

Resource Allocation and Rate Adaptation for Video Streaming

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Cosener's NGN-MSN

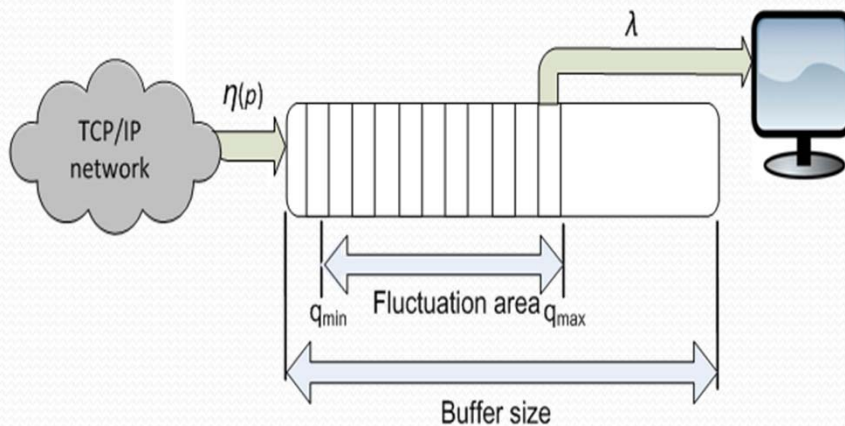
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Video Streaming: The Facts

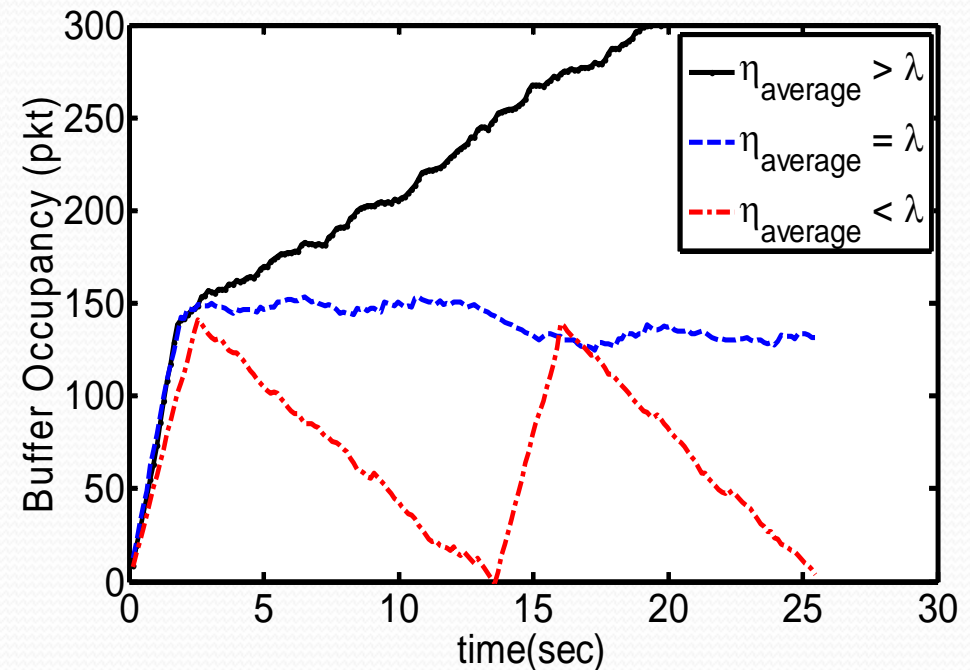
- Three Major Revolutions in Mobile Communications:
 - Capacity of the wireless mobile network → 4G/LTE
 - User demand → Smartphones
 - The video data distribution → Video Streaming Services
- Higher Network Capacity [?] → Smooth Video Streaming
 - Not yet:
 - Edge of the cells
 - Dense areas
 - Indoor coverage
 - **Quality of experience (QoE)**

Quality Assessment for Video Streaming

- Fidelity → Resolution → Metrics: e.g. PSNR
- Continuity → Initial Delay, Buffer Underrun → Metrics: e.g. pause frequency



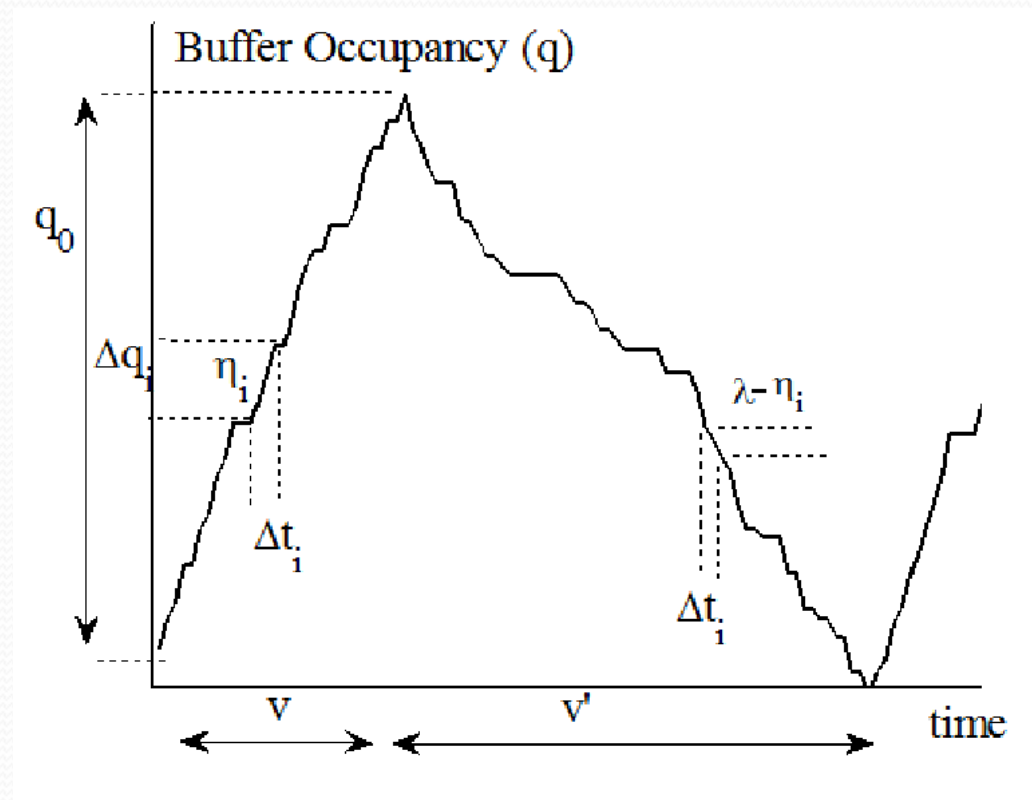
Network Dependency
of the QoE →



A No-Reference Objective Metric: Pause Intensity (Characterised by the Play-Pause Scenario)

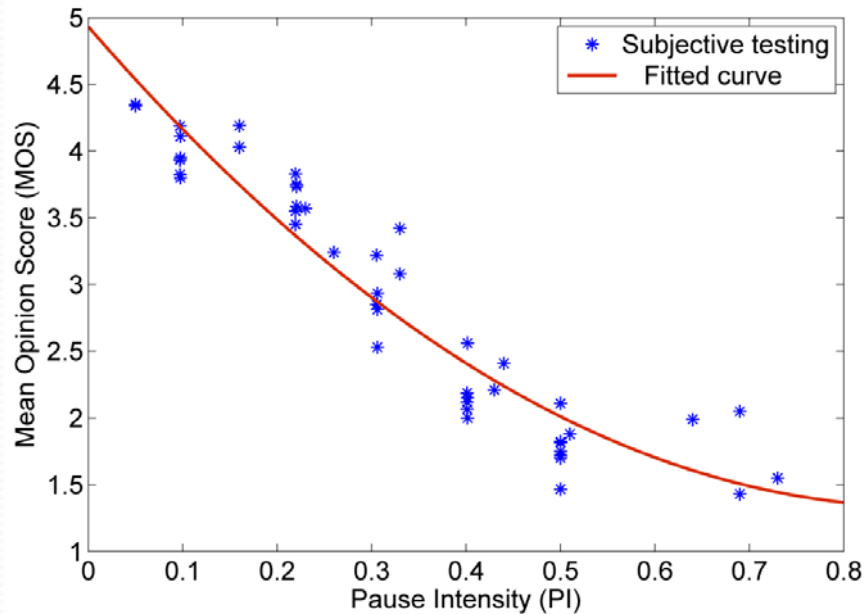
- Pause Intensity:
 - The Combined effects of:
 - Pause duration (v)
 - Pause Frequency (f_v)
 - Depends on the:
 - Network Performance (η)
 - Video Code Rate (λ)
 - Doesn't depend on the:
 - Client Side Buffer Settings (q_o)

$$PI = \bar{v} \cdot \bar{f}_v = 1 - \frac{\eta}{\lambda}$$



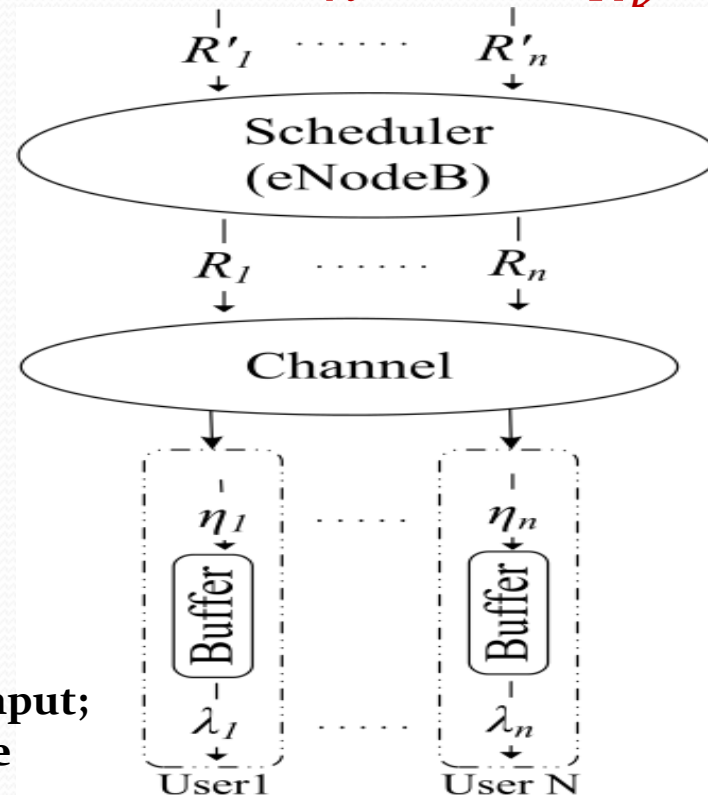
How Useful is PI?

I. MOS vs PI



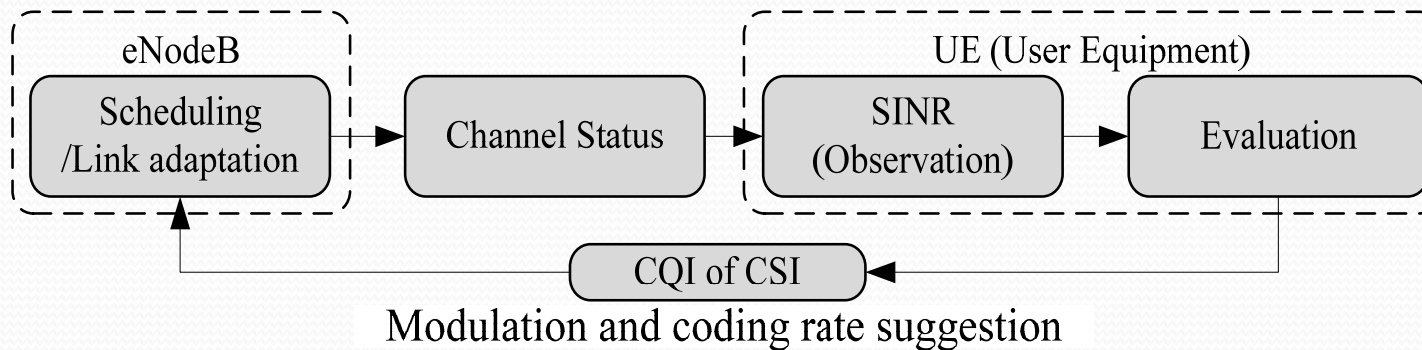
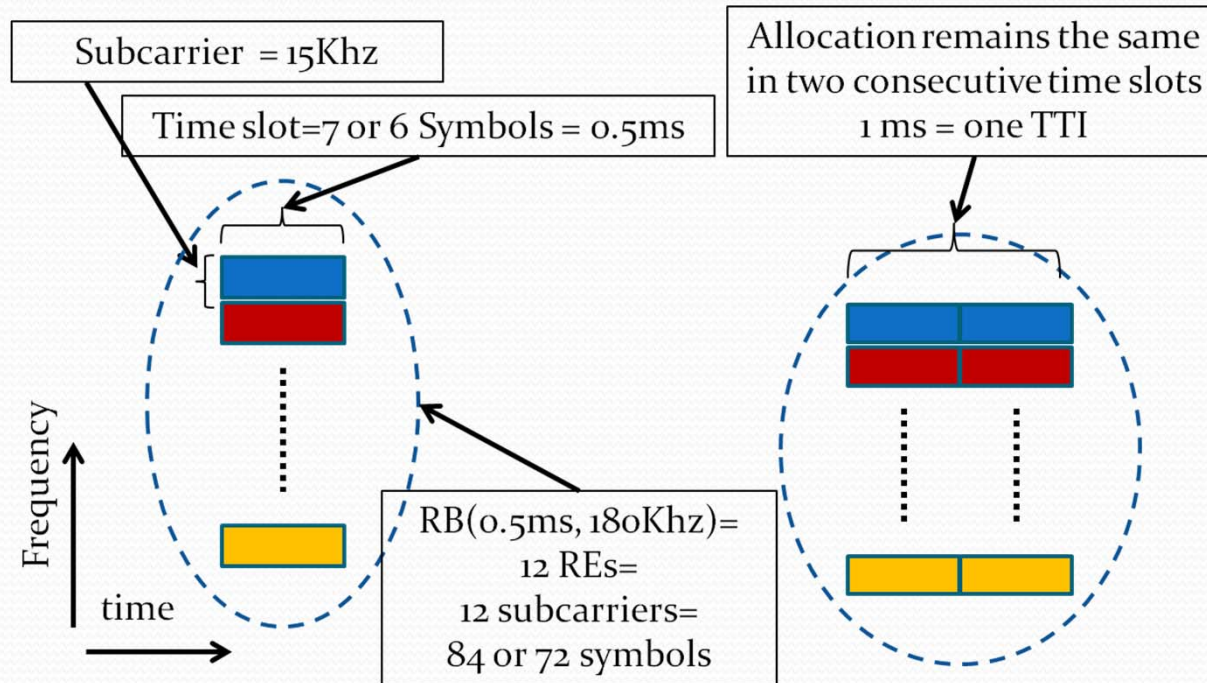
II. QoE evaluation on both client & network sides

$$PI = 1 - \frac{\eta}{\lambda} = 1 - \frac{\gamma_k R_k}{R'_k}$$



λ : video code rate; γ : transmission effect; η : throughput;
 R : total allocation; R' : scheduler incoming rate

Case I: Resource Allocation and Link Adaptation in LTE



CQI: Channel Quality Indicator; CSI: Channel State Information

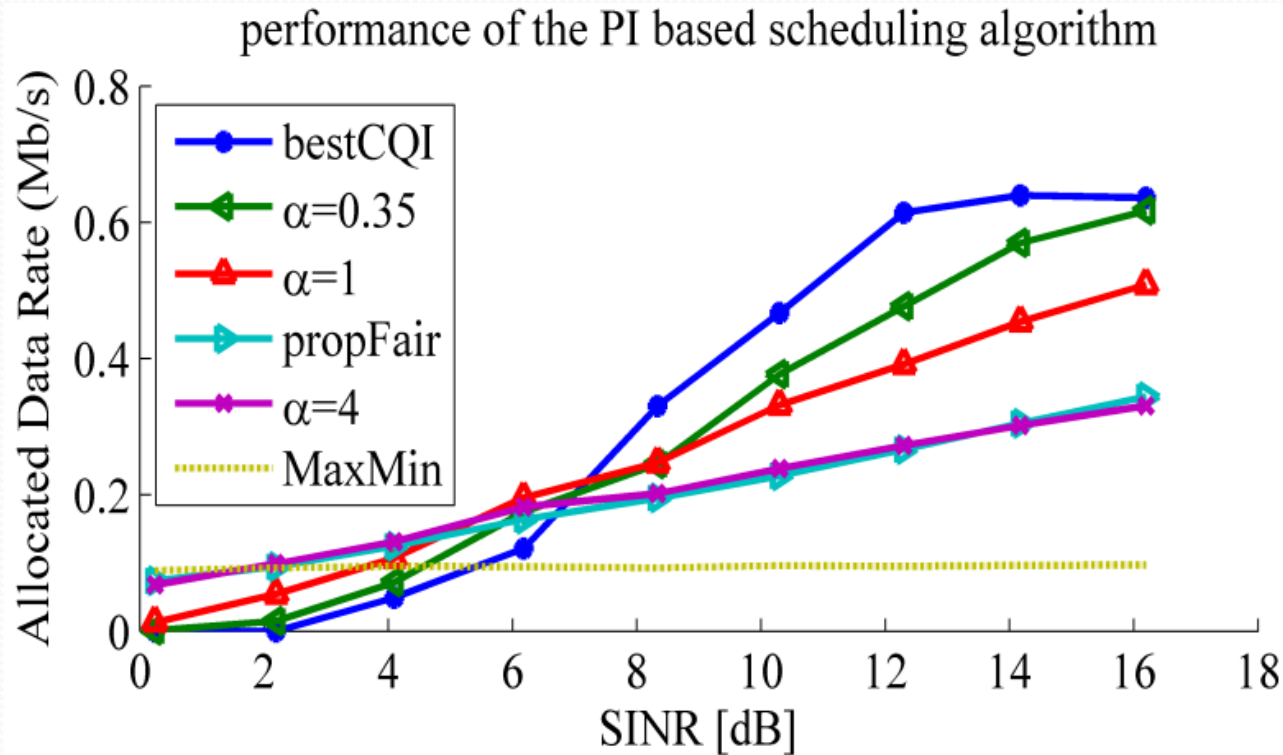
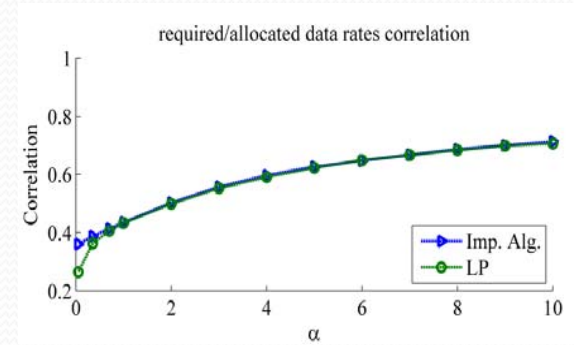
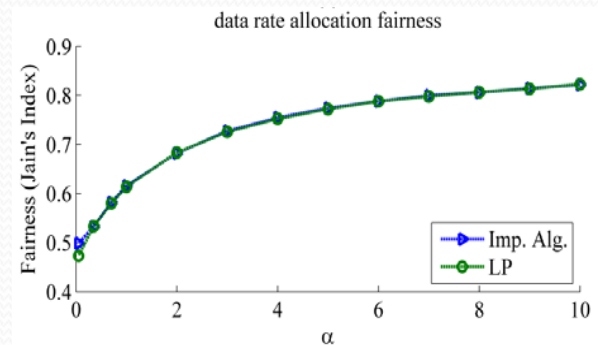
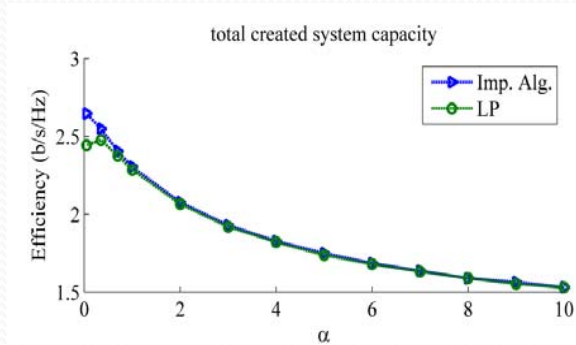
QoE Driven Resource Allocation Algorithm

$$\left\{ \begin{array}{l} r^* = \arg r \max \sum_{k=0}^{N_{UE}} u_k \\ u_k = P I_k^\alpha \cdot R_k, \quad u_k \in \mathbb{R}_{\geq 0} \end{array} \right.$$

$$\left\{ \begin{array}{l} R_k^i = C_k^T \cdot r_k \\ C_k = C_k(CQI(SNR)) \in \mathbb{R}_{>0}^{1 \times N_{RB}} \end{array} \right.$$

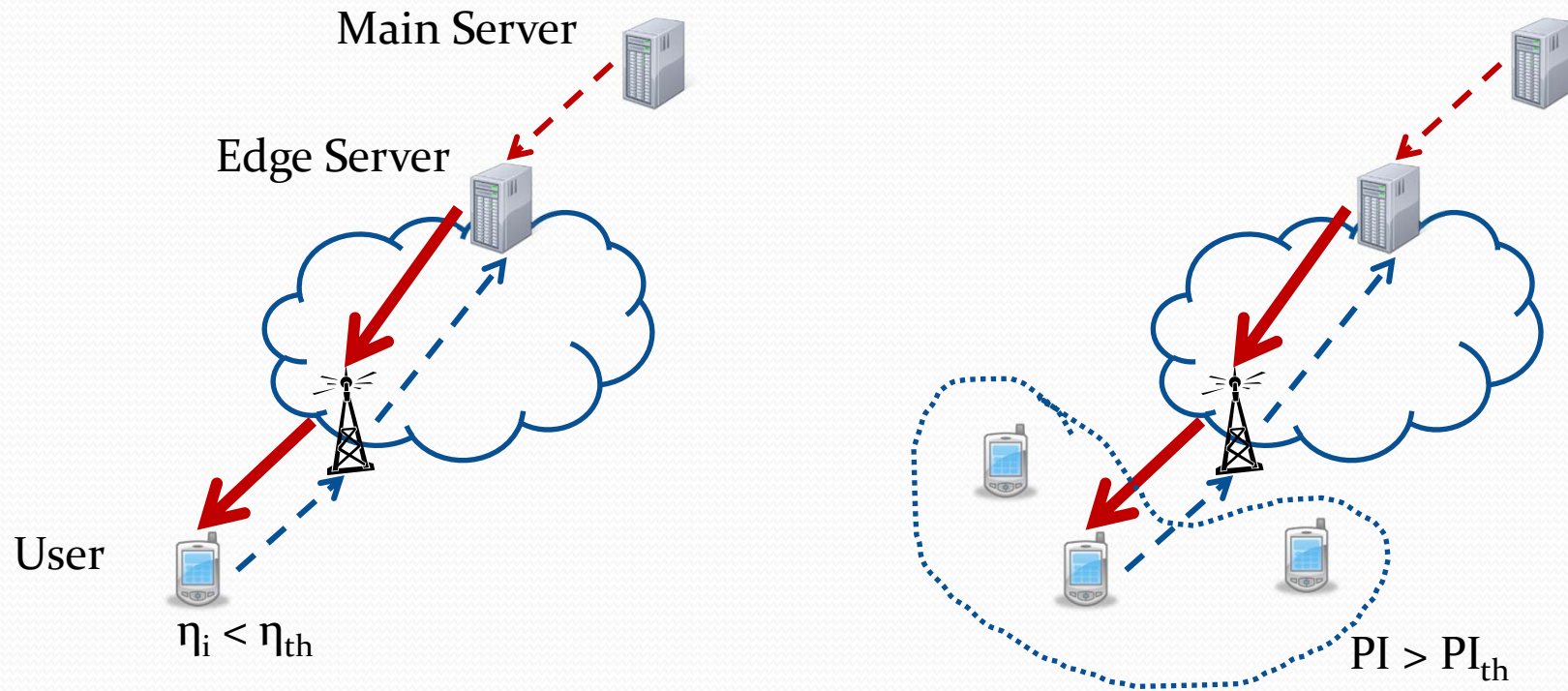
Performance Analysis

(LP --- linear programming; Imp. Alg. --- proposed algorithm)



Case 2: QoE Driven Rate Adaptation in Video Streaming

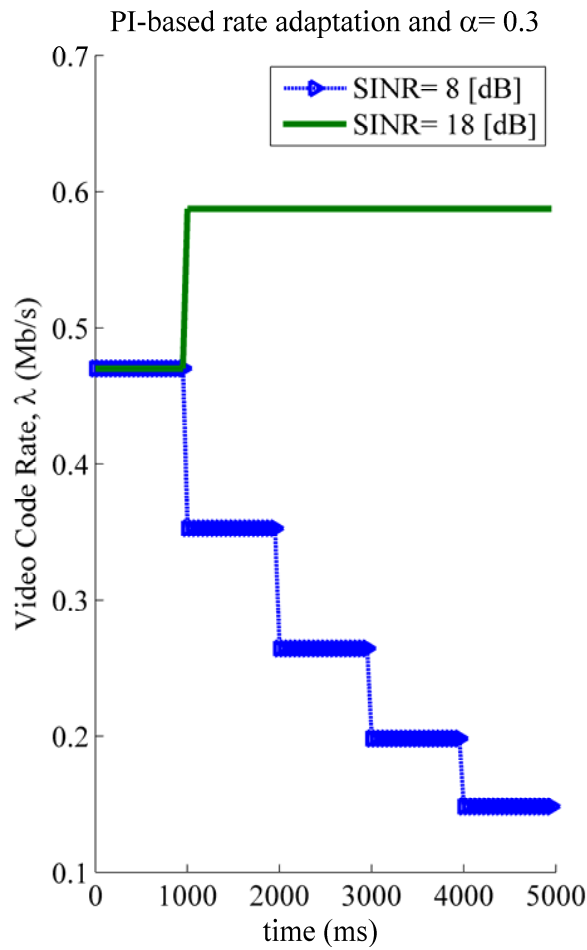
e.g. http-based adaptive rate streaming



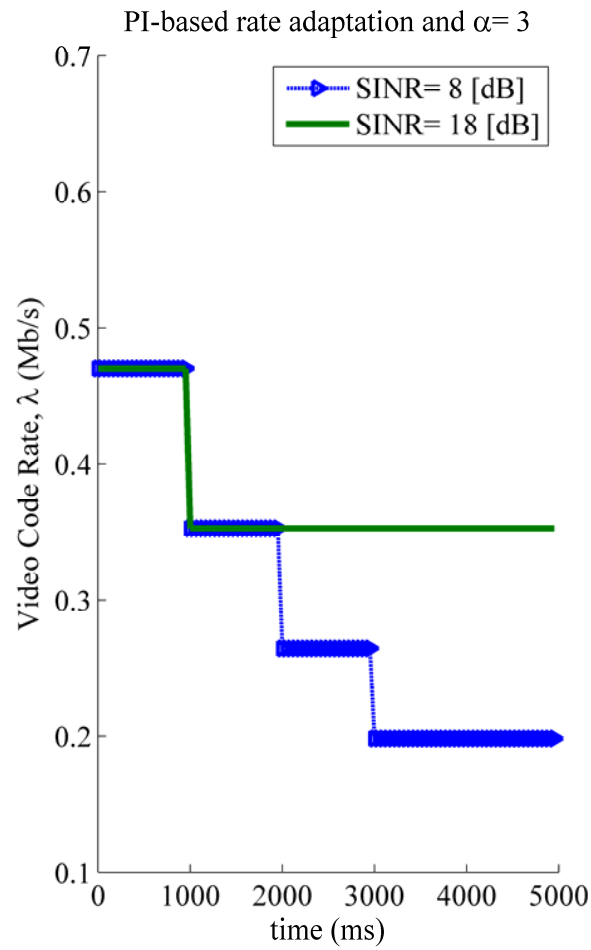
$$PI_i > PI_{th} \rightarrow \eta_i < (1 - PI_{th}) * \lambda_i$$

PI can take **the network statistics** and the **required data rate** into account

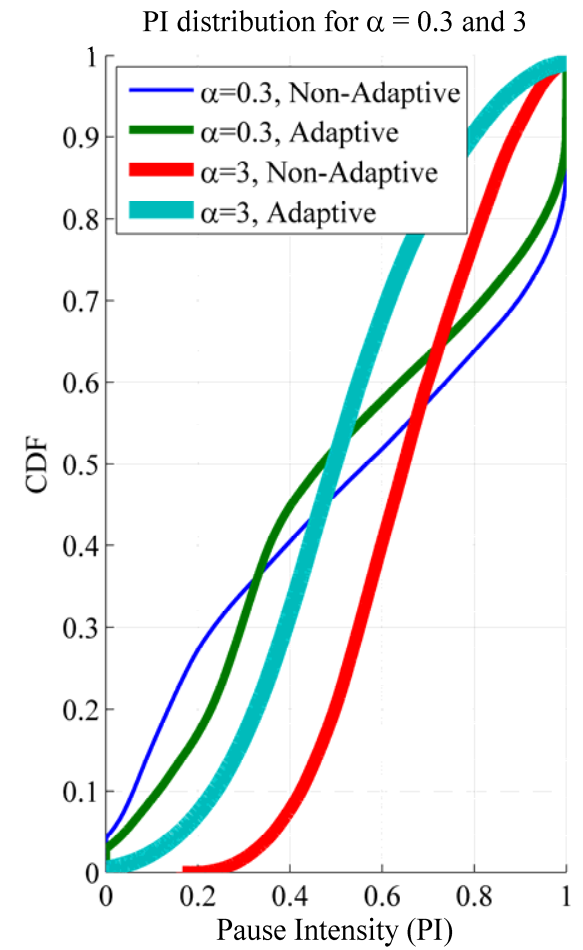
Performance Analysis



(a)



(b)



(c)

- Pause Intensity shows a strong correlation with video quality perceived by the viewer.
- Pause Intensity can aid adaptive redistribution of video traffic to meet QoE requirements under network resource constraints.
- Recent related publications:
 - “Model and performance of a no-Reference quality assessment metric for video streaming” *IEEE Trans. on Circuits and Systems for Video Technology*, December 2013.
 - “A quality driven framework for adaptive video streaming in mobile wireless networks,” *IEEE Wireless Communications and Networking Conference (WCNC)*, April 2014.



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Thank you