

SUBJECTIVE QUALITY EVALUATION OF TILE-BASED STREAMING FOR OMNIDIRECTIONAL VIDEOS



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Introduction: Tile based VR Streaming

Challenges

- Bandwidth
- Resolution of Video
- Latency

Solution

- User only sees a part of 360° video in HMD: Viewport
- Divide whole 360° video into tiles
 - Independent encoding and decoding of tiles possible
 - Stored on server/CDN
- Viewport \longrightarrow higher resolution / bitrate
- Background \longrightarrow lower resolution / bitrate



Motivation and research goals



Overall goal

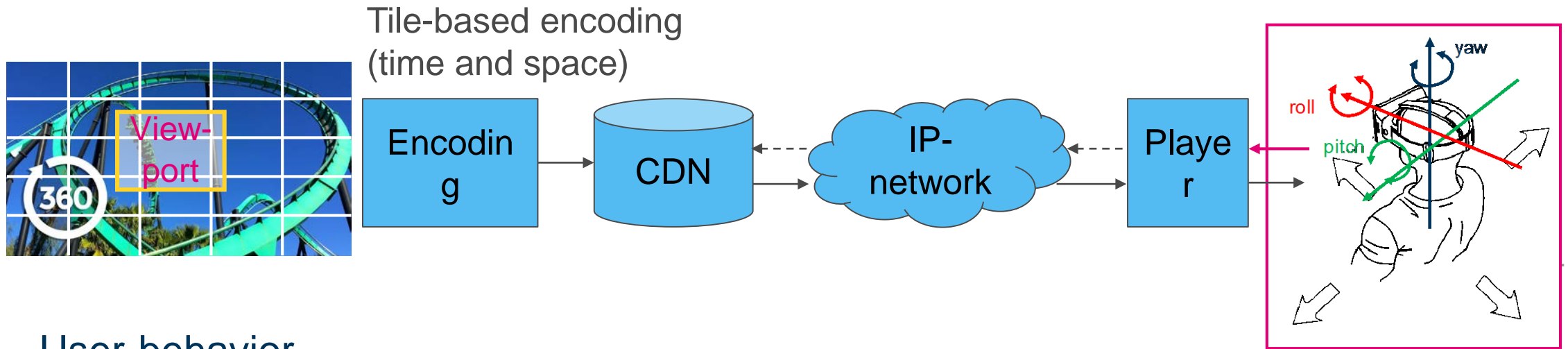
- Reproducible test set-up and method for subjective assessment of tile-based streaming

Dedicated tests as proof-of-concept

- Investigate under which test conditions results are more reliable?
 - Comparison of subjective quality of viewport-dependent streaming solution for different scenarios
 - Resolution- and Bandwidth-limited
 - Bandwidth limited
- Impact of network delay on quality ratings and simulator sickness
- Effect of session duration and breaks on simulator sickness



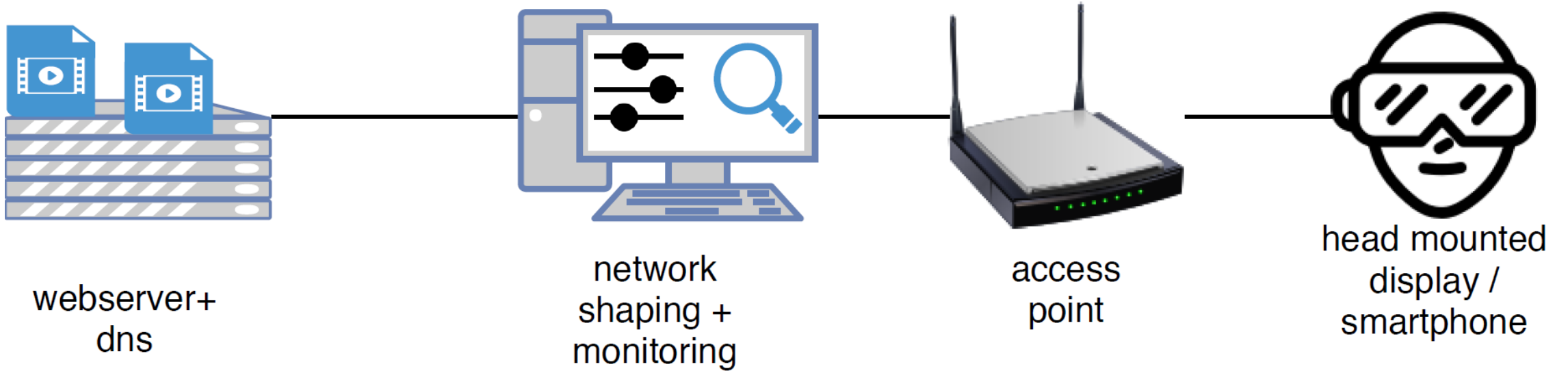
Tile-based adaptive streaming – behavior dependent



User-behavior

- 2D adaptive streaming
 - Play, start, stop, forward, rewind, ...
- Tile-based 360° adaptive streaming
 - ... Cf. 2D plus individual head rotations

Technical Test Set-up



Contents (4K, 6K and 8K) – 30s videos

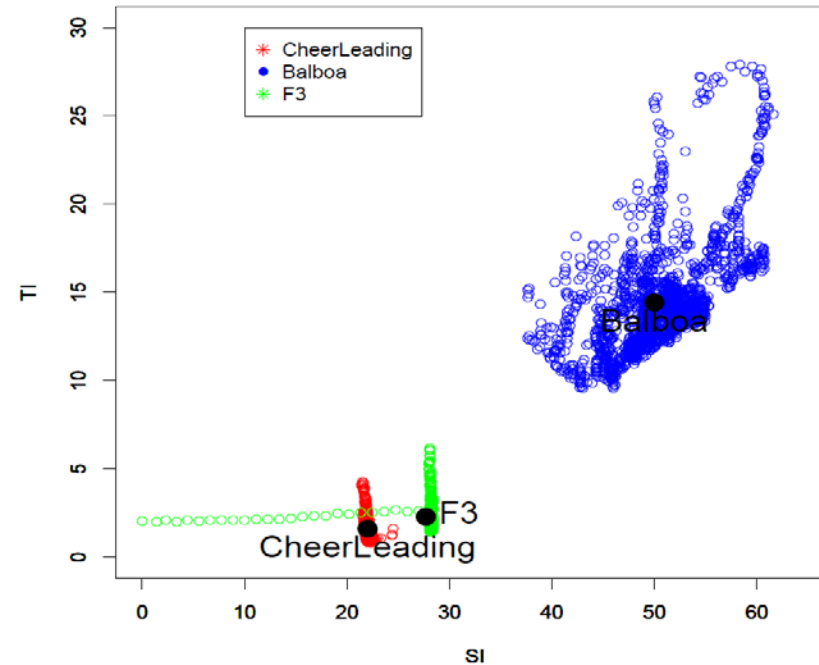
Content 1: CheerLeading



Content 2: Balboa



Content 3: F3



Pilot Tests

Test 1

Resolution and Bandwidth limited

- 2 Anchor conditions
- # of HRCs = 10 (per video)
- Duration: 10 mins (1 session)

28 Participants

- 14 Females
- 14 Males
- Avg. age = 25.07
- Median age = 25
- No Outliers

Absolute Category Rating

Test 2

Bandwidth limited

- 1 Anchor condition
- # of HRCs = 14 (per video)
- Duration: 14 mins (1 session)

25 Participants

- 12 Females
- 13 Males
- Avg. age = 25.36
- Median age = 25
- 1 Outlier

Absolute Category Rating

Samsung Gear VR

- 2960x1440
- 101° FOV
- ClearVR player
- Moon VR player (for anchors)



HRCs (Hypothetical Reference Circuits) – Test 1

- 3 Test videos
 - Stored locally and on local server
 - 30 s
 - Tiledmedia

Total PVSs: $3 \cdot 8 + 3 \cdot 2 = 30$

Resolution	Stored Where?? Phone / Server	Delay and Bandwidth settings				
		0 ms	12* ms	47* ms	112* ms	Maximum bit-rate
4K	Server		X	X	X	8 Mbps
6K	Server		X	X		20 Mbps
8K	Server		X	X	X	25 Mbps
4K (Anchor)	Phone	X				8 Mbps
6K (Anchor)	Phone	X				20 Mbps

HRCs (Hypothetical Reference Circuits) – Test 2

- 3 Test videos
 - Stored locally and on local server
 - 30 s
 - Tiledmedia

Total PVSs: $13 \cdot 3 + 1 \cdot 3 = 42$

Resolution	Stored Where?? Phone / Server	Delay and Bandwidth settings				
		0 ms	12* ms	47* ms	112* ms	Maximum bit-rate
TBD** by TM	Server		X	X		10 Mbps
4K, 8K and TBD** by TM	Server		X	X	X	15 Mbps
TBD** by TM	Server		X	X		25 Mbps
6K (Anchor)	Phone	X				40Mbps

ACR Test Method



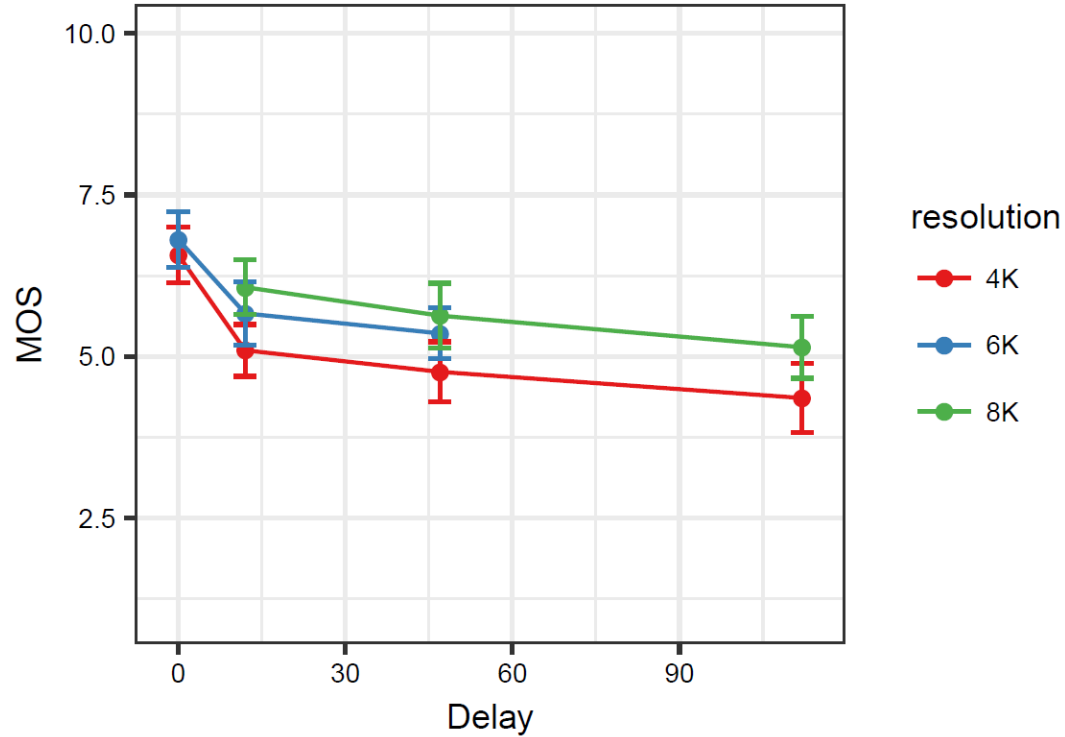
Presentation of One Stimulus



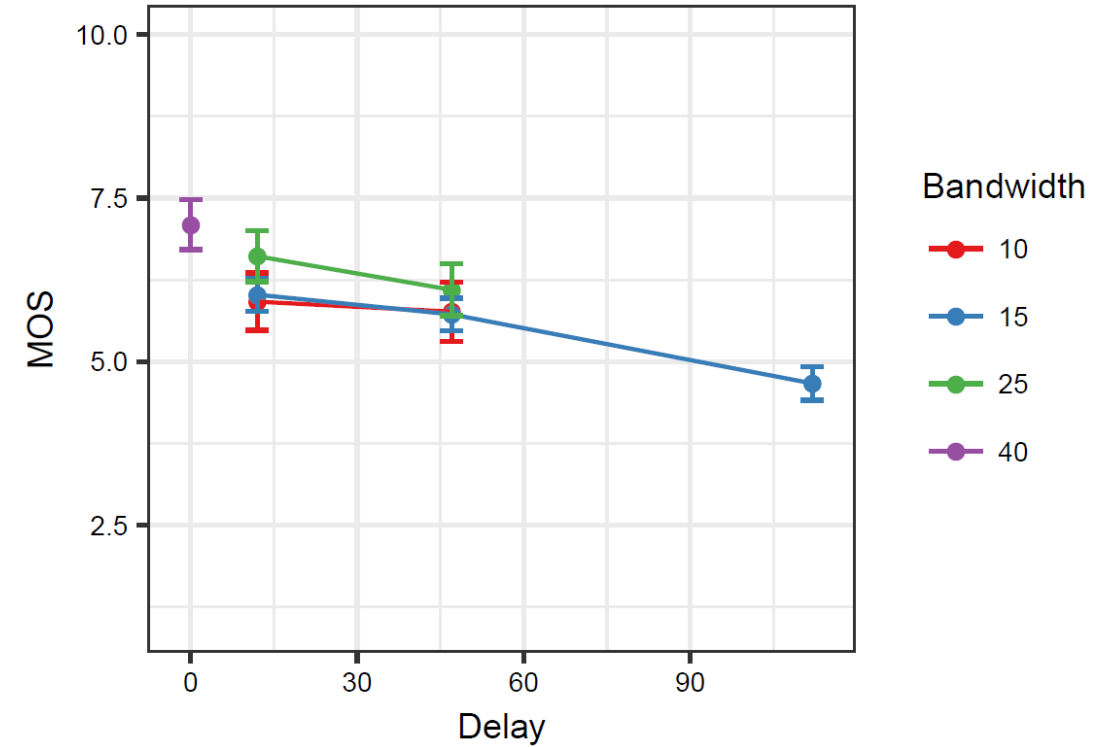
ACR Scale

Results of Video Quality

Test 1



Test 2



Experimental results: Statistical Realibility*

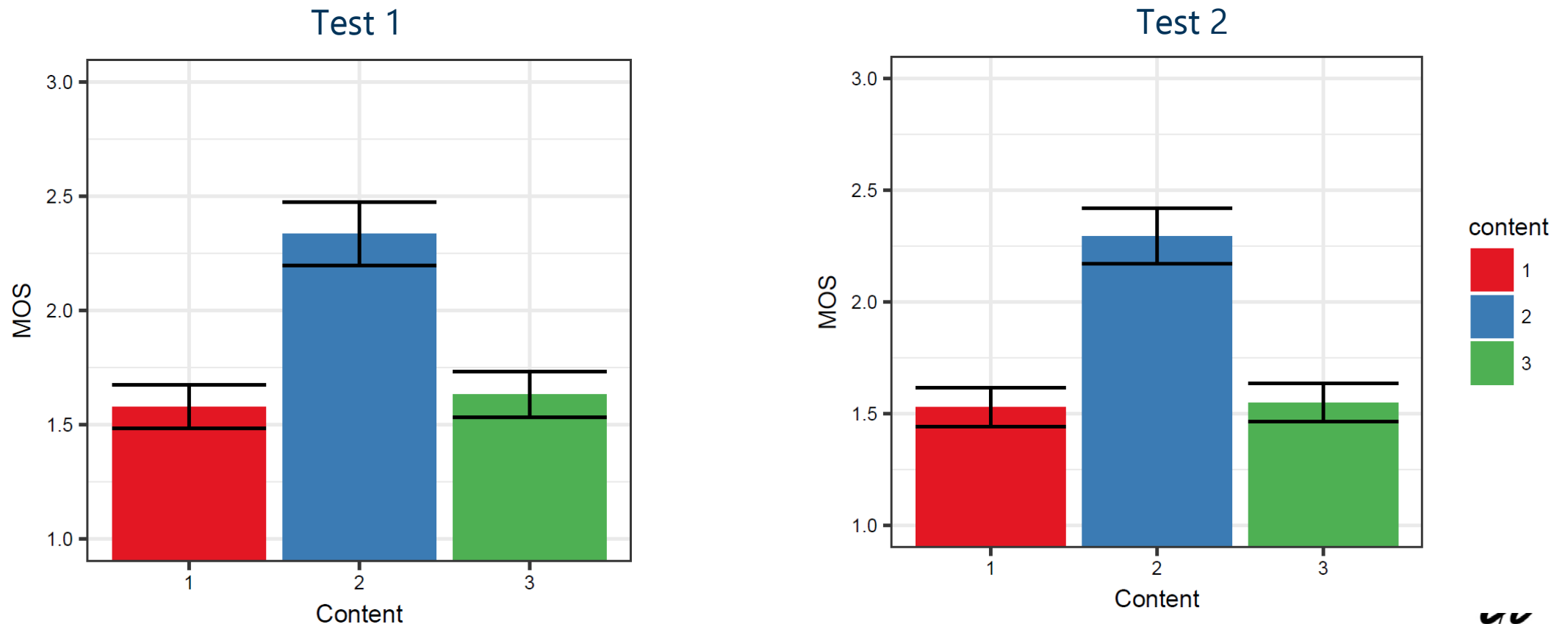
- MCI: Mean Confidence Interval
- MOS Range: Difference between highest and lowest MOS
- $MCI_{Norm} = \frac{MCI}{MOS\ Range}$

	Test 1	Test 2
MCI	0.7635	0.686
MOS Range	4.107	4.541
MCI_{norm}	0.1859	0.1510

- Test 2 → statistically more reliable

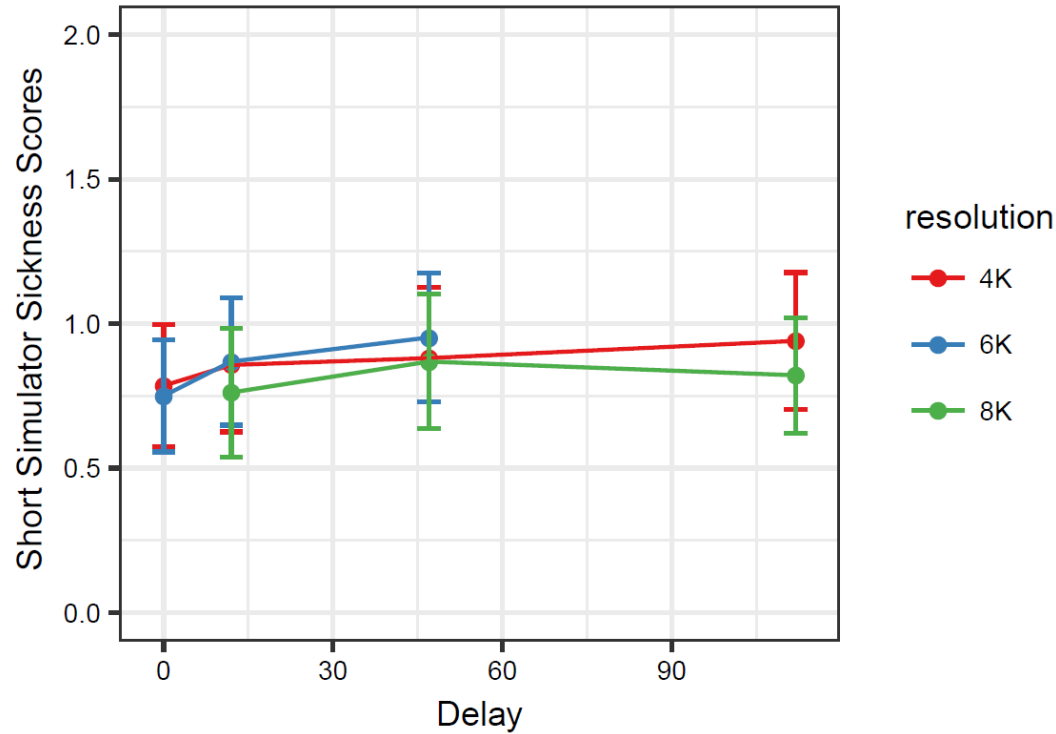
Results of Short Simulator Sickness Questionnaire

- Short Simulator Sickness Scores have been computed for the different contents averaged over all the subjects, delay and resolution

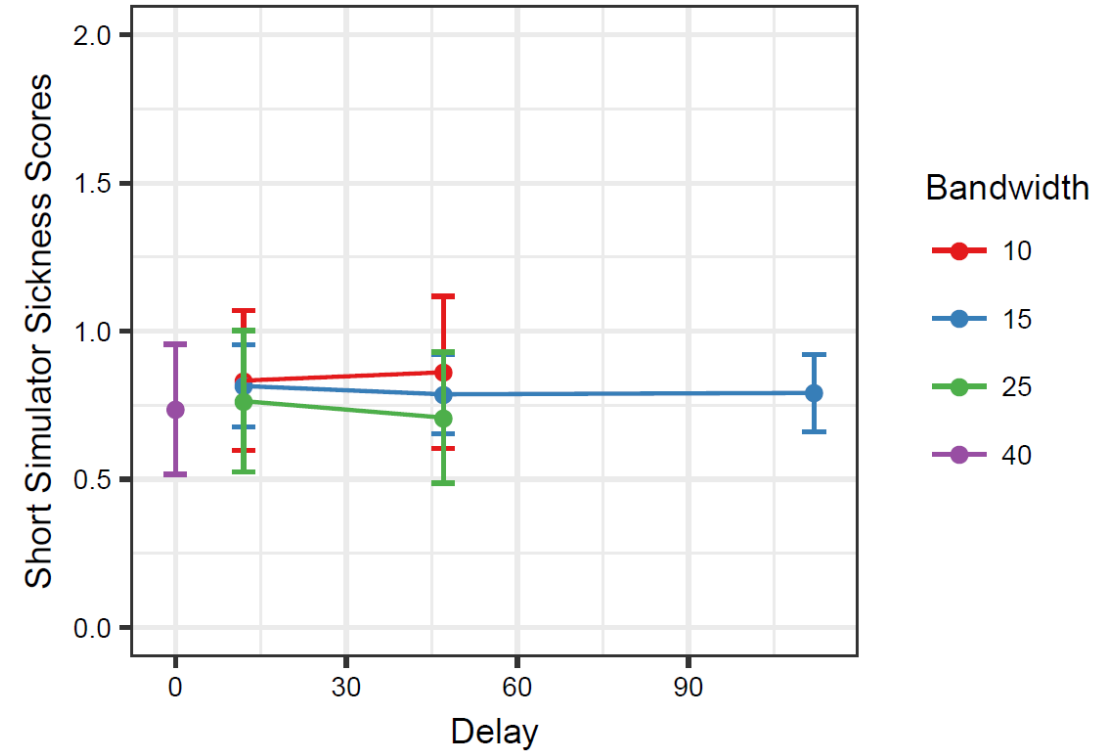


Results of Short Simulator Sickness Questionnaire

Test 1

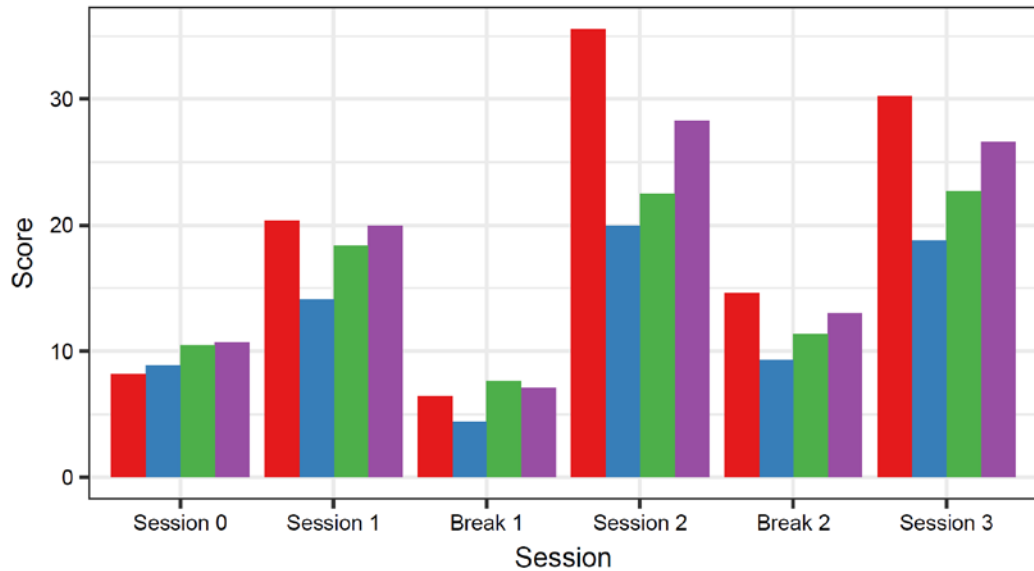


Test 2



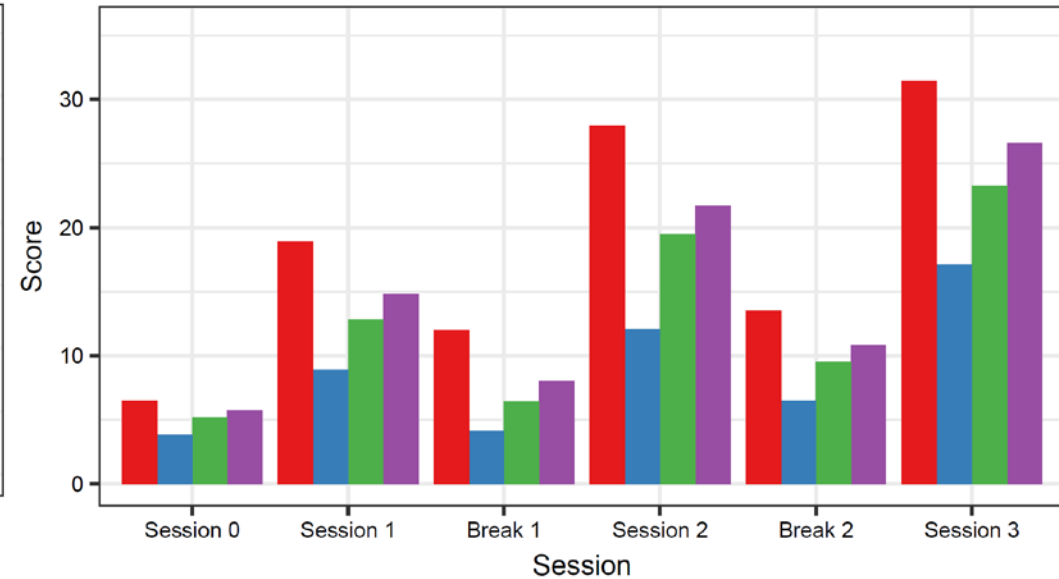
Results of Long Simulator Sickness Questionnaire

Test 2



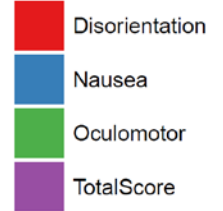
Session duration : 14 mins

Test 1



Session duration : 10 mins

indicator



Conclusion

- Video Quality
 - Tile-based streaming solution evaluated under bandwidth limited scenario are more statistically reliable as compared to resolution- and bandwidth-limited
 - **Lower delay (Motion-to-High-Resolution Latency) values up to 47 ms have minimal effect on quality ratings**
- Simulator Sickness
 - **No effect of delay**
 - Simulator scores are increasing with session time
 - Breaks help in reducing simulator sickness

Questions

