

Adaptation of Collaborative Applications for Network Quality Variation



Australian Government

Department of Defence

Defence Science and
Technology Organisation

Authors: Andrew Au, Cindy Tran

Presenter: Kien Tang



Australian Government

Department of Defence

Defence Science and
Technology Organisation

Outline

- Introduction
 - Challenges of deployed military headquarters
 - Quality of service
 - Collaborative environment
- Effect of partial resource reservation – An Experiment
- An architecture for exporting network awareness to support application adaptation
- Enhancing NetMeeting with network awareness
- Conclusions



Australian Government

Department of Defence

Defence Science and
Technology Organisation

Deployed Military Headquarters

- Information and Communication Technology
 - Enable new level of collaboration and communication to battlefield
- Information Systems in headquarters
 - Essential part of military operations
 - Critical capability to collect, process, and distribute relevant data to remote locations
 - Allow military force to gain battlefield situation awareness



The Challenges

Wireless com

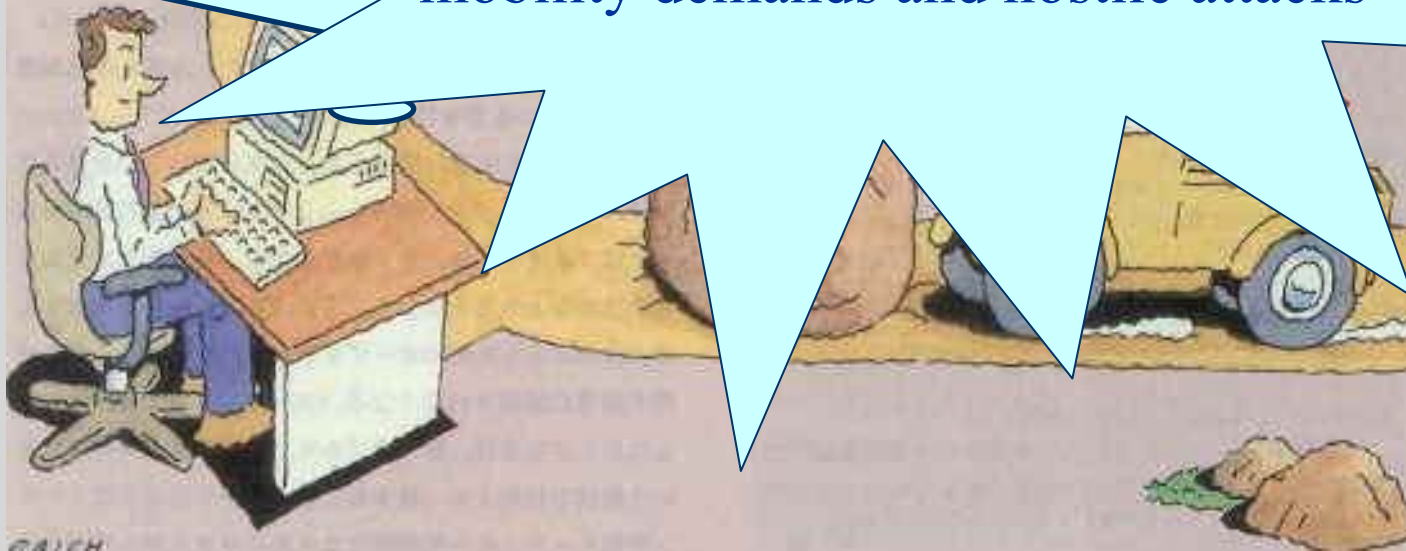
- sign
- interception

Degrade connectivity to

high-

tactical environment

volatile network connectivity due to
mobility demands and hostile attacks





Australian Government

Department of Defence

Defence Science and
Technology Organisation

Quality of Service

- Network requirement to guarantee performance and stability of application
 - imposes bounds and limits (end-to-end delay, data rate, error rate and their variances)
- Conventional Data loss recovery schemes
 - Go-Back-N ARQ, Selective Repeat ARQ
 - Solve problem at data link layer but greater variations in delay
 - Can hardly satisfy requirement of real-time traffic



QoS at Network Layer

- Integrated Services (IntServ)
 - manage network resources using resource reservation and admission control for individual data flows
- Differentiated Services (DiffServ)
 - classify individual IP packets with similar QoS requirements into service categories
- Network layer QoS mechanisms
 - to deal with congestion loss and queuing effects
 - Not to deal with packet loss due to link errors



Australian Government

Department of Defence

Defence Science and
Technology Organisation

Dynamic Environment

- Network dynamics attributed to variable link characteristics and node movement
- Network topology changes due to node movement
- Variable demands on network resources by end-system applications
- Frequent traffic pattern shift due to periodic mission re-assignments
- Need a system that can adapt to dynamic network conditions



Australian Government

Department of Defence

Defence Science and
Technology Organisation

Collaborative Environment

- Provide integrated audio, video, document, data and application sharing
- Often developed for moderately capable networks
- Key aspect is establishing common ground by sharing information through any media
- Lack of significant differences on quality (audio only, or both video and audio)
- Similar information effectiveness (voice, collaborative tool, or both)
- Feasible to exploit any channels for information sharing (eg video downgrade to voice or email)



Australian Government

Department of Defence

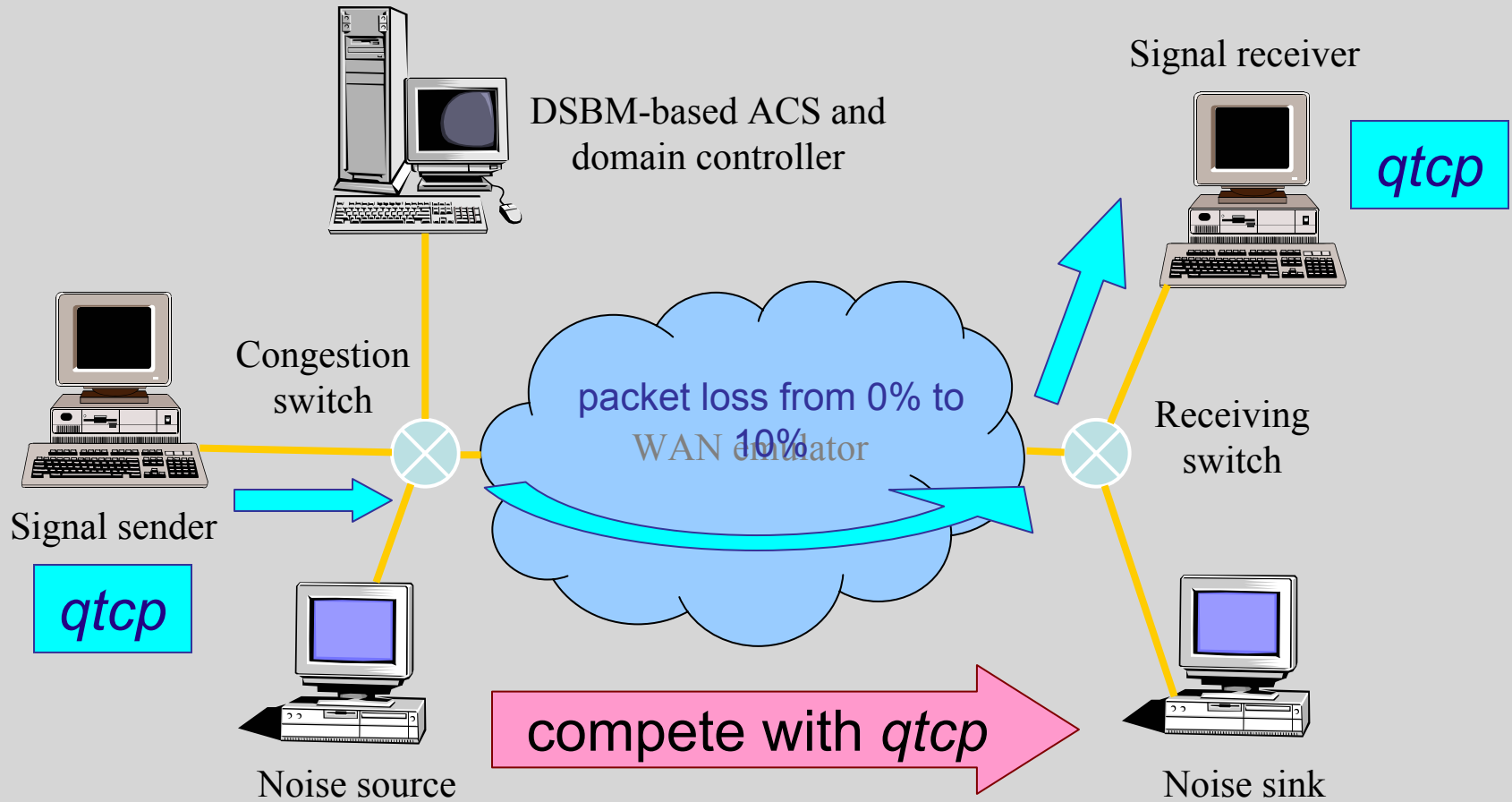
Defence Science and
Technology Organisation

Effect of Partial Resource Reservation

- Guarantee service assumes every router supports resource reservation
- Large-scale network (eg Internet)
 - Support for QoS not always available
 - Those not supporting resource reservation simply ignore QoS requests or reroute packets
 - Cannot guarantee end-to-end quality service based entirely on resource reservation approach

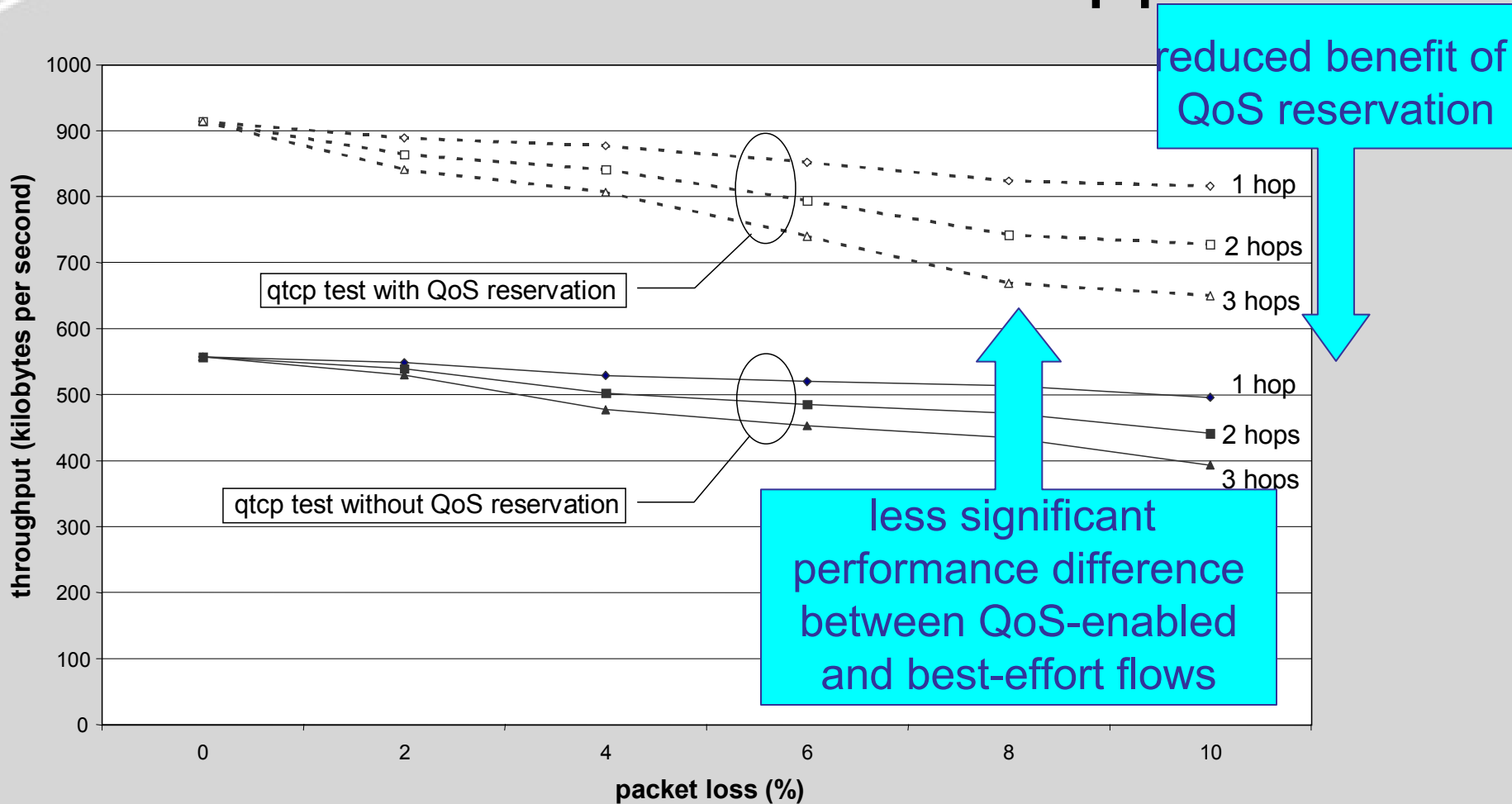


An Experiment





Effect of Partial QoS Support





Australian Government

Department of Defence

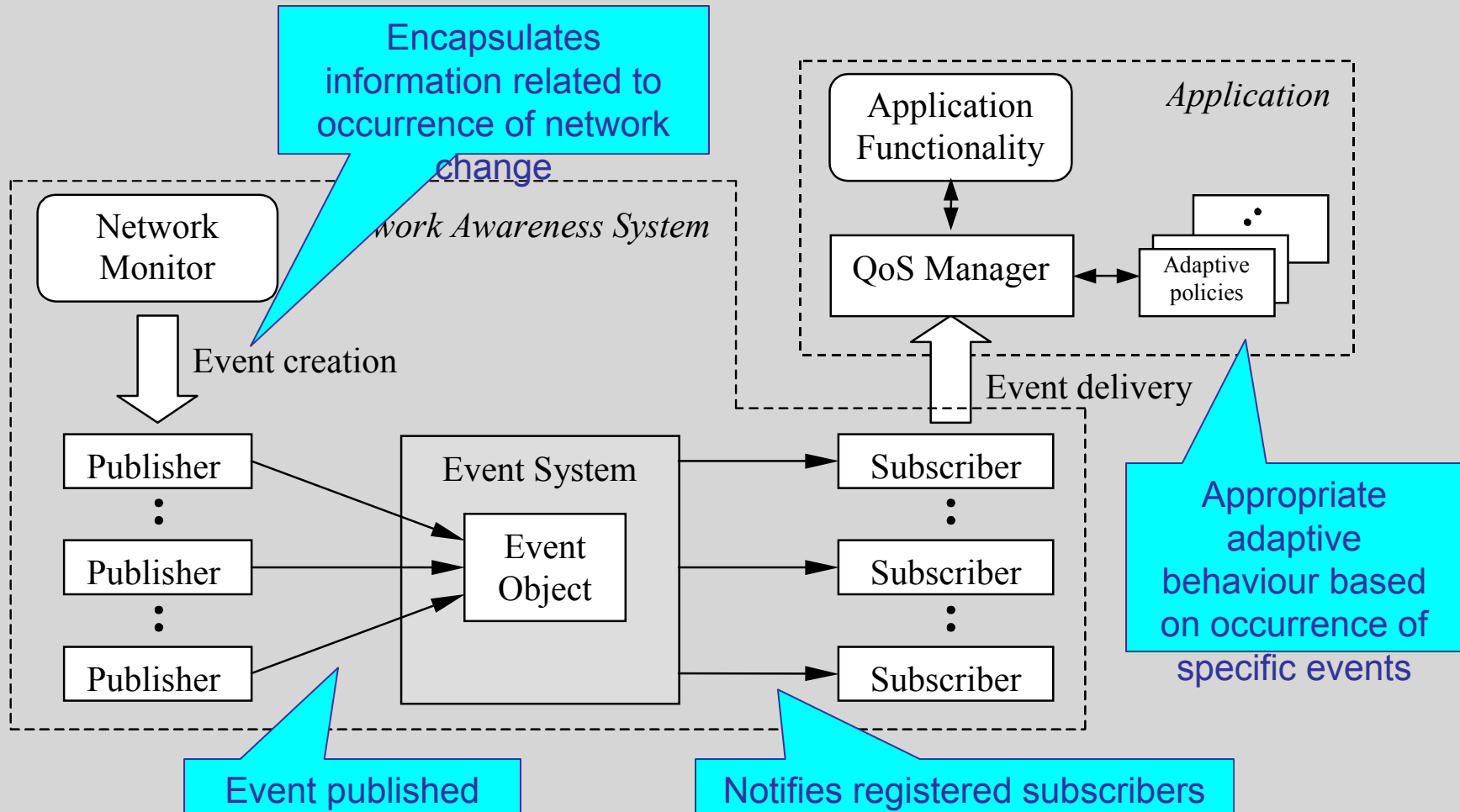
Defence Science and
Technology Organisation

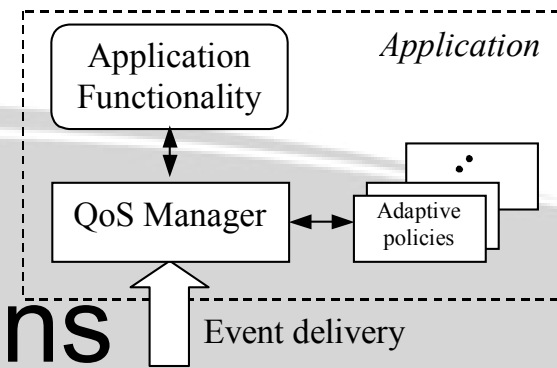
An Architecture for Exporting Network Awareness

- Notify applications of changes in network state
- Applications to dynamically upgrade or gracefully degrade in response
- Network detection and adaptation strategies implemented in middleware
 - Reusability by other applications
 - Separation of concern between functional and environment-specific aspects
 - Achieve application portability by encapsulating platform peculiarities



Event Delivery Framework





Adaptive Applications

- Network awareness facilitates development of adaptive applications
- Adaptive application able to operate at different operating points during its lifetime
- Performance sensitivities determine what adaptation algorithm is most appropriate
- QoS Manager to dynamically configure functionalities to match available resources according to user-defined policies



Australian Government

Department of Defence

Defence Science and
Technology Organisation

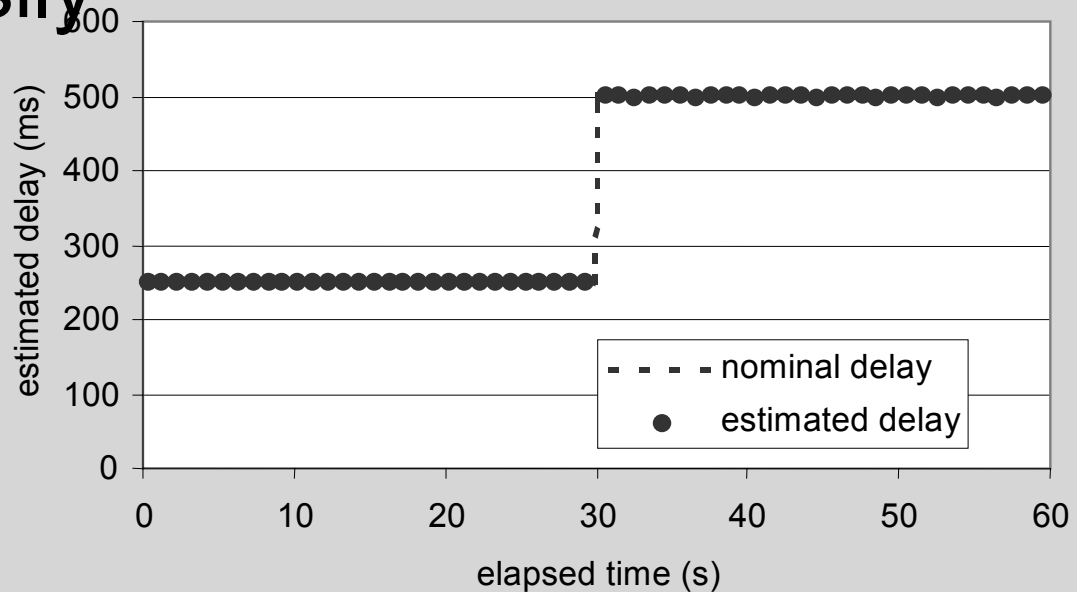
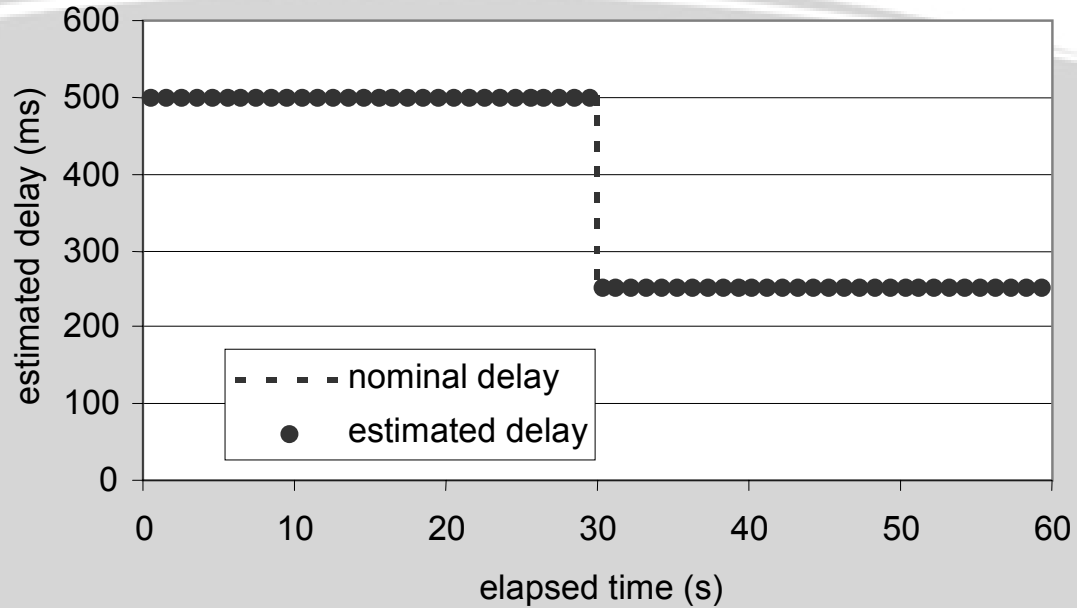
Network Monitor

- Individual modules to conduct measurement of network conditions
- Records statistics such as latency, available bandwidth (or throughput), and round trip time (RTT)
- Numerous useful network-monitoring tools
 - *Ping* to measure point-to-point RTT
 - *Iperf* to calculate throughput and to measure packet loss



Detecting Delay

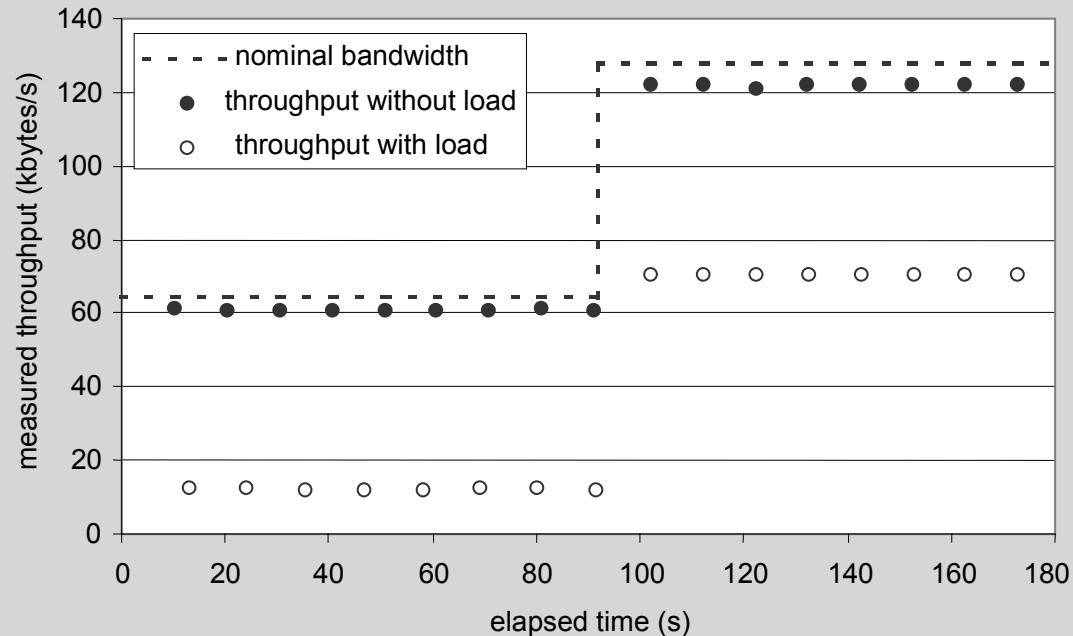
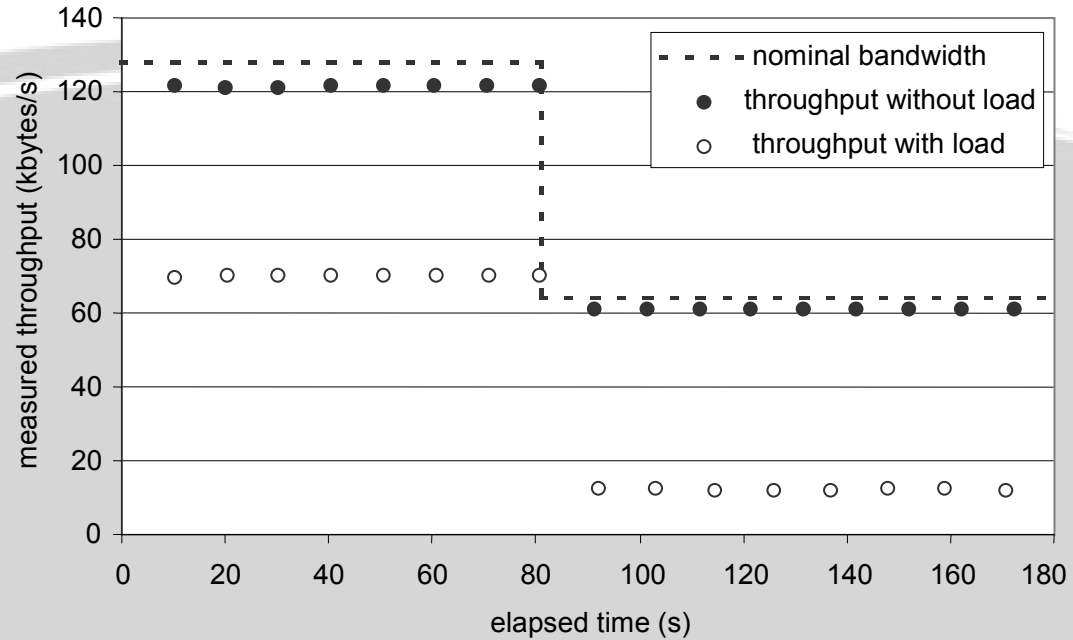
- increases and decreases are easily detectable





Detecting Throughput

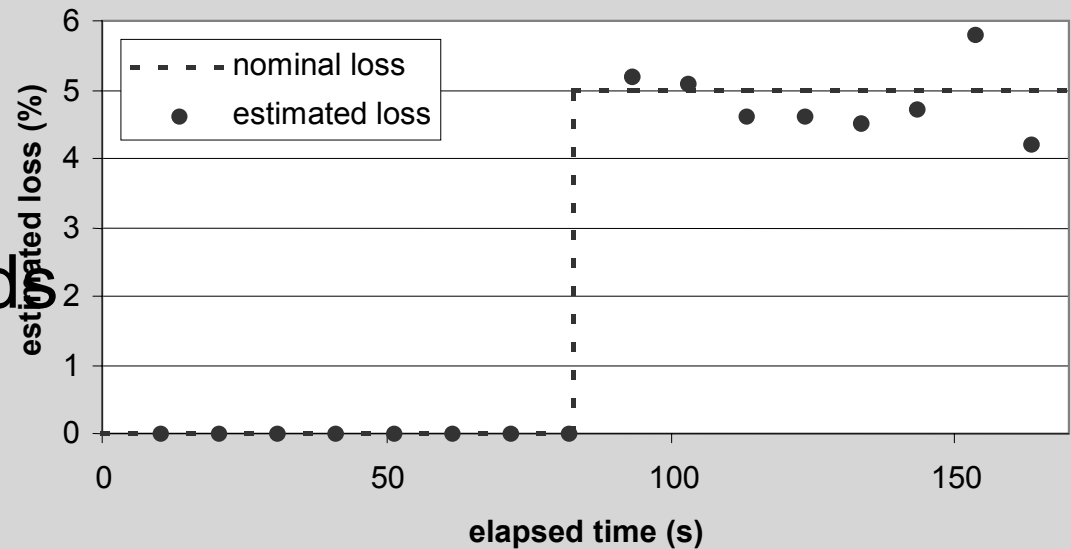
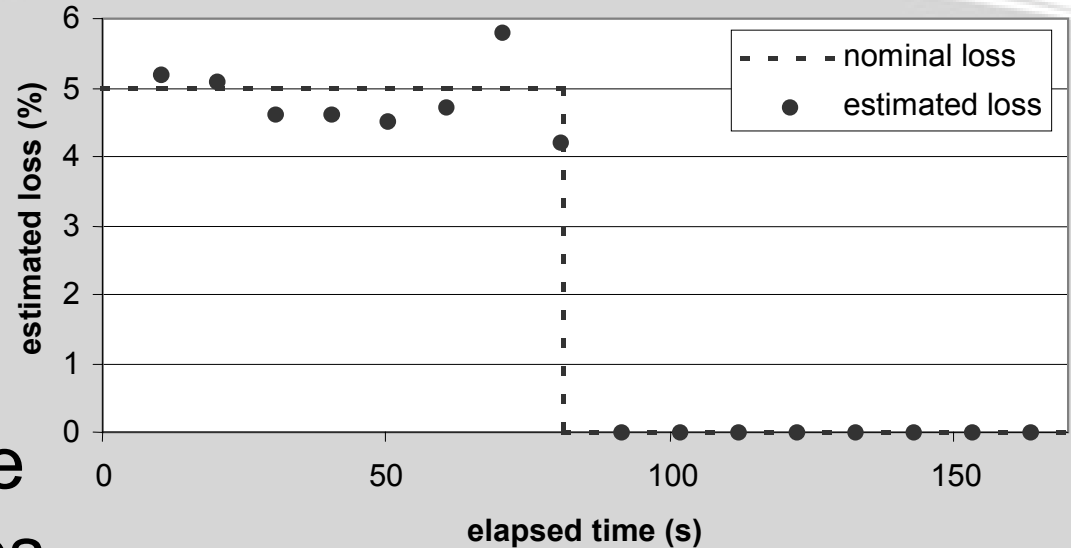
- Able to observe changes in available bandwidth
- increases and decreases are detectable





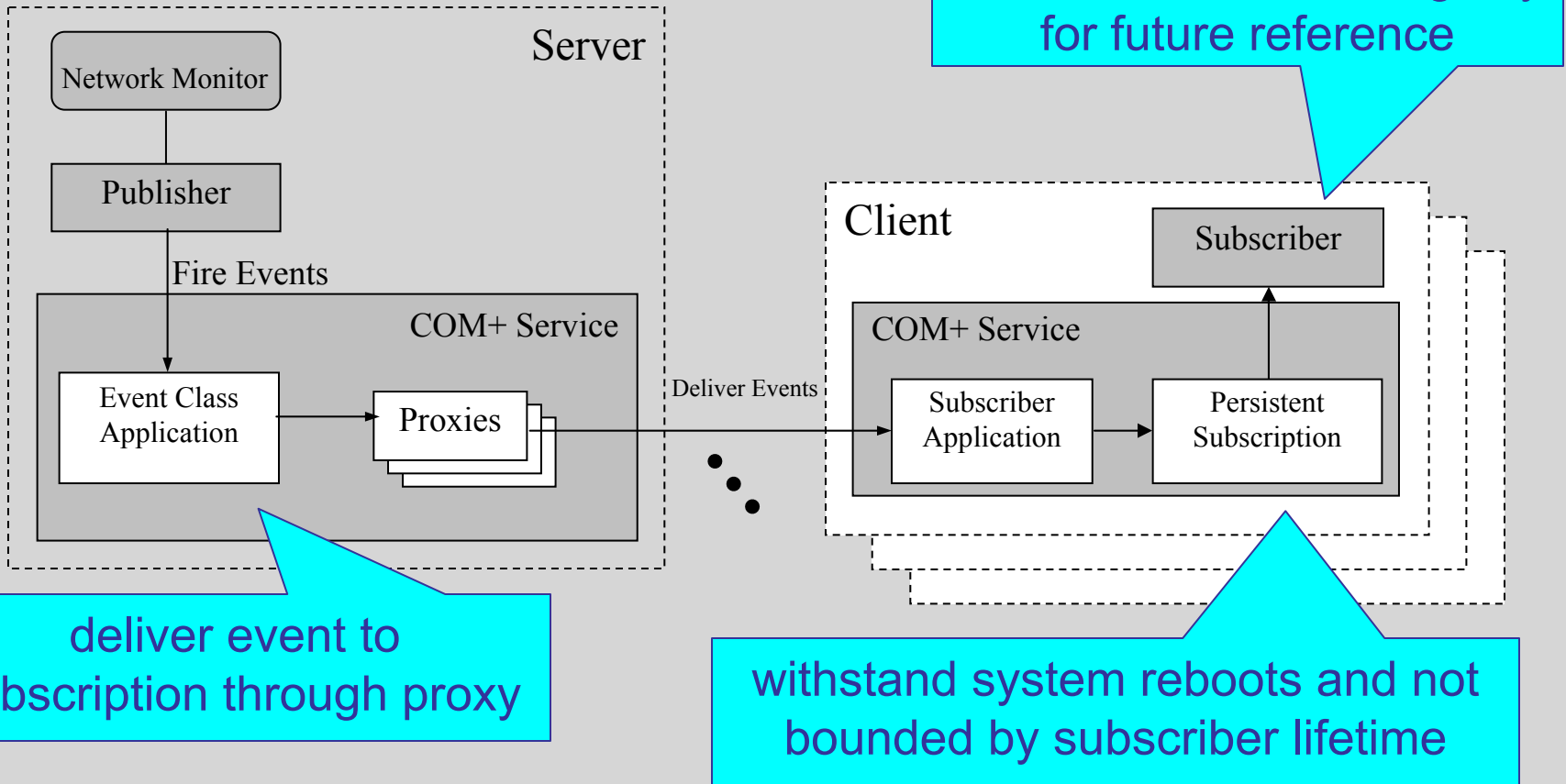
Detecting Packet Loss

- Reasonable estimate in detecting increases and decreases in packet loss
- Better estimate at expense of overhead and turnaround time





Implementation Details





Enhancing NetMeeting

ActiveX Control
NetMeeting

ListView to display
network
conditions

The screenshot shows the NetMeeting interface with a menu bar (UnDock, Messages, PopUp, List View, Report View, Refresh, Exit) and a toolbar. The main area is divided into two panes. The left pane contains a 'Windows NetMeeting' logo and a 'Name' input field. The right pane is titled 'NETWORK CONDITIONS' and contains a table with the following data:

Time	Bandwidth(Kbi...	Round Trip Tim...	Loss(%)
10/10/2002 10:00:46 PM	3.2	1000	11
10/10/2002 10:05:37 PM	1.6	1000	8
10/10/2002 10:10:30 PM	1.1	1001	9
10/10/2002 10:15:18 PM	1.5	1001	13
10/10/2002 10:20:13 PM	2.8	1001	9
10/10/2002 10:25:16 PM	0.9	1001	9
10/10/2002 10:30:36 PM	1.6	1001	9
10/10/2002 10:35:26 PM	1	1001	9
10/10/2002 10:40:35 PM	3	1001	9
10/10/2002 10:45:44 PM	0.5	1001	9
10/10/2002 10:50:43 PM	1.1	1001	9
10/10/2002 10:56:01 PM	0.5	1001	9
10/10/2002 11:00:35 PM	2.2	1001	9
10/10/2002 11:08:21 PM	2.2	1001	9
10/10/2002 11:10:52 PM	3.1	1000	9
10/10/2002 11:15:28 PM	0.8	1001	9
10/10/2002 11:22:39 PM	0.6	993	12

Below the table is a 'SUGGESTIONS' section with a table:

Action	Number
<input type="checkbox"/> Reduce Video window to 200%	5
<input type="checkbox"/> Stop sending and receiving audio	7

At the bottom, a warning message is displayed:

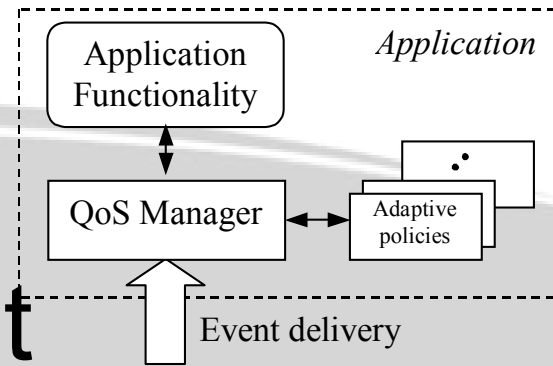
Warning: Loss is beyond the acceptable level. Large video window should not be used.
10/10/2002 11:22:39 PM
The available bandwidth's minimum threshold has been reached. Any new data flows would compromise the performance of NetMeeting.
Warning: Rtt is beyond the acceptable level. Audio should not be used.
Warning: Loss is beyond the acceptable level. Large video window should not be used.

Record all
messages and
conditions

Suggestion box to
recommend
possible actions



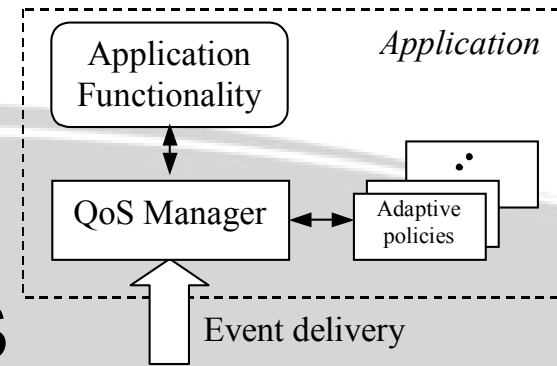
QoS Management



- QoS Manager
 - Receives information about network conditions
 - Consults adaptive policies
 - Advises NetMeeting users to take particular actions
 - Helps achieves robust operation through adaptive self-configuration
- Drawback of dynamic applications
 - Information overload to users
 - Better use intelligent agent to mesh with the way user works



Adaptive Policies



- Capture optimal modes of operation for any environmental conditions and user requirements
- Versatile user preferences for usage monitoring and application configuration
- Timing parameters of interactive applications more important than packet loss
- Video is supplementary medium in video conferencing



Conclusions

- Platform-independent event delivery framework to facilitate adaptation in unpredictable environment
 - Collaborative applications and users made aware of changing network conditions
 - Application functionality and adaptation conceptually separate from network awareness
 - Insufficient bandwidth for video conferencing
 - gracefully downgraded to voice, or
 - message conversation to keep collaboration going
- Proactive adaptation in response to poor and variable network quality
- Users help prevent further network deterioration