

Video-aware Multicast Opportunistic Routing over 802.11 two-hop mesh networks

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Abstract—In this paper, we propose and characterize the performance of a novel video-aware Opportunistic Routing (OR) algorithm for multicast, using a one-hop and two-hop forwarding scheme in 802.11 mesh networks. We believe that the OR approach exploits the inherent broadcast nature of the wireless medium and adapts very well in the lossy wireless environment. Inferring from the above, we extend a state of the art routing algorithm, namely MORE, that leverages on this approach and offers multicast support, but is not efficiently applicable in video streaming. By employing our scheme, we enable support for video streaming application with hard time-constraints. In addition, we focus on the orchestration of the packet transmissions and the prioritization of the video traffic towards improving the video-perception quality of the end users. In order to evaluate the proposed scheme, we conducted experiments in a realistic medium-scale wireless testbed. Our results show that the proposed scheme increases the average video-perception quality, measured in PSNR, by up to 270% in some cases or up to 175% in average, compared to the MORE algorithm.

Index Terms—mesh network, opportunistic routing, network coding, multicast, video traffic, testbed implementation

I. INTRODUCTION

As the need for Internet access has grown enormously nowadays, wireless connectivity seems to be the most appropriate solution for low-cost and efficient network coverage. Deployment of wireless networks is more affordable compared to the past and the available speeds are now up to 600 Mbps (802.11n), rendering the wireless access as the most appropriate option for physical interconnection. For example, the Internet access infrastructure of a public area should be able to serve a frequently renewed set of mobile devices (e.g. smartphones, laptops), where with wired connectivity this is impossible due to the mobility and the opportunistic arrivals/departures of these devices. Moreover, wireless connectivity seems to be more advantageous in cases where devices are requesting the same Internet content, thus making the broadcast nature of the wireless medium a desirable feature.

Recently, the research community focused on the “smart stage” use case, where the audience watching live events (e.g. audio concert, football match) is able to access the Internet and receive in real-time high-quality multimedia traffic. This scenario applies to many other large scale events in public areas (e.g. airports, museums, etc), where the majority of the requests made is for the same content. However, although the wireless access can backhaul this kind of use cases, the deployment of many wireless gateways in order to cover

the whole area is often impossible [1]. The exploitation of easily placed wireless relays could fill in the gap between the gateways’ coverage subareas. Moreover, the collaborative processing and retransmission of overheard information at some end devices, could also make them play the role of wireless extenders and create spatial diversity and throughput improvement for all devices. This collaborative approach is exploited by the proposed routing algorithm, enabling an enhanced forwarding scheme that bridges the gateway with all interested devices.

ExOR [2] is the first Opportunistic Routing (OR) protocol for wireless networks that takes advantage of the wireless broadcast nature and does not follow the traditional routing approach of choosing the best sequence of forwarders between the gateway and each device. It creates cooperative diversity, leveraging broadcast transmissions in order to send information through multiple relays concurrently. MORE [3] is an enhanced version of the ExOR protocol, supporting also multicast traffic and utilizing Network Coding (NC) [4] to improve throughput up to three times. Moreover, MORE is a MAC independent protocol as compared to ExOR, running directly on top of 802.11 CSMA/CA instead of the strict scheduler that ExOR deals with.

In this work we extend and fine tune the work made in MORE in order to meet the necessities and requirements of video multicast. In particular, our augmentation is threefold: i) support for time-constrained routing process, ii) enhancements to the transmissions policy by using coordination between the gateways and the relays and iii) QoS improvement by classifying and prioritizing the video traffic. It is worth to mention that it is important to deliver the video traffic without delay, even if this choice means that some information may get lost. Inferring from the above, we extend MORE and introduce the Video-aware Multicast Opportunistic Routing protocol (ViMOR), and we focus in topologies where the destinations are one-hop or two-hop away from source. In contrast to MORE’s approach, ViMOR addresses the demanding video challenges, enjoys high throughput performance and increases the quality of the video perception in each destination of the multicast group.

The rest of the paper is organized as follows. In Section II we introduce related work. Section III introduces OR concepts and provides the design and the keystones of the proposed scheme architecture. In Section IV we evaluate the performance of the proposed protocol by conducting appropriate

experiments in a wireless testbed. We conclude in Section V.

II. RELATED WORK

ExOR [2] was proposed by Biswas and Morris, introducing the OR approach. OR belongs to a general class of wireless algorithms that exploit the broadcast nature of the wireless transmission, utilizing the overheard information at multiple nodes to increase wireless throughput. These algorithms could either relay the received signal acting as a multi-antenna system, or combine the bits received at different nodes to correct wireless transmission's errors [5], or optimize the choice of the next forwarder from the nodes that received a transmission. ExOR belongs to the third category and was the first OR implementation that demonstrated cases, where the more relaxed choice of next-hop achieves significant throughput gains. More specifically, in ExOR the source separates the packets in batches in order to send them collectively. Then, it does not try to send the packets of each batch to a specific next-hop host (expecting for an acknowledgment), but broadcasts the packets for a specific number of retries, and each potential receiver also retransmits them for a specified number of times, until the destination finally receives the whole batch and sends a batch acknowledgment. The scheduling of the transmissions among the source and the potential forwarders is based on a modified MAC layer, that specifies the intervals when nodes send their packets avoiding contentions/collisions.

MORE [3] is the enhanced version of ExOR, introducing a NC approach that randomly mixes packets before forwarding them. The source and the relays do not forward the identical packets of the batch, but linear combinations with arbitrary multipliers of the original packets. The newly generated packets have the corresponding multipliers encapsulated in a specific header, thus reproducing the original packets in destinations is feasible by executing the inverse process. The scheduling of the transmissions of all involved nodes is arbitrary, based on the 802.11 CSMA/CA, making the protocol MAC-independent and more easily applied. However, even under the impact of the resultant contentions/collisions, the throughput performance of MORE is significantly better than that of ExOR. It is also worth to mention that MORE, in the same way that ExOR does, enforces the source and the forwarders to retransmit until the destination successfully sends an acknowledgment. The main difference with ExOR is that MORE imposes the source to transmit continuously, while each potential forwarder has a credit value, which is the number of transmissions that it will attempt for each received packet. Finally, the architecture of MORE makes the multicast case a natural extension of the unicast one, in comparison to ExOR that supports only unicast.

Some open issues and weaknesses of the MORE protocol regarding the multicast case have been addressed in some other works [6], [7], [8]. For example, in MORE the source requires an acknowledgment from each destination of the multicast group before proceeding to the next batch, resulting in performance degradation for some receivers if others exist that have poor connections. Pacifier [8] addressed this weakness of

MORE and suggested a round-robin mechanism that enables the source to move to the next batch every time that one receiver acknowledges the current batch. After proceeding with a predefined number of batches, the source will repeat the transmission process for each of the previous batches to finally receive acknowledgments from all multicast destinations. This is a very interesting approach, since it suppresses the annoying variation on the batch forwarding duration of MORE. However, it does not succeed in eliminating this phenomenon, since it targets again at 100% reliable forwarding. To the best of our knowledge, ViMOR is the first scheme that introduces the total denial of the acknowledgment mechanism, redesigning appropriately the transmissions policy and enabling a time-constrained forwarding process.

OR-PLC [9] is another work that focus on video traffic, enabling the partial reproduction of a batch, when the full reproduction is not feasible yet. Instead of using the Random Linear Coding (RLC) of MORE and Pacifier, this work introduces a Priority (or progressive) Linear Coding (PLC) to mitigate the error propagation and provide high bandwidth utility. More specifically, with OR-PLC the source generates some network coded packets as a linear combination of only the most important original packets, that correspond to video intra-frames. The intra-frames are encoded by only removing spatial redundancy in the frame, while inter-frames are encoded by removing temporal redundancy in successive frames. The loss of an intra-frame is much more crucial than the loss of an inter-frame, since the intra-frame is also required for decoding all successive frames. PLC enables the earlier retrieval of the intra-frames comparing to RLC, even if some inter-frames get lost, provisioning at least a low quality video sequence to a poorly connected destination. However, OR-PLC adopts the same acknowledgment mechanism with MORE. ViMOR implements PLC and evaluates its efficiency, when it is activated in parallel with the aforementioned video-aware extensions.

III. ViMOR DESIGN

In this work, an innovative and enhanced multicast OR protocol is proposed, extending the MORE philosophy to adapt to the video traffic requirements. We strongly believe that the OR approach integrates well with the video traffic characteristics, since in case of video streaming, forwarding on-time is of greater importance than forwarding reliably. In case of traditional routing, the duration of each wireless transmission cannot be easily estimated, since the occasional but not rare variations of channel conditions may cause an unknown number of MAC retransmissions, until the MAC acknowledgment gets successfully received. Subsequently, the time of a packet forwarding process through a specific route is unpredictable and may exceed the time constraints of a specific video sequence, since it is equal to the aggregate duration of the individual time-varying transmissions.

On the other hand, in case of OR, the transmissions are broadcasted without MAC retransmissions and acknowledgments, enabling the duration of the packet forwarding pro-

cess to be upper limited, depending only on the controlled number of transmissions that source and each potential relay attempt. Subsequently, OR does not provide reliability in packet delivery, since there are no MAC acknowledgments, but as we already mentioned this is of less importance in case of video streaming. It is worth to mention that some OR algorithms, like MORE, implement an application layer acknowledgment mechanism to provide reliability in cost of their capability for time constrained forwarding, coping with similar inconvenience with the traditional routing. Finally, the OR algorithms have inherent advantages on multicast forwarding due to the utilized broadcast transmissions.

Based on the aforementioned analysis, we propose a new OR protocol based on the design of MORE, named Video-aware Multicast Opportunistic Routing (ViMOR), and we summarize its main differences as compared to the MORE protocol:

- **Denial of the acknowledgment mechanism**, since the video traffic should be delivered on-time and not necessarily reliably.
- **Redesign of the transmissions policy**, concerning the scheduling and the number of transmissions that the source and its potential relays of a multicast stream will perform.
- **Classification and prioritization of packets** according to their video content, adopting an NC policy that enables prioritization.

Due to the first two differences, ViMOR achieves high throughput video streaming satisfying the video requirement for maximum time duration of packet forwarding process, while the third one improves even more the video streaming performance by enhancing the quality of the delivered video even under poor transmission conditions.

In addition, ViMOR focuses on multicast scenarios, where **all destinations are at most two-hop away from the source**, as it is depicted in Figure 1. The rationale behind this decision is twofold: i) the performance of video wireless streaming over paths of three or more hops is degraded due to the fluctuations that increase as the paths get longer, and ii) the application of the transmissions policy by the source is infeasible in case of serving more than two-hop away destinations, since it is based on the link evaluations that should be on-line and updated. At this point, it is useful to mention that MORE supports broader topologies, however, based on off-line link evaluations that have been collected in the past. It is infeasible for one central point to gather on-line measurements in these topologies. This feature of MORE's design is not desirable, since studies have shown that link metrics are sensitive and should be frequently updated [10].

On the other hand, a mechanism inspired by the ETX estimation algorithm of Roofnet [11] is able to provide on-line link evaluations for the aforementioned topologies of our focus. More specifically, this mechanism enforces nodes to periodically send broadcast packets, estimate the number of the corresponding received packets from each neighbor and report these numbers among them. Through this process, each node

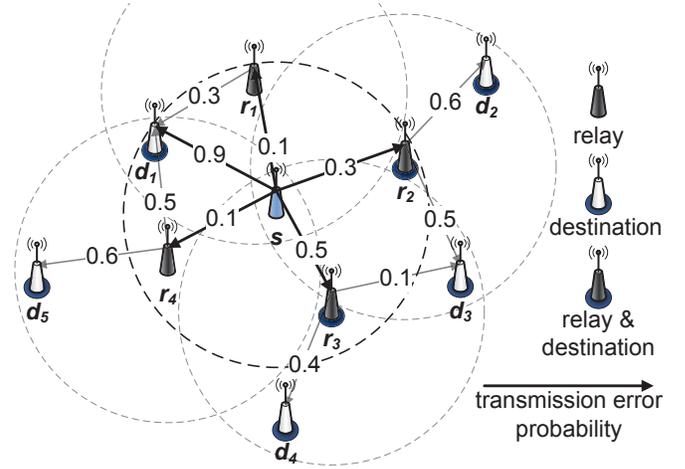


Fig. 1. A topology where all destinations are at most two-hop away from source

calculates the transmission error probabilities of its adjacent links, while a periodical report informs its neighbors about these evaluations. At the end, every node (including the source node that applies the transmission policy) knows the quality of its adjacent links and its neighbors' adjacent links. It is worth to mention that the flooding mechanism and the statistics from previous packets going to the reverse direction, which are used by a Roofnet node to evaluate the more than two-hop away links, are impracticable for every multicast and single-source algorithm, like MORE and ViMOR.

Before proceeding, we introduce some notations further explaining the key points of the NC policy adopted by both ViMOR and MORE protocols. They are also summarized in Table I, together with all other notations that will be introduced later. Regarding a single multicast stream, imagine a source s that is supported by a set \mathcal{R} of R relays and serves a set \mathcal{D} of D destinations. The network consists of $N = |\mathcal{R} \cup \mathcal{D}| + 1$ nodes. In both routing schemes, source s breaks up the stream to *batches* of k equal-sized packets of size b . Each time the source forwards a batch, it generates and transmits broadcast packets that are linear combinations of the k initial batch packets. The coefficients of each linear combination are encapsulated to the corresponding generated packet. Once a relay $r \in \mathcal{R}$ receives a packet, it linearly combines this packet with the previously received ones of the same batch and forwards the generated packet for transmission. When a destination $d \in \mathcal{D}$ receives k linearly independent packets, it is able to decode the batch and retrieve the k initial packets of this. Both source and relays utilize the basic/lowest physical rate ρ for all packet transmissions, in order to extend as much as possible their coverage areas.

The following Subsections III-A, III-B and III-C will explain further the outlines of ViMOR differentiation, as compared to the MORE's architecture.

A. Denial of acknowledgments

In MORE's architecture, an acknowledgment mechanism gives a signal to source for the expiration of a batch forwarding

and the initiation of a new one. More specifically, during a batch forwarding process, the source and the relays generate and transmit packets continuously and for an unlimited number of times, until source receives an application layer acknowledgment from each of the involved destinations. It is obvious that this mechanism cannot provide any guarantee for maximum time duration of a batch multicast forwarding.

On the other hand, ViMOR overcomes this challenge enforcing source and relays to transmit for a fixed number of times. The source does not wait for an acknowledgment, but keeps a timer that enables forwarding each batch for a specified time period, called *slot*. The slot duration is estimated by the source, according to the video sequence characteristics. After the expiration of the slot interval, the source proceeds to the next batch. Assuming that a video stream features a frame ratio f , a Group Of Pictures (GOP) with g frames should be delivered in a time interval equal to g/f . So, if a GOP needs l packets or l/k batches to be encapsulated, then the forwarding of one batch should be completed during a slot $\tau = (g/f)/(l/k) = gk/fl$.

The slotted mechanism does not provide reliability in batch forwarding, but every batch that is successfully delivered is always on-time. As we already mentioned before, this is a desirable feature, since it is a waste of time and energy for source and relays to keep forwarding a batch, that is already obsolete and useless for the destinations.

B. Redesign of transmissions policy

The second most important difference in ViMOR's approach is the enhanced transmissions policy. In MORE, as it is already mentioned in Section II, source generates and transmits packets continuously and for unlimited number of times before proceeding to the following batch. Once a node receives a packet, it generates and transmits a number of new packets equal to its assigned *credit*, which is estimated by taking into account the quality of all network links. Each node that is "charged" with a non-zero credit is a potential relay. In ViMOR, the credit value of a node is interpreted in a different way, representing the number of packet transmissions this node will attempt during a batch forwarding, independent of the number of the received packets. The aggregate credit of source and relays is upper bounded by a c integer value that depends on the utilized slot τ , since the number of transmissions that can be performed in a specified slot interval is obviously limited by $c < \rho\tau/b$. Source estimates the value of $c = \lfloor \rho\tau/b \rfloor$ based on the other known parameters ρ , τ and b . Actually, ViMOR adopts a new transmissions policy that is presented below and aims at increasing the individual throughput of each one-hop or two-hop away destination host, **maximizing the average probability of successful batch reception among all destinations**.

The challenges appear in i) selecting the most appropriate one-hop relays; and ii) charging source and these relays with suitable credits. Regarding the relays selection, the source can either choose them or utilize a fixed and dedicated set of relays. In case that the set of relays is not fixed and predefined,

TABLE I
VARIABLES DESCRIPTION

Variable	Description
$s, \mathcal{R}, \mathcal{D}$	source and sets of relays and destinations respectively
N	total number of nodes
k	number of initial packets included in a batch
b	packet size (payload and headers)
ρ	utilized basic physical transmission rate
f, g	video frame ratio and number of GOP frames respectively
l	packets needed for a GOP transmission
τ	time given for the forwarding of one batch (slot)
c	total number of transmissions in a slot (total credit)
c_1, c_2	credits of source and each relay respectively
\mathcal{P}^d	set of paths connecting source to destination d
e_{xy}	error transmission probability of link $x \rightarrow y$
E_p	prob/ty of unsuccessful packet delivery to d over path $p \in \mathcal{P}^d$
E^d	prob/ty of unsuccessful packet delivery to d over all \mathcal{P}^d paths
E	average prob/ty of unsuccessful packet delivery among all destinations $d \in \mathcal{D}$
\mathcal{O}	packet classes with different priority
k_o	number of class $o \in \mathcal{O}$ packets in a batch
o_h, o_l	high and low priority classes including intra-frames and all frames respectively
α	the proportion of the intra-frames in the whole batch size

\mathcal{R} is retrieved by source building a multicast tree that connects the source to all two-hop away destinations. The tree is similar to that of Pacifier and it is a shortest-ETX tree, constructed at the source by taking the union of all the shortest-ETX paths to the two-hop away destinations. At the end, the set of relays \mathcal{R} consists of all the one-hop connected nodes to the source in this multicast tree.

To overcome the second challenge, regarding the credit charging, we need to address two orthogonal sub-challenges. The first has to do with providing the source with the highest possible credit, equal to $c_1 \geq k$, in order to satisfy all one-hop away destinations, while the second aims at sharing appropriately the credit c among source and relays, providing also a credit $c_2 \geq k$ to each relay, in a way that satisfies the two-hop away destinations. Source and relays need at least k transmissions to forward all k independent packets of a batch. We also choose to share the same credit among the relays, following the same approach with other works [12] and enabling the estimation of the two variables with low-computational cost. As follows, $c_1 + Rc_2 = c$ for avoidance of slot violation or underutilization, thus $c_1 \in \{k, k+1, \dots, c - Rk\}$ ¹. The balance between these two sub-challenges is related to the aforementioned system objective.

In order to satisfy this objective, the source shares the total credit c in a way that maximizes the aimed probability, however, for a packet and not for a batch. This is an approximation followed also by MORE. Let \mathcal{P}^d be the set of one-hop and two-hop paths connecting source with destination $d \in \mathcal{D}$. Let e_{xy} be the error transmission probability of the link connecting node x to node y , thus $e_{xy}^z \in (0, 1]$ is the probability of z successive error transmissions over this link. We define E_p to be the probability of unsuccessful packet delivery to destination d through a path $p \in \mathcal{P}^d$, when source

¹If $k > c - Rk$, then we give all credits to $c_1 = c$.

Algorithm 1 Computing c_1 , that is the number of transmissions source makes to forward a batch. $E(x)$ is the average probability E for $c_1 = x$ and $c_2 = (c - x)/R$.

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 $b_l \leftarrow k$ 
 $b_r \leftarrow c - Rk$ 
 $\phi \leftarrow (\sqrt{5} - 1)/2$ 
 $x_l \leftarrow b_l + (1 - \phi)(b_r - b_l)$ 
 $x_r \leftarrow b_l + \phi(b_r - b_l)$ 
for  $|E(b_l) - E(b_r)| > 0.001$  do
  if  $E(x_l) > E(x_r)$  then
     $b_r \leftarrow x_r$ 
     $x_r \leftarrow x_l$ 
     $x_l \leftarrow x_l \leftarrow b_l + (1 - \phi)(b_r - b_l)$ 
  else
     $b_l \leftarrow x_l$ 
     $x_l \leftarrow x_r$ 
     $x_r \leftarrow x_l \leftarrow b_l + \phi(b_r - b_l)$ 
  end if
end for
 $c_1 \leftarrow \arg \max_{x_l, x_r} E(x)$ 

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and each relay are charged with a credit c_1 and $c_2 = (c - c_1)/R$ respectively. We show that this quantity is always a convex function of c_1 .

For example, the probability of unsuccessful packet delivery through the one-hop path $p' \in \mathcal{P}^d$ is $E_{p'} = e_{sd}^{c_1}$, that is a convex function over all legitimate values of c_1 . Furthermore, the corresponding probability of a two-hop path $p'' \in \mathcal{P}^d$, that utilizes a relay $r \in \mathcal{R}$, is a convex function of c_1 as well, equal to $E_{p''} = 1 - (1 - e_{sr}^{c_1})(1 - e_{rd}^{(c-c_1)/R})$. In particular, $E_{p''}$ is convex since its second derivative is always non-negative, as it is depicted in (1).

$$\begin{aligned} \partial^2 E_{p''} &= \ln(e_{sr})^2 e_{sr}^{c_1} (1 - e_{rd}^{(c-c_1)/R}) \\ &\quad + \ln(e_{rd})^2 e_{rd}^{(c-c_1)/R} (1 - e_{sr}^{c_1}) / R^2 \\ &\quad + 2 \ln(e_{sr}) \ln(e_{rd}) e_{sr}^{c_1} e_{rd}^{(c-c_1)/R} / R \geq 0 \end{aligned} \quad (1)$$

The packet is not delivered to d , if each of the paths of \mathcal{P}^d fails to do it. So $E^d = \prod_{p \in \mathcal{P}^d} E_p$ is the probability of unsuccessful packet delivery to d over all paths of \mathcal{P}^d . As follows, E^d is a convex function of c_1 as well, since E_p is a positive and convex function for all $p \in \mathcal{P}^d$ [13], as we proved before. Finally, the average probability $E = \sum_{d \in \mathcal{D}} E^d / D$ is a convex function of c_1 again, which means that at most two c_1 integer values exist that minimize this probability and achieve system objective. One of these values can be easily retrieved from the source by applying the ‘‘Golden section’’ search Algorithm 1. The source knows the error transmission probabilities of all links due to the utilized Roofnet-inspired mechanism, described in detail before. Moreover, the relays learn the c_2 value by the source through the periodical broadcasts, which are used for the estimation of the error transmission probabilities.

The complexity of this algorithm is $O((R + 1)D \log c)$, while the complexity of the corresponding algorithm of MORE

is $O(DN^2)$ for the case of multicast forwarding. It is worth to mention that R is limited, since in most cases there is no need for more than 4 or 5 relays supporting the two-hop away destinations. Moreover, for large values of c , the algorithm converges rapidly in less iterations than $\log c$, since the minimum value of E is common for many c_1 values. Subsequently, the complexity of this algorithm is apparently better than this of MORE.

In addition, our experiment results show that this transmissions policy outperforms the behavior of MORE by giving more transmission opportunities over the lowest quality links. Actually in MORE, the source does not stop transmitting and competing with the one-hop relays for the medium access during the whole period of a batch forwarding. This approach results to equal transmission opportunities among the source and its one-hop relays, regardless of the links quality and the corresponding MORE’s credit assignment, since 802.11 statistically distributes equally the channel access among the potential competing transmitters. In ViMOR, the contentions/collisions are reduced by enforcing relays to apply the *first-decode-then-transmit* policy. When applying this policy, the relays are imposed to start forwarding a batch only after the successful decode of this batch and the retrieval of the corresponding k initial packets, thus the contentions/collisions are reduced. This policy is also applied for a second reason; the relays should not spend transmission opportunities of the source for transmission of packets, which are not linear combinations of all k initial packets and thus contain less information.

C. Classification and prioritization of video packets

The last contribution of ViMOR is the implementation of a Priority Linear Coding mechanism (PLC), which classifies the packets to \mathcal{O} priority classes and replaces the usual Random Linear Coding (RLC). Our scheme focuses on video streaming, which inherently consists of packets of varied significance. For example, the packets that include segments of the intra-encoded frames (I-frames) are more important than the packets that include segments of the inter-decoded ones (P-frames and B-frames). The latter P/B-frames cannot be decoded without having the corresponding I-frames. In ViMOR, we define classes of packets, where each class $o \in \mathcal{O}$ contains the k_o most important packets of a batch. If a class $o_h \in \mathcal{O}$ enjoys higher priority than another class $o_l \in \mathcal{O}$, then o_h is a subset of o_l and $k_{o_h} < k_{o_l}$.

In this work, we utilize one high priority o_h class and one low priority o_l class. The packets of each batch, that encapsulate both intra and inter-frames, are classified as o_h and o_l packets. The o_h packets include as many as possible segments of the intra-frames, while the o_l class contains all batch packets. We defined $k_{o_h} = \alpha k$ and $k_{o_l} = k$, assuming that the intra-frames of a batch need a proportion equal to α of the whole batch size. The credit of each relay is shared proportionally among the classes, according to the k_o values of all classes \mathcal{O} . In our case, the o_h packets take the $k_{o_h}/k = \alpha$ proportion of the whole credit and the other packets take

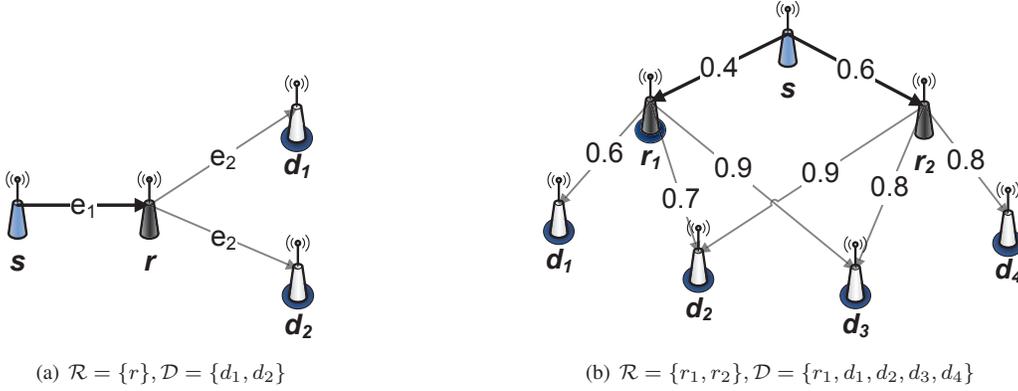


Fig. 2. Two different topologies with 4-nodes (a) and 7-nodes (b) used in our algorithm evaluation.

the rest $(k_{o_i} - k_{o_h})/k = 1 - \alpha$. This means that each relay generates and transmits the first αc_2 packets as linear combinations of the most important αk packets, while the rest ones are linear combinations of all packets. The source does not change its behavior, doing the same as with the RLC mechanism.

The receiver performs two parallel decoding processes; the first one is fed with the packets generated from the coding of the o_h packets, while the second one is fed with all received packets. The two decoding processes are executed simultaneously, hence enabling the successful decoding of the o_h packets with higher probability. Even if the decoding of the whole batch is infeasible, a receiver may be capable to decode the most important packets of this batch. This enables the reception of a video sequence of tolerable quality, in case that the reception of a high quality video is infeasible.

IV. EXPERIMENTATION RESULTS

The implementation of ViMOR routing scheme is based on the Click framework [14], which offers easy to develop, flexible and configurable modular routers. Click modular router is comprised from packet processing modules called elements, that implement simple router functions. In this work, we extend and modify the Click based implementation of the MORE routing algorithm, introducing the aforementioned contributions for video streaming.

The deployment and evaluation of ViMOR took place at the NITOS testbed [15], where we conducted experiments under various topologies with specific features. NITOS is a non-RF-isolated wireless outdoor testbed, so we used 802.11a to eliminate interference, since commercial 802.11 products in Greece use only 802.11b/g. The specifications of the NITOS nodes used for the experiments are depicted in Table II.

The thorough evaluation of ViMOR required the experimentation under different topologies with several connectivity conditions. Since it is impossible to find the desired conditions in a testbed with stationary nodes, we reproduce them with the use of a distributed packet filtering mechanism, that we further explain. More particularly, we selected NITOS nodes that are close to each other, shaping a full mesh connected topology with robust links (transmission error probabilities

TABLE II
BASIC CONFIGURATION OF NITOS NODES

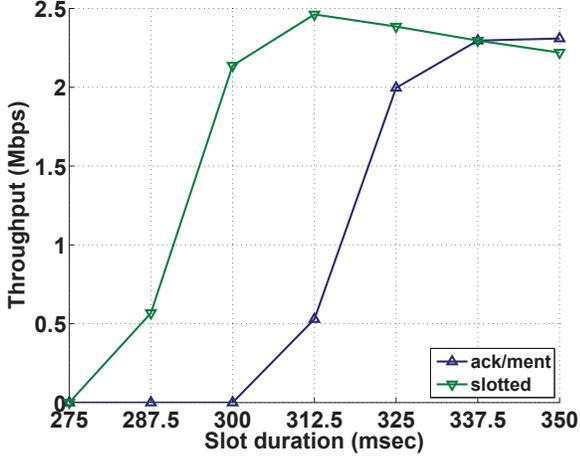
Model	Icarus nodes
CPU	Intel i7-2600 Proc., 8M Cache, at 3.40 GHz
RAM	Kingston 4 GB HYPERX BLU DDR3
Storage	Solid State Drive 60 GB
Wireless interfaces	two Atheros 802.11a/b/g/n (MIMO)
OS	3.2.0-31-generic Ubuntu precise
Driver	compat-wireless version 3.6.6-1-snpcc

very close to zero). Then, we applied a packet filter to each one of these nodes, allowing a received packet to pass through with a specific probability, according to the transmitter's identifier. This mechanism enabled the full control of the connectivity map, providing us with the ability to replicate any lossy link. The topologies of our experimental setups are illustrated in Figure 2. Each link represents a communication channel for direct transmission from a given node to another one, and is labeled by its corresponding error transmission rate.

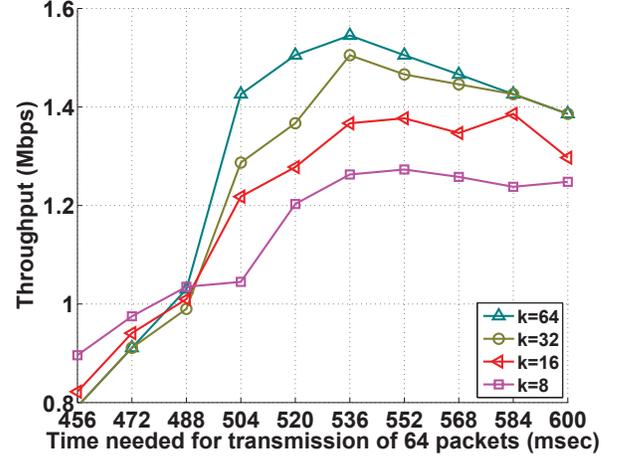
A. First class of experiments

The first class of our experiments is conducted using the topology of Figure 2(a), where the source is s , $\mathcal{R} = \{r\}$ and $\mathcal{D} = \{d_1, d_2\}$, while the transmission error probabilities e_1 and e_2 are adjusted appropriately. The performance of both MORE and ViMOR is expected to be highly insensitive to different batch sizes ($k = 8, 16, 32, 64$), as it is presented in [3]. However, as we explain later and conclude in our experimentation, $k = 64$ seems to be the best choice for ViMOR. The main configuration parameters are that RTS/CTS is disabled, as it happens in most real networks, and all nodes use $\rho = 6$ Mbps as physical transmission rate. Finally we configure the packet payload to be equal to 1470 bytes. The packet size is $b = 1556 + k$ bytes, after adding the WiFi, IP and UDP headers/trailers, as well as the MORE header that is also adopted by ViMOR. The MORE header features $22 + k$ bytes length, where the k bytes are used for holding the coefficients that linear coding uses to generate the corresponding packet.

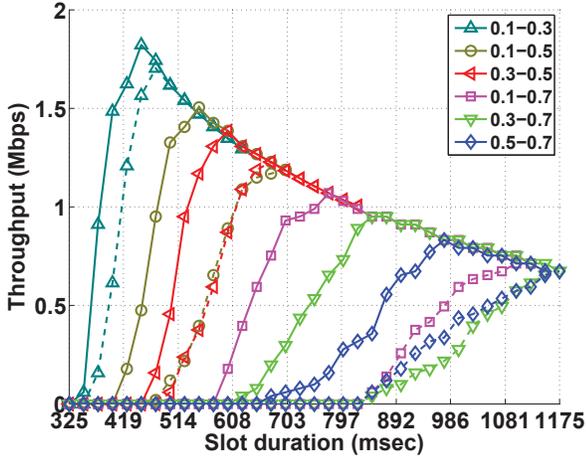
In the following lines, we present the evaluation of ViMOR. ViMOR's proposed contributions have been evaluated individually, conducting three separate sets of experiments in order



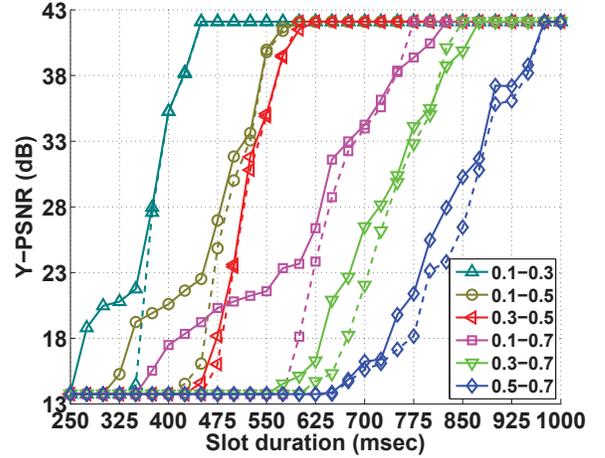
(a) The slotted mechanism of ViMOR compared to the acknowledgment mechanism of MORE for $k = 64$ and $e_1 = e_2 \approx 0.001$.



(b) The ViMOR's credit assignment performance for $k = 8, 16, 32, 64$ and $e_1 = 0.1$ and $e_2 = 0.5$.



(c) The ViMOR's credit assignment compared to the 50 – 50% equally distributed credit assignment for $k = 64$ and multiple e_1 and e_2 values. The marker of its line indicates the $e_1 - e_2$ or $e_2 - e_1$ values (same results). The solid lines correspond to the ViMOR's assignment and the dashed lines to the 50 – 50% one.



(d) PLC compared to RLC for $k = 64$, $\alpha = 1/3$ and multiple e_1 and e_2 values. The marker of its line indicates the $e_1 - e_2$. The solid lines correspond to PLC and the dashed lines to RLC.

Fig. 3. Experimentation results evaluating the transmissions policy of ViMOR in the 4-nodes topology of Figure 2(a)

to explore the individual benefits of each contribution.

1) *Slotted vs. acknowledgment mechanism*: In the first set of experiments, the throughput performance of the proposed video-aware slotted mechanism of ViMOR (details in Subsection III-A) is compared to the one of the acknowledgment mechanism of MORE. We perform the comparison using the first topology under transmission error probabilities close to zero, in particular $e_1 = e_2 \approx 0.001$, and $k = 64$, since this is the best value for k as we will see later. The performance of the slotted mechanism is quite insensitive to the k value in this experiment. When using MORE, the source transmits continuously, while the relay retransmits a specific number of packets for each one received. In our case, this number is equal to one. The source proceeds to the next batch after receiving an aggregate acknowledgment from both destinations. On the other hand, under the slotted mechanism of ViMOR, the source

proceeds to the next batch after the expiration of the current slot, even if the destinations have not yet decoded the current batch.

The plots in Figure 3(a) depict the average throughput of the on-time decoded packets between the two destinations for the two mechanisms. On-time decoded packets are only these that have been delivered in a time interval less than the slot duration τ . The traffic load sent from the source may be larger than the corresponding throughput, since it also includes packets that either got lost, as it happens in the slotted mechanism, or received too late, that happens in the acknowledgment mechanism. The horizontal axis represents the slot duration in milliseconds, while on the vertical axis we depict the measured throughput in Mbps. It is obvious that for long time slots the performance of the two mechanisms is similar, or the acknowledgment mechanism performs better,

TABLE III
CREDITS c AS A PERCENTAGE OF SLOT DURATION τ FOR PHYSICAL TRANSMISSION RATE $\rho = 6$ MBPS AND $k = 8, 16, 32, 64$

k	8	16	32	64
c	$\tau \cdot 45.1\%$	$\tau \cdot 44.9\%$	$\tau \cdot 44.5\%$	$\tau \cdot 43.7\%$

due to the underutilization of the wireless medium that the slotted mechanism imposes as the slot duration increases. Both mechanisms achieve to forward frames on-time, while the acknowledgment one succeeds in pre-buffering more and more as the slot period increases. However, as the slot period decreases, it is evident that the proposed mechanism achieves a significant performance improvement, delivering video in cases that the acknowledgment mechanism is completely inefficient ($\tau \leq 300$ msec). This is a remarkable result, since it enables transmission of higher quality video sequences, that feature high frame ratios (high f) or high definition frames (high l) and subsequently require low slot duration $\tau = gk/fl$.

2) *Evaluation of the transmissions policy*: In the second set of experiments, we evaluate the proposed transmissions policy by configuring the nodes connectivity and applying the suggested credit assignment mechanism of Subsection III-B. Initially, we configure the transmission error probabilities $e_1 = 0.1$ and $e_2 = 0.5$ for selecting the best k . The selection of these error rates is the result of extensive experimentation, where we have observed the largest differentiation in the performance of the proposed policy for multiple values of k . Figure 3(b) shows the performance of the proposed credit assignment for $k = 8, 16, 32, 64$. The horizontal axis represents the time needed in milliseconds for delivering a sequence of 64 packets, while on the vertical axis we depict the measured throughput in Mbps. The interval represented in horizontal axis is equal to $\tau \cdot 64/k$, where τ is the slot duration that a batch needs to be delivered. As it is clearly depicted, $k = 64$ is the best choice. Although $k = 64$ imposes the largest overhead in packet transmission, since it uses longer headers, it enables the most accurate estimation of the redundancy packets that a transmitter should use. Therefore, for the rest of the experiments presented, we use $k = 64$.

The next step is to configure the transmission error probabilities e_1 and e_2 , using different pairs of probability values. Figure 3(c) shows the performance of the proposed credit assignment compared to the performance of a simple and equally distributed credit assignment (50 – 50%), where $c_1 = c_2 = c/2$ independently of the e_1 and e_2 values. The horizontal axis represents the slot duration τ in milliseconds, while the vertical axis represents the achieved throughput in Mbps. The solid lines depict the throughput performance of the ViMOR policy, and the dashed lines the one of the equally distributed assignment policy. The c value depends on the slot duration τ , as we have already mentioned, and it is presented in Table III. Each pair of same colored solid and dashed plots corresponds to a different couple of probability pairs $e_1 - e_2$. It is worth to mention that both assignment policies succeed the same results if we swap the values of e_1 and e_2 .

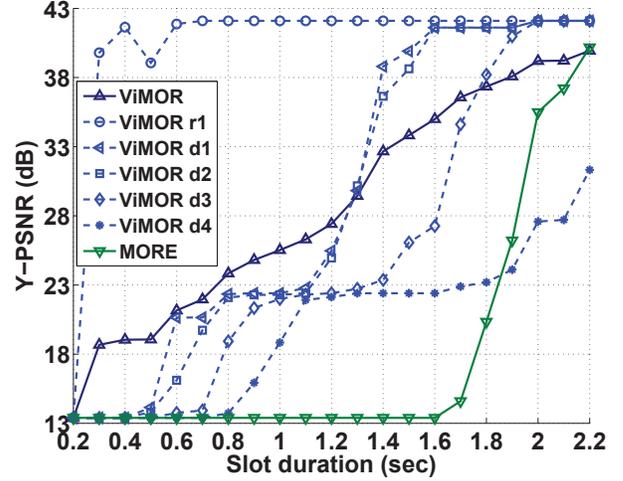


Fig. 4. Video performance comparison between ViMOR and MORE in the 7-nodes topology of Figure 2(b). The dashed lines correspond to the PSNR evaluation of the receipt video of each individual destination under ViMOR.

We compare the ViMOR policy with the 50 – 50% one, because in MORE the transmission opportunities among source and one-hop relays are equally shared, due to the 802.11 MAC protocol. Subsequently, although MORE applies a more sophisticated credit assignment policy, the result is the same with applying the 50 – 50% one. In ViMOR, the first-decode-then-transmit policy applies an indirect scheduling that reduces the contentions/collisions and allows a proportional sharing of the transmission opportunities. It is noticeable that the proposed policy succeeds in delivering higher throughput traffic in all the cases that $e_1 \neq e_2$. As it is expected, the throughput gain of the proposed policy is high in cases that $|e_1 - e_2|$ is large enough. Moreover, it is worth to mention that the performance of the equally distributed credit assignment depends only on the lowest quality link, since it is the same for all probability pairs that feature the same $\min(e_1, e_2)$.

3) *PLC vs. RLC*: Finally, in our third set of experiments we examine the behavior of our proposed PLC mechanism as compared to the RLC mechanism, with respect to the PSNR metric. We replace the plain data streams with video ones and collect the received videos from each destination under both mechanisms. Each lost or late frame is replaced by the previous video frame, that could be replaced by the frame before the previous one for the same reason, etc. (we always provide the first frame to all destinations). Subsequently, in the extreme case that nothing is received on-time from a destination, the corresponding perceived video corresponds to a sequence of repeated frames that are the same with the first one. Obviously, if an inter-frame is not lost or late but the corresponding intra-frame is, then the inter-frame is useless.

We conduct the experiments in almost lossless links by configuring the transmission error probabilities as in the previous experiment. We configure $\alpha = 1/3$ and we use the video sequence of *foreman* with CIF resolution, encoded in H.264 with GOP size $g = 10$ and only I/P-frames (no B-frames). The quality of the H.264 compression (in particular quantization)

is such as the average size of a compressed GOP to be almost equal to the batch size ($k/l \simeq 1$), while the size of each I-frame is approximately the $\alpha = 1/3$ proportion of the whole GOP size. For different frame ratios f , our scheme utilizes different time slots equal to $\tau = g/f$. In Figure 3(d), we observe how our enhanced PLC mechanism prioritizes the decoding of I-frames, outperforming the simple RLC mechanism. The horizontal axis represents the slot duration τ in milliseconds, while the vertical axis represents the perceived video quality in destinations, measured in PSNR. We notice that the lowest PSNR value of 13.4 corresponds to the video sequence that results from no batch reception, while the largest PSNR value of 42.1 corresponds to the video sequence that results from no occurrence of lost batch. Moreover, the PSNR gain of PLC is high in cases that $|e_1 - e_2|$ is large enough, as it happens in the previous experiment.

B. Second class of experiments

The second class of our experiments aims at comparing the performance of ViMOR to MORE in terms of PSNR, evaluating all contributions together (slotted mechanism, enhanced transmissions policy and PLC). The experiments were conducted in the 7-nodes topology of Figure 2(b), where source is s , $\mathcal{R} = \{r_1, r_2\}$ and $\mathcal{D} = \{r_1, d_1, d_2, d_3, d_4\}$. The other configuration variables are the same as in the previous experiments, since $k = 64$, RTS/CTS is disabled, $\rho = 6$ Mbps, 1470 bytes is the payload size and the video-specifics $\alpha = 1/3$ and $g = 10$.

In Figure 4, ViMOR obviously enables the r_1 node to enjoy high quality video for $\tau > 0.6$ sec, while the other 2-hop destinations start receiving a satisfying quality of video after some slots. In particular, all destinations receive a video stream with PSNR greater or equal to 22.4 for $\tau > 1.1$ sec, which corresponds to a video sequence where all I-frames are almost received and P-frames are not. This happens when the destinations are able to decode only the high priority o_h packets of each forwarded batch, that approximately include the I-frame of the corresponding GOP. The average PSNR value among all destinations, under the ViMOR scheme, is increasing constantly for all slot durations $\tau > 0.3$ sec, while the corresponding PSNR value of the MORE scheme is increasing after slot $\tau > 1.7$ sec. Obviously, ViMOR enables video streaming, even in a subset of the destinations, with slot durations up to 5.3 times smaller than the corresponding of MORE. Moreover, the PSNR gain is up to 270% for a slot $\tau = 1.6$ sec, while the average gain is 175%.

V. CONCLUSION

In this paper, we presented ViMOR, the first practical algorithm that efficiently forwards multicast video over wireless networks. To the best of our knowledge, this is the first implementation of a video-aware multicast OR algorithm for 802.11 mesh networks. The potential of this researching effort is well promising, since the results of our experimentation depict a PSNR gain up to 270%. Of course, there are many open issues for further research. For example, a rate control

algorithm that enables the utilization of larger rates than the basic one may allow higher throughput and perceived video quality. However, this comes at the cost of reducing the network coverage area. Moreover, another policy that imposes less strict scheduling would enable relays to transmit even if they have decoded only the packets of the high priority class, allowing in this way the delivery of a video even in smaller slots. On the other hand, for longer slots there would be a degradation in the perceived video quality because of the increased probability of contentions/collisions. A third point for further research is the effect of an increased number of priority classes, as well as a different way of sharing the credit c among the priority classes. These all are challenging issues and subjects for our ongoing research.

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