

Delay Variation Applicability Statement

First Draft

November 7, 2006

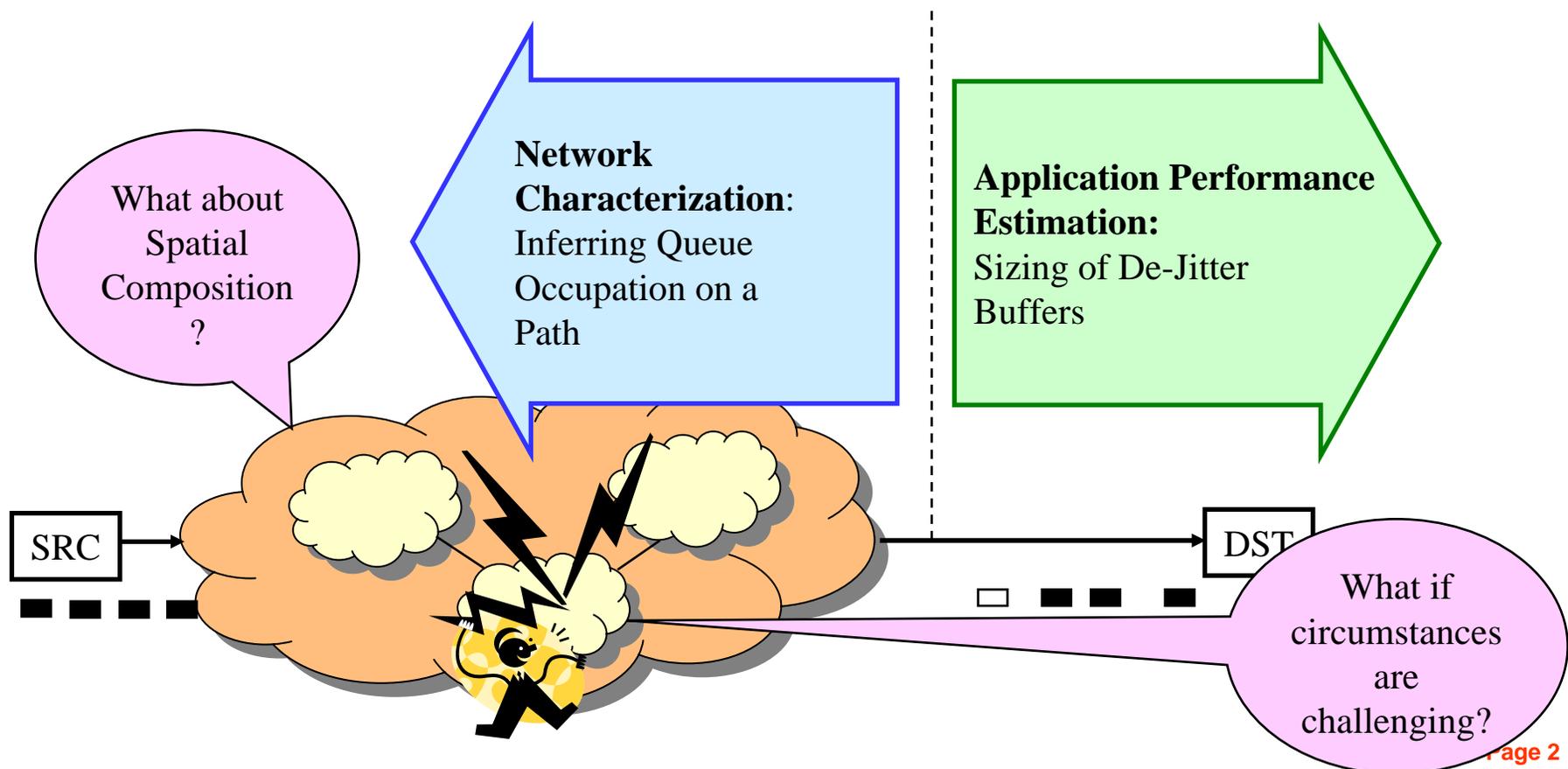
Al Morton

**“Good advice is always certain to be ignored,
but that's no reason not to give it.”**

Agatha Christie

“How will the results be used?”

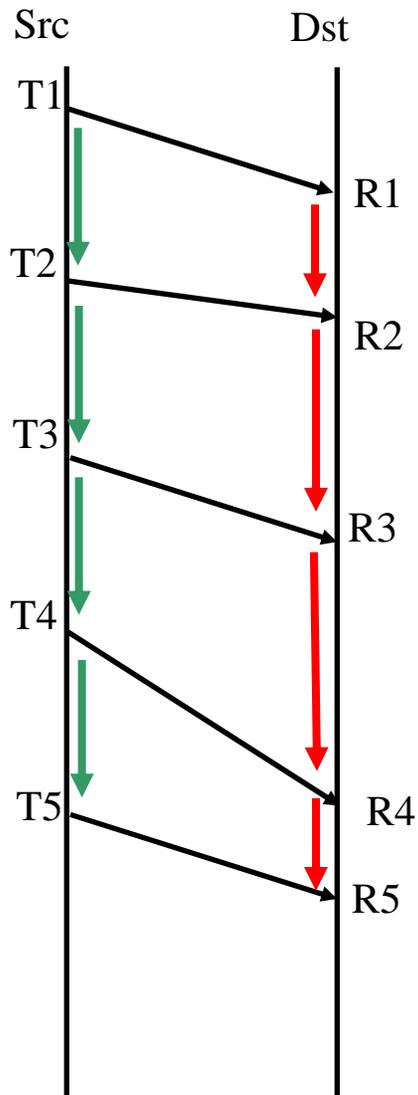
- Krzanowski introduced the Delay Variation Problem at IETF-64
- “How” Question asked at IETF-65, no suggestions yet
- RFC 3393 lists two key uses for the Delay Variation Metric
- Memo Considers these 2 Tasks and 2 Special Circumstances



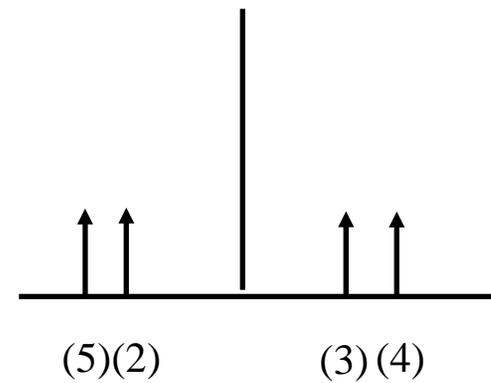
Outline of the Draft

- **1. Introduction**
- **2. Purpose and Scope**
- **3. Uses of Delay Variation Metrics**
 - 3.1. Determine De-jitter Buff. Size**
 - 3.2. Inferring Queue Occupation**
 - 3.3. Spatial Composition**
 - 3.4. Challenging Circumstances**
 - 3.5. <your favorite here>**
- **4. Formulations of IPDV and PDV**
 - 4.1. Inter-Packet Delay Variation**
 - 4.2. Packet Delay Variation**
 - 4.3. Examples and Initial Comparisons**
- **5. Earlier Comparisons**
 - 5.1. Demichelis' Comparison**
 - 5.2. Ciavattone et al.**
 - 5.3. IPPM List Discussion - 2001**
 - 5.4. Y.1540 Appendix II**
- **6. Additional Properties and Comparisons**
 - 6.1. Jitter in RTCP Reports**
 - 6.2. Path Changes**
 - 6.2.1. Lossless Path Change**
 - 6.2.2. Path Change with Loss**
 - 6.3. Measurement Clock Issues**
 - 6.4. Reporting a Single Number**
 - 6.5. MAPDV2**
- **7. Applicability of the Delay Variation Forms with Tasks**

Inter-Packet Delay Var. (selection $f = \text{previous packet}$)

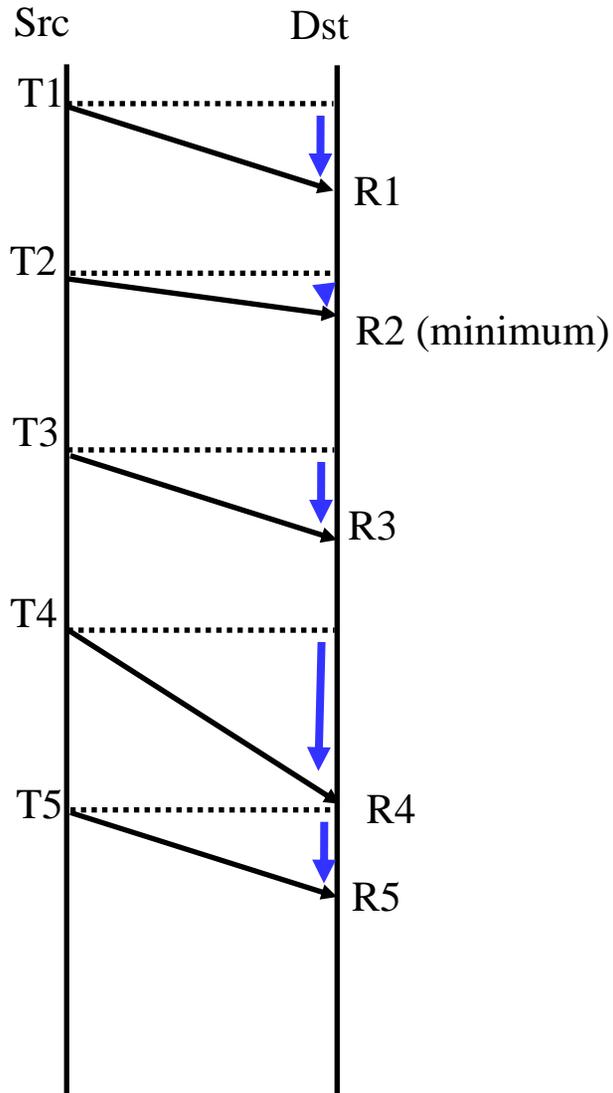


$$\text{IPDV}(2) = (R2-R1) - (T2-T1)$$

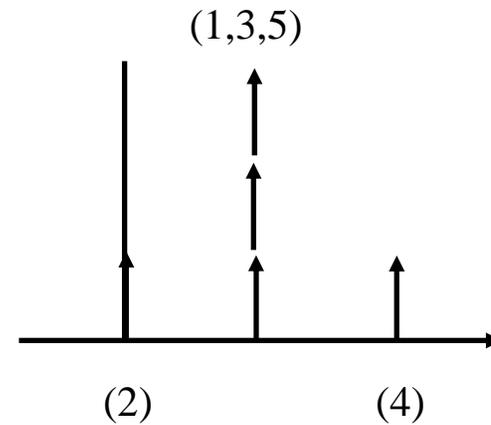


$$\text{IPDV}(4) = (R4-R3) - (T4-T3)$$

Packet Delay Variation (selection $f = \text{minimum delay pkt in stream}$)



$$\text{PDV}(3) = (R_3 - T_3) - (R_2 - T_2)$$

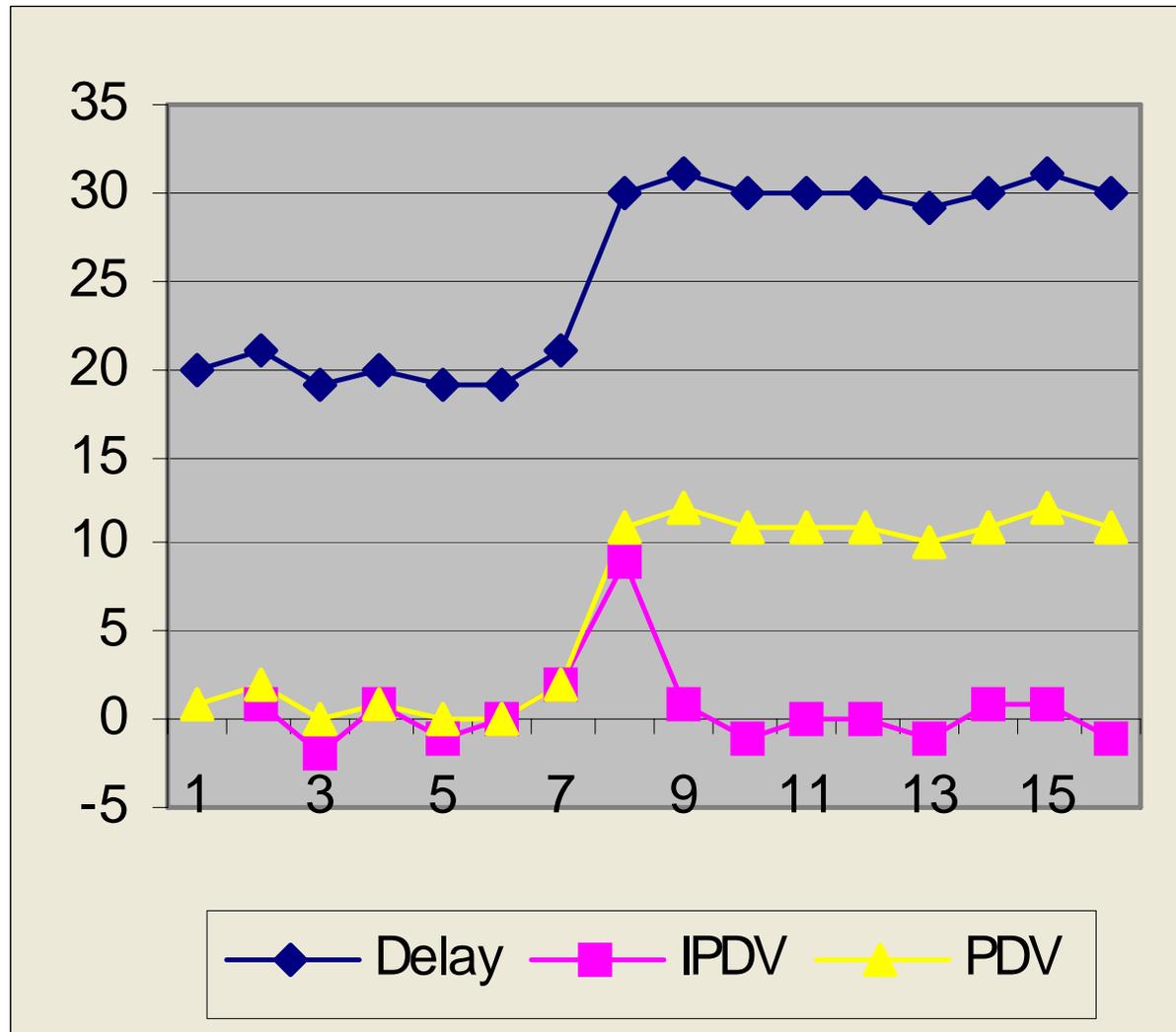


$$\text{PDV}(4) = (R_4 - T_4) - (R_2 - T_2)$$

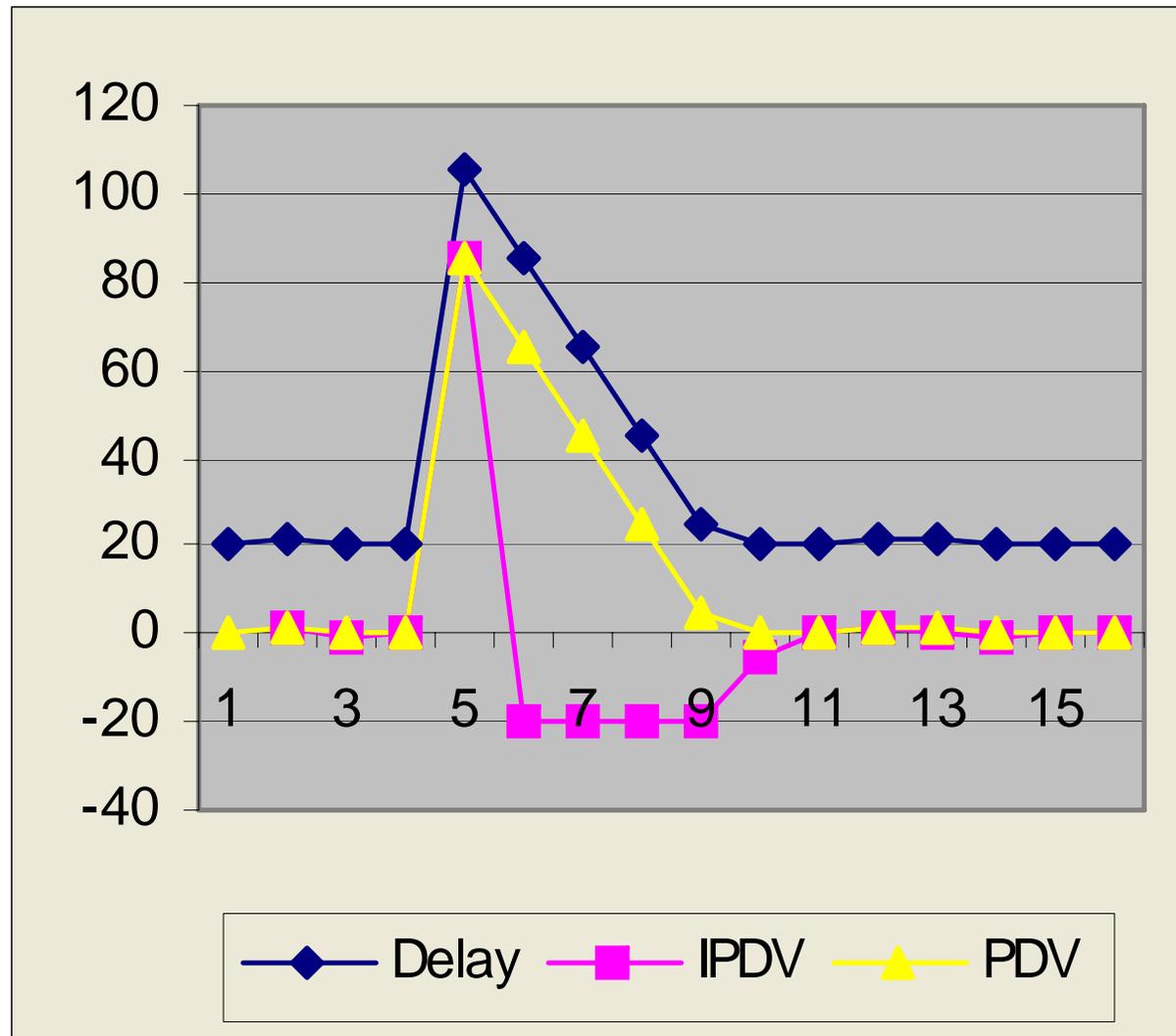
Summary of Comparisons

- **Challenging Circumstances for measurement:**
 - ➔ IPDV form offers advantages when
 - ✦ Path changes are Frequent
 - ✦ Meas. System Clocks exhibit significant Skew
 - ➔ PDV form is less sensitive to Packet Loss
- **Spatial Composition of DV metric:**
 - ➔ All known methods use PDV,
 - ✦ IPDV sensitivity to sequence is an issue
- **Estimate of Queuing Time & Variation:**
 - ➔ PDV estimates this, especially when sample min = true min
- **Determine De-jitter Buffer Size Required**
 - ➔ PDV “pseudo-range” reveals this property by anchoring the distribution at the minimum delay

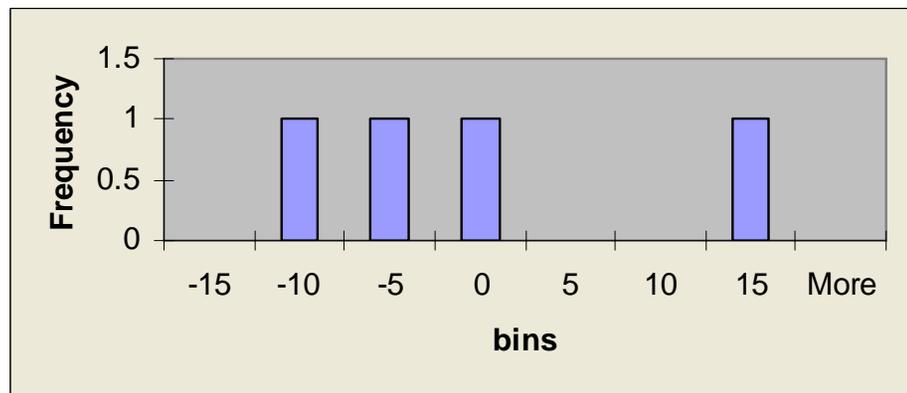
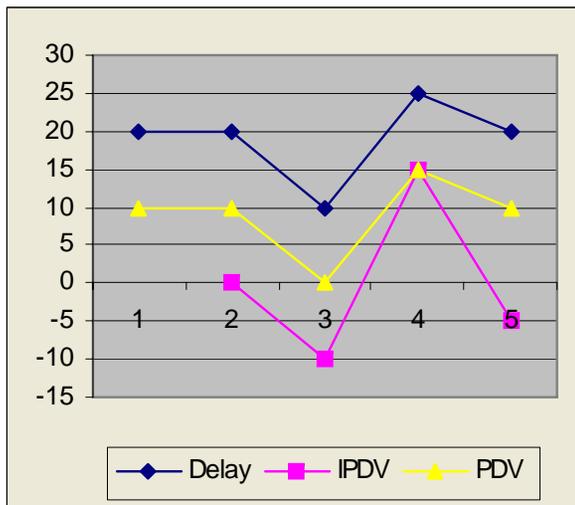
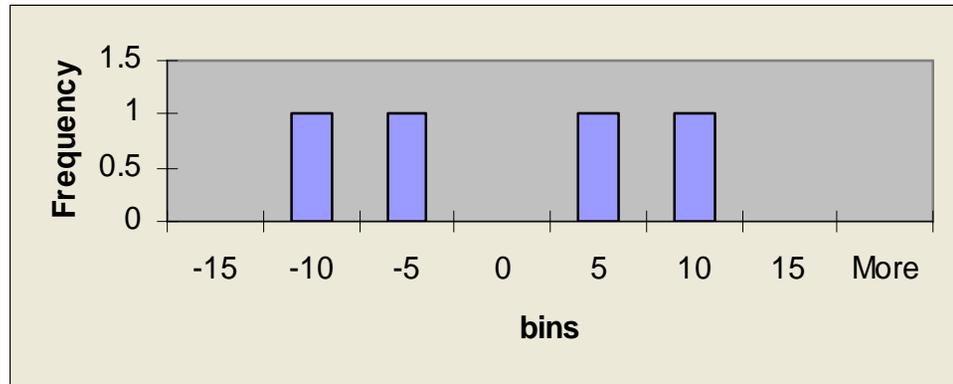
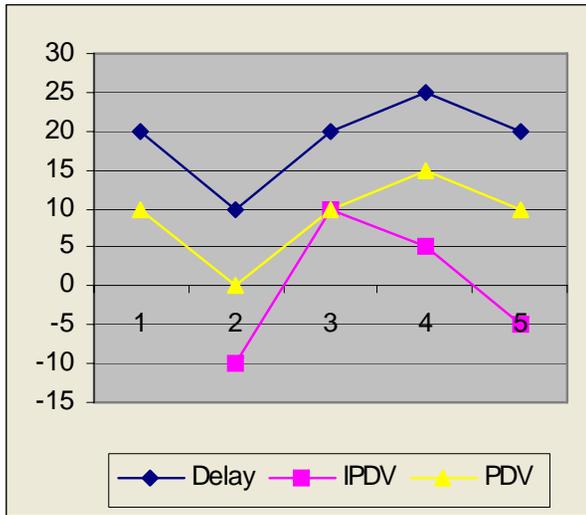
Path Change example



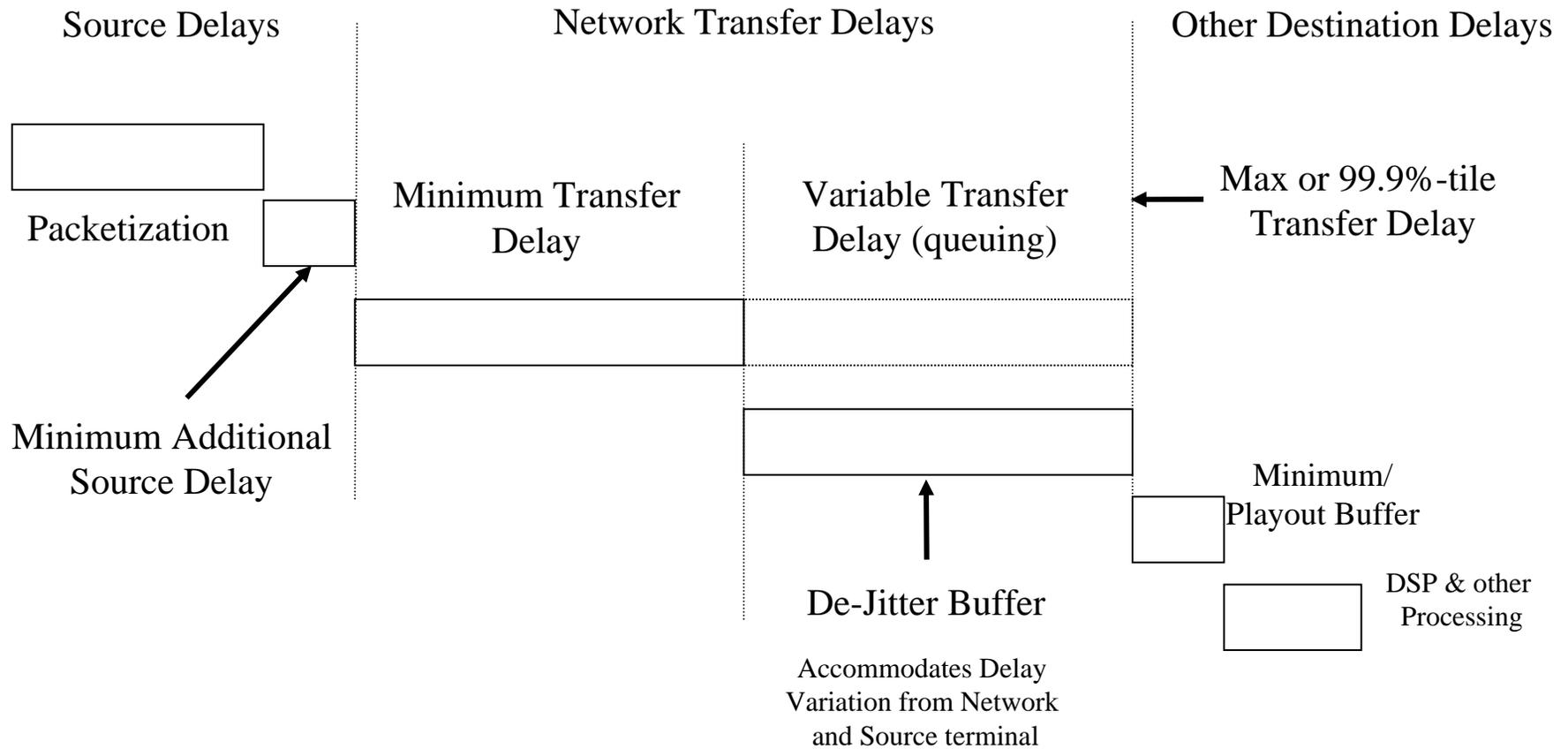
Congested Buffer example



Packet Sequence Change example (2nd & 3rd reversed)



Sources of Delay in Packet Xfer of Real-Time Streams



Summary

- **IPDV and PDV each have their Strengths and Weaknesses**
- **Suggestions for additional Tasks & Circumstances**
- **Should this become the draft that addresses the WG Milestone on this topic?**

HOW do YOU want to use the DV results?

- 1. Compare with Requirements/SLA/Maint. Threshold?**
-- but how are your customers using the Req/SLA/MainThresh?
- 2. Real-Time Application Planning: How big should my De-jitter buffer be?**
-- Note that even Adaptive DJB use a fixed reference between adjustments.
- 3. <insert your answer here>**
- 4. ACM 's answer:**
Doing (1.), to support (2.), with Composed Metrics (earlier talk),
in a multi-operator environment

IPDV (selection $f = \text{previous packet}$)

- **Dynamic Reference for assessing variation**
- **Possible to relate to RFC 3550 Jitter (smoothed est.)**
- **Minimal Dst Clock stability required**
- **Path Change WITH Loss is effectively IGNORED**
- **Path Change WITHOUT Loss affects 2 IPDV readings**

PDV (selection $f = \text{minimum delay pkt in stream}$)

- **Single, Fixed Reference, normalizes delay distrib.**
- **No clear relationship to RFC 3550 Jitter**
- **Dst Clock for 1-way delay, but in practice only stability matters over a longer evaluation interval**
- **Path Change WITH Loss causes Bi-Modal Distrib.**
 - ➔ **Practical fix: Could terminate a sub-interval after loss of x packets**
- **Path Change WITHOUT Loss -> Bi-Modal Distrib.**
 - ➔ **But that's what a de-jitter buffer would experience, too...**