

# Roaming Real-Time Applications

## Mobility Services in IPv6 Networks

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# Agenda

- 🕒 VCoIP & Real-Time Communication
- 🕒 Internet Mobility
- 🕒 Local MIPv6 Handover
- 🕒 Improving the General Handover
- 🕒 Mobile Multicasting
- 🕒 Conclusions & Outlook

# VCoIP

## Real-Time Requirements

! Latency  $\approx < 100$  ms

! Jitter  $\approx < 50$  ms

! Packet loss  $\approx < 1$  %

! Interruption: 100 ms  $\approx$  1 spoken syllable

! Typically: Multicast Listener & Sender

# The daViCo Videoconferencing System

daViCo 2

Connect Collaboration Properties View About

Phone Mute Video Info Help

Name	Video	Audio	Video Q...	Audio Q...	IP Address
Hans Cycon	28 fps 209 k...	17 ...	0% 0 ms	0% 1 ms	141.45.179.115
Mark Palkow	28 fps 476 k...	14 ...	0% 0 ms	0% 10 ms	141.45.179.103
Self Video	28 fps 865 k...	14 ...	0% 0 ms	0% 10 ms	141.45.179.102

System Information

Send - Video: 14.64 fps, 262.0 kbps

Send - Audio: 0.0 kbps

System Info

- UniCast sending receiving
- AudioPlay uses Direct Sound 5.0
- Silence Detection enabled
- Display: YUV2 Hardware Support
- Capture Mode: YUV 4:2:0



# daViCo

## Videoconferencing Software

Pure Software solution including

- multicast/multipoint video communication
- highly efficient wavelet video codec
- buffer latencies about 100 ms
- application sharing
- implements peer-to-peer model
- implements IPv6 and user location
- designed for best effort transport & effortless use

# IP Mobility Approaches

## o Mobile IPv6

- Stateless, transport transparent handover

## o Multicast-based IP Mobility Support

- Mobile with personal multicast address

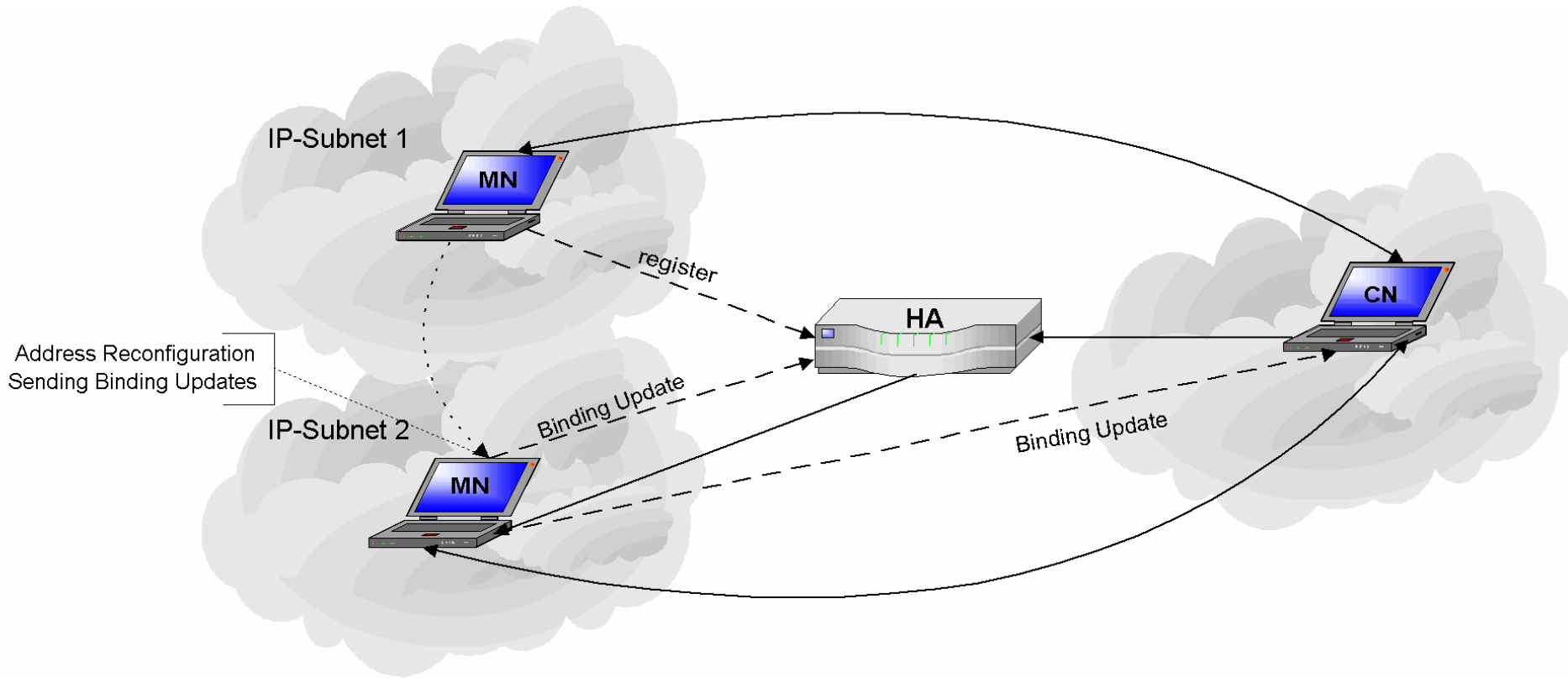
## o Mobile SCTP

- Stateful transport handover (doubly bound)

## o SIP Handover

- SIP-server as application specific home agent

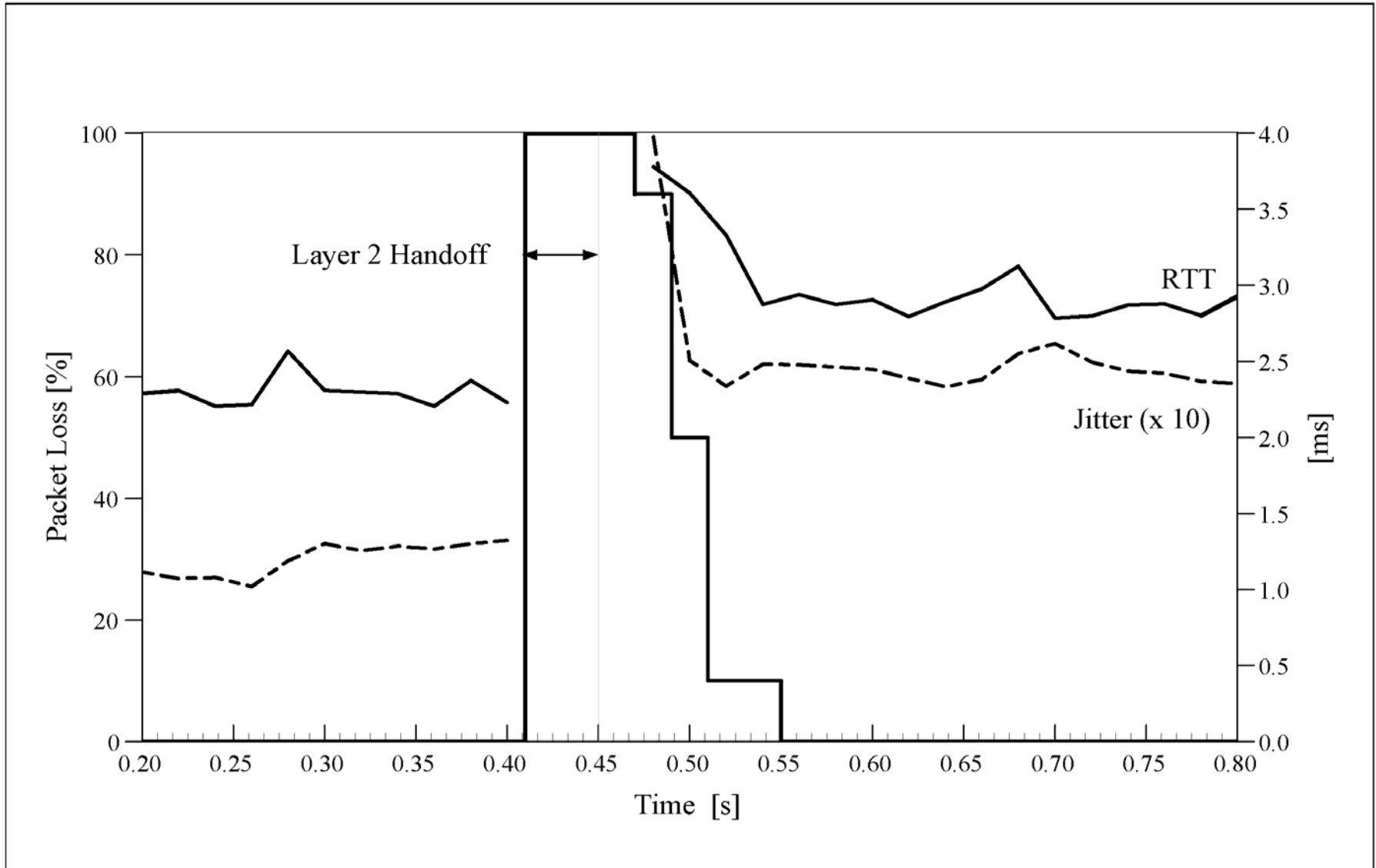
# Mobile IPv6



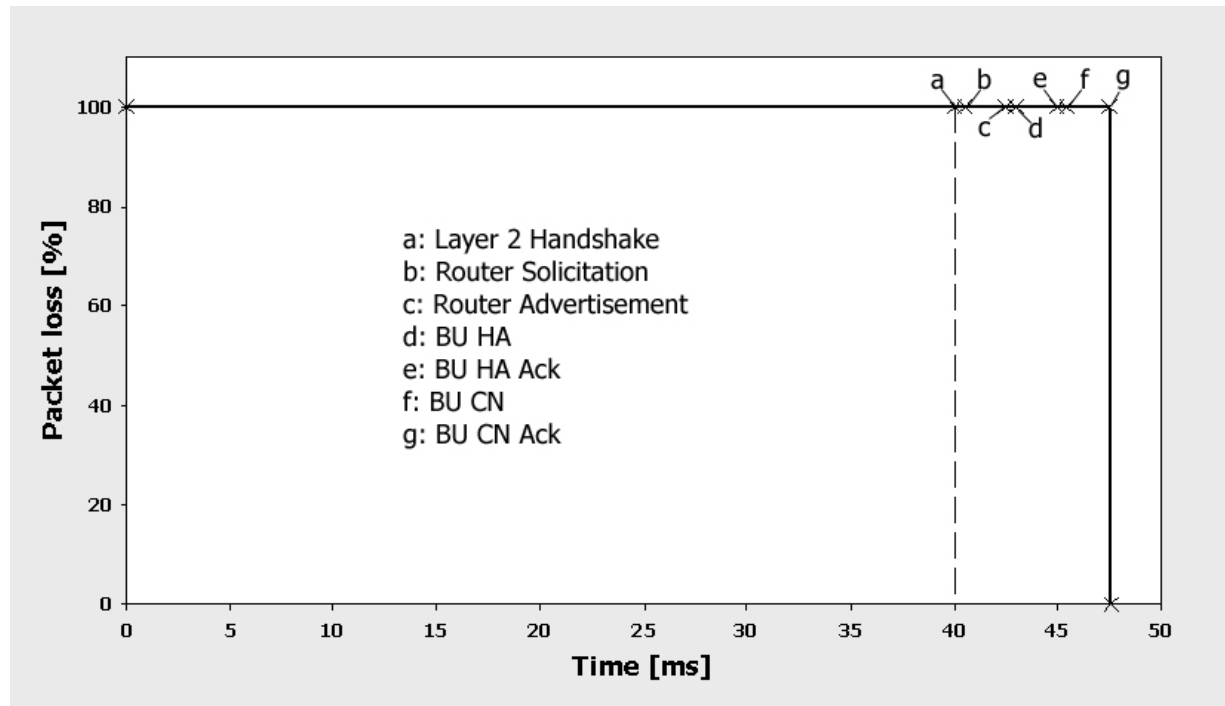
# Local Handover Performance Experimental Scenario

- Focus on local handoff over 802.11b
- MN: Linux MIPL 0.9.4 (DAD removed)
- Rtr: FreeBSD 4.6 + rtadvd,  
MinDelayBetweenRAs = 50 ms
- UDP-Probe: Triggered (10 – 20 ms) reflection of  
numbered and time stamped packets
- Sniffer event recording (etherreal)

# Empirical Results



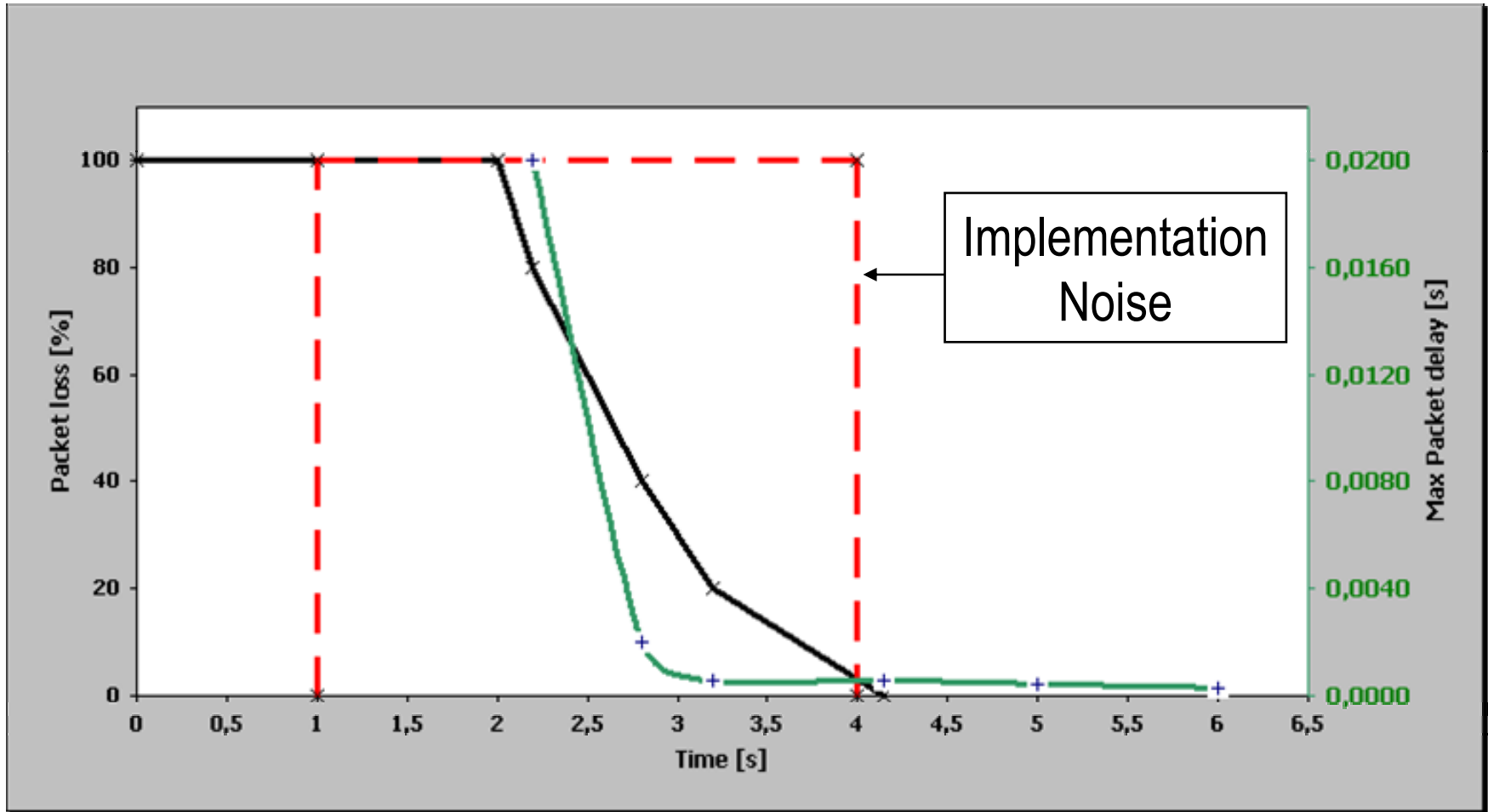
# Improvement: L2-Trigger



Reduce

- MAX\_RA\_DELAY\_TIME  $\approx 1 - 3$  ms
- MAX\_RTR\_SOLICITATION\_DELAY  $\approx 1 - 3$  ms

# Empirical Results



HA: Linux Debian 2.4.19; MIPL Mobile IPv6 0.9.4

CN,MN: Windows 2000, SP2; MSR (1.4) TCP-IPv6 driver, 5.0.21955.1620

Router: FreeBSD 4.6-STABLE: rtadvd

# Accelerating MIPv6 in a General Topology

Generally HA and CN are at Significant Distance

o Handover Time:

$$\begin{aligned}t_{handoff} &= t_{local} + t_{BU-of-HA} + t_{BU-of-CN} \\ &\approx t_{local} + \frac{3}{2} \{t_{CN} + t_{HA}\}\end{aligned}$$

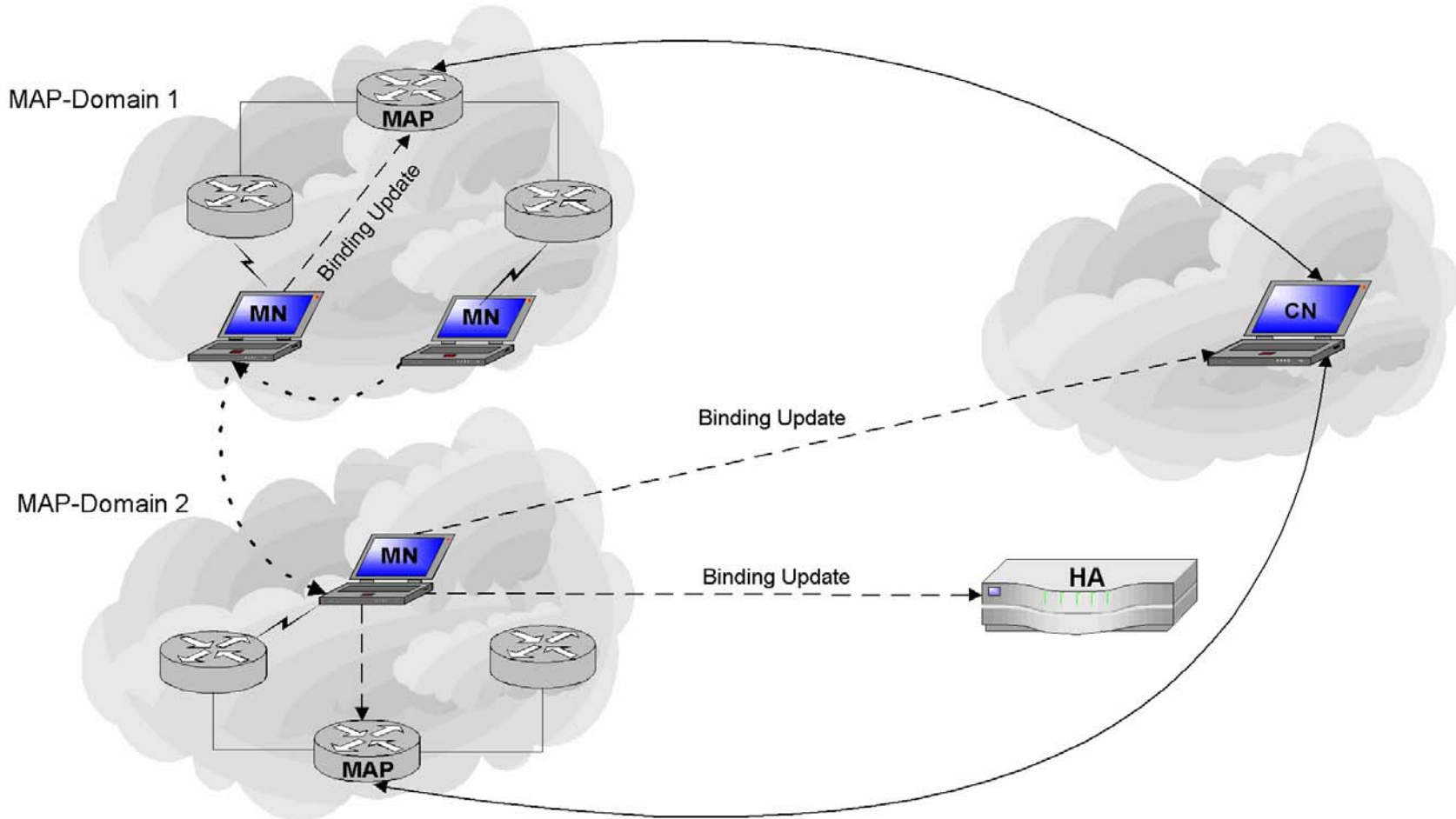
o Jitter Enhancement:

$$\frac{Jitter_{handoff}}{Jitter_{stationary}} \approx \frac{t_{HA} + t_{CN}}{t_{CN}}$$

Essential: Eliminate HA/CN RTT Dependence



# Proxy: Hierarchical MIPv6



Binding Updates with HA and CN preserve  $t_{CN}, t_{HA}$  dependence!

# Fast MIPv6 Handover

Attempt to hide handover procedure by

- Anticipation of Handover from Layer 2
- Directing traffic to new location (Layer 3!)

Problems:

- Layer 2 : Layer 3 topology map needed
- Handover moment not reliably predictable

# Conclusions & 'Fast HMIP' Proposal

Conclusions:

- Local proxy agent needed
- Handover hiding needed, as well

Proposal for handover hiding:

- Use previously established communication path
- Send and receive via prev. MAP (until BU finished)
- CN needs to preserve last Binding Cache entries

Resolves  $t_{CN}, t_{HA}$  dependency, covers rapid movement

# Packet Processing: Tunneling

Jitter and Delay rely on packet processing

Problems caused by tunneling approach

- extra overhead
- fragmentation at tunnel entry
- QoS parameters lost by encapsulation

Avoid tunneling by

- ⇒ Forward & readdress at MAP (mobility ext. hds.)
- ⇒ Rebuild or tunnel only other packets at MAP

# Mobile Multicasting

- o Bi-directional multicast capabilities needed
- o Problem: asymmetric, slow convergence
  - up to  $\approx 30$  s at listener
  - up to  $\approx 3$  min at sender
  - no information on mcast tree completion
- o Use: multicast is stateless and unreliable
- o Use: unicast mobility infrastructure

# Mobile Multicast Listener Proposal

Mobile multicast listener anchored at MAP:

- Submits MLD Listener Report through (new) MAP
- Sends BU to previous MAP on handover (forwarding)
- BU with 0 Lifetime to previous MAP on MLD LR completion

MAP anchoring mobile multicast listeners

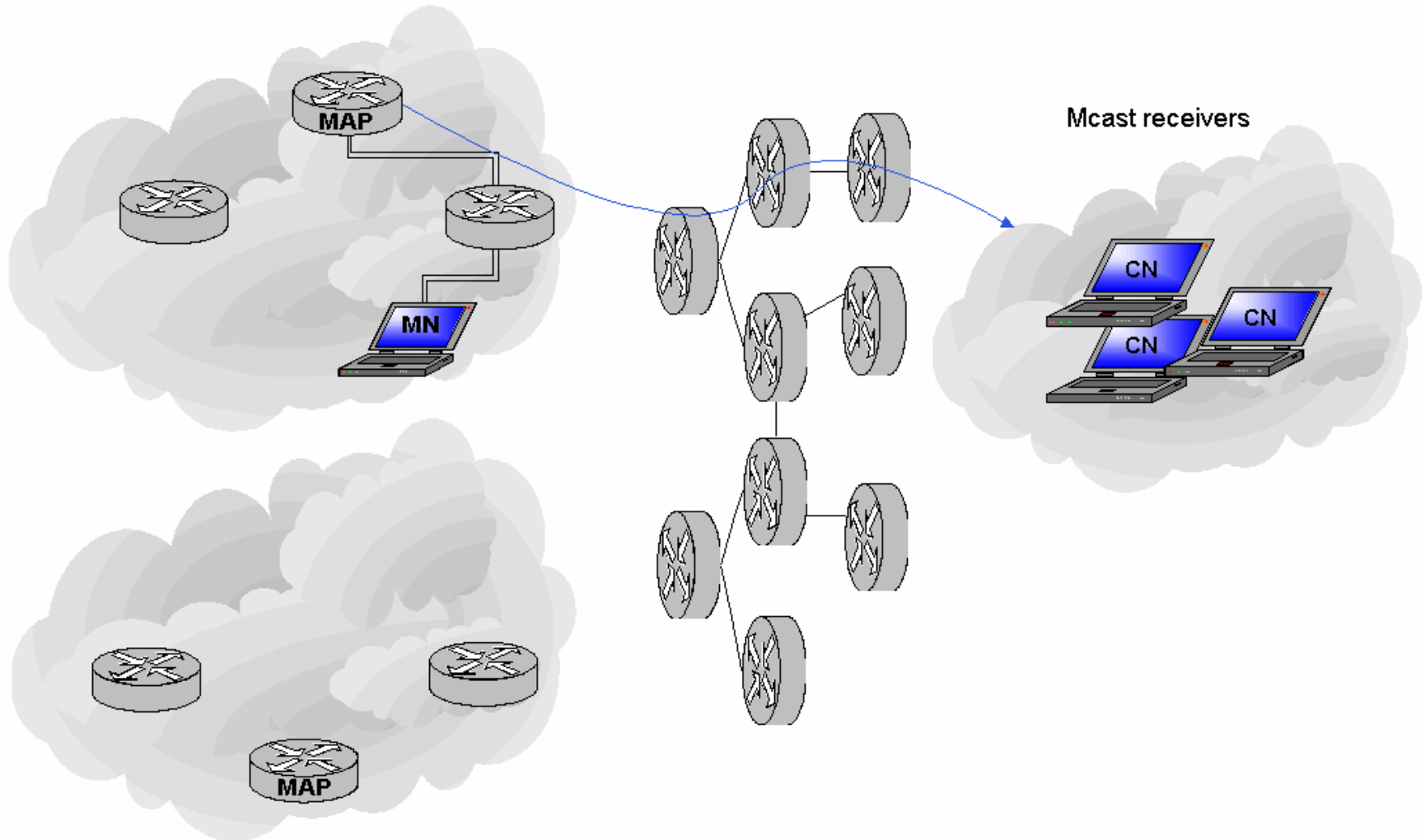
- Record subscribed group addresses in binding caches
- Answer MLD queries/sustain mcast tree membership
- Forward multicast packets to the mobile nodes (as unicasts)

# Mobile Multicast Source Proposal

Mobile multicast source anchored at MAP:

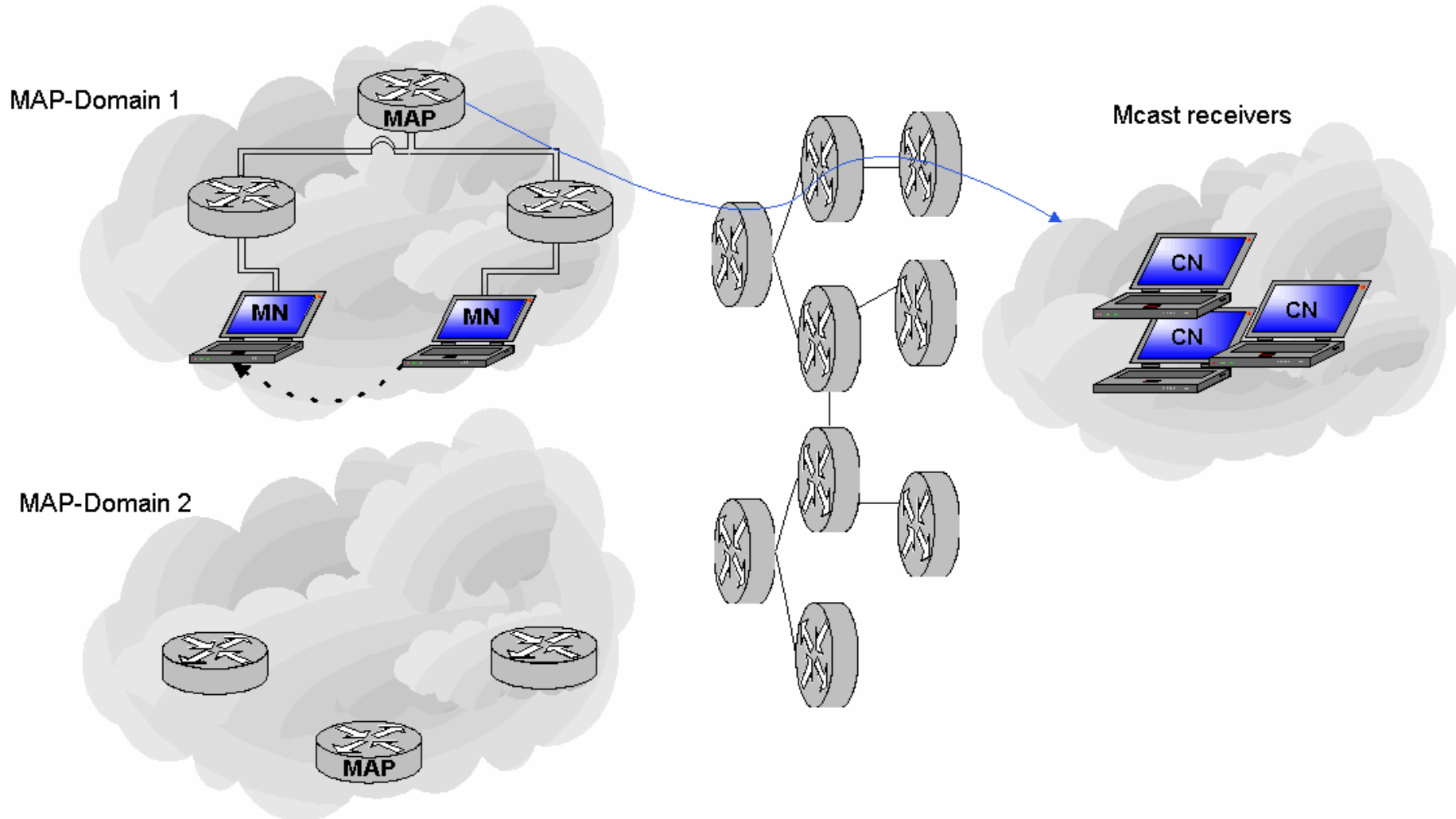
- Use Home Address Option  
(CN must not verify BC on mcast)
- Send mcast packets exactly as unicast (through MAP)
- On handover continue sending via previous MAP
- On handover start sending via new MAP
- Stop sending via previous MAP on timeout
- On rapid Movement: stay with established MAP

# HMIP Multicast Source

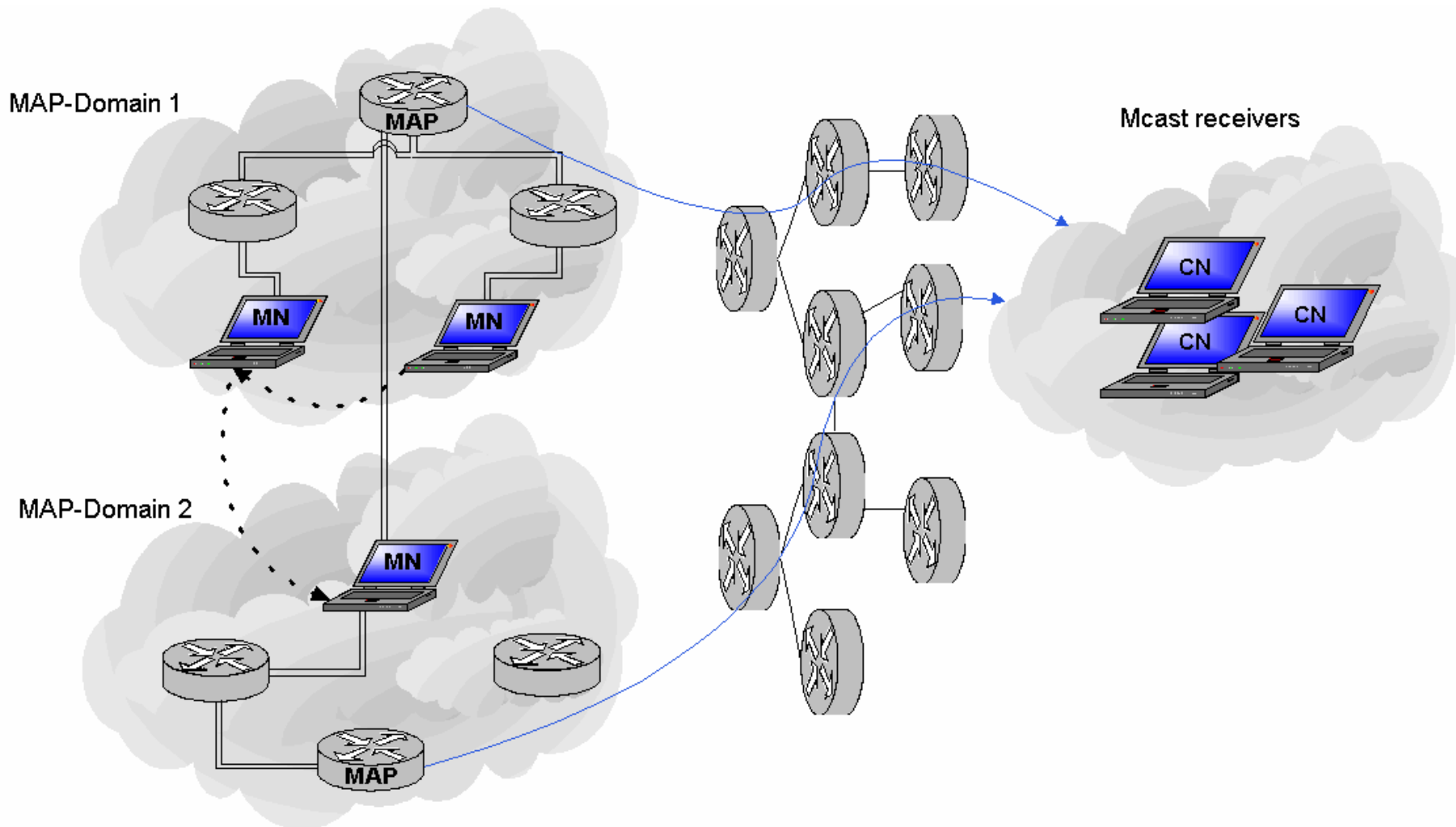




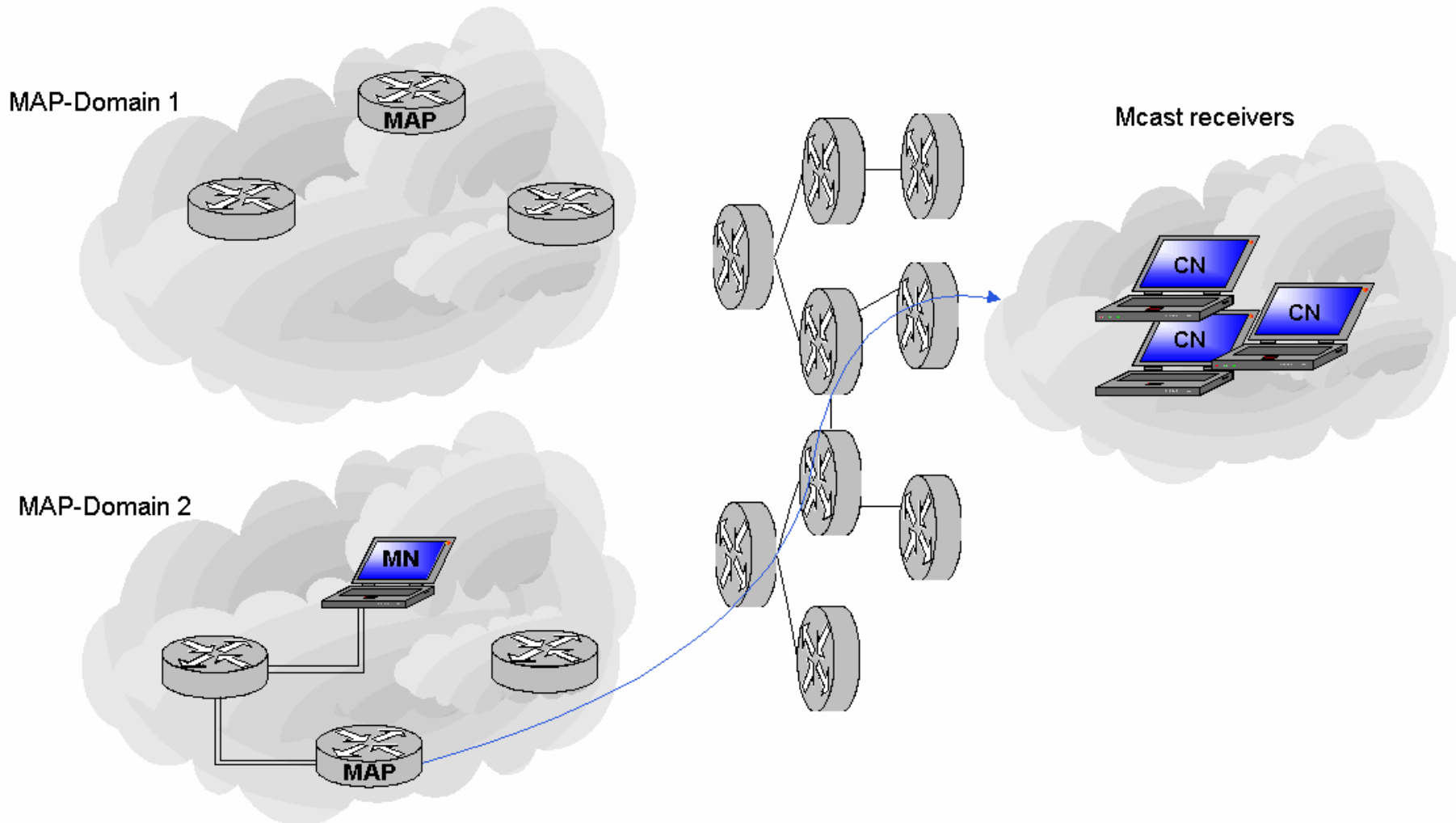
# HMIP Multicast Source MAP-Local Handover



# HMIP Multicast Source Inter-MAP Handover (1)



# HMIP Multicast Source Inter-MAP Handover (2)



# Conclusions & Outlook

- √ MIPv6 can be made suitable for real-time communication.
- √ Needs proxying and handover hiding.
- √ Mobile Multicast approach presented.

## Future Development:

- Further analysis & simulation of proposed schemes
- Optimization & refinement

daViKo 2

Connect Collaboration Properties View About

Name	Video	Audio	Quality	IP Address
radtke@fhtw-berlin.de	4 fps 136 kbits	19 kbits	0%	141.45.5.213

radtke@fhtw-berlin.de at 141.45.5.213 joined



daViKo 2

Connect Collaboration Properties View About

Phone, Mail, Camera, Info, Help

Name	Video	Audio	Quality	IP Address
jenny@fhtw-berlin.de	8 fps 102 kbit/s		0%	141.45.4.166

Thank You!



Opera

Start | Self Video | daViKo 2 | jenny@fhtw-berlin.de | 17:13