Department of Computer Science
National Tsing Hua University

CS 5263: Wireless Multimedia Networking Technologies and Applications

Video Quality Metrics

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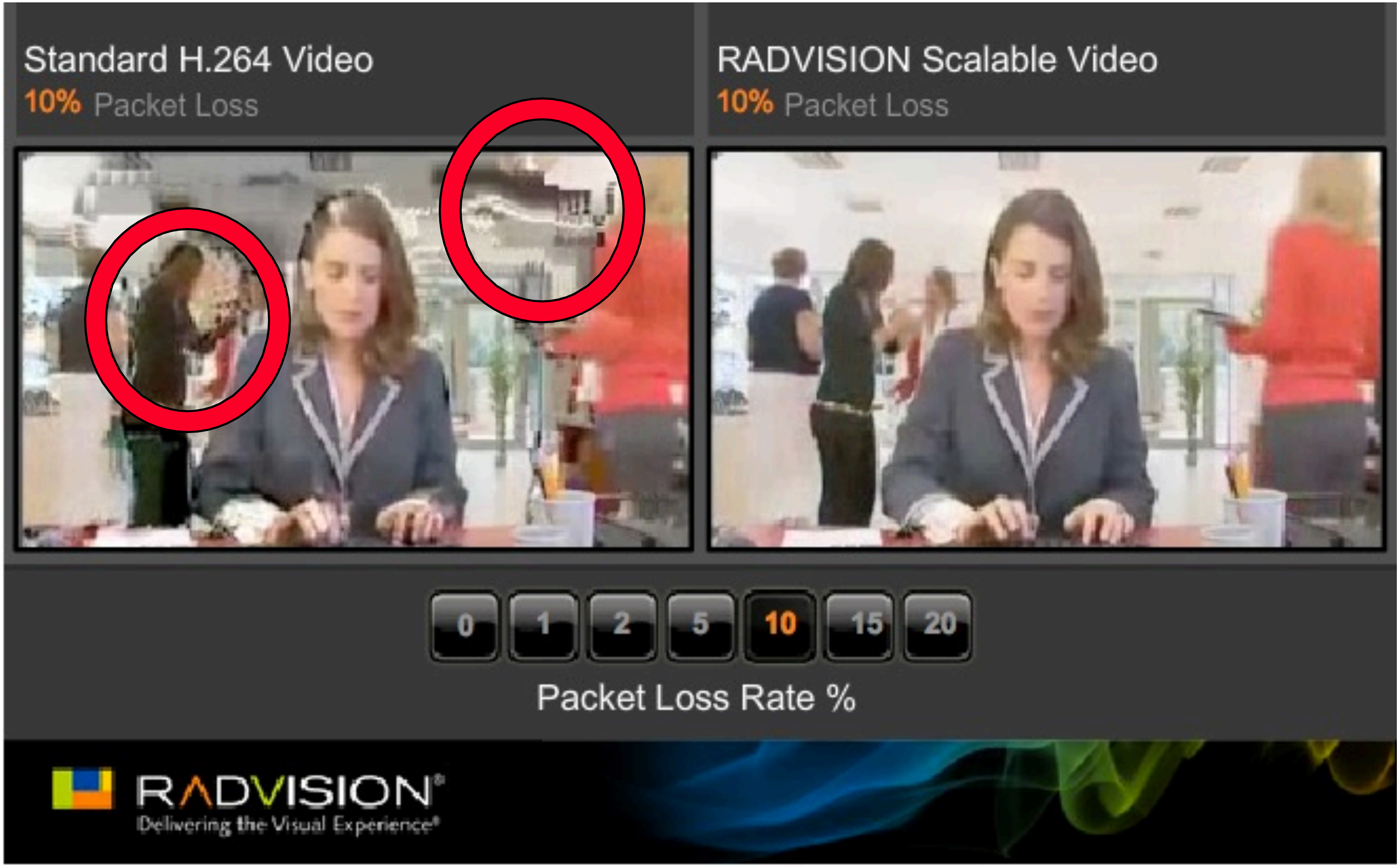
Outline

- Overview on Video Quality Metrics
- Tools for Calculating Video Quality and Conducting Simulations/Experiments
- A Sample Application
  - Joint Packet Scheduling and Stream Adaptation in Multihomed Video Streaming

Overview of Video Quality Metrics

Visual Impairments Caused by Packet Loss



Quality of Experience and Quality of Service

- **QoE: Subjective measurements of users' experience**
  - **What a user (customer) wants? ← about human beings**
- **QoS: Objective measurements of the delivered service**
  - **How good is the received content? ← about content**
- **We refer to them as subjective and objective quality metrics**

Quality Metrics

- **Subjective Metrics**
  - Hire people to score individual videos
  - Expensive, cannot be realtime ← E.g., cable TV systems cannot use subjective metrics to recover from network congestion
  - Not reproducible ← rerunning the experiments leads to different results
- **Objective Metrics**
  - Algorithms to analyze content, or infer video quality based on network conditions ← Cheap
  - Can be deployed in live networks for realtime monitoring
  - Reproducible

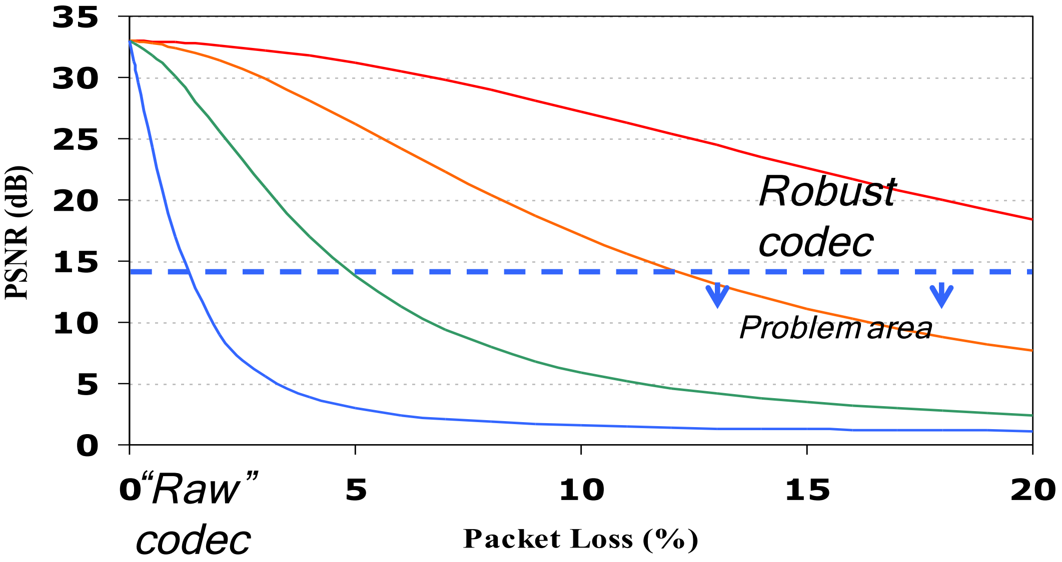
Subjective Metrics

- **Voice – Mean Opinion Score (MOS)**
  - Users grade voice quality from 1 to 5
  - Above 4 is good quality
  - Various variations with difference score ranges

- **Video – ITU-R BT.500**
  - Several modes are defined
  - E.g., Double Stimulus Impairment Scale (DSIS): first show the full-quality video, then show the impaired one. Viewers are informed the order. Viewers are asked to score the impaired video.

Objective Metrics (1/2)

- **Packet Based Metrics**
  - Use network measurements and (optionally) codec properties to infer the degraded video quality
  - Low complexity and work without original videos
- **Example V-Factor**
  - *V = f(QER, PLR, R)*
  - QER: codec quality
  - PLR: packet loss ratio
  - R: video complexity
  - Adopted by Sprint



Source: http://www.dsp-ip.com

Objective Metrics (2/2)

- **Content Based Metrics**
  - Compute the quality level using the video itself
  - Used in research labs for, e.g., comparing video codec performance
- **Classified into three groups**
  - Full reference: assuming both original and impaired videos are available ← less practical, but widely used in research labs
  - Reduced reference: original videos are analyzed and a summary is compared against the impaired video
  - No reference: metrics that do not need original videos ← ideal metrics

Full Reference Metrics

- **Most quality metrics consider Y-component (luminance) only**

- **MSE (mean-square-error) and PSNR (peak signal-to-noise ratio) are pixel based metrics**

$$MSE = \frac{1}{M} \times \sum_{i=1}^{M} (x_i - y_i)^2$$

$$PSNR(dB) = 10log_{10} \sum_{i=1}^{M} \frac{255^2}{(x_i - y_i)^2}$$

Problems with MSE/PSNR

- MSE/PSNR does not map to user-perceived quality all the time
- Still researchers are using them ← Why?

MSE=0, original picture

MSE=225, MSSIM=0.949

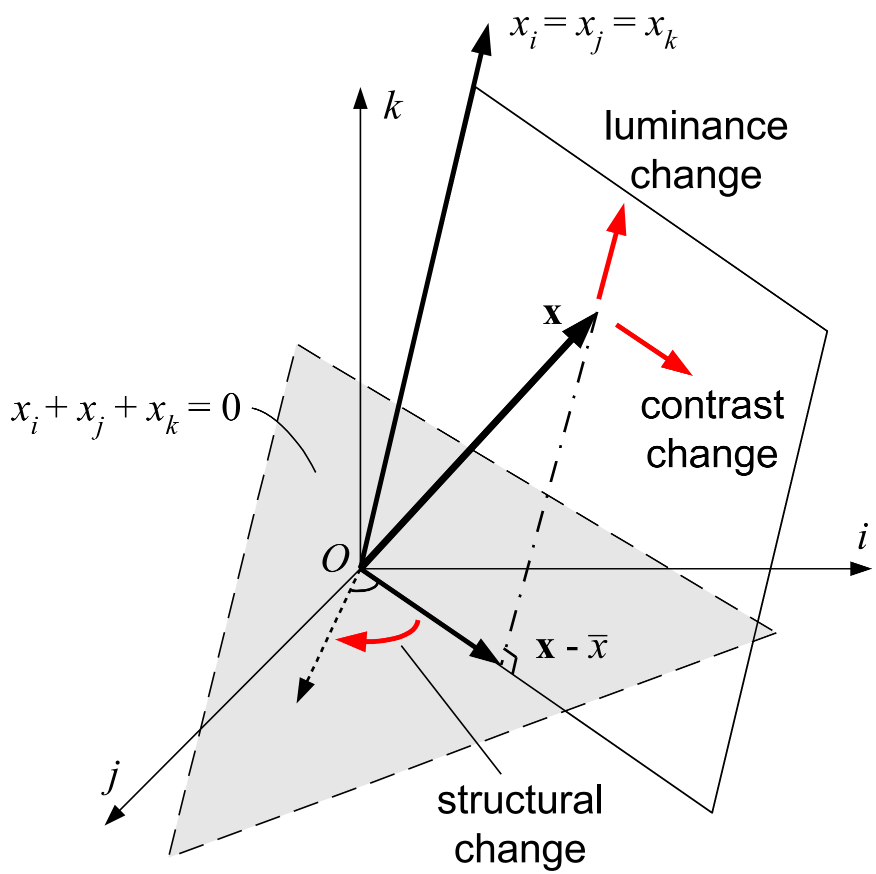
MSE=225, MSSIM=0.688

MSE=225, MSSIM=0.723

Structural Similarity Index (SSIM)

- New metric proposed in 2004, which measures the similarity between the original and impaired images (extension for videos have also been proposed)
- Designed to address the limitations of MSE/PSNR
- Between [0, 1], where 1 indicates (iff) two images are identical

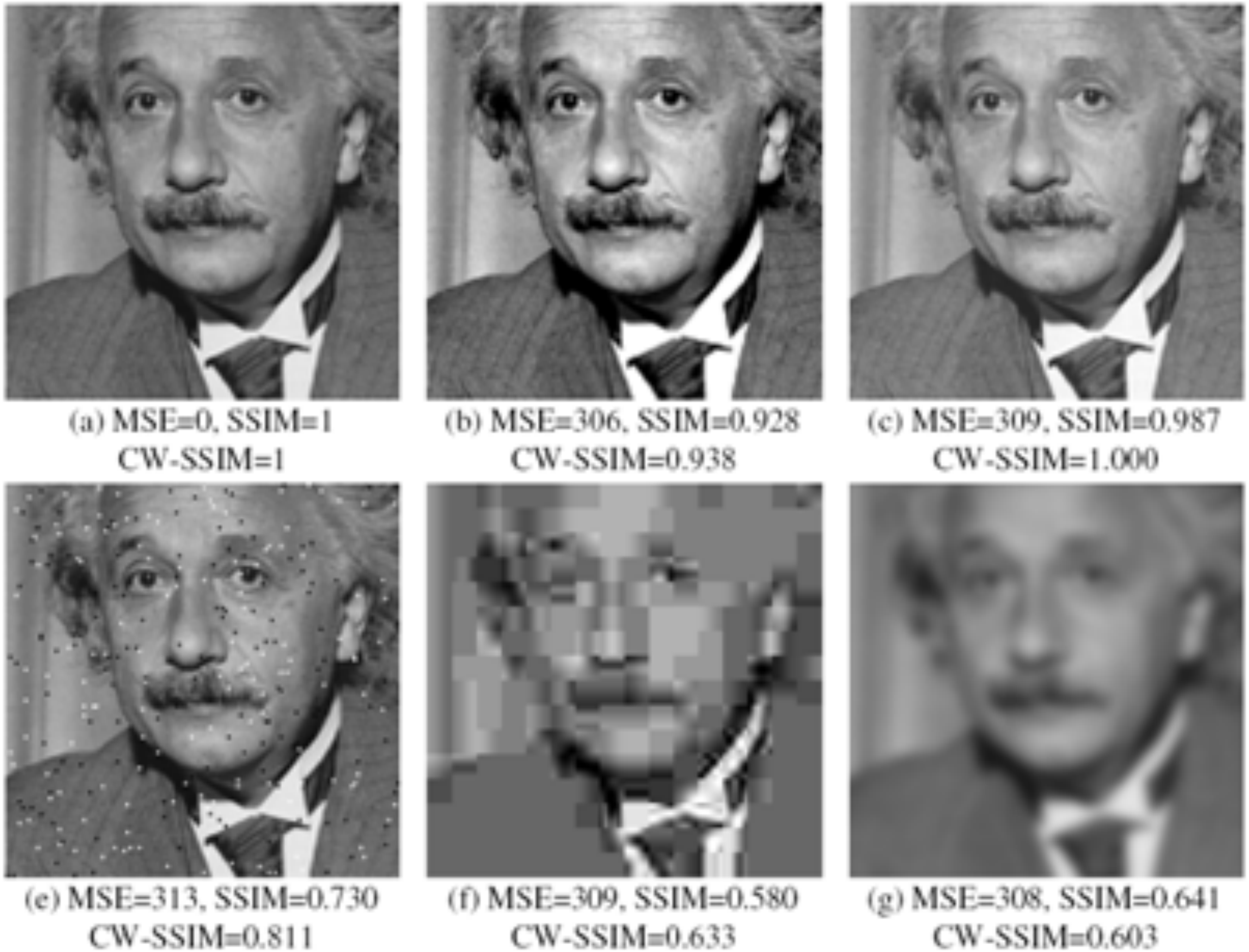
Structural Similarity Index (SSIM)



$$SSIM(\boldsymbol{x}, \boldsymbol{y}) = l(\boldsymbol{x}, \boldsymbol{y}) \cdot c(\boldsymbol{x}, \boldsymbol{y}) \cdot s(\boldsymbol{x}, \boldsymbol{y})$$

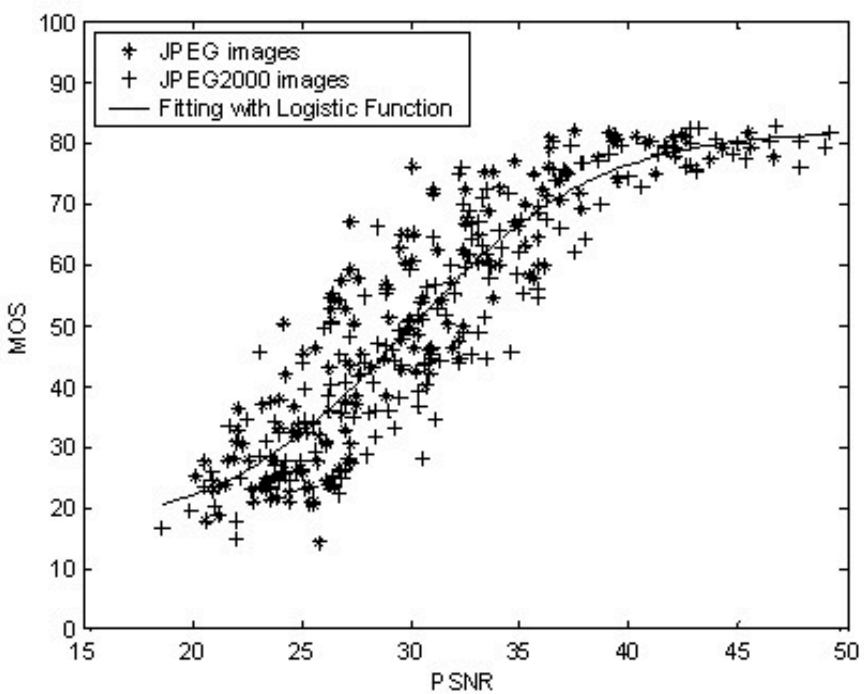
Source: Wang *et al*., *IEEE Trans. Image Processing*, 2004

Examples of SSIM

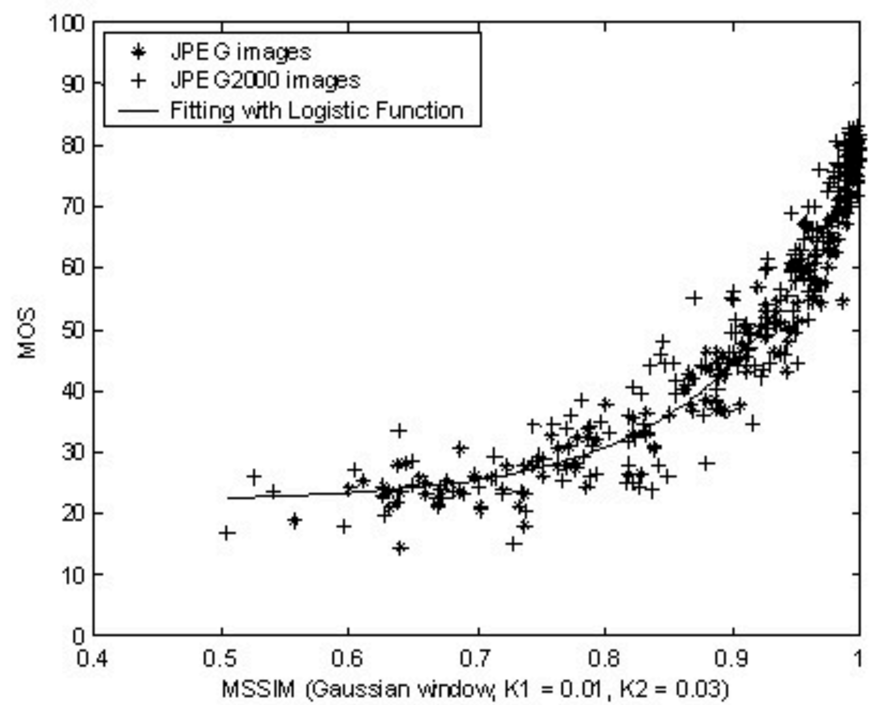


Source: https://ece.uwaterloo.ca/~z70wang/research/ssim/

Performance Comparison



PSNR vs. MOS

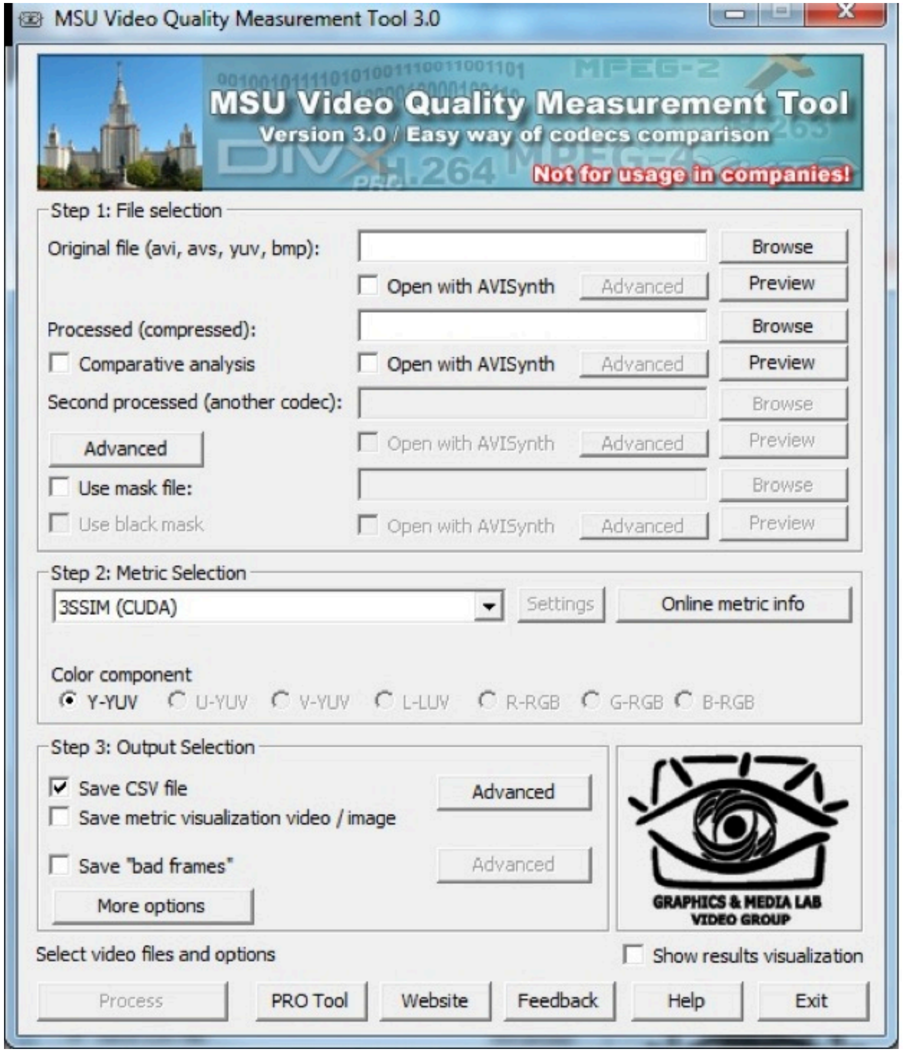


MSSIM vs. MOS

Source: https://ece.uwaterloo.ca/~z70wang/research/ssim/

Useful Tools

Tools to Compute Video Quality (1/2)



- **MSU Video Quality Measurement Tool**
  - MSU Graphics and Media Lab, Moscow State University
  - Supports 20 quality metrics: including variations of PSNR, SSIM, and VQM (another popular metric we didn't discuss)
  - Supports 20 video file formats
  - Comes with academic/commercial versions
  - http://graphics.cs.msu.ru/

Tools to Compute Video Quality (2/2)

- **VQM (Video Quality Metric)**
  - A U.S. national standard (ANSI T1.801.03-2003), and an international ITU Recommendations (ITU-T J.144, and ITU-R BT.1683, in 2004)
  - Public tool available
  - http://www.its.bldrdoc.gov/vqm/
- **SSIM**
  - Matlab implementation at Prof. Wang's utility page
  - https://ece.uwaterloo.ca/~z70wang/research/ssim/
- **MSE/PSNR**
  - PSNRStatic comes with JSVM software
  - Write your own

Other Resources for Evaluation

- **Video Traces**
  - Arizona State: http://trace.eas.asu.edu/, long video sequences coded in SVC, AVC, MPEG-4, MPEG-2, and MDC coders
  - TU Berlin http://www.tkn.tu-berlin.de/research/trace/ltvt.html, long video sequences coded in MPEG-4 and H.263
- **Video Sequences**
  - Xiph Open-source Video Production http://media.xiph.org/, pointing to many other links for Raw video sequences
- **Codecs**
  - AVC Reference Coder http://iphome.hhi.de/suehring/tml/
  - SVC Reference Coder http://ip.hhi.de/imagecom_G1/savce/downloads/SVC-Reference-Software.htm
  - X264 Coder http://www.videolan.org/developers/x264.htm
  - Nokia's 3D Coder/Decoder http://research.nokia.com/research/mobile3D

Other Resources for Evaluation

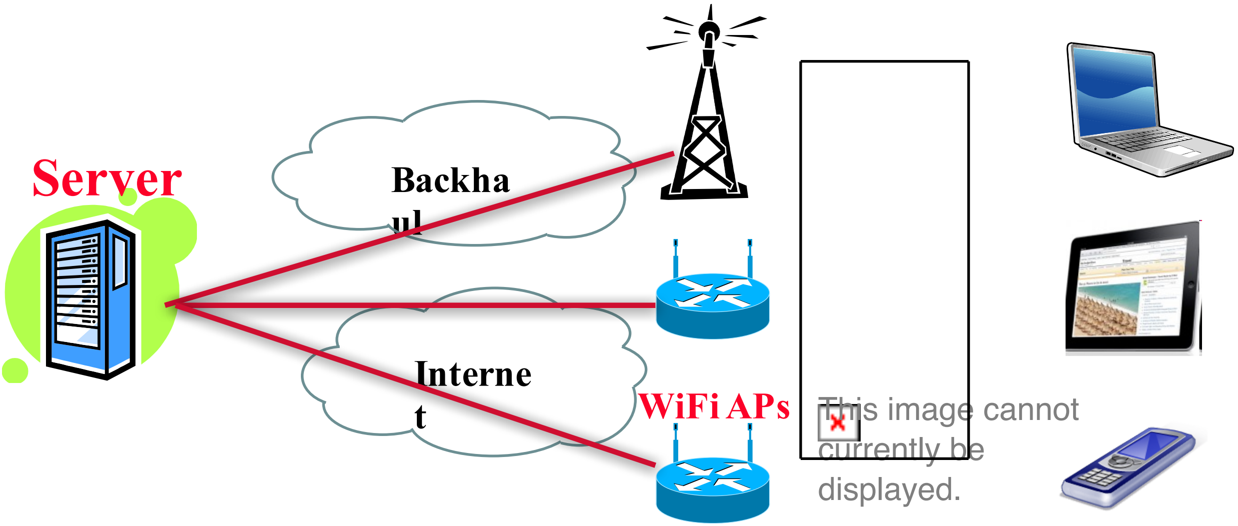
- **Streaming Tools**
  - Darwin Open-source Version of QuickTime Server http://dss.macosforge.org/
  - VLS VideoLAN's Streaming Server http://www.videolan.org/vlc/streaming.html
  - VLC VideoLAN's Player http://www.videolan.org/vlc/
  - Live555 Streaming Library http://www.live555.com/liveMedia/
- **Misc**
  - Matlab Central's File Exchange http://www.mathworks.com/matlabcentral/

Multihomed Video Streaming –

A Sample Project using Objective Video Quality as Optimization Criterion

Offloading Traffic from Cellular Networks

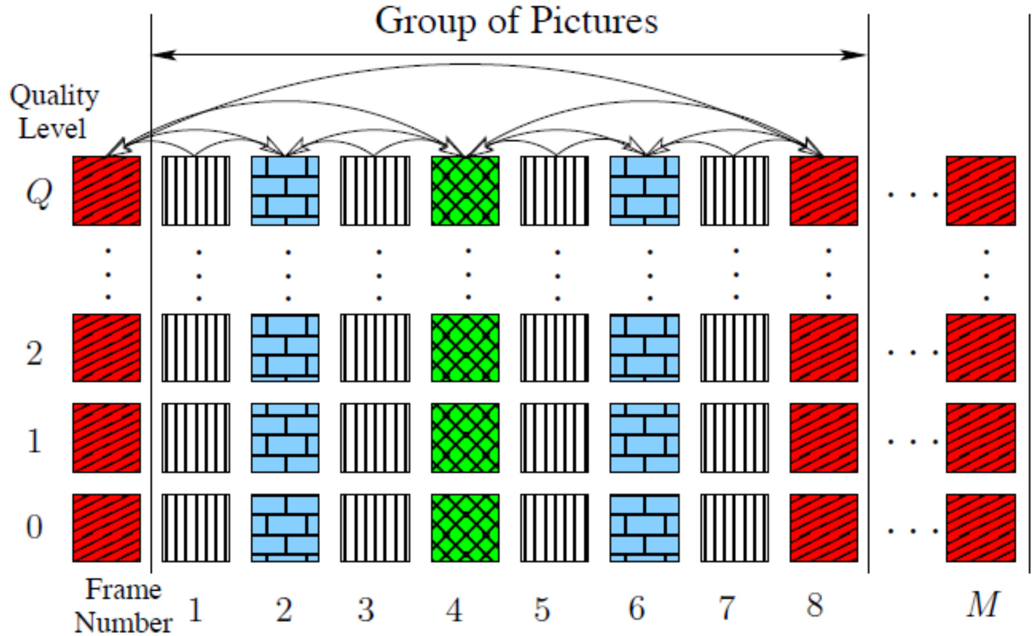
- Video streaming has high bandwidth requirements
- However, T-mobile and AT&T recently reported more than 50 times of data traffic increase [Open Mobile Summit '09]



- **This is called multihoming, which is attractive to**
  - **ISPs, such as T-Mobile, for lower transit cost**
  - **Subscribers for better quality-of-service**

Dynamic Network Coditions

- Problem: access networks are heterogeneous and dynamic
- Employ scalable video: frames are coded into multiple layers
  - incremental quality improvement
  - complicated interdependency due to prediction



Challenges and Problem Statement

- Determine streaming rate on each access network is hard [Hsu ISM'10]
  - streaming at a rate close to end-to-end network capacity leads to congestion, and late packets
  - streaming at a low rate wastes available resources
  - need a network model to proactively prevent congestion
- Packets of scalable streams have complex inter-dependency
  - need a video model to predict expected quality
- The problem: determine (i) what video packets to send, (ii) over which network interface, and (iii) at what rate, so that the overall streaming quality is maximized

Notations

- **Scalability**
  - **Client:** $u=1,\dots,U$
  - **Temporal: Different frames with inter-frame prediction** $m=1,\dots,M_u$
  - **Spatial: Quality layers** $q=0,\dots,Q_u$
  - **Multihoming: networks** $n=1,\dots,N$
  - **Network Abstraction Layer Unit (NALU) :** $g_{u,m,q}$

- **Scheduling**
  - **Deterministic:** $x_{u,m,q,n} \in \{0,1\}$ — If $g_{u,m,q}$ is sent over network n
  - **Randomized:** $x_{u,m,q,n} \in [0,1]$

Video Quality Model

- **Truncation distortion: capturing loss of a NALU $g_{u,m,q}$**
  - **A packet is decodable if all packets in lower quality ($q' < q$) layers are received**

$$e_{u,m} = \delta_{u,m} + \sum_{q=0}^{Q_u} \left(1 - \prod_{q' \le q} x_{u,m,q'}\right) \delta_{u,m,q}$$

Distortion if all packets are received

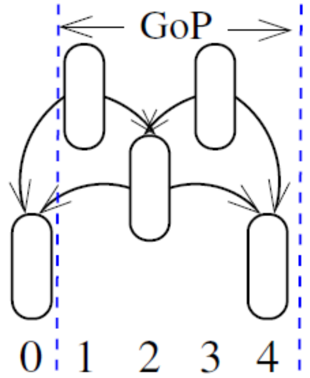
Additional distortion If $g_{u,m,q}$ is not decoded

- **Drifting distortion: capturing error propagation**
  - **Inter-frame predictions based on imperfectly reconstructed parent packets, $P_{u,m}$**
  - **Convex increasing function**

$$y_{u,m} = \alpha_{u,m} + \sum_{k \in \boldsymbol{P}_{u,m}} \beta_{u,m,k} e_{u,k}$$

Nonnegative

  - **Parameters: Estimated from actual data**



Network Model

- **Packet loss probability (p_n) depends on**
  - Rate: (r_n)
  - Available bandwidth (c_n)
  - Packet decoding deadline (t_0)
- **Model**
  - M/M/1 model $p_n = e^{-\frac{t_0(c_n - r_n)}{\alpha_n}}$
  - Increasing in c_n, decreasing in r_n
  - α_n : linear regression parameter
  - accurate in streaming video applications [Zhu et. al '05]
- **Assumption : statistical independence of different networks**
  - Good approximation using a two-timescale approach [Jiang et al. '10]
  - Network converges to steady-state in between scheduling events

Problem Formulation

- **Cost minimization problem ← a cost function of distortion (MSE)**
  - **Accounts for service differentiation and fairness among users and frames**

$$
\begin{aligned}
\min_{x} \quad & C(\boldsymbol{d}) && \text{Cost function (increasing, convex)}\\
\text{s.t.} \quad r_n = \quad & \textstyle\sum_{u=1}^{U} \frac{F_u}{M_u} \sum_{m=1}^{M_u} \sum_{q=0}^{Q_u} s_{u,m,q} x_{u,m,q,n}, && \text{Rate}\\
p_n = \quad & e^{-t_0 (c_n - r_n)/\alpha_n}, && \text{Loss probability}\\
x_{u,m,q} = \quad & \textstyle\sum_{n=1}^{N} (1 - p_n) x_{u,m,q,n},\\
e_{u,m} = \quad & \hat{\delta}_{u,m} + \textstyle\sum_{q=0}^{Q_u} (1 - \prod_{q' \le q} x_{u,m,q'}) \delta_{u,m,q}, && \textbf{Not convex}\\
y_{u,m} = \quad & \alpha_{u,m} + \textstyle\sum_{k \in \boldsymbol{P}_{u,m}} \beta_{u,m,k} e_{u,k},\\
d_{u,m} = \quad & e_{u,m} + y_{u,m},\\
& \textstyle\sum_{n=1}^{N} x_{u,m,q,n} \le 1,\\
& x_{u,m,q,n} \in \{0, 1\}. && \text{Randomized scheduling}
\end{aligned}
$$

Heuristic Algorithm 1/2

SRDO

INPUT: $P_{\max}$ is the maximum packet loss rate
let $\boldsymbol{x} = \{x_{u,m,q,n} = 0 \mid \forall u, m, q, n\}$
sort $g_{u,m,q}$ on $\frac{\delta_{u,m,q}}{s_{u,m,q}}$
for $\hat{n} = \operatorname{argmin}_{n=1}^{N} p_n$
    let $g_{\hat{u},\hat{m},\hat{q}}$ be the next unsent NALU
    if sending $g_{\hat{u},\hat{m},\hat{q}}$ on $\hat{n}$ causes $p_{\hat{n}} > P_{\max}$ **return** $\boldsymbol{x}$
    else update $\boldsymbol{x}$ with $x_{\hat{u},\hat{m},\hat{q},\hat{n}} = 1$
    if no more unsent NALU **return** $\boldsymbol{x}$

Heuristic Algorithm 2/2

PRDO

let $\boldsymbol{x} = \{x_{u,m,q,n} = 0 \mid \forall u, m, q, n\}$
forever
  if $\boldsymbol{g}_d$ is empty **return** $\boldsymbol{x}$
  let $\boldsymbol{g}_d$ be all immediately decodable NALGs
  for $g_{u,m,q} \in \boldsymbol{g}_d$
    for $n = 1$ to N
      compute $b_{u,m,q,n}$ based on $\boldsymbol{x}$
      let $\frac{b_{\hat{u},\hat{m},\hat{q},\hat{n}}}{s_{\hat{u},\hat{m},\hat{q}}} \geq \frac{b_{u,m,q,n}}{s_{u,m,q}} \quad \forall u, m, q, n$
      if $b_{\hat{u},\hat{m},\hat{q},\hat{n}} \leq 0$ **return** $\boldsymbol{x}$
      update $\boldsymbol{x}$ with $x_{\hat{u},\hat{m},\hat{q},\hat{n}} = 1$, **update** $\boldsymbol{g}_d$.

Term-by-Term Convex Approximation

Goal: Obtain a convex superset of the constraint set

1. **Term-by-term convex approximation (TTC)**

$$
\begin{aligned}
x_{u,m,q} &\leq \sum_{n=1}^{N} \min(1 - p_n, x_{u,m,q,n}), \\
e_{u,m} &\geq \hat{\delta}_{u,m} + \sum_{q=0}^{Q} (1 - \min_{q' \leq q} x_{u,m,q'}) \delta_{u,m,q}, ,
\end{aligned}
$$

- **Polynomial number of constraints in U,M,Q,N**
- **Weak approximation of the probability of successful packet delivery $x_{u,m,q}$**

Multilinear Convex Approximation

Goal: Obtain a convex superset of the constraint set

2. **Multilinear convex approximation (MC)**
   - Convex envelope of multilinear functions [Sherali '97]
     - Minimum of affine functions
   - Tightest convex approximation
   - Exponential number of constraints in Q,N
   - Constraint on $x_{u,m,q}$ depends exclusively on N, NOT on problem parameters

Hybrid Convex Approximation

Goal: Obtain a convex superset of the constraint set

3. Hybrid Convex Approximation (HC)

- Term-by-term approximation for truncation distortion $e_{u,m}$
- Multilinear approximation for probability of successful packet delivery $x_{u,m,q}$

$$
\begin{aligned}
x_{u,m,q} \leq & \sum_{n=1}^{N} \min(1 - p_n, x_{u,m,q,n}), \\
e_m \geq & \ \hat{\delta}_m + \sum_{q=0}^{Q} \delta_{m,q} - \min \Big\{ L_m^2(\xi, \bar{\mathbf{x}}) := \sum_{q=0}^{Q} \big(\sum_{q'=0}^{q-1} \prod_{i \leq q'} \xi(i) \delta_{m,q'} + \\
& \sum_{q'=q}^{Q} \prod_{i \leq q', i \neq q} \xi(i) x_{m,q} \delta_{m,q'} \big) - Q \sum_{q=0}^{Q} \prod_{i \leq q} \xi(i) \delta_{m,q} \\
& \text{s.t.} \quad \xi \in \{0,1\}^{Q+1}, L_m^2(\xi, \bar{\mathbf{x}}) \leq \sum_{q=0}^{Q} \bar{x}_{m,q} \delta_{m,q} \quad \forall \bar{\mathbf{x}} \in \{0,1\}^{Q+1} \Big\},
\end{aligned}
$$

- Polynomial complexity in U, M, Q, exponential in N
- Good trade-off of approximation accuracy vs. complexity for low N

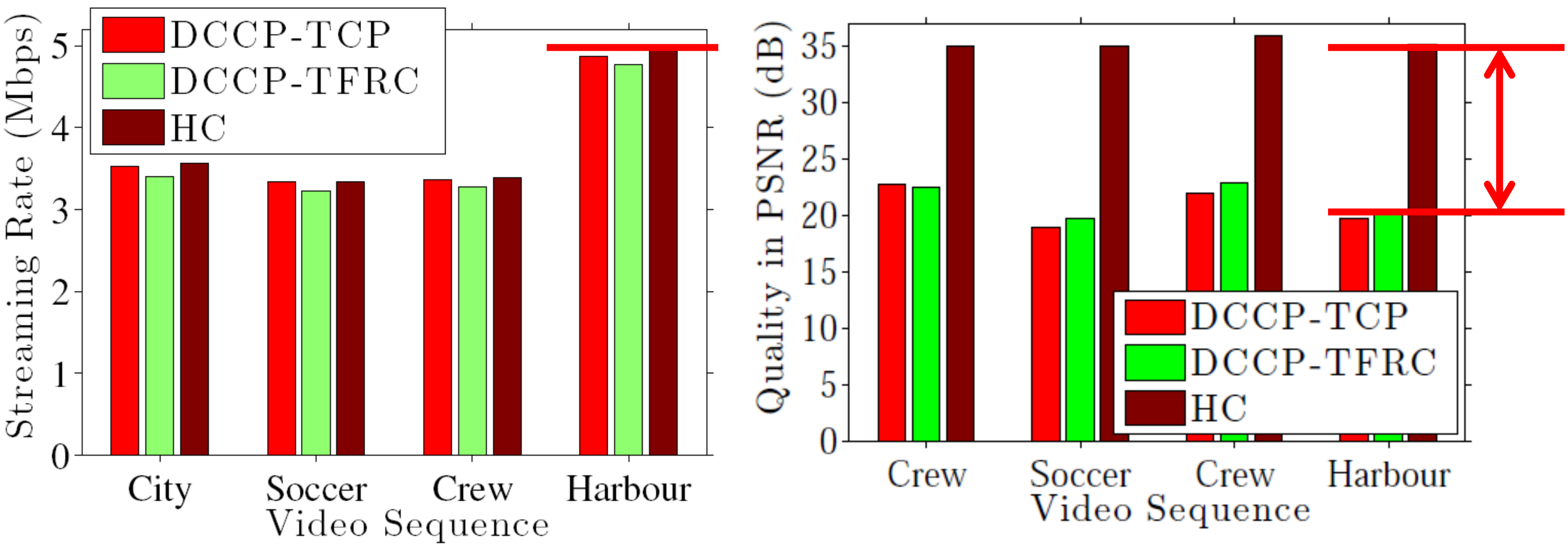
Solving the Convex Approximations

- Properties of our convex approximations
  - Non-empty compact set of solutions
  - Strong duality
  - Non-empty set of dual optimal solutions
- These properties are important for the performance of numerical methods [Boyd et al. 04']
- We use CVX to solve our convex programs
  - a convex program solvers based on Matlab
  - developed at Stanford

Simulation Setup

- Scheduling period : $M = 32$
- Number of quality enhancement layers : Q=7
- Number of access networks : N=3
- Decoding deadline : t_0= 1 sec
- SVC video streams: Crew, Harbour, City, and Soccer
- Trace-driven simulations (NS-2)
  - Data from subnets at Stanford University and DT Labs Berlin
  - Used Abing to measure end-to-end available bandwidth and round-trip time
  - Run 300 simulations for each setup

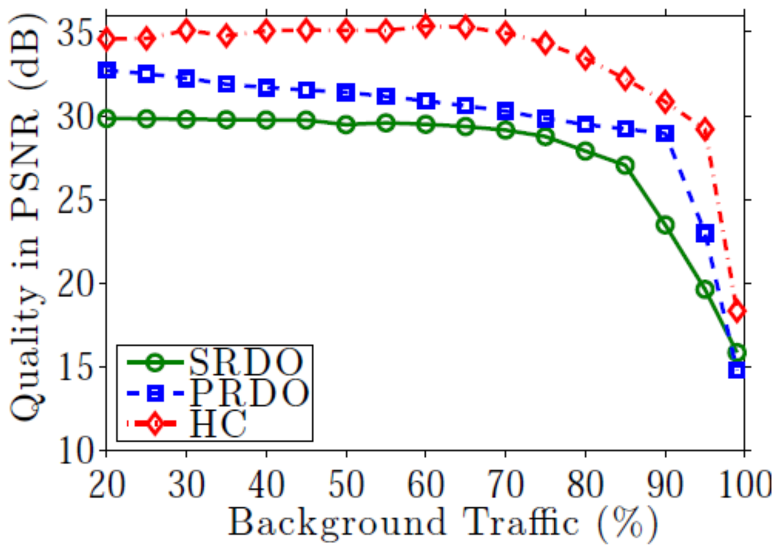
Comparison against Current Solutions

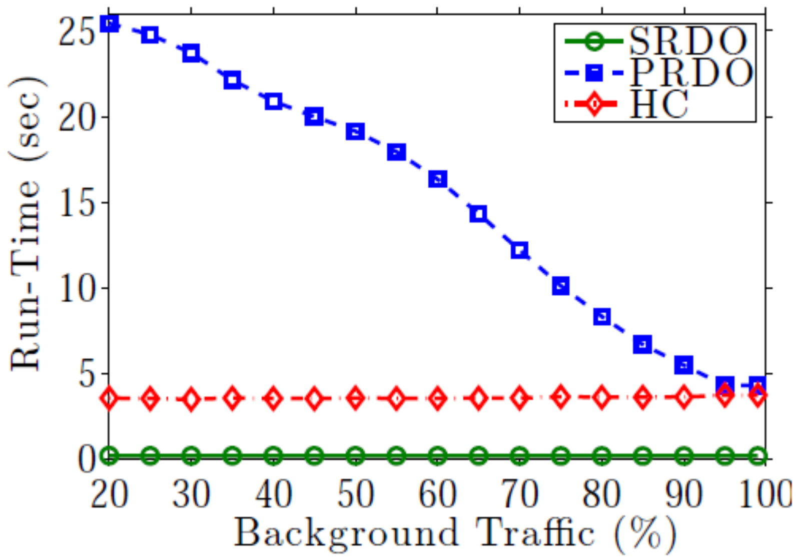


– **Proposed algorithms are TCP-Friendly**

– **Proposed algorithms constantly outperform current ones by more than 10 dB**

Complexity versus Performance





Convex solution outperforms heuristics in performance

Convex solution has a reasonable time complexity

Summary

- **Quality metrics are means to quantify the performance of multimedia systems, and can be classified into**
  - Subject (tester) versus objective (program)
  - Full reference, no reference, and reduced reference
- **Quality metrics play central roles on optimizing multimedia system**
  - Simple metrics are preferred for good properties, e.g., convex/concave of MSE/PSNR, for efficient algorithms