use the same network probing algorithm to test the bit rate in the path between the source and the destination

 Attach a priority level to each program in the MPTS to create a QoS list

 Analyze the PAT/PMT for the SID and PID of each program

 The bit rate of each program is measured in real time

 Changes to the network's bit rate determines which programs will be dropped or added according to the QoS list



# Adapting MPTS



## Network bit rate drop

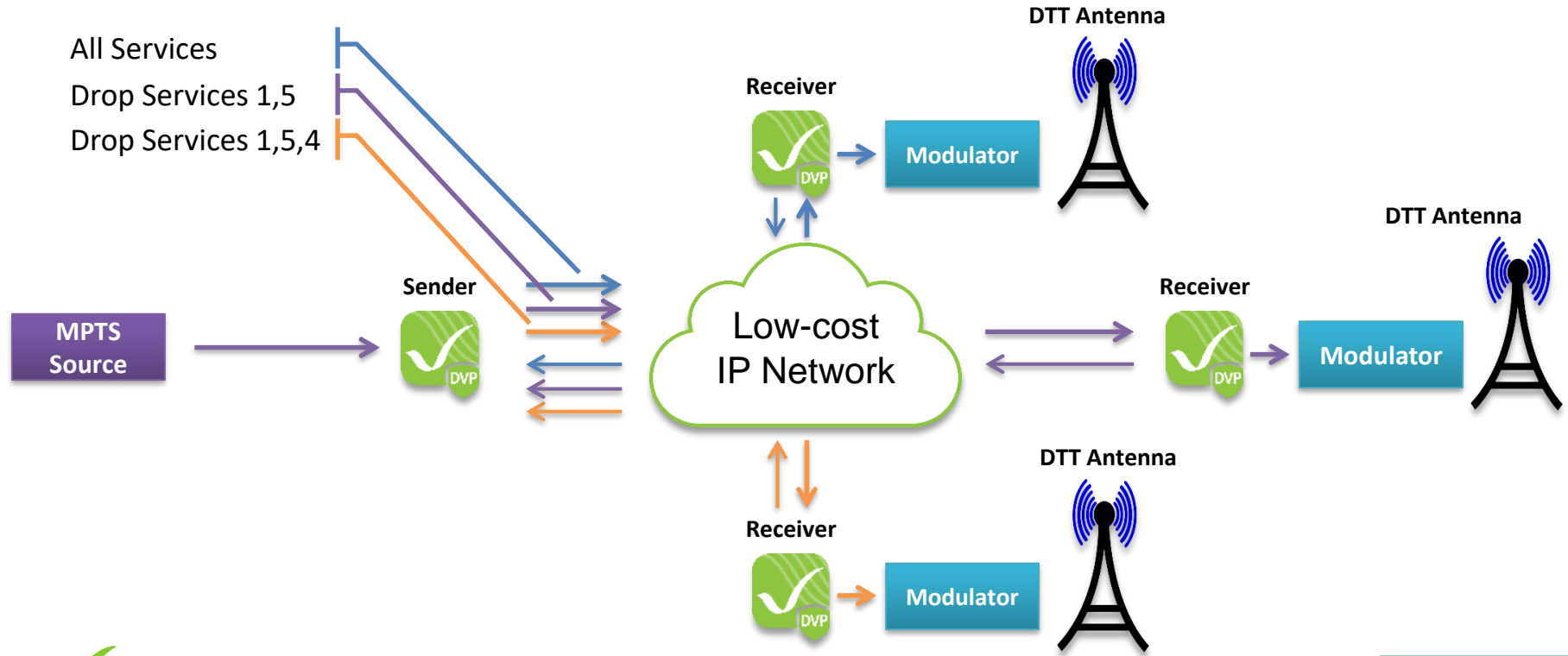
- PIDs are scanned based on the QoS list
- Selects the program or programs to remove according to the priority level
- Nullify the program by replacing its packets with NULL packets



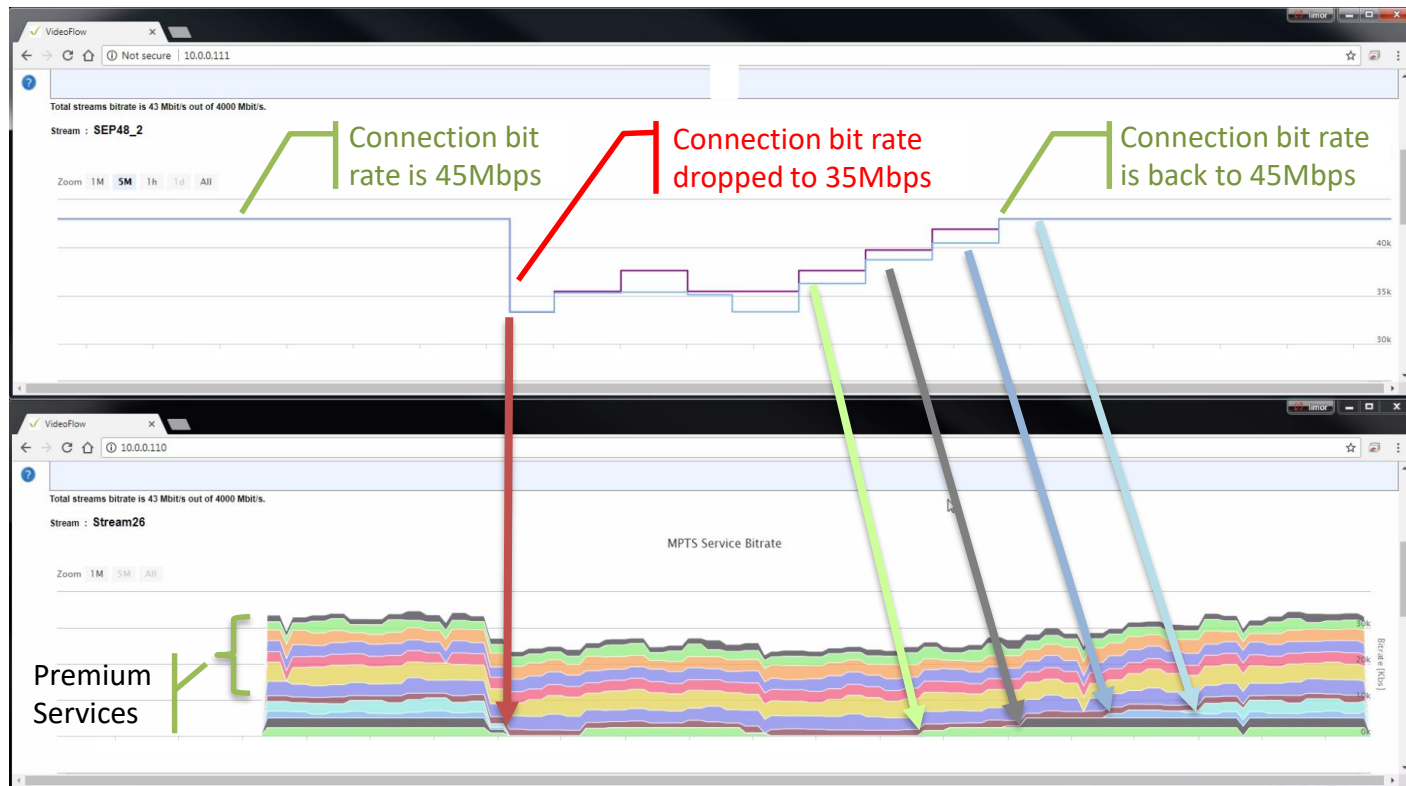
## Network bit rate increase

- PIDs are scanned based on the QoS list
- Selects the program or programs to add according to priority level
- Stops Nullify the program or programs


# Adapting MPTS to One or More Destinations



# MPTS Example



# Future Work

 VideoFlow proposes the RIST WG to adopt the techniques described in this presentation

 New activity for additional capabilities based on these techniques

# Questions?

Adi Rozenberg

[adi.rozenberg@video-flow.com](mailto:adi.rozenberg@video-flow.com)

