Tweaking ECP Performance: A libRIST Deep Dive IDDDRIST

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Tweaking ECP Performance: A libRIST Deep Dive:

Who is SipRadius and what is libRIST and what do you mean by ECP ...

ECP = "Error Correction Protocol" = RIST, SRT, DOZER, etc.





Who are we:



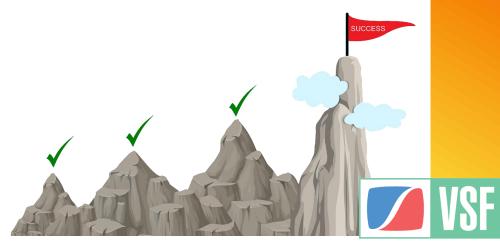
- + Creators and maintainers of Coral-Linux
- + 11+ Years creating network transport products for the broadcast industry.
- + Entered the ECP arena 7 years ago with the creation of the patented DOZER protocol.

What is libRIST **libRIST**

- + An open source library used to easily add the RIST protocol to your application or appliance.
- + Inherited 7 years of knowhow from SipRadius' Dozer protocol.
- + Mature, production ready solution with no strings attached (commercial use is allowed and free)

What We'll Discuss Today

- + LibRIST major features
- + Why makes it different that other ECP solutions
- + Live Demo/Stress Test



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libRIST, one year later

675 commits after initial public release ...

- + Reaching Most Platforms
 - Intel x64, ARM, AWS, Azure, VMWare
 - linux, Windows, Darwin, IOS, Android
- + Performs at levels beyond many commercial protocols.
- + Just released v0.2.0, being integrated into VLC 4.0 and ffmpeg 4.3

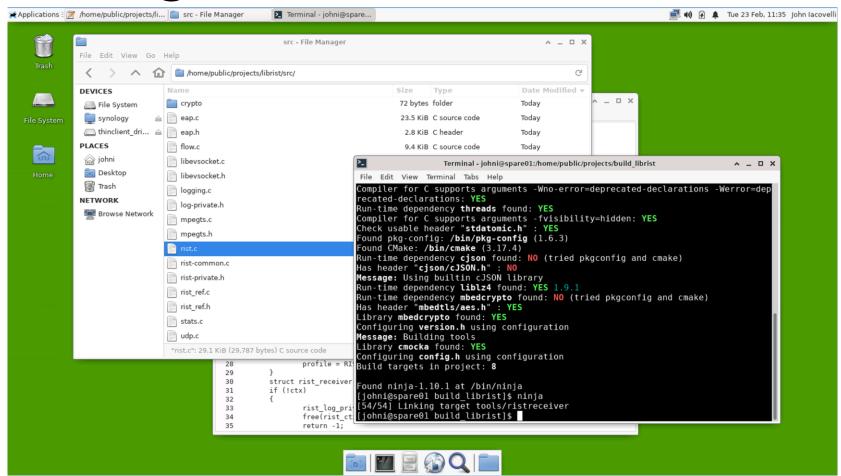
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Reaching More Platforms





Building libRIST in a linux desktop





libRIST in Microsoft Visual Studio

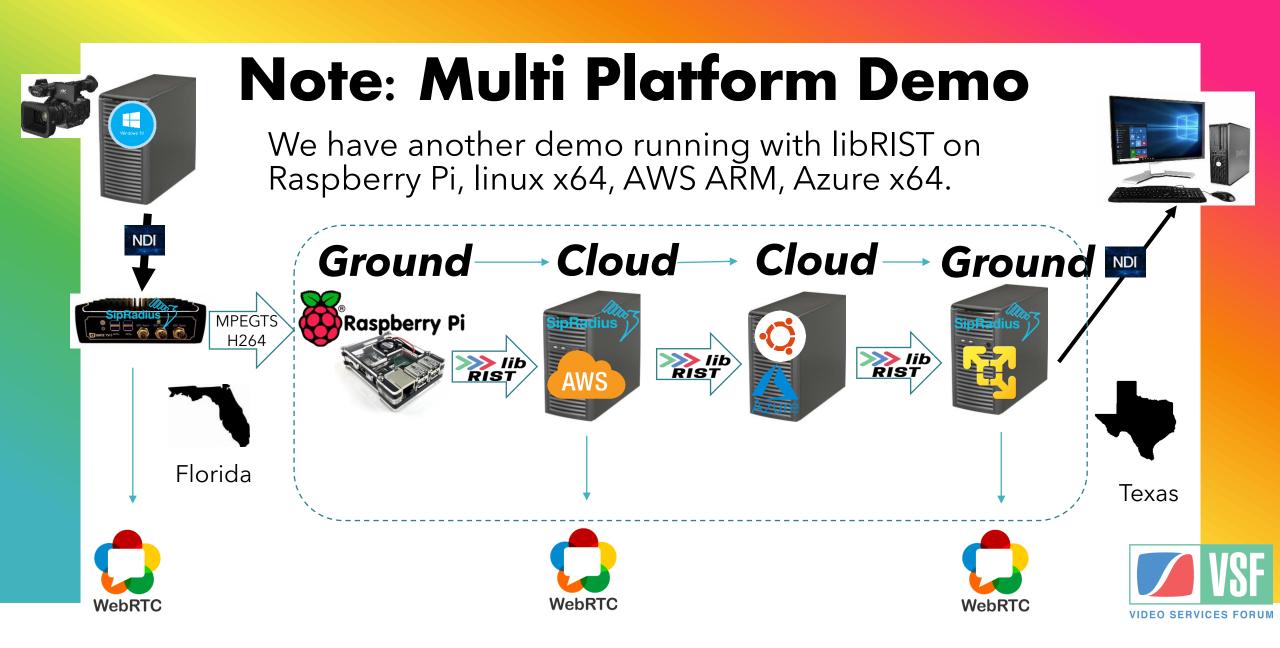
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LibRIST in AWS ARM (Gravitron)

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Source dir: /home/fedora/Documents/projects/librist			
Build dir: /home/fedora/Documents/projects/build_librist			
Build type: native build			
Project name: libRIST			
Project version: 0.2.0			
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C linker for the host machine: cc ld.bfd 2.35-18			
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Host machine cpu: aarch64			
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Performance Gains

Why do we care?



Congestion Control

+ Many proprietary ECP solutions exist: Dozer, Zixi, LTN, Video Flow, SRT, NetInsight, etc ...

+ Many vendors have standarized and implemented RIST: SipRadius, Cobalt, VideoFlow, QVidium, NetInsight, Nevion, etc ...

+ They all work well under well behaved conditions (low packet loss and unlimited bandwidth)

Congestion Control

+ What happens when the network is not well behaved, i.e. internet links?

- Bursts of high packet loss > 20%
- Continuous packet loss of 50% or more (bonded solutions in which one or more legs go down).
- Total available bandwidth is < 20% above the transmission bitrate

+ This is where the different solutions and implementations diverge

Congestion Control - *lib* **RIST**

+ Implements internal QOS to control max bandwidth used.

+ Measures and uses round trip time (RTT)

+ Spread the retries over time to prevent network collapse (retry queue).

+ Double check data on retry queue before acting on it

Congestion Control - *lib* **RIST**

- Benefits
 - Less messages mean less congestion
 - Less congestion means more room for new and resent packets
 - QOS means your retry storms will not artificially collapse your links

How Do We Measure Gains?

- + Increased ability to withstand random packet loss and corruption under limited bandwidth constraints
 - Previously: no frame drops or corruption up to just under 50% continuous loss
 - Improved performance: up to nearly 70%, which we'll see in the demo, in a short while...

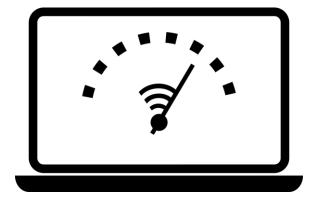


Summarizing the Tweaks

- + Most approaches that we know of rely on statistical data being transmitted from client to receiver and vice-versa (RTCP has data for it).
- + Our approach is to do it *before* the data aggregation step.
- + It may be more work, but the CPU usage for libRIST is so low, there's plenty of leeway.



Demo/Stress Test





SipRadius Emulation Platform

- + Core™ i7 Six NIC Fanless Mini PC
- + Coral OS linux
- + Product: Linkem (link emulator)





(Switch to Demo)



Summary/Conclusion

- + libRIST compiles and runs on most platforms
- + Code improvements and maintenance are ongoing, focused on efficiency, and meticulously tested
- + As a FOSS project, libRIST benefits a wide range of people, organizations and uses



Ib RIST

Thank You



