



On a QoE Metric for Live Media Streaming Applications

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Problem Statement

- Live streaming systems (e.g., Facebook Live, Periscope, Twitch and Youtube Live) have tight service availability and latency constraints and involve large infrastructure investment
- Multiple actors including network, media processing and broadcast and playback devices shape the experience of a live media streaming audience
- QoE of a viewer is determined by (a) quality of audio, (b) quality of video, (c) multimedia synchronization, (d) end-to-end latency and (e) more, in context of packet loss, jitter and other impairments
- If we could measure the viewer QoE, we could
 - adapt and improve viewer experience in real-time
 - make informed investment decisions over the long term
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Some Questions

- Would there be any interest in VQEG group to consider taking on the problem of developing a QoE metric for live media streaming applications?
- If so, what might be the appropriate project to conduct this activity?



Thank you.