



Achieving Pexcellence

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Achieving Pexcellence

Challenges of real time streaming applications

Background

- TANDBERG
 - Movi
- CISCO
 - Cisco Jabber Video for Telepresence
- Video Conferencing SoftClient
 - Think Manageable and Standards-based Skype
 - Uses GStreamer
 - Several 100K deployments

Problems

- Billions and Billions of Threads (> 1)
 - Race conditions
 - Unexpected Behavior
 - Deadlocks
 - Crashes
- Real-Time (Live) System
 - Never reproducible results
 - Experienced choppy audio?

Basic Solution

- 10 Reproduce or Induce problem with a Test
- 20 Fix it
- 30 goto 10

Basic Solution

- 10 Reproduce or Induce problem with a Test
- 20 Fix it
- 25 Commit Test and Fix into your CI
- 30 goto 10

But how?!?

- Not preaching TDD, but...
 - Writing good tests are hard, and where your focus **should** be...
 - Too much “brilliant” code has crap tests. (if it’s lucky...)
 - All code has bugs.
 - But testing will find more of them.
- Show you our approach:
 - Not perfect, but we like it (more && more)
 - Interesting to hear other approaches as well!

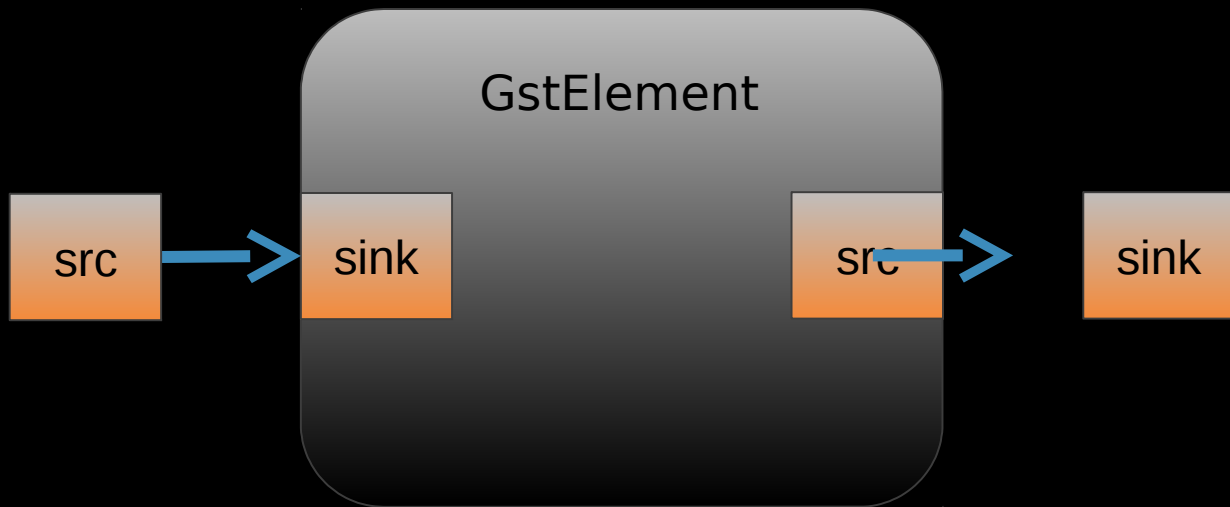
GstCheck

- Framework for Testing
- Easy to:
 - Write Tests
 - Run Tests (make mytest.check)
 - Debug Tests (make mytest.gdb)
 - Test Tests (make mytest.forever)
- Valgrind integration (make mytest.valgrind)
 - With suppression!
- Beginnings of a framework for testing GstElements

GstHarness

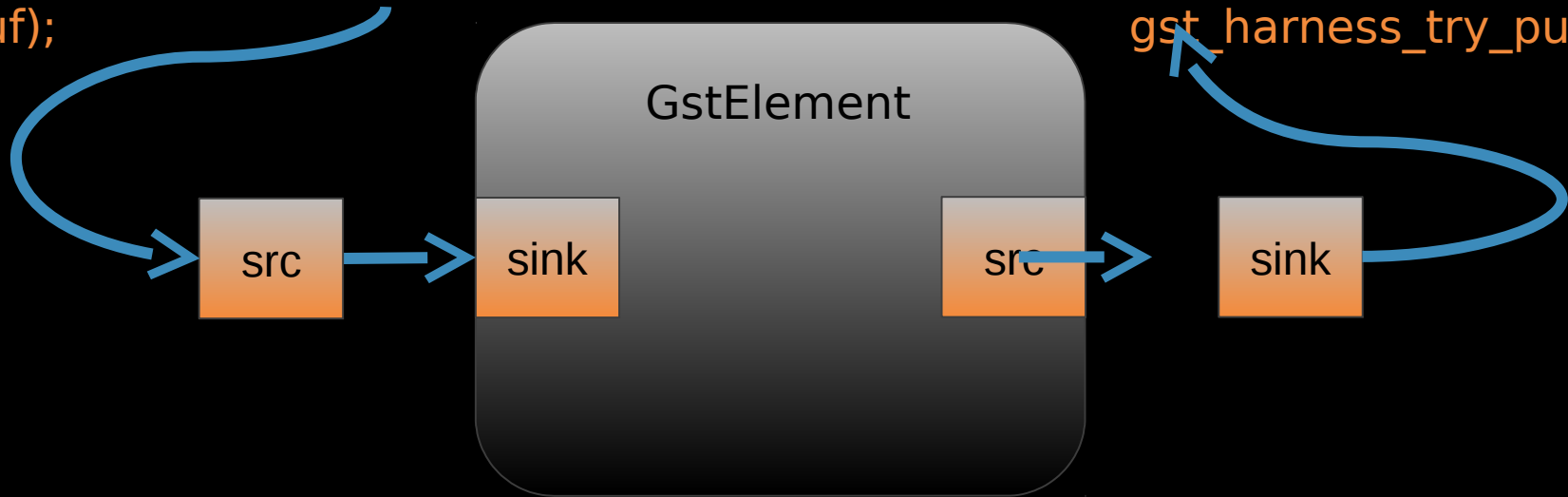
- Based on `gst_check_setup_element`
- Evolved on a need-to-test basis
 - Refactoring++
- Used in (almost) all our GStreamer tests (> 600)
- Goal: To easily write simple tests, testing complex scenarios!

GstHarness



GstHarness

`gst_harness_push (h,
buf);`



`buf =
gst_harness_try_pull (h);`

Test

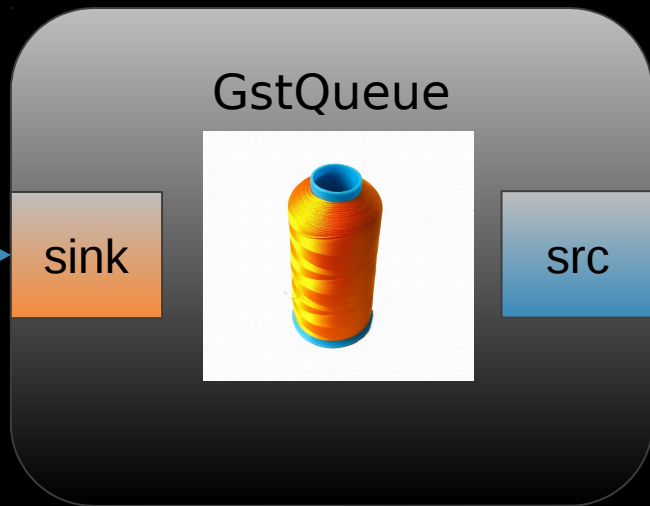
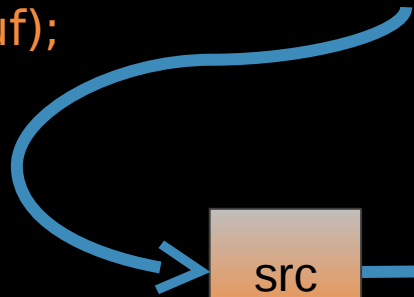
Does GstIdentity modify buffers?

Test

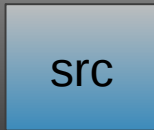
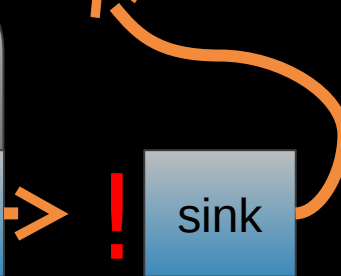
How about a GstQueue?

GstQueue

`gst_harness_push (h,
buf);`



`buf =
gst_harness_try_pull (h);`

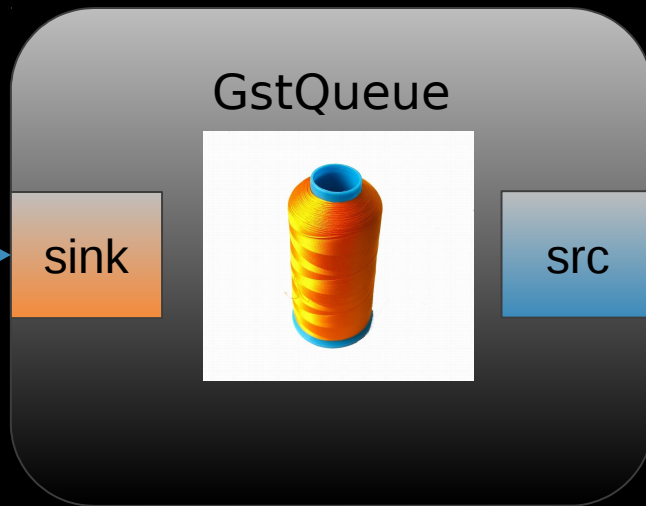
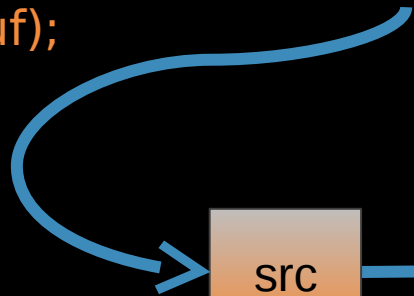


GAsyncQueue

- Perfect!
- `gst_harness_try_pull`: `g_async_queue_try_pop`
- `gst_harness_pull`: `g_async_queue_timeout_pop`
 - Remember large timeout (we use 60 sec...)
- The test finishes exactly when it should!
 - No nasty sleeps
 - You can never know how long is long enough...

Determinism

`gst_harness_push (h,
buf);`



`buf = gst_harness_pull
(h);`



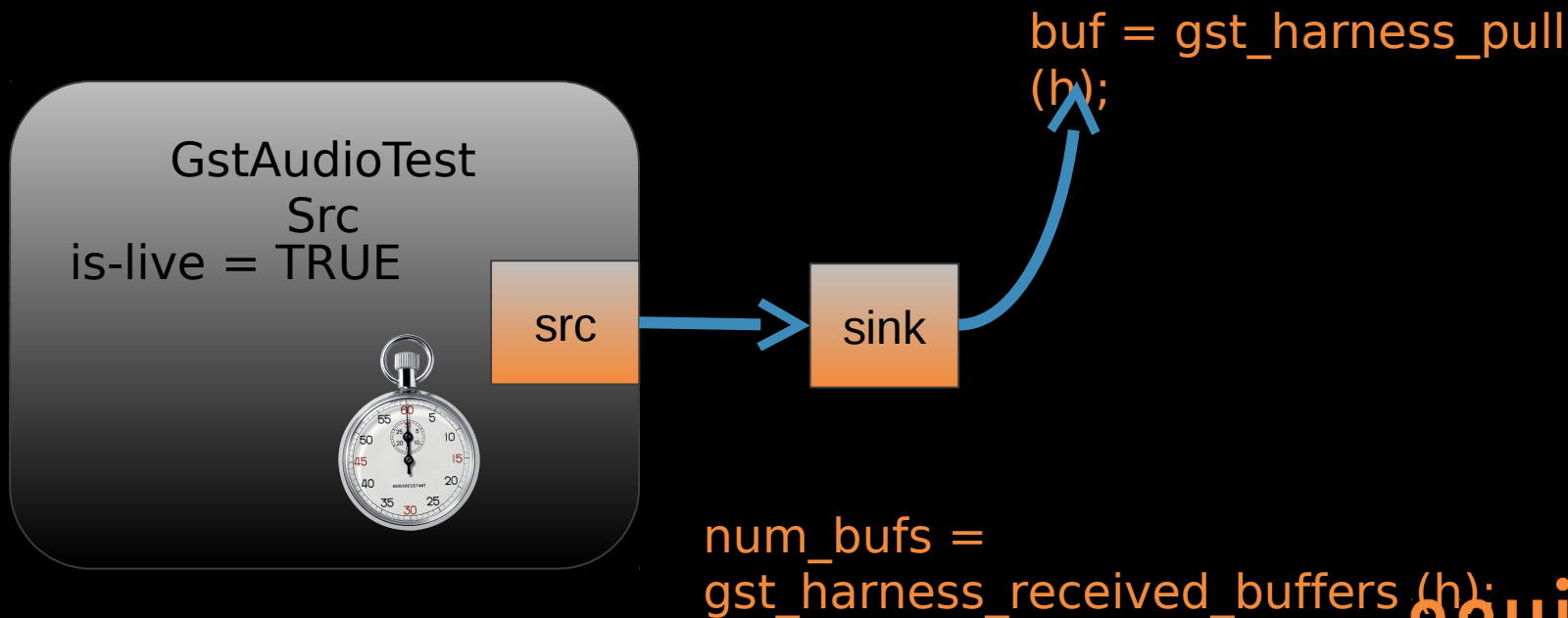
src



Test

Lets try a Src

audiotestsrc



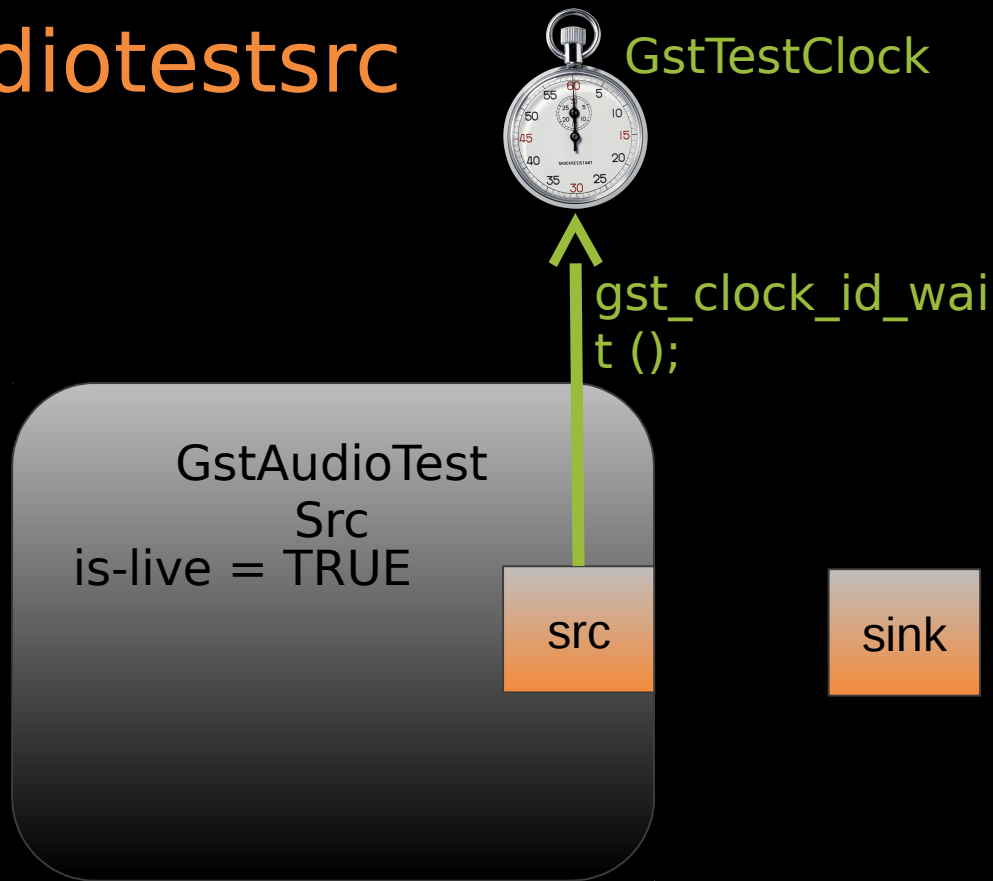
We need...

- A way to control time.

GstTestClock

- A GstClock Implementation
- Control Time
- Control GstClockID waits
- Already in GStreamer 1.0

audiotestsrc

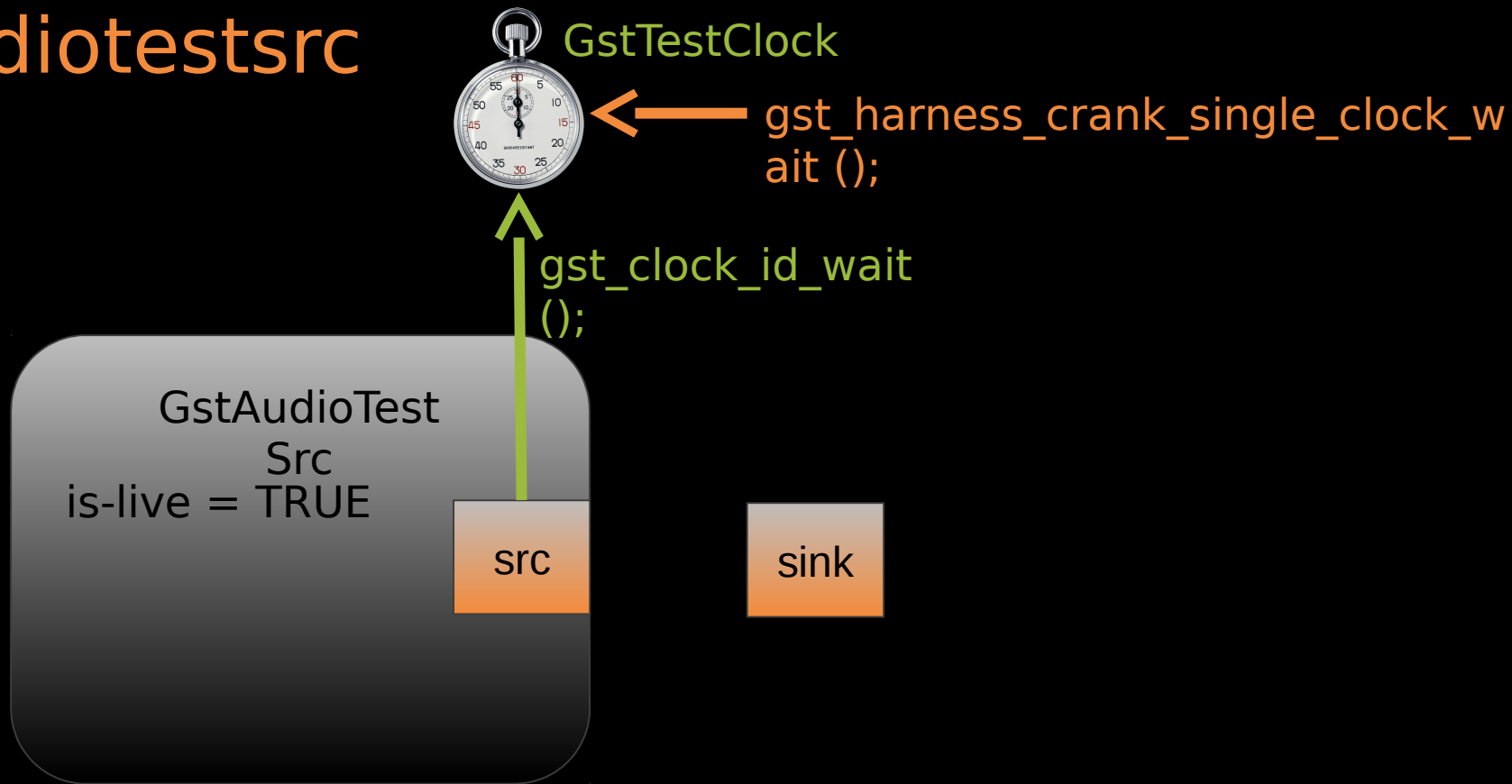


GstTestClock :: “Crank”

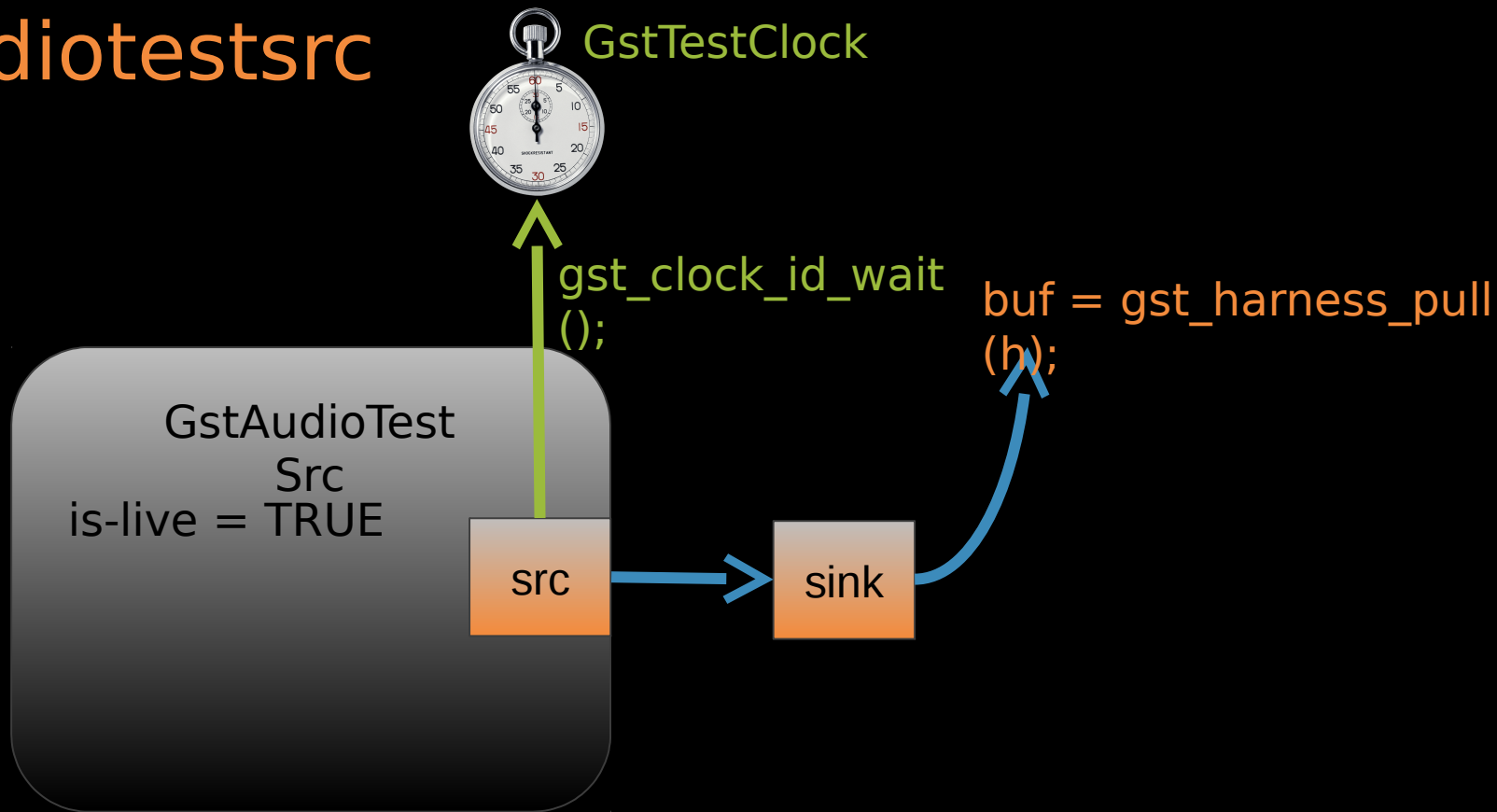
- 1. Wait for a given number of waits
 - Fail if not equal
- 2. Get the lowest time waited for
- 3. Advance the clock to that time
- 4. Release all waits
 - Recently added, used to be racy for >1



audiotestsrc



audiotestsrc

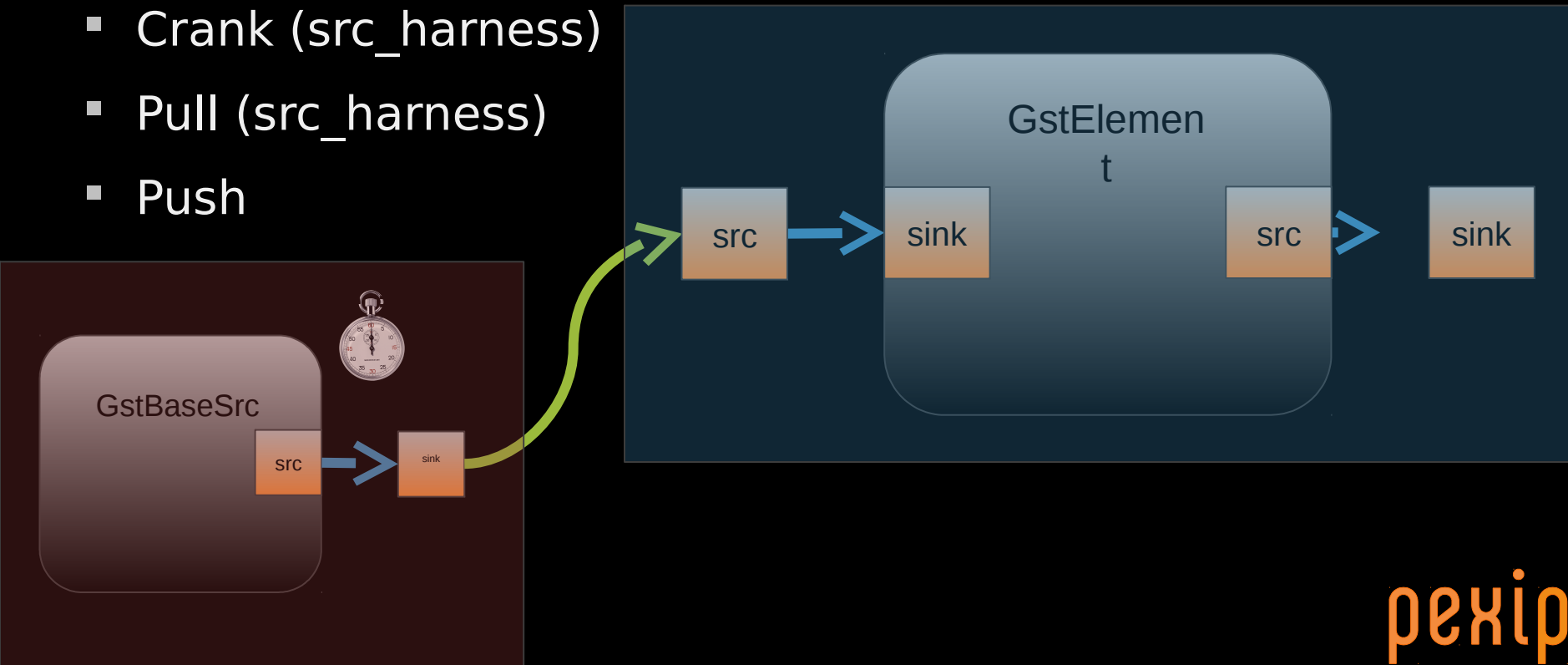


Sub-Harnesses

- Testing your element in a bigger context
- Helping keep things deterministically
- `src_harness`:
 - A pipeline to feed input into your element
 - Typically a `src-element` + friends
- `sink_harness`:
 - A pipeline for processing your elements output
 - Typically a `sink-element` + friends

gst_harness_push_from_src (h);

- Crank (src_harness)
- Pull (src_harness)
- Push



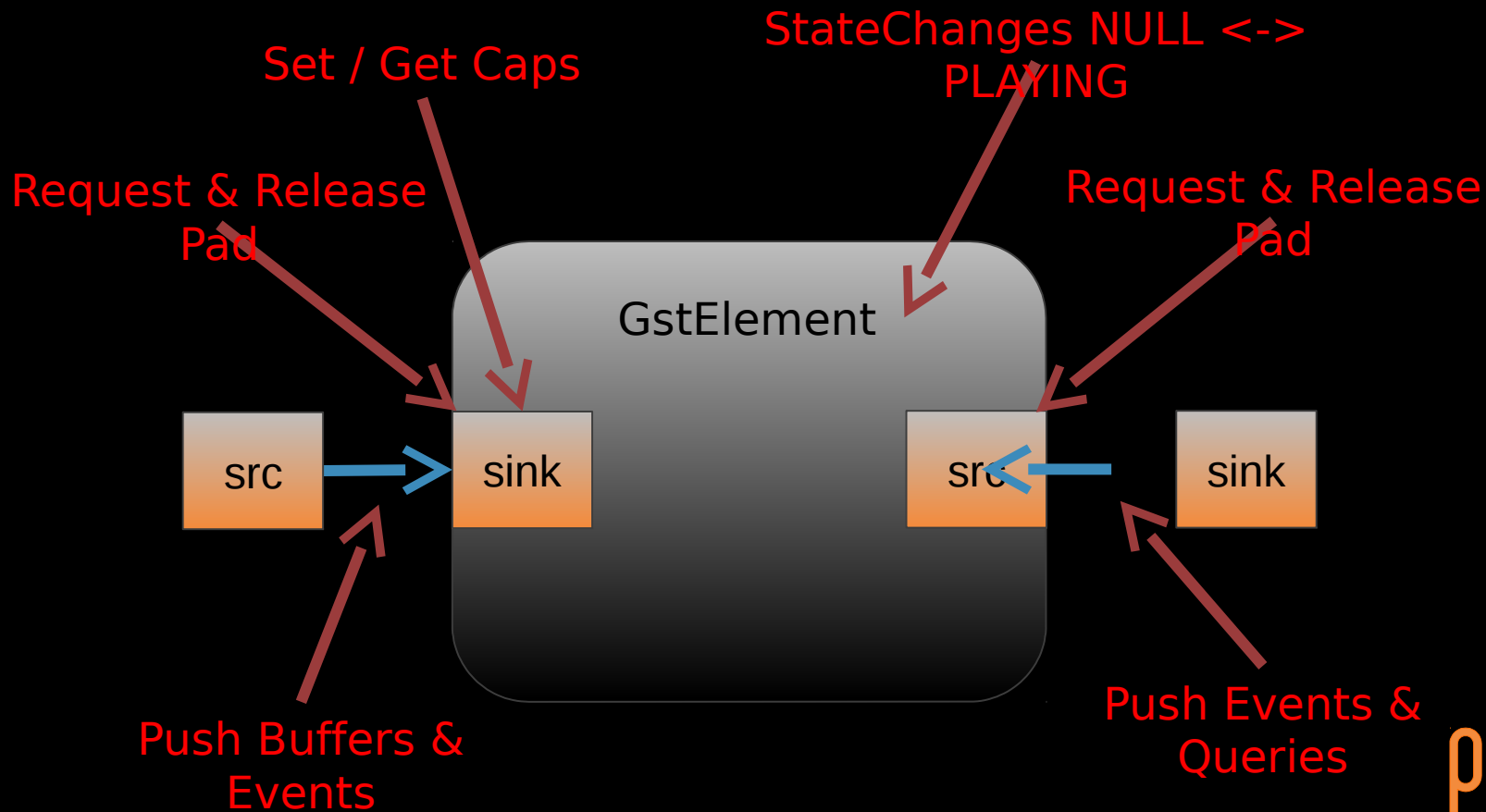
Test

H.264 decoder sends Keyunit-Request when there is packetloss

Stress-Testing

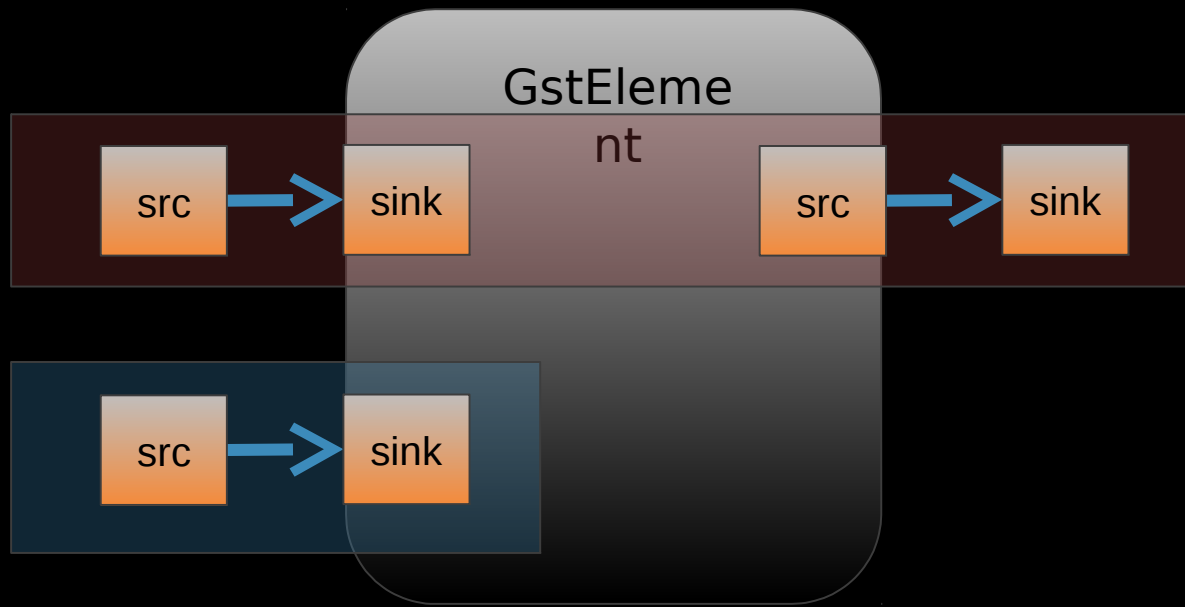
- A complete opposite
- Very random
- Can uncover a lot of very rare crashes
- Specially powerful combined with CI
 - Some tests fail once every 2 weeks...
- Built in to the Harness

Stressing



“Multi-Harnessing”

- One harness per pad



Test

Stressing a Funnel

Further improvements

- Merging into GStreamer
 - Porting 0.10->1.0 (done!)
 - Remove Pexip-specifics
 - Make nicer / More complete
 - Start writing / rewriting tests inside GStreamer
 - Keep evolving with usecases
 - Before X-Mas! (“Ho Ho”, “From all of us” etc.)
- “GStreamer-Element Acceptance Test”
 - Do a lot of automatic checking
 - Stressing what can be stressed
 - Would catch a lot of beginner errors (and a few master ones...)

Thanks!

- Contact:
 - havard@pexip.com
 - hgr @ #gstreamer
- Questions?

An abstract, horizontal flow of translucent, orange-colored smoke or liquid. The flow starts from the left, moves towards the center, and then continues to the right with more pronounced, swirling eddies. The color is a warm, light orange, and the texture is wispy and ethereal. The background is a plain, light gray.

рехір