
QoS Control of Video Streams Using Quality Objects and the CORBA Audio/Video Service

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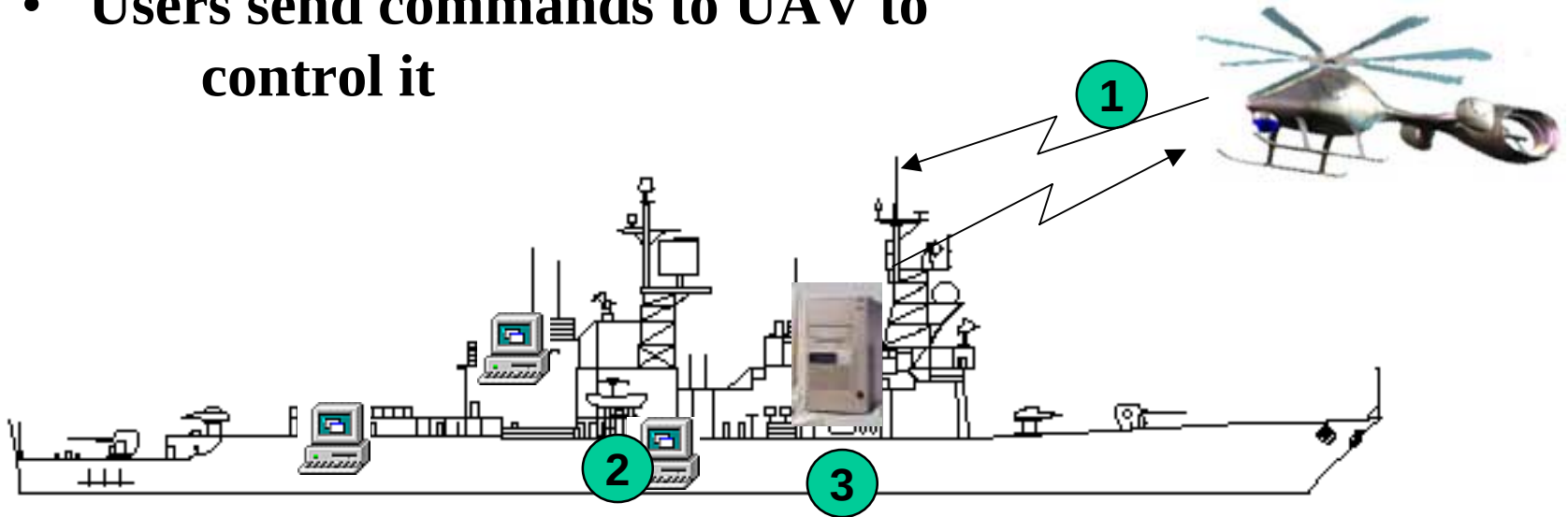
Unmanned Air Vehicle

uav.navair.navy.mil/home.htm



Prototype Architecture

- **Video feed from off-board source (UAV)**
- **Distributor sends video to hosts on ship's network**
- **Users' hosts receive video and display it**
- **Users send commands to UAV to control it**



Why is Adaptation Necessary?

- Limited resources
 - CPU and network bandwidth are shared by many applications, not just video
 - Some applications are of higher priority than others, so it becomes necessary to adapt in response to scheduling and resource management decisions

UAV adaptive tactics

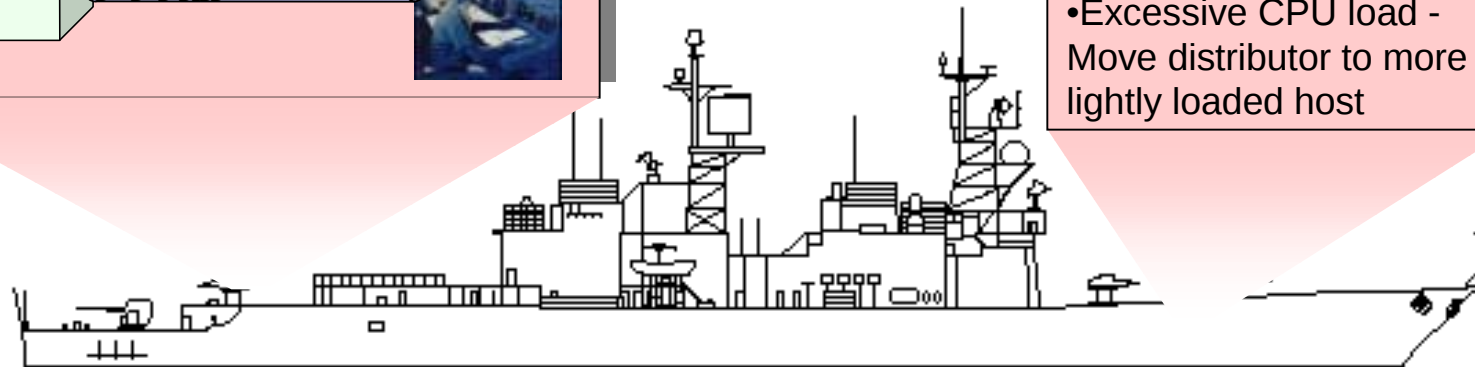
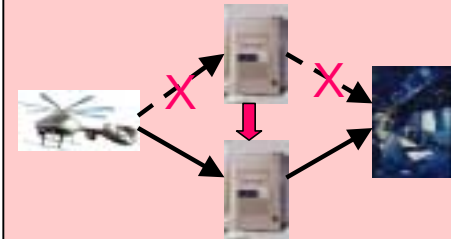
NETWORK RESERVATION

- Under excessive Network load - Use IntServ/DiffServ to reserve bandwidth



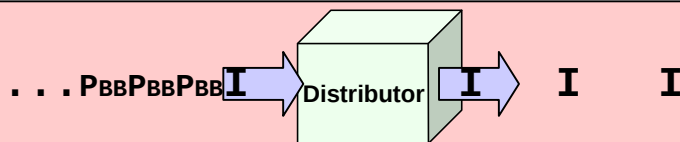
LOAD BALANCING

- Excessive CPU load - Move distributor to more lightly loaded host



DATA FILTERING

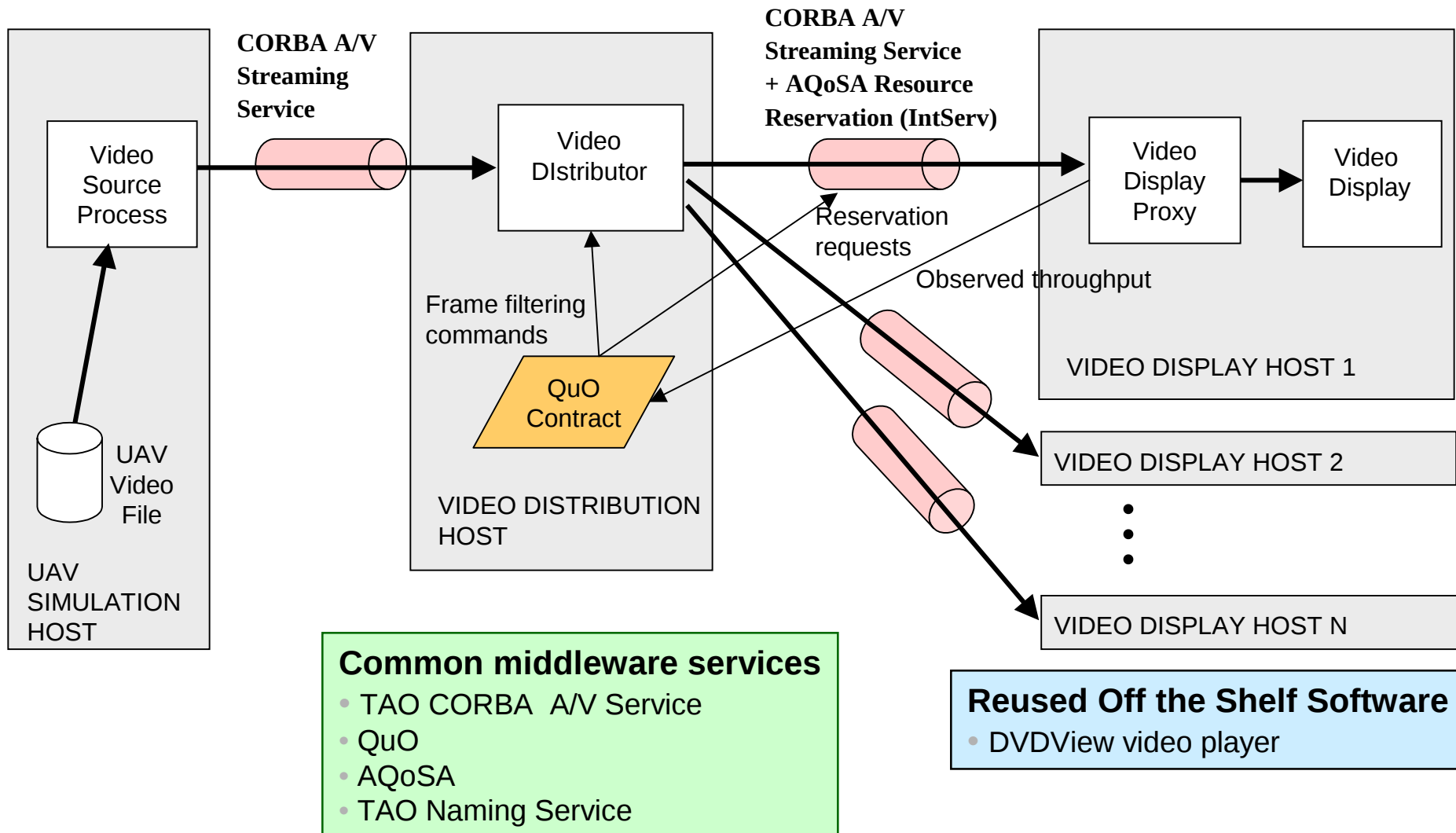
- Excessive network or CPU load - Drop frames



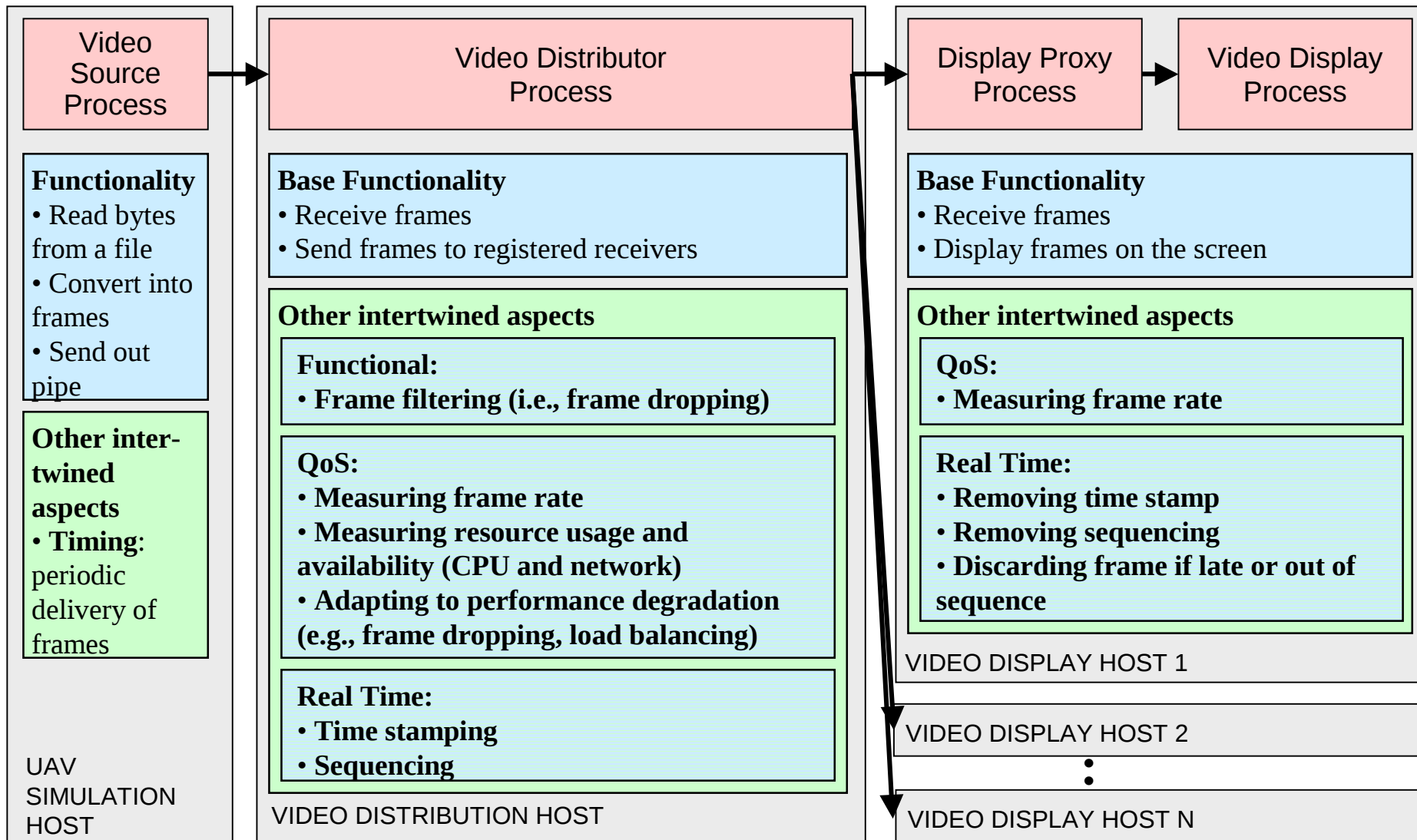
Why use a Framework?

- Quality Objects (QuO)
 - provides higher level programming model for specifying application-level QoS
- CORBA Audio/Video Service
 - abstracts away network programming concerns such as connection management
- ACE QoS API (AQoSA)
 - uniform API for QoS (RSVP, GQoS)

UAV application design



Functionality of the UAV architecture



Quality Objects (QuO)

- **Provides a higher level programming model for specifying application QoS**
 - operating regions specified in QuO Contracts
 - transitions between regions trigger adaptive behaviors
- **Support for different middleware architectures**
 - CORBA (Java and C++)
 - Java RMI
 - local method call

Specifying QoS behaviors with QuO

C++ Application Code

```
class Sender
{
public:
    // Constructor
    Sender(void);
    // Method to initialize the various data components.
    int init (int argc, char **argv, CORBA::Environment &);
    // Method to pace and send data from a file.
    int pace_data (CORBA::Environment &);
    // Accessor to the connection manager.
    Connection_Manager &connection_manager (void);
    // Amount of debugging info to print out: 0 = none, 10 = lots
    int debug_level;
private:
    // Method to parse the command line arguments.
    ...
};

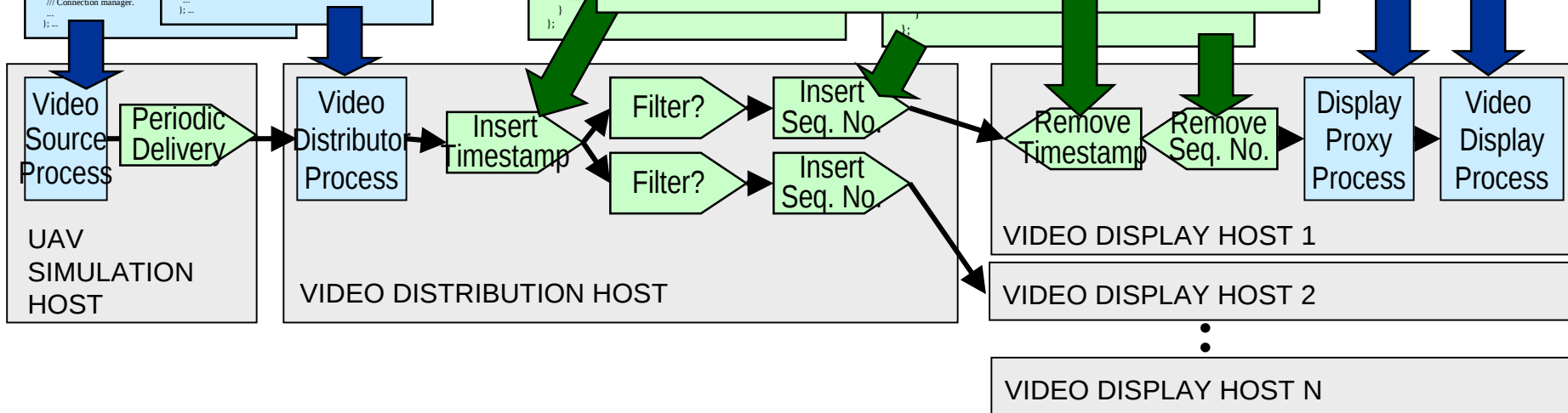
class Distributor
{
public:
    // Constructor
    Distributor (void);
    // Destructor
    ~Distributor (void);
    // Initialize data components.
    int init (int argc, char **argv, CORBA::Environment &);
    // Parse args
    int parse_args (int argc, char **argv);
    // Flag to know when we are done.
    int done (void) const;
    void done (int);
    // Accessor to connection manager.
    Connection_Manager &connection_manager (void);
    // Amount of debugging output to print out: 0 = none, 10 = lots
    int debug_level;
protected:
    // Connection manager.
    ...
};
```

```
behavior Timestamp ()
{
    void distributor::send_frame(ACE_Message_Block *frame)
    {
        in place of METHODCALL {
            ACE_Message_Block *timed_msg = add_timestamp(frame);
            remoteObj->send_frame(timed_msg);
        }
    }

    void displayproxy::send_frame(ACE_Message_Block *frame)
    {
        extern long last_time_processed;
        in place of METHODCALL {
            ACE_Message_Block *timed_msg = remove_timestamp(frame, tsp);
            if (tsp >= last_time_processed) { // is this a late frame
                remoteObj->send_frame(timed_msg);
                last_time_processed = tsp;
            }
            // else drop frame, a more recent frame has already been delivered
        }
    }
};
```

```
class Sender
{
public:
    // Constructor
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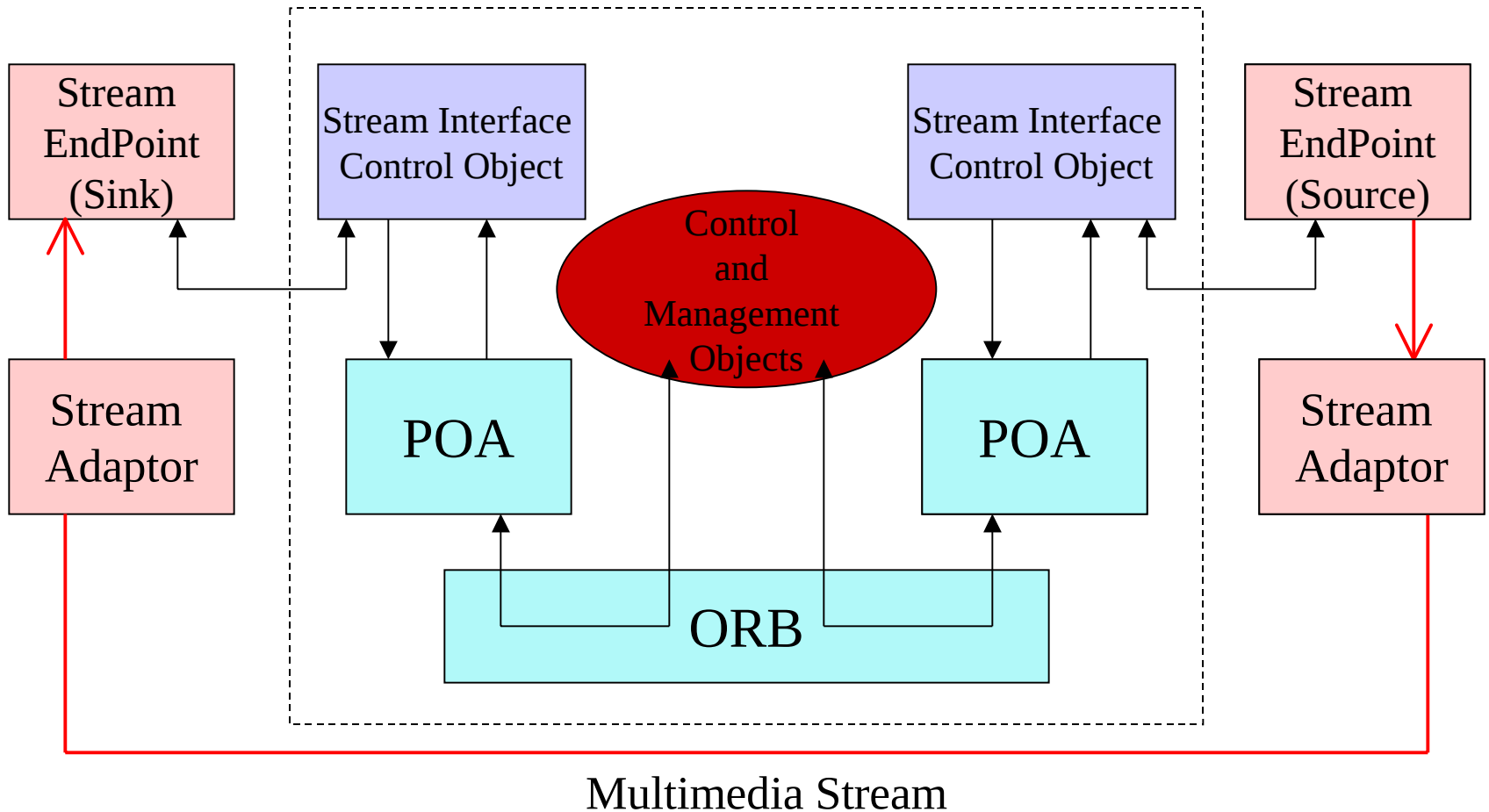
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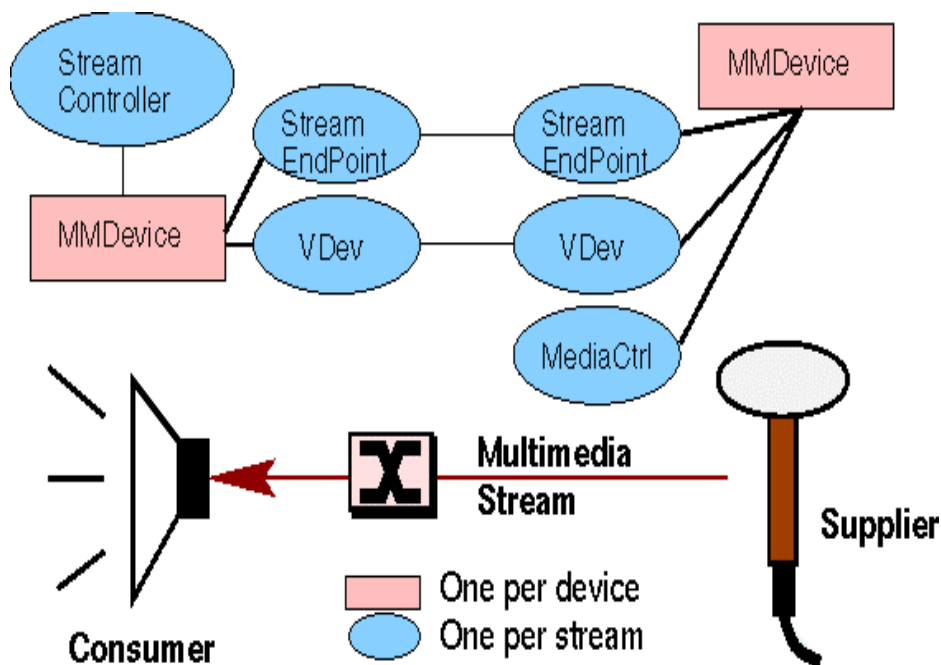
CORBA Audio/Video Streaming Service

- **Goals of OMG CORBA A/V Service Specification**
 - Define standard mechanisms for:
 - Stream Establishment
 - Stream Control
 - Multiple Flows
 - Multiple Protocols
 - QoS
- **Goals of TAO A/V Streaming Service Project**
 - Implement OMG CORBA A/V Service Specification using TAO

CORBA A/V Service Overview

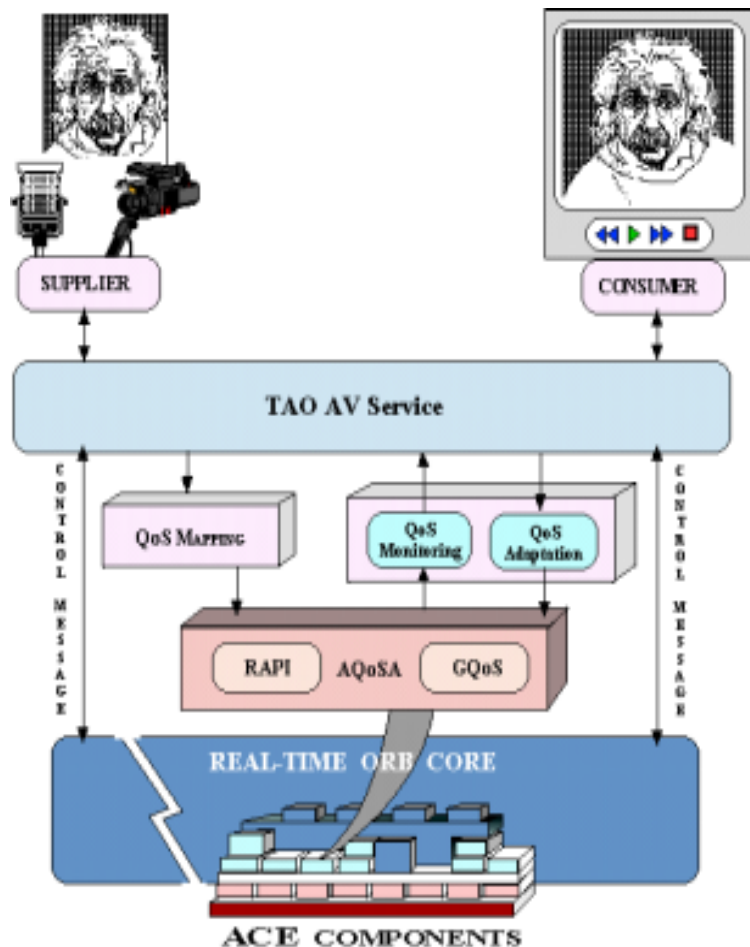


CORBA A/V Service Overview



- *StreamCtrl*
 - controlling the stream
- *MMDDevice*
 - interface for logical or physical device
- *StreamEndPoint*
 - network specific aspects of a stream
- *Vdev*
 - properties of the stream

QoS Enabled TAO A/V Service



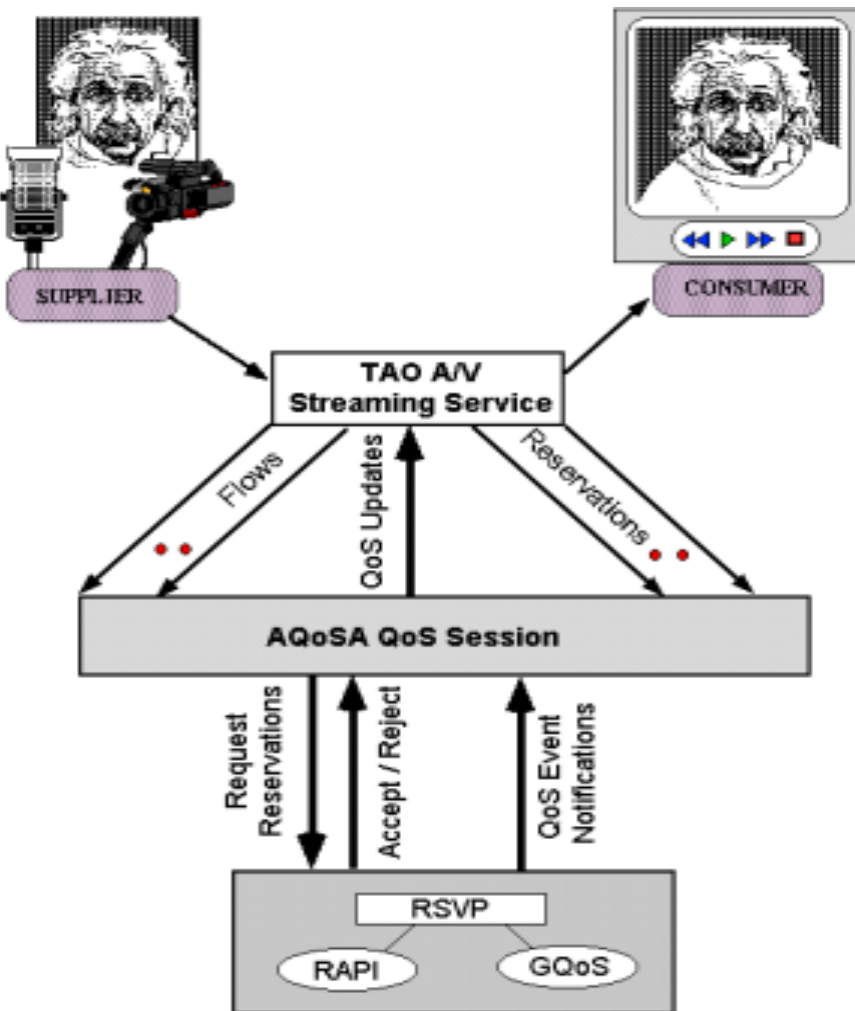
- **TAO AV QoS Framework**

- AQoSA
- QoS Mapping
- QoS Monitoring
- QoS Adaptation

- **ACE QoS API (AQoSA)**

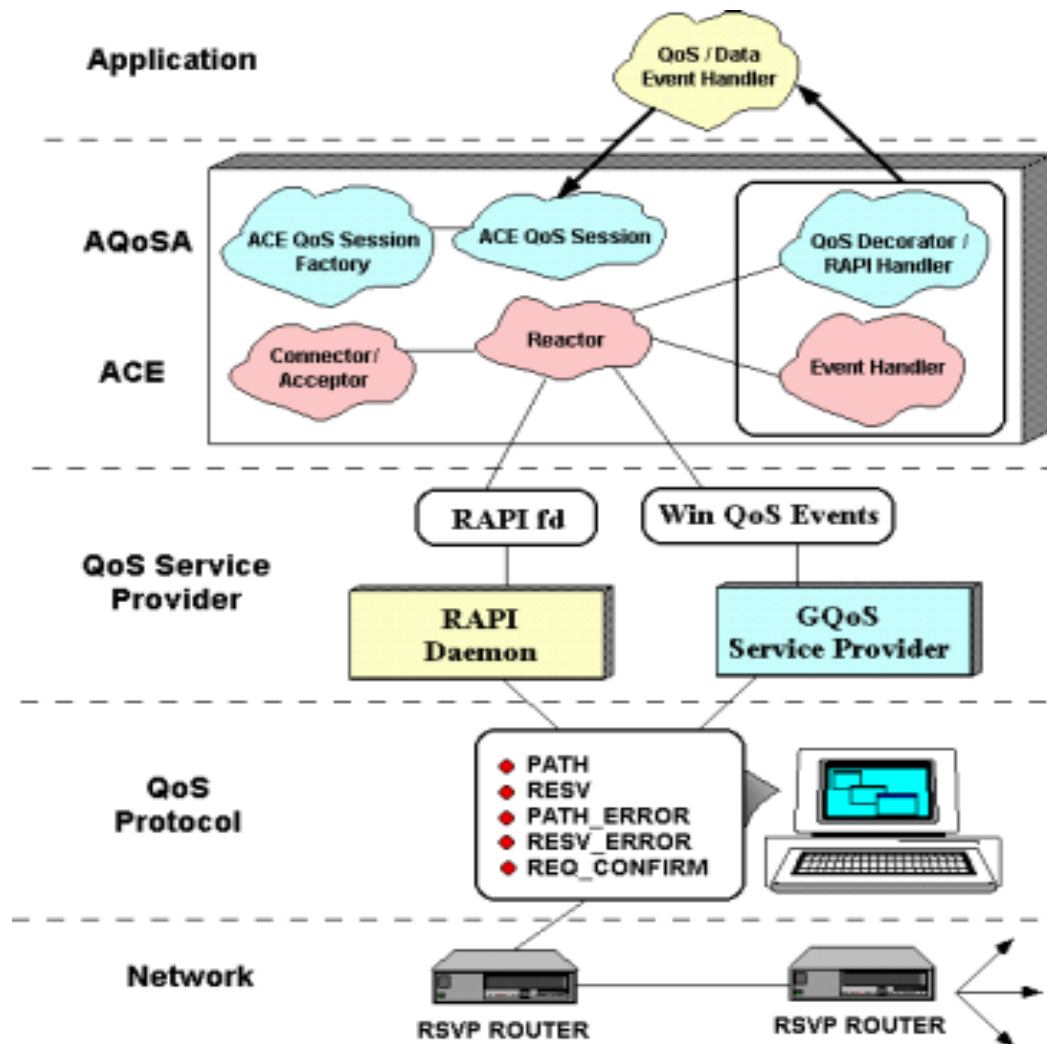
- RAPI
- GQoS

AQoSA API

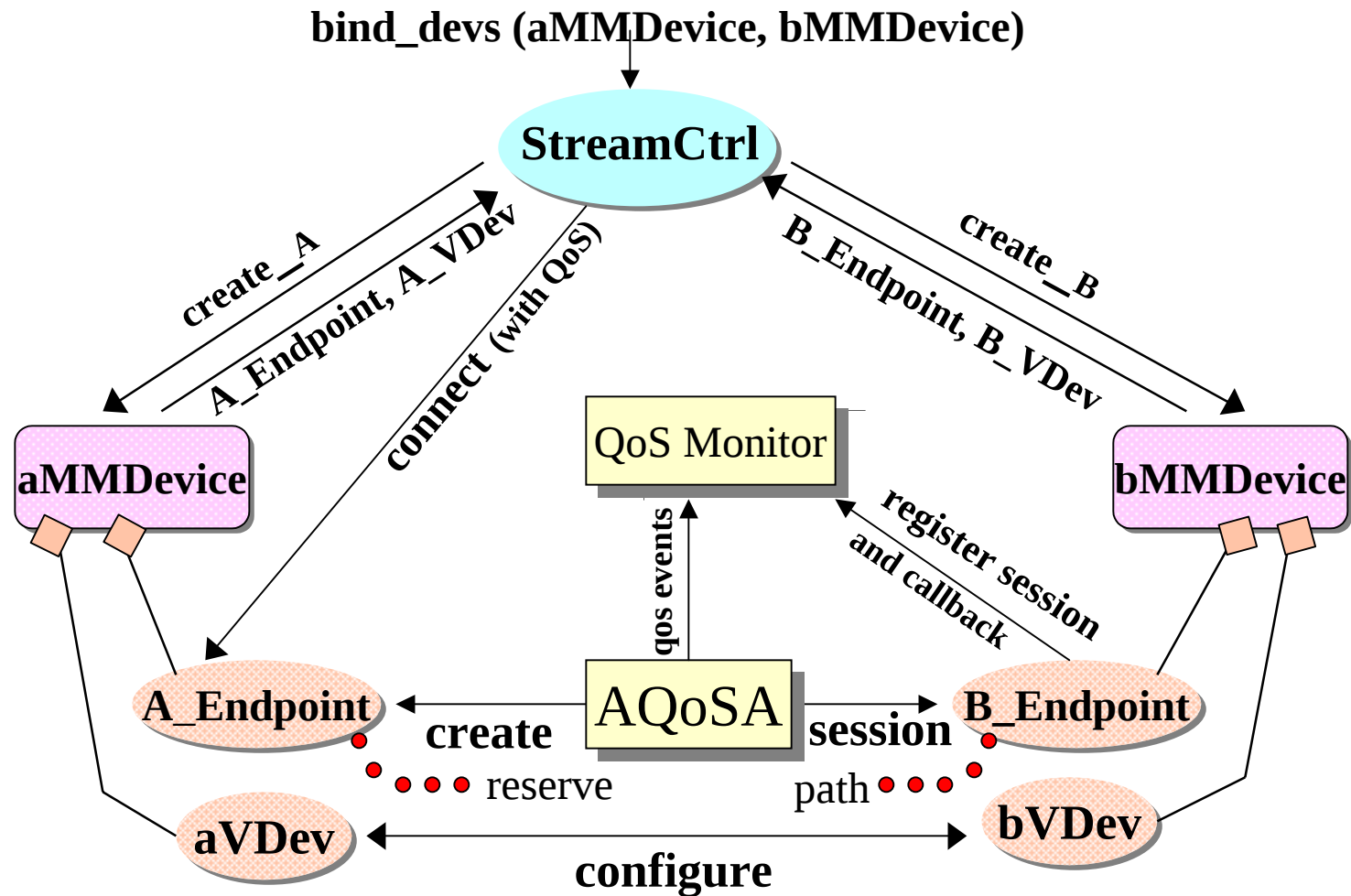


- **Binds flows to reservations** in a uniform and portable way
- **Encapsulates** application's **notion** of the underlying network **QoS**
- **Separates QoS properties** of its sessions from **low-level socket data** transfer aspects
- Allows the application to **specify** and **request** QoS. Be notified if the QoS was not available
- **Updates** itself based on QoS notifications
- **Portably** wraps the QoS parameters
- **Implementation** targets (RSVP)
Resource reSerVation Protocol
 - RAPI & GQoS

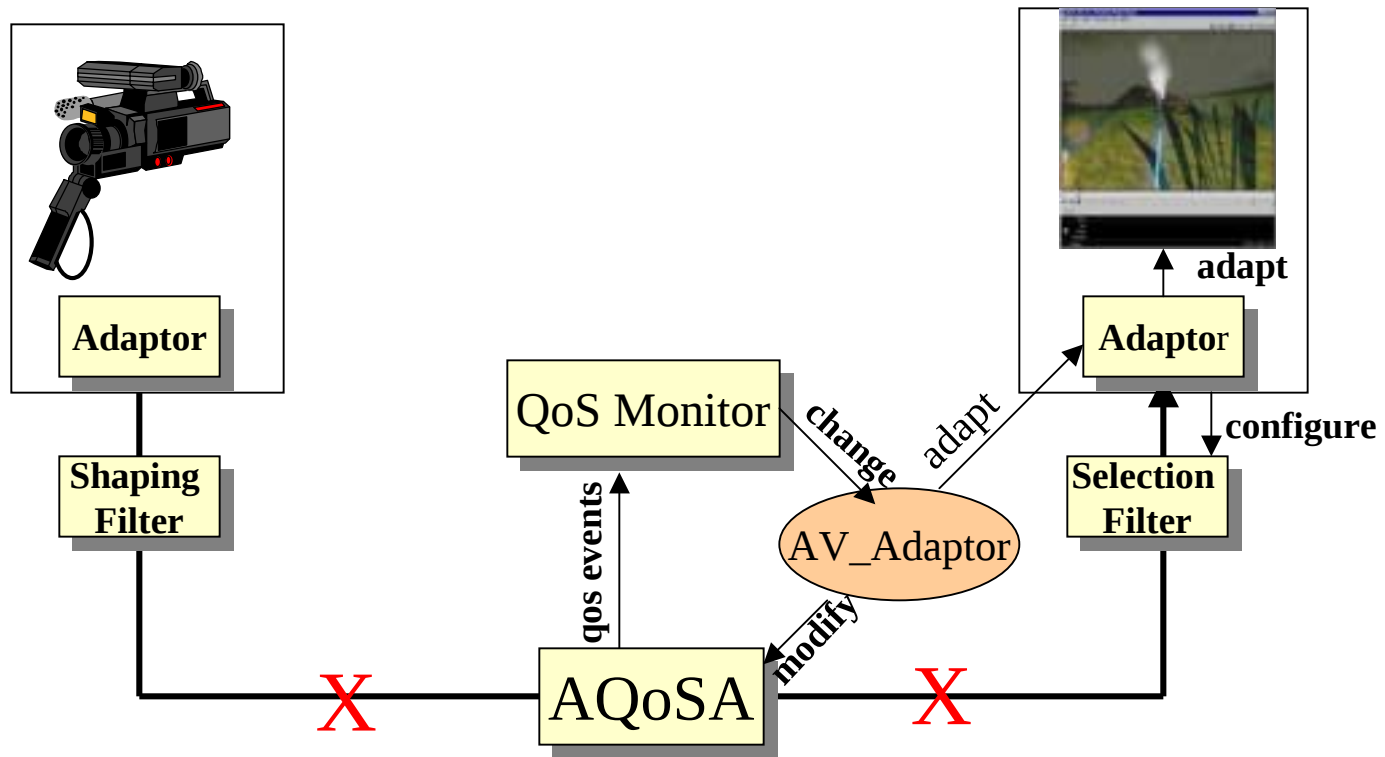
AQoSA Architecture



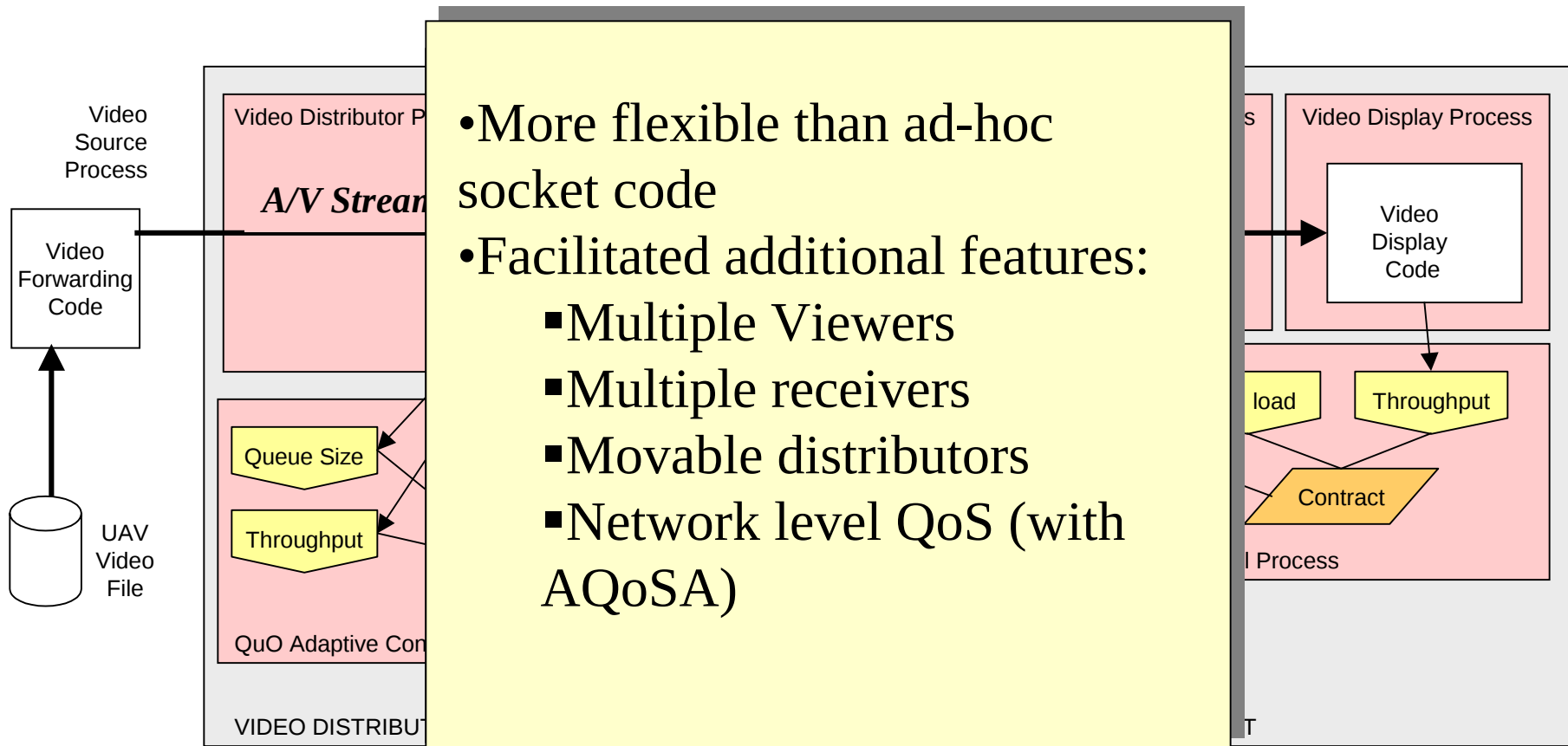
Connection Establishment



Change in QoS



Integrating TAO A/V in the UAV Application



Further References and Obtaining Software

- <http://www.dist-systems.bbn.com/tech/QuO/>
 - information about QuO framework
 - to obtain QuO, send e-mail to quo-help@bbn.com
- <http://www.cs.wustl.edu/~schmidt/TAO.html>
 - source code for TAO ORB, CORBA A/V service, and AQoSA
 - UAV application uses TAO 1.1.15 or higher (TAO 1.2 major release is imminent)
 - further information can be obtained via e-mail from av@oomworks.com
- Contact information:
 - Craig Rodrigues, crodrigu@bbn.com, 1-617-873-4725
 - Yamuna Krishnamurthy, yamuna@oomworks.com, 1-314-726-1368