@W3C Web & Networks IG

LPP Network Trace Tools

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Agenda

- Network Trace Tools Overview
 - Trace Emulator
 - Trace Capture
 - Trace Format & Library of network trace files
- LPP Predictions with Trace Emulator
- Next Step
- Backup & additional details

Background - full LPP TPAC-19 presentation: https://www.w3.org/2019/09/17-web-networks-lpp.pdf

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Trace tools Overview

A collection of browser based dev tools to emulate network behaviors

- Trace emulator
- Trace collector
- Library of trace files
- Trace format specification



time

bandwidth

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predictions

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GPL2 License – feel free to contribute github.com/intel/lpp-network-trace

Emulation



Trace Emulation

Network Trace Emulator is a **Chromium** development tool extension enabling emulation of network conditions based on pre-recorded trace files.

- A. Enables a simple way to test any web application when put through different network conditions.
- B. The emulator allows for development and test of web applications that leverages LPP predictions for forward looking network conditions.



Trace Emulation



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Capture



Network Capture Tool

Description* Trip from A to B

Client model SM-G390

Client name Samsung S10e

Additional information Demo trace collection

Download bandwidth test interval (sec)* $10\,$

Download bandwidth test max duration (sec)*

Download limit (Kbytes)* 4096

URL resource* http://192.168.1.1/10MB.data



START PAUSE

Test progress:

Measured download bandwidth: 0 kbps

Network: Unknown

Effective type: 4g

Longitude: 0 Latitude: 0 Accuracy: 0

Recorded data as JSON:

Trace Capture

- Place the Trace tools on a web server
 - it does not run from local files
 - Optionally use https/ssl connection if GPS tracking is intended to be used
 - Or run simply run github version from: <u>https://intel.github.io/lpp-network-trace/</u>
- Load trace tools in a Chromium based browser:
 - Open source Chromium
 - Google Chrome

....

Microsoft Edge (not older Explorer)



Capture Trace



- Press "Start" button to activate trace collection, old results will be removed
- Pause will hold the test

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• Stop writes out the results in JSON format, you can then copy them, manually, download or with copy button and then e.g. save to file

 Note: network effective connection type is what the browser reports as roughly estimated connection, this can be ignored

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Trace format



Trace Format

Name	Description
version	Format version
description	Trace description (e.g. "From Stockholm to Szczecin")
clientModel	Client model (e.g. "SM-G390")
clientName	Client name (e.g. "Samsung Galaxy S10")
note	additional description (e.g. means of travel, location, residentail/rural/urban, weather info)

Name	Description
entryNo	Trace entry number in ascending order
dateTime	UTC timestamp in format "YYYY-MM-
	DDThh:mm:ssTZD" according to ISO 8601
network	Network operator name
dlBw	Downlink bandwidth in kbps
dlLatency	Downlink latency to first bytes in microseconds
ulBw	Uplink bandwidth in kbps
ulLatency	Uplink latency to first bytes in microseconds
latitude,	GPS latitude, longitude in decimal degrees (DD) in
longitude,	WGS-84 format, accuracy in meters
accuracy	
note	Additional description

- flexible and extensible format that contains series of bandwidth data and (optionally) location
- JavaScript Object Notation (JSON)
- *.ntrace* file extension
- Trace header
 - general information
- Trace entries
 - each entry contains measured bandwidth and/or GPS coordinates

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github.com/intel/lpp-networktrace/blob/main/Documentation/lppnetwork-trace-format.md

Trace Format

"version": 1,
"description": "Telenor LTE, by car on large roads outside Stockholm",
"clientModel": "SM-G970F",
"clientName": "Samsung s10e",
"note": "Around Kista/Stockholm on E18 and E4, BW server in Frankfurt/DE",
"entries": [

"entryNo": 1,
"dateTime": "2020-11-09T13:09:44.462+01:00",
"dlBw": 53264,
"gpsCoordinates": {
 "latitude": 59.4053376,
 "longitude": 17.9784013,
 "accuracy": 92.9000015258789

"network": "cellular (Effective connection type: 4g)"

1.

},

"entryNo": 2,
"dateTime": "2020-11-09T13:09:54.104+01:00",
"dlBw": 86964,
"gpsCoordinates": {
 "latitude": 59.4054321,
 "longitude": 17.9764641,
 "accuracy": 19.111000061035156
},
"network": "cellular (Effective connection type: 4g)"

```
'
```

"entryNo": 3,
"dateTime": "2020-11-09T13:10:04.254+01:00",
"dlBw": 40196,
"gpsCoordinates": {
 "latitude": 59.4053716,
 "longitude": 17.9764878,
 "accuracy": 7.6620001792907715
},

"network": "cellular (Effective connection type: 4g)"

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"entryNo": 4, "dateTime": "2020-11-09T13:10:14.181+01:00", "dlBw": 92156,

Library of trace files



Trace Library

Pre-collected set of traces from different parts of the world
 <u>Trace Library at github.com</u>

Poland_Plus_Szczecin_Nov2020.ntrace
 Sweden_Telenor_Stockholm_north_Nov2020.ntrace
 Sweden_Telenor_Stockholm_train_Nov2020.ntrace
 Sweden_Telia_Stockholm_north_Nov2020.ntrace
 Sweden_Vimla_Stockholm_Nov2020.ntrace

• Pandemic has hit our collection, but we anticipate to add a large set of relevant traces from around the world soon!

• Please feel free to collect and contibute your own traces



LPP Prediction Handling



LPP prediction using Java script API

Network Trace Emulator also delivers LPP Java Script API that provides data about future predicted network conditions.

It can be used by a web application to test different network scenarios and adjust it based on predicted data.



LPP prediction – create / subscribe

1. Create LppSession object using constructor

LppSession(LppPredictionOptions options)

where:

LppPredictionOptions = { Boolean downlinkBandwidth; Boolean uplinkBandwidth; Boolean latency; Number maxPredictions;}

e.g. lpp = new LppSession({ downlinkBandwidth: true, maxPredictions: 10 });

2. Subscribe to LPP Service using start method

lpp.start();

LPP prediction – get predictions

3. Get LPP predictions via handler

Handler for lpp event fired when data is received from LPP service connection.

lpp.onpredictions(data)

The data message will contain an array of predictions. There can be several predictions of different types at one specific point in time. The predictions are always in chronological order with the nearest prediction first in the array

```
data = {
    predictions: [
        {
            time: <Number>,
            type: <lppType>,
            value: <Number>,
            variation: <Number>,
            probability: <Number>
        }, {...}, ... ]};
```

time: Number of sec since midnight 1 January 1970. type: LPP prediction type value: Number or String depending on prediction type variation: Standard deviation of the prediction probability: Statistical probability of the prediction



LPP prediction - example

lpp = new LppSession({ downlinkBandwidth: true, maxPredictions: 10 });
lpp.start();

• A simple sample code is available under /samples/test_chrome.html



Next Step



LPP teams next step

These are our plans moving forward, but we welcome input and contributions for the wider community

- Extend emulator / trace collector with uplink and latency, other metrics desired?
- Extend library of trace files
- Publish our LPP MPEG-DASH ref. lib patches to showcase how the LPP predictions can be used to improve streaming, which can easily be tested and further developed in the emulator
 - Let us know if this is of interest for further collaboration



Backups & Additional details



Trace Emulation - installation

- 1. Open a Chromium based browser (e.g. Chrome, Edge, etc)
- 2. Enter chrome://extensions in address field.
- 3. On the top right corner, toggle the Developer Mode switch.
- 4. On the top left corner, click on Load Unpacked.
- 5. Locate and load the Emulator folder (that contains manifest.json file).
- 6. [Optional] Go to chrome://apps.
- 7. [Optional] Remove Google apps related to website that emulator will be used on.

The Network Trace Emulator will be available in the developer tools, accessed by pressing F12. Navigate the tabs in the Chrome developer window to find Network Trace.

Load a ntrace file and let it emulate the network for you

Remember that it can only throttle down the network, you can never get higher bandwidth than what you actually have



Trace Emulation - limitations

- 1. Emulation cannot be used for web application that makes use of WebSocket protocol due to chrome bug 423246.
- 2. To avoid issues in certain use cases e.g. using the extension on youtube, please remove the corresponding website application under chrome://apps chrome bug 1126825.

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