

Efficient Multiplexing for Mobile Video Streaming

SFU

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1. Mobile Video

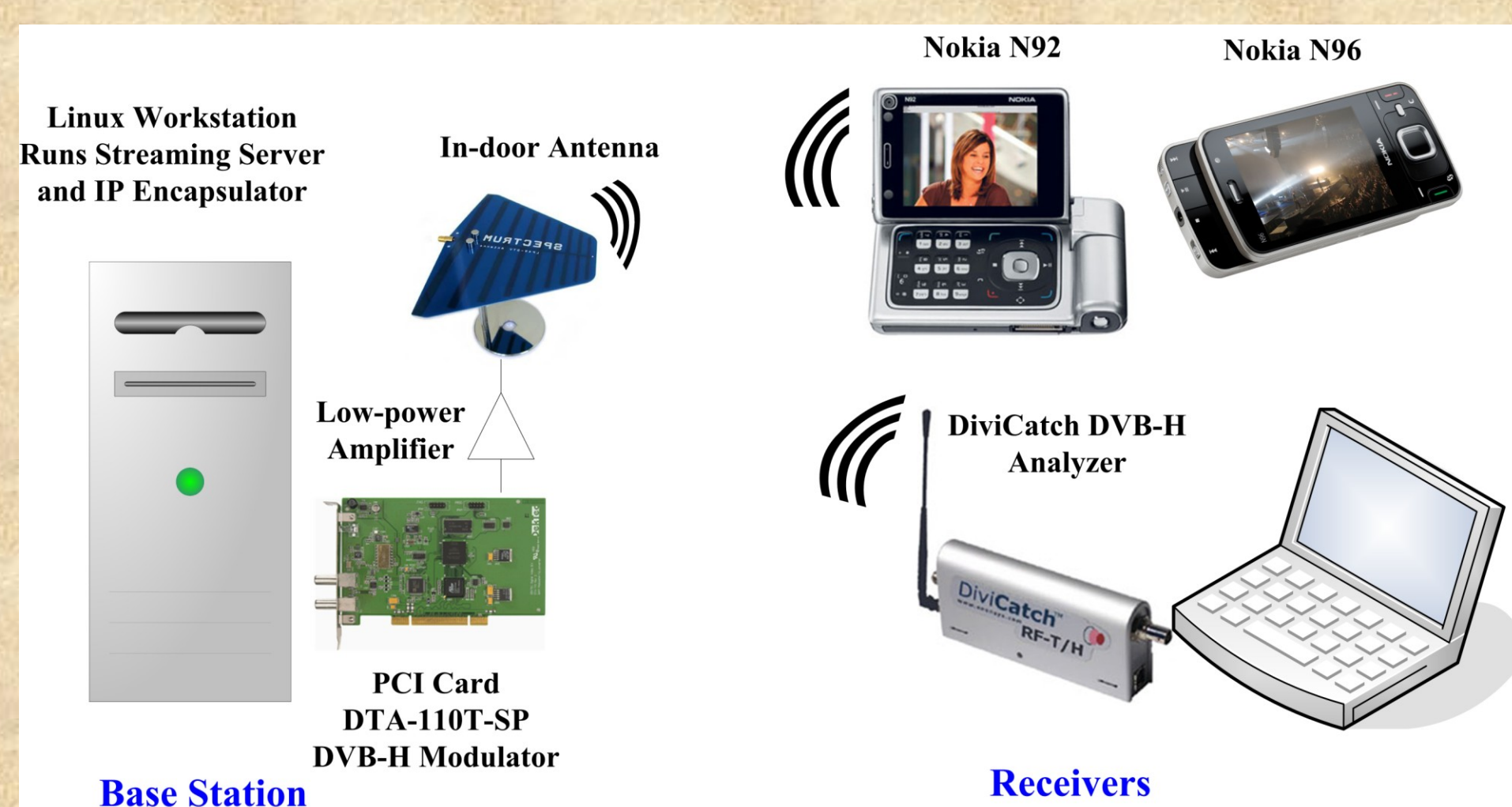
- Broadcast to many subscribers
- Receivers with limited resources: energy, processor, display
- Our work: **efficient multiplexer**
 - used at base stations



2. Features of Our Technologies

- **Optimal utilization of wireless bandwidth:** broadcast more video streams → achieve higher net profits
- **High energy saving for mobile receivers:** prolong viewing time and reduce toxic battery waste
- **Real-time dynamic adaptation:** dynamically adapt to changes of broadcast schedules and insertions of commercials
- **Support for heterogeneous receivers:** support diverse receivers for more subscribers → higher revenue
- **No manual configuration:** automatically choose the best parameters for each video stream
- **Low deployment cost:** function with and without expensive transcoders → suitable for small- and large-scale service providers

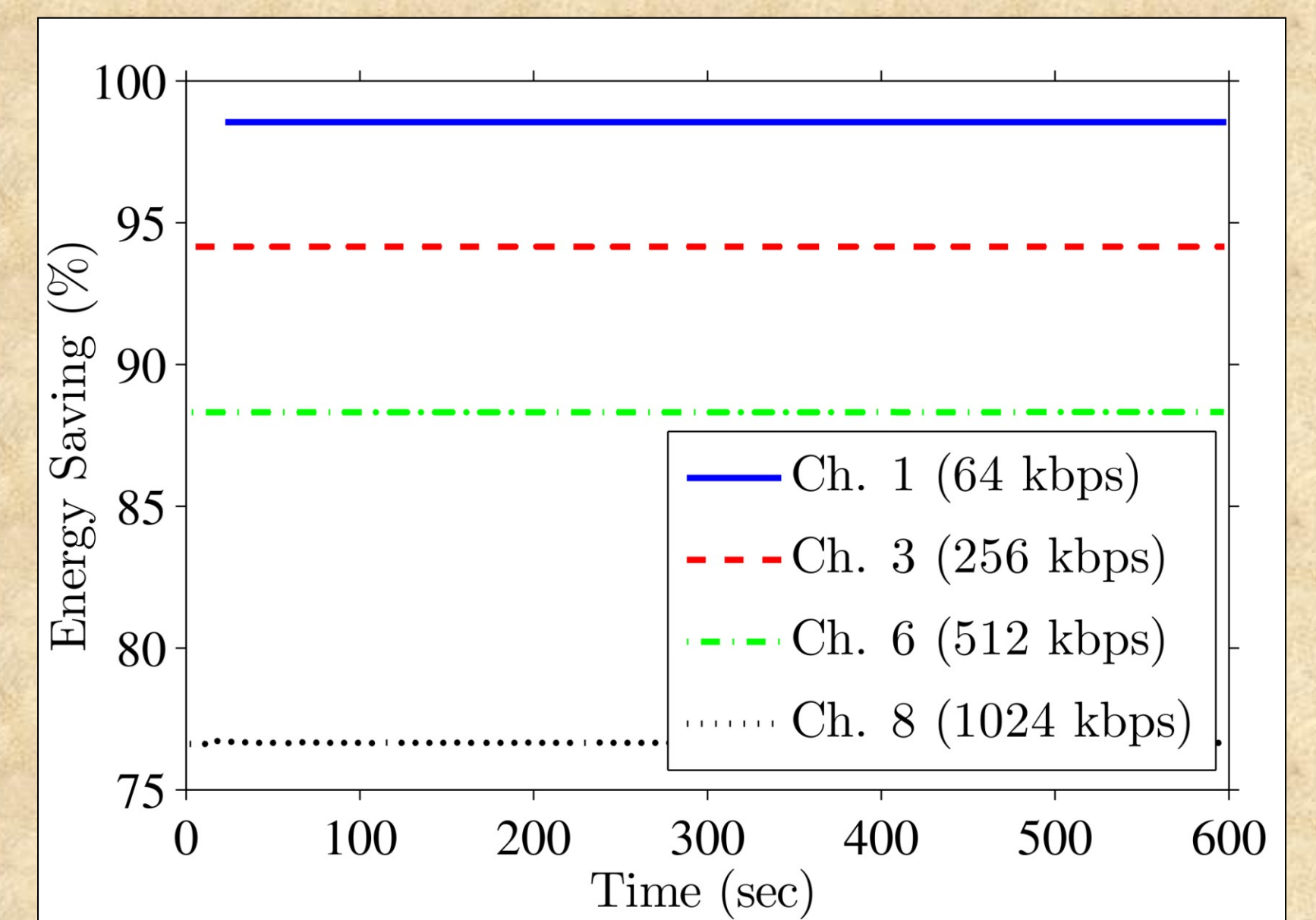
3. Real Implementation



- **Base station**
 - PC with a PCI modulator
 - low-power amplifier
 - in-door antenna
- **Receivers**
 - phone and PC
 - analyzer for traffic analysis

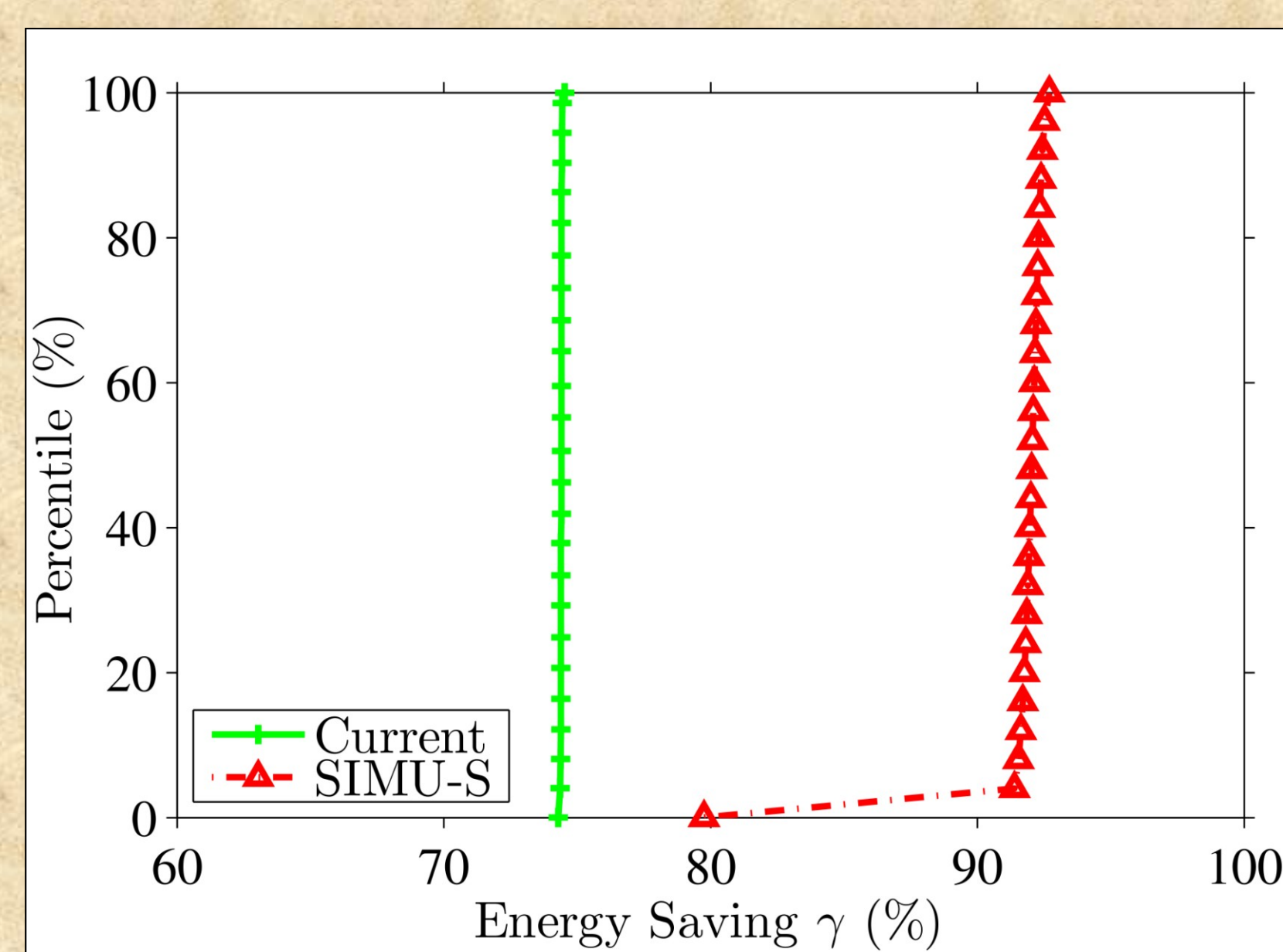
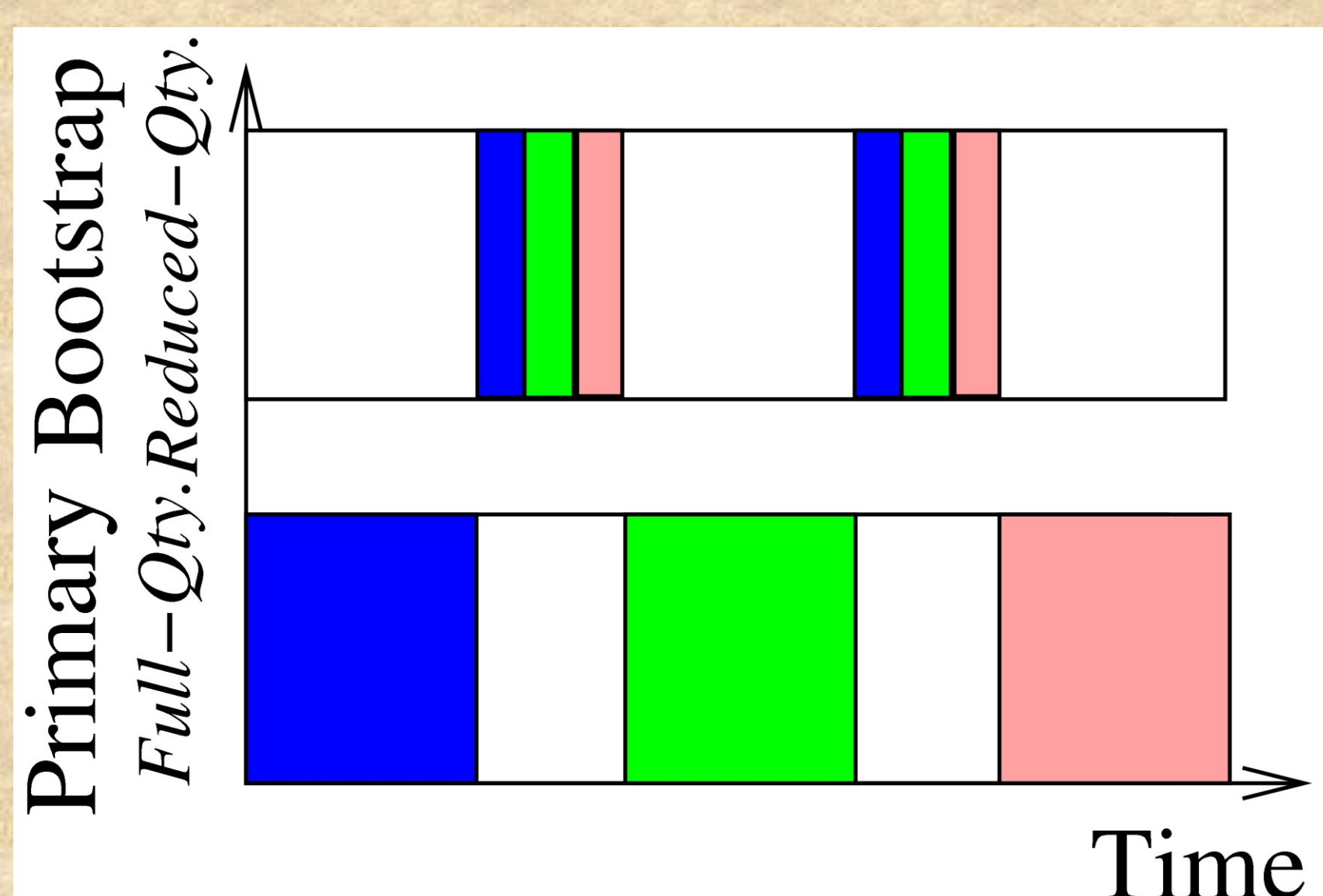
4. High Energy Saving

- **Challenge: schedule video transmission to maximize battery life**
 - mobile devices must wake up slightly earlier than each burst → overhead
- The problem is NP-hard
- We propose several optimal/near-optimal scheduling algorithms



5. Fast Channel Switching

- **Challenge: achieve small switching delay AND high energy saving**
 - trade-off: longer inter-burst period → higher energy saving → higher switching delay
- We propose simulcast schemes with guaranteed delay bounds
 - sending reduced quality bursts very often → low delay
 - sending full quality bursts less frequently → high energy saving



6. Heterogeneous Receivers

- **Challenge: efficiently support heterogeneous mobile receivers**
- Tablets receive at higher resolution
- Smartphones receive at lower resolution to save more energy

