Context-Aware HTTP Adaptive Video Streaming Utilizing

QUIC's Stream Priority

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Has the internet changed?





Introduction

TCP (Transmission Control Protocol)

QUIC (Quick UDP Internet Connection)

- RFC in 1981
- Transport over IP
- Single Connection
- HTTP streams
- 3 way handshake
- Stream of bytes as clear text

- Google 2013, WG -2015, RFC 2021
- Transport over UDP
- Single Connection
- QUIC streams
- Lower connection establishment latency
- Encrypted



Under the Hood

Application Layer

Security Layer

Transport Layer

Network Layer

HTTP 1.1 HTTP/2

Multiple Streams

TLS

Encryption

Connection Oriented

Reliable **TCP**

Congestion Control

IP

HTTP/3

Multiple Streams

TLS 1.3

Encryption

Connection Oriented

Reliable QUIC

Congestion Control

UDP

IP



Why HTTP/3?

Features	HTTP/2	HTTP/3
Transport	TCP	QUIC
Header Compression	HPACK	QPACK
Streams	HTTP	QUIC
Independent streams	No	Yes
Early data	No(typically)	Yes
Security	TLS 1.2(typically)	TLS 1.3



RFC 7540 - H2 Priority

- Server scheduling
- Dependency tree
- Bandwidth Distribution
 - parents are transferred in full before their children
 - sibling nodes share bandwidth
- Drawbacks
 - HoL blocking
 - Resource contention
 - Complex implementation
 - Limited browser support
 - Interoperability issues



RFC 9218 - Extensible Prioritization Scheme for HTTP

- Urgency 0 to 7
 - Transmit HTTP response in the order of urgency
 - The smaller the value, the higher the precedence.
 - lowest urgency level (7) is reserved for background tasks
 - Default 3
- Incremental
 - HTTP response can be processed incrementally
 - Boolean
 - Default false





Motivation

Most replayed feature



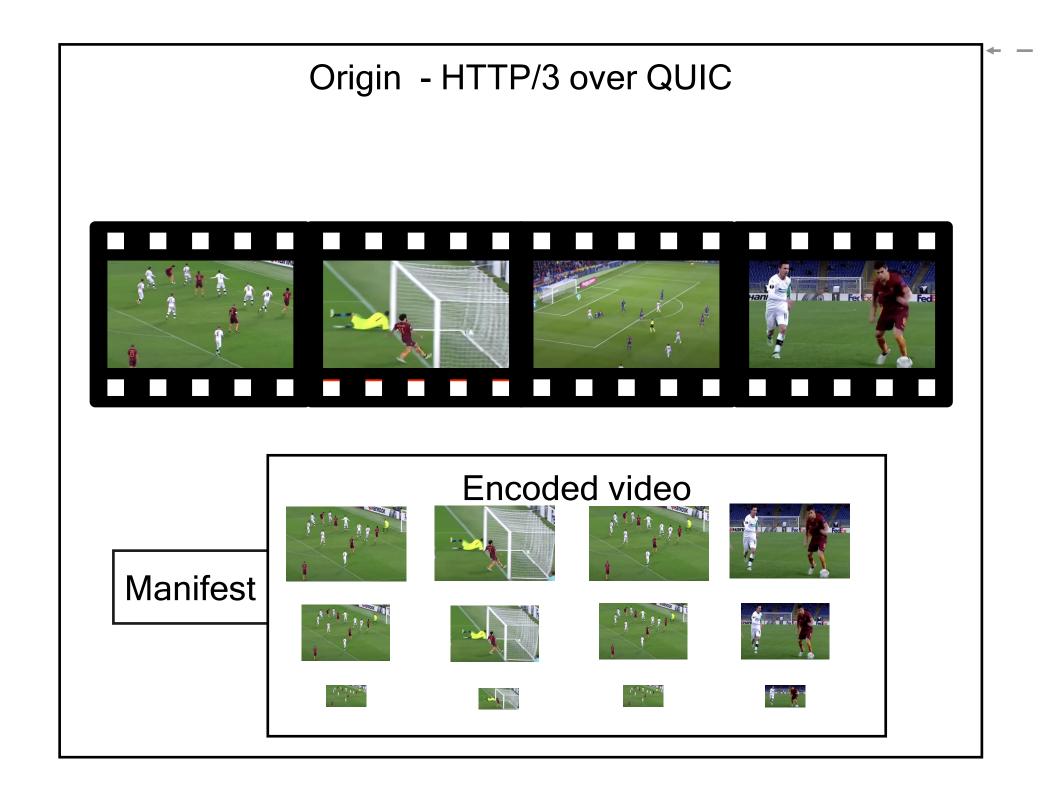


Engagement graph

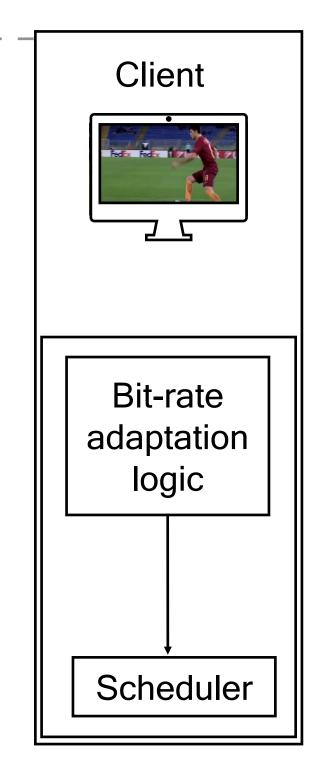




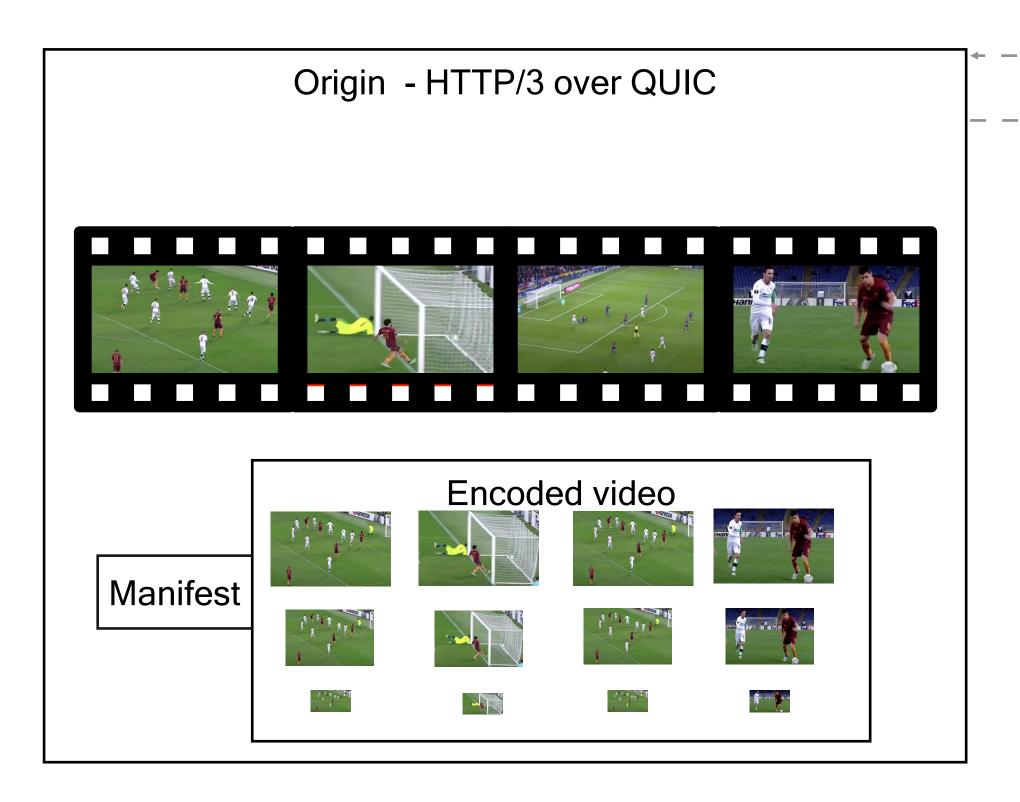




1. Reguest the manifest

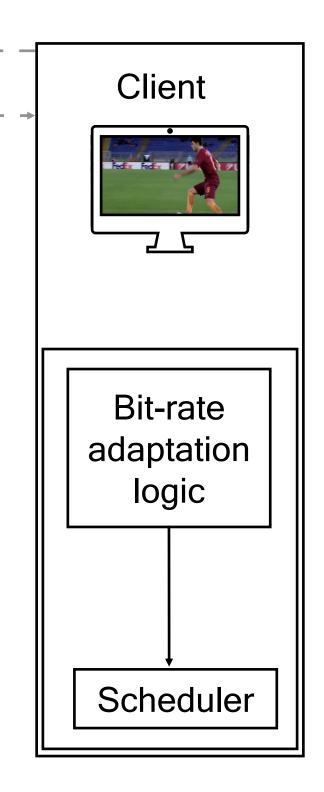




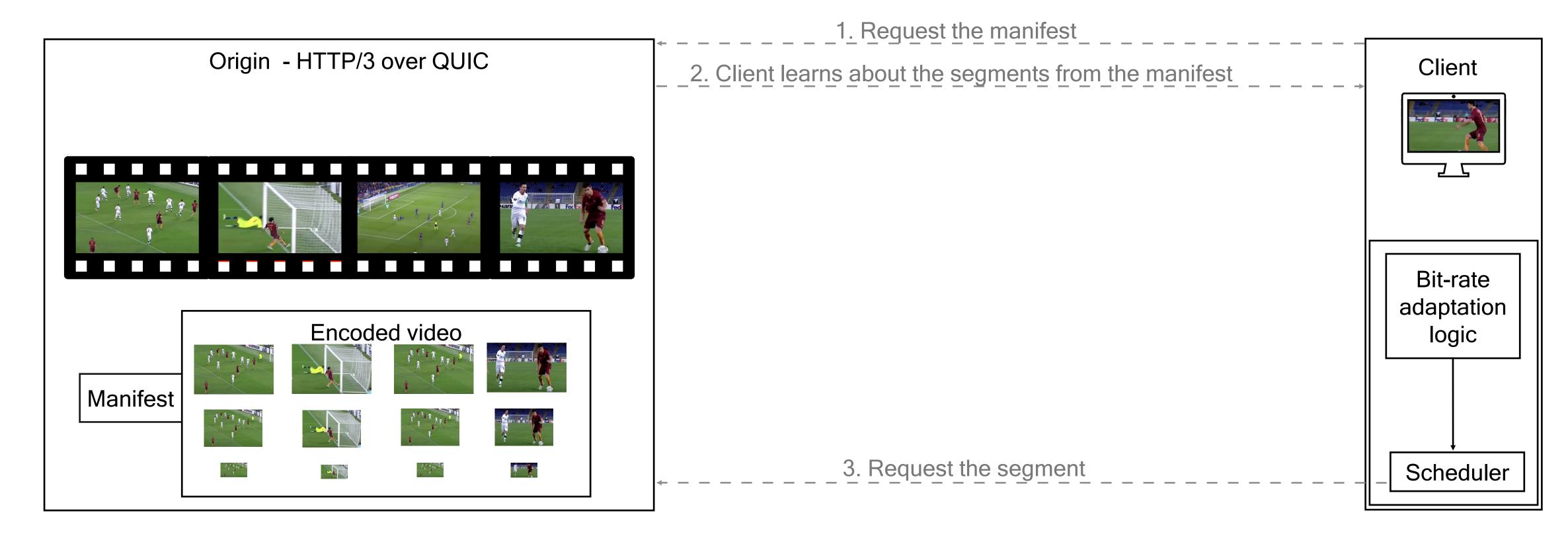


1. Reguest the manifest

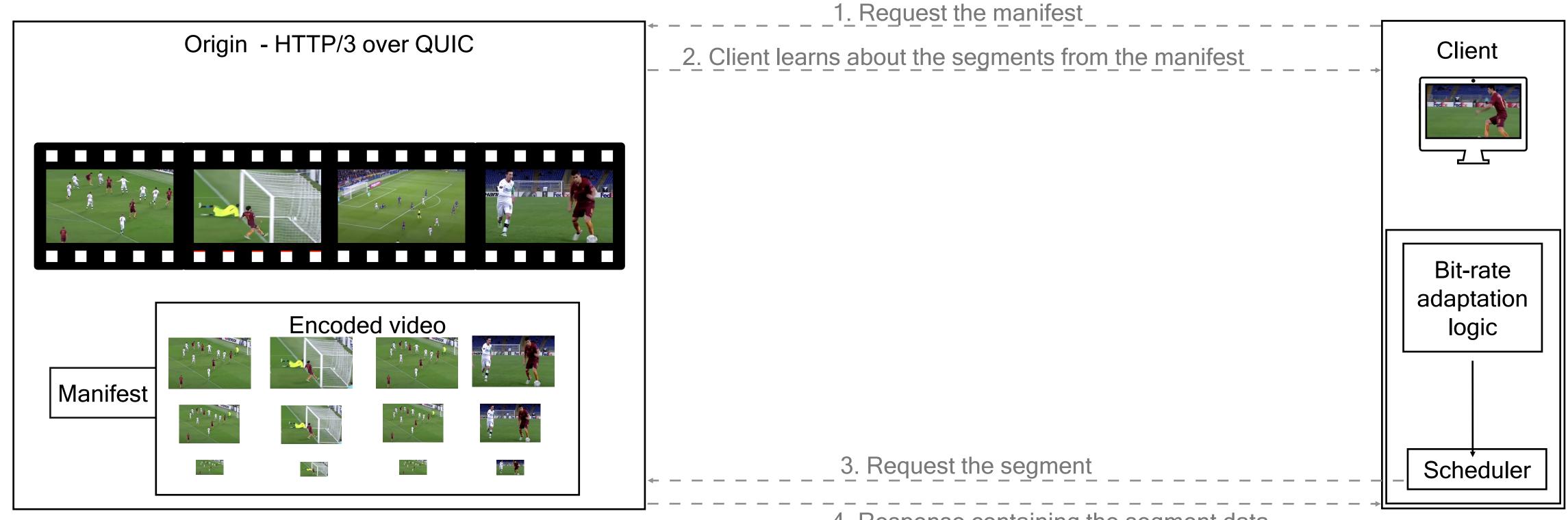
2. Client learns about the segments from the manifest





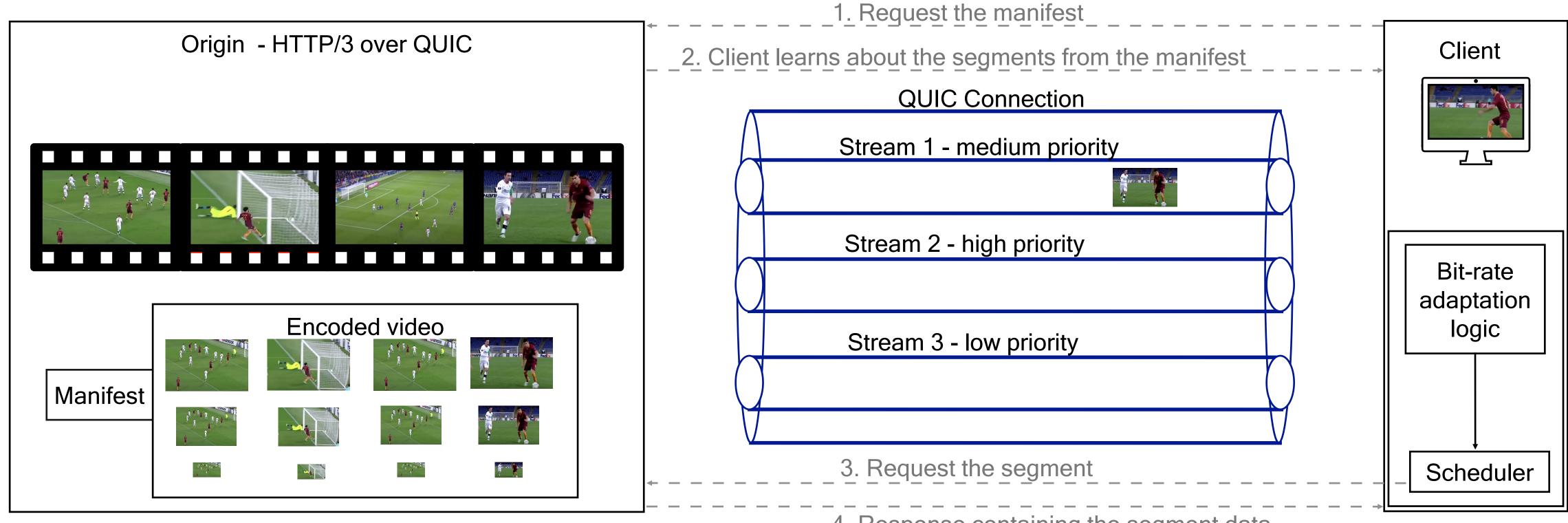






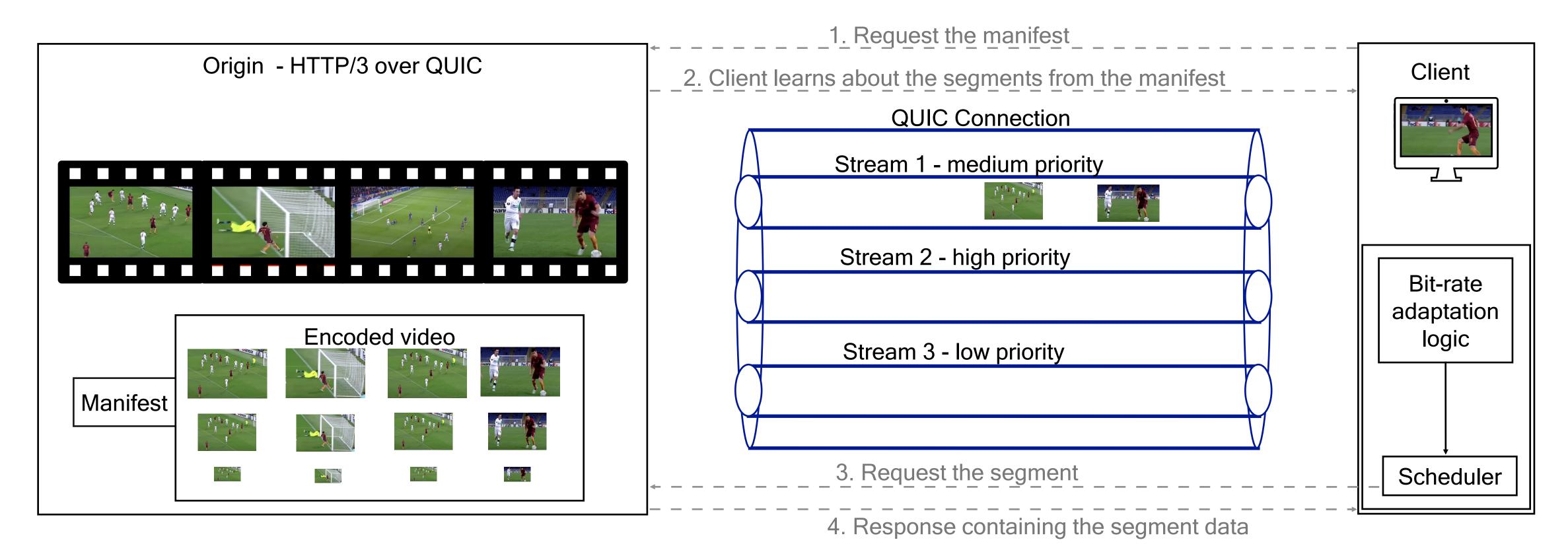




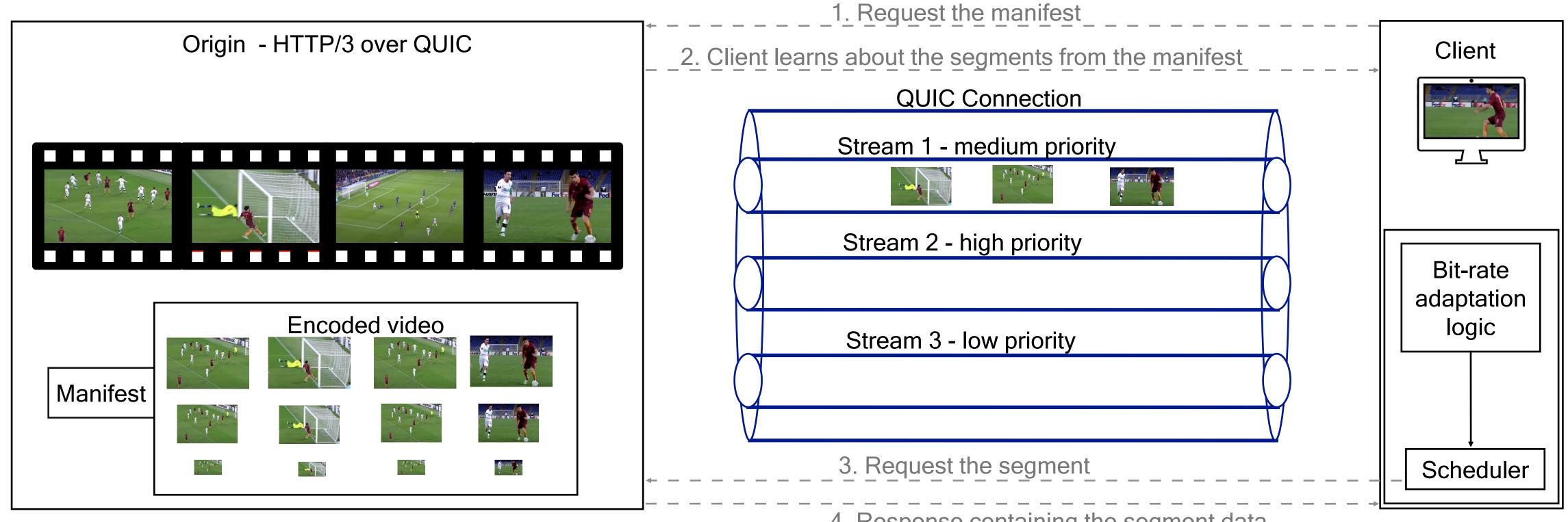






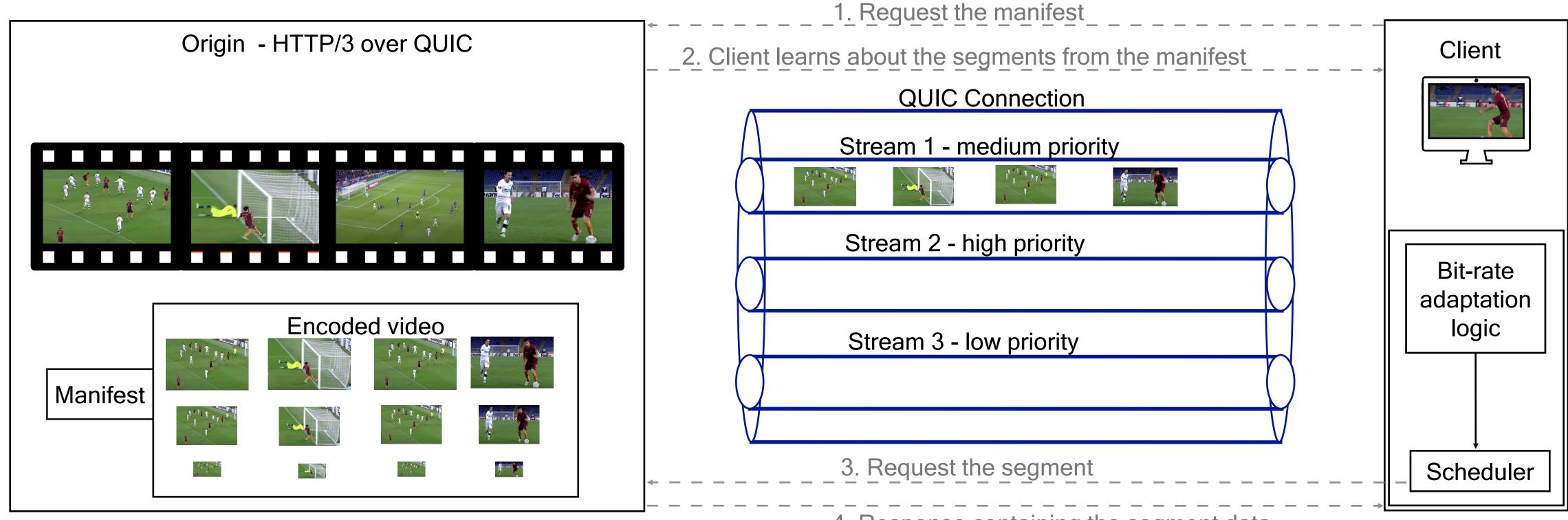








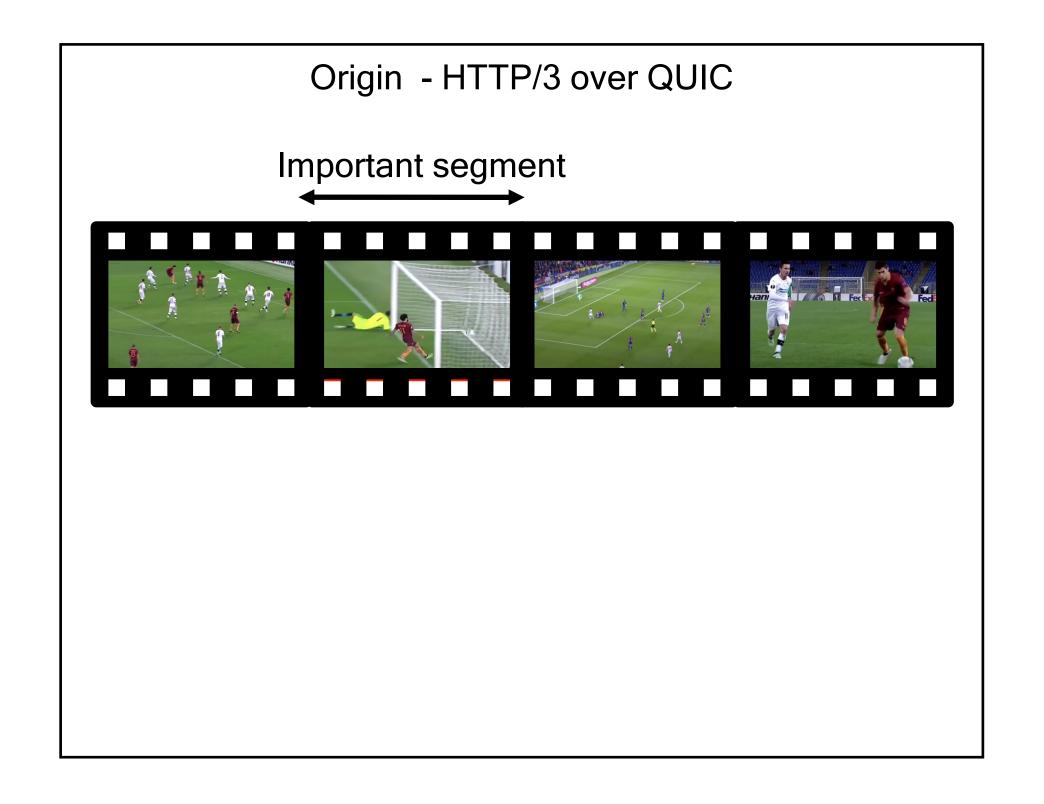


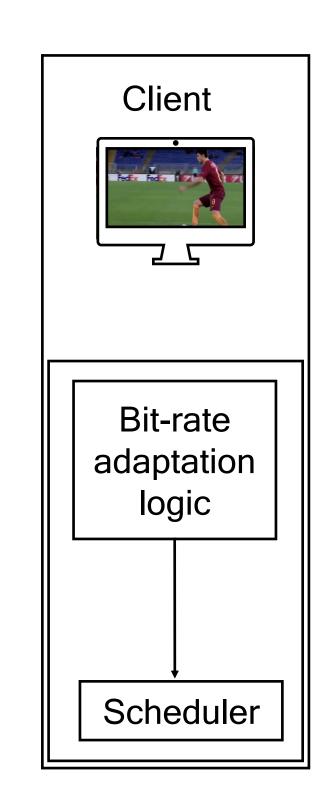




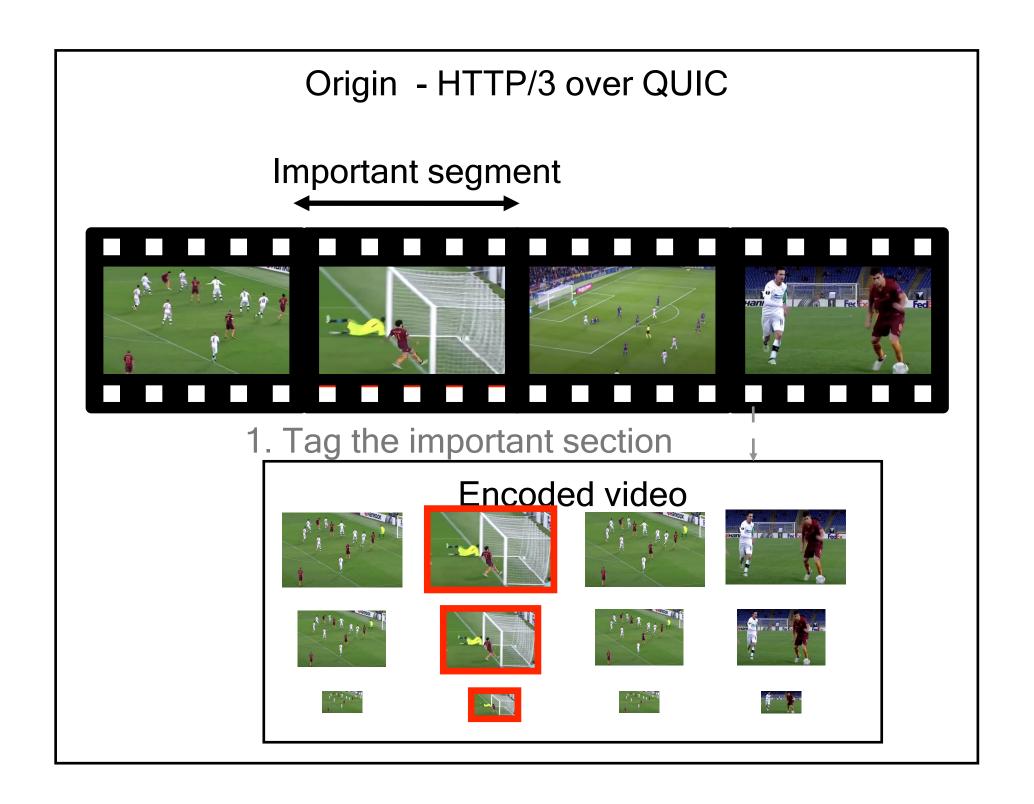


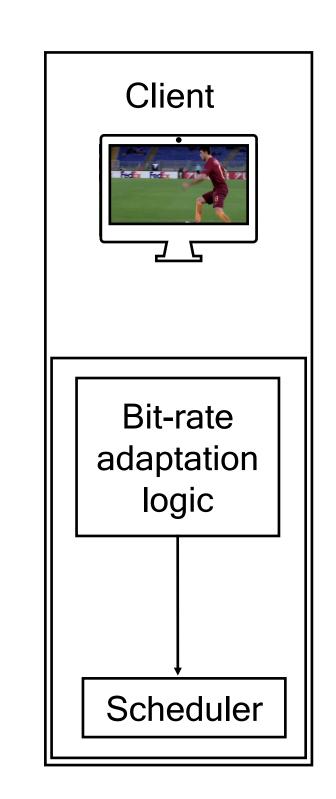




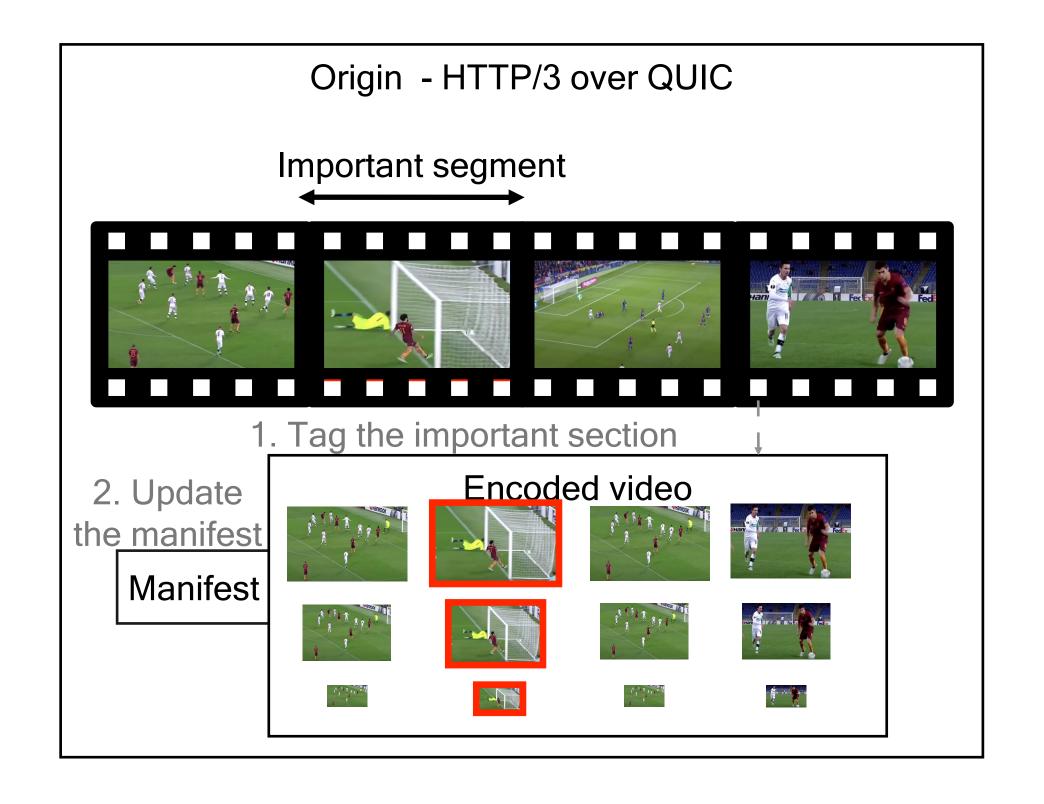


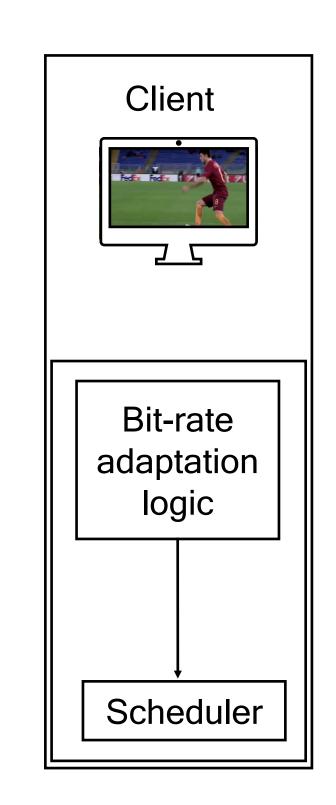




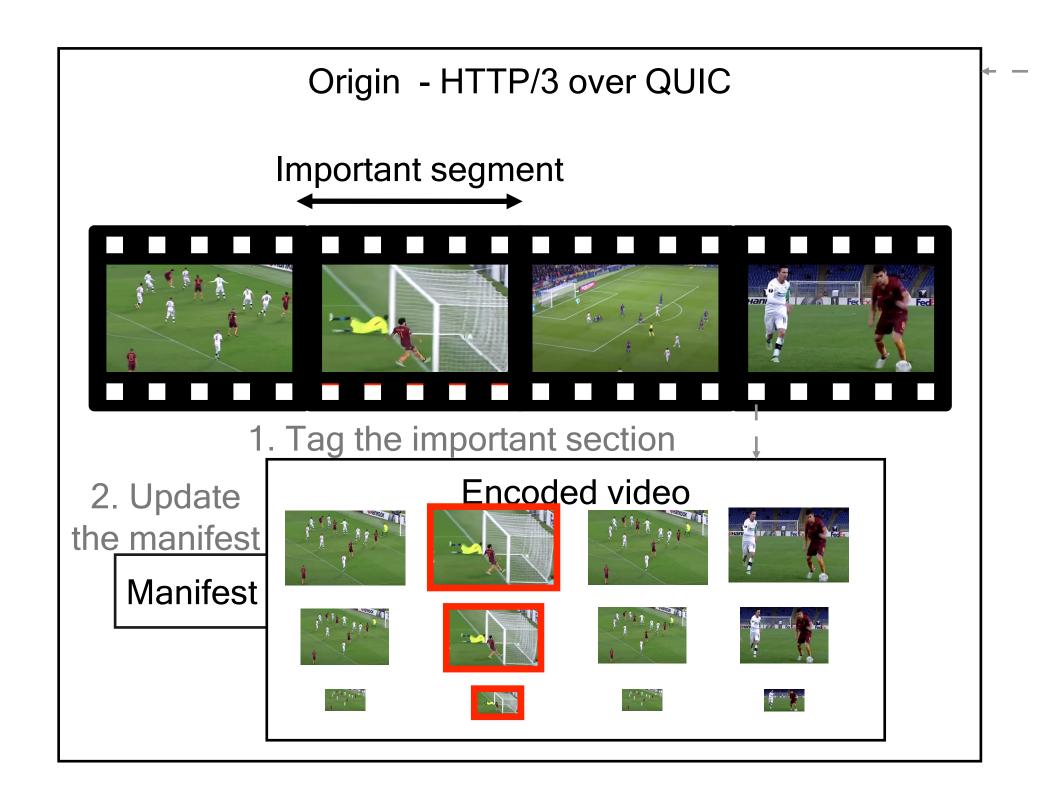




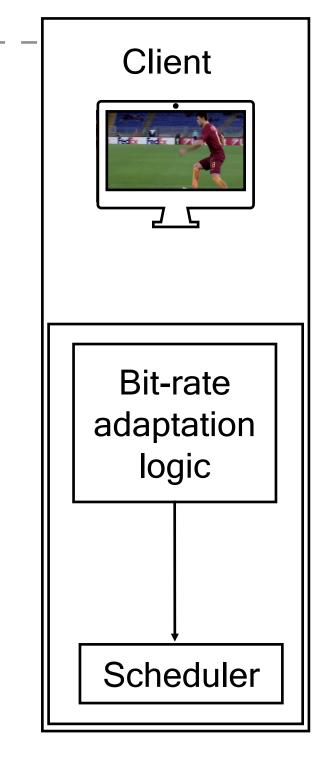




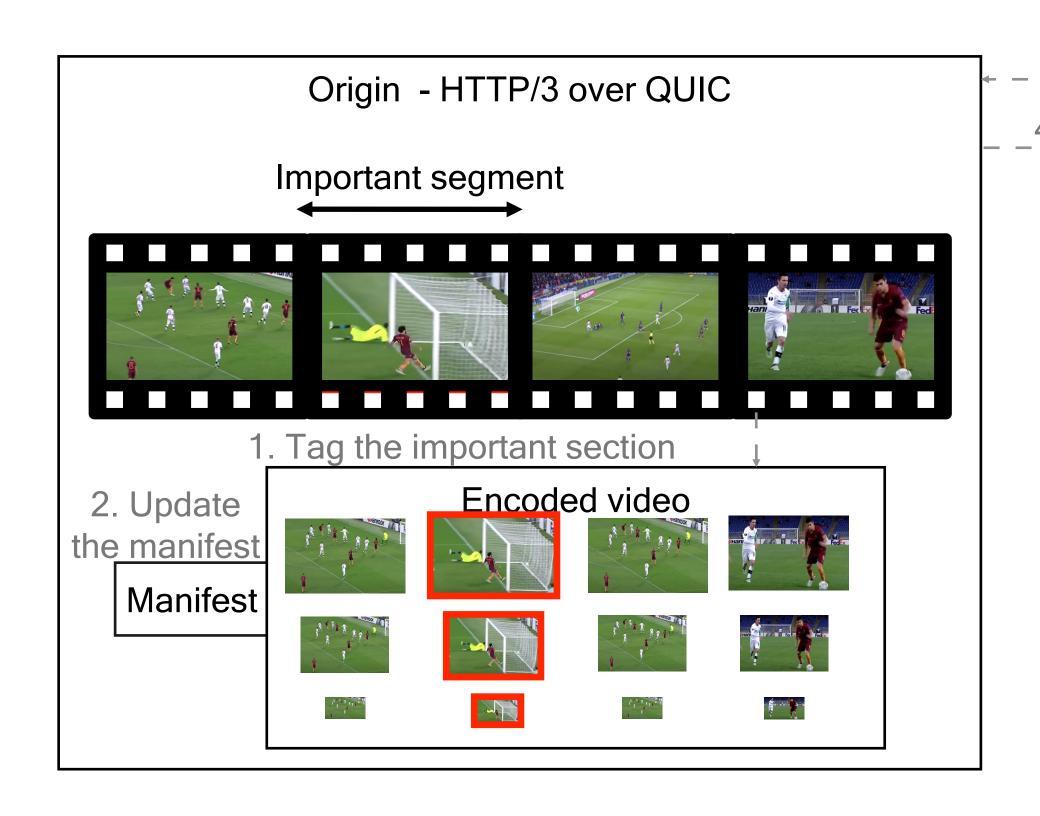




3. Request the manifest

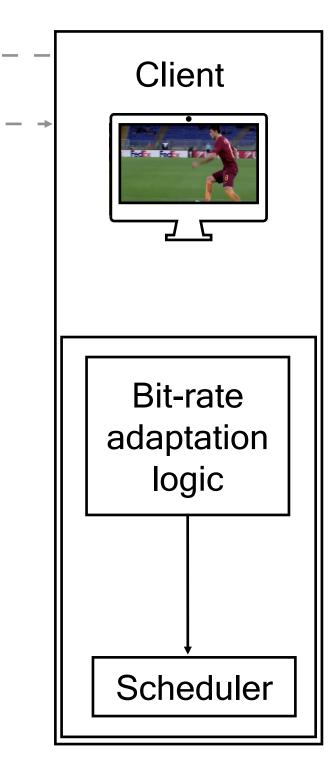






3. Request the manifest

4. Client learns about the important section from the manifest





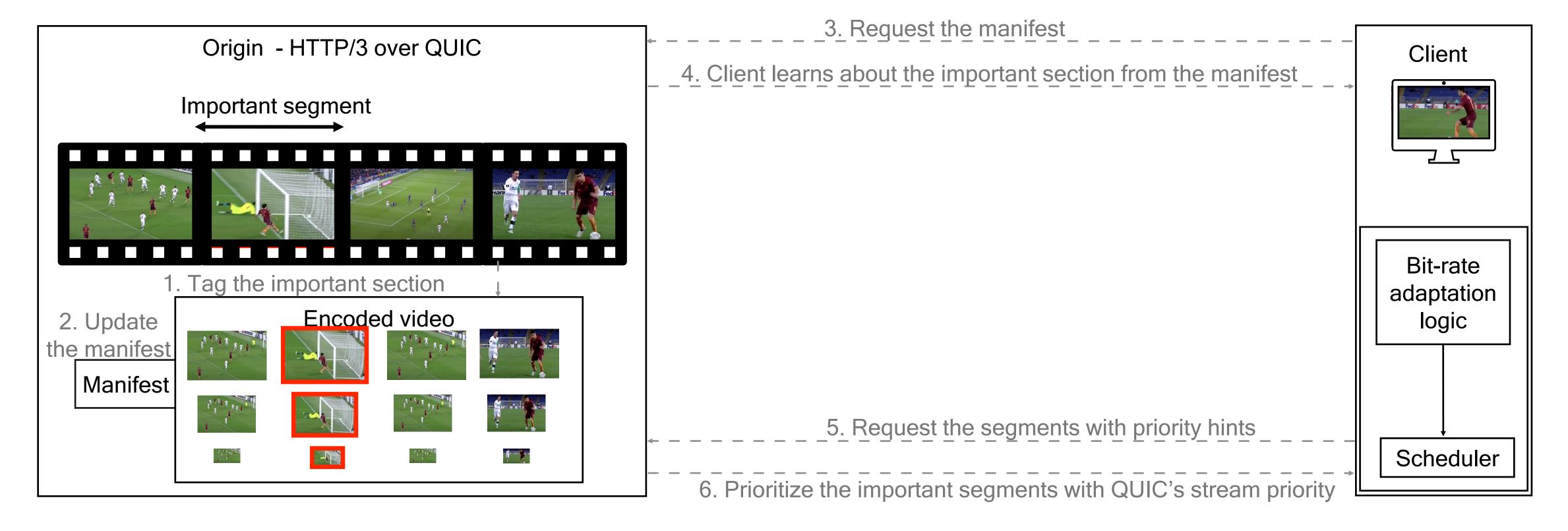




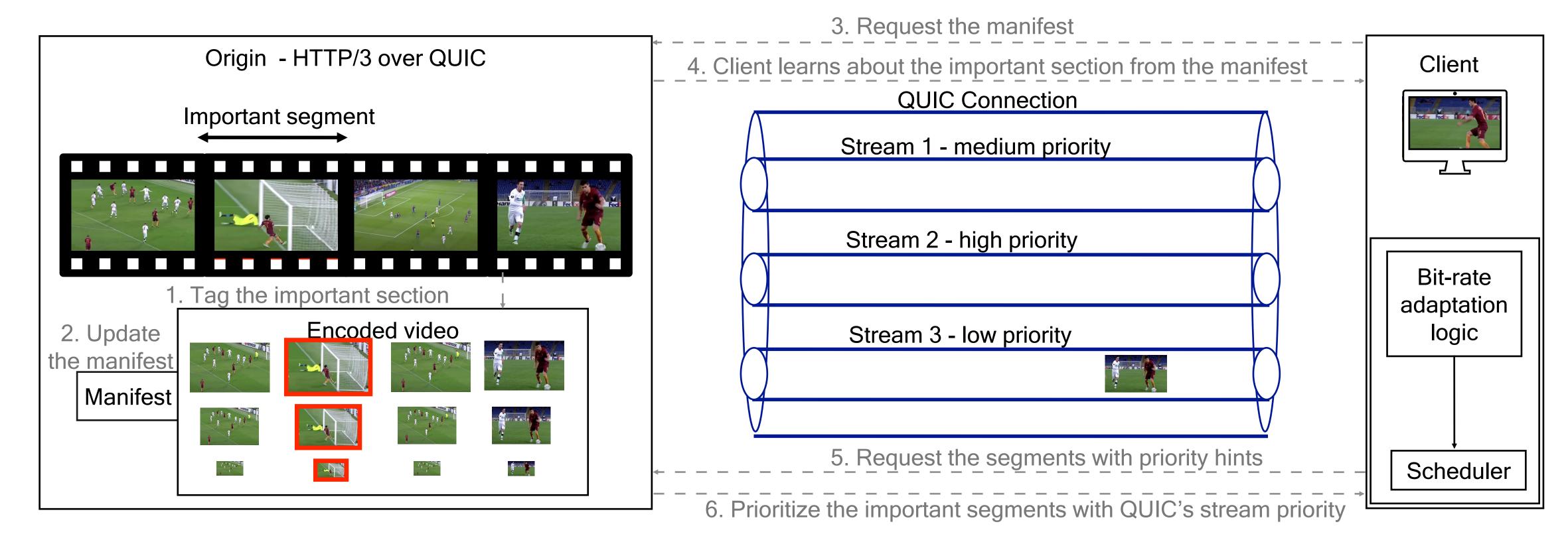
Header with priorities

X Headers Preview F	Response Initiator Timing	
▼ General		
Request URL: https://rb3.cs.unh.edu:4433/Trailer/chunk5-00006.m4s		
Request Method:	GET	
Status Code:	■200	
Remote Address:	132.177.11.138:4433	
Referrer Policy:	strict-origin-when-cross-origin	
▼Response Headers		
Content-Length:	1659096	
Priority:	u=1, i	
Server:	quiche	
▼ Request Headers		
:Authority:	rb3.cs.unh.edu:4433	
:Method:	GET	
:Path:	/Trailer/chunk5-00006.m4s	
:Scheme:	https	
Accept:	*/*	
Accept-Encoding:	gzip, deflate, br	
Accept-Language:	en-US,en;q=0.9	
Cache-Control:	no-cache	
Pragma:	no-cache	
Priority:	u=0, i	
Referer:	https://rb3.cs.unh.edu:4433/	
Sec-Ch-Ua:	"Not/A)Brand";v="99", "Google Chrome";v="115", "Chromium";v="115"	
Sec-Ch-Ua-Mobile:	?0	
Sec-Ch-Ua-Platform:	"macOS"	
Sec-Fetch-Dest:	empty	
Sec-Fetch-Mode:	cors	

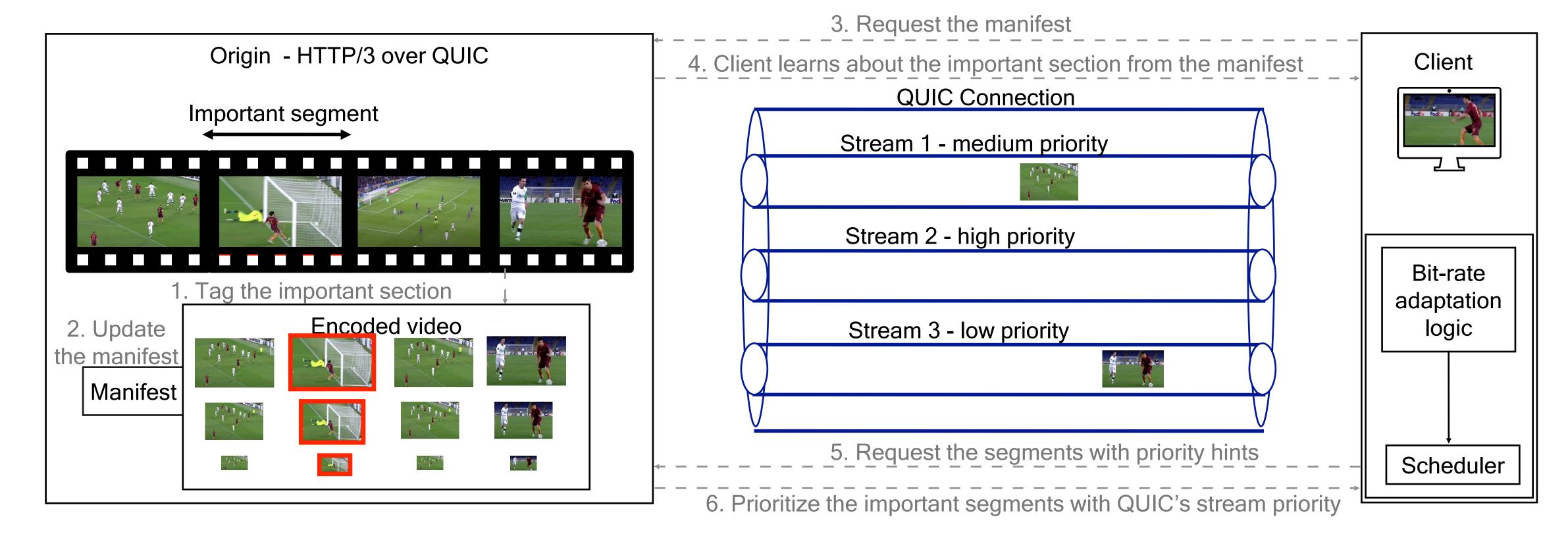




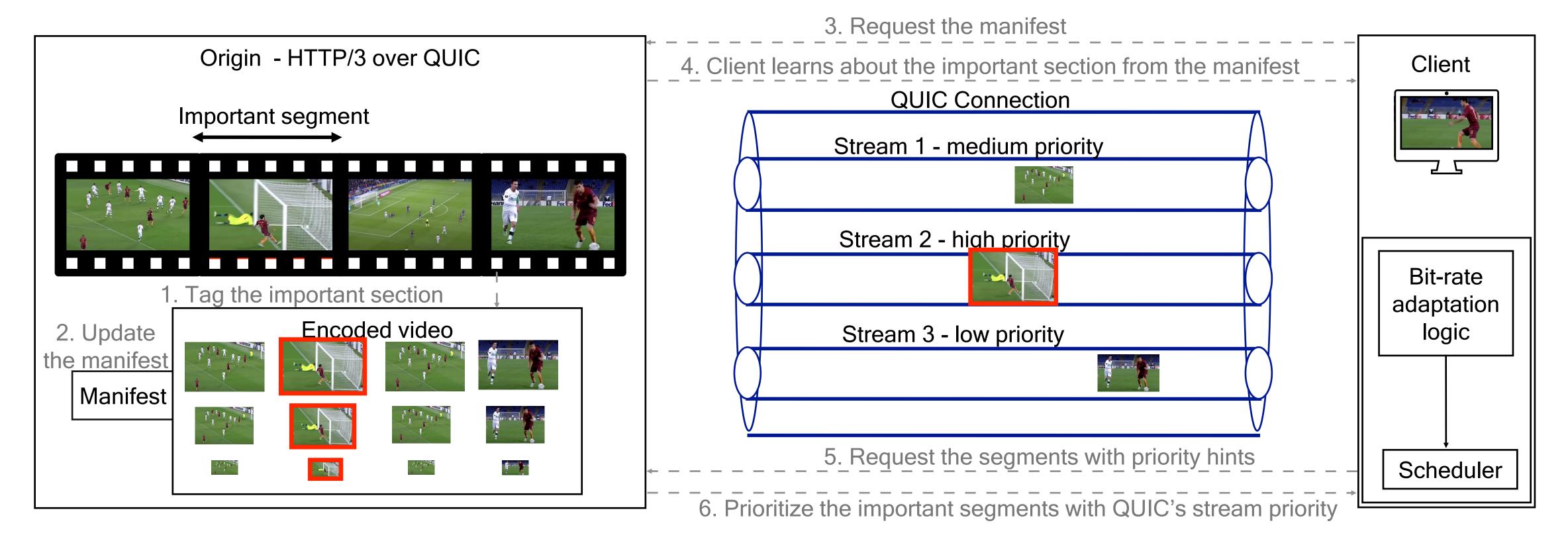




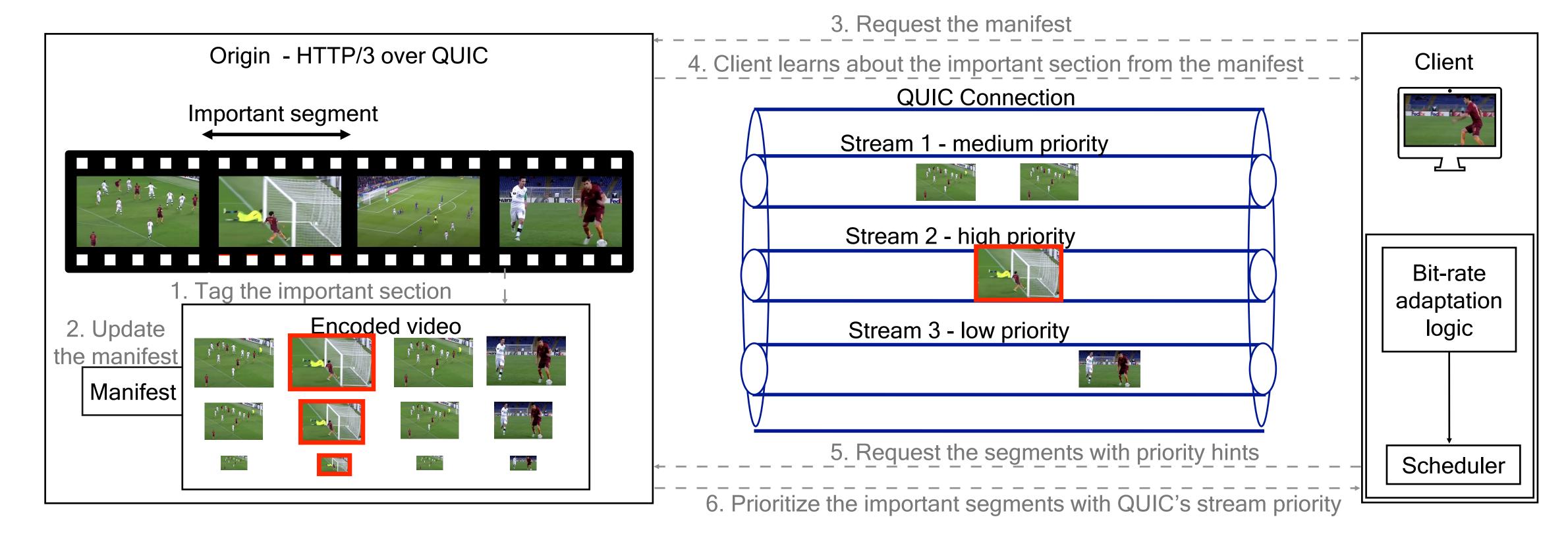




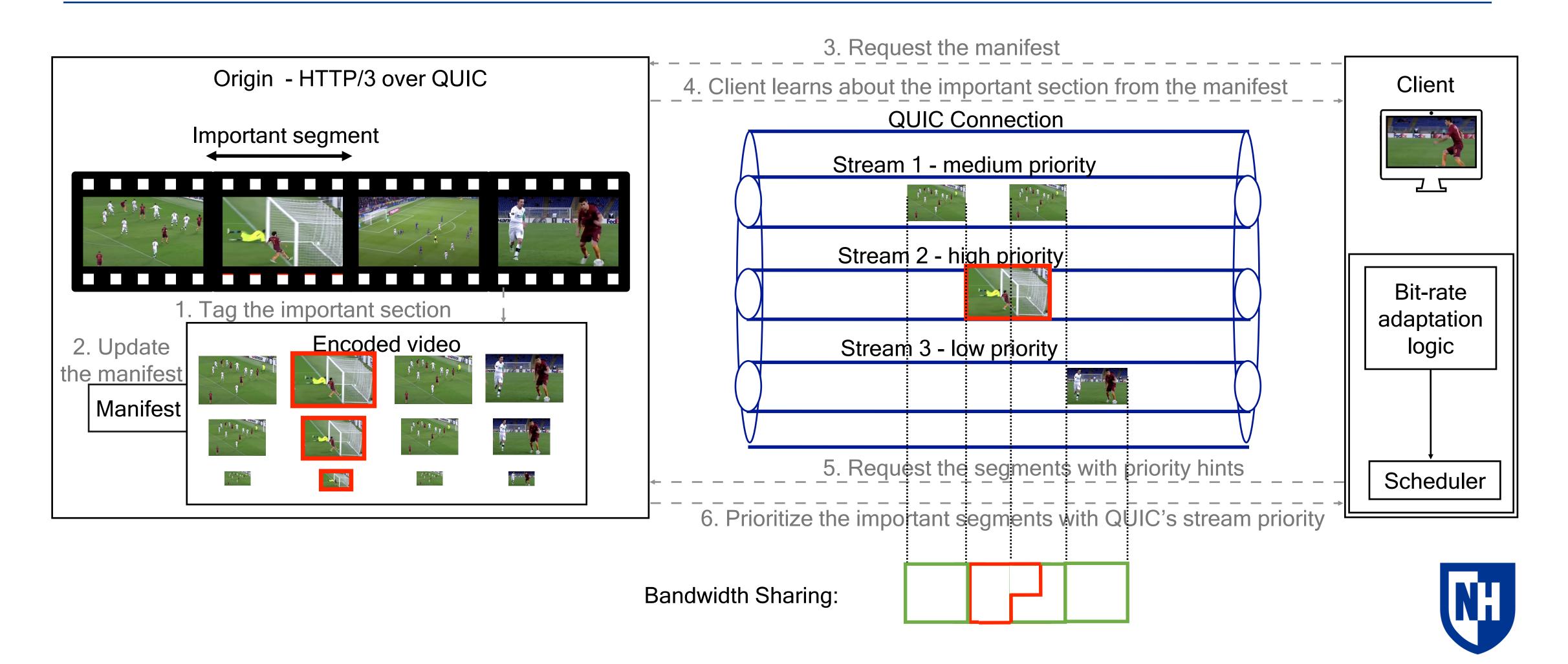












Contributions

- (1) Make the client aware of the important segments
- (2) Take advantage of QUIC's stream priority while transmitting the important segments
- (3) Modify the client-side to support the stream priority in QUIC



Future Work

- Integrate the proposed design with low latency algorithms
- Design an ABR algorithm to support the proposed design
- Extend to scenarios like multiple clients, various combinations of prioritized segments
- Root cause analysis with Qlog and Qvis



THANK YOU

