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Optimizing Live Streaming Quality: A QOE-Aware Approach Using Edge Computing

Journal of Electrical Systems

Abstract: - Ensuring high-quality HTTP Live Streaming (HLS) has become a critical concern for streaming services with the increase in online video consumption. Because of changing network circumstances, heterogeneous devices, and different user expectations, traditional solutions frequently fail to maintain good Quality of Experience (QoE). This research presents a unique QoE-aware method to maximize the quality of video streaming in HLS by utilizing edge computing. We provide a complete system that combines adaptive bitrate methods with real-time QoE monitoring, leveraging edge computing to improve multimedia delivery. In order to lower latency and enhance streaming performance, our suggested system design incorporates edge nodes that handle, cache, and distribute video material closer to end users. The system ensures an ideal balance between network circumstances and video quality by dynamically adjusting video bitrates depending on real-time QoE parameters including startup latency, buffering ratio, and video resolution. In order to verify our methodology, we create a simulation model that replicates different network circumstances and user behaviors by utilizing [specify certain tools or platforms, such as NS-3, OMNeT++]. Comparing the simulation results to conventional adaptive bitrate approaches, we find that there are notable gains in QoE metrics, such as decreased buffering and improved video quality. Our comparative study demonstrates how edge computing may effectively control network traffic and enhance video transmission. The results of this study highlight how current HLS systems' shortcomings may be addressed by fusing edge computing with QoE-aware adaptive streaming. In addition to increasing customer happiness, this strategy offers insightful information to streaming service providers and content delivery networks (CDNs) looking to raise the caliber of their offerings.

Keywords: HTTP Live Streaming (HLS), Quality of Experience (QoE), Adaptive Bitrate Streaming, Edge Computing, Video Streaming Optimization, Network Latency.

I. INTRODUCTION

In recent years, there has been an incredible increase in the consumption of videos on the internet. The bulk of all internet traffic worldwide now consists of video content, which has emerged as a dominating force on the internet and is expected to keep growing [1]. This change is highlighted by the growing popularity of websites like YouTube, Netflix, Hulu, and other social media channels, as more and more people rely on them for news, entertainment, and information. This increase is the result of a wide range of material that is available on many different platforms, including PCs, smartphones, tablets, smart TVs, and user-generated videos in addition to live events [2] . The necessity for adaptive streaming solutions that can provide a flawless watching experience independent of device or network circumstances is highlighted by the rising usage across numerous devices. For high-quality video distribution in this situation, HTTP Live Streaming (HLS) is essential. HLS is a standard created by Apple that allows for the online delivery of both live and on-demand video content. In order for HLS to function, video material is divided into digestible chunks and sent via regular HTTP servers[3] . Adaptive bitrate streaming, which modifies video quality dynamically according to the viewer's device capabilities and current network circumstances, is supported by this technology. This flexibility contributes to a more seamless viewing experience by reducing problems like latency and buffering. HLS is a flexible option for content distribution as it is also widely compatible with a wide range of systems and devices[4]. Notwithstanding its advantages, HLS still has drawbacks including latency and the requirement for real-time performance, which are being continuously resolved by technological developments. All things considered, HLS is still an essential technology for maximizing the quality of video streaming and satisfying the expanding needs of online video consumption.

The increasing availability of ultra-high definition (UHD) and high definition (HD) programming has led to viewers expecting more immersive and higher quality experiences. Strong streaming solutions are more important than ever because of the increase in interactive content, live streaming events, and multi-device consumption. Content producers are always looking for methods to improve streaming quality and guarantee a flawless experience on different platforms and in different network scenarios [5]. In this regard, streaming services have

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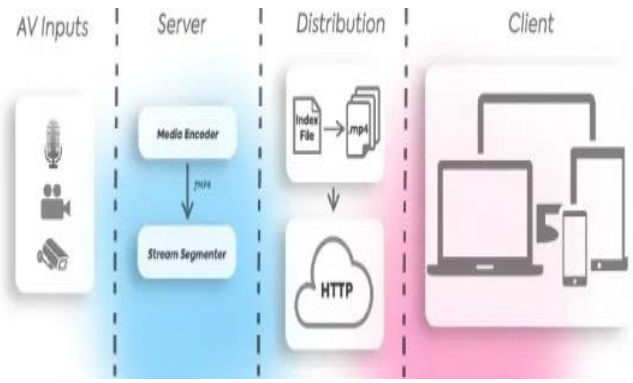
made improving Quality of Experience (QoE) a top priority. QoE is the term used to describe how satisfied a viewer is with their streaming experience overall, taking into account a number of important aspects. One of the most important aspects of QoE is the startup delay, or the amount of time it takes for a video to start playing when a user starts a stream [6] . Prolonged startup times may cause viewers to become disinterested and quit. Viewing quality can be severely diminished by buffering, or playback pauses brought on by insufficient data being available for seamless streaming. Variations in network circumstances can cause sudden changes in visual resolution, which can affect how engaging and enjoyable a video is for viewers. When it comes to live streaming, latency—the interval of time between a live event happening and its display on the viewer's screen—is particularly important since real-time engagement is crucial. Streaming services need to use efficient quality enhancement techniques to overcome these obstacles. In order to evaluate and react to QoE data in real-time, this entails utilizing advanced monitoring tools, content delivery networks (CDNs), and adaptive bitrate streaming approaches. By concentrating on these elements, providers may improve the streaming experience overall, lower viewer despair, and satisfy the ever-rising demands of contemporary consumers.

Sustaining a constant Quality of Experience (QoE) for viewers is a difficulty for traditional video streaming techniques. The main drawback is that it is hard to adjust to network fluctuations. Typical streaming techniques frequently depend on fixed bitrate streams or too basic adaptive bitrate algorithms, which might not be able to react quickly enough to unexpected changes in network circumstances[7] . This may lead to uneven video quality, giving viewers a less than ideal watching experience during times of network congestion due to buffering or resolution reductions. Another major issue impacting streaming quality is latency. When it comes to live sports or interactive material where viewers want real-time updates, there might be considerable delays in traditional systems between the live event and its transmission. The time it takes for data to get from the server to the client and the buffering that happens as the system tries to keep the stream of material continuous both add to this latency. Restrictions on bandwidth are another important factor that affects streaming quality[8]. Reduced video quality or frequent pauses are possible for users with restricted or inconsistent connection speeds. For consumers with slower connections, traditional systems sometimes don't have the ability to dynamically change streaming settings in response to changing bandwidth constraints. High user density settings and locations with shaky network infrastructure exacerbate this problem. Modern tactics and technology are needed to meet these problems. To overcome the constraints of existing systems, better adaptive bitrate streaming techniques, enhanced network protocols, and edge computing integration are essential. By utilizing these techniques, streaming services may more effectively handle network fluctuations, lower latency, and adjust bandwidth restrictions, all of which improve QoE and guarantee consumers a more dependable and pleasurable viewing experience.

II. RELATED WORK

A. Overview of HTTP Live Streaming (HLS)

Apple created HTTP Live Streaming (HLS), a commonly used standard for streaming video over the internet. Because of its adaptability, compatibility, and durability, it has emerged as a key component of contemporary video streaming. Because HLS can manage both live broadcasts and on-demand material, it may be used for a wide variety of applications, such as video-on-demand services and live sporting events. In order for HLS to function, video footage is divided into manageable bits, or segments, usually lasting two to ten seconds [9]. To enable adaptive streaming, these parts are encoded at different bitrates. This lets the user choose the best quality depending on the capabilities of their device and the state of the network. Since each piece is transmitted via regular HTTP, content delivery networks (CDNs) may effectively cache and disseminate it. This segment-based method lessens the effect of network fluctuations and enables seamless playing. The initial step of the procedure is encoding the video footage into various quality levels [10] . These parts and the bitrates that correspond with them are subsequently listed in a playlist file, sometimes referred to as a manifest or M3U8 file. The HLS player requests the manifest file when a viewer begins streaming, and this file tells the player which segments to playback. The player constantly transitions between several quality settings to avoid buffering and maintain optimal performance when the viewer's network circumstances vary.



B. Popularity and Advantage

Because HLS is widely compatible with a wide range of platforms and devices, including desktop browsers, iOS, and Android, it has become quite popular. Its variable bitrate streaming capability makes it possible to provide a reliable viewing experience even with erratic network circumstances. Furthermore, content producers find HLS appealing since it effortlessly interacts with current web infrastructure and content delivery systems due to its usage of standard HTTP. In order to offer live events, the protocol also has capabilities for live streaming, such as reduced latency and support for real-time updates[11]. HLS also improves user privacy and content protection by supporting encryption and secure transmission. All things considered, the prevalence of HLS in the video streaming market may be attributed to its versatility, compatibility with a broad variety of devices, and capacity to adjust to varying network circumstances and integrate with web-based infrastructure.

C. Common challenges faced in HLS

While HTTP Live Streaming (HLS) has many benefits, there are a number of issues that need to be resolved that may lower the transmission quality of videos [12]. Comprehending these obstacles is essential to enhancing streaming efficiency and elevating the overall viewing experience.

1. Network Instability:

For HLS, one of the biggest obstacles is network instability. Streaming experiences can be unpredictable due to variations in network circumstances, such as packet loss, excessive latency, and changing bandwidth. Even with adaptive bitrate streaming enabled by HLS, sudden changes in network circumstances might still result in buffering or pauses. The quality of the video may deteriorate to lower resolutions during times of network congestion, which will affect the viewing experience. Smooth playback necessitates strong network fluctuation management and efficient buffering techniques.

2. Varying Device Capabilities:

HLS is made to work with a broad variety of gadgets, including desktop computers, smart TVs, tablets, and smartphones. Nevertheless, there may be difficulties due to the various hardware and software setups on these devices. Various device variations in terms of screen size, resolution, processing capacity, and network interfaces may necessitate modifications to the video stream optimization. For example, high quality material may be difficult to see on older devices with less processing power, therefore the HLS player must modify the stream to fit the device's specifications. Comprehensive testing and optimization for different device profiles are necessary to provide a consistent and excellent experience across all devices.

3. Latency Issues:

Although HLS works well for live broadcasting in general, latency problems might arise. Playback delays may occur due to HLS's segment-based delivery method, which divides video into smaller pieces and distributes them one after the other. This delay is especially apparent during live events, where updates and real-time interactivity are essential. There may be a discernible lag between the live event and the viewer's screen because to the time required to divide the video, make playlists, and distribute material. Optimizing segment durations, using low-latency HLS variations, and reducing processing delays are necessary to reduce latency.

4. Bandwidth Constraints:

The streaming experience can be greatly impacted by bandwidth limitations. Reduced video quality or frequent buffering may be experienced by those with inconsistent or inadequate internet speeds. While the adaptive bitrate feature of HLS helps alleviate this problem by modifying the stream quality according to available bandwidth, it is not always successful in highly variable or limited contexts. In order to overcome this

difficulty and guarantee a more enjoyable watching experience, effective bandwidth control and network optimization techniques are necessary.

5. Security and Privacy Concerns:

Protecting user privacy and securing video material are essential factors for HLS. Although safe delivery methods and encryption are supported by HLS, their use necessitates careful setup. Sustaining trust and adhering to privacy requirements requires making sure that information is shielded from unwanted access and user data is managed securely. A mix of sophisticated streaming technologies, reliable network management, and device-specific optimizations are needed to meet these problems. Content providers may lessen these problems and give a more dependable and superior HLS experience by utilizing advancements in adaptive streaming solutions, cutting latency, and strengthening security measures.

III. QUALITY OF EXPERIENCE (QOE) IN STREAMING

A. Importance of QoE in user satisfaction and retention

When it comes to video streaming services, Quality of Experience (QoE) plays a major role in influencing customer retention and happiness [13]. In contrast to conventional quality measurements, which only include technical performance, QoE takes into account the user's entire impression of the watching experience. Streaming providers may greatly increase customer happiness, lower churn, and promote long-term engagement by controlling QoE correctly. One of the most important QoE metrics is startup time, which is the amount of time it takes for a video to start playing when the user starts a stream. A lengthy startup time may irritate users and give them a bad impression of the service. Instantaneous content access is expected by viewers, and any delays in video playback might lead to higher desertion rates. In a competitive market where customers have many options, minimizing startup time is critical to delivering a seamless and enjoyable user experience [14] . Another important QoE statistic is buffering, or video playing pauses brought on by inadequate data. The amount of time a video spends buffering in relation to its whole playing duration is measured by the buffering ratio. Excessive buffering ratios can cause interruptions to the watching experience and annoyance to the audience. In order to preserve uninterrupted playback and guarantee that consumers can enjoy their material, buffering must be minimized. The key to reducing buffering is to use efficient data delivery techniques and adaptive bitrate streaming. One of the main things impacting QoE is playback disruptions, such as stops or freezes during video playing. Device limits, server problems, or network oscillations might all be the source of these disruptions. Not only do frequent disruptions ruin the watching experience, but they also cast doubt on how dependable the service is seen by users. Optimizing streaming protocols, enhancing network resilience, and guaranteeing smooth and consistent content delivery are all necessary to address playback disruptions [15]. QoE may be impacted by resolution fluctuations, or variations in visual quality during playback, particularly if they occur frequently or suddenly. Although the goal of adaptive bitrate streaming is to modify video quality according to network constraints, abrupt changes in resolution can be unsettling and detract from the viewing experience. A more enjoyable watching experience is maintained with a gentle and seamless transition between various quality settings. Retaining viewer attention requires careful management of resolution changes and making sure they match user expectations. Managing these QoE measures well is crucial to improving user happiness and keeping viewers interested. Streaming service providers may enhance the overall quality of the watching experience by concentrating on decreasing startup times, lowering buffering ratios, preventing playback interruptions, and controlling resolution changes. Setting QoE as a top priority helps the streaming service succeed in a cutthroat market by enhancing customer loyalty and fostering a great reputation.

B. Adaptive Bitrate Streaming (ABR)

ABR, or adaptive bitrate streaming, is a crucial technique that keeps video streaming in high definition even with different network configurations and device specs [16]. ABR automatically modifies the video quality in real time according on the user's available bandwidth, the state of the network, and the functionality of the device. This method guarantees a more dependable and seamless viewing experience even in unreliable or intermittent network circumstances. ABR generates a collection of video streams with varying quality levels by encoding video material into numerous bitrate levels. A certain resolution and bitrate are associated with each quality level; lower resolutions are appropriate for slower connections, while higher resolutions are associated with fast and steady connections [17] . The video is broken up into brief chunks, usually lasting two to ten seconds each. The manifest file (e.g., M3U8 for HLS or MPD for DASH) that contains a list of the available bitrate streams and their related segments is requested by the ABR player when a viewer begins streaming. The player first determines an appropriate bitrate by estimating the network circumstances and device capabilities. The player keeps an eye on buffer levels and network performance while the spectator keeps viewing. The player may optimize the trade-off between seamless playing and high-quality video by changing to a different bitrate stream when network conditions improve or deteriorate. By resolving several issues, ABR is essential to preserving streaming quality[18]. ABR modifies the video quality in real time, which aids in managing network bandwidth variations. The player changes to a lower bitrate to reduce pauses and buffering when network capacity drops. On the other hand, the player can change to a higher bitrate to improve the quality of the video if bandwidth increases. ABR lessens the chance of buffering by dynamically altering the video quality dependent on the state of the network. The player selects a bitrate that corresponds with the available bandwidth in order to minimize disruptions brought on by inadequate data and maintain smooth video playback. Screen resolutions and processing powers differ throughout devices. ABR makes ensuring that the video quality is appropriate for the capabilities of the device. For instance, a high-resolution display may use a high-definition stream, but a smaller or weaker device would use a lesser resolution. The entire user experience is improved by the capacity to adjust to shifting network circumstances and device capabilities. Long buffering periods and noticeable quality decreases are less common, which increases viewer pleasure and engagement. Although ABR greatly enhances streaming quality, there are few drawbacks. Regular quality changes may be annoying and have an impact on how satisfied viewers are, particularly if they happen too frequently or abruptly. To achieve smooth transitions between various quality levels, the deployment of ABR also necessitates careful control of video encoding and segment distribution. ABR, or adaptive bitrate streaming, is a key technology for maximizing the quality of video streaming on a variety of devices and networks. ABR solves major issues like buffering, device compatibility, and network unpredictability by dynamically modifying video quality in real-time, making for a more pleasurable and seamless watching experience.

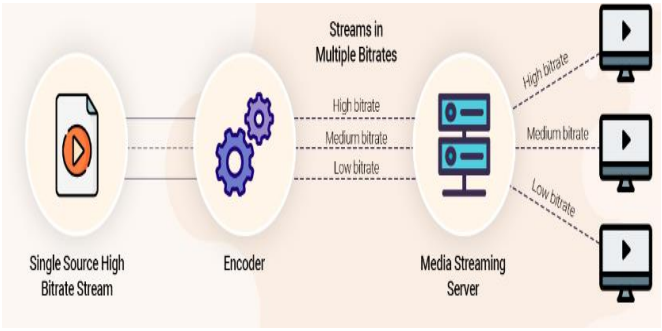


Table : Comparison between different ABR approaches

Aspect	**Client-Based ABR**	**Server-Based ABR**	**Hybrid ABR**
Definition	ABR decisions are made by the client (player).	ABR decisions are made by the server.	ABR decisions are made collaboratively between the client and server.
Decision Authority	Client	Server	Both Client and Server
Responsiveness	Highly responsive to real-time network conditions.	May have some delay in reacting to network changes due to server processing.	Combines the strengths of both client and server approaches.
Complexity	Simpler implementation, as it relies on client-side logic.	More complex due to server-side logic and coordination.	Moderate complexity, integrating both client and server-side logic.
Adaptation Granularity	Fine-grained adaptation based on immediate playback conditions.	Can offer more global adaptation strategies, but may be less fine-grained.	Balances fine-grained adaptation with global strategies.
Scalability	Scales well with increasing number of clients as decisions are made on the client side.	Requires significant server resources and bandwidth to handle multiple clients.	Offers scalability by distributing decision-making tasks.
Network Bandwidth Usage	Efficient in using network bandwidth as decisions are based on real-time conditions.	Can be less efficient due to server-side processing and potential bottlenecks.	Aims to optimize bandwidth usage by combining client and server strategies.
Latency	Typically lower latency due to client-side decision-making.	Potentially higher latency due to server processing time.	Aims to balance latency by leveraging both client and server resources.
Implementation Complexity	Easier to implement as it requires client-side adjustments only.	More complex due to server-side infrastructure requirements.	Moderate complexity, needing both client and server configurations.
Error Handling	Relies on client to handle errors and adjust quality.	Server can implement centralized error handling and recovery strategies.	Uses a combined approach to handle errors effectively.
Example Protocols	HLS (when client adapts bitrate), DASH (when client adapts bitrate)	MPEG-DASH with server-side adaptation, Smooth Streaming	HLS with server-side manifest updates, DASH with server-side hints

C. Limitations of existing ABR solutions

When working in extremely dynamic contexts, existing Adaptive Bitrate Streaming (ABR) solutions encounter a number of difficulties. These settings provide considerable problems for sustaining optimal streaming quality because of their quickly changing network circumstances, varied device capabilities, and shifting user demands..

1. Frequent Quality Fluctuations:

Network conditions can fluctuate quickly in highly dynamic contexts, leading to frequent changes in video quality. Abrupt shifts have the potential to disturb the viewing experience, resulting in a phenomena called "quality oscillation" - a frequent ups and downs in the video resolution. Viewers may find frequent quality adjustments to be startling and result in a less than ideal experience. Customers could think the streaming service is erratic or untrustworthy.

2. Latency in Decision-Making:

The time it takes for the server to receive requests and modify streaming settings can cause delay in decision-making in ABR systems, particularly those that depend on server-based techniques. In real-time streaming settings, such live sports or gaming, where low latency is essential for a satisfying experience, increased latency might have an impact.

3. Limited Adaptation Granularity:

Certain ABR systems could not offer precise adjustment to quickly evolving circumstances. Client-based ABR, for example, could modify quality according on available buffer sizes but might not take larger network patterns or oscillations into consideration. Subpar streaming quality or wasteful bandwidth use can result from insufficient adaption granularity, especially in situations when network circumstances are constantly changeable.

4. Bandwidth Constraints and Overheads:

Effective management of bandwidth limitations is essential for ABR systems, however in extremely dynamic contexts, the fluctuating availability of bandwidth might result in resource waste. Additionally, the overhead associated with changing quality settings may have an effect on the overall performance of streaming. Increased buffering and worse video quality can result from ineffective bandwidth management, particularly in unpredictable network situations.

5. Device and Network Diversity:

Extremely dynamic settings sometimes contain a wide variety of devices with different network interfaces and computing powers. It could be difficult for current ABR solutions to maximize quality over such a wide range of devices and network circumstances. A fragmented watching experience may arise from inconsistent quality and performance across various devices, with certain viewers maybe enjoying higher streaming quality than others.

6. Error Handling and Recovery:

It can be difficult to handle mistakes and bounce back from interruptions in dynamic workplaces. It's possible that current ABR solutions can't always tolerate unplanned device malfunctions or network disruptions. Inadequate error management might cause playing issues, extended buffering, or lowered video quality, all of which have a detrimental effect on user happiness.

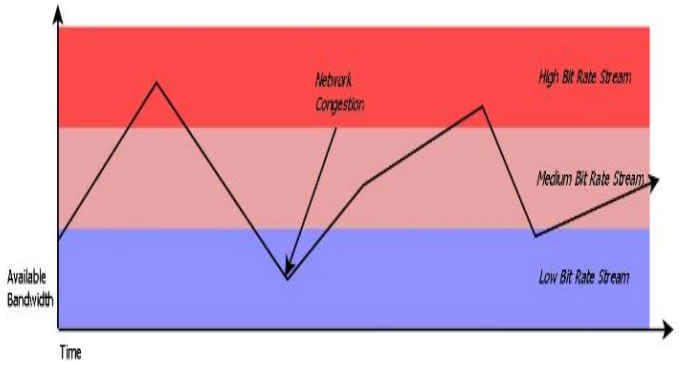
7. Complexity in Implementation:

In order to provide efficient ABR systems that can manage very dynamic settings, advanced algorithms and infrastructure are needed. The system's complexity may rise when adaption tactics are balanced with resource management and error handling. Enhanced intricacy may result in elevated expenses and extended durations for development, so postponing the implementation of efficient ABR remedies. Even while ABR solutions have come a long way, it is still difficult to deal with the constraints in extremely dynamic contexts. To get over these restrictions and offer a reliable and excellent streaming experience, it is essential to improve adaption algorithms, lower latency, handle errors better, and optimize resource management.

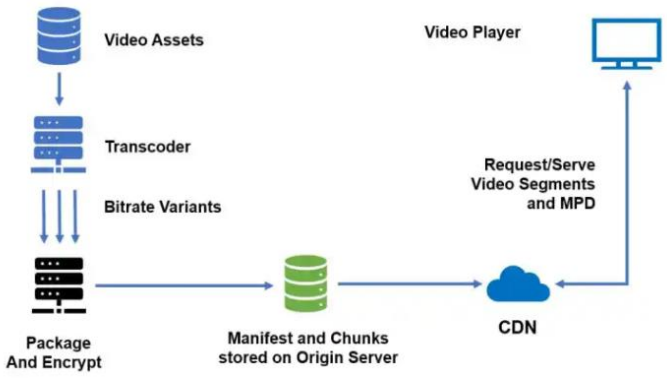
D. Edge Computing in Content Delivery

The term "edge computing" describes the approach of processing data closer to the location where it is generated, as opposed to depending only on cloud-based servers or centralized data centres. Edge computing, as it relates to content delivery, is the practice of placing processing power and data storage on local servers, edge nodes, or network appliances that are physically closer to end users. By drastically lowering the distance that data must travel, this strategy addresses a number of important content delivery issues. The term "latency" describes the interval of time that passes between a user's request for material and its delivery. Playback of material may be

delayed as a result of high latency, particularly in real-time applications like interactive services or live streaming. Edge computing reduces the amount of time that data must travel between users and servers by processing data closer to the end users, at the edge of the network. Because of the decreased latency caused by this shorter travel distance, users may get material more quickly and with more responsiveness. For example, video material may be dispensed with less buffering and faster start times, increasing user pleasure and quality overall. Delivering content to people entails distributing and providing material (such webpages, movies, or apps). Users are guaranteed to receive material promptly and consistently when it is delivered efficiently. By storing data and information on edge servers that are often used, edge computing improves the delivery of content. The requirement to retrieve material from central servers—which may experience heavy traffic and congestion—is lessened thanks to regional caching. As a consequence, consumers receive their desired content more quickly and content distribution is more effective.



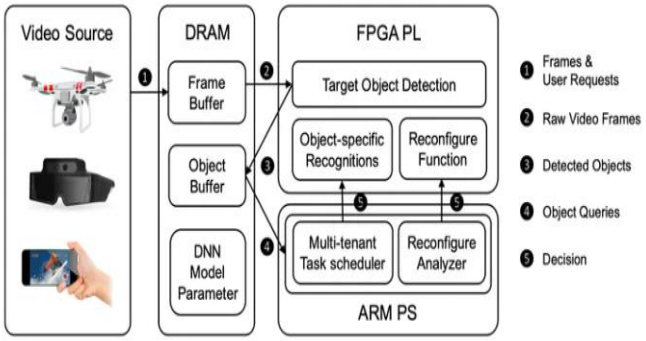
Instead than depending on a single central server, edge computing divides the processing effort across several edge nodes. The dispersal lessens the stress on central servers, which may experience overloading during periods of heavy traffic or peak hours. Central servers are less stressed when part of the processing burden is transferred to edge nodes, which improves overall performance and dependability. With this distributed method, servers are guaranteed to be able to process additional requests in an efficient manner. When a network is overloaded with data, it becomes congested, causing lag and poor performance. By managing content distribution and data processing at the network's edge, edge computing lessens congestion by minimizing the volume of data that must go through the core network. Because edge nodes process and serve data locally, there is less traffic on the core network, which relieves congestion and boosts network performance overall. As a result, there is a greater chance of constant performance and less chances of content delivery bottlenecks. The deployment of more edge nodes in response to unique area requirements or rising user demand is made possible by edge computing. These nodes are scalable dynamically to accommodate different loads and situations. Edge computing's scalability and flexibility allow content delivery networks to effectively handle varying demand and geographic diversity. Regardless of their location or the current network load, consumers are guaranteed to receive high-quality content delivery because to this flexibility. By decreasing latency, increasing efficiency, and easing network congestion, edge computing is essential to optimizing content delivery. Edge computing improves overall network performance by enabling quicker and more dependable content delivery by processing and storing data closer to end users. This lessens the strain on central servers. This strategy is essential for providing real-time apps with high-quality experiences and guaranteeing that users receive material regularly and promptly.



IV. PROPOSED QOE-AWARE EDGE COMPUTING FRAMEWORK

A. System Architecture

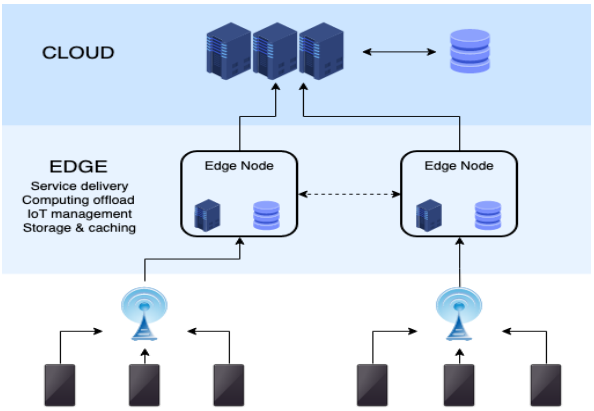
The proposed QoE-Aware Edge Computing Framework is designed to optimize video streaming quality by leveraging edge computing principles to enhance the Quality of Experience (QoE) for end-users. This architecture integrates edge nodes, central servers, and client devices to create a seamless content delivery system that adapts to real-time network and device conditions. Edge nodes are strategically placed computing resources located closer to end-users. These nodes handle various tasks, including content caching, processing, and local delivery. By positioning edge nodes in proximity to users, the framework minimizes latency and reduces the load on central servers. Each edge node is equipped with sufficient storage and processing capabilities to cache popular content and execute localized content processing tasks. Edge nodes continuously monitor network conditions and user behaviour to make real-time adjustments to content delivery and quality. Central servers serve as the backbone of the content delivery network, managing content distribution on a larger scale. They handle tasks such as content storage, encoding, and distribution to edge nodes. Central servers are responsible for generating and maintaining the master playlist and manifest files used by the edge nodes. Additionally, they aggregate and analyse data from edge nodes to optimize content distribution strategies and update edge nodes with new content or quality adjustments. Central servers also play a key role in managing content security and ensuring consistent delivery across the network. Client devices are the end-user interfaces through which video content is accessed and consumed. These devices can include smartphones, tablets, smart TVs, and desktop computers. The QoE-Aware Edge Computing Framework ensures that client devices receive content that is optimized for their specific capabilities and network conditions. The framework includes a sophisticated player on the client side that can request adaptive bitrate streams, manage buffering, and handle quality adjustments based on real-time feedback from edge nodes and network conditions.



B. Content Distribution and Processing Management:

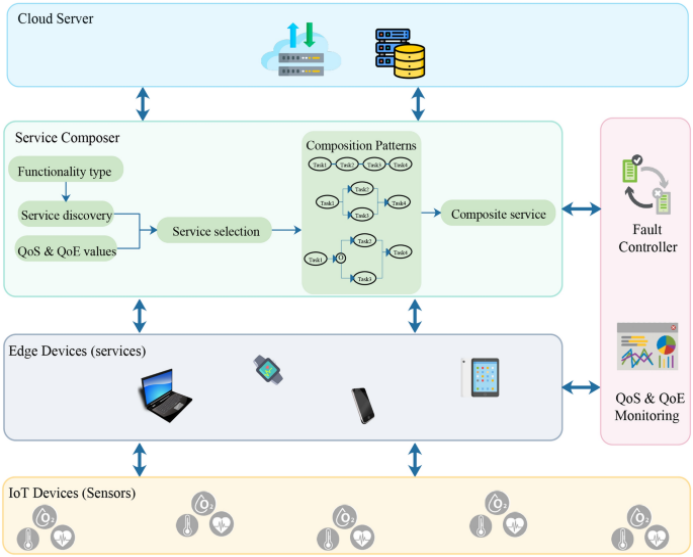
The framework uses a hierarchical structure to control the dissemination of material. Before being sent to edge nodes, content is first processed and stored on central servers. By delivering frequently visited material to client devices in a cache, these edge nodes eliminate the need for repeated queries to the central servers. Users may access material quickly and easily because to its hierarchical arrangement. In order to enable edge nodes to obtain the most recent content and quality upgrades from central servers as needed, the framework also incorporates methods for dynamic content updates. Edge nodes can manage QoE and adaptive bitrate streaming since they have real-time processing capabilities. They keep an eye on network performance metrics like latency and bandwidth variations, and they modify the content delivery quality as necessary. In order to enhance content distribution in real-time, edge nodes also gather input from client devices, such as buffering events and playback interruptions. By ensuring that the video quality dynamically adjusts to changing conditions, this localized processing improves viewers' overall quality of experience. The architecture includes a feedback loop in which QoE and performance measurements are regularly sent back to central servers via edge nodes. Information on user interactions, network conditions, and the effectiveness of content delivery are all included in this data. In order to improve content distribution tactics, update edge nodes with fresh material or improved quality profiles, and handle any potential problems, central servers analyse this data. In order to preserve user happiness and enhance content delivery, the system may react proactively to changing conditions and user demands thanks to the feedback loop. By optimizing content delivery and processing, the proposed QoE-Aware Edge Computing Framework uses edge computing to improve the quality of video streaming. Key difficulties including latency, network congestion, and device variability are addressed by the architecture through the integration of edge

nodes, central servers, and client devices. A top-notch viewing experience is guaranteed by the hierarchical content distribution, real-time processing, and feedback systems, which constantly adjust to user demands and network circumstances.



C. QoE Metrics and Monitoring

Several important Quality of Experience (QoE) indicators are used in the proposed QoE-Aware Edge Computing Framework to assess and improve video streaming performance. These metrics are essential for making sure that content delivery satisfies user expectations and offer insight into a variety of viewing-related topics. The term "latency" describes the interval of time that passes between a user's request for material and its actual delivery. It includes the time it takes for playing to begin when a user starts a stream as well as any delays brought on by processing or network issues. For real-time applications like live sports or interactive content, where minimal latency is critical for a pleasant user experience, low latency in video streaming is vital. The amount of time that passes between the user's request and the beginning of the video playing is measured by the framework, which also keeps track of any delays that happen while the video is being played. The amount of time a video stream spends buffering in relation to the entire playing duration is measured by the buffering ratio. High buffering ratios are a sign of low data availability, which causes frequent video playing disruptions. Buffering has a direct influence on the fluidity of the watching experience, making it a crucial component determining QoE. This research tracks the times when buffering causes playback to halt and calculates the overall amount of time buffered compared to the entire amount of playback time in order to measure the buffering ratio. The phrase "video resolution" describes the pixel-by-pixel quality of a video stream (e.g., 720p, 1080p, 4K). While higher resolutions offer better visual clarity, they also need more computing power and bandwidth. In order to guarantee that consumers have the best quality possible depending on their network circumstances and device capabilities, the QoE-Aware Edge Computing Framework keeps an eye on video resolution. The system ensures that updates are seamless and in line with user expectations by monitoring changes in video resolution over time.



D. Methods for Real-Time Monitoring of QoE Metrics

1. Edge-Level Monitoring:

Deploying specialized monitoring tools and algorithms on edge nodes is necessary for real-time monitoring of QoE measures at the edge level. While material is being transmitted to client devices, these technologies gather information on latency, buffering events, and video resolution. Edge nodes analyse network conditions and evaluate latency using tools for network monitoring. Edge nodes can give real-time insights into latency and modify content delivery by monitoring network traffic and response times. By keeping an eye on playback logs and buffering indications, edge nodes keep track of buffering occurrences. The buffering ratio is determined using this data, and modifications are made to avoid frequent disruptions. Edge nodes watch the bitrate and quality of the supplied material, analyse streaming manifest files, and keep an eye on changes in video resolution. This information aids in making sure that video quality adjusts correctly to shifting network circumstances.

2. Client-Level Monitoring:

Real-time monitoring on the client side entails incorporating QoE measurement tools within the application or video player. These instruments gather data particular to each user and relay it back to the central servers and edge nodes. Data about playback start timings, buffering events, and resolution changes are gathered by the video player. From the user's point of view, latency and buffering ratios are evaluated using this data. Through automatic reporting systems or in-app surveys, users can give immediate feedback. This input guides changes to content distribution and aids in the identification of QoE-related problems. Important parameters including average latency, frequency of buffering events, and resolution changes are tracked by the player's performance analytics component. To facilitate additional analysis and improvement, this data is sent to central servers and edge nodes. Specific QoE metrics—latency, buffering ratio, and video resolution—are used by the proposed QoE-Aware Edge Computing Framework to assess and improve video streaming performance. By combining edge-level and client-level techniques, real-time monitoring of key parameters is made possible, guaranteeing that network conditions and user experiences are continually evaluated and improved. In dynamic streaming contexts, this all-inclusive strategy contributes to the maintenance of high-quality content delivery and customer happiness.

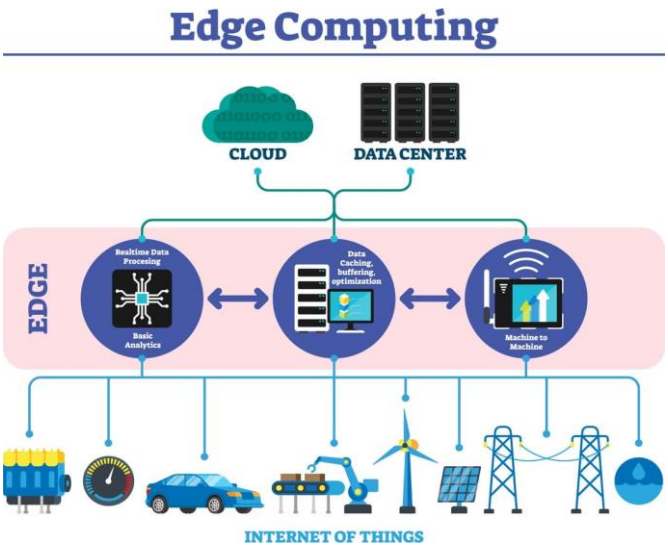
E. Adaptive Bitrate Aggregation Mechanism

Using adaptive bitrate (ABR) selection methods, video streaming quality may be optimally maintained by dynamically modifying a video stream's bitrate in response to real-time Quality of Experience (QoE) feedback and existing network circumstances. These algorithms seek to optimize video quality, minimize buffering, and guarantee seamless playback, offering the optimal user experience across a range of network conditions. Real-time network characteristics including available bandwidth, latency, packet loss, and jitter are continually monitored by the ABR system. Metrics like throughput—the volume of data successfully sent across a network in a specific length of time—can be used to do this monitoring. Many variables, including as user mobility (e.g., moving between Wi-Fi and cellular networks), congestion, and fluctuating signal strength, can cause changes in network conditions. The whole degree of consumer satisfaction with the streaming service is referred to as QoE. Metrics such as buffering events (stalls), playback interruptions, video start time, rebuffering ratio, and video quality (resolution and bitrate) can be included in QoE feedback. During playing, client devices can provide real-time QoE feedback. The ABR algorithm gains deeper understanding of the user experience and decision-making power from this input. The best bitrate for the video stream is chosen by the ABR algorithm based on QoE feedback and network circumstances. The throughput-based approach forecasts future bandwidth availability by utilizing measurements of historical throughput. Based on these forecasts, the ABR algorithm determines a sustainable bitrate, usually a little less than the actual throughput to accommodate for unexpected reductions in network quality. The playback buffer's current size is taken into consideration by the buffer-based approach. An increased bitrate may be selected by the algorithm if the buffer is full. In contrast, it will switch to a lower bitrate to prevent buffering events if the buffer is almost empty. Hybrid Approach: For more precise bitrate selection, combines buffer-based and throughput techniques. It makes use of buffer occupancy to control transient fluctuations and throughput data to forecast available bandwidth. Model-Oriented Method use machine learning models that have been trained on previous data to forecast the ideal bitrate depending on user input and network circumstances. Changes in QoE feedback and network circumstances dynamically modify the chosen bitrate. As an illustration In order to maintain seamless playback, the ABR algorithm will lower the bitrate to a

lower quality stream if the network capacity drops and more buffering events occur. When buffering is less and more available bandwidth is available on the network, the algorithm will boost the bitrate to improve video quality. Operating in a feedback loop, the ABR system continuously modifies the bitrate in response to QoE feedback and current network circumstances. Real-time adaption maintains the best possible streaming experience by striking a balance between smooth playing and high-quality video. The client side (edge) or the server side (cloud) can be used for ABR decision-making. Customer-side ABR is widely utilized because it eliminates the delay involved in transmitting data to a cloud server and allows real-time modifications. ABR algorithms are frequently employed with protocols such as HTTP Live Streaming (HLS) and Dynamic Adaptive Streaming over HTTP (DASH). These protocols provide smooth transitions between various bitrates depending on ABR choices by supporting several representations (bitrate versions) of the same video material. A mobile device user connects to a high-bandwidth Wi-Fi network in order to begin watching a video. For example, a high bitrate (1080p resolution) is chosen using the ABR algorithm. The user moves to an area with spotty Wi-Fi coverage or moves to a less bandwidth-rich cellular network. The ABR algorithm switches to a lower bitrate (such as 480p) in order to avoid disruptions when it notices a drop in throughput and an increase in buffering events. The ABR algorithm recognizes better network conditions as the user returns to a stronger Wi-Fi region and progressively raises the bitrate to bring back superior video quality. The adaptive bitrate selection algorithm continually monitors QoE feedback and network circumstances to determine the ideal bitrate, ensuring a flawless video streaming experience. By balancing playback smoothness and video quality, this dynamic adjustment method improves consumer pleasure overall.

F. Role of Edge Computing

Edge nodes are essential parts of material Delivery Networks (CDNs), which process, cache, and transport material closer to the end user in order to reduce latency and improve delivery speed. CDNs may greatly minimize the distance that data must travel by utilizing edge nodes, which lowers latency and enhances user experience. The processing, caching, and content delivery methods of edge nodes are explained in depth below, along with how they work with central servers to improve content delivery and balance load. Instead of going straight to the central server, user requests for content (such as webpages, videos, or files) are sent to the closest edge node. The time it takes to retrieve and send material is shortened by this closeness. The material that is often accessed is kept in a cache by edge nodes. If content is not in the edge cache when it is initially requested, the edge node retrieves it from either the central server or another edge node that possesses it. After that, the edge node caches this material for use in response to incoming requests. To manage cache storage, edge nodes use algorithms such as Least Frequently Used (LFU), Least Recently Used (LRU), or other cache replacement policies. When storage is full, these principles assist in determining which content to remove from the cache, preserving the most popular or often viewed information. Cache invalidation techniques are employed by edge nodes to guarantee the timely removal or updating of obsolete material. Time-to-live (TTL) settings or getting alerts from central servers when content changes are two ways to do this. In order to minimize latency and lessen the strain on the central server, an edge node uses its cached material to provide the content straight to the user when they want it. To evenly disperse the load, edge nodes split up traffic across several nodes. Requests can be sent to another adjacent edge node in case of high latency or overloading at one edge node, guaranteeing steady performance. Edge nodes have the ability to store content particular to a certain location, which speeds up the delivery of localized content including news, ads, and website translations. This localization aids in meeting the unique requirements and inclinations of consumers across various regions. The edge node obtains material from the central server or another edge node that possesses it when a user requests content that isn't in the edge cache. Users can access material even in the event that it is not locally cached thanks to this interaction. Updates to content are synchronized across edge nodes by central servers. When necessary, this synchronization invalidates out-of-date material to guarantee that all edge nodes have the most recent copies of the content. The central server pushes updates to the edge nodes, such as when a video is changed or a news item is updated. Central servers distribute material and user requests based on their monitoring of the load on different edge nodes. By preventing any one edge node from becoming a bottleneck, load balancing preserves the fastest possible speeds for content delivery. Real-time load distribution choices are made by CDNs using algorithms that take into account various parameters such as server health, geographic proximity, and network congestion. Edge nodes provide analytics information to the central servers, such as cache hit/miss rates, user request trends, and load statistics.



Central servers can enhance future content distribution and optimize content caching tactics with the use of this input. For instance, the central server can proactively send material to pertinent edge nodes if it is growing popular in a certain area. Edge nodes can carry out computing activities including data processing, transcoding video streams, or running scripts for the creation of dynamic content in addition to delivering static information. CDNs can lower latency and speed up response times for dynamic, tailored content by shifting these duties to the edge. In order to conduct lightweight calculations closer to the end user, such as A/B testing, real-time analytics, or customization activities, edge nodes can run serverless services. This eliminates the need for communication with central servers during each user interaction. Edge nodes drastically cut down on the amount of time it takes for material to travel by caching and delivering it closer to users, which improves user experience and speeds up load times. Edge nodes unload requests from central servers, which helps them manage large levels of traffic. The distributed technique facilitates improved scalability and manages unexpected surges in demand. CDNs provide redundancy by spreading material across several edge nodes. Other edge nodes can take over in the event that one fails, ensuring uninterrupted service. A user in New York makes a request to view a video that is held on servers owned by a Californian corporation. Upon examining its cache, the closest edge node in New York sends the request instead of sending it all the way to California. In the event that the video is accessible, it minimizes latency by sending the material straight to the user. If not, it retrieves the video from the edge node or the central server, stores it in a cache for upcoming requests, and sends it to the user. The central server keeps an eye on the load during this process and, if necessary, may reroute incoming requests to other edge nodes. By dynamically processing user requests, caching frequently visited material, and effectively connecting with central servers to balance load and guarantee the distribution of up-to-date content, edge nodes are essential to improving content delivery. This design offers a stable and dependable user experience while reducing latency and increasing scalability.

V. QOE-AWARE ADAPTIVE BITRATE ALGORITHM

Quality of Experience (QoE)-aware Adaptive Bitrate (ABR) algorithms are designed to dynamically adjust the video streaming bitrate to optimize the end-user's experience based on network conditions, device capabilities, and user preferences. These algorithms often employ mathematical models to balance factors like video quality, rebuffering, and latency.

1. Objective Function for QoE Optimization

The goal is to maximize the QoE, typically represented by a utility function $U(t)$. This function is often a combination of video quality, rebuffering time, and switching smoothness (to avoid abrupt changes in quality):

$$U(t) = Q(t) - \alpha \cdot R(t) - \beta \cdot S(t)$$

where:

- $Q(t)$ is the video quality at time t.

- $R(t)$ is the rebuffering time at time t.

- $S(t)$ is the quality switching penalty (changes in video quality) at time t.

- α and β are weighting factors that balance the importance of rebuffering time and quality switching against video quality.

2. Video Quality Function

The video quality $Q(t)$ can be represented as a function of the bitrate $b(t)$:

$$Q(t) = f(b(t))$$

A common choice for $f(b(t))$ is a logarithmic or a sigmoidal function to reflect the diminishing returns of quality as bitrate increases:

$$Q(t) = a \cdot log\ (1 + b(t))$$

where:

- $b(t)$ is the selected bitrate at time t.

- a is a scaling factor that adjusts the impact of bitrate on perceived quality.

3. Rebuffering Penalty

The rebuffering time $R(t)$ is typically modeled as the total duration of playback interruption due to buffering. It can be represented as:

$$R(t) = \int_{t_0}^{t} 1(B(t) = 0)dt$$

where:

- $B(t)$ is the buffer level at time t.

- $1(\cdot)$ is an indicator function that equals 1 if $B(t) = 0$ (buffer is empty, causing rebuffering) and 0 otherwise.

4. Quality Switching Penalty

The quality switching penalty $S(t)$ is modeled as the sum of differences in the bitrate or quality between consecutive segments:

$$S(t) = \sum_{t=1}^{N} |Q(t_i) - Q(t_{i-1})|$$

where:

- t_i represents the time when a new segment is downloaded.

- N is the total number of segments.

5. Buffer Dynamics

The buffer level $B(t)$ is often updated according to the following equation:

$$\frac{dB(t)}{dt} = \frac{dt}{bt} - c(t)$$

where:

- dt is the download rate of the video segments.

- $c(t)$ is the video playback consumption rate.

6. Bitrate Selection Strategy

The optimal bitrate $b^*(t)$ is chosen to maximize the QoE utility function:

$$b^*(t) = arg\ \max_{b \in B}(Q(t) - \alpha \cdot R(t) - \beta \cdot S(t))$$

where:

- B is the set of available bitrates.

7. Network Throughput Estimation

An ABR algorithm may estimate the network throughput $T(t)$ to predict future network conditions:

$$T(t) = \frac{L(t)}{\Delta t}$$

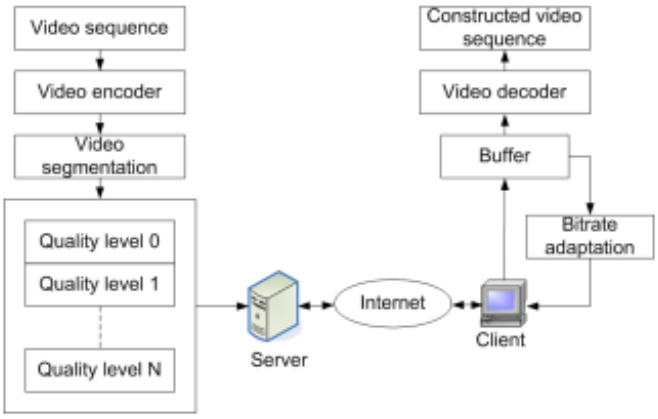
where:

- $L(t)$ is the size of the last downloaded segment.

- Δt is the time taken to download that segment.

To effectively implement a QoE-aware ABR algorithm, these equations are combined in a decision-making loop that continually monitors network conditions, buffer levels, and playback quality, and selects the appropriate bitrate to maximize the QoE utility function. Awareness of Quality of Experience (QoE) Adaptive Bitrate (ABR) algorithms are designed to maximize the quality of video streaming by dynamically modifying the bitrate

according to user choices, client device capabilities, and network conditions. These algorithms play a critical role in minimizing buffering and enhancing video quality, all while delivering a flawless streaming experience.



Below is a detailed pseudocode and flowchart representation of a QoE-aware ABR algorithm.

Initialize:
Buffer_size: Maximum buffer size in seconds (e.g., 60 seconds)
Buffer_threshold_high: Upper buffer threshold for high-quality streaming (e.g., 30 seconds)
Buffer_threshold_low: Lower buffer threshold for low-quality streaming (e.g., 10 seconds)
Current_bitrate: Start bitrate (e.g., 1 Mbps)
Bitrate_levels: List of available bitrate levels (e.g., [0.5, 1, 2, 3, 4] Mbps)
Network_bandwidth: Estimated network bandwidth (dynamic)
QoE_metrics: User-defined QoE metrics (e.g., rebuffering time, playback smoothness)
History: Track past bitrate decisions and their impact on QoE
Main Loop:
While streaming is active:
1. Measure current network bandwidth:
Network_bandwidth = estimate_current_bandwidth()
2. Monitor current buffer level:
Current_buffer = get_current_buffer_level()
3. Evaluate QoE metrics:
QoE_score = calculate_QoE_score(Current_buffer, Network_bandwidth, QoE_metrics)
4. Adjust bitrate based on QoE-aware logic:
If Current_buffer > Buffer_threshold_high:
Increase bitrate if possible:
If Network_bandwidth supports higher bitrate:
Next_bitrate = select_higher_bitrate(Current_bitrate, Bitrate_levels, Network_bandwidth)
Else:
Next_bitrate = Current_bitrate
Else If Current_buffer < Buffer_threshold_low:
Decrease bitrate to prevent rebuffering:
Next_bitrate = select_lower_bitrate(Current_bitrate, Bitrate_levels)
Else:
Maintain current bitrate or make minor adjustments based on QoE score:
If QoE_score is poor:
Next_bitrate = select_lower_bitrate(Current_bitrate, Bitrate_levels)
Else:
Next_bitrate = Current_bitrate
5. Update streaming with the selected bitrate:
set_streaming_bitrate(Next_bitrate)
6. Log decisions and update history:

update_history(Current_bitrate, Next_bitrate, QoE_score)

7. Wait for a short interval before the next adjustment (e.g., 1 second)

End Loop

Key Functions Used in Pseudocode

1. `estimate_current_bandwidth()`: Measures the current network bandwidth using network statistics and past data.

2. `get_current_buffer_level()`: Retrieves the current level of the buffer.

3. `calculate_QoE_score()`: Calculates a QoE score based on metrics such as buffer level, playback smoothness, rebuffering events, etc.

4. `select_higher_bitrate(current_bitrate, bitrate_levels, network_bandwidth)`: Chooses a higher bitrate from the list if network bandwidth allows.

5. `select_lower_bitrate(current_bitrate, bitrate_levels)`: Chooses a lower bitrate to prevent rebuffering.

6. `set_streaming_bitrate(next_bitrate)`: Sets the selected bitrate for streaming.

7. `update_history(current_bitrate, next_bitrate, QoE_score)`: Logs bitrate decisions and their impact on QoE.

Flowchart Representation of the QoE-Aware ABR Algorithm

1. Start

Initialize parameters (buffer size, bitrate levels, QoE metrics, etc.)

2. Measure Current Network Bandwidth

Estimate the available bandwidth using network conditions.

3. Monitor Current Buffer Level

Retrieve the current buffer level from the video player.

4. Calculate QoE Score

Evaluate the QoE score based on metrics (e.g., rebuffering events, smoothness).

5. Decision Making

If Current Buffer > Buffer_threshold_high:

- Check if a higher bitrate is supported by the current bandwidth.

- If yes, increase the bitrate.

- If no, maintain the current bitrate.

If Current Buffer < Buffer_threshold_low:

- Decrease bitrate to avoid rebuffering.

Otherwise:

- Maintain the current bitrate or adjust based on QoE score.

- If QoE score is poor, decrease bitrate.

6. Set Streaming Bitrate

Apply the selected bitrate for the next segment.

7. Log and Update History

Log the decision for analysis and update the historical data.

8. Wait for a Short Interval

Introduce a short delay before the next bitrate decision.

9. Loop Back to Measure Network Bandwidth

Continue the loop while streaming is active.

10. End

QoE Metrics: These can include buffer occupancy, average bitrate, bitrate changes, rebuffering ratio, etc. The algorithm adapts based on these metrics to ensure high user satisfaction.

While low buffer levels may cause bitrate decreases to prevent stalling, large buffer levels enable greater bitrates. Appropriate bitrate selection requires accurate estimate. Commonly employed methods include network probing and throughput measurements. able to be customized for certain applications by giving more weight to parameters that are pertinent (e.g., reduced latency for live streaming). This approach is a basic model that may be expanded to improve precision and flexibility using more advanced methods like machine learning-based prediction models. By modifying the bitrate of video streaming in response to real-time network circumstances, buffer status, and predetermined quality measures, an algorithm known as QoE-aware Adaptive Bitrate (ABR) is created to maximize user experience quality. It is important to have these QoE measures to guarantee

seamless and excellent streaming for customers. Rebuffering time, playback smoothness, starting latency, and visual quality are among the often used metrics. While playback smoothness describes how consistently the video plays without any stops, buffering time quantifies how frequently and for how long the video pauses. The visual quality of a video is dictated by its clarity and resolution, while the startup delay is the amount of time it takes for the video to start playing when the user pushes the play button. The QoE indicators are continually monitored by the algorithm during the video streaming session. For example, it monitors the current network bandwidth, which is the speed at which data is sent over the network, and the buffer level, which is the quantity of video data kept in the buffer. The system determines a QoE score, which offers a general picture of the user experience, by assessing these variables. A high Quality of Experience (QoE) score indicates that the buffer level is sufficient, the network bandwidth is steady, and the playing is uninterrupted. On the other hand, a poor QoE score might be the result of inconsistent network bandwidth, low buffer levels, or frequent rebuffering, all of which can worsen the user experience. The system decides in real time how to change the video bitrate based on the QoE score. The program could boost the video bitrate if the QoE score is high, which indicates a positive user experience under stable conditions. Due to favourable circumstances, this enables improved video quality, enhancing clarity and sharpness. However, the algorithm will lower the bitrate if the QoE score is poor as a result of frequent rebuffering or erratic network bandwidth. Even if there is a brief drop in visual quality, lowering the bitrate helps to ensure continued streaming by preventing more rebuffering and playback pauses. The algorithm continuously monitors, assesses, and modifies its performance, creating a feedback loop. For instance, it evaluates the buffer level and network bandwidth every few seconds, compares them to past data, and makes the required modifications to ensure the best possible quality of experience. By combining the requirement to avoid disruptions with the need to maintain video quality, this real-time adaptation guarantees that the video stream stays responsive to any changes in network circumstances. The algorithm can improve over time and become more adept at predicting the optimal bitrate for a particular scenario by learning from previous choices and how they affected QoE. To put it practically, picture a user traveling between places with differing Wi-Fi coverage while streaming a video on a mobile device. The algorithm is prompted to boost the bitrate for improved video quality when the user is in an area with strong Wi-Fi since the buffer fills up rapidly and the QoE score is high. Rebuffering may happen if the user relocates to a location with poorer Wi-Fi, though, as the buffer level may decrease. In order to maintain the buffer and avoid disruptions, the system recognizes a decline in the QoE score and lowers the bitrate. The buffer level gets better, the QoE score goes up, and the algorithm progressively increases the bitrate once again in order to enhance the quality of the video when the user goes back to a place with strong Wi-Fi. Rebuffering may happen if the user relocates to a location with poorer Wi-Fi, though, as the buffer level may decrease. In order to maintain the buffer and avoid disruptions, the system recognizes a decline in the QoE score and lowers the bitrate. The buffer level gets better, the QoE score goes up, and the algorithm progressively increases the bitrate once again to improve the quality of the video when the user goes back to a place with strong Wi-Fi. By balancing excellent video quality and few playback interruptions, the QoE-aware ABR algorithm is able to sustain user satisfaction through dynamic modification depending on QoE parameters. This results in the greatest possible video streaming experience.

A. Edge Computing Integration

Integrating edge computing is critical to streamlining decision-making processes and improving the overall streaming experience in a QoE-aware adaptive bitrate algorithm. Edge servers may process data more quickly since they are located closer to end users, which lowers latency. A portion of the algorithm's calculation is delegated to these edge servers, including real-time network and buffer status monitoring and user behaviour analysis. By utilizing edge computing, the data processing and analysis occurs closer to the user's location, allowing the algorithm to make judgments on bitrate changes more quickly. As a result, there is less rebuffering and smoother video playing, increasing the Quality of Experience (QoE). This also shortens the time it takes to respond to network variations. Edge servers continually collect and evaluate local data, such as available network bandwidth, buffer levels right now, and past QoE ratings. The edge servers are able to anticipate such problems and modify the video bitrate in anticipation of the user seeing any quality reduction by using this real-time data. For example, an edge server can instantly notify the ABR algorithm to lower the bitrate to ensure continuous playback if it notices a sudden reduction in network capacity brought on by a surge in traffic or user mobility. Edge servers and central servers need to continuously communicate and synchronize data in order to preserve coherence and efficiency. By keeping all components of the system up to date, this synchronization

makes it possible for decision-making to be consistent across several locations. Secure communication protocols and APIs that enable real-time changes and data sharing are common components of data exchange methods. Aggregated data, including QoE measurements, network use statistics, and user behaviour patterns, is sent back to the central servers via the edge servers. By refining global models and algorithms, this data enhances the streaming service's overall performance. On the other hand, depending on more comprehensive network insights and worldwide user trends, central servers can deliver updates and configuration changes to edge nodes. The ability to make local decisions based on current network conditions is maintained while maintaining edge servers' alignment with central management rules through two-way communication. There is also the use of techniques such as edge caching, in which material that is often requested is cached locally at the edge, decreasing latency and network congestion by eliminating the need to download data from central servers. By integrating edge computing, the system maintains optimal quality of experience by being extremely sensitive to changes in user behaviour and network circumstances. Constant monitoring by the edge servers allows them to immediately notice changes in network circumstances, such as when users migrate between various network settings (e.g., from Wi-Fi to mobile data) or during high use hours. For instance, the edge server quickly recognizes a decrease in available bandwidth when a user's device switches from a high-bandwidth to a low-bandwidth environment. It then instructs the ABR algorithm to reduce the bitrate, avoiding buffer underruns and playback pauses. Additionally, the system adjusts to user behavior by analyzing watching patterns, which include the kind of content seen, the length of time spent viewing, and user interactions (such as stopping and seeking) with the video player. The edge servers may anticipate possible QoE problems and proactively modify the streaming settings by recognizing these patterns. For example, the system can anticipate rebuffering and automatically reduce bitrate at specific moments to guarantee smoother playing if a user reports rebuffering often. All things considered, the QoE-aware ABR algorithm can perform more effectively thanks to the incorporation of edge computing as it allows for quicker, more localized decision-making, lower latency, and enhanced system response to changes occurring in real time. With this configuration, consumers are guaranteed a flawless, high-quality streaming experience independent of network hiccups or personal viewing preferences.

By bringing real-time decision-making closer to the end user, edge computing and Quality of Experience (QoE)-aware adaptive bitrate (ABR) algorithms work together to optimize video transmission. This integration can lessen network congestion, increase latency, and improve user experience overall.

1. QoE Estimation: A typical QoE model for video streaming can be represented as:

$$QoE = w_1 \cdot Video\ Quality - w_2 \cdot Rebuffering\ Time - w_3 \cdot Switching\ Frequency$$

where:

- w_1, w_2, w_3 *are weights assigned to each QoE component based on its impact on the user experience.*
- *Video Quality is usually a function of the bitrate* $R(t)$.
- *Rebuffering Time is a penalty term associated with interruptions.*
- *Switching Frequency represents the bitrate changes, which could impact user experience.*

2. Bandwidth Estimation at the Edge:

The estimated available bandwidth $B(t)$ *can be computed as:*

$$B(t) = \frac{Data\ Received}{Download\ Time}$$

The edge node can leverage historical data to make this estimation more accurate by employing predictive models (e.g., moving averages, machine learning-based predictions).

3. Optimal Bitrate Selection:

The goal of the ABR algorithm is to maximize QoE. With edge computing, the optimal bitrate $R^*(t)$ *can be dynamically adjusted based on real-time data:*

$$R^*(t) = arg \max_{R_i \in R}(QoE - \lambda \cdot P_{stall}(t) - \mu \cdot P_{switch}(t))$$

where:

- R *is the set of all available bitrate options.*

- $P_{stall}(t)$ *is the probability of stalling (rebuffering).*

- $P_{switch}(t)$ *is the probability of switching to a different bitrate.*

- λ *and* μ *are weighting factors for the penalties.*

4. Edge Computing Decision Function:

The decision function that runs at the edge server to select the appropriate bitrate $R(t)$ *can be expressed as:*

$$R(t) = f(B(t), L(t), D(t), U(t)$$

where:

- $B(t)$ is the estimated available bandwidth.

- $L(t)$ is the latency to the user.

- $D(t)$ is the device capability (e.g., screen resolution, processing power).

- $U(t)$ is the user's context (e.g., user location, mobility patterns).

5. Edge Resource Allocation Optimization:

Edge nodes should also optimize resource allocation (like CPU, memory, etc.) based on the real-time demand. The allocation can be formulated as a utility maximization problem:

$$\max_{C,M} \sum_{i=1}^{N} \big(U_i(C_i, M_i)\big) - \sum_{j=1}^{M} (E_j(C_j, M_j))$$

where:

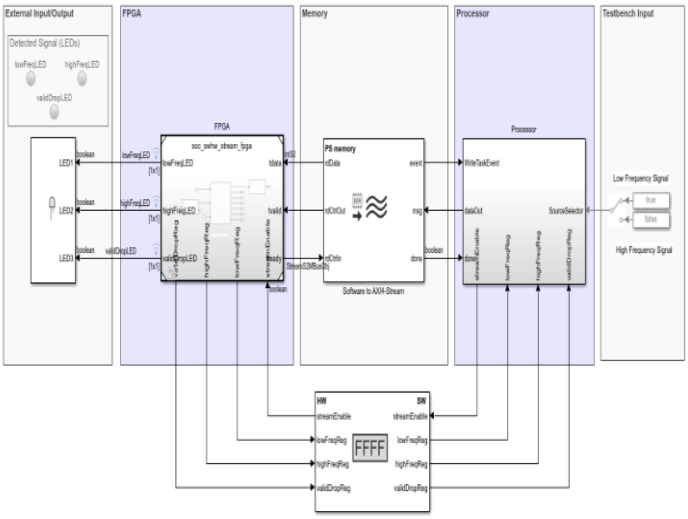
- C_i and M_i are the CPU and memory allocated to user i.

- U_i is the utility function for user i.

- E_j represents the cost function for edge node j.

VI. SIMULATION MODEL AND IMPLEMENTATION

Using the Stream from Processor to FPGA Template, create the SoC model soc_swhw_stream_top. Model references for the FPGA model, soc_swhw_stream_fpga, and the processor model, soc_swhw_stream_proc, are included in the top model. AXI4-Stream block software, which simulates shared external memory between the FPGA and CPU, is also included in the top model.



Design to Meet Latency Requirement: Start with a few possible frame sizes and use Table 1 to get the frame time for each frame size. The interval of time between two successive FPGA to processor frames is known as the frame period. Because the FPGA method operates at 10 MHz in this case, the FPGA output sample time is 1/10e6, or 1e-7. The frame duration is computed as

$$Frame\ Period = Frame\ size * FPGA\ Output\ Sample\ Time$$

$$FramePeriod = Framesize * FPGAOutputSampleTime$$

The time samples spend in the frame buffer queue and the FPGA FIFO cause the memory delay. Make sure the FPGA FIFO size is set to match the dimensions of a single frame buffer. Determine how many frame buffers are needed for each frame size in order to maintain the maximum latency requirement:

$$(Num\ Frame\ Buffers + 1) * Fram\ Period <= Max\ Latency$$

$$(NumFrameBuffers + 1) * FramePeriod <= MaxLatency$$

For this example, a maximum delay of 10 ms is permitted. Determine the highest frame buffers possible for each scenario listed in this table. All of the scenarios satisfy the latency requirement since the number of buffers determines the maximum latency need.

#	FrameSize	FramePeriod (ms)	Max NumFrameBuffers	Meets or Violates Requirements
1	100	0.01	64	
2	1000	0.1	64	
3	10000	1	9	
4	20000	2	4	
5	100000	10	<1	Violates min buffers req
6	1000000	100	<1	Violates min buffers req

The limitations of the memory architecture determine the range for the number of buffers. The Direct Memory Access (DMA) driver for software can support up to 64 frame buffers. Three frame buffers are the bare minimum. The FPGA reads from one frame buffer while the CPU writes to another. Therefore, the range for the number of frame buffers is:

$$3 <= Num\ Frame\ Buffers <= 64$$

$$3 <= NumFrameBuffers <= 64$$

Design to Meet Throughput Requirement: Generally speaking, software processing needs to be finished in a certain amount of time. If not, the software job will not provide data quickly enough for the FPGA to use, which would violate the throughput requirement. For example.

$$Frame\ Period > Mean\ Task\ Duration$$

$$FramePeriod > MeanTaskDuration$$

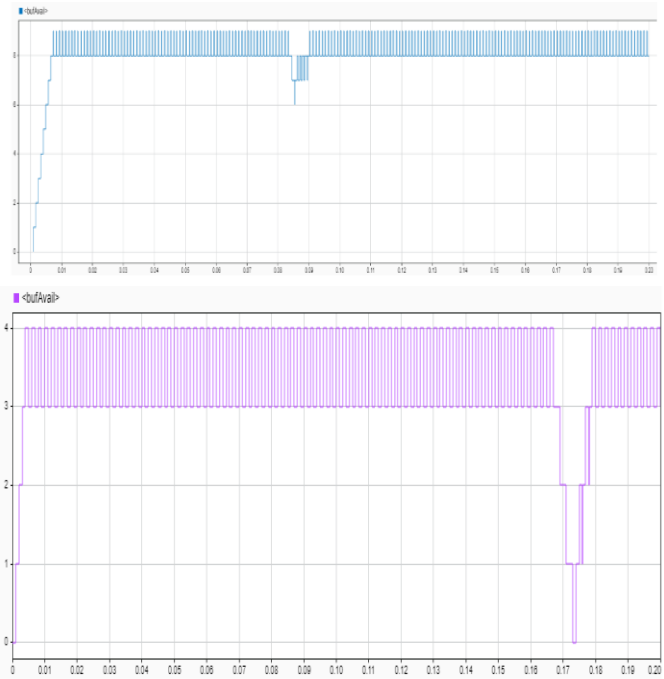
There are several methods available for determining the average job durations that match the frame sizes of your algorithm. The Task Execution example covers these ideas. The mean task times for the different frame sizes are listed in Table 2 below. Cases 1 and 2 do not meet the throughput requirement as the mean task length exceeds the computed frame time.

#	FrameSize	FramePeriod (ms)	Max NumFrameBuffers	Mean Task Duration (ms)	Meets or Violates Requirements
1	100	0.01	64	0.1	Violates throughput
2	1000	0.1	64	0.3	Violates throughput
3	10000	1	9	0.6	
4	20000	2	4	1	
5	100000	10	<1	3	Violates min buffers req
6	1000000	100	<1	10	Violates min buffers req

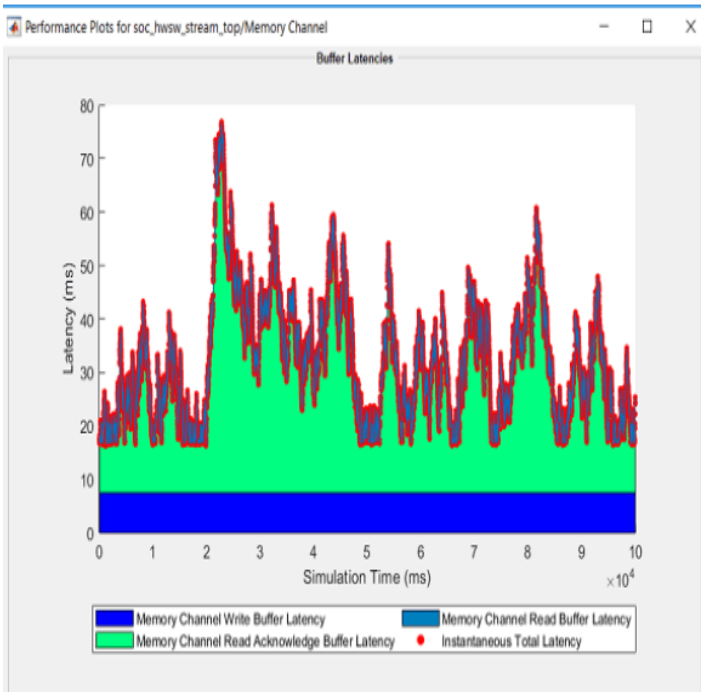
Create with Data Continuity in Mind: Prior to beginning the data stream, prime (fill in the frame buffers in memory) in order to comply with the data continuity criterion. The data from the preciously filled frame buffers filled previously is available in the event of brief interruptions caused by CPU execution. The process of priming involves creating software logic under the soc_swhw stream_proc/Writer/Priming subsystem. This logic creates a streamEnable command that, when the memory is nearly full, instructs the FPGA to begin streaming data.

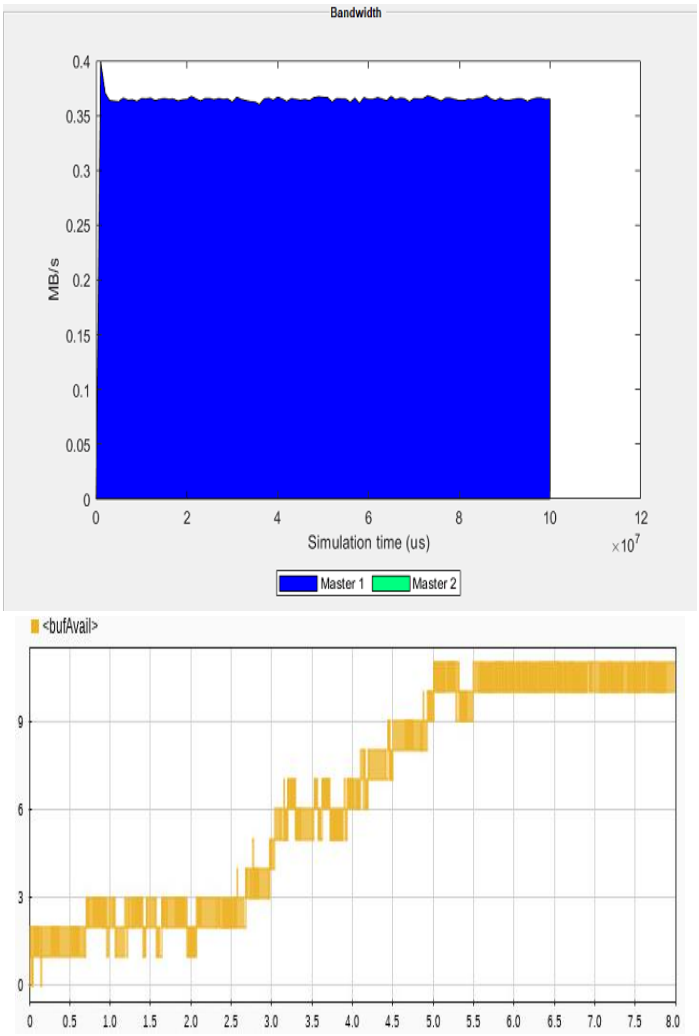
The software job may fail to send data to the FPGA through shared memory on time because task durations might vary for a variety of reasons, including alternative code execution pathways and variations in OS switching times. Data continuity may be lost as a result of this. To check if this condition is satisfied, simulate after specifying the mean task execution duration and its statistical distribution in the Task Manager block's mask.

The model is first set up with case 3 parameters by default. Select the Data Inspector tab from the Simulation tab after simulating the top model. Put signals for bufAvail on the top view. In this instance, the data is constantly streamed since the validDropLED in the top model does not light up and the available software buffer signal does not drop to zero.



#	FrameSize	FramePeriod (ms)	Max NumFrameBuffers	Mean Task Duration (ms)	Meets or Violates Requirements
1	100	0.01	64	0.1	Violates throughput
2	1000	0.1	64	0.3	Violates throughput
3	10000	1	9	0.6	Meets all requirements
4	20000	2	4	1	Violate data continuity
5	100000	10	<1	3	Violates min buffers req
6	1000000	100	<1	10	Violates min buffers req





VII. CONCLUSION

In this article, a novel QoE-aware method for edge computing-based HTTP Live Streaming (HLS) quality optimization is presented. Our approach greatly improves video streaming performance by combining adaptive bitrate methods with real-time Quality of Experience (QoE) monitoring. By processing, caching, and delivering material closer to end users, edge nodes assist lower latency and enhance streaming quality. Our method ensures an ideal balance between network circumstances and video quality by dynamically adjusting video bitrates depending on real-time QoE measures, such as startup latency, buffering ratio, and video resolution. Comparing our method to conventional adaptive bitrate approaches, simulation results show that our approach leads to considerable gains in QoE measures, such as lower buffering and greater video quality. These results demonstrate how edge computing may be used to optimize video distribution and manage network stress. In addition to improving user happiness, the suggested QoE-aware adaptive streaming architecture offers insightful information to streaming service providers and content delivery networks (CDNs) looking to raise the quality of their offerings. This study demonstrates how edge computing may be used to overcome the shortcomings of the present HLS systems and provide a reliable answer to the changing needs of online video watching.

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