

Title*: Radio aware video optimization in a fully virtualized network

from Source*: TELECOM ITALIA S.p.A.; EURECOM

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input for Committee*: MEC IEG

Contribution **For***:

Decision X
Discussion
Information

Submission date*: 2015-12-14

Meeting & Allocation: -Relevant WI(s), or deliverable(s):

Decision/action requested: Please approve

ABSTRACT: This is an MEC PoC submission about Radio aware video optimisation application implemented in a fully virtualized network, under the collaboration between Telecom Italia, Intel, Eurecom and Politecnico di Torino.

The present version is updated by addressing comments from the PoC support team.

PoC Proposal

1 PoC Project Details

1.1 PoC Project

PoC Number (assigned by ETSI):

PoC Project Name: Radio aware video optimization in a fully virtualized network

PoC Project Host: Telecom Italia

Short Description: The PoC is demonstrating a video optimisation application aware of the Radio conditions in the cell, where MEC application is co-located with eNB and communicating with video content server, and quality of video streams are adjusted according to radio conditions of the users. As a result, video streams and the quality perceived by users will be improved thanks to the usage of MEC video optimization application.



1.2 PoC Team Members

	Organisation name	ISG MEC participant (yes/no)	Contact (Email)	PoC Point of Contact (*)	Role (**)	PoC Components
1	Telecom Italia	yes	Dario Sabella dario.sabella@telecomitalia.it	Х	operator	MEC Test Bed
2	Intel UK Corporation	yes	Jordan Rodgers jordan.rodgers@intel.com		infrastructure provider	SDK for MEC framework
3	Eurecom	yes	Navid Nikaein navid.nikaein@eurecom.fr	Х	infrastructure provider	eNB protocol stack
4	Politecnico di Torino	no	Michela Meo michela.meo@polito.it		application/content provider	application/content

^(*) Identify the PoC Point of Contact with an X.

All the PoC Team members listed above declare that the information in this proposal is conformant to their plans at this date and commit to inform ETSI timely in case of changes in the PoC Team, scope or timeline.

1.3 PoC Project Scope

1.3.1 PoC Topics

PoC Topics identified in this clause need to be taken for the PoC Topic List identified by ISG MEC and publicly available in the MEC WIKI. PoC Teams addressing these topics commit to submit the expected contributions in a timely manner.

PoC Topic Code	PoC Topic Description	Related WG/WI	Expected Contribution	Target Date
PT01	Demonstration of MEC Service Scenarios (new scenario)	MEC-004 Service Scenarios (GS MEC- IEG 004) - Mobile Edge Computing (MEC) Service Scenarios	Technical Report providing the lessons learnt and technical information requested by PT#01	July 2016

1.3.2 Other topics in scope

List here any additional topic for which the PoC plans to provide input/feedback to the ISG MEC.

PoC Topic Code	PoC Topic Description	Related WG/WI	Expected Contribution	Target Date
	MEC API (e.g. radio network information)		Useful insights and background for the definition of MEC APIs	July 2016
В	MEC metrics (and baseline results)	MEC-IEG-006	Useful insights and background for the definition of MEC Metrics Best Practices and Guidelines	July 2016

^(**) The Role will be network operator/service provider, infrastructure provider, application provider or other.



1.4 PoC Project Milestones

PoC Milestone	Milestone description	Target Date	Additional Info
P.S	PoC Project Start	01/11/2015	
P.D1	PoC Demo 1 - radio aware video optimization	27-30 June 2016	ETSI MEC plenary #7b (interim), (June 27-30, 2016, Sophia Antipolis), F2F
P.C1	PoC Expected Contribution 1	31/07/2016	Technical Report on radio aware video optimization thanks to the introduction of MEC technologies
P.CA	PoC Contribution A	31/07/2016	MEC API
P.CB	PoC Contribution B	31/07/2016	MEC Metrics
P.D2	PoC Demo 2 - radio aware video optimization	September 2016	MEC congress 2016 (Informa), Munich, 20-22 September 2016
P.D3	PoC Demo 3 - radio aware video optimization	February 2017	MWC 2017, February 2017, Barcelona, F2F
P.R	PoC Report	March 2017	This report will include lessons learnt during the overall project & demos
P.E	PoC Project End	March 2017	

NOTE: Milestones need to be entered in chronological order.

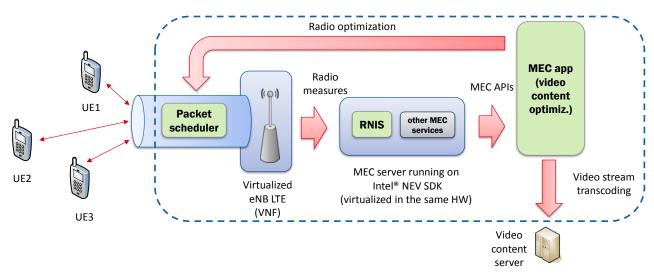
1.5 Additional Details

Under evaluation also a possible paper on eNB MEC API for video optimization, and latency in user perceived QoE.

2 PoC Technical Details

2.1 PoC Overview

Mobile Edge Computing (MEC) is a key recognized technology for the evolution toward 5G. Early implementation of MEC features (currently based on LTE systems) will serve as proof-of-concept for future 5G services (that will be implemented on 5G systems, and thus with even better networks performances). Among the use cases and service scenarios related to MEC we chosen to demonstrate the radio aware video optimization, for both the consolidated importance of video traffic (in perspective but even now in 4G networks) and practical constraints also due to the physical instantiation of the PoC in a selected venue.



In particular, the present PoC is demonstrating a video optimisation application aware of the Radio conditions in the cell. Video content is served from the local content server (co-located with virtualized eNB), where all the system (including MEC services and applications) is fully virtualized. When congestion is detected on the radio (or some users may experience low quality), the video optimisation application can:

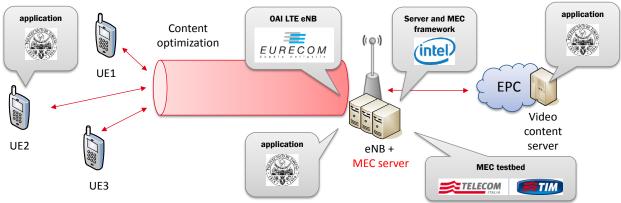
- give more bandwidth (Resource Blocks) and/or higher priority to the VIP users (lower priority users will get less bandwidth and lower priority).
- be capable of transcoding video to different formats to improve QoE during congestion (the video transcoding application reduces the video quality to avoid video stalling, bad user experience and alleviate congestion)



Success criteria for the PoC will be based on quality metrics at user/application level (such as delay of the video, buffering attempts and durations, ...) and potentially also at network level (throughput, energy efficiency, ..).

2.2 PoC Architecture

The following scheme depicts a possible instantiation of the PoC, where all components are defined. Alternative architecture (e.g. more convenient location of the video content server, ...) can be evaluated, for example in order to compare different deployment options (and related performances).



2.3 Additional information