

# **A Microscopic View of Congestion Control Behavior in Video Conferencing Applications**

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## Measuring the Performance and Network Utilization of Popular Video Conferencing Applications

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## Demystifying Commercial Video Conferencing Applications

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## Can You See Me Now? A Measurement Study of Zoom, Webex, and Meet

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## Video Conferencing Market Set to Surge: Aiming for USD 25 Billion by 2032 Driven by Remote Work and Technological Advancements | Research by SNS Insider

SNS Insider pvt ltd

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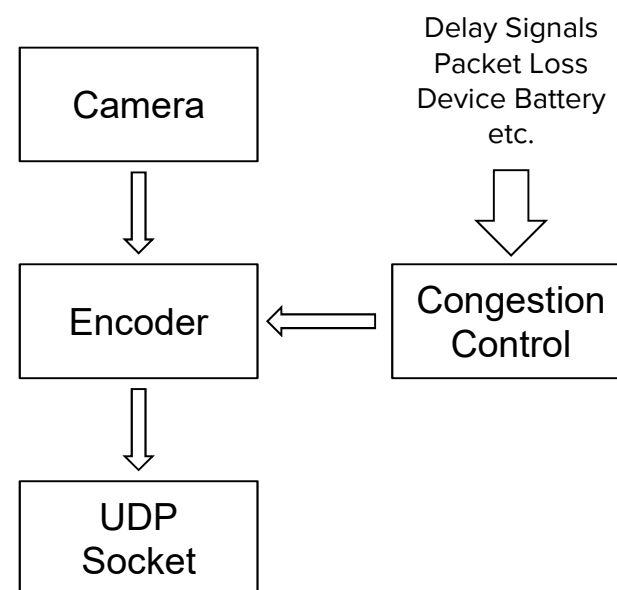
# Video Conferencing Applications (VCA) are popular with a variety of implementations

MacMillan, Kyle, et al. "Measuring the performance and network utilization of popular video conferencing applications." *Proceedings of the 21st ACM Internet Measurement Conference*. 2021.

Lee, Insoo, et al. "Demystifying commercial video conferencing applications." *Proceedings of the 29th ACM international conference on multimedia*. 2021.

## VCA Congestion Control

- Application level rate-controller
- Issues sending rate to encoder
- Published algorithms
  - Google Congestion Control (GCC) [1]
  - SCRaM (Ericsson Research) [2]



[1] Carlucci, Gaetano, et al. "Analysis and design of the google congestion control for web real-time communication (WebRTC)." *Proceedings of the 7th International Conference on Multimedia Systems*. 2016.

[2] Johansson, Ingemar. "Self-clocked rate adaptation for conversational video in LTE." *Proceedings of the 2014 ACM SIGCOMM workshop on Capacity sharing workshop*. 2014.

# VCA Congestion Control...

*... can contribute to differences in high-level performance*

*... can be modeled as a set of basic parameters*

## Measuring the Performance and Network Utilization of Popular Video Conferencing Applications

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(Macmillan et.al, 2021)

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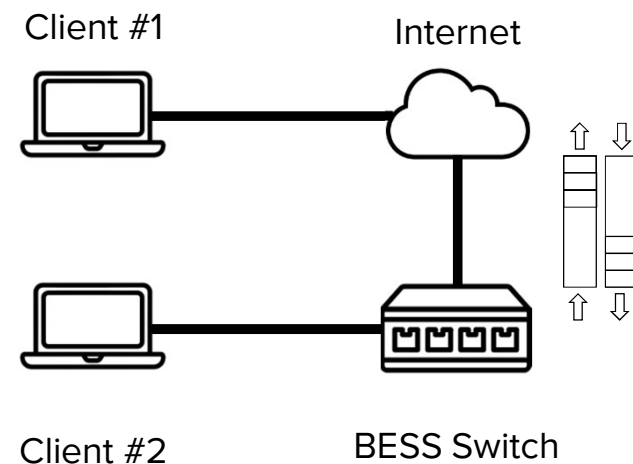
Can we highlight strategies that proprietary VCAs use and their effect on high level performance?

## Methodology

VCA's respond primarily to **delay** and packet **drops**. Can we isolate and test their response to each of these?

### Experiments

- Constant Bandwidth
- Bandwidth Increase/Decrease
- Background Traffic
  - UDP
  - TCP (Cubic, BBR)
- BESS Queue Sizes (16, 1024)



*Dataset of 120+ hours of captures released to the public! (PCAPS + QoE)*

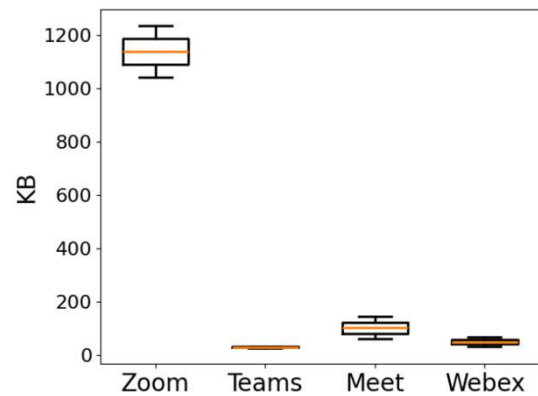
## Observation Categories

1. Startup Phase
2. Probing for Bandwidth Increase
3. Response to Congestion

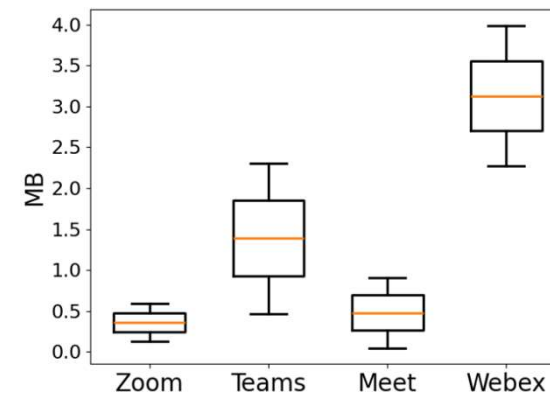


# Startup

Bandwidth estimation can be used to determine the initial sending rate



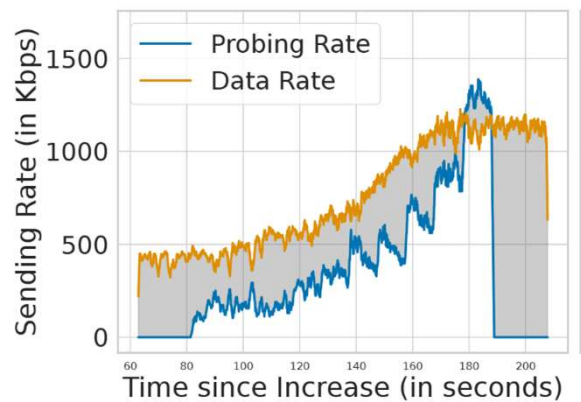
Bytes sent before video begins



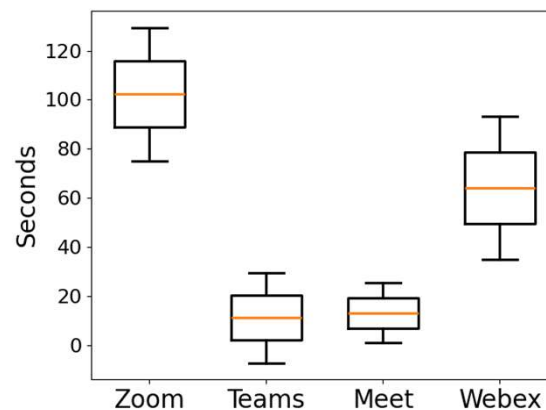
Bandwidth estimation accuracy  
(difference in sending rate between first 200ms and 1s)

# Probing

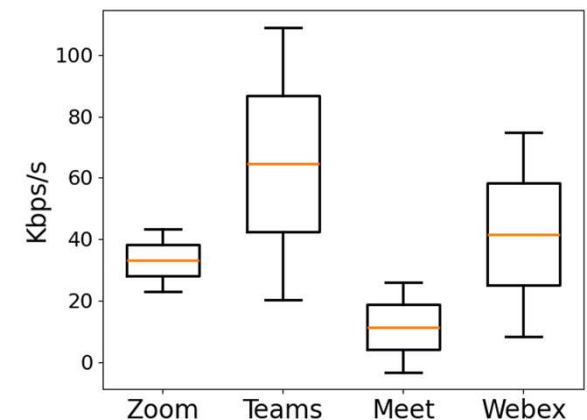
Zoom uses a *canary flow* to probe for available bandwidth by simulating a higher overall sending rate



Zoom Probing Example



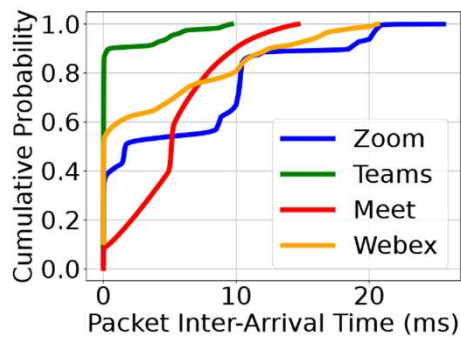
Time until reaction after bandwidth increase



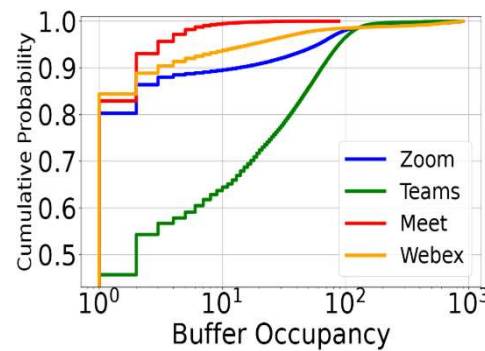
Rate of increase of sending rate until peak

# Constant Bandwidth

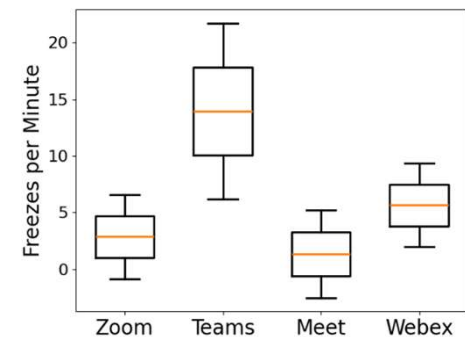
Microsoft Teams suffered from frequent video freezing due to oscillations in the sending rate and bursty video packets.



CDF of Packet Interarrival times (IAT)



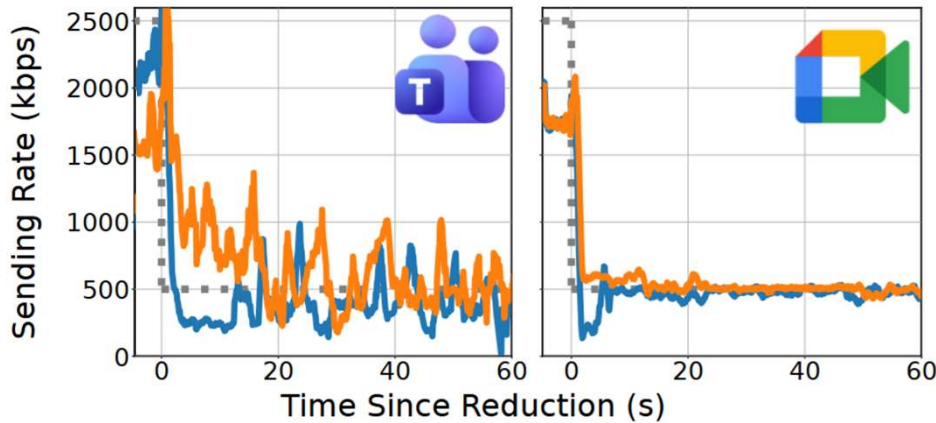
CDF of Buffer Occupancy (1024 pkts)



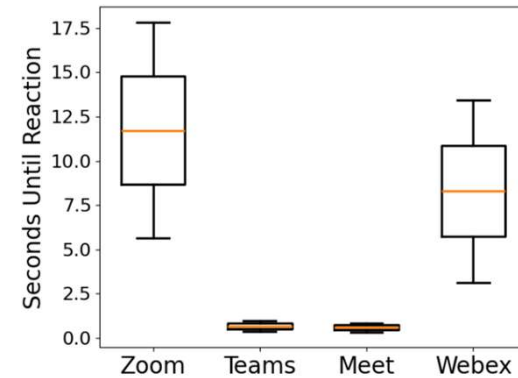
Freezes Per Minute for each VCA

# Congestion: Google Meet and Microsoft Teams

Meet and Teams responded to delay quickly while Zoom waits until a congestion threshold is met



Reaction to bandwidth reduction (2.5Mbps → 0.5 Mbps) Queue size = 1024, 16

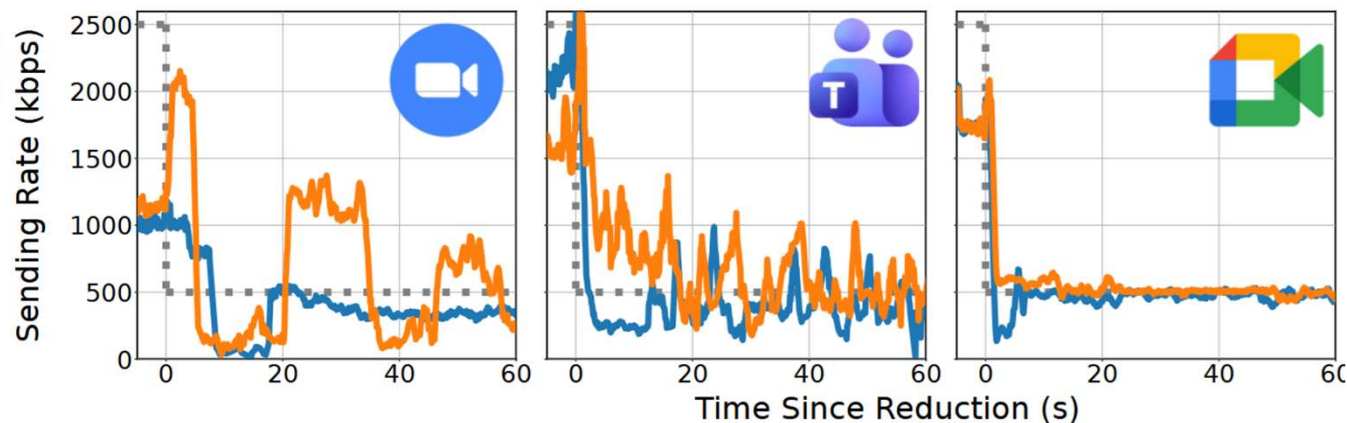


Seconds until VCAs reacted to bandwidth reduction

## Congestion - Zoom

Zoom's delayed response necessitates turning off the flow to reduce congestion.

Under a small queue, Zoom reacts with a distinctive on/off cycling phase



Reaction to bandwidth reduction (2.5Mbps  
 → 0.5 Mbps) Queue size = 1024, 16

## Congestion - Background TCP Traffic

Meet performs poorly when competing over a large buffer with TCP CUBIC background traffic.

VCA	Size	None	C	B
Zoom	16	23.55	19.54	14.12
	1024	23.16	17.84	21.77
Teams	16	20.72	0.68	5.23
	1024	21.24	11.33	16.60
Meet	16	26.03	21.95	22.76
	1024	26.52	15.42	25.63
Webex	16	11.31	0.60	0.95
	1024	11.39	8.06	2.75

FPS of VCAs under short-lived TCP CUBIC (C) and BBR (B) flows

## Conclusion

- Methodology and testbed for measuring VCAs
- Public dataset of PCAPs, Queue Logs, QoE, etc.
- Observations of behaviors in...
  - Startup
  - Probing
  - Congestion Reaction

**Dataset: <https://www.cs.purdue.edu/homes/fahmy/datasets/VCAPurdue/>**