# SERVICE QUALITY OPTIMISATION SCHEME OF MOBILE VIDEO STREAM SERVICE

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Dedicated to my beloved parents

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## ABSTRACT

In video stream service over wireless and mobile network, issue of limited network resource need to be addressed in order to assure acceptable service quality. From the perspective of network resource supply, network operator attempts to address the issue by increasing network capacity. In contrast, from the perspective of network demand, service provider concentrates on using the network resource efficiently according to necessity of application or service. However, determination of network necessity is not trivial due to intermingled correlation between Quality of Service (QoS) parameters and network Channel Quality Indicator (CQI). Moreover, determination of network necessity is also associated with quality of experience. This study develops service quality scheme that elucidates the correlation among QoS parameters. This basic scheme consists of two methods, generation of video test materials and Objective Video Quality Measurement (OVQM). The videos are generated with different configuration of QoS parameters. The OVQM quantifies the videos' quality and objectively screens acceptable videos. The scheme produces Look Up Table I (LUT I) that lists configuration of QoS parameters of the acceptable video quality. In order to accommodate the quality of experience factors, the scheme is enhanced to include Subjective Video Quality Assessment (SVQA) method. SVQA method is an assessment survey to obtain user feedback of acceptable video quality listed in LUT I. The enhanced scheme has produced Look Up Table II (LUT II). This LUT II shows configuration of QoS parameters that objectively and subjectively fulfil the video quality. The proposed schemes along with both LUTs can be adopted by network operators and other service stakeholders to allocate more efficient network resource for an acceptable quality. In addition, methods used in the development of the schemes are general enough for further investigation of network resource allocation for any mobile multimedia service.

## ABSTRAK

Dalam perkhidmatan aliran video melalui rangkaian tanpa wayar dan mudah alih, isu sumber rangkaian yang terhad perlu ditangani untuk menjamin perkhidmatan yang berkualiti. Dari perspektif pembekalan sumber rangkaian, operator rangkaian berusaha untuk menangani isu tersebut dengan meningkatkan kapasiti rangkaian. Sebaliknya, dari perspektif permintaan rangkaian, pembekal perkhidmatan menumpukan kepada penggunaan sumber rangkaian yang cekap mengikut keperluan aplikasi atau perkhidmatan. Namun, penentuan keperluan rangkaian bukanlah perkara yang mudah kerana terdapat korelasi yang kompleks antara parameter Kualiti Perkhidmatan (QoS) dan Penunjuk Saluran Kualiti (CQI) rangkaian. Selain itu, penentuan keperluan rangkaian juga dikaitkan dengan kualiti pengalaman yang dipengaruhi oleh faktor subjektif. Kajian ini membina skim kualiti perkhidmatan yang menjelaskan korelasi antara parameter QoS. Skim asas ini mempunyai dua kaedah iaitu penjanaan material video pengujian dan Pengukuran Objekif Kualiti Video (OVQM). Video dihasilkan dari konfigurasi parameter QoS yang bebeza. OVQM mengukur kualiti video dan menyaring kualiti video yang boleh diterima secara objektif. Skim ini menghasilkan Jadual Carian I (LUT I) yang menyenaraikan konfigurasi parameter QoS untuk kualiti video yang boleh diterima. Bagi menampung faktor kualiti pengalaman, skim ini telah ditambah baik dengan mengambil kira Penilaian Subjektif Kualiti Video (SVQA). Kaedah SVQA adalah kajian penilaian bagi mendapatkan maklumbalas pengguna terhadap kualiti video yang boleh diterima pada LUT I. Skim yang ditambahbaik ini menghasilkan Jadual Carian II (LUT II). LUT II menunjukkan konfigurasi parameter QoS yang menghasilkan kualiti video yang boleh diterima secara objektif dan subjektif. Skim cadangan ini berserta kedua-dua LUT boleh diguna pakai oleh pengendali rangkaian dan pemegang taruh perkhidmatan yang lain bagi memperuntukkan sumber rangkaian secara lebih efisien untuk kualiti perkhidmatan yang boleh diterima. Tambahan pula, kaedah yang digunakan dalam pembangunan skim adalah cukup umum untuk siasatan lanjut bagi peruntukan sumber rangkaian untuk sebarang perkhidmatan multimediaa.

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# LIST OF ABBREVIATIONS

ACR	-	Quality of Service
AF	-	Assured Forwarding
ANN	-	Artificial Neural Network
AOVD	-	Ad hoc On Demand Distance Vector
APSNR	-	Aligned Peak Signal to Noise Ratio
AQ	-	Audio Quality
AVI	-	Audio Video Interleave
AVQ	-	Audio Video Quality
BR	-	Binary Response
BS	-	Base Station
CQI	-	Channel Quality Indicator
DCR	-	Degradation Category Ratting
DSR	-	Dynamic Source Routing
DYMO	-	Dynamic Manet on Demand
EF	-	Effective Forwarding
EURANE	-	Enhanced UMTS Radio Access Network Extension
FFT	-	Fast Fourier Transform
FFT FR	- -	
	- -	Fast Fourier Transform
FR	- - -	Fast Fourier Transform Full Reference
FR GGSN	- - -	Fast Fourier Transform Full Reference Gateway GPRS Support Node
FR GGSN HDTV	- - - -	Fast Fourier Transform Full Reference Gateway GPRS Support Node High Definition Television
FR GGSN HDTV HSDPA	- - - - -	Fast Fourier Transform Full Reference Gateway GPRS Support Node High Definition Television High-Speed Downlink Packet Access
FR GGSN HDTV HSDPA HTTP	- - - - -	Fast Fourier Transform Full Reference Gateway GPRS Support Node High Definition Television High-Speed Downlink Packet Access Hypertext Transfer Protocol
FR GGSN HDTV HSDPA HTTP IP	- - - - -	Fast Fourier Transform Full Reference Gateway GPRS Support Node High Definition Television High-Speed Downlink Packet Access Hypertext Transfer Protocol Internet Protocol

JPEG	-	Joint Photographic Experts Group
LUT	-	Look-up Table
MANET	-	Mobile Ad hoc Network
MNB	-	Measuring Normalizing Block
MOS	-	Mean Opinion Score
MOV	-	Model Output Variable
MPSNR	-	Modified Peak Signal to Noise Ratio
MSE	-	Mean Square Error
MUSC	-	Multi-user Session Control
NR	-	No Reference
NRA	-	Network Resource Allocation
NR-B	-	No Reference Bit
NR-P	-	No Reference Pixel
NTIA	-	National Telecommunications and Information Administration
ODG	-	Objective Difference Grade
OLSR	-	Optimized Link State routing Protocol
OVQM	-	Objective Video Quality Measurement
PAMS	-	Perceptual Analysis Measurement System
PC	-	Pair Comparison
PDA	-	Personal Digital Assistant
PDM	-	Perceptual Distortion Metric
PEAQ	-	Perceptual Evaluation of Audio Quality
PESQ	-	Perceptual Evaluation of Speech Quality
PSQM	-	Perceptual Speech Quality Measure
PSNR	-	Peak Signal to Noise Ratio
P2P	-	Point to Point
QoE	-	Quality of Experience
QoS	-	Quality of Service
QoSA	-	Application-level of Quality of Service
QoSN	-	Network-level of Quality of Service
QVGA	-	Quarter Video Graphics Array
RGB	-	Red Green Blue
RNC	-	Radio Network Controller
RR	-	Reduced Reference

RRM	-	Radio Resource Management
RTP	-	Real-time Transport Protocol
SBBP	-	Switched Batch Bernoull Process
SEAM	-	Single-Ended Assessment Model
SGSN	-	Serving GPRS Support Node
SLA	-	Service Level Agreement
SNR	-	Signal to Noise Ratio
SSIM	-	Structural Similarity
SVQA	-	Subjective Video Quality Assessment
UE	-	User Equipment
UMTS	-	Universal Mobile Telecommunications System
VBR	-	Variable Bit Rate
VDP	-	Visual Differences Predictor
VGA	-	Video Graphic Array
VoIP	-	Voice over Internet Protocol
VQ	-	Video Quality
VQEG	-	Video Quality Expert Group
VTM	-	Video Test Material
WIMAX	-	Worldwide Interoperability for Microwave Access
WLAN	-	Wireless Local Area Network

# CHAPTER 1

## **INTRODUCTION**

## **1.1 Background of the Problem**

Advancement of heterogeneous wireless and mobile network, video processing technologies, and mobile device capabilities have encouraged many new and creative video stream services. User has been exposed to wide variety of service, including video call, video teleconference, IP television, and mobile Video on Demand (mobile-VoD) which is focus of this research. User expectation to excellent services quality is also increased. It involves many aspects such as quality of streamed video, variety of content, value added service, and of course affordable price. Among of them, quality of streamed video that delivered and displayed on mobile device is the most prominent aspect. As studied by Barkowsky et al. (2015), the quality of streamed video really determines customer satisfaction.

Quality of streamed video can be achieved by high quality of original video, large allocation of network resource, and advance capability of mobile device. High quality of original video can be made by high configuration of frame rate, audio rate, and video resolution. These parameters are commonly known as Application-level of Quality of Service (QoSA) parameter. High configuration of QoSA parameter needs more allocation of network resource to transmit original video from application server to mobile device. Due to limited availability of network resource, it is not feasible to allocate large allocation resource for each service session (Chowdhury, 2011). Maximization of network utility by every session such as promoted by Kapov et al. (2013) even gives more pressure. Wireless and mobile network resource is unable to counterbalance the growth of mobile multimedia services. Figure 1.1 summarizes the derivation of research issue.

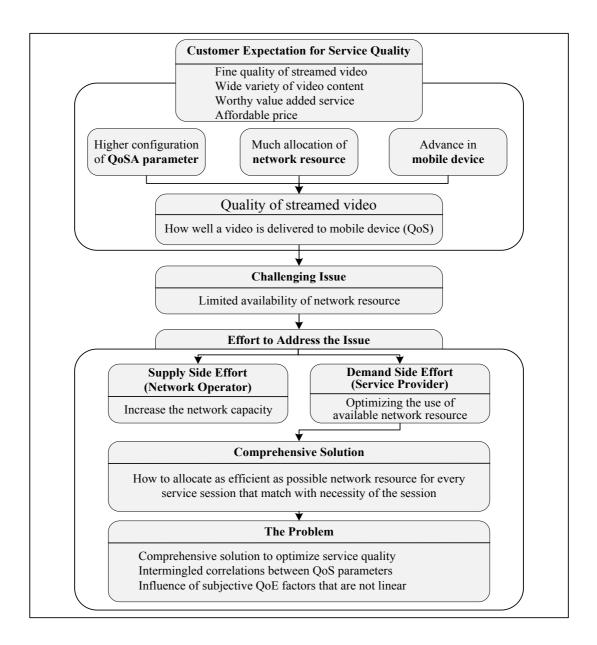


Figure 1.1 Derivation of research issue

Network operators that concern with network resource currently are in race to address the issue of limited network resource. Mostly, their effort is from the perspective of network supply or commonly known as supply side effort. The effort concentrates to attain maximum network throughput (Mung and Bell, 2004). Two major solutions of such effort are development of new network infrastructure and enhancement of the existing infrastructure. However, both solutions and other solutions of supply side effort have typical characteristic; they are technical centric. They only focus on providing network resource without considering how the network resource is consumed at demand side.

In contrast to supply side effort, demand side effort deals with the limited network resource by optimizing the use of the available resource (Milosevic *et al.*, 2007). The basic idea is how to use the network resource as efficient as possible according to necessity of application or service. Solutions that applied by demand side effort are known as comprehensive solutions as discussed by IXIA (2013). In attempt to use network resource efficiently, the solution analyses the quality of the service in relation with allocation of the resource. Result from the analysis is used as loopback input for more efficient allocation of network resource as used in study by Li *et al.* (2012).

Many researches about comprehensive solution that is supported by Telco industry have studied solution to allocate as efficient as possible network resource for every service session that matched to necessity of the session (Koutsopoulos and Iosifidis, 2010). However, determination of the network necessity is not trivial due to intermingled correlation between QoS parameter. There are correlations between network resource allocation and configuration of QoSA parameters that are intermingled. For certain allocation of network resource, the QoSA parameters also interrelate to each other in influencing quality of streamed video. Moreover, determination of network necessity is also associated with Quality of Experience (QoE). The QoE of video stream service indicates how well the service is perceived by user. QoE is influenced by subjective factor that involves intrinsic factors and extrinsic factors.

Clear understanding on the correlation between QoS parameters in influencing service quality is very important for allocating network resource according to necessity. Previous research by Song and Li (2005) and Kangkang *et al.* 

(2012) have analysed correlation between necessity of the network resource and service quality that is perceived to customer. On the other hand, clear understanding is also required on how the subjective QoE factor affect the acceptability of video stream service in relation with efficiency of network resource allocation. Previous research in quality analysis such as Verdolini and Petrangeli (2013) and Seppanen *et al.* (2014) has tried to study link between network condition and user satisfaction. However, the existing solutions from supply side effort and demand side effort are inadequate to fill gap between technical solution and quality analysis.

This study is designed to fill the gap. It attempts to optimize the use of available network resource by development of a service quality scheme of video stream service. The scheme aims for enabling optimal configuration of QoS parameters in order to provide acceptable service quality and at the same time it is also able to satisfy the user using efficient network resource. In this study, the scheme that combines both objective and subjective aspect of service quality is defined as comprehensive solution. Development of the scheme came up with two Look Up Table (LUTs). LUT I was generated during development of initial basic scheme. It elucidates correlation between QoSA parameter and network resource allocation. LUT II that has considered influence of QoE factors was generated during development of the enhanced scheme.

The schemes and both LUTs can be used as guidance by stakeholders of video stream service, especially network operator and service provider to provide acceptable service quality and satisfied user using efficient network resources. In addition the scheme and LUTs also contributes to knowledge as one of entry point and basis for more advanced solution to conserve the limited network resource.

# **1.2 Problem Statement**

Allocation of network resource that suits to necessity is very essential in video stream service over mobile and wireless network. Allocating too less resource will cause unacceptable service quality, while too much network resource allocation beyond the necessity will not increase customer satisfaction anymore, but wasting the resource. Due to intermingled correlation between QoS parameter, efficient allocation of network resource that matches with the various necessities of every service sessions is a persistence challenge. Existing solutions are inadequate to guide service stakeholders, especially service provider and network operator to provide acceptable service quality using efficient network resource. Service quality scheme is needed as a guidance for the service stakeholders to optimise service quality that is offered to the customer.

### **1.3** Research Question

This research aims to answer the following research questions:

- (i) How to develop a service quality scheme as comprehensive solution in order to optimize the service quality?
- (ii) How correlation between QoSA parameters and network resource allocation influences the quality of streamed video?
- (iii) What subjective factors affect the acceptability of video stream service in relation with efficiency of network resource allocation?

# 1.4 Research Objectives

The specific objectives of this research are:

- To develop a service quality scheme for mobile video stream service that can elucidate correlation between QoSA parameters and network resource allocation to achieve optimum service quality.
- (ii) To enhance the proposed scheme by considering subjective factors in order to make sure the technically acceptable quality of video stream service also accepted by user.

## **1.5** Scope and Key Assumptions

This study is limited to the following:

- (i) Video stream service throughout this thesis means mobile-VoD.
- (ii) Video test material is limited to three video contents that have difference video and audio characteristic.
- (iii) The QoS parameter configuration is limited to audio rate, frame rate, video resolution as QoSA parameters and Channel Quality Indicator (CQI) as representative of network resource allocation.
- (iv) The video streaming process is conducted under simulation environment.
- (v) HSDPA is used as network in the simulation.
- (vi) The evaluation is focused on out-of-service evaluation.

The following essential assumption is adopted in this research:

(i) Channel Quality Indicator (CQI) is used as parameter to represent the three controllable, uncontrollable, and unpredictable behavior of HSDPA network.

### **1.6** Significant of the Research

This research is motivated by real problem in Telco industry. There is lack of guidance for provisioning technically acceptable streamed video quality and also can satisfy the user using efficient network resource. The problem is complex because it involves three parties, network operator, service provider, and vendor of mobile device.

This research views the problem from technical and non-technical perspectives. The idea of service quality scheme that is proposed in this research is emerged from the mix of perspectives. As an exploratory research, contribution of the research can be illustrated as hierarchy of contribution as shown in Figure 1.2. Main contribution of this research is an alternative approach that combines objective QoS analysis and subjective QoE analysis. Theoretical framework that proposed in this study consists of basic scheme and enhanced scheme. Two main concerns in the basic scheme are correlation between network resource allocation and QoSA parameters and interrelation among QoSA parameters in influencing service quality. Meanwhile, the enhanced scheme deals with influence of subjective factor to acceptability of video stream service in relation with efficiency of network resource allocation.

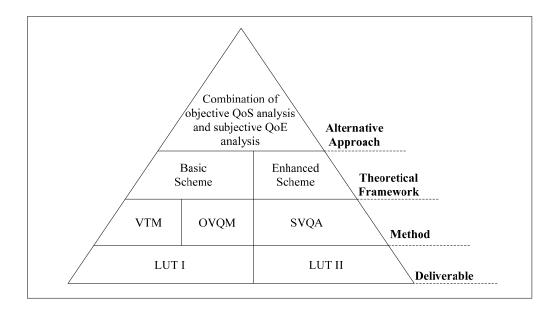


Figure 1.2 Research contributions

As a specific contribution, three methods are developed and two deliverables are generated. The methods are generating Video Test Material (VTM), Objective Video Quality Measurement (OVQM), and Subjective Video Quality Assessment (SVQA). The two deliverables are Look Up Table (LUT) I and II. The discussion for the specific contribution involves the scheme design, consideration of the design, tool development, and deliverable. Details of these research contributions are provided in Section 8.3.

### 1.7 Thesis Organization

This thesis is organized into eight chapters as shown in Figure 1.3. Chapter 2 provides an essential introduction to the research. It explains background information and a review of related literature. Chapter 3 describes the research methodology. Chapter 4 addresses generating process of video test material which includes selection of master video, master-to-original video conversion, and simulation of video stream over simulated network to obtain streamed video. Chapter 5 discusses on the design and analysis of basic scheme focusing on OVQM process to evaluate

the streamed video objectively. Chapter 6 deals with enhanced scheme that improves the basic scheme by considering subjective QoE factor. Chapter 7 provides an overall discussion of research findings, validations and limitations. Chapter 8 concludes the thesis with lists of conclusions, contributions and suggestions for further research.

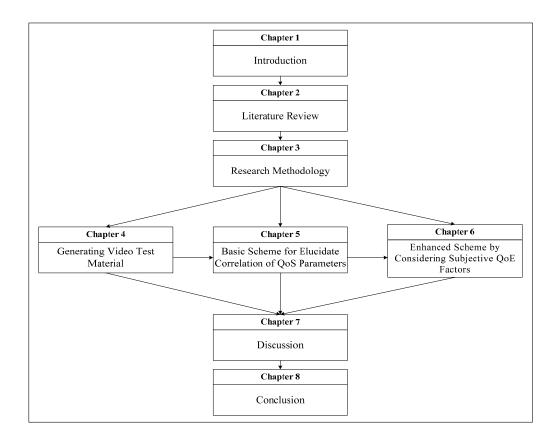


Figure 1.3 Organization of thesis

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