

SJA: Server-driven Joint Adaptation of Loss and Bitrate for Multi-Party Realtime Video Streaming

Kai Shen, Dayou Zhang, Zi Zhu, Lei Zhang, Fangxin Wang, Dan Wang



香港中文大學(深圳)
The Chinese University of Hong Kong, Shenzhen



Key Takeaways

Realtime multimedia traffic: 5% -> 17%

FEC -> Extra bandwidth can be leveraged for redundant coding

Global Optimization -> Overall QoE maximization of MRVS can only be achieved through server-driven approaches



Server-driven joint loss and bitrate adaptation framework in multiparty realtime video streaming services towards maximized global QoE.

This talk: Multi-party real-time video streaming services

Outline



Challenges

Unsatisfied QoE in multi-party realtime streaming services

Motivation

Global optimization for maximizing QoE

Solution

The SJA framework

Evaluation

Performance with Real-world Dataset

Unsatisfied QoE in Multi-party Realtime Streaming



Remote work

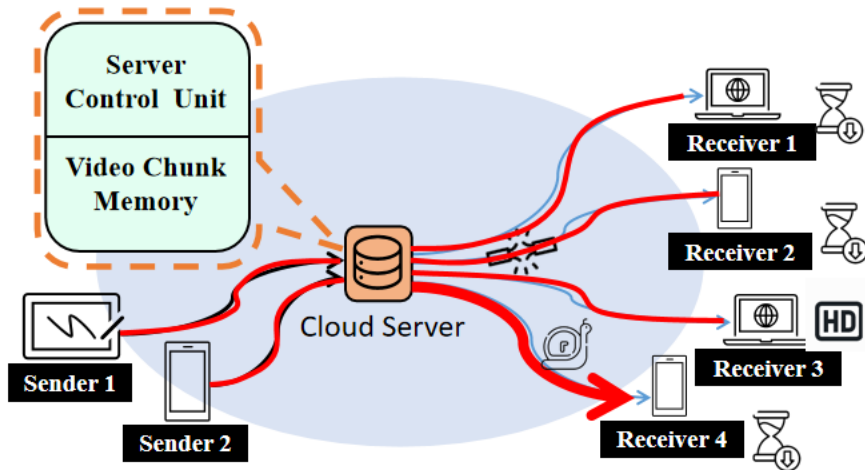


Online education



Entertainment

Unsatisfied QoE in Multi-party Realtime Streaming



- 1. Packet loss problem** caused by unreliable transmission leads to delay increase and visual quality degradation.
- 2. Limited network resources problem** arises in transforming from two-party to multi-party communication.
- 3. Coordinate the transmission behaviors** of different parties to maximize the overall QoE.

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Insights

- The opportunity arises in comprehensively fine-tuning different QoE metrics (bandwidth, delay, video quality) to optimize user QoE in the multi-party real-time streaming system.

Insights

➤ Our insights :

1. Packets with bit error or packet loss can be *tolerated* at the expense of video quality to avoid retransmission and further improve QoE.



(a) 480p video with 1% loss



(b) 480p video with 2% loss



(c) 1080p video with 1% loss



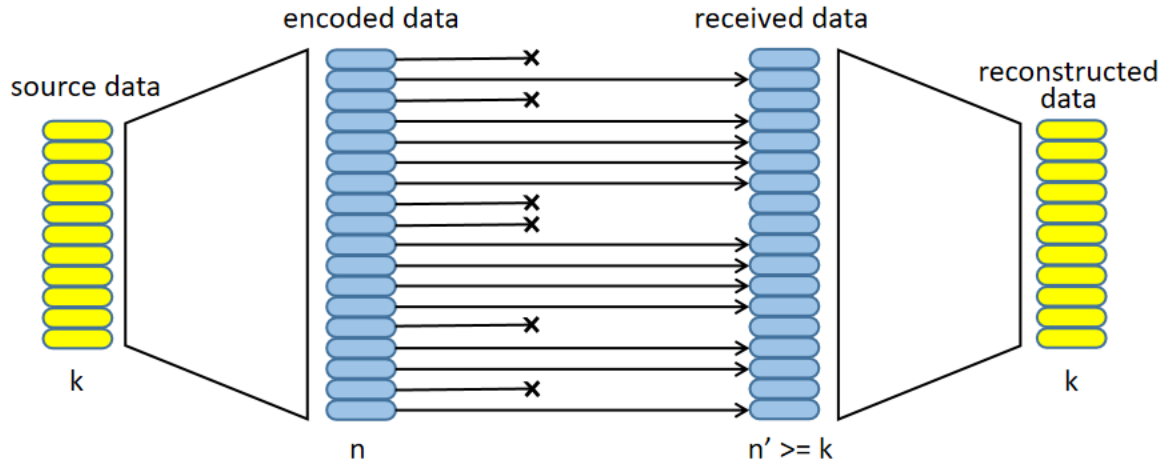
(d) 1080p video with 2% loss

Fig. 2. Visual effects when multiple viewers experience different loss rates.

Insights

➤ Our insights :

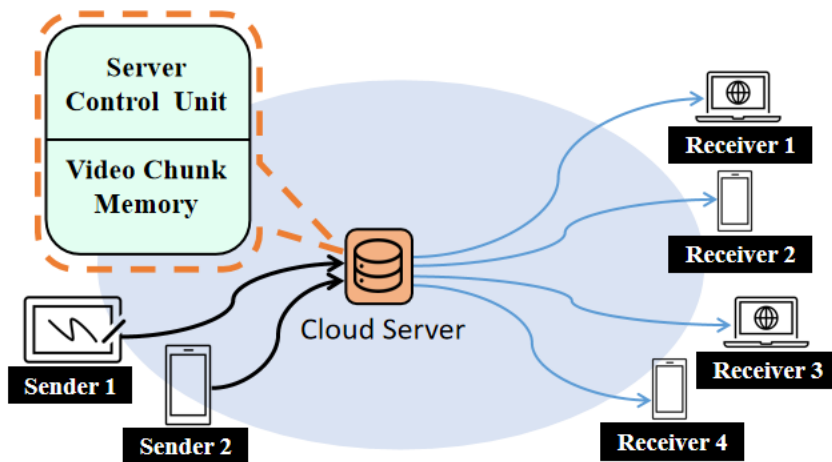
2. Extra bandwidth can be leveraged for redundant coding such that loss can be *corrected* without retransmission.



Insights

➤ Our insights :

3. Overall QoE maximization of MRVS can only be achieved through *server-driven* approaches.



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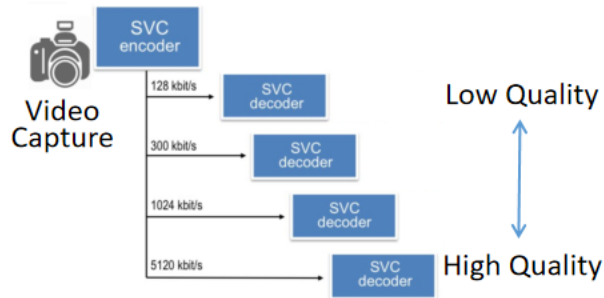
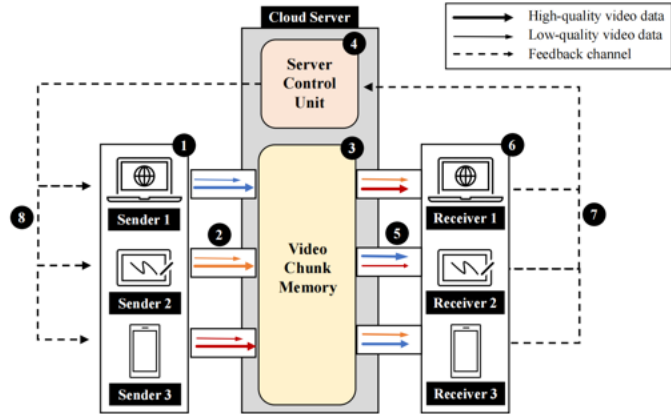
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The SJA Framework



- 1 Every Sender generates an uplink video stream
- 2 Multiple bitrate layers are uploaded to the video chunk memory in the cloud server
- 3 The cloud server does the orchestration.
- 4 The Server Control Unit in the cloud server collects state information and does the SJA algorithm, deciding bitrates and coding redundancy levels
- 5 Downlink streams are forwarded to corresponding receivers
- 6 Receivers play videos
- 7 8 Information feedback

Formulation of QoE maximization problem

$$QoE_j(k) = \sum_{i=1}^I \alpha_j^i \left\{ \beta_j q(r_k^{i,j}) - \gamma_j |q(r_k^{i,j}) - q(r_{k-1}^{i,j})| \right. \\ \left. - \delta_j B(r_k^{i,j}, \hat{r}_k^{i,j}) - \epsilon_j d_{i,j}(k) - \zeta_j L(e_{i,j}(k)) \right\}$$

Bitrate
Bitrate Variation

Bitrate Mismatch
Delay
Bit errors

$$\max_{\{r_k^{i,j}, c_k^i\}} \frac{1}{K} \sum_{k=0}^{K-1} \left[\sum_{j=1}^J \eta_j \cdot QoE_j(k) \right] \quad \text{Time Average of All Users' QoE}$$

$$s.t. \quad \max_j \left\{ \frac{r_k^{i,j}}{c_k^i} \right\} \leq B_i^{up}(k), \forall i \in \mathbf{I} \quad \text{Upload Constraint}$$

$$\sum_{i=1}^I \frac{r_k^{i,j}}{c_k^i} \leq B_j^{down}(k), \forall j \in \mathbf{J} \quad \text{Download Constraint}$$

$$\frac{1}{K} \sum_{k=0}^{K-1} d_{i,j}(k) \leq \lambda T, \forall i \in \mathbf{I}, \forall j \in \mathbf{J} \quad \text{Time-average Delay Constraint}$$

$$r_k^{i,j} \in \mathbf{R}, c_k^i \in \mathbf{C}$$

Variables	Meaning
$r_k^{i,j}$	real bitrate from sender i to receiver j at time k
r_{min}	minimal bitrate level
$\hat{r}_k^{i,j}$	requested bitrate of sender i from receiver j at time k
$d_{i,j}(k)$	streaming delay between sender i and receiver j
c_k^i	FEC code rate of sender i at time k
\mathbf{r}_k^i	the set of all bitrates encoded by sender i at time k
$T(\mathbf{r}_k^i)$	encoding time of sender i at time k
$B_i^{up}(k)$	uplink bandwidth of sender i at time k
$B_j^{down}(k)$	downlink bandwidth of receiver j at time k
$p_i(k)$	loss rate between client i and the server at time k
$e_{i,j}(k)$	remaining loss rate from sender i to receiver j at time k
T	duration of each time slot

Lyapunov-based Relaxation

$$\begin{aligned}
 & \max_{\{r_k^{i,j}, c_k^i\}} \frac{1}{K} \sum_{k=0}^{K-1} \left[\sum_{j=1}^J \eta_j \cdot Q_o E_j(k) \right] \\
 & \text{s.t.} \quad \max_j \left\{ \frac{r_k^{i,j}}{c_k^i} \right\} \leq B_i^{up}(k), \forall i \in \mathbf{I} \\
 & \quad \sum_{i=1}^I \frac{r_k^{i,j}}{c_k^i} \leq B_j^{down}(k), \forall j \in \mathbf{J} \\
 & \quad \frac{1}{K} \sum_{k=0}^{K-1} d_{i,j}(k) \leq \lambda T, \forall i \in \mathbf{I}, \forall j \in \mathbf{J} \\
 & \quad r_k^{i,j} \in \mathbf{R}, c_k^i \in \mathbf{C}
 \end{aligned}$$



$$\begin{aligned}
 & \min_{\{r_k^{i,j}, c_k^i\}} \sum_{j=1}^J \left\{ \sum_{i=1}^I Q_{i,j}(k) \left[d_{i,j}(k) - \lambda T \right] \right. \\
 & \quad \left. - V_j(\eta_j Q_o E_j(k)) \right\} \\
 & \text{s.t.} \quad \frac{r_k^{i,j}}{c_k^i} \leq B_i^{up}(k), \forall i \in \mathbf{I}, \forall j \in \mathbf{J} \\
 & \quad \sum_{i=1}^I \frac{r_k^{i,j}}{c_k^i} \leq B_j^{down}(k), \forall j \in \mathbf{J} \\
 & \quad r_k^{i,j} \in \mathbf{R}, c_k^i \in \mathbf{C}
 \end{aligned}$$

Time-average Optimization Problem

One-step Joint Adaptation Problem

One-variable subproblems with linear constraints

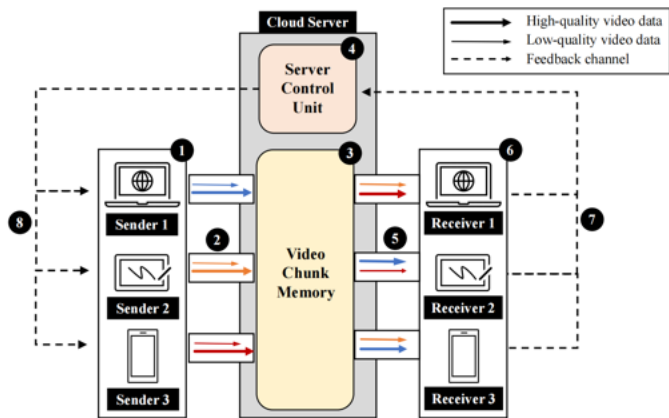
$$\begin{aligned}
 & \min_{\{r_k^{i,j}, c_k^i\}} \sum_{j=1}^J \left\{ \sum_{i=1}^I Q_{i,j}(k) [d_{i,j}(k) - \lambda T] \right. \\
 & \quad \left. - V_j(\eta_j Q_o E_j(k)) \right\} \\
 & \text{s.t.} \quad \frac{r_k^{i,j}}{c_k^i} \leq B_i^{up}(k), \forall i \in \mathbf{I}, \forall j \in \mathbf{J} \\
 & \quad \sum_{i=1}^I \frac{r_k^{i,j}}{c_k^i} \leq B_j^{down}(k), \forall j \in \mathbf{J} \\
 & \quad r_k^{i,j} \in \mathbf{R}, c_k^i \in \mathbf{C}
 \end{aligned}
 \quad \longrightarrow \quad
 \begin{cases}
 f_0(\mathbf{r}_j, \mathbf{c}, k) = \sum_{i=1}^I Q_{i,j}(k) [d_{i,j}(k) - \lambda T] \\
 \quad - V_j(\eta_j Q_o E_j(k)) \\
 f_1(\mathbf{r}_j, \mathbf{c}, k) = \frac{r_k^{i,j}}{c_k^i} - B_i^{up}(k) \\
 f_2(\mathbf{r}_j, \mathbf{c}, k) = \sum_{i=1}^I \frac{r_k^{i,j}}{c_k^i} - B_j^{down}(k)
 \end{cases}$$

Master Problem

$$\mathbf{r}_j^* = \inf \{ f_0 | f_n \leq 0, n = 1, 2 \} \quad (26)$$

Slave Problem

The SJA Framework



- Server-driven Control
- Redundant Encoding
- Lyapunov-based Relaxation
- Global QoE Optimization

Algorithm 1 SJA Algorithm for joint loss and bitrate adaption

Input:

Total times: K ; Clients: \mathbf{I}, \mathbf{J} ;
 Bandwidth capacity: $B_i^{up}(k), \forall i \in \mathbf{I}; B_j^{down}(k), \forall j \in \mathbf{J}$;
 Bitrate requests: $\hat{r}_k^{i,j}, \forall i \in \mathbf{I}, \forall j \in \mathbf{J}$;
 Channel's loss rate: $p_i(k), \forall i \in \mathbf{I}, \mathbf{J}$;
 Threshold: ζ ; Maximum iterations: n ;

Output:

Optimal bitrate and FEC code rate: $r_k^{i,j}, c_k^i$;

```

1: Initialize  $Q_{i,j}(k), i = 1, 2, \dots, I, j = 1, 2, \dots, J$ ;
2: for  $k = 1$  to  $K$  do
3:   Initialize  $iteration = 0, \Delta = \infty$ ;
4:   while  $iteration < n$  and  $\Delta > \zeta$  do
5:     for all  $i \in \mathbf{I}, j \in \mathbf{J}$  do
6:        $r_k^{i,j} = \arg \min_r \{f_0^i(r) | f_n \leq 0, n = 1, 2\}$ ;
7:       Update  $\hat{r}_j$  to the master agent;
8:     end for
9:     for all  $i \in \mathbf{I}, j \in \mathbf{J}$  do
10:       $r_k^{i,j} = \arg \min_{r \in \mathbf{R}} |f_0^i(r_k^{i,j}) - f_0^j(r)|$ ;
11:       $c_k^i = \arg \min_{c \in \mathbf{C}} \sum_{j=1}^J f_0^j(c)$ ;
12:    end for
13:     $\Delta = \sum_{j=1}^J f_0^j(k) - f_0^j(k-1)$ ;
14:     $iteration++$ ;
15:  end while
16:  Output joint adaption solutions  $\mathbf{r}$  and  $\mathbf{c}$  for time slot  $k$ ;
17: end for
  
```

Slave Agent

Master Agent

The SJA algorithm

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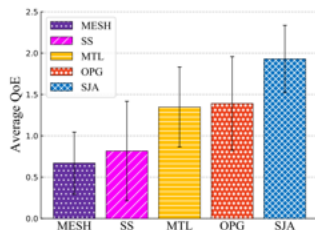
The SJA framework

Evaluation

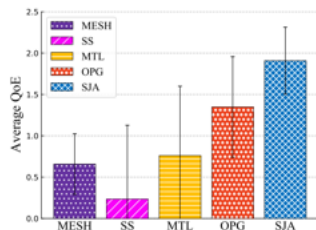
Performance with Real-world Dataset

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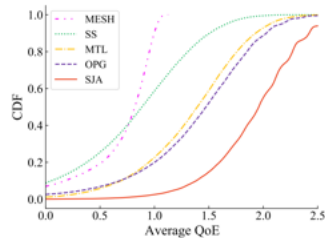
➤ Performance with Real-world Dataset:



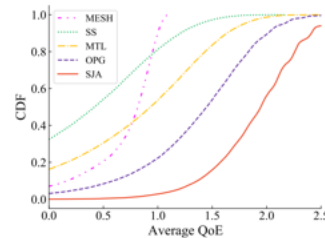
(a) The overall QoE over synthesized dataset with 1% loss



(b) The overall QoE over synthesized dataset with 2% loss



(a) CDF of QoE with 1% loss



(b) CDF of QoE with 2% loss

- SJA outperforms all the baselines with higher QoE
- SJA achieves more stable and concentrated QoE scores

Conclusion

- SJA: combines loss adaptation and bitrate adaptation with global QoE optimization.
- It uses server-driven architecture with Lyapunov-based Relaxation and SJA algorithm.
- Extensive trace-driven experiments confirm SJA's superiority with an 18.4% ~ 46.5% improvement.