



Videoconferencing with VRVS: an Overview

Joao Fernandes
CERN, Geneva - Switzerland



Outlines

➤ **VRVS: Background Information**

➤ **VRVS Deployment**

➤ **VRVS Usage and Statistics**

➔ **From VRVS To EVO:**

An End-to-End Self Managed RTC Infrastructure



Objective



The “Virtual Room Videoconferencing System” (VRVS) has been developed since 1995 in order to provide a low cost, bandwidth- efficient, extensible means for videoconferencing and remote collaboration over networks within the High Energy and Nuclear Physics communities.

January 2006:

- about 21,000 Users Registered from 132 Countries, more than 1200 world wide meetings involving more than 4500 users (total 6000 hours) per month**
- It's the first Very Large Distributed System deployed and used today in Production.**



VRVS Project Timeline



Version

v0.4

- 1995 Caltech/CMS group started the development of a full **Web based user interface** for videoconferencing.

v1.0

- In January 1997, pushed by strong demands from the LHC experiments, the **Caltech/CMS group started a production prototype Web-based service** named **Virtual Room Videoconferencing System (VRVS)**.

v2.0

- During 1998-2000 VRVS was widely recognized by the Research and Education Communities worldwide. It became a core technology for **IP-based video & multimedia services in Internet2**.

v2.5

- July 2001 VRVS is the **first system** to support **multiple protocols** (Mbone, H.323, MPEG) for collaboration over **IP networks**.

v3.0

- February 2003, 1st **re-architecture** of the VRVS System (97% Code redone) – User Authentication, Database, AccessGrid Support, ..

v4.0

- July 2005, 2nd **re-architecture** of the VRVS System to become a **Globally Distributed Self Managed End-to-End Real-time Infrastructure**

As of January 2006: 21000 users registered, more than 22000 meetings performed



VRVS: What is it?



- ◆ VRVS is a **realtime distributed system** which provides a **scalable communication infrastructure** for **large collaboration** dispersed all over the world.
- ◆ **Different technologies and protocols** are supported (and mixed) and allow users to connect their preferred videoconference.
- ◆ Supports **Mbone, H.323, SIP, QuickTime, Access Grid**.
- ◆ The system is composed of **1 main server** and **several reflectors** (network servers) spread around the world.



VRVS Web Service Design



- ◆ **Unified Web User Interface:** *to schedule and join/leave a meeting independently of the application*
- ◆ **Multi-platform:** *Windows, Linux, MacOS and Unix*
- ◆ **Easy to use:** *Everybody knows how to click on a web page today*
- ◆ **Virtual Room Concept Scheduling:** *Create a virtual space where people can exchange real-time information.*
- ◆ **Join or Leave a Collaborative session anytime:** *Do not need to know in advance how many participants and booked ports capacity. Just announce the meeting and people will join from anywhere.*
- ◆ **Full Documentation and Tutorial**
- ◆ **Self service:** *Don't need a technician or expert to organize and join a conference*

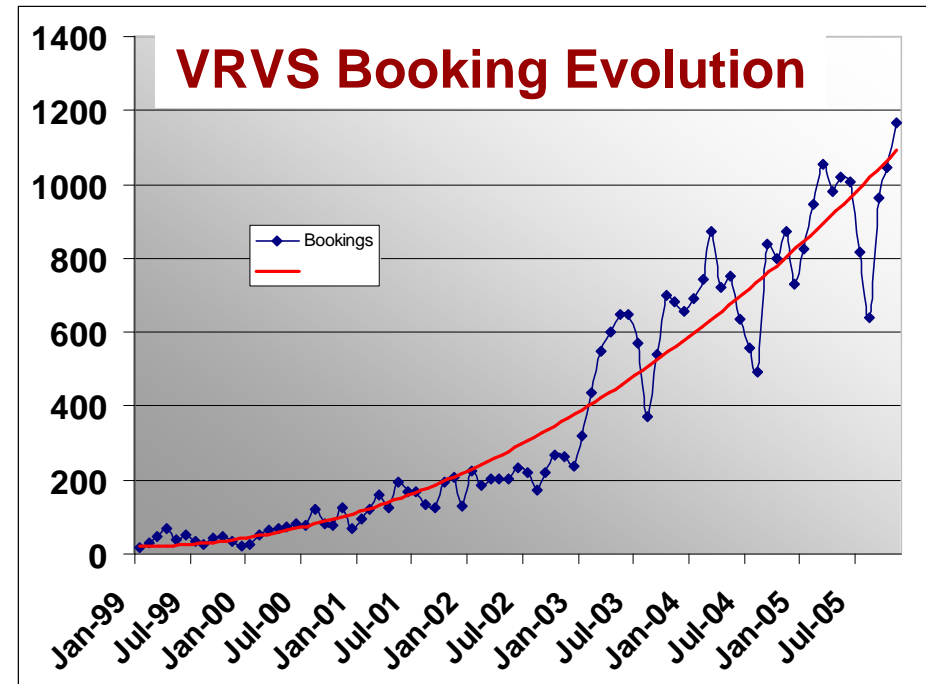
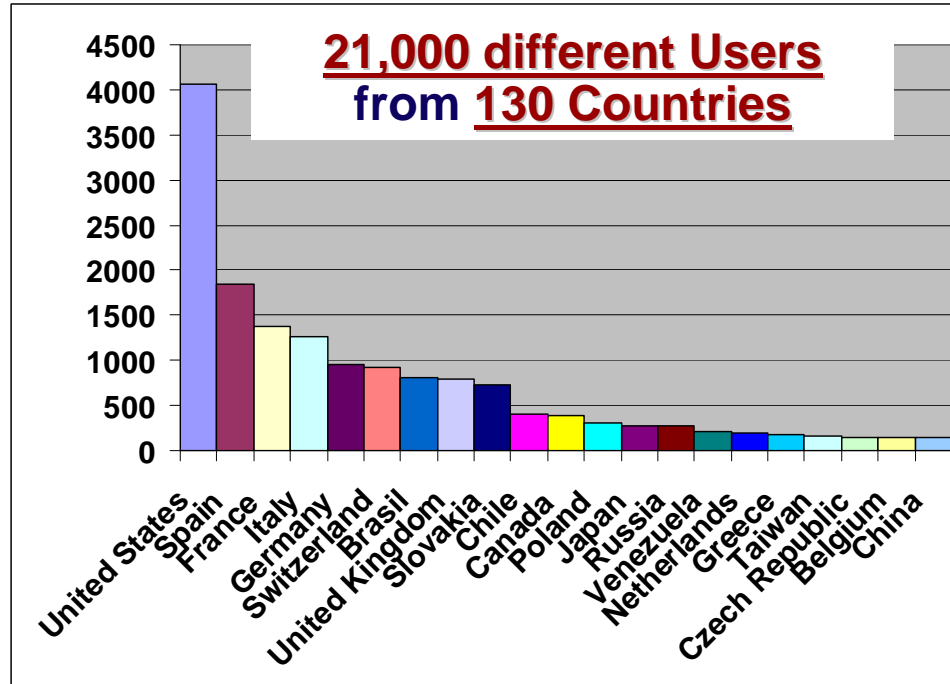


VRVS Reflectors Deployment World Wide





VRVS registered users and current usage



Average of 1200 world wide meetings involving more than 4500 users (total 6000 hours) per month

Workshops/ Conferences	Since 2005/01/01
Workshop	240
Conference	239
Lecture/Seminar	190
Tutorial	27



VRVS Worldwide Collaboration



*The VRVS team collaborates with **Research and Education Networks and major Research Projects** around the globe to provide the academic community with a **unique and reliable real-time infrastructure supporting all protocols for advanced collaboration***

VRVS National Research and Education Network (NREN) Communities and Projects:

Internet2 (U.S), **GEANT2/DANTE (Europe)**, **RedIRIS (Spain)**, **RNP (Brazil)**, **REUNA (Chile)**, **RENATER (France)**, **SANET (Slovakia)**, **INFN (Italy)**, **FUNET (Finland)**, **REACCIUN2 (Venezuela)** and **AMPATH (America)**, **GLORIAD**

Others are in process.

At CERN:

- **100% of the installed videoconference rooms are VRVS compliant**
- **4 reflectors installed 2 of them for CERN internal usage**
- **support, operation and integration with other systems provided by CERN/Caltech agreement**

VIC and RAT on WINDOWS (17 participants)

Vic: Headquarters Virtual Room

☒ Display ☐ Dock ☐ Display modes ☒ Transmit

- Michal Pauliny
- 137.138.26.8
- Pavel.Farkas@vrvs
- Dave (VRVS)
- Pavel Farkas (VRVS SK)
- 158.197.12.228
- Nicholas Kankula (VRVS SK)
- Marek Domaracký (VRVS Te)
- Dennis (VRVS Team)
- Dave - Caltech Mac
- Gregory DENIS (VRVS Team)
- Juraj Sucik (CERN)
- Joao (vrvs@CERN)
- 158.197.12.228
- Viktor Michalcin VRVS-SK
- G5 SLOVAKIA
- Joao (SC Linux)

Total Received: 4.2 Mb/s

☒ Minimize ☐ Settings ☐ Help ☐ Quit

RAT: Headquarters Virtual Room

☒ Listen ☐ Talk

- Michal Pauliny
- Marek Domaracký (VRVS Team)
- Viktor Michalcin VRVS-SK
- kankula
- Dennis (VRVS Team)
- Juraj Sucik (VRVS)
- Dave A (XP)
- Gregory Denis (VRVS Team)
- Joao (Fedora Core 3)
- 499602d2
- 158.197.12.228
- Nicholas Kankula (VRVR SK)
- VRVS gregory

☐ Minimize ☐ Dock ☐ Settings ☐ Help ☐ Quit



four + MSS Vic bbke Chat RAT Den Juraj Greg TnU Josif U of TUKE Vikte U of TnU 131 MSS UMB Julian PF U 128 Day 12:54

MSSR - KM

87%
12:54
42
FRI 1 MAR

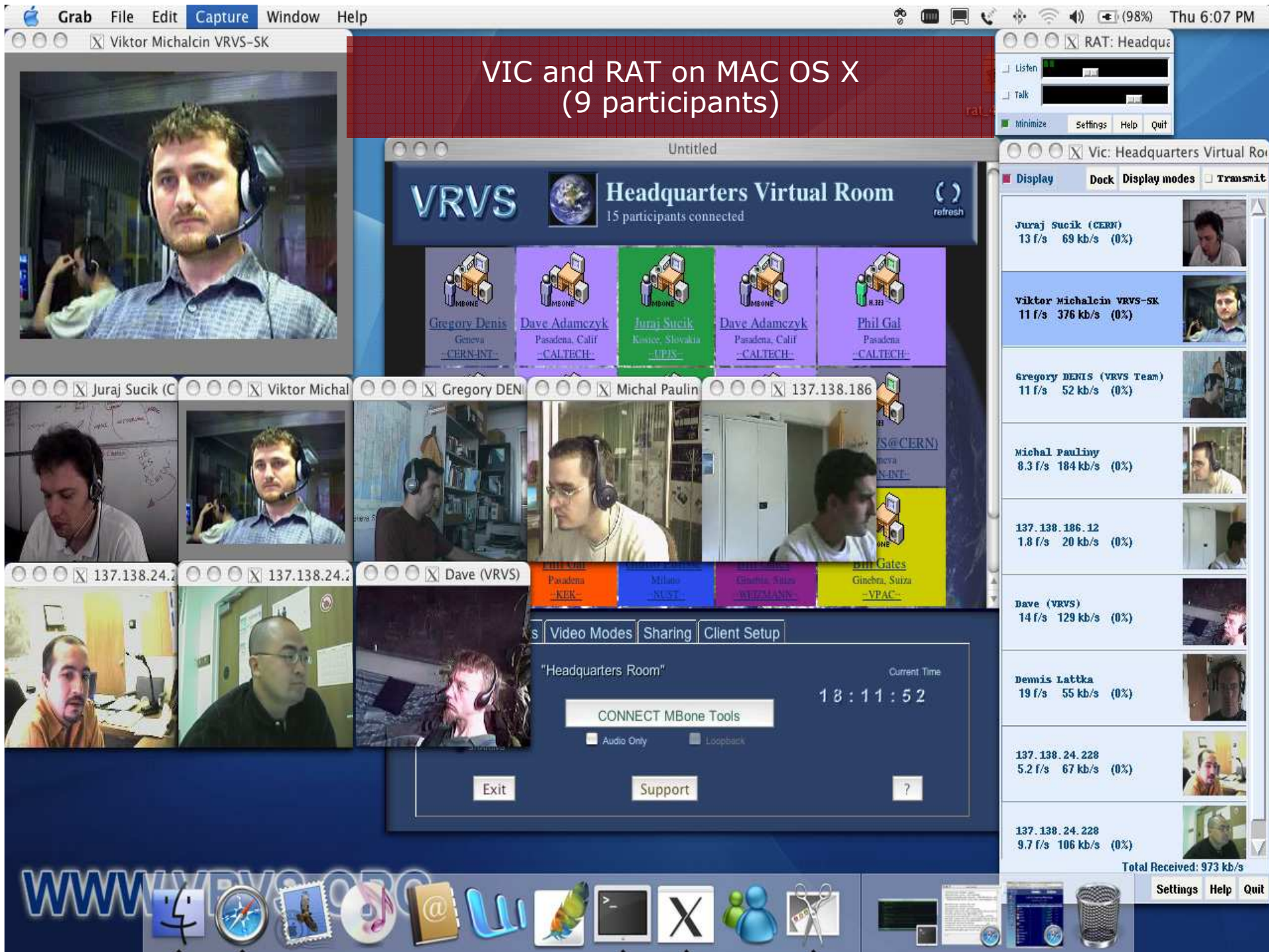
Dennis (VRVS Team) Juraj Sucik (CERN) Gregory DENIS (VRVS Te TnUAD2 - Trencin Josif Legrand U of Zilina (Melo, Gintner) TUKE Kosice (CNL)

Viktor Michalcin (VRVS-SK) U of Zilina (Melo, Gintner) TnUAD - Trencin 131.215.116.60 MSSR - KM UMB Banska Bystrica Julian Bunn

PF UPJS Kosice 128.227.89.161 Dave (VRVS)

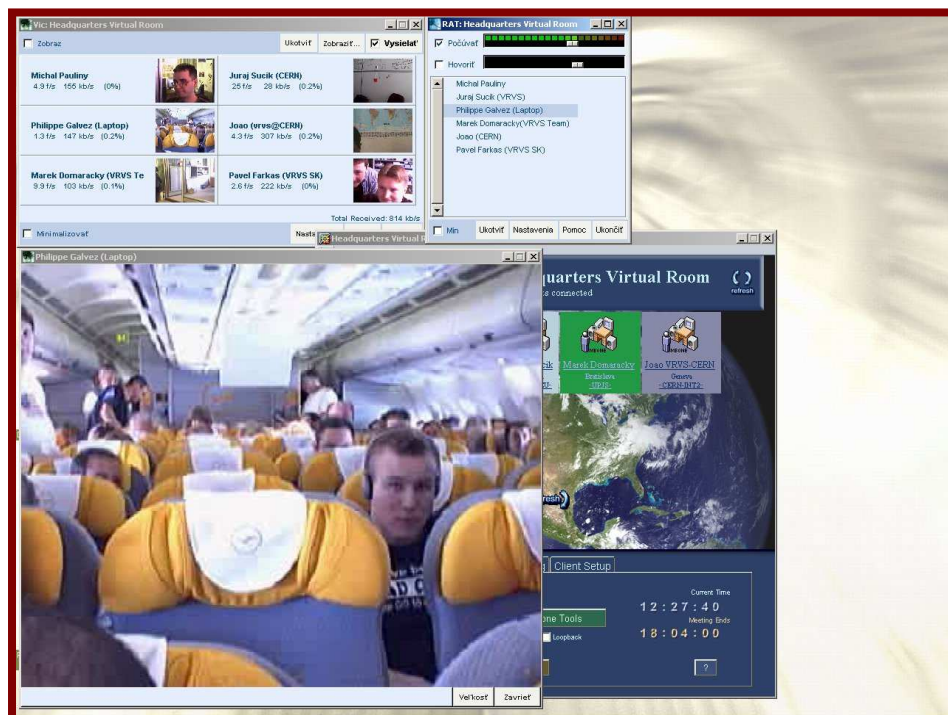
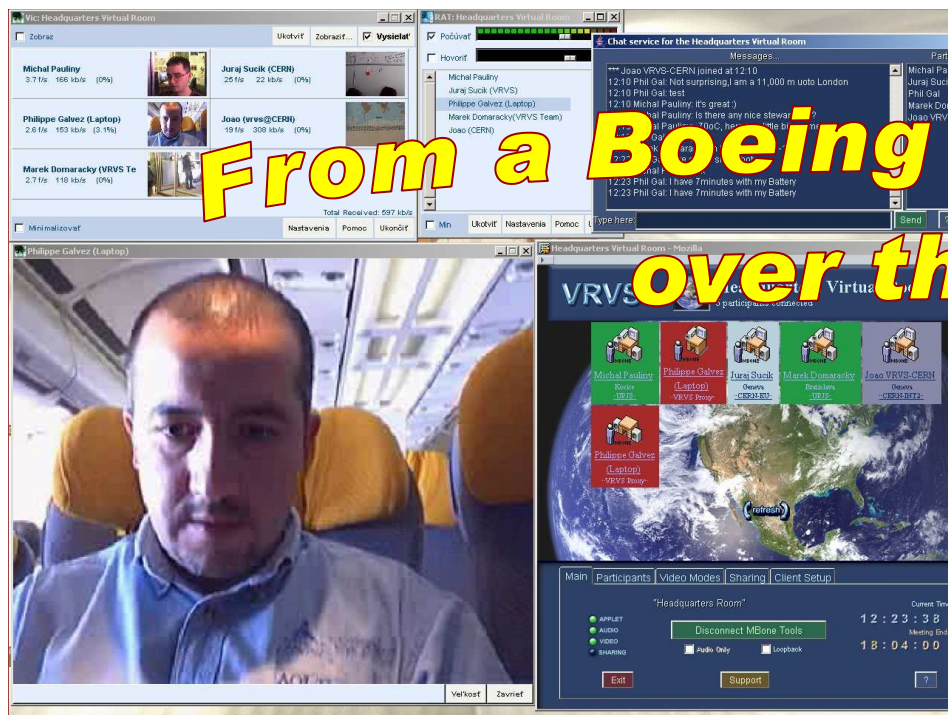
VIC on LINUX
(17 participants)

bbkeys

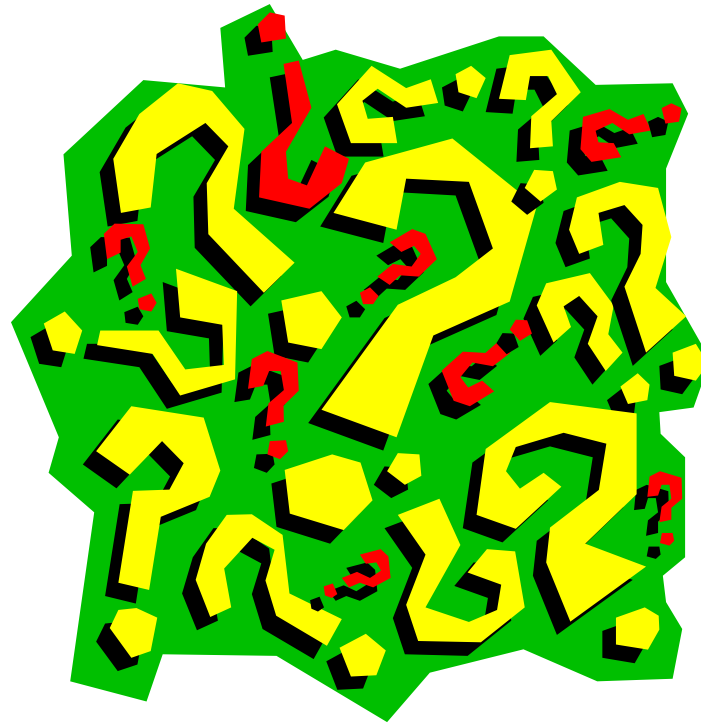


VIC and RAT on MAC OS X (9 participants)

Participant Name	f/s	kb/s	Percentage
Juraj Sucik (CERN)	13	69	(0%)
Viktor Michalein VRVS-SK	11	376	(0%)
Gregory DENIS (VRVS Team)	11	52	(0%)
Michal Pauliny	8.3	184	(0%)
137.138.186.12	1.8	20	(0%)
Dave (VRVS)	14	129	(0%)
Demis Lattka	19	55	(0%)
137.138.24.228	5.2	67	(0%)
137.138.24.228	9.7	106	(0%)



What's Next ?



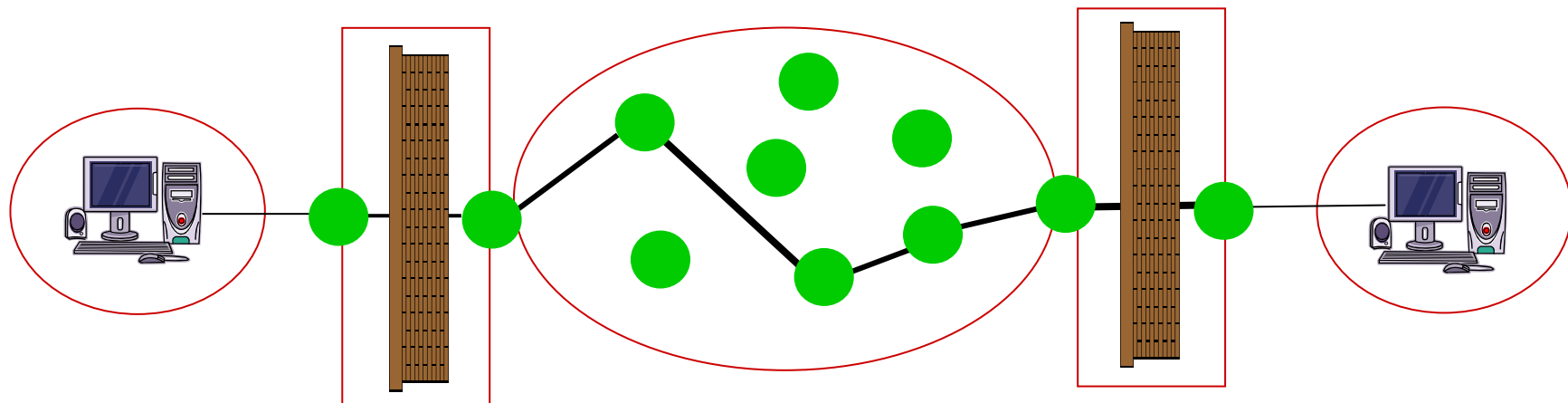
Caltech

From VRVS To EVO: End-to-End Self Managed RTC Infrastructure



Why can we not achieve total **reliability/robustness** when deploying **a RTC Infrastructure** ?

➤ The **Real-Time Collaborative** environment is a **living environment, constantly changing, evolving**. In addition **devices/domains/nodes** are managing by **several independent technical and administrative entities**



Solution:
Building an Overlay Network by deploying intelligent Software Agents



Panda Software Agent



Intelligent Software Agent to create an Overlay Network

Some functionalities:

- **Dynamic registration** to high level directory services
- **Automatic re-activation** of components and services
- **Automatic and secure code update**
- **Continuous monitoring** of network quality (packet loss, jitter, latency) between its peers and its possible peers
- **Automatic rerouting** to obtain the best performance/quality
- **Encryption** between pandas and between pandas and clients
- **Automatic Alarm notifications** when monitored parameters (system or network) go beyond a **preset threshold**
- **Dynamically provides services** (video, audio, data,...) that matches the current **resources/capabilities** to the end users/applications
- **Access to real-time and historical data**



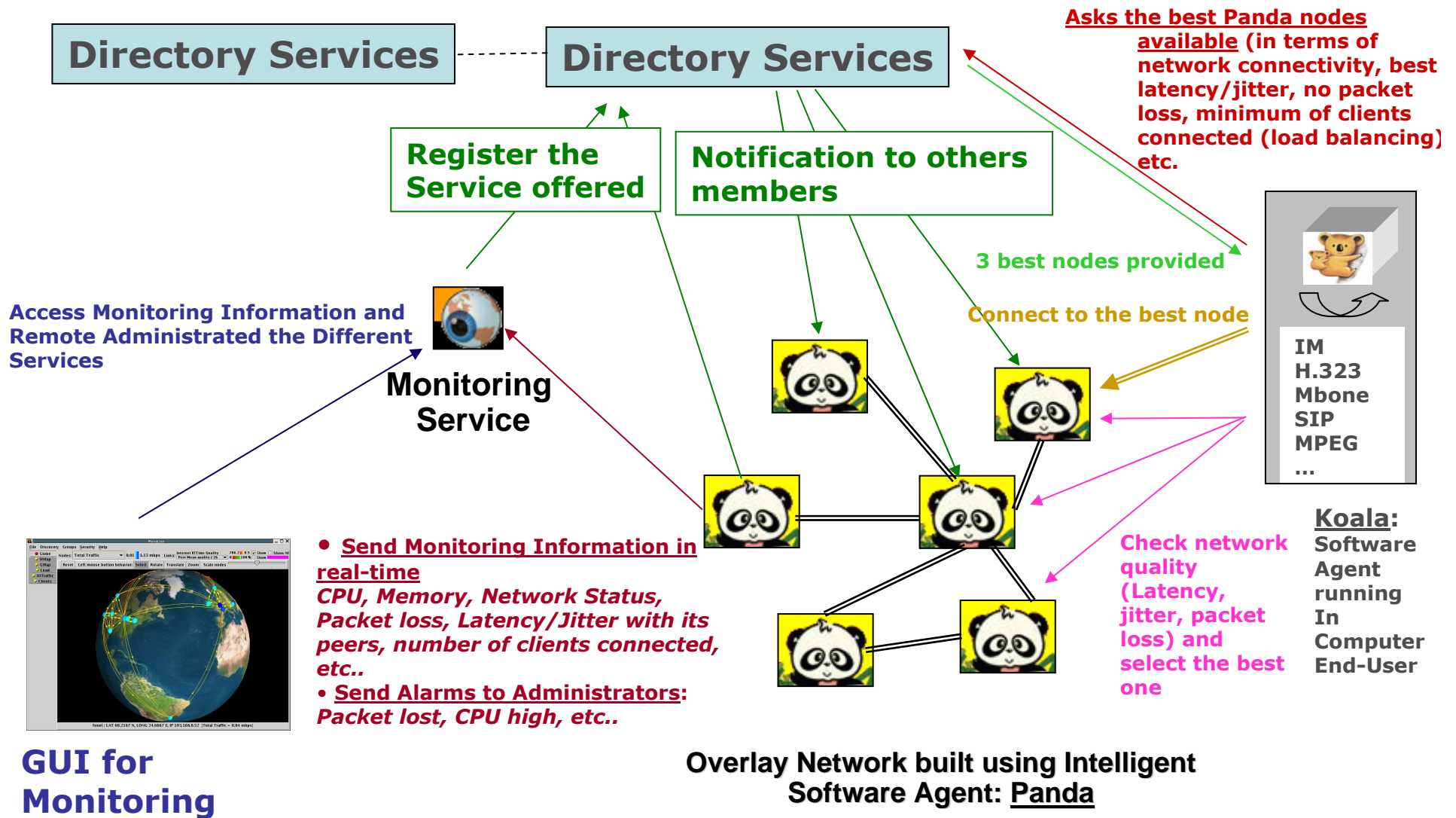
Koala Client



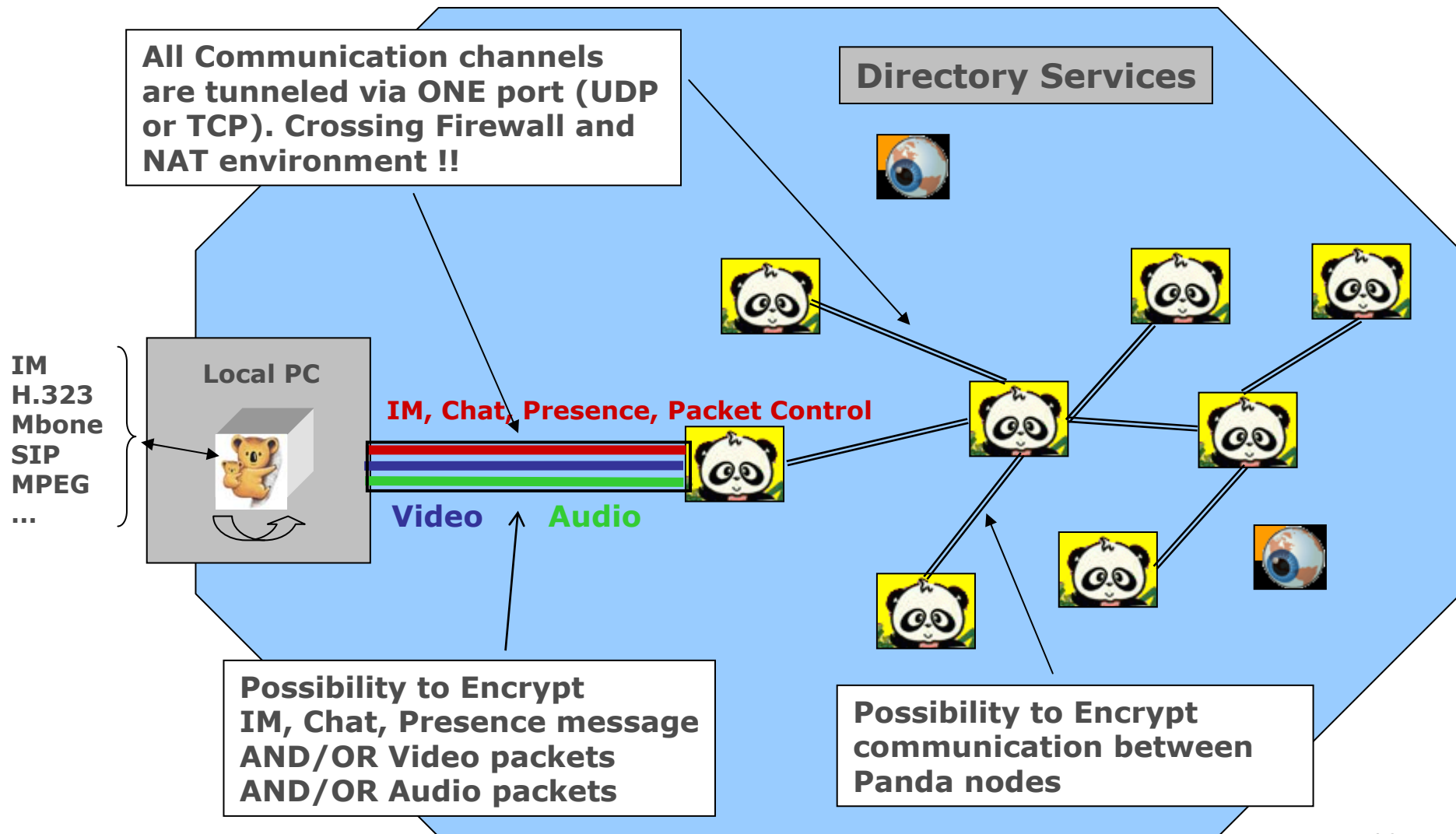
Some functionalities:

- **Bookings:** Book a schedule meeting; Start an Ad-hoc meeting, invite a buddy to a private meeting, have permanent meeting room
- **Presence** information, **Group and Private** concurrent chat
- UDP and TCP tunnelling in one Port. **Network Address Translation and Firewall transversal**
- **Encrypt** Video and/or Audio and/or IM/Chat and/or other data
- Meeting management: Become a **meeting moderator**; Mute/Unmute video/audio of a participant, kick-out a participant, add a new participant as moderator
- **Shared files** in a virtual meeting space or send a file to individuals
- **Plug-in concept:** so others data types can be sent over the EVO infrastructure (authentication, calendaring, etc..). **API** for external development will be provided
- **Multilanguage** support, **IPv6** Compliant,

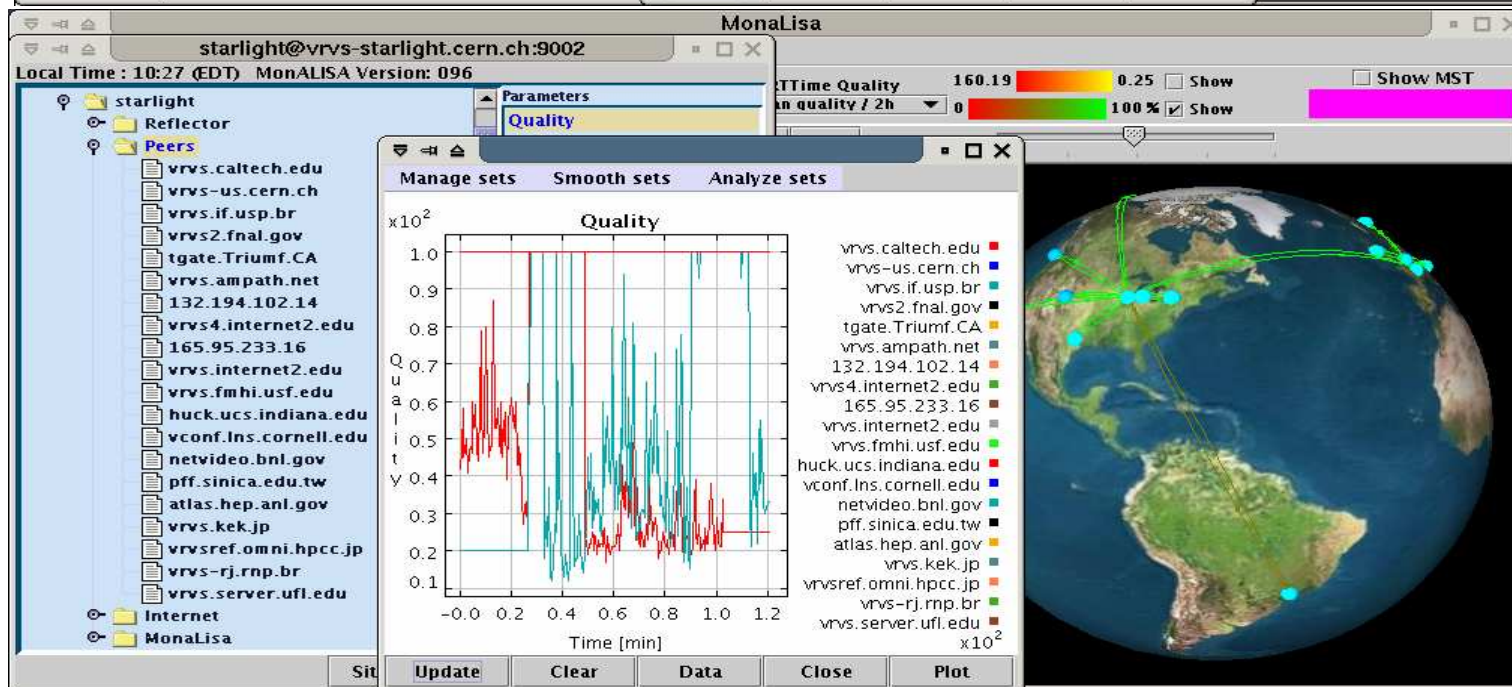
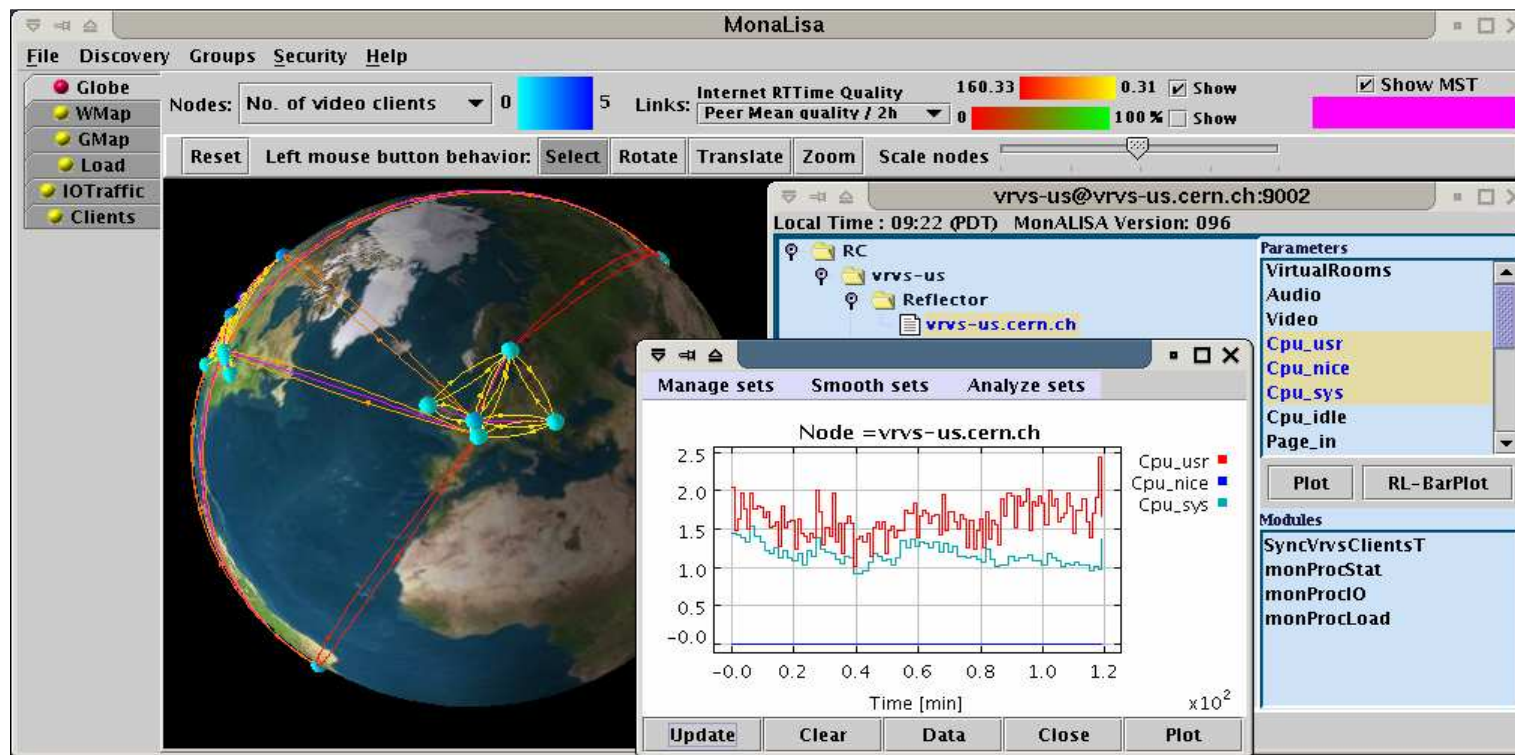
Building a Core RTC Infrastructure



Building an End-to-End Self Managed RTC Infrastructure

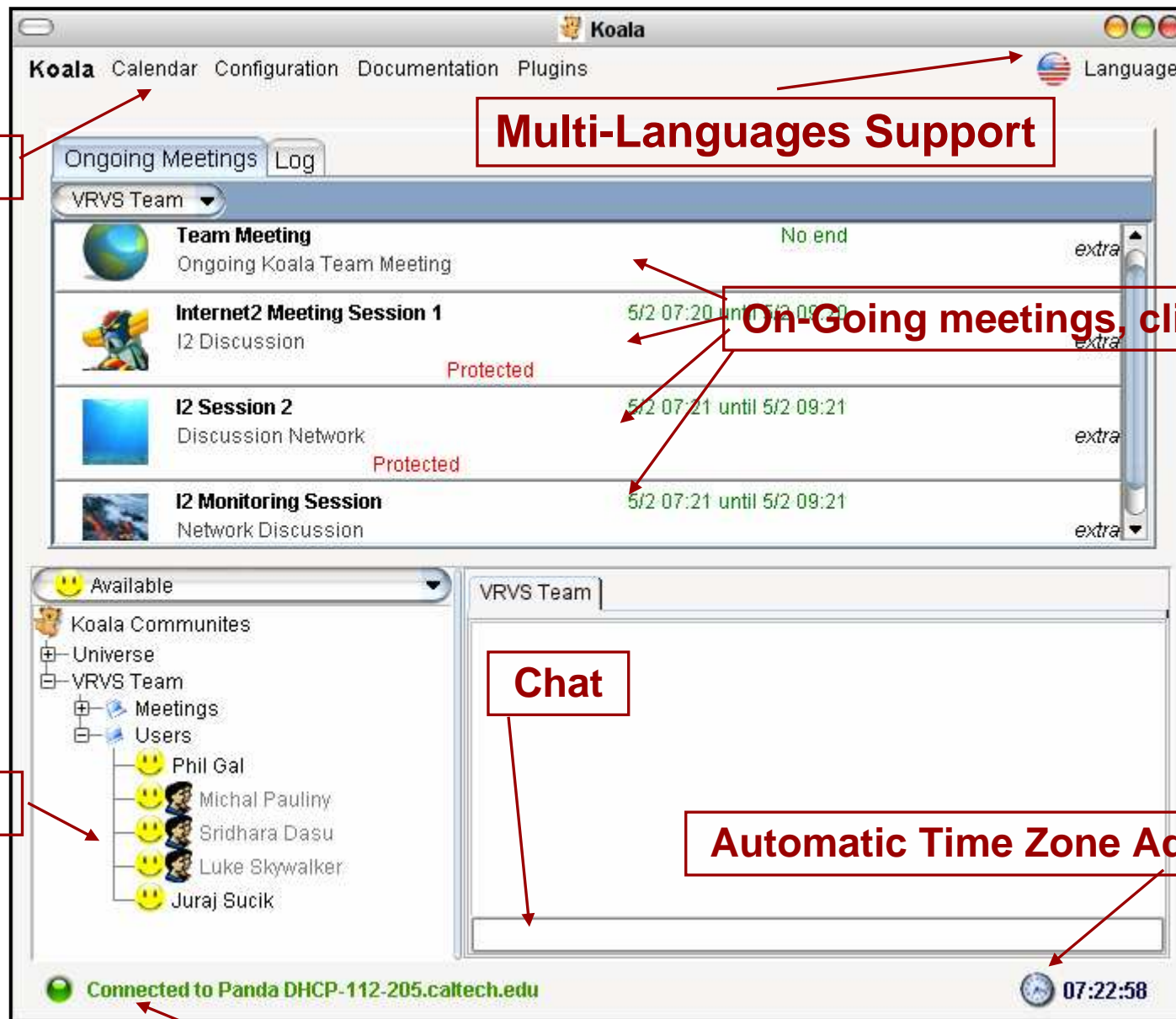


End-to-End RTC Self Managed Infrastructure



tech

The Koala Client (Java)



Bookings

Multi-Languages Support

On-Going meetings, click to join

Chat

Presence

Automatic Time Zone Adjustment

Connection to the Panda



Video and Audio Client improvements

- improvements **done on decoder side** have influence mainly on **compatibility with H.323** hardware devices
 - RTP part was changed **to avoid artifacts** in decoded video from some H.323 clients and **to fix bad positions of macroblocks** in video stream from **MCUs** and **Polycom VSX**
 - bug which causes **skipping of the last macroblock** in RTP packet was fixed (avoids artifacts in decoded video)



Polycom VSX7000 - before



Polycom VSX7000 - now



New Codec Integration : H.263

- comparing to H.261, there are two significant differences:

Resolution of video signal

- 5 standardized resolutions: **sub-QCIF** (128x96), **QCIF** (176x144), **CIF** (352x288), **4CIF** (704x576), **16CIF** (1408x1152)
- custom resolution up to **2048x1152**

Level of compression and quality

- Arithmetic Coding instead of VLC - significantly fewer bits produced
- Unrestricted Motion Vector Mode - **larger vectors** and vectors can **point outside** the picture
- Advanced Prediction Mode - **4 8x8** vectors instead of **one 16x16** vector - results in less blocking artifacts
- PB-frames mode - **two pictures** encoded **as one unit**
- enhanced **error resilience** capabilities
- half pixel precision used for motion compensation + many others

For the same quality it has 30-50% of H.261 bit usage



H.263 - Desktop Sharing

H.263 XGA
(1024 x 768)

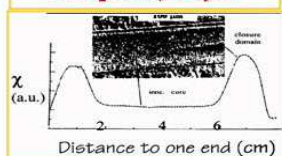
H.261 CIF
(352 x 288)

H.261 CIF
(352 x 288)

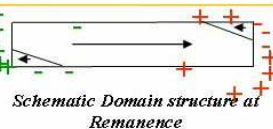
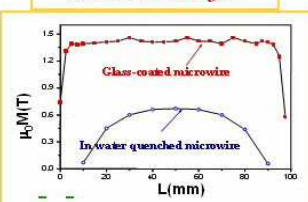
H.263 VGA
(640 x 480)

Bistable Loops

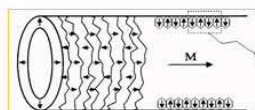
Susceptibility Profile



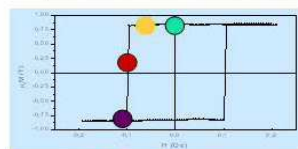
Remanence Profile



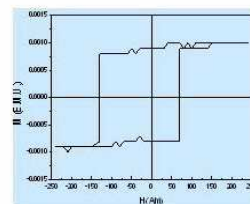
Amorphous Microwires FeSiB (Large and Positive Magnetostriction)



General Domain structure



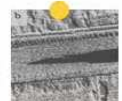
FeSiB amorphous wire
10 cm long and 120 μm diameter



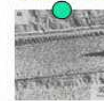
Pyrex coated FeSiBC
amorphous microwire

Tiny Dimensions:
2 mm long
5 μm diameter

Switching



Remanence



Magnetization Reversal in a single Barkhausen jump

Summary:
Vázquez, Physics B, 2001

Size... Dismiss

Display modes Transmit

Pavel Farkas (VRVS)
18 f/s 3.2 Mb/s (0%)



Viktor Michalcin (VRVS-SK)
10.0 f/s 69 kb/s (0.3%)



Michal Pauliny
25 f/s 313 kb/s (0%)



Marek Domarack (VRVS Tea)
25 f/s 1.1 Mb/s (0%)



Total Received: 1.6 Mb/s

Settings Help Quit

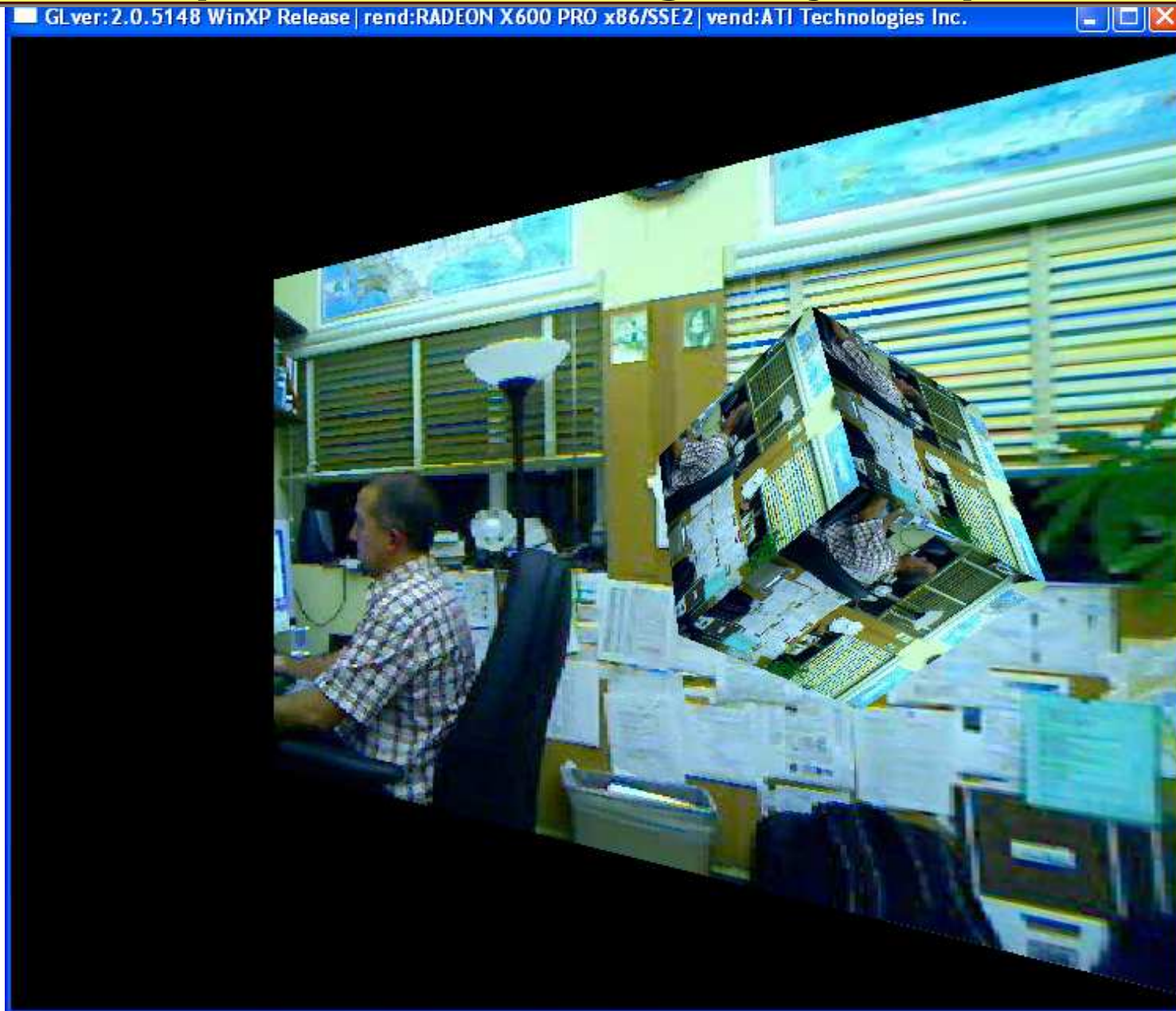


Recycle Bin

Start Total Commander 6.51 - ... VRVS [support] - Mozilla ... Anglicko-slovenský - Lexi... VRVS version 3.4 (Virtual... Vic: Marek Domarack (VRVS T... Pavel Farkas (VRVS) Viktor Michalcin (VRV... 9:51 štvrtok

EVO Team

OPENGL Display (Video, Text, Message, Object, ..)



Audio Equipments



Major hardware improvements has been done the last few months pushed by the VoiceOverIP (VoIP) market (i.e. Skype and Others)

- For individual: a **headset** is a affordable working set-up (\$60)
- For individual, small or medium rooms: New hardware with **build-in speaker and microphone with echo cancellation** are available. Their quality are good to excellent. Ex: USB Phoenix devices (~\$250)
- For Large rooms / amphitheaters: Specific investment has to be done for the **local audio set-up and remote communication** (wireless microphone, echo cancellation device, ...)





PocketVRVS – the mobile solution

Documentation

**Download
PocketVRVS
package**

Booking

**Connect to any
ongoing
meeting**

**PocketVRVS
web interface**

Control Panel
Talk, Listen, Send
and Receive controls

Video Screen
Remote Video, Own
Video in PIP window

Session Info
Virtual Room,
Participant's name, ...

**PocketVRVS
application GUI**

Program Menu
Connection and
Session Settings

EVO: End-to-End Self Managed and Secure RTC Infrastructure



Thank you

www.VRVS.org

Contact@VRVS.org

Support@VRVS.org