Collaborative technologies for deaf students education



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21. dubna 2015

Lecture content

- Introduction
- Technology overview
 - High quality videoconferencing UltraGrid
 - Network support CoUniverse
- Technology utilisation CoUnSiL
- First experiences
- Conclusion
- Acknowledgments

Introduction

- Teiresias Support Center for students with special needs
 - o contact person Mgr. Lukáš Másilko
- At Masaryk University at whole 67 students deaf or hearing-impaired
 - (PřF 5, PrF5, ESF 5, LF 3, FSS 1, FSpS 1, PdF 28, FF 14, FI 7)
 - 33 students in category B1 (hearing-impaired, users of spoken language)
 - 34 students in category B2 (deaf, users of sign language)

Introduction

- Education of B2, but partly B1 students need of interpretation
- Lectures interpretation need of special interpreters
- Problems with accesibility and availability of interpreters
- Interpreters reachability via virtual presence
- Special type of videoconferencing concerned mostly to the non verbal communication
 - Non verbal communication video
 - High resolution video
 - Both sides communication
 - Teacher via interpreter to students
 - Student's questions to teacher via interpreter

Lecture with interpreter



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Technology

- Need of high resolution video for non verbal communication
- Low latency for synchronous communication
- Solution: UltraGrid
 - Developed in Sitola since 2005
 - Available source code for potential modifications and extensions
 - Running on commodity hardware

UltraGrid

- Platform for high-quality interactive video transmissions
 - o high resolution video: HD, 4K, 8K
 - as low latency as possible on commodity hardware
 - o commodity equipment
 - · Linux, Mac, Windows
 - · Common GPUs and video capture cards
 - open-source software, dual BSD/GPL license
 - UltraGrid itself is BSD-licensed, may become "GPL infected" (e.g., x264)
 - o picks up where common videoconferencing ends
 - 10 Mbps 10 Gbps (or more)

Who Is UltraGrid For?

- "Power users"
 - scientific visualizations
 - medicine: X-ray imagery, cardiology, pathology
 - education: remote lecturing
 - arts, cinematography, broadcasting
 - o collaborative environments: multi-point operation
 - many others

Advanced videoconferencing



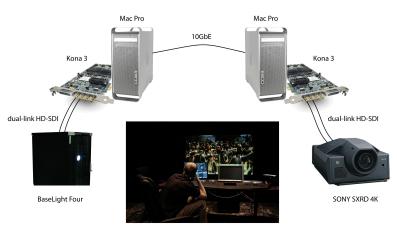
Scientific visualization



Remote education



Postproduction in cinematography



History of UltraGrid

- History of Development
 - 2002–2004: ISI EAST (720p)
 - 2005–2012: CESNET (Frame Rate 1080i)
 - 2006–2008: forks by KISTI (GUI, AJA KONA) and i2cat (SAGE)
 - 2013: i2cat starts contributing to the common codebase maintained by CESNET
- Some milestones
 - o 2002: 720p
 - 2005: 1080i, multipoint
 - 2007: CPU compression, self-organization, optical multicast
 - o 2008: 2K/4K
 - o 2011: GPU compression
 - o 2012: 8K

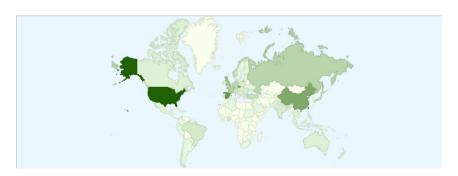
World Firsts . . .

- 2005 Multi-Point Uncompressed HD
- 2007 Self-Organizing Multi-Point Uncompressed/Compressed HD
- 2011 2011 GPU-JPEG Transatlantic 4K
- 2012 GPU-JPEG Transatlantic Multi-Point 8K
- 2013 UltraGrid + CoUniverse + inter-domain bandwidth on demand

Features of UltraGrid

- Supported video formats: HD, 2K, 4K, 8K
- Uncompressed or low-latency compression
- Video input: capture cards HD/3G/6G-SDI, SDI, HDMI
- Video output: playback cards HD/3G/6G-SDI, SDI, HDMI, SAGE
- · Synchronization of audio with video
- Simple GUI
- Network transmission format extended RTP

UltraGrid – Users Worldwide



- Installations around the world:
 - Czech Republic (universities and university hospitals), USA (UCSD, UMich, UIC, Internet2, NLM/NIH, NorthwesternU, . . .), Spain (i2cat, UPM), Portugal (FCCN), Netherlands (SARA), Poland (PSNC), Korea (KISTI), Russia, Germany (H-BRS), Japan (AIST),...

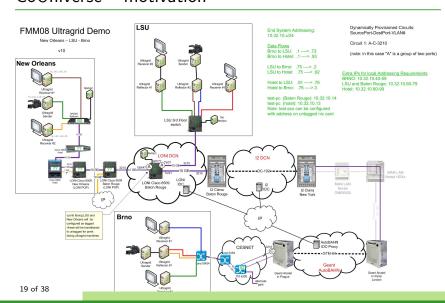
Technology

- UltraGrid high demand on data transportation
 - bandwidth, throughput, delay, jitter . . .
 - o in best effort network?
 - o need orchestration of network sources
- Solution: CoUniverse

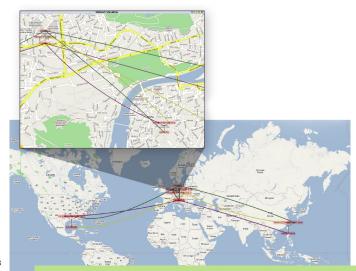
CoUniverse – motivation

- Bandwidth demands comparable to network link speeds (10 GbE)
 requires careful planing and configuration of infrastructure
- Usually large number of components needed to build the environment (SW, computer and network resources)
 - o each one of them needs to be configured
 - o hard to orchestrate them manually to build the desired environment
- Virtually no adaptivity to changing application and network conditions
 - o virtually impossible to cope with network events manually

CoUniverse - motivation



CoUniverse



CoUniverse Overview

- Middleware aimed on self-organization and orchestration of applications to build ad-hoc environments for real-time data transmissions on top of physical networking infrastructure
- Support for legacy applications producing streams with bitrate comparable to capacity of the network links
- Continuous adaptation to changing networking infrastructure
- User-empowered approach where possible

CoUniverse Building Blocks

- Network nodes running CoUniverse peers organized into network sites
- Network organization
 - based on local information only (user-empowered approach)
 - node information: name, site, GPS coordinates for visualization
 - interfaces: IP addresses, identification of networks
 - applications/senders: available formats, bitrates, qualities
 - applications/receivers: available formats, requested source sites
 - end-to-end view of networking infrastructure
- Monitoring
- Application Group Controller (AGC)
 - maintains representation of the network topology
 - o plans media streams transmissions
 - o indirectly controls the network resources

Self-organization in CoUniverse

- Media streams planning:
 - plan transmissions of media streams produced by media applications over particular network links
 - o planning based on constraint programming
 - planning of media streams using bandwidth close to physical link capacity is hard
- Automated configuration and invocation of the orchestrated environment components
- Resilience:
 - ability to react to changes/failures in the network infrastructure, media applications etc.
 - achieved by monitoring, infrastructure changes and/or failures lead to new media streams plan

CoUniverse – summary

- Aim on real-world applications, environments and problems
- CoUniverse orchestrated applications
- Users do not need to know anything about their circuit network (only the endpoint name)
- Successful demonstrations
 - ESCC/Internet2 Joint Techs Workshop
 - Spring 2009 Internet2 Member Meeting

CoUnSiL

- · Necessary assumptions fulfilled
 - UltraGrid high video quality videoconferencing system
 - $\circ \ \ CoUniverse-solution \ for \ network \ support$
- Special features for interpreted teaching needed
 - roles support (student, teacher, interpreter)
 - dynamic adaptation for students connecting and disconnecting
 - support for speech allocation
 - different windows decomposition for different roles

CoUnSiL – Principals

- CoUniverse creates P2P network above the connected end-stations
 - individual UltraGrid transmissions are setup and teared according to client's end-station request
- Library WDDMAN (GUI objects manipulation) replaces videoconferencing windows

CoUnSiL – User friendliness

- CoUniverse is developed for general use complicated setup
 - for specific usage setup with practically all setings predefined
 - Start of the system on one Click
- Messages in P2P network iare enlarged by the information about the role
- It is possible to add new roles simply
- UltraGrid applications starts automatically, when new participant connects/disconects

Support of speech allocation

- Non usual feature for videoconferencing system, kind of moderating
- Implemented by extension of CoUniverse (not UltraGrid)
 - o new type of P2P messages for asking and allocating speech
- Highlight windows with active users (UltraGrid)

- Testing with future users photos
- Questionnaires and group discussion with users after the test feedback
- Testing
 - o demand quality of video
 - users interface
- Implementation of users feedback





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Conclusions

- CoUnSiL system for remote interpretation to sign language combine
 - UltraGrid videoconferencing with high quality video
 - CoUniverse self organizing collaborative support
 - WDDMan library for GUI manipulation
 - implementation of roles
- Prototype implementation, tests with users, users feedback
- Project MUNI33/022014, 1.4. 2014 31.12. 2014

Future work

- Follow-up project of FR CESNET just accepted
- Phased CoUnSiL implementation to the education process on MU
- Implementation of next features
 - o shared presentation, shared whiteboard
 - o analysis for mobile platforms support
- · Publication of results achieved

Thanks

- FI a ÚVT MU, CESNET, Teiresias
- Petr Holub and all UltraGrid developers
- Miloš Liška, Pavel Troubil a Hana Rudová and all participating on CoUniverse developing
- Vit Rusňák, Peter Novák, Jaromír Kala and others working on CoUnSiL
- . . .

Marek Eben:

"Totiž to, co vyhovuje postiženým, vyhovuje i nám. Oni vlastně potřebují luxus. Před časem jsme si řekli, že Markéta by měla mít elektricky polohovatelný rošt v posteli, aby se lépe dostala na vozík a zpět. Přišli jsme do obchodu, kde mají dvoulůžka, ovládání na záda, na nohy, na kolena, nekloužete dolů. To se mi líbilo. Říkal jsem si, tak ona bude mít polohování a já ne, to budu zelenej závistí každý večer! Já chci také dva elektromotory! A tak máme doma čtyři elektromotory a nacvičili jsme moc hezké sestavy. Jeden jede nahorů, druhý dolů, taková spartakiáda, moc pěkné. Je to značka Ason a výborně slouží. Markétě to pomůže a já nezávidím."

Thank you for your attention.