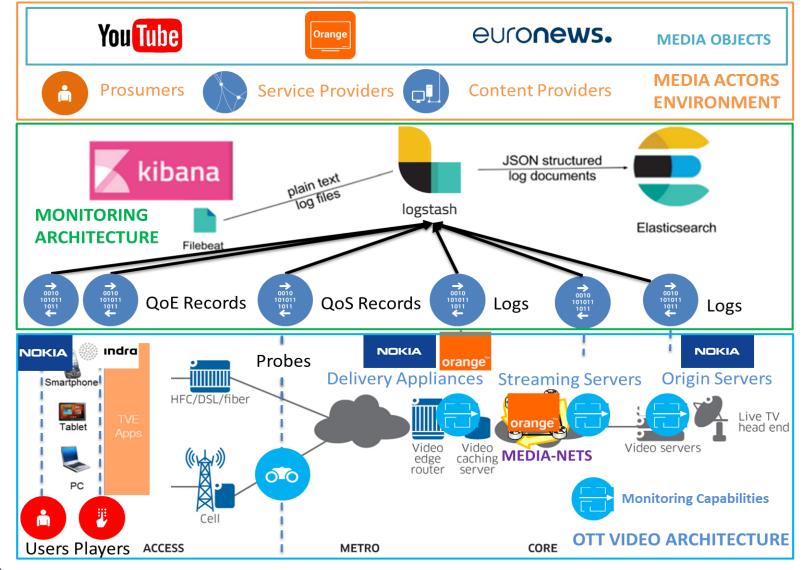


CELTIC-NEXT panel Business impacts of CELTIC projects Ongoing CELTIC MONALS

Jaime Ruiz Alonso Innovation Research Manager Madrid, 26.09.2018 Nokia Bell Labs

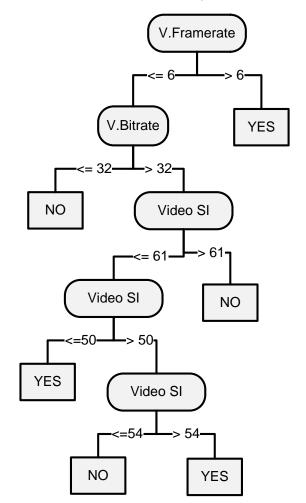
Performance monitoring for Large-scale media delivery





Single user behavior analysis and QoE assessment model design

We have investigated ML techniques to be adopted in next steps for Quality model and evaluate QoE



Testing scenarios for QoE evaluation



- · 22 test subjects
- 17 male / 5 female, age 28-55
- Technical background
- 2 video sequences (30s each)
- High movement: cellar visit
- Low movement: metro lightweight rail stop
- 4 PVS
- Original sequence
- Fixed-position logos
- Fixed-position circular windows
- Fixed-position horizontal & vertical bars

Figure 10. Testing scenario for vertigo situations

Original sequences: Metro Lightweight Rail flow motion, fixed cameral



Adding layou in fixed positions



Divertity of jail-like bars



Overlay of circular windows





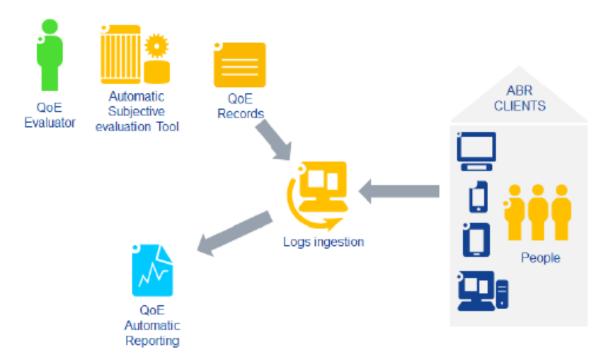
Figure 11. Examples used in the video test

QoE Assessment and evaluation techniques for Adaptive streaming

We have defined performance and quality indicators that will be converted Mean Opinion Score in next steps, validated by users

KPI	Description	Algorithm
Knok	To determine video	• OK ->Knok=1
	interruptions or unavailable	Other-> Knok=0
Kdc	% downloaded chunk ok	HTTP_VIDEO_CHUNKS_OK/ HTTP_VIDEO_CHUNKS_TOT
Kdp	% downloaded playlists ok	HTTP_NUM_PLAY_LIST_OK / (HTTP_NUM_PLAY_LIST_ERR + HTTP_NUM_PLAY_LIST_OK)
Khhs	% stalled time from HTML (might substitute HTML5 object if not available)	1-(TTP_STALLED_ PORC_TIME)/100
Kqc	Video quality changes	 (10- HTTP_QLTY_NUM_CHANGES)/10, for num_changes<9; 0,1 otherwise
Kqp	% Max Quality detected	QLTY_AVG / HTTP_QLTY_MAX
Ksd	% of Video Quality from standard deviation	1-(HTTP_QLTY_DSV/HTTP_QLTY_AVG) If Ksd<0 -> Ksd=0
Kqmp	% of time taken by video mode quality	HTTP_QMODA_ PORC_TIME/100
Kfp	% frames processed	(HTML5_FRAMES_TOT- HTML5_FRAMES_CORRUPTED- HTML5_FRAMES_DROPPED)/ HTML5_FRAMES_TOT
K5hs	% stalled time from HTML5 object	HTML5_STALLED_TIME_AVG/ TML5_TIME_PLAYING
Kfd	% frames painted	(HTML5_FRAMES_PAINTED /HTML5_FRAMES_PARSED)
K_fr	% frames painted rate	(HTML5_FRAMES_PAINTED_RATE/HTTP_QMODA_CODEC_ID
Ktcp	% TCP packets ok	1 -(TCP_NUM_RETRANS+TCP_NUM_ACK_ DUPLI+TCP_NUM_RESET)/ TCP_NUM_PQ

Subjective video QoE assessment





Achievements: NOKIA

- NOKIA is developing the technology to monitor the Video QoE in large scale networks
 - New colateral sources of information about Video QoE: biometric, analitics, statistics
 - Alignment with Industry about QoE impact, evaluation, measurements with VQEG active participation
 - New tool created to evaluate massive video deployments QoE, integrating users votes, network measurements and new sources of information
- Next steps
 - Validation of prototype and algorithms with real users
 - Integration under Kibana environment
- Industrialization of the technology
 - New system for NOKIA portfolio for Quality assurance



Achievements: NOKIA

User perception quality relies on the display size and resolution

The optimum experience in terms of perception and delivery guarantee happen when the delivered format is the minimum required for a given display





Building an innovation platform for the 2020 and beyond

The journey has already started

QoE can be a key differentiation enabler

Gradual, selective introduction of multimedia capabilities on top of mobile networks



