In the paper

Over The Top Video: The Gorilla in Cellular Networks , the author talked about his large scale analysis of video traffic generated by 3 million devices over the cellular network. Based on what the author analysis, there are three type of Progressive Download(PD) , PD with Byte-Range Request and HTTP Live Streaming ( HLS).  The characteristic of the video is that two main protocol PD and HLS account for most video traffic, 77% of the traffic comes from the top 10 content providers, 80% videos are encoded at low rates ( below 255 kbps)  and most videos are downloaded partially 60%. The author gives us the data analysis of type of video traffic, adaptive bit rate and video popularity and caching.

In the paper Understanding the impact of Video Quality on User Engagement, the author researches the relation between performance metric of video quality and  user engagement. They separate the video by three types short VoD, long Vod and live content. They use the same performance metric, but the user engagement is impact differently by the video type. For live content, users are more care about bitrate. Buffering ration is crucial for all types of videos. During the statistics analysis, the author call for the need for complementary analysis to solve the unrealistic conclusion from the relation of rendering quality is negatively correlated for live content. The author explains with "As we saw, this negative correlation is the outcome of both user behavior and player optimizations. Users who intend to watch a live event for a long time may run these in background windows; the player cognizant of this background window effect tries to reduce CPU consumption by reducing the rendering quality. "