

Characterization of Power Efficiency of Mobile Video Streaming Services over 4G/3G/Wi-Fi

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Abstract—Smartphones and tablets have become the devices of choice for connecting to the internet and watching videos. Video data contributes to the bulk of internet traffic and, the number, length and variety of videos have increased significantly. Mobile devices live on limited battery energy which is still a major bottleneck and a source of user dissatisfaction while watching videos. For this project, we characterize the power efficiency of mobile video streaming services over 4G/3G/Wi-Fi. We evaluate the energy efficiency of various streaming applications like YouTube, Netflix and aim to identify power wastage in the existing approach.

I. RELATED WORK

A lot of research has been done in improving the power efficiency of mobile and hand-held devices. Different schemes target different features of the device for power reduction. These include network, architecture level, circuit, and software level optimizations. [6] explores a combination of these optimizations for achieving power efficiency. Some recent literature like [7], [8] also confirm the theory that transmitting video frames in bursts actually save significant amount of energy. A very recent work [3] uses battery aware rate adaptation and base station reconfiguration to achieve power savings. An interesting work which effectively schedules data transfers in return for energy savings is [1]. There are also studies which try to look at the energy consumption of web based applications in smartphones. Huang et al., [5] investigate the energy usage in 3G, LTE and WiFi networks and perform case studies of several popular applications on Android in LTE and identify that performance bottlenecks lies less in the network and more in the device's processing power. Deng and Balakrishnan [2] propose a technique to reduce energy consumption by learning the traffic patterns and predicting when a burst of traffic will start or end and then determine when to change the radio's state from Active to Idle, and another to change the radio's state from Idle to Active. Hoque, Siekkinen and Nurminen [4] propose a download scheduling algorithm based on crowd-sourced video viewing statistics which judiciously evaluates the probability of a user interrupting a video viewing in order to perform the right amount of prefetching. They show an energy savings of upto 80% However the problem still persists.

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