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Assessment of QoE Metrics of Voice, Video traffic in Wireless Multimedia Sensor Networks

A.Sivagami[1], S.Malarkkan[2]

Abstract- Remote Multimedia Sensor Networks (WMSNs) guarantee a wide extent of developing potential applications in both non military personnel and military regions, which oblige visual and sound data to upgrade the level of gathered data. The transmission of mixed media substance obliges a negligible feature quality level from the client's point of view. Be that as it may, connects in WMSN correspondences are normally temperamental, as they regularly encounter changes in quality and frail integration, and accordingly, the steering convention must assess the courses by utilizing end-to-end join quality data to build the parcel conveyance proportion. Also, the utilization various ways together with key feature measurements can upgrade the feature quality level. In this paper, we propose a real- time power aware routing protocol (RPARS) for proficient interactive media transmission.Thus, convention guarantees sight and sound transmission with Quality of Experience (QoE) and vitality productivity support. The recreation results demonstrate the profits for scattering feature content by a method for vitality effectiveness and QoE investigation with the help of VQM, SSIM, and MOS metrices.

Keywords- QoE, RPAR, VQM, SSIM, MOS

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1. INTRODUCTION

Tuner multimedia system sensor web (WMSN), is a uniting of a number of distributed knob 's attains data from different sensing concurrently, and remits the detail to a vital collection center which renovates the multi-view pic [1]. In WMSN, bandwidth and energy constraint are the most important resources for communication with effective cost. Multi-view video recording data are greatly larger than single-view video data; therefore it is necessary to recognize a simpler and higher compression efficiency technique for multi-view video coding.

Also, numerous visual sources offer the suppleness to adaptively blackmail learning retribution on the commitments of the machine. A particular application for a WMSN would be as examination and discernment structure [1]. The WMSN gives various consents over standard observation and police work plots that fuses:

• Extending the vision. Reason for read from numerous cams will offer a lock-up read of an occurrence either through the photos constrained by a cam closer the photo or by captivating a center point with a lot of refined camera like a container tilt-zoom (PTZ) cam [2]. In such a structure, an event spotted by a center with a lower determination cam will hail a substitute center with a PTZ cam to sense and track the event.

• Developing the vision. The utilization of different cams may moreover upgrade the vision of an occasion by giving a more noteworthy field of read (FOV) or by misuse cams with exceptionally astounding breaking points like joining cams for the unmistakable and infrared band inside the structure [2]. Such frameworks square measure awfully accommodating once the per user is masked or once there's petite or no edification inside the reed.

This assent, offer increments inside the learning produced in the system that will build the vitality utilization. To make positive that the regular fueled WMSN life isn't extensively tormented by this, the issue of information steered through the net will be decreased by the job of in-system, advancing bearing like to annihilate excess from multi television cam association, segregating contamination of the data and press the data [3]. These advancing assignments will be performed at the hub, group or scattered all through the system. The usage of blunder identification and remedy also decreases the shot of a significant retransmission. Perspectives like preparing smallness [3], cost, change and geographic area affirms the components for the usage of a specific WMSN

2. EXIS

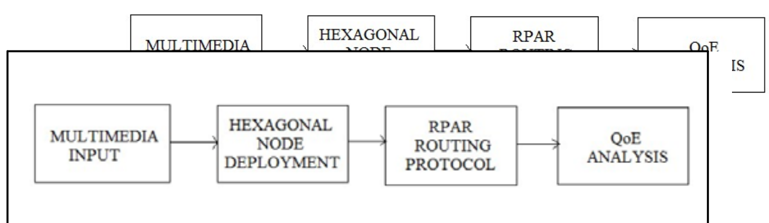

Fig.1. Overview of the work

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1. *Research Scholar, Sri Chandrasekharendra Saraswathi Viswa Mahavidyalaya University, Kancheepuram Dt. – 631 561, India and Assistant Professor in Department of Electronics & Communication Engineering,Sri Manakula Vinayagar Engineering College,Puducherry-605107 ,India.*
2. *Professor & Principal, Manakula Vinayagar Institute of Technology, Puducherry – 605 107, India.*

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2.1 Selectio

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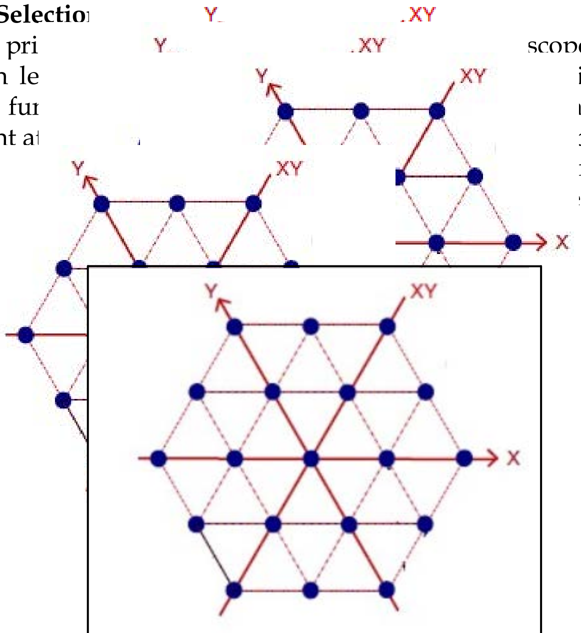

Fig.2. General hexagonal structure

2.2 QoE Analysis

Nature of experience, then again, is a subjective measure of the client detectable quality of an application. This relies on upon a few viewpoints, for example, the substance attributes, client desires, survey conditions and the connection of utilization of the application. As per, QoE speaks to the level of joy of the client of an application. Expounds the measurements of QoE by considering the individual components that influence the client experience. These can be assembled into correspondence, administration and context oriented elements. These variables are deciphered into quality perspectives (e.g., correspondence efficiency, solace, administrative efficiency, and practical profits) which give a general utility measure. The subjective quality appraisal is the most dependable measure of the client fulfillment with a certain administration. The client QoE is regularly communicated on a Mean Opinion Score (MOS) scale. Case in point, on a 5-scale rating, which is regularly utilized for sound and feature appraisal, a subjective score of 1 stands for the awful quality while a score of 5 speaks of astounding quality. Besides, QoE evaluation results ought to be reproducible. Thusly, ITU has characterized a few prerequisites for performing the subjective assessments, which cover the test outline, the choice of test material and the suitable test techniques for a given application. Subjective tests are ordinarily led in a research facility where singular clients take part in a subjective examination and survey the nature of another calculation or framework approach. By and by, this methodologyis ideally equipped for of line assessments since the time it now, prolonged and requires the association of the end-client. Rather, target measures are normally considered for surveying the client saw quality continuously. In the mean time, subjective test outcomes are utilized for creating and approving new target measurements. For the most part, target, features quality evaluation (VQA) measurements can be grouped into three classifications: full reference measurements require the accessibility of the first feature which is analyzed on a casing by-edge premise with the reproduced one to focus the feature quality (e.g., PSNR, SSIM and the movement based feature uprightness assessment (MOVIE)). This speaks to the most exact quality estimation, however is not suitable for continuous appraisal to the end client. No-reference measurements don't oblige a reference feature. Rather, the feature quality is concluded by handling the bit-stream (e.g., [SES+13]) or measuring certain sorts of mutilations (e.g., blockiness, blurriness) in the got feature stream. These measurements are most suitable for in-administration checking. Lessened reference measurements depend on spatial or transient highlights which are removed from the first feature and motioned along the feature stream (e.g., Video Quality Metric (VQM)). They require less overhead contrasted with the full reference measurements.

(a) Packet Loss: A parcel misfortune is a bundle produced in a hub, yet which does not achieve its destination because of system issues [7]. Parcel misfortune is the first reason for QoS and QoE interruption, since if a bundle is lost, and not retransmitted on time it will get disposed of, hence delivering feature or sound disturbances. Progressively situations bundle misfortunes can be brought on by cradle under runs or by system glitch.

(b) Jitter: after bundle misfortune, jitter is the second reason for administration interruption. Jitter is characterized as the variety in postponement of back to back bundles in the stream [8]. On the off chance that there is high jitter in the system, it can result in cushion under runs, and in this way bundle misfortunes in the correspondence. Jitter is smoothed in the application layer with the de-jitter cradles, which build delay, however diminish quality corruption.

(iii) QoE Metrices

A metric is characterized as "an arrangement of related measures that encourages the evaluation of some specific trademark"

(a) Structural Similarity (SSIM): the fundamental disadvantage of PSNR is that it doesn't consider how human observation functions, thus sometimes it can't recognize some human distinguishable feature interruptions. To address this weakness, SSIM consolidates luminance, contrast, and structural similitude of the pictures to look at the connection between the first picture and the got one. Essentially to PSNR, SSIM is likewise taking into account the Full Reference plane.

(b) Video Quality Metric (VQM): enhancing the methodologies portrayed above, VQM distinguishes human recognizable antiquities on the pictures, by considering obscuring, worldwide clamor, and square and shading twists. This metric likewise utilizes the first feature, subsequently utilizing the Full Reference QoE estimation approach.

(c) Mean Opinion Score (MOS): MOS was initially conceived for sound streams, it consolidates deferrals, saw jitter at the application layer, codec utilized for the correspondence and bundle misfortunes likewise at the application layer. In the range of feature QoE appraisal can be considered as a metametric given that it considers values from different measurements to produce the last processed client observation. The

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most utilized augmentation of MOS was proposed in [17] where the creators propose a mapping in the middle of PSNR and MOS.

3. Proposed Work

3.1 Selection of RPAR

Real time power aware routing protocol (RPAR) is the squash forwarded version of RAP. It is the unique protocol that is devised to sustain the real time routing for WSNs. Appliance precise communication delays are fingered in this protocol by vibrantly adapting transmission power and routing pronouncements based on the packet targets. RPAR exercises promoting policy with neighborhood manager and power responsive that efficiently ascertains eligible vicinity node to forward the packet in WSNs.

The main aspect of this scrupulous protocol is its adaptability, i.e. for rigid time limits, it trades energy and capacity to congregate the craving time constraints, and for unfastened deadlines, it reduces the transmission power to enhance the throughput. The protocol architecture comprises of four sections as follows:

(i) Dynamic velocity: Dynamic velocity module, which sketches a packet deadline to an entailed packet velocity. When a node is promoted a packet, it uses the velocity module to subtract the necessitate velocity based on the lingering distance between the present node and the target node and time to live (TTL). It also categorizes the packet based on their destination.

(ii) Delay Estimator: Delay estimator module, which scrutinizes the one-hop delay of diverse forwarding choices.

(iii) Forwarding: Forwarding module composes forwarding decisions on a packet-by-packet. It forwards the packet to the majority energy efficient forwarding choice that convenes the required velocity of the packet.

(iv)Neighborhood manager: neighborhood manager proficiently holds the neighborhood table and affords the best neighbor for the transmission of packets [31]. If the neighboring table doesn't contain any information about entitled forwarding node, then the neighborhood manager is heaved to discover the forwarding choices with two methods power adaptation and neighbor discovery.

Power adoption: In the power adaptation scheme, the required velocity for the subsisting neighbors in the neighborhood table is done by improving the transmission power. In this process, new neighbors are revealed that assemble the entailed velocity by transferring the Route to Request (RTR) packets to the neighbor nodes. The projected power adoption and neighborhood mechanisms are stipulated and so this protocol is said to be a reactive protocol [12]. This reactive loom is helpful in discovering neighbors rapidly with low control overhead. This protocol addresses vital practical issues like broken links, bandwidth constraints and scalability. Concert results show that this protocol achieves fit in terms of energy consumption and deadline neglect ratio.

4. Simulation Parameters and Performance Metrics

In this paper, system test system, Optimized Network Engineering Tools have been used as a recreation domain. OPNET is a simulator built on top of the discrete occasion framework (DES) and it reenacts the framework conducted by modelling. Each occasion in the framework are processed through client characterized procedures [33]. OPNET is compelling programming to reenact heterogeneous system with different protocols. OPNET is an abnormal state user interface that is assembled as of C and C+ + source code with the immense library of OPNET capacity.

5. Result & Discussion

The network consists of N number of nodes which are distributed in Hexagonal structure in the X*Y rectangular area, through wireless communication links. The simulation performance of nodes is done under real-time power aware based routing protocols.

This environment consists of 50 nodes, which are arranged in a hexagonal structure in 176*162 network region. The application used here are video streaming and voice to analyze QoE parameters.

Adhoc Routing Protocol	AODV/DSR/RPAR
Simulating Time	5minutes
Protocol	UDP
Bandwidth	12MBps
Total No. Of Packets	1000
Application Rate	5MB
Application Type	Video Streaming, voice
Service Type	Streaming Multimedia Type ID: 156
Network Region	176*162
Coverage area	50 meters

Table.1 Simulation parameters

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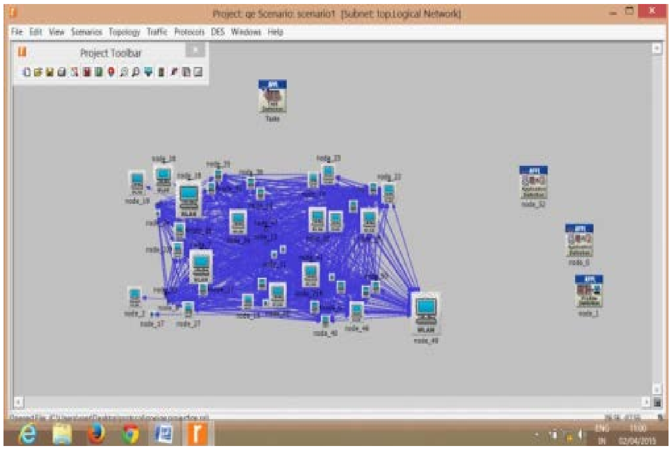

Fig.3. NAM window using RPAR routing protocol

5.1 Video Quality Metrics

Quality of video is analyzed using the number of packets sent to that of number of packets received.

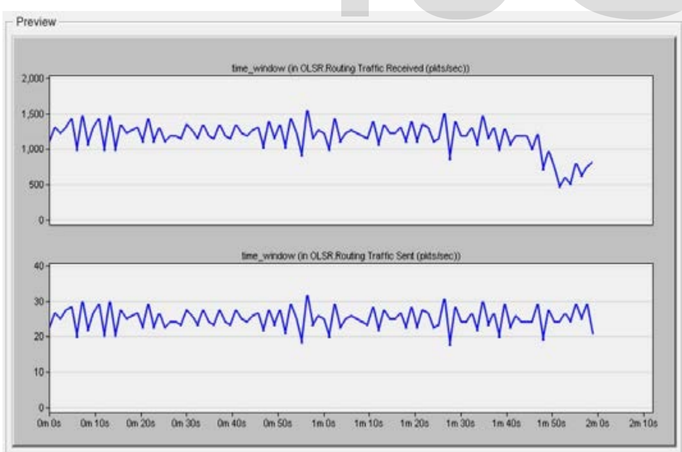

Fig.4. Traffic sent and received for VQM.

5.2 Mean opinion score(MOS)

MOS is the average value of delay and jitter. When the delay increases the MOS value also increase. Therefore the MOS value should be kept minimum.

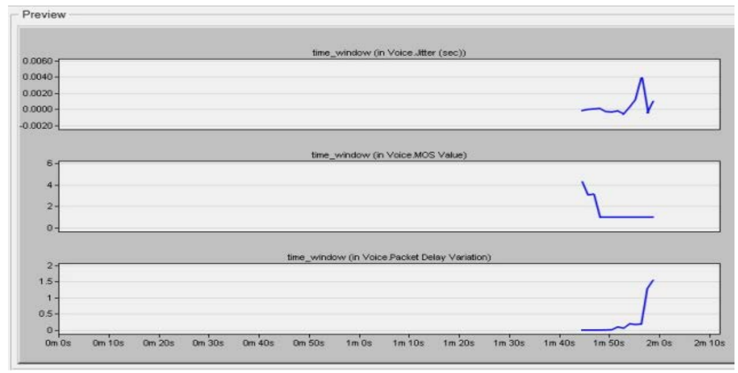

Fig.5. MOS value for voice signal

5.3 Structural Similarity metric(SSIM)

SSIM for the input video signal can be calculated using the formula given below:

$$SSIM(X,Y)=(2\mu_x\mu_y+C_1)(2\sigma_{xy}+C_2)/(\mu_x^2+\mu_y^2+C_1)(\sigma_x^2+\sigma_y^2+C_2)$$

Where, X and Y are original frame and the reference frame. μ_x and μ_y are mean value of X and Y frames. σ_x and σ_y are variance of X and Y. σ_{xy} are covariance value.

Thus the graph shows the SSIM value for each set of frames transmitted at that particular time in seconds.

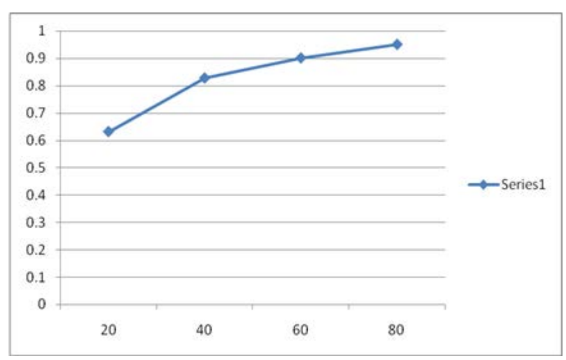

Fig.6. SSIM value for video signal.

6. Conclusion

This paper introduced the real-time power aware routing protocol to provide QoE-aware multimedia transmission of voice and video streaming, while deploying nodes in hexagonal type. Simulations were carried out to show the benefits of routing protocol for multimedia dissemination. Analyzing the simulation results, it was found that real-time power aware routing protocol enables voice and video distri-

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bution with a minimal quality level from a user's perspective. This was found by evaluating the proposed protocol through well known objective metrics (SSIM, VQM, MOS) as well as showing video frames. Thus, we can conclude that the proposed real-time power aware routing protocol delivers voice and video with QoE assurance, while also achieving energy-efficiency.

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