

# Video Frame Scheduler Plugin for Improving WebRTC Playback Quality

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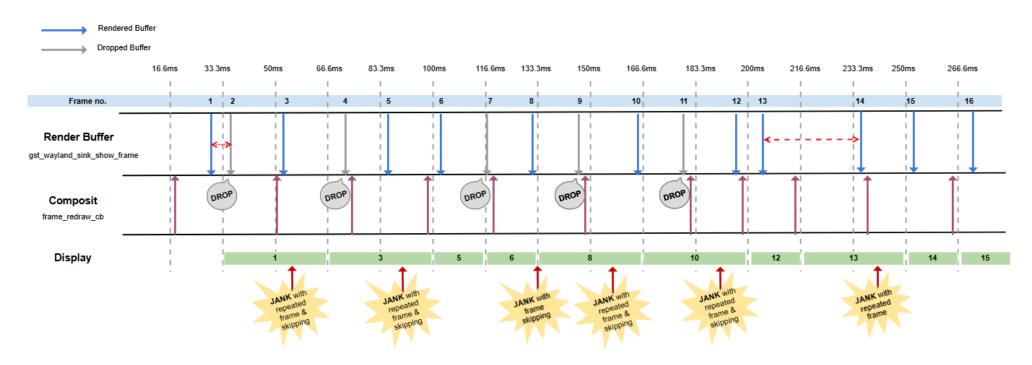


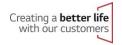
# Challenges in WebRTC Playback Quality

#### What causes frame drops?

- WebRTC frames are often delivered at irregular intervals.
- waylandsink commits frames only when it receives a frame redraw callback from the compositor.
- Late callbacks cause frame drops even when all frames are delivered to waylandsink.
- Over **35%** frame drop observed on our devices during 60fps **cloud gaming playback**.

#### **AS-IS**



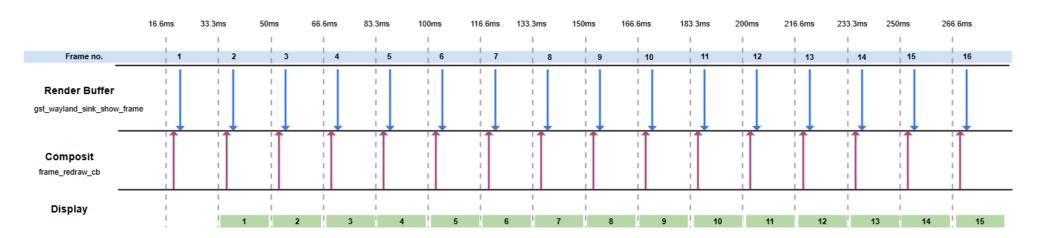


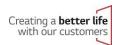
# Frame Interval Scheduling

## Why do we need frame interval scheduling?

- Non-WebRTC streaming provides **regular frame intervals.** → stable rendering
- To improve playback quality, frame intervals must be scheduled consistently.

#### TO-DO

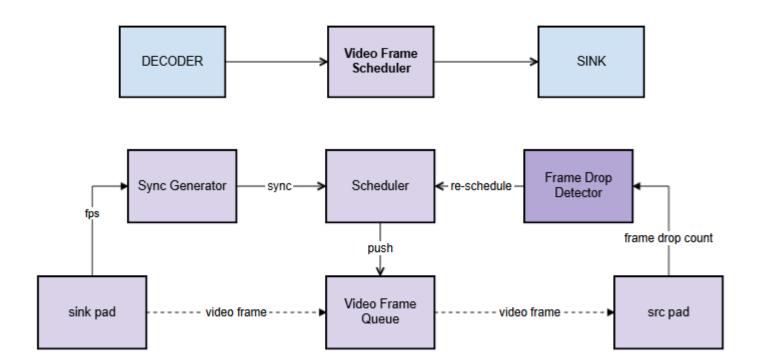


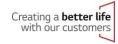


# Video Frame Scheduler Plugin

#### What is Video Frame Scheduler?

- It is a plugin that manages video frames to be displayed at the right time.
- It ensures **smooth playback** by minimizing frame drops and delays, preventing jank.
- A modular plugin that synchronizes frame delivery between decoder and sink.
- Sync events trigger frame delivery at consistent intervals.





# Unexpected Drop Pattern from Periodic Scheduling

#### Issue

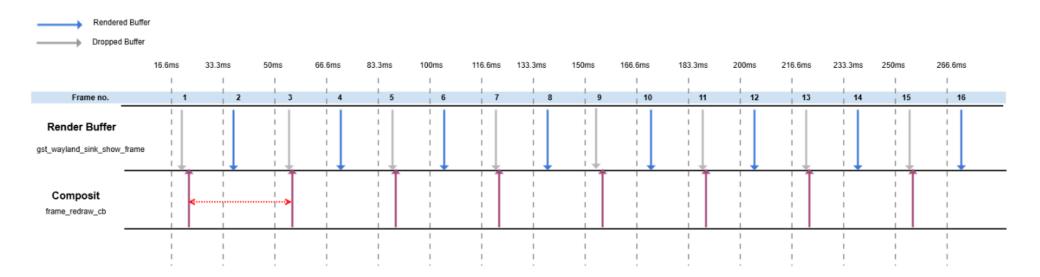
: Periodic scheduling caused unexpected frame drops, sometimes reaching 50%.

#### Cause

: If a callback arrives immediately after a frame drop, the next frame is rendered 16.6 ms later, delaying the next callback to 33.3 ms. This mismatch locks the system into a repeating drop pattern that persists once established.

#### Solution

: Introduced a Frame Drop Detector to dynamically reschedule rendering and restore alignment.





## Improvement & Next Steps

#### **Improvement**

- Frame drop rate reduced to below 10% through periodically rendering video frames.
- Stable frame delivery achieved even under timing mismatch conditions.

#### **Next Steps**

- Shift from reactive drop handling to proactive scheduling.
- Use VSync time and period from the display to predict rendering time.
- Align video frame delivery with display refresh cycles.



# Thank you

