

Paper Reading & Discussion

Paper Title	OmniLive: Super-Resolution Enhanced 360° Video Live Streaming for Mobile Devices
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Lecture	5

Questions & Comments

- As mobile computing power improves, models like OmniLive may become effective enough to deploy at scale.
- At scale, given enough users, the streamer must send over the entire video to cover various viewers' viewports. However, if combined at the client-side with models that predict where the user is likely to be looking [1], only that window needs to be up-scaled, rather than the entire video, which would improve performance.

References

- [1] Shibo Wang et al. “Robust Saliency-Driven Quality Adaptation for Mobile 360-Degree Video Streaming”. In: *IEEE Transactions on Mobile Computing* (2023), pp. 1–18. DOI: 10.1109/TMC.2023.3235103.