Problem Statement of PPSP

draft-ietf-ppsp-problem-statement-02

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Summary

- Reply all the comments in last IETF and in the mailing list during the adjournment
- Remove the ambiguous expressions
- Request for WGLC

Changes in Detail(1)

- Comments: The problems in mobile environment are NOT clear
- Updating
 - Tracker protocol difference:
 - connections are unsteady, lower and costly (esp. in uplink).
 - Need more parameter to express
 - Peer protocol difference
 - Lower bandwidth determines the AMOUNT of exchanged data and FREQUENCY (e.g., bitmap)
 - Mobility issue
 - How to reflect mobility information like IP address change in two protocols

Changes in Detail(2)

- Updating the ecological relationship in different P2P streaming vendors
 - Coexist in some scenarios
 - P2P Cache
 - Different clients in one terminal
 - Different systems use PPSP for signaling and media transport, but implement something system specific on top of that
 - The scheduling of data keeps intact for different systems

Changes in Detail(3)

- Clarify resource-constraint terminals problem
 - PPTV (former PPLive) has issued iOS version in June,2011
 - Different apps run different daemons at the same time in PC.
 Same in smart phones
 - Problem: Share 1G or exclusive access 500M if 1G is better for display?
 - PPSP suggests to share 1G between daemons with better resource utilization
 - Time 1: app1 run, app2 idle,1G for app1
 - Time 2: app1 stop, app 2 begin, 500 M for app1 and 500M for app2
 - Time 3: app 1 quit, app 2 run, 1G for app2
 - Else
 - Any time :500M for app 1 and 500 M for app 2

Changes in Detail(4)

- Updating the CDN and normal peer interaction with more alternatives
 - PPSP mode: CDN nodes as super peer
 - HTTP mode: CDN nodes have complete content
 - Hybrid mode: CDN servers the beginning phase with C/S mode and once there are enough peers, switch to PPSP mode

Changes in Detail(5)

Updating the procedure for caches supporting P2P streaming



Actions

Request for WGLC

Questions?