

Practical SVC video streaming over partially reliable transport

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Master Thesis

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Abstract

Practical SVC video streaming over partially reliable transport

by Jaideep More

Scalable Video Coding (SVC) employs layered coding techniques to encode video, consisting of a base layer for base video quality and enhancement layers for improved quality.

Traditional Dynamic Adaptive Streaming over HTTP (DASH) with Advanced Video Coding (AVC) faces suboptimal quality adaptation. SVC addresses this challenge by enabling in-segment quality adjustments due to its layered structure, allowing for smoother quality degradation.

A detailed study of the SVC layered coding structure shows that base-layer data is essential for continuous playback, whereas enhancement-layer data, while beneficial, is not strictly required.

Our findings indicate that occasional drops in enhancement-layer data has minimal impact on user Quality of Experience (QoE).

Building on these insights, we propose an approach that integrates SVC with a partially reliable transport protocol to optimize video streaming.

By prioritizing base-layer data over reliable transport channels while opportunistically transmitting enhancement layers, our method ensures graceful quality adaptation in response to network fluctuations.

Acknowledgements

TODO: Complete acknowledgements

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TODO: We want to put an abbreviations section

Dedicated to WHATEVER.

CHAPTER 1

INTRODUCTION

1.1 Motivation

Discuss advantages of SVC over AVC. Discuss the potential of SVC and PRT. We will need references here.

1.2 Research Questions

1.2.1 RQ1: Feasibility of Virtual Quality Levels in SVC

1.2.2 RQ2: Frame Importance using SVC Dependencies

1.3 Contributions

1.4 Outline

CHAPTER 2

BACKGROUND

2.1 H.264/SVC Basics

Basic introduction of SVC features

2.2 Temporal Scalability

Hierarchical prediction structure for temporal scalability

2.3 Quality Scalability

Inter layer prediction

2.4 Spatial Scalability

Inter layer prediction

2.5 SVC Bitstream Structure

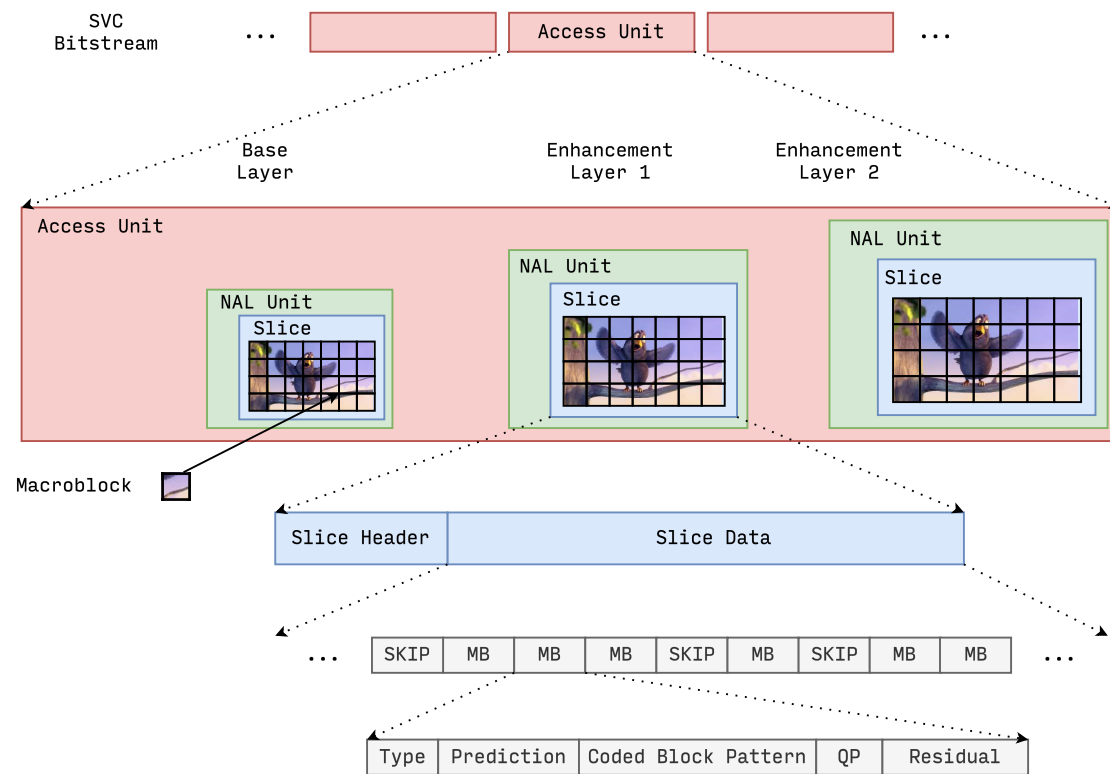


FIGURE 2.1: Bitstream Structure

2.6 Quality Metrics (SSIM, PSNR)

CHAPTER 3

METHODOLOGY

Palmer et al. addressed the problem a purely reliable transport has by extending QUIC with unreliable streams. Their idea is based on the observation that not all frames in a video are equally important and therefore losing some frames might not severely reduce the perceived video quality.

3.1 Essential and non Essential Data

3.2 Skipping Slices

CHAPTER 4

EVALUATION

4.1 Experimental Setup

4.1.1 Test Videos and Encodings

We selected four publicly available test videos from the Xiph.org video dataset 1, varying in content and motion complexity. All videos are available in the raw YUV format (YUV420p, 1080p, 24 fps), therefore PSNR and SSIM values of the encoded videos can be calculated accordingly.

Title	Length	Type
blue_sky	217 frames	Movie
pedestrian_area	375 frames	Animation
rush_hour	500 frames	Animation
riverbed	250 frames	Animation

TABLE 4.1: Video Dataset Used for Evaluation

Each video was encoded into three SVC variants, with each variant using a different type of scalability, to independently study the impact of enhancement layer loss for each type: **Quality**, **Temporal**, and **Spatial**.

- **ONLY_QUALITY** variant uses one base layer and two quality enhancement layers. All layers are encoded at a fixed resolution of 360p. The base layer employs coarse quantization to provide a low-quality baseline, while the enhancement layers use SNR scalability to progressively improve visual quality.

- **ONLY_SPATIAL** variant uses spatial scalability, where each layer increases the resolution of the video. The base layer is encoded at 360p, followed by enhancement layers at 720p and 1080p.
- **ONLY_TEMPORAL** variant uses temporal scalability, where all layers are encoded at a fixed resolution of 360p, and each layer increases the frame rate of the video. The base layer is encoded at 6 fps, followed by enhancement layers at 12 fps and 25 fps.

Configuration	Layers	Resolution	Frame Rate(fps)	Bitrate
ONLY_QUALITY	BL	360p	25	–
	EL1	360p	25	Quality
	EL2	360p	25	Quality
ONLY_SPATIAL	BL	360p	25	–
	EL1	720p	25	Spatial
	EL2	1080p	25	Spatial
ONLY_TEMPORAL	BL	360p	6	–
	EL1	360p	12	Temporal
	EL2	360p	25	Temporal

TABLE 4.2: Layer Structure of Test Variants

4.1.2 Evaluation Methodology

Our evaluation consists of four main stages: generating layered bitstreams, applying controlled degradation, decoding and assessing video quality, and aggregating the results.

TODO: we need a diagram to show this methodology

FIGURE 4.1: Evaluation pipeline overview

We begin by creating separate scalable video bitstreams, each representing a different enhancement configuration. The enhancement configuration is shown in Table 4.3. These configurations allow us to evaluate how the presence of additional enhancement layers affects video quality under loss.

Stream Id	Stream Configuration
BL	BL
BL_EL1	BL + EL1
BL_EL1_EL2	BL + EL1 + EL2

TABLE 4.3: Bitstreams extracted for evaluation

To simulate unreliable network transmission, we randomly skip macroblocks from the top-most enhancement layer in each configuration. We vary the amount of skipped macroblocks from 0-100%, increasing in steps of 10%.

Each degraded version of the bitstream is decoded using the JSVM Decoder v9.19. We then evaluate the quality of the reconstructed video using two commonly used objective metrics: Structural Similarity Index Measure (SSIM) and Peak Signal-to-Noise Ratio (PSNR). The original, unaltered video serves as the reference for comparison.

To account for the randomness of macroblock drops, each experiment is repeated multiple times per drop percentile. We then average the SSIM and PSNR scores across these runs to get stable quality estimates. Finally, we plot the average scores against the drop percentiles for each bitstream configuration

4.2 RQ1: Feasibility of Virtual Quality Levels in SVC

Discuss visual quality with dropped data

4.3 RQ2: Frame Importance using SVC Dependencies

Discuss visual quality with dropped data based on frame importance

4.4 Discussion of Findings

CHAPTER 5

RELATED WORK

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FIGURE 5.1: Example of a figure

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TABLE 5.1: Example of a table

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CHAPTER 6

CONCLUSION

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APPENDIX A

THIS IS MY APPENDIX

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TABLE A.1: Example of a table

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