

A Comparative Study of DASH Representation Sets Using Real User Characteristics

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ABSTRACT

Adaptive streaming strategies over HTTP allow to serve heterogeneous video users with varying demands. By providing different encoded versions (representations) of each video sequence on the server, clients have the freedom to select a representation that best fits their needs. While the topic of selecting a representation based on a pre-defined set is covered very well in literature, the problem of how to properly select the representation set stored at the main server is usually an overlooked challenge. In this work, we provide an analysis on how the choice of representations on the server impacts the clients' quality. This is achieved by conducting *NS-3* based simulations with a total of 10k users and up to 300 concurrent DASH clients for several recommended sets (e.g., Netflix, YouTube, and Apple), and measuring the experienced quality over a timespan of 24 hours. The results show that under peak hours there is still room for improvement.

CCS Concepts

•Information systems → Multimedia streaming;
Multimedia content creation; •Social and profes-
sional topics → System management; Network operations;

Keywords

Dynamic Adaptive Streaming over HTTP; Representations; Encoding

1. INTRODUCTION

While multimedia streaming is becoming more and more popular, the large amount of data caused by multimedia streaming needs to be efficiently delivered to highly heterogeneous clients over resource-limited networks. To reach this goal, streaming technologies need to be *i)* highly adaptive to both users and network conditions, and *ii)* highly scalable with the size of the user population. HTTP-based adaptive streaming technologies are able to cover both key aspects, as demonstrated by the recently standardized MPEG-DASH (Dynamic Adaptive Streaming over HTTP) [15], henceforth denoted as DASH.

In a typical DASH system (see Figure 1), each video is encoded at different bit rates, quality levels, and resolutions. Each encoded version, also called *representation*, is stored at the server, and split into temporally successive and equal size *segments* (e.g., two seconds). For each video, available representations are described in a so called *Media Presentation Description* (MPD) file. The segments can be decoded

independently (self-contained), enabling clients to dynamically switch between different representations at segment boundaries. The decision of selecting an appropriate representation is carried out by each client independently and implemented in the so called *adaptation logic*.

Serving many users on the Internet with a good quality of experience (i.e., no playback stalls, high video quality) is still an open issue. For example, Conviva [4] reported that in 2014, 28.8% of streaming sessions were affected by video playback stalls (*buffering*) and 58.4% received a bad video quality. During the last years, tremendous effort has been devoted on analyzing and solving these issues on the client side. However, only few works consider using more than a single recommended representation set. Often a very small number of concurrent clients (usually 1 to 5) is considered, if at all, resulting in a very static workload for the network/server. In this work we take the content provider's perspective and study the impact of different recommended representation sets on a dynamic workload with up to 300 concurrent clients with various demands. The objective of this paper is to investigate how representation sets used by YouTube, Netflix, and Apple perform against an optimized choice of representations [17] in a multimedia streaming scenario with a large user base and a heterogeneous set of devices (e.g., smartphones, tablets, HD TVs, Full HD TVs).

To achieve this, we implemented a HTTP-server and DASH clients in *NS-3* [7], a time-discrete packet-level network simulator. For our user base, we generated a 24-hour streaming scenario based on YouTube traces [13] and device statistics for Hulu and Netflix [11]. As our main metric we selected *user's satisfaction* [17], which models Structural Similarity (SSIM) [19] based on the devices spatial screen resolution.

The contributions of this paper are as follows:

- we empirically assess the bit rates and resolutions of videos hosted by YouTube;
- we investigate the behavior of different recommended and optimized representation sets of Netflix, YouTube, Apple, and those obtained by solving the ILP from [17] under a scenario with real traffic traces;
- we further provide the source code used to conduct the simulations.

We will show that the currently recommended representation sets significantly differ in their performance with respect to user satisfaction. We further show that the optimized representations obtained by solving the ILP given in [17] does provide an improvement in comparison to the recommended representation sets and that there is still room for improvement.

The remainder of this paper is organized as follows. A brief overview of related work is provided in Section 2. Section 3 explains the basics of our evaluation setup, including NS-3 simulations, the user population, as well as the recommended representations used. We discuss results of the evaluations in Section 4 and conclude the paper in Section 5.

2. RELATED WORK

Adaptive streaming is a very active research area, especially when considering DASH [15]. However, efforts for improving users' multimedia streaming experience are mainly aimed at content distribution and client controllers. Despite the growing interest in studying the provider's side of the problem [16, 2, 21, 5], only few works [16, 17] consider the impact of different representation sets used. Remaining works usually consider one pre-encoded recommended representation set for their evaluations.

In [16], authors study DASH systems for live video streaming and claim that different representation sets may affect the behaviors of some adaptation logics. How to efficiently create the representation set has been investigated in [2, 21]. However, [2] mainly looks at the efficiency of transcoding operations in the cloud for live video streaming applications, while [21] optimizes the subset of representations that should be cached over the network. Finally, DASH from a provider's perspective is analyzed also in [5]. The authors do not focus on the representations set design; rather, they study the provider's gain in re-shaping users' requests.

Recently, Toni et al. [17] introduced the problem of determining *optimal representation sets* based on client and network settings. The authors introduced an Integer Linear Program (ILP) for finding an optimal representation set with respect to a given satisfaction function. They compared the resulting representation set with recommended ones (YouTube, Netflix and Apple) and showed the gain of the optimal set in terms of both, users' satisfaction and storage constraints. However, the analysis of the system performance is mainly theoretical. The dynamics of users joining and leaving and the impact of concurrent users on the CDN are not considered. An experimental evaluation of the performance of different representation sets is still missing in nowadays literature.

3. EVALUATION SETUP

In this section we provide all details of the evaluation setup, ensuring that our results can be re-produced by others. First, we discuss the technical parts of the NS-3 based simulations, followed by how we generated the user-base and the *24-hour streaming scenario*. Then we list recommended representations by YouTube, Netflix and Apple, as well as representations determined by solving an optimization problem. Last but not least, we describe the main metric for this evaluation, *user satisfaction*.

3.1 NS-3 and DASH

As our goal was to create an adaptive streaming behaviour as close to reality as possible, we decided to extend NS-3 with a client and server application for persistent HTTP connections. Based on libdash [9], we added a multimedia player with a video playback buffer, capable of simulating video playback. For the client-based adaptation, we implemented a simple rate-based adaptation logic, which selects

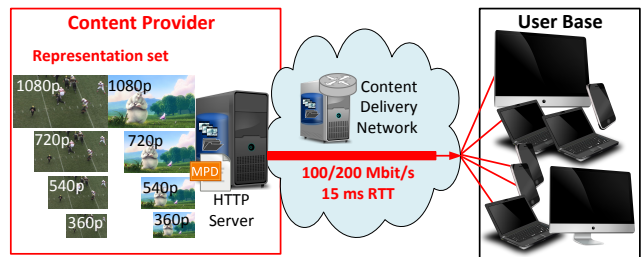


Figure 1: The considered DASH scenario, serving multiple encoded representations to a user base over a common bottleneck.

| Device Type (Connection) | Screen Res. | c_{min} | c_{max} | p |
|--------------------------|-------------|-----------|-----------|-------|
| Smartphone (3G, WiFi) | 360p, 540p | 0.4 | 4 | 21.4% |
| Tablet (3G, WiFi) | 540p, 720p | 0.4 | 4 | 14.8% |
| Laptop (ADSL) | 720p, 1080p | 0.7 | 10 | 32.1% |
| HDTV (FTTH, Cable) | 720p, 1080p | 1.5 | 25 | 31.7% |

Table 1: Devices with available screen resolutions and min/max link capacities (c_{min}/c_{max}) expressed in Mbit/s. p denotes the distribution of those devices [11].

the next representation based on the last experienced goodput. A simplified network model as shown in Figure 1 was used, as our main concern was to investigate a single bottleneck link with many concurrent users.

To ensure efficient and realistic TCP behaviour, we setup the NS-3 scenario to use TCP New Reno with a TCP segment size (MSS) of 1430 and an MTU of 1500. All routers were configured to use a RED (Random Early Detection) queue. The bottleneck link was set to a capacity of $C \in \{100, 200\}$ Mbit/s. All client connections were configured to their respective link capacity (see Section 3.2). The total RTT between each client and the server was 15 ms. In order to provide reproducibility of our results we provide the source code of our client implementations at <https://github.com/ChristianKreuzberger/AMuSt-ns3>.

3.2 User Population

Here, we introduce our *user population*. As briefly mentioned before, our aim was to create an adaptive streaming scenario consisting of heterogeneous users that can dynamically leave and join over a timespan of 24 hours. To achieve this, we first created a heterogeneous user base (consisting of 10,808 users) by randomly assigning clients to one out of four device categories as described in Table 1. We set the probability p , which denotes the probability of a category to be chosen, based on a survey of Netflix and Hulu users gathered by Nielsen in 2013 [11]. Each category is characterized by the display's spatial resolution and the network connection. The link capacity of each device is drawn uniformly from the interval $[c_{min}, c_{max}]$, which denote the minimum and maximum link capacities for each device, as provided by [17].

To model the population with varying user demands, we considered YouTube traces provided by [13]. The dataset provides the number of users watching a specific video at a certain point in time, with one measure every 5 minutes. This measure is available for many videos and for several time instants. From this dataset, we selected four video categories: *Sports*, *News*, *Games*, *People*. These video categories were popular enough to constantly have a large and

| Id | Video Name | Category | Length | #Users |
|----|----------------|----------|--------|--------|
| 1 | Touchdown pass | Sports | 60 min | 579 |
| 2 | Snow mnt | News | 10 min | 8,209 |
| 3 | Big Buck Bunny | Cartoon | 20 min | 1,823 |
| 4 | Aspen | Movie | 90 min | 197 |

Table 2: Test Sequences from Xiph [8] for our evaluation and the number of users that requested it in our scenario. Videos have been chosen as representatives for their categories and are used to determine the satisfaction metric.

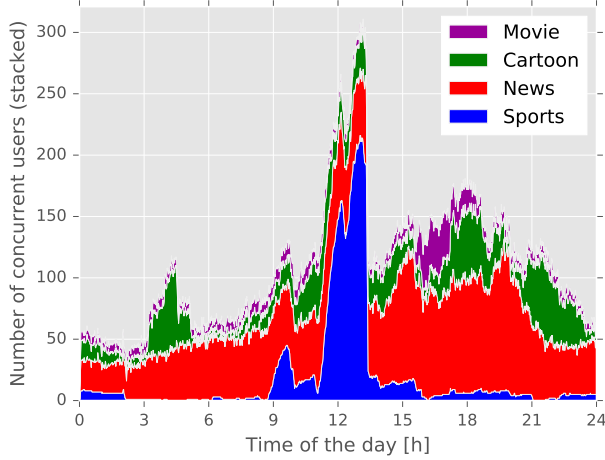


Figure 2: Number of concurrent users per category for 2014-1-6 in a *stacked* plot (users for categories are added on top of each other).

fluctuating number of users during the day.

To implement the users’ requests over an entire day based on these data, we needed to scale down the number of concurrent streams by a factor of 150. This resulted in a video streaming scenario with at least 50 and at most 300 concurrent users at any point in time. The resulting (scaled by a factor of 150) cumulative number of concurrent users is displayed in Figure 2 for 2014-1-6.

The requests for each category shown in Figure 2 are elastic over time and differ between the four categories. For instance, the *Sports* category is requested rarely for most of the day, and highly requested over a small portion of the day; the *News* category is popular over the whole day, while *Movie* seems to have a strong focus between 15 and 20 hours.

Finally, we considered the four video categories to consist of video sequences with a pre-defined duration, as listed in Table 2.

Based on the number of concurrent users at any point in time and the resulting difference for every time measure, we start or respectively stop video streaming clients. In addition, clients stop streaming once the video has finished (according to the video’s length). This means that shorter sequences, such as news, are requested more often than longer sequences, such as movie or sports. This is also expressed by the number of requests per day in Table 2.

3.3 Recommended Representation Sets

In this section, we investigate different recommended representation sets for hosting video content, as provided by YouTube, Netflix and Apple. The representations of YouTube were experimentally derived, whereas Apple [3] and Net-

| Name | Resolution | Bit Rates (kbit/s) |
|---------|-------------------|-----------------------|
| YouTube | 1080p (1920x1080) | 4,072 |
| | 720p (1280x720) | 2,168 |
| | 540p (960x540) | 1,109 |
| | 360p (640x360) | 110 247 606 |
| Netflix | 1080p (1920x1080) | 4,300 5,800 |
| | 720p (1280x720) | 2,350 3,000 |
| | 540p (960x540) | 1,050 1,750 |
| | 360p (640x360) | 235 375 560 750 |
| Apple | 1080p (1920x1080) | 11,000 24,000 39,000 |
| | 720p (1280x720) | 2,500 4,500 |
| | 540p (960x540) | 1,800 |
| | 360p (640x360) | 110 200 400 600 1,200 |

Table 3: Summary of recommended representation sets from YouTube (Experiment), Netflix [10], and Apple [3].

| Res./FPS | #Videos | Mean | [2.5, 50, 97.5%] percentiles |
|--------------------|---------------|--------|------------------------------|
| 2160/24-30 | 29 | 21,580 | [12,416 – 22,167 – 30,083] |
| 1440p/24-30 | 102 | 8,008 | [2,305 – 7,715 – 17,346] |
| 1080p/48-60 | 222 | 5,391 | [3,549 – 5,530 – 5,635] |
| 1080p/24-30 | 13,891 | 4,072 | [1,871 – 4,129 – 4,366] |
| 720p/48-60 | 828 | 3,136 | [2,032 – 3,316 – 3,401] |
| 720p/24-30 | 28,722 | 2,168 | [1,025 – 2,204 – 2,291] |
| 720p/12-15 | 157 | 1,424 | [379 – 1,251 – 2,308] |
| 480p/24-30 | 40,726 | 1,109 | [496 – 1,105 – 1,149] |
| 480p/12-15 | 348 | 864 | [221 – 692 – 1,164] |
| 360p/24-30 | 45,035 | 606 | [236 – 603 – 626] |
| 360p/10-15 | 530 | 385 | [111 – 344 – 632] |
| 240p/24-30 | 49,127 | 247 | [246 – 250 – 294] |
| 144p/12-15 | 51,288 | 110 | [108 – 112 – 129] |

Table 4: Empirical YouTube bit rates [kbit/s] for video streaming. Values in brackets display the 95% confidence interval (2.5, 50 and 97.5 percentiles). Main representations are marked bold.

flix [10] explicitly provide the encoding parameters. A summary of those three sets is provided in Table 3.

YouTube. To the best of our knowledge, there are no publicly available recommendations for the representation set for videos hosted on YouTube’s servers. The only recommendation provided by YouTube itself consists of bit rates for streaming live videos with their platform [20]. To bridge this gap, we carried out an experimental analysis of representations used at YouTube by parsing metadata of 51,288 YouTube videos. We deem this as necessary for this evaluation because YouTube is one of the most important platforms for user-generated videos, with more than a billion videos played every day¹.

As YouTube provides MPD files for most of their videos, we decided to evaluate roughly 51k random videos from YouTube by parsing the MPD files. The resulting video bit rates of our evaluations conducted in October 2015 cover only MPEG-4/AVC and are provided in Table 4. Extrapolating the mean bit rate value, we built the representation set for YouTube provided in Table 3. For simplicity the results for the original resolutions 144p, 240p, and 360p have been associated to 360p, and 480p to 540p.

Optimized Set. Toni et al. [17] proposed an optimization problem for the selection of the representation set that maximizes the average satisfaction of users. We applied this

¹<https://www.youtube.com/yt/press/en/statistics.html>

| Video | Resol. | C100M-K24 kbit/s | C100M-K44 kbit/s |
|-------|--------|---------------------|---------------------------------|
| 1 | 1080p | 586 | 387 669 |
| | 720p | - | 344 606 |
| | 540p | 709 | 709 |
| | 360p | 297 375 | 297 375 558 |
| 2 | 1080p | 619 745 1190 | 526 619 745 1,042 1,380 |
| | 720p | 297 534 676 1,093 | 297 370 534 676 777 1,093 1,361 |
| | 540p | 173 407 529 747 | 329 529 620 747 1,242 |
| | 360p | 315 568 | 220 315 568 |
| 3 | 1080p | - | 819 |
| | 720p | 761 | 533 761 |
| | 540p | 553 | 320 553 785 |
| | 360p | 245 | 245 595 |
| 4 | 1080p | - | - |
| | 720p | - | 1448 |
| | 540p | 669 1,081 | 570 669 798 1,081 |
| | 360p | 289 561 | 289 360 561 |

Table 5: Optimized representation sets [17] for $C = 100$ Mbit/s, $K = 24$ and $K = 44$ representations.

model to our adaptive streaming scenario and generated *optimized representations* as detailed in Table 5, where C denotes the bottleneck capacity in Mbit/s and K the total number of representations for all videos.

Max-Min Model. In order to obtain a Max-Min bound we assume that every client will try to get as much goodput as possible, regardless of any adaptive streaming mechanics (adaptation logic, video playback buffer, ...). Let n be the number of clients. The throughput x_i of client i ($1 \leq i \leq n$) is affected by two bottlenecks: *a*) the local link capacity c_i , and *b*) the shared bottleneck towards the server. For the shared bottleneck we implemented a *Max-Min fairness* model (a fairness measure applicable for TCP’s congestion control) and solved it with an iterative approach [12].

Based on the elastic user population (Section 3.2) we calculated the expected throughput for all users at any point in time. As detailed in Section 3.1, our TCP packets have 1430 bytes payload with 1500 bytes packet size, meaning that we have a goodput of 95.33%. The goodput ($0.9533 \cdot \text{throughput}$) values serve as input for our satisfaction model (Section 3.4), leading to satisfaction values at any point in time for all clients. Essentially, this model assumes that there are an infinite number of representations available at the main server. This assumption will not hold in practice, but it allows us to investigate the gap between the proposed representation sets and the theoretical bounds.

3.4 User Satisfaction

Our metric to assess the users’ satisfaction [17] is an objective video quality based on the users’ spatial screen resolution. We assess video quality by evaluating the SSIM [19] of multiple videos with the recommended representations provided in Table 3. We prefer SSIM since it has been shown that SSIM models the characteristics of the human eye better than other metrics [18].

The notion of satisfaction we use is adopted from [17, 6] and considers that (a representation with) less bit rate is required to satisfy a user with a 360p screen, than for a user with 540p, 720p or 1080p screen. In addition, a user with a

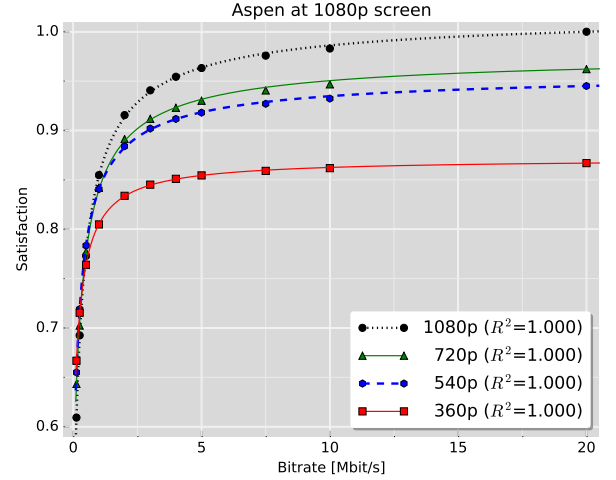


Figure 3: Satisfaction curves for Aspen (encoded at various spatial resolutions) measured for an 1080p screen.

1080p screen will require the most bit rate to be satisfied. To achieve this, we determined SSIM values of encoded videos by up- or respectively down-scaling them to a certain spatial screen resolution and comparing them to the source video with the same resolution. Due to space constraints we can only show one of the curves in Figure 3.

First, we selected test sequences that are representative for their category, as listed in Table 2. We encoded those using *x264* (an MPEG-4/AVC encoder) with two-pass encoding, using the resolutions listed in Table 3, and various bit rates between 100 kbit/s and 20 Mbit/s. This allows us to interpolate/predict the SSIM for arbitrary bit rates. The encoder was configured to produce DASH-compliant files with a segment length of two seconds containing 48 frames. This segment length was chosen since it is a pseudo standard and seems to provide a good trade-off [14] between encoding efficiency and the dynamic behavior introduced by the adaptation logic.

Second, to obtain SSIM values for all four spatial resolutions, we up- and down-scaled (using *ffmpeg* with bicubic scaling) all encoded videos to four spatial resolutions (360p, 540p, 720p, 1080p), and compared them with the respective source videos for each spatial resolution. The resulting SSIM value is then associated with the 4-dimensional tuple *video id, screen resolution, representation resolution, representation bit rate*.

We fitted the bit rate and the resulting satisfaction values according to Equation 1, similar to [6], where x is the bit rate and $f_{v,s_u,s_r}(x)$ is the predicted satisfaction for video v , screen resolution s_u and representation resolution s_r .

$$f_{v,s_u,s_r}(x) = c - \frac{a}{(x+d)^b} \quad (1)$$

Equation 1 allows us to interpolate objective quality based on bit rates between 125 and 20,000 kbit/s. As shown in Figure 3 by example, the curve fits the data almost perfect (R^2 values of other curves are also close to 1.0).

4. RESULTS

Figures 4 and 5 show the average satisfaction and goodput over time for the discussed representations sets (cf. Section 3.3). Due to space constraints we show a 12 hour ex-

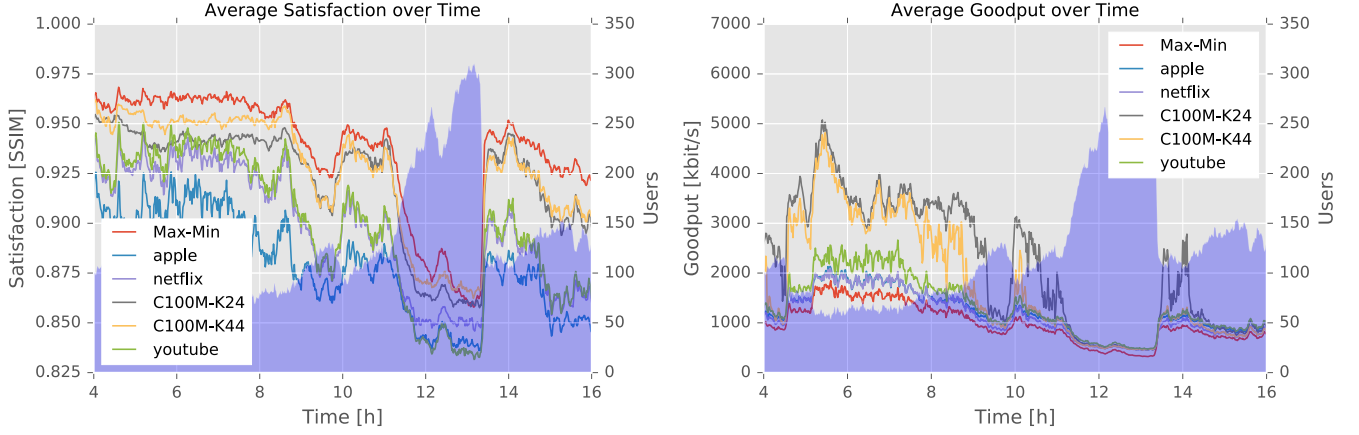


Figure 4: Average satisfaction and goodput values over time for a bottleneck bandwidth of 100 Mbit/s.

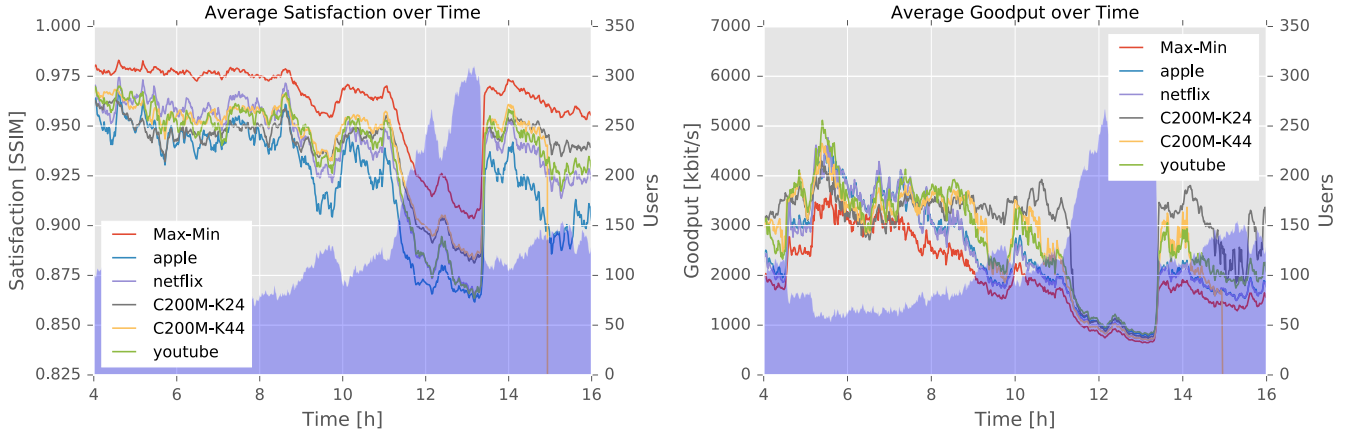


Figure 5: Average satisfaction and goodput values over time for a bottleneck bandwidth of 200 Mbit/s.

cerpt from 4 to 16 hours. The blue area in the background sketches the (total) number of concurrent users as illustrated in Figure 2, the lines plotted show the average satisfaction and goodput per minute.

I Satisfaction Analysis

The representation sets provided by Apple (cf. Table 3) do perform worst with respect to the satisfaction in both cases (bottleneck of 100 Mbit/s and 200 Mbit/s, cf. Figures 4 and 5). Apple recommends that there should be a 1200 kbit/s representation for a resolution of 360p, which leads to a low satisfaction for devices using a resolution of 540p or higher (see Figure 3). Representation sets recommended by Netflix and YouTube provide a more balanced set (with respect to bit rate) of representations for each resolution which explains the higher satisfaction, especially when there is a peak of users (cf. Figures 4 and 5, from 9h to 15h).

The *optimized* representation sets (according to [17]) indicated by C100M-K24, C100M-K44, C200M-K24 and C200M-K44, provide a higher satisfaction than the recommended representation sets by Netflix, YouTube, and Apple when the bottleneck link is congested (9h to 15h). In the case where the bottleneck link has a bandwidth of 200 Mbit/s the representation sets do not differ significantly over time, except when there are peaks in concurrent users.

The Max-Min model provides us with a estimation for

the satisfaction (assuming an infinite number of representations as explained in Section 3.3). It is evident from Figures 4 and 5 that a higher bottleneck bandwidth leads to a greater gap between the satisfaction obtained by the Max-Min model and the optimized and recommended representation sets. Thus, providing room for an improvement, especially during peak hours. For a bottleneck bandwidth of 100 Mbit/s (having heavy congestion during peak hours) the optimized representation sets are close to the results obtained by the Max-Min model.

II Goodput Analysis

For each segment downloaded by each client we measure the time needed and the number of bits transferred, resulting in the goodput value. While a segment belongs to a certain representation with a pre-defined bit rate, the goodput can be lower or higher than this bit rate. Furthermore, the goodput can fluctuate heavily. Figures 4 and 5 show the average goodput (right side) of all clients active at a certain time, thus the more clients, the lower the average goodput.

As already shown by [1], adaptive streaming clients follow an on/off pattern when their video playback buffer is filled. This leads to fluctuations in the goodput which may have a negative impact on the client's adaptation logic. We noticed the same effect with the set of optimized representations (C100M-K24 and C100M-K44) in the 100 Mbit/s scenario, which achieve a higher goodput (e.g., between 5 and 8 hours

in Figure 4) than the vendor representations.

This does not indicate that C100M-K24 and C100M-K44 perform better than the other representations. This behavior is caused by the bit rates of the representations. Due to C100M-K24 and C100M-K44 only having representations with a bit rate of up to 1400 kbit/s, there is plenty of capacity left (between 5 and 8 hours) for the active clients. Vendor recommendations provide representations with higher bit rates (up to at least 4 Mbit/s), which leads to a higher link utilization, and therefore a lower average goodput.

5. CONCLUSION

The results obtained show that choosing a different representation set clearly has an impact on the users satisfaction. Moreover, we were able to partially confirm results from [17], where the authors already showed that recommended representations are not always the best choice.

Our results show that the recommended representation sets of Netflix, YouTube, Apple, and the optimized set of representations work at a certain extend but especially in peak hours where the bottleneck link(s) are fully utilized they do not provide enough flexibility for the heterogeneous (with respect to devices) clients. This motivates future work in optimizing representation sets. However, calculating optimized representation sets as proposed in [17] induces a certain amount of computational effort. Thus, future work shall focus on collecting statistics (e.g., user base over a certain time), and then optimize representations based on data from the past by providing an increased user satisfaction while maintaining a reasonable computational effort.

6. ACKNOWLEDGMENTS

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