

Tweaking ECP Performance: A libRIST Deep Dive

lib >>> *RIST*

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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.



lib >>> ***RIST***

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.

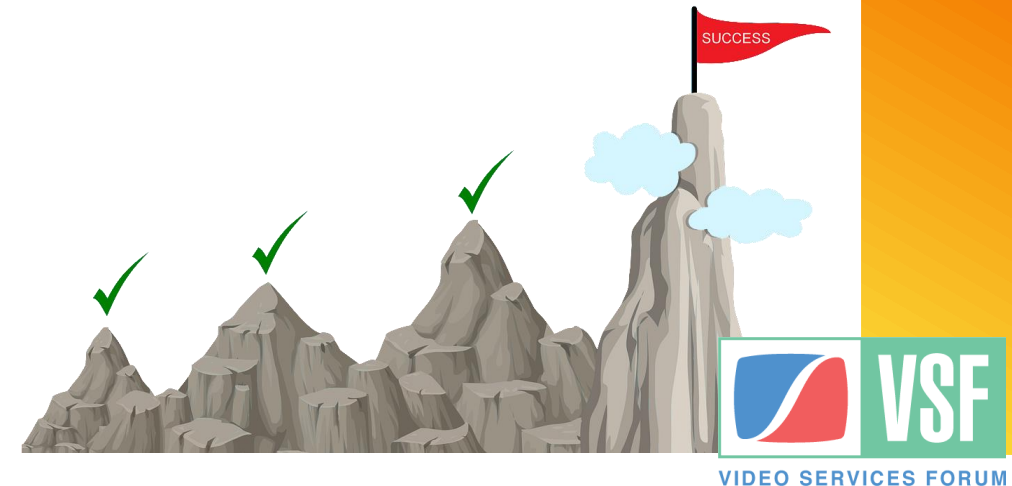
What is libRIST



- + An open source library used to easily add the RIST protocol to your application or appliance.
- + Inherited 7 years of know-how 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



libRIST, one year later

675 commits after initial public release ...

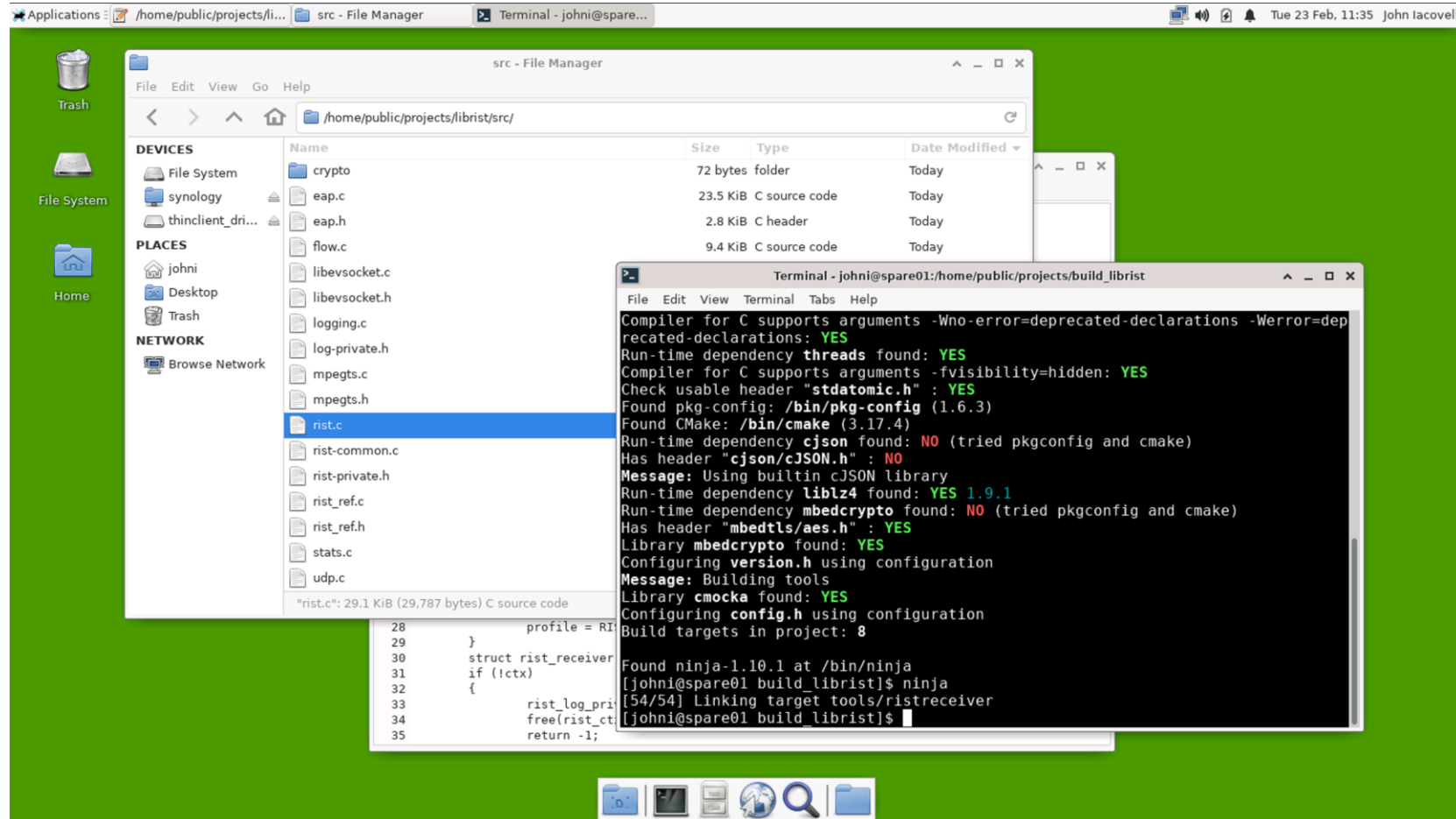
- + Reaching Most Platforms
 - Intel x64, ARM, AWS, Azure, VMWare
 - linux, Windows, Darwin, IOS, Android
- + Performs at levels beyond many commercial protocols.
- + Just released v0.2.0, being integrated into VLC 4.0 and ffmpeg 4.3



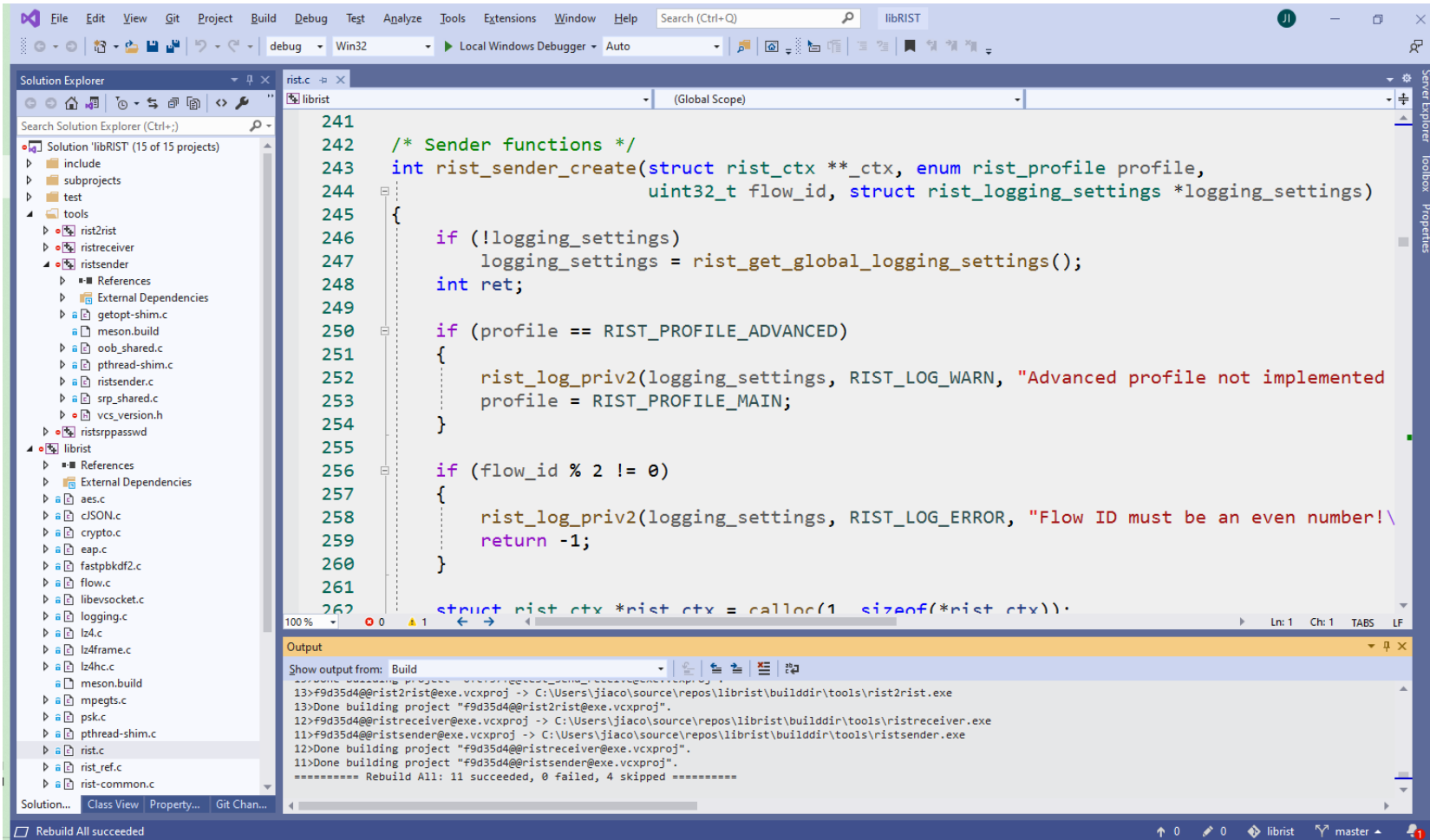
Reaching More Platforms



Building libRIST in a linux desktop



libRIST in *Microsoft Visual Studio*

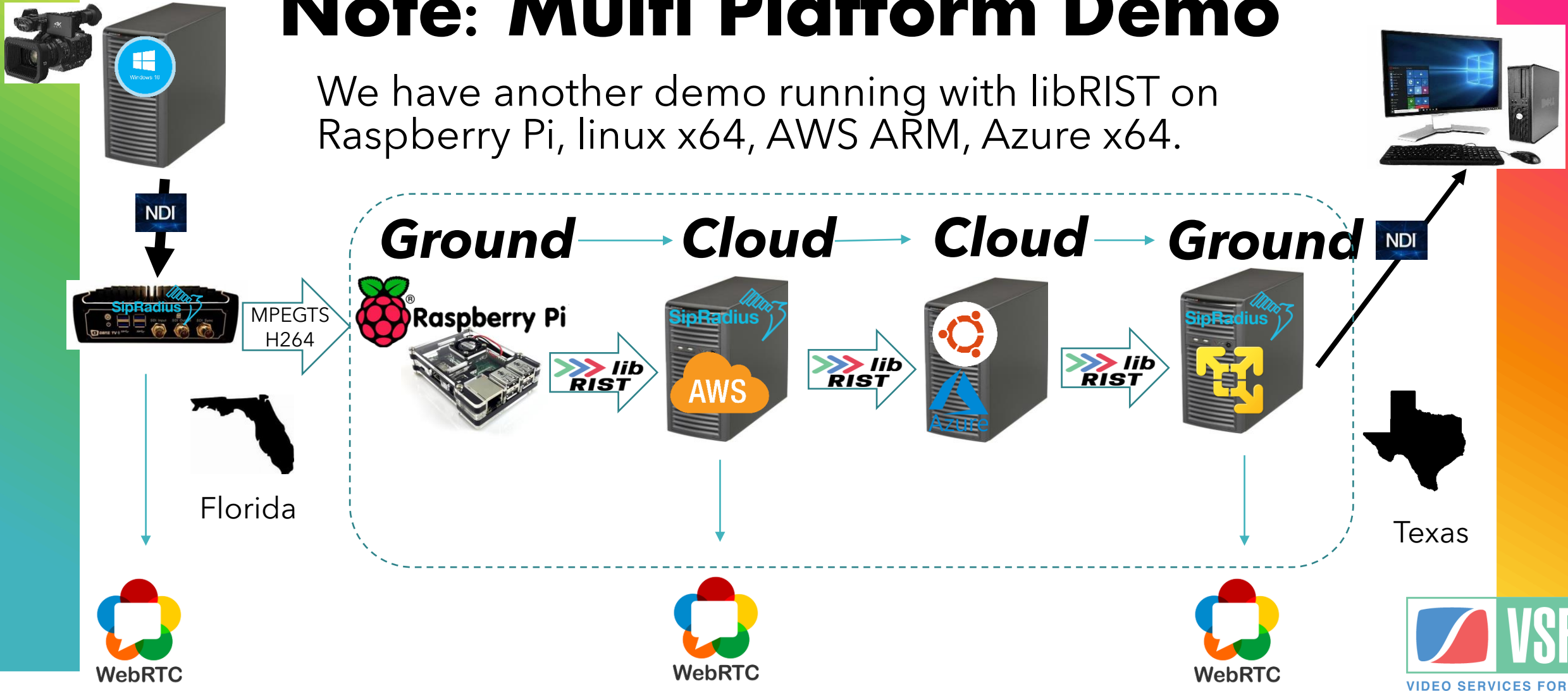


LibRIST in AWS ARM (Graviton)

```
Windows PowerShell
[fedora@ip-172-31-88-12 build_librist]$ meson ../librist --reconfigure
The Meson build system
Version: 0.55.3
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
C compiler for the host machine: cc (gcc 10.2.1 "cc (GCC) 10.2.1 20201125 (Red Hat 10.2.1-9)")
C linker for the host machine: cc ld.bfd 2.35-18
Host machine cpu family: aarch64
Host machine cpu: aarch64
Check usable header "linux/if_alg.h" : YES (cached)
Checking for function "clock_gettime" : YES (cached)
Compiler for C supports arguments -Wundef: YES (cached)
Compiler for C supports arguments -Werror=vla: YES (cached)
Compiler for C supports arguments -Wno-maybe-uninitialized -Wmaybe-uninitialized: YES (cached)
Compiler for C supports arguments -Wno-missing-field-initializers -Wmissing-field-initializers: YES (cached)
Compiler for C supports arguments -Wno-unused-parameter -Wunused-parameter: YES (cached)
Compiler for C supports arguments -Wshorten-64-to-32: NO (cached)
Compiler for C supports arguments -Watomic-implicit-seq-cst: NO (cached)
Compiler for C supports arguments -Wunused-parameter: YES (cached)
Compiler for C supports arguments -Wmaybe-uninitialized: YES (cached)
Compiler for C supports arguments -Wno-error=deprecated-declarations -Werror=deprecated-declarations: YES (cached)
Dependency threads found: YES unknown (cached)
Compiler for C supports arguments -fvisibility=hidden: YES (cached)
Check usable header "stdatomic.h" : YES (cached)
Found pkg-config: /usr/bin/pkg-config (1.7.3)
Found CMake: /usr/bin/cmake (3.18.4)
Run-time dependency cJSON found: NO (tried pkgconfig and cmake)
```

Note: Multi Platform Demo

We have another demo running with libRIST on Raspberry Pi, linux x64, AWS ARM, Azure x64.



Performance Gains



Why do we care?

Congestion Control

- + Many proprietary ECP solutions exist: Dozer, Zixi, LTN, Video Flow, SRT, NetInsight, etc ...
- + Many vendors have standardized 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*

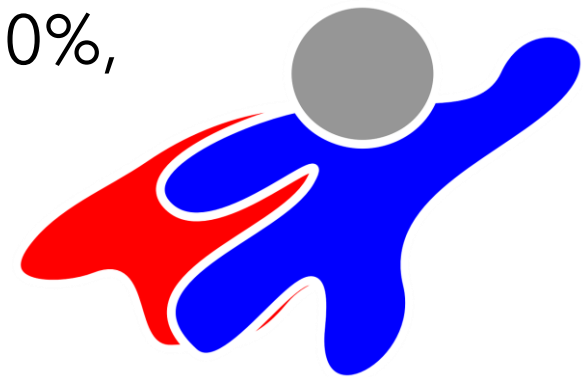
- + Implements internal QOS to control max bandwidth used.
- + Measures and uses round trip time (RTT)
- + Spread the retries over time to prevent network collapse (retry queue).
- + Double check data on retry queue before acting on it

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?

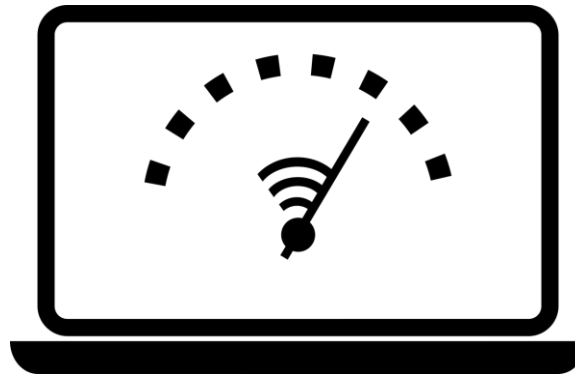
- + Increased ability to withstand random packet loss and corruption under limited bandwidth constraints
 - Previously: no frame drops or corruption up to just under 50% continuous loss
 - Improved performance: up to nearly 70%, which we'll see in the demo, in a short while...



Summarizing the Tweaks

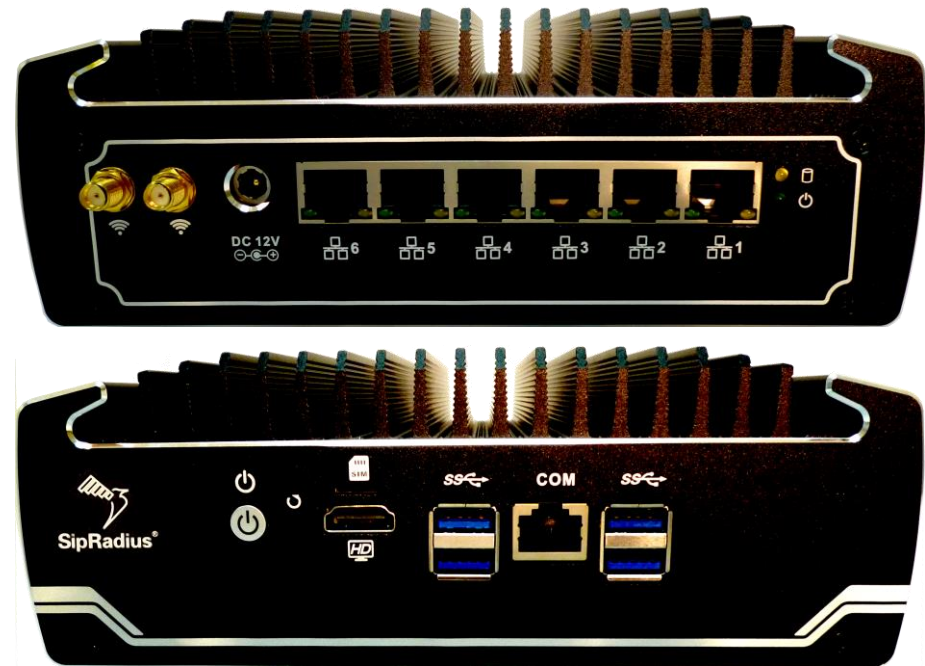
- + Most approaches that we know of rely on statistical data being transmitted from client to receiver and vice-versa (RTCP has data for it).
- + Our approach is to do it *before* the data aggregation step.
- + It may be more work, but the CPU usage for libRIST is so low, there's plenty of leeway.

Demo/Stress Test



SipRadius Emulation Platform

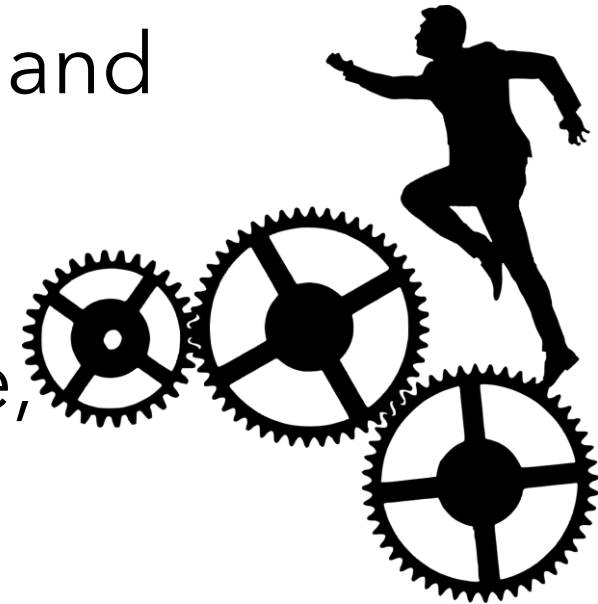
- + Core™ i7 Six NIC
Fanless Mini PC
- + Coral OS linux
- + Product: Linkem
(link emulator)



[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



lib»»*RIST*

Thank You

