

5G Media Streaming Architecture

Member's work in more detail...





5G Media Streaming Architecture

Overview of the work, outcomes, Execution Plan and Technical Resources

What is this project about?

Improving quality of experience (QoE) for media streaming on mobile networks by applications sharing knowledge of what the user is trying to achieve with the mobile network.

Applying specific Quality of Service (QoS) **policies** and **charging treatments** to different **traffic flows**, helping the application deliver a **better streaming experience**.

- Content Hosting and Preparation
- Dynamic Policy invocation
- Network Assistance (Bit rate recommendation, delivery boost)
- Consumption reporting (feedback reports on consumed content)
- QoE Metrics reporting (client uploads of metrics reports)





WHERE TO LOOK AT?

Check the <u>Execution Plan</u>
All the <u>Technical Resources</u>
Information on <u>Standards</u>
Reference Tools available:

- Project: 5G Media Streaming Architecture
- Project: 5G Core Network components





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What are the members doing?

Standards



- Deployment collaboration scenarios for 5GMS for streaming services
- Requirements gathering for 3GPP FS_AMD "Study on Advanced Media Delivery"
- Analysis of network features and APIs in relation to uplink media delivery and media production/contribution
- Analysis of protocols and codecs supported
- Tracking 3GPP standardization and relevant work items
- Feedback to relevant specification from SW development

Software

REFERENCE VAC < TOOLS />

- Implementation of 5G Media Streaming Server-Side and Client-Side components
- Cloud-based deployments and dockerization
- Implementation of APIs and Application Provider toolbox
- Implementation of 5GC service consumer libraries

Testing

- Integration with commercial 5GC under planning
- Generation of data and test assets under planning





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