
From: Troy Batterberry
Sent: Tuesday, September 04, 2001 1:02 PM
To: Ricardo Minguez Pablos
Cc: Amir Majidmehr; Windows Media Discussion Alias
Subject: RE: MBR Streams in Cable-Modem Networks

Hi Ricardo:

Here are some questions I need answered to help with the problem:

1. What version(s) of players are being used?
2. What protocol is being used to stream the content? (View the statistics dialog of the player to obtain this information).
3. If the player is streaming via UDP, does it report significant packet loss? (View the statistics dialog of the player to obtain this information).
4. What are the exact symptoms? Does the player immediately rebuffer and fail to show almost any motion video, or does the player show short amounts of continuous video followed by missing frames/no video?
5. Is audio affected at all?
6. Are the customers using a NAT/Firewall/Gateway between the client and the server?

-Troy

-----Original Message-----

From: Amir Majidmehr
Sent: Monday, September 03, 2001 4:19 PM
To: Ricardo Minguez Pablos; Windows Media Discussion Alias
Cc: Troy Batterberry
Subject: RE: MBR Streams in Cable-Modem Networks

The actual algorithm is quite complex and involves both static and dynamic bandwidth computation. And yes, cable modem scenarios were used in the design of the system. Troy has the data for the exact heuristics used.

Note that the system works much less effectively if the connection between the client and server are TCP/HTTP as opposed to UDP. You may want to check to see which protocol is being used.

Amir

-----Original Message-----

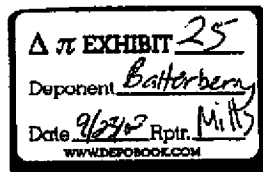
From: Ricardo Minguez Pablos
Sent: Monday, September 03, 2001 10:05 AM
To: Windows Media Discussion Alias
Subject: MBR Streams in Cable-Modem Networks

I have a big issue with one of our premier customers:

The Windows Media Player can't negotiate the best available bandwidth of a cable/modem user that is requesting a MBR Stream. The users can use 128, 256 and 512 Kbs, and the MBR Stream is encoded at 96, 228 and 482 Kbs.

However, and probably because the max BW is not constant, the client selects the higher available bit rate, resulting in a continuous buffering and very bad video quality.

5/22/2003



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I would like to know the details of the client and server negotiation and how you choose the best available bit rate in the stream. I suppose that in the testing you have thought in the cable/modem scenario and probably you have some results. Also if you know some best practices, the specs of the MBR technology or any additional information I'll really appreciate your time.

Thanks in advance

rdo

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