THINC: A Virtual and Remote Display Architecture for Desktop Computing

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isolation...

... connectivity



Source: Internet Mapping Project (http://research.lumeta.com/ches/map/)

dis-integration of the computer



remote display



ubiquitous access



remote collaboration



online help



managed to get a mouse. Now how do we use it?"

thin clients

application processing and data



stateless client

secure server room

existing systems



what's wrong?

problem:

 focused on office applications on LAN and reducing data transfer on low bandwidth links

therefore:

- poor support for display intensive interactive applications
- poor support for higher latency WAN environments

THINC

virtual and remote display architecture for desktop computing

contributions

- high performance remote display system [SOSP 05]
- first to natively support multimedia applications
- superior remote display support for mobile devices [www 06, scc 06]

contributions II

- MobiDesk: desktop utility computing infrastructure [MobiCom 04, best student paper award]
- A²M: protect MobiDesk from DDoS attacks
- beyond remote display: desktop recording [SOSP 07]

THINC remote display

- simple display protocol
 - COPY, Solid Fill, Tile Fill, BITMAP, RAW
- focus on architecture of the system to improve performance
 - interception
 - translation
 - delivery

interception: traditional display pipeline



interception





virtual display architecture







Simple, low-level protocol



Simple, stateless client



translation

use and preserve semantic information for efficient translation

translation

use semantic information when doing translation

use request semantics to generate update



req: fill window W, color C

window

system

req: fill [x,y,w,h] color C

THINC

update: solid fill [x,y,w,h] color C

translation

use semantic information when doing translation

 preserve semantic information throughout the system

why preserve semantics: offscreen rendering

offscreen rendering (cont)



command log merge, clip, and discard commands as needed

delivery

maximize interactive response of the system

delivery

- transmit updates as soon as possible
- merge, clip, and discard updates as needed

... not all display content created equal

shortest remaining size first scheduler



experimental results

- X/Linux prototype
- web browsing performance
 - comparison to existing systems
 - performance on wide area networks

web browsing performance



... up to 4.8 times better performance

WAN web browsing performance



location
multimedia

existing systems



audio/video quality

🗖 LAN 📕 WAN

THINC multimedia

- native support for video playback
- bidirectional audio
- synchronized audio/video playback
- format independent and transparent to applications

video playback



audio



experimental results

a/v playback quality



... perfect playback and up to two orders of magnitude better

mobile devices

- becoming ubiquitous
- have network connectivity
- but limited environment and applications

pTHINC

- provide superior remote display support for mobile devices
- competitive alternative to limited mobile applications

server-resized updates



user interface

- zoom, scroll, rotate
- full screen by leveraging external controls

experimental results

PDA web browsing performance



... up to 17x faster than other systems, and up to 8x faster than native

native vs pTHINC

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1/31/06	Gas	-50.00		
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btw

limitations

- need better compression
 - NX/SunRay/VNC, adaptive
- multimedia
 - too much bandwidth?
 - limited on mobile devices
 - flash video
- no support for new generation of highend desktops and 3D applications

impact

- Technology licensed for commercial use
- VESA standard in progress

conclusions

- high performance remote display system able to outperform existing solutions
- first to provide full support for multimedia content, transparently to applications and independent of format
- superior remote display support for mobile devices

backup

Page-by-page comparison

- THINC faster on all pages except image-only
- Our approach works better than both low and high-level on non-image content

Microbenchmarks

- It's not each individual component, but the combination
- Not clear microbenchmark results can be extrapolated to overall performance
- But do have some results:
 - No offscreen: ~70% (all RAW)
 - Only interception and redirection: ~225%

future work

- remote display standard (Net2Display)
- 3D
- indexing and searching improvements

list of publications

- MobiDesk: Mobile Virtual Desktop Computing [MobiCom 04]
- THINC: A Virtual Display Architecture for Thin-Client Computing [SOSP 05]
- Remotely Keyed Cryptographics: Secure Remote Display Access Using (Mostly) Untrusted Hardware [ICICS 05]
- pTHINC: A Thin-Client Architecture for Mobile Wireless Web [WWW 06]
- An Application Streaming Service for Mobile Handheld Devices [SCC 06]
- Net2Display: A Proposed VESA Standard for Remoting Displays and I/O Devices over Networks [ADEAC 06]
- DejaView: A Personal Virtual Computer Recorder [SOSP 07]

beyond remote display: desktop recording

provide recording of all desktop output

allow recording to be searched

desktop recording



recording runtime overhead



storage growth



wan a/v playback quality



location

mouth-to-ear latency overhead



Capture Wired Capture WiFi Playback Wired Playback WiFi

PDA video playback quality



Axim X5 🗕 Axim X51v

web browsing data transfer



LAN WAN

A/V data transfer



PDA web browsing data transfer



PDA video data transfer



Axim X5 Axim X51v

browse and search latency



playback speedup


web browsing performance



... up to 4.8 times better performance

existing performance problem



audio/video quality

LAN WAN

implementation

- X/Linux and windows display server
- Linux audio driver (alsa) + daemon
- X/Linux windows, PDA, and Java clients
- X/Linux desktop recording
 - capture using ATK (Gnome)
 - index using Postgres + Tsearch2

offscreen drawing



command queues

offscreen region



command queue



how?



video

how we deliver updates



desktop virtualization

- decouple desktop from underlying video hardware
- encapsulate window and graphical state
- can move around:
 - carry in pocket
 - around hosting servers

MobiDesk



A²M: Access Assured Mobile Desktop Computing



old slides

contributions

- high performance remote display system [SOSP 05]
 - focus on system architecture to improve performance
 - outperforms existing systems
- first to natively support multimedia applications
 - transparent and format-independent
- wireless mobile device support [www 06, SCC 06]
 - server-side display scaling for improved display quality and performance
 - user interface tailored for constrained environment

contributions II

- MobiDesk: desktop utility computing infrastructure [MobiCom 04]
 - fully virtualized environment for hosting desktops
 - hosted sessions can be migrated for high availability
- A²M: protect MobiDesk from DDoS attacks
 - indirection-based network + remote display
 - exploit asymmetric traffic to minimize overhead
- beyond remote display: desktop recording [SOSP 07]
 - low overhead recording, and efficient access
 - novel use of accessibility services for indexing and searching

display protocol

Inspired on Sun Ray protocol 2D Primitives

- сору
- solid and tile fill
- bitmap fill
- raw

demo

video

- leverage existing hardware acceleration interfaces
- YUV (luminance-chrominance) color space
 - -format independence
 - client hardware acceleration (scaling for free)

YUV

- Standard hardware interface
- Format independence
- Hardware acceleration (fullscreen for free!)



isolation...



... and a PC

system architecture

 as important
 as protocol and encoding

goals

- minimize latency
- simple and portable
- transparent operation



basic static translation



THINC

- high performance remote display
- LAN and WAN environments
- transparent operation in exisiting desktop systems
- full screen, full motion audio/video playback

server-resized updates



system architecture

two key problems

how do we translate from application commands to the display protocol?

how and when do we send display updates?

but...

- performance problems
 - issues supporting display intensive interactive applications
 - issues coping with higher latency network environments
- lack of "features"
 - limited or no support for multimedia content
 - subpar support for mobile devices

system architecture is key

- interception
- translation
- delivery