PANIMALAR INSTITUTE OF TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

ANNA UNIVERSITY – ZEROTH REVIEW

BATCH NUMBER – B4

PROJECT TITLE : HIGH MOTION LIVE STREAMING VIDEOS

TEAM MEMBERS :

JOHN KELWIN JK (211520104069)
MOHAMED YAZAR S (211520104093)
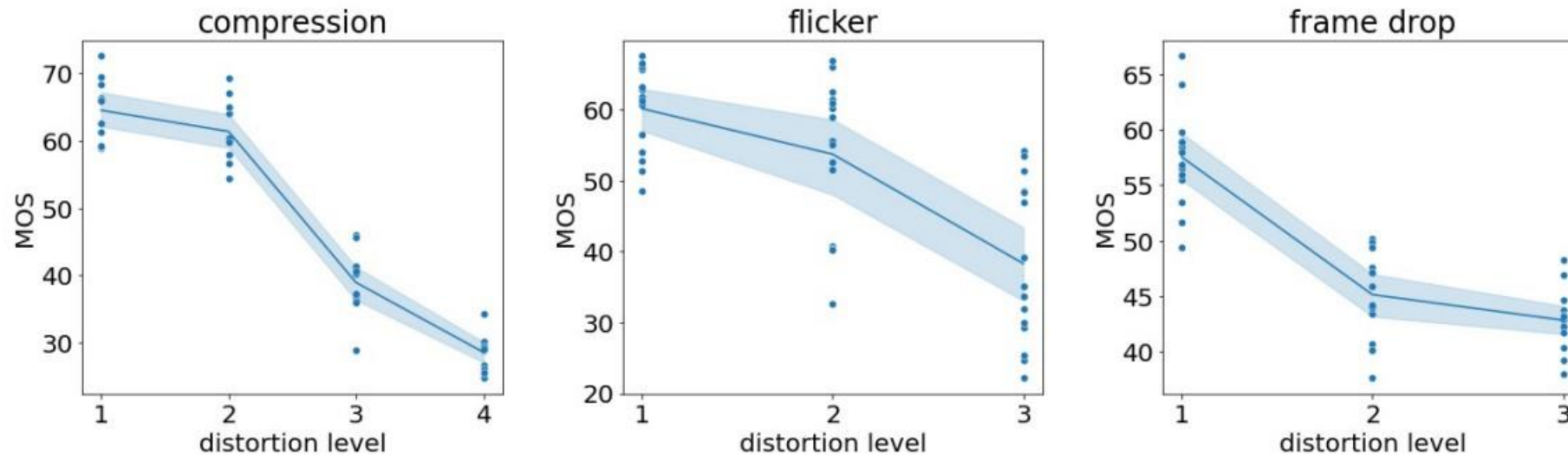AKSHAY SREE KRISHNA M(211520104010)

GUIDE :

Dr. A. ANBARASA PANDIAN

BASE PAPER

TITLE : "Study of the Subjective and Objective Quality of High Motion Live Streaming Videos "

AUTHOR : Zaixi Shang , Student Member, IEEE, Joshua Peter Ebenezer, Yongjun Wu, Senior Member, IEEE, Hai Wei, Member, IEEE, Sriram Sethuraman, and Alan C. Bovik, Fellow, IEEE

ABSTRACT

❖ Video livestreaming is gaining prevalence among video streaming services, especially for the delivery of live, high motion content such as sporting events.

❖ The quality of these livestreaming videos can be adversely affected by any of a wide variety of events, including capture artifacts, and distortions incurred during coding and transmission.

❖ Video Quality Assessment (VQA) algorithms that can predict the perceptual quality of high motion, live streamed videos is greatly desired.

❖ Important resources for developing these algorithms are appropriate databases that exemplify the kinds of live streaming video distortions encountered in practice. Towards making progress in this direction, we built a video quality database specifically designed for live streaming VQA research.

❖ The new video database is called the Laboratory for Image and Video Engineering (LIVE) Livestream Database. The LIVE Livestream Database includes 315 videos of 45 source sequences from 33 original contents impaired by 6 types of distortions.

❖ We demonstrate the usefulness of the new resource by performing a holistic evaluation of the performance of current state-of-the-art (SOTA) VQA models

DEVELOPMENT ENVIRONMENT

SOFTWARE REQUIREMENT :

Operationg System :windows 10 & 11
Language : JAVA
IDE   : JetBrain's Intellij
DataBase : MySQL

HARDWARE REQUIREMENT:

CPU : Intel Core i5 @ 2.5GHz
RAM : 4GB OR above

CONCLUSION

❖ In this project they have used 25 frames per second to reduce the flickering.

❖ Our model have increased the frame rate to 40 per second which results in the reduction flickering rate.