

# METHOD AND APPARATUS FOR EVALUATING MEDIA QUALITY

## TECHNICAL FIELD

The present invention relates to the field of communications technologies, and in particular, to a method and an apparatus for evaluating media quality.

## BACKGROUND

Video quality evaluation is an important technology that is indispensable for a video application. Video quality is affected by many complex factors, including: quality of service (for example, bandwidth, packet loss, latency, and jitter) of a transmission channel, and how parameters of video encoding and decoding ends match a transmission channel (for example, an encoding manner, a video resolution, a video frame rate, error resilience strength, or whether a buffer control policy of encoding and decoding ends is suitable). In addition to channel packet loss and an encoding manner that result in video data loss, thereby reducing video quality, video rebuffering or freezing or intermittent stop caused by channel latency and jitter can also seriously affect video quality.

Impact of encoding quality, video rebuffering, and network packet loss is considered in an existing video quality evaluation model:

$$TOT\_MOS_{pred} = func(Qual_{encoding}, Qual_{buff}, Qual_{pl})$$

For the encoding quality, impact of a bit stream and an encoding format is considered.

$$Qual_{encoding} = c_0 - c_1 \cdot e^{-\lambda \cdot x}$$

$c_0, c_1$  and  $\lambda$  are each a constant, and may be different values for different encoding formats.

Network packet loss quality is calculated by using a packet loss rate, where an average packet loss rate is first calculated within a sliding window:

$$PLR_{mean} = \frac{1}{N} \cdot \sum_{i=1}^N PLR_i$$

Maximum packet loss rates  $PLR_u$  and  $PLR_l$  are preset; if a packet loss rate within the sliding window is greater than  $PLR_u$ , it is considered that the quality is the worst; and if the packet

loss rate is less than  $PLR_l$ , it is considered that the current packet loss does not affect video quality.

$$PLR_i = \min(PLR_j, PLR_u), \text{ and } PLR_i = \max(PLR_j, PLR_l)$$

Packet loss quality within a period of time is:

$$Qual_{pl} = const \cdot (Qual_{encoding} - 1) \cdot \xi + 1$$

$$\xi = \frac{PLR_u - PLR_{mean}}{PLR_u - PLR_l}, 0 \leq \xi \leq 1$$

5 For the impact of video rebuffering, impact of the number of video rebufferings, a re-buffering duration, and an initial buffer duration within a period of time is considered. A model is as follows:

$$Qual_{buff} = C_0 + C_1 \cdot INIT\_PERC + C_2 \cdot BUF\_PERC + C_3 \cdot BUF\_FRQ$$

Final video quality is:

10  $TOT\_MOS_{pred} = Qual_{pl} - Qual_{buff}$

In the prior art, during video quality evaluation, a multiple rebuffering event interaction impact parameter, impact of video content, and impact of initial video quality within a period of time are not considered. As a result, an existing video quality evaluation result is not sufficiently accurate and there is a gap between the video quality evaluation result and subjective feelings of  
15 people.

## SUMMARY

### Technical Problem

An objective of embodiments of the present invention is to provide a method for evaluating media quality, so as to solve a problem in the prior art that a result of existing video  
20 quality evaluation is inconsistent with the subjective feeling of people because a multiple rebuffering event interaction impact parameter, impact of media content, and impact of initial media quality within a period of time are not considered during video quality evaluation.

### Technical Solution

The embodiments of the present invention are implemented in this way: a method for  
25 evaluating media quality, where the method includes:

obtaining media reference quality and rebuffering event distortion quality; and

determining final media quality according to the obtained media reference quality and

rebuffering event distortion quality, where

a parameter of the rebuffering event distortion quality includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity.

A method for evaluating media quality, where the method includes:

dividing a to-be-evaluated media file into a plurality of evaluation segments;

obtaining media reference quality and rebuffering event distortion quality of each of the evaluation segments, where a parameter of rebuffering event distortion quality of the evaluation segments includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity;

calculating media quality of each of the evaluation segments according to the obtained media reference quality and rebuffering event distortion quality of each of the evaluation segments; and

determining final quality of the media file according to the media quality that is of each of the evaluation segments and obtained by calculation.

An embodiment of the present invention further provides an apparatus for evaluating media quality, where the apparatus includes:

an obtaining unit, configured to obtain media reference quality and rebuffering event distortion quality; and a determining unit, configured to determine final media quality according to the media reference quality and the rebuffering event distortion quality which are obtained by the obtaining unit, where

a parameter of the rebuffering event distortion quality includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity.

An embodiment of the present invention further provides an apparatus for evaluating media quality, where the apparatus includes:

an evaluation segment dividing unit, configured to divide a to-be-evaluated media file into a plurality of evaluation segments;

an obtaining unit, configured to obtain media reference quality and rebuffering event distortion quality of each of the evaluation segments that is obtained by dividing by the evaluation segment dividing unit, where a parameter of rebuffering event distortion quality of the evaluation

segments includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity;

5 a calculating unit, configured to calculate media quality of each of the evaluation segments that is obtained by dividing by the evaluation segment dividing unit according to the obtained media reference quality and rebuffering event distortion quality that are of each of the evaluation segments and obtained by the obtaining unit; and

10 a determining unit, configured to determine final quality of the media file according to the media quality that is of each of the evaluation segments and is obtained by calculating by the calculating unit.

### **Beneficial Effects**

It can be learned from the foregoing technical solutions that when media quality is calculated in the embodiments of the present invention, impact of a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity on the media quality is considered, thereby making a media quality evaluation result more accurate, and more consistent with subjective feelings of people.

### **BRIEF DESCRIPTION OF DRAWINGS**

To describe the technical solutions in the embodiments of the present invention more clearly, the following briefly introduces the accompanying drawings required for describing the 20 embodiments or the prior art. Apparently, the accompanying drawings in the following description show merely some embodiments of the present invention, and a person of ordinary skill in the art may still derive other drawings from these accompanying drawings without creative efforts.

FIG. 1 is a flowchart of implementation of a method for evaluating media quality according to Embodiment 1 of the present invention;

25 FIG. 2 is a histogram of rebuffering intervals according to Embodiment 1 of the present invention;

FIG. 3 is a flowchart of implementation of a method for evaluating media quality according to Embodiment 2 of the present invention;

30 FIG. 4 is a flowchart of implementation of a method for evaluating media quality according to Embodiment 3 of the present invention;

FIG. 5 is a flowchart of implementation of a method for evaluating media quality

according to Embodiment 4 of the present invention;

FIG. 6 is a flowchart of implementation of a method for evaluating media quality according to Embodiment 5 of the present invention;

FIG. 7 is a structural diagram of composition of an apparatus for evaluating media quality according to Embodiment 6 of the present invention; and

FIG. 8 is a structural diagram of composition of an apparatus for evaluating media quality according to Embodiment 7 of the present invention.

## DESCRIPTION OF EMBODIMENTS

To make the objectives, technical solutions, and advantages of the present invention clearer and more comprehensible, the following further describes the present invention in detail with reference to the accompanying drawings and embodiments. It should be understood that the specific embodiments described herein are merely used to explain the present invention but are not intended to limit the present invention.

To better understand the embodiments of the present invention, some concepts that appear in the embodiments of the present invention are explained in the following:

Media reference quality is distortion caused due to media encoding compression and is basic quality when different media streams are encoded into different bit rates in the case of different encoding types.

Packet loss distortion is media frame (for example, a video frame and/or an audio frame) damage is resulted from delay packet loss that is caused by loss or jitter of a data packet of a media stream that is transmitted in a network channel, where bit error distortion and bit error transmission distortion are caused by frame damage, and a degree of distortion and a distortion value depend on the encoding basic quality.

A factor describing media content complexity represents description of complexity of media content from the perspective of time, space, or both time and space. For example, a video sequence that moves faster, or a video sequence that has more content details or richer colors has a greater factor describing video content complexity.

Rebuffering event: for a video sequence, impact of a rebuffering event is specifically presented as repeatedly displaying a previous displayed image, or continuous motionless images. For an audio sequence, impact of a rebuffering event is specifically presented as repeatedly playing audio of a previous frame/period of time, or being still without sound. For an audio-video sequence, impact of a rebuffering event is a combination of the foregoing two situations.

The embodiments of the present invention are applicable to quality evaluation of video rebuffering, audio rebuffering, and audio-video rebuffering. Media according to the embodiments of the present invention includes video, audio, or audio-video.

In a practical application, a rebuffering event and packet loss distortion may simultaneously or separately appear in media.

To describe the technical solutions of the present invention, descriptions are provided in the following by using specific embodiments.

### Embodiment 1

FIG. 1 shows an implementation procedure of a method for evaluating media quality according to Embodiment 1 of the present invention, where a process of the method is described in detail as follows:

Step S101, obtain media reference quality and rebuffering event distortion quality.

In this embodiment, the media reference quality may be obtained by using the prior art, which is not described in detail again herein. A parameter of the rebuffering event distortion quality includes, but is not limited to, at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity. Alternatively, the parameter of the rebuffering event distortion quality includes, but is not limited to, at least one of the following: the multiple rebuffering event interaction impact parameter, the initial media quality, and the factor describing media content complexity.

Specifically, the parameter of the rebuffering event distortion quality includes the initial media quality, the number of rebuffering events, and the duration of the rebuffering events, where  $Q_{rebuf} = func(Video\_Quality, Rebuf\_Num, Rebuf\_Len)$ . Alternatively, the parameter of the rebuffering event distortion quality includes the initial media quality, the number of rebuffering events, the duration of the rebuffering events, and the multiple rebuffering event interaction impact parameter, where  $Q_{rebuf} = func(Video\_Quality, Rebuf\_Num, Rebuf\_Len, MultiRebuf\_Factor)$ .  $Q_{rebuf}$  represents the rebuffering event distortion quality,  $Video\_Quality$  represents the initial media quality,  $Rebuf\_Num$  represents the number of rebuffering events,  $Rebuf\_Len$  represents the duration of the rebuffering events, and  $MultiRebuf\_Factor$  represents the multiple rebuffering event interaction impact parameter.

$Rebuf\_Num = n$ , where  $n$  represents a total number of times the rebuffering events

occur within a preset time.

When the duration of the rebuffering events is a weighted average duration of the rebuffering events within a preset time, the weighted average duration of the rebuffering events within the preset time is obtained according to a duration for which a rebuffering event lasts within the preset time and a weighting coefficient of the rebuffering event, where a specific calculation formula of the weighted average duration may be:

$$Rebuf\_Len = \frac{\sum_{i=1}^n W_i \cdot Len_i}{\sum_{i=1}^n W_i}, \text{ where } n \text{ represents the total number of times the}$$

rebuffering events occur within the preset time,  $Len_i$  represents a duration for which an  $i^{th}$  rebuffering event lasts within the preset time,  $W_i$  represents a weighting coefficient of the  $i^{th}$  rebuffering event (where the weighting coefficient may be an equal constant, and may also be a weight that is set according to a rebuffering duration; and a longer rebuffering time indicates a greater weight, and vice versa), and  $Rebuf\_Len$  represents the weighted average duration of the rebuffering events within the preset time.

Alternatively, the duration of the rebuffering events is a ratio of a total duration for which the rebuffering events last within the preset time to the preset time, where a specific calculation formula of the ratio may be:

$$Rebuf\_Len = \frac{\sum_{i=1}^n Len_i}{Time}, \text{ where } n \text{ represents the total number of times the}$$

rebuffering events occur within the preset time,  $Len_i$  represents the duration for which the  $i^{th}$  rebuffering event lasts within the preset time,  $Time$  represents the preset time, and  $Rebuf\_Len$  represents the ratio of the total duration for which the rebuffering events last within the preset time to the preset time.

Alternatively, the duration of the rebuffering events is the total duration for which the rebuffering events last within the preset time, where a specific calculation formula of the total duration may be:

$$Rebuf\_Len = \sum_{i=0}^n Len_i, \text{ where } n \text{ represents the total number of times the}$$

rebuffering events occur within the preset time,  $Len_i$  represents the duration for which the  $i^{th}$

rebuffering event lasts within the preset time, and  $Rebuf\_Len$  represents the total duration for which the rebuffering events last within the preset time.

When the multiple rebuffering event interaction impact parameter is a weighted average duration of time intervals between rebuffering events within a preset time, the weighted average duration of the time intervals between the rebuffering events within the preset time is obtained according to a time interval between a rebuffering event and a previous rebuffering event of the rebuffering event within the preset time and a weighting coefficient of the rebuffering event, where a specific calculation formula of the weighted average duration may be:

$$MultiRebuf\_Factor = \frac{\sum_{i=1}^n M_i \cdot Interval_i}{\sum_{i=1}^n M_i}, \text{ where } n \text{ represents the total}$$

number of times the rebuffering events occur within the preset time,  $Interval_i$  represents a time interval between an  $i^{th}$  rebuffering event and a previous rebuffering event of the  $i^{th}$  rebuffering event within the preset time, for example, an interval between a start time of a current rebuffering event and an end time of a previous rebuffering event,  $M_i$  represents a weighting coefficient (where the weighting coefficient may be an equal constant, and may also be a weight that is set according to a rebuffering time interval; and a longer duration indicates a greater weight, and vice versa) of the  $i^{th}$  rebuffering event, and  $MultiRebuf\_Factor$  represents the weighted average duration of the time intervals between the rebuffering events within the preset time.

In this embodiment, the weighting coefficient may also be set according to a preset rule, where the preset rule includes setting the weighting coefficient according to a length of a time interval between rebuffering events or setting the weighting coefficient according to the number of times rebuffering occurs within a same rebuffering time interval.

FIG. 2 is a histogram of the number of rebuffering interval times, where a lateral axis  $t$  represents a rebuffering interval length, that is, an interval between a start time of a current rebuffering event and an end time of a previous rebuffering event, a longitudinal axis  $Num$  represents the number of times rebuffering occurs within a same rebuffering time interval,  $M_i$  may be set according to  $Num$ , and a greater  $Num$  indicates a greater weight.

In this embodiment,  $Video\_Quality$  may be the media reference quality, and may also be media quality after packet loss distortion. In a same rebuffering event, if  $Video\_Quality$  is higher, a greater extent to which quality deteriorates. When  $Video\_Quality$  is the same, if  $Rebuf\_Num$ ,  $Rebuf\_Len$ , or  $MultiRebuf\_Factor$  is greater, impact on media quality is

greater and the media quality deteriorates more greatly.

In this embodiment, the rebuffering event distortion quality may be obtained according to the initial media quality, the number of rebuffering events, and the duration of the rebuffering events, and the rebuffering event distortion quality is a linear, non-linear, or linear-nonlinear combination of  $Rebuf\_Num$ ,  $Rebuf\_Len$ , and  $MultiRebuf\_Factor$ , where a specific calculation formula of the rebuffering event distortion quality may be:

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{\left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2}}{1 + \left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2}}, \text{ or}$$

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{(a_1 \cdot Rebuf\_Len^{b_1} + c_1 \cdot Rebuf\_Num^{d_1}) \cdot (a_2 \cdot Rebuf\_Len^{b_2} + c_2 \cdot Rebuf\_Num^{d_2})}{(a_1 \cdot Rebuf\_Len^{b_1} + c_1 \cdot Rebuf\_Num^{d_1}) \cdot (a_2 \cdot Rebuf\_Len^{b_2} + c_2 \cdot Rebuf\_Num^{d_2})}, \text{ or}$$

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{\left( (a_1 \cdot Rebuf\_Len^{b_1} + c_1 \cdot Rebuf\_Len^{d_1} + e_1) \cdot (a_2 \cdot Rebuf\_Num^{b_2} + c_2 \cdot Rebuf\_Len^{d_2} + e_2) \right)}{1 + \left( (a_1 \cdot Rebuf\_Len^{b_1} + c_1 \cdot Rebuf\_Len^{d_1} + e_1) \cdot (a_2 \cdot Rebuf\_Num^{b_2} + c_2 \cdot Rebuf\_Len^{d_2} + e_2) \right)}; \text{ or}$$

the rebuffering event distortion quality is obtained according to the initial media quality, the number of rebuffering events, the duration of the rebuffering events, and the multiple rebuffering event interaction impact parameter, where a specific calculation formula of the rebuffering event distortion quality may be:

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{\left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2} \cdot \left(\frac{MultiRebuf\_Factor}{a_3}\right)^{b_3}}{1 + \left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2} \cdot \left(\frac{MultiRebuf\_Factor}{a_3}\right)^{b_3}},$$

or

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{(a_1 \cdot Rebuf\_Num^{b_1} + c_1 \cdot Rebuf\_Num^{d_1} + e_1) \cdot (a_2 \cdot Rebuf\_Len^{b_2} + c_2 \cdot Rebuf\_Num^{d_2} + e_2) \cdot (a_3 \cdot MultiRebuf\_Factor^{b_3} + c_3 \cdot MultiRebuf\_Factor^{d_3} + e_3)}{1 + (a_1 \cdot Rebuf\_Num^{b_1} + c_1 \cdot Rebuf\_Num^{d_1} + e_1) \cdot (a_2 \cdot Rebuf\_Len^{b_2} + c_2 \cdot Rebuf\_Num^{d_2} + e_2) \cdot (a_3 \cdot MultiRebuf\_Factor^{b_3} + c_3 \cdot MultiRebuf\_Factor^{d_3} + e_3)}$$

or

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{(a_1 \cdot Rebuf\_Num^{b_1} + c_1 \cdot Rebuf\_Num^{d_1} + e_1) \cdot (a_2 \cdot Rebuf\_Len^{b_2} + c_2 \cdot Rebuf\_Num^{d_2} + e_2) \cdot (a_3 \cdot Rebuf\_Interval^{b_3} + c_3 \cdot Rebuf\_Interval^{d_3} + e_3) \cdot (a_4 \cdot MultiRebuf\_Factor^{b_4} + c_4 \cdot MultiRebuf\_Factor^{d_4} + e_4)}{(a_1 \cdot Rebuf\_Num^{b_1} + c_1 \cdot Rebuf\_Num^{d_1} + e_1) \cdot (a_2 \cdot Rebuf\_Len^{b_2} + c_2 \cdot Rebuf\_Num^{d_2} + e_2) \cdot (a_3 \cdot Rebuf\_Interval^{b_3} + c_3 \cdot Rebuf\_Interval^{d_3} + e_3) \cdot (a_4 \cdot MultiRebuf\_Factor^{b_4} + c_4 \cdot MultiRebuf\_Factor^{d_4} + e_4)}$$

where  $Video\_Quality$  is the initial media quality,  $MOS_{min}$  represents lowest media

quality (a constant greater than 0),  $Rebuf\_Num$  represents the number of rebuffering events within an evaluation segment (a media sequence within a preset period of time),  $Rebuf\_Len$  represents a duration for which the rebuffering events last within the evaluation segment,  $MultiRebuf\_Factor$  represents a weighted average duration of time intervals between rebuffering events within a preset time, and  $a_1, a_2, a_3, b_1, b_2$  are constants.

Step S102, determine final media quality  $Q_v = func(Q_{coding}, Q_{rebuf})$  according to the obtained media reference quality and rebuffering event distortion quality.

In this embodiment, a specific calculation formula of determining the final media quality according to the obtained media reference quality and rebuffering event distortion quality may be:

$$Q_v = Q_{coding} - Q_{rebuf}, \text{ where } Q_v \text{ represents the final media quality, } Q_{coding} \text{ represents the media reference quality, and } Q_{rebuf} \text{ represents the rebuffering event distortion quality.}$$

## Embodiment 2

FIG. 3 shows an implementation procedure of a method for evaluating media quality according to Embodiment 2 of the present invention, where a process of the method is described in detail as follows:

Step S301, obtain media reference quality, and obtain packet loss distortion quality and rebuffering event distortion quality.

In this embodiment, the media reference quality and the packet loss distortion quality may be obtained by using the prior art, which is not described in detail again herein. The rebuffering event distortion quality is obtained by using the method in Embodiment 1.

A parameter of the rebuffering event distortion quality includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity.

Step S302, determine final media quality  $Q_v = func(Q_{encoding}, Q_{pkt\_lost}, Q_{rebuf})$  according to the obtained media reference quality, packet loss distortion quality, and rebuffering event distortion quality.

In this embodiment, a specific calculation formula of determining the final media quality according to the obtained media reference quality, packet loss distortion quality, and rebuffering

event distortion quality may be:  $Q_v = Q_{coding} - Q_{pkt\_lost} - Q_{rebuf}$  , where  $Q_{rebuf} = (Q_{coding} - MOS_{min}) \cdot func(Rebuf\_Num, Rebuf\_Len, MultiRebuf\_Factor)$  ,  $Q_v$  represents the final media quality,  $Q_{coding}$  represents the media reference quality,  $Q_{pkt\_lost}$  represents the packet loss distortion quality, and  $Q_{rebuf}$  represents the rebuffering event distortion quality.

5 Preferably, the initial media quality may further be calculated according to the obtained media reference quality and packet loss distortion quality, and the final media quality is determined according to the obtained rebuffering event distortion quality  $Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Num, Rebuf\_Len, MultiRebuf\_Factor)$  and the initial media quality that is obtained by calculation. A specific calculation formula of determining  
10 the final media quality according to the obtained rebuffering event distortion quality and the initial media quality that is obtained by calculation may be:  $Q_v = Video\_Quality - Q_{rebuf}$  , where  $Q_v$  represents the final media quality,  $Video\_Quality$  represents the initial media quality, and  $Q_{rebuf}$  represents the rebuffering event distortion quality.

### Embodiment 3

15 FIG. 4 shows an implementation procedure of a method for evaluating media quality according to Embodiment 3 of the present invention, where a process of the method is described in detail as follows:

Step S401, obtain media reference quality and rebuffering event distortion quality.

When the media reference quality is the same, for a same rebuffering event, media of  
20 different content features has different subjective quality. For example, compared with media with a small motion, rebuffering has greater impact on media with a large motion. Therefore, in this embodiment, a parameter of the rebuffering event distortion quality includes initial media quality, the number of rebuffering events, a duration of the rebuffering events, and a factor describing media content complexity, where

25  $Q_{rebuf} = func(Video\_Quality, Rebuf\_Num, Rebuf\_Len, Complexity\_Factor)$  or  
 $Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Len, Rebuf\_Num) \cdot func2(Complexity\_Factor)$  .

Alternatively, the parameter of the rebuffering event distortion quality includes the initial media quality, the number of rebuffering events, the duration of the rebuffering events, a multiple rebuffering event interaction impact parameter, and the factor describing media content complexity,  
30 where  $Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Len, Rebuf\_Num) \cdot func2(Complexity\_Factor)$

or 
$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Len, Rebuf\_Num, MultiRebuf\_Factor) \cdot func2(Complexity\_Factor)$$

Alternatively, the parameter of the rebuffering event distortion quality includes the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity, where  $Q_{rebuf} = func(Rebuf\_Num, Rebuf\_Len, Complexity\_Factor)$ . Alternatively, the

5 parameter of the rebuffering event distortion quality includes the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity, where

$$Q_{rebuf} = func(Rebuf\_Num, Rebuf\_Len, MultiRebuf\_Factor, Complexity\_Factor).$$

In this embodiment, in addition to using rebuffering information (including  
10  $Rebuf\_Num$ ,  $Rebuf\_Len$ , and  $MultiRebuf\_Factor$ ) and/or the initial media quality in Embodiment 1, the factor describing media content complexity is used in combination to calculate the rebuffering event distortion quality. A greater factor describing media content complexity indicates greater rebuffering event distortion quality.

In this embodiment, the rebuffering event distortion quality is obtained according to the  
15 initial media quality, the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity, where a specific calculation formula of the rebuffering event distortion quality may be:

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{\left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2} \cdot \left(\frac{Complexity\_Factor}{a_3}\right)^{b_3}}{1 + \left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2} \cdot \left(\frac{Complexity\_Factor}{a_3}\right)^{b_3}}$$

Alternatively, the rebuffering event distortion quality is obtained according to the initial  
20 media quality, the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity, where a specific calculation formula of the rebuffering event distortion quality may be:

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot \frac{\left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2} \cdot \left(\frac{MultiRebuf\_Factor}{a_3}\right)^{b_3} \cdot \left(\frac{Complexity\_Factor}{a_4}\right)^{b_4}}{1 + \left(\frac{Rebuf\_Len}{a_1}\right)^{b_1} \cdot \left(\frac{Rebuf\_Num}{a_2}\right)^{b_2} \cdot \left(\frac{MultiRebuf\_Factor}{a_3}\right)^{b_3} \cdot \left(\frac{Complexity\_Factor}{a_4}\right)^{b_4}}$$

where  $Video\_Quality$  is the initial media quality,  $MOS_{min}$  represents lowest media  
25 quality,  $Rebuf\_Num$  represents the number of rebuffering events within a preset time,  $Rebuf\_Len$  represents a duration for which the rebuffering events last within the preset time,  $MultiRebuf\_Factor$  represents a weighted average duration of time intervals between rebuffering

events within a preset time,  $Complexity\_Factor$  represents media content complexity within each preset period of time, and  $a_1, a_2, a_3, b_1, b_2$  are constants.

Step S402, determine final media quality  $Q_v = func(Q_{coding}, Q_{rebuf})$  according to the obtained media reference quality and rebuffering event distortion quality.

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#### Embodiment 4

FIG. 5 shows an implementation procedure of a method for evaluating media quality according to Embodiment 4 of the present invention, where a process of the method is described in detail as follows:

Step S501, obtain media reference quality, and obtain packet loss distortion quality and rebuffering event distortion quality.

In this embodiment, the media reference quality and the packet loss distortion quality may be obtained by using the prior art, which is not described in detail again herein. The rebuffering event distortion quality is obtained by using the method in Embodiment 3.

A parameter of the rebuffering event distortion quality includes initial media quality, the number of rebuffering events, a duration of the rebuffering events, and a factor describing media content complexity, where

$$Q_{rebuf} = func(Video\_Quality, Rebuf\_Num, Rebuf\_Len, Complexity\_Factor) \quad \text{or}$$

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Len, Rebuf\_Num) \cdot func2(Complexity\_Factor) \quad .$$

Alternatively, the parameter of the rebuffering event distortion quality includes the initial media quality, the number of rebuffering events, the duration of the rebuffering events, a multiple rebuffering event interaction impact parameter, and the factor describing media content complexity, where

$$Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Len, Rebuf\_Num) \cdot func2(Complexity\_Factor)$$

$$\text{or} \quad Q_{rebuf} = (Video\_Quality - MOS_{min}) \cdot func(Rebuf\_Len, Rebuf\_Num, MultiRebuf\_Factor) \cdot func2(Complexity\_Factor) \quad .$$

Alternatively, the parameter of the rebuffering event distortion quality includes the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity, where  $Q_{rebuf} = func(Rebuf\_Num, Rebuf\_Len, Complexity\_Factor)$ . Alternatively, the parameter of the rebuffering event distortion quality includes the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity, where

$$Q_{rebuf} = func(Rebuf\_Num, Rebuf\_Len, MultiRebuf\_Factor, Complexity\_Factor) \cdot$$

In other words, the rebuffering event distortion quality may be obtained according to the initial media quality, the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity.

Alternatively, the rebuffering event distortion quality is obtained according to the initial media quality, the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity.

Alternatively, the rebuffering event distortion quality is obtained according to the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity.

Alternatively, the rebuffering event distortion quality is obtained according to the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity.

Step S502, determine final media quality  $Q_v = func(Q_{encoding}, Q_{pkt\_lost}, Q_{rebuf})$  according to the obtained media reference quality, packet loss distortion quality, and rebuffering event distortion quality.

### Embodiment 5

FIG. 6 shows an implementation procedure of a method for evaluating media quality according to Embodiment 5 of the present invention, where a process of the method is described in detail as follows:

Step S601, divide a to-be-evaluated media file into a plurality of evaluation segments.

Preferably, the to-be-evaluated media file is divided into a plurality of evaluation segments according to a rebuffering event or a rebuffering duration.

Step S602, obtain media reference quality and rebuffering event distortion quality of each of the evaluation segments, where a parameter of rebuffering event distortion quality of the evaluation segments includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity.

Step S603, calculate media quality of each of the evaluation segments according to the obtained media reference quality and rebuffering event distortion quality of each of the evaluation segments.

In this embodiment, the media quality of each evaluation segment may be obtained by using the media quality calculation method according to Embodiment 1, 2, 3, or 4, where

$$Q_i = func(Q_{i_{coding}}, Q_{i_{rebuf}}).$$

Step S604, determine final quality of the media file  $Q = func(Q_i)$  according to the media quality that is of each of the evaluation segments and obtained by calculation, where  $Q$  represents the final quality of the media file, and  $Q_i$  represents the media quality of each evaluation segment (a media sequence within a preset period of time).

Specifically, a weight for each evaluation segment is set according to a rebuffering duration of rebuffering events in each evaluation segment, or a weight for each evaluation segment is set according to a rebuffering quality score of each evaluation segment or a rebuffering model effect factor.

A weighting operation is performed on the media quality of each evaluation segment of the media file according to the set weight, and a weighted average value obtained after the weighting operation is used as the final quality of the media file (for example,  $Q = Q_1 \times a_1 + Q_2 \times a_2 + \dots + Q_n \times a_n$ , where  $a_i$  represents a weight of an  $i^{th}$  evaluation segment). Alternatively,

when media quality of N evaluation segments is lower than preset media quality, lowest media quality of the N evaluation segments or average media quality of the N evaluation segments is used as the final quality of the media file, where N is an integer greater than or equal to 1.

### Embodiment 6

FIG. 7 shows a composition structure of an apparatus 7 for evaluating media quality according to Embodiment 6 of the present invention, and for ease of description, only shows a part related to this embodiment of the present invention.

The apparatus 7 for evaluating media quality may be applied to various information terminals (a television set, a mobile phone, a computer, a personal digital assistant, and the like), may be a software unit, a hardware unit, or a unit combining software and hardware that operates in these terminals, and may also be integrated into these terminals as an independent add-on, or operate in an application system of these terminals.

The apparatus 7 for evaluating media quality includes an obtaining unit 71 and a determining unit 72. Specific functions of the units are as follows:

The obtaining unit 71 is configured to obtain media reference quality and rebuffering event distortion quality.

The determining unit 72 is configured to determine final media quality according to the media reference quality and rebuffering event distortion quality that are obtained by the obtaining

unit 71.

A parameter of the rebuffering event distortion quality includes at least one of the following: the number of rebuffering events, a duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity.

Further, the obtaining unit 71 is further configured to obtain packet loss distortion quality.

The determining unit 72 is further configured to determine the final media quality according to the media reference quality, the packet loss distortion quality, and the rebuffering event distortion quality that are obtained by the obtaining unit 71.

Further, the determining unit 72 is specifically configured to calculate the initial media quality according to the obtained media reference quality and packet loss distortion quality, and then determine the final media quality according to the obtained rebuffering event distortion quality and the initial media quality that is obtained by calculation.

In this embodiment, the rebuffering event distortion quality is obtained according to the initial media quality, the number of rebuffering events, and the duration of the rebuffering events, or the rebuffering event distortion quality is obtained according to the initial media quality, the number of rebuffering events, the duration of the rebuffering events, and the multiple rebuffering event interaction impact parameter.

Alternatively, the rebuffering event distortion quality is obtained according to the initial media quality, the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity. Alternatively, the rebuffering event distortion quality is obtained according to the initial media quality, the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity. Alternatively, the rebuffering event distortion quality is obtained according to the number of rebuffering events, the duration of the rebuffering events, and the factor describing media content complexity. Alternatively, the rebuffering event distortion quality is obtained according to the number of rebuffering events, the duration of the rebuffering events, the multiple rebuffering event interaction impact parameter, and the factor describing media content complexity.

The duration of the rebuffering events is a weighted average duration of the rebuffering events within a preset time, where the weighted average duration of the rebuffering events within the preset time is obtained according to a duration for which a rebuffering event lasts within the preset time and a weighting coefficient of the rebuffering event. Alternatively, the duration of the

rebuffering events is a ratio of a total duration for which the rebuffering events last within the preset time to the preset time. Alternatively, the duration of the rebuffering events is the total duration for which the rebuffering events last within the preset time.

The multiple rebuffering event interaction impact parameter is a weighted average duration of time intervals between rebuffering events within a preset time, where the weighted average duration of the time intervals between the rebuffering events within the preset time is obtained according to a time interval between a rebuffering event and a previous rebuffering event of the rebuffering event within the preset time and a weighting coefficient of the rebuffering event.

The weighting coefficient is set according to a length of a time interval between rebuffering events or according to the number of times of a same rebuffering interval.

The apparatus for evaluating media quality provided in this embodiment can be used for the foregoing corresponding methods for evaluating media quality, and for details, refer to related description in Embodiment 1, 2, 3, and 4 of the foregoing methods for evaluating media quality, which are not described in detail again herein.

## Embodiment 7

FIG. 8 shows a composition structure of an apparatus 8 for evaluating media quality according to Embodiment 7 of the present invention, and for ease of description, only shows a part related to this embodiment of the present invention.

The apparatus 8 for evaluating media quality may be applied to various information terminals (a television set, a mobile phone, a computer, a personal digital assistant, and the like), may be a software unit, a hardware unit, or a unit combining software and hardware that operates in these terminals, and may also be integrated into these terminals as an independent add-on, or operate in an application system of these terminals.

The apparatus 8 for evaluating media quality includes an evaluation segment dividing unit 81, an obtaining unit 82, a calculating unit 83, and a determining unit 84. Specific functions of the units are as follows:

The evaluation segment dividing unit 81 is configured to divide a to-be-evaluated media file into a plurality of evaluation segments.

The obtaining unit 82 is configured to obtain media reference quality and rebuffering event distortion quality of each of the evaluation segments that is obtained by dividing by the evaluation segment dividing unit 81, where a parameter of rebuffering event distortion quality of the evaluation segments includes at least one of the following: the number of rebuffering events, a

duration of the rebuffering event, a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity.

The calculating unit 83 is configured to calculate media quality of each of the evaluation segments that is obtained by dividing by the evaluation segment dividing unit 81 according to the media reference quality and the rebuffering event distortion quality that are of each of the evaluation segments and obtained by the obtaining unit 82.

The determining unit 84 is configured to determine final quality of the media file according to the media quality that is of each of the evaluation segments and is obtained by calculating by the calculating unit 83.

Further, the evaluation segment dividing unit 81 is specifically configured to divide the to-be-evaluated media file into the plurality of evaluation segments according to a rebuffering event or a rebuffering duration.

The determining unit 84 includes:

a weight setting module 841, configured to set a weight for each evaluation segment according to a rebuffering duration of rebuffering events in each evaluation segment, or set a weight for each evaluation segment according to a rebuffering quality score of each evaluation segment or a rebuffering model effect factor; and

a determining module 842, configured to perform a weighting operation on the media quality of each evaluation segment of the media file according to the weight set by the weight setting module 841, and use a weighted average value obtained after the weighting operation as the final quality of the media file.

Preferably, when media quality of N evaluation segments is lower than preset media quality, the determining unit 84 is configured to use lowest media quality of the N evaluation segments or average media quality of the N evaluation segments as the final quality of the media file, where N is greater than or equal to 1.

The apparatus for evaluating media quality provided in this embodiment can be used for the foregoing corresponding method for evaluating media quality, and for details, refer to related description in Embodiment 5 of the foregoing method for evaluating media quality, which is not described in detail again herein.

A person of ordinary skill in the art may understand that classification of units and modules included in Embodiment 6 and Embodiment 7 is merely logical function classification, but the present invention is not limited to the above classification as long as corresponding functions can be implemented. In addition, the specific names of all functional units and modules are merely for facilitating the differentiation between each other, but are not intended to limit the protection

scope of the present invention.

In conclusion, in the embodiments of the present invention, when media quality is calculated, impact of a multiple rebuffering event interaction impact parameter, initial media quality, and a factor describing media content complexity on the media quality is considered, thereby  
5 making a media quality evaluation result more accurate, and more consistent with subjective feelings of people.

A person of ordinary skill in the art may understand that all or a part of the steps of the methods in the embodiments may be implemented by a program instructing relevant hardware. The program may be stored in a computer readable storage medium, including a ROM, a RAM, a  
10 magnetic disk, or an optical disc.

The foregoing descriptions are merely exemplary embodiments of the present invention, but are not intended to limit the present invention. Any modification, equivalent replacement, or improvement made without departing from the principle of the present invention should fall within the protection scope of the present invention.

## CLAIMS:

1. A method for evaluating media quality, wherein the method comprises:

obtaining media reference quality and rebuffering event distortion quality (S101);

wherein, the media reference quality is distortion caused due to media encoding compression and is basic quality when different media streams are encoded into different bit rates in the case of different encoding types;

the rebuffering event distortion quality is obtained at least according to initial media quality, the number of rebuffering events, a duration of the rebuffering events and a multiple rebuffering event interaction impact parameter; wherein the multiple rebuffering event interaction impact parameter is a weighted average duration of time intervals between rebuffering events within a preset time, wherein the weighted average duration of the time intervals between the rebuffering events within the preset time is obtained according to a time interval between a rebuffering event and a previous rebuffering event of the rebuffering event within the preset time and a weighting coefficient of the rebuffering event;

wherein, the duration of the rebuffering events is a weighted average duration of the rebuffering events within a preset time, wherein the weighted average duration of the rebuffering events within the preset time is obtained according to a duration for which a rebuffering event lasts within the preset time and the weighting coefficient of the rebuffering event; or

the duration of the rebuffering events is a ratio of a total duration for which the rebuffering events last within a preset time to the preset time; or

the duration of the rebuffering events is a total duration for which the rebuffering events last within a preset time;

obtaining (S301) packet loss distortion quality;

calculating the initial media quality according to the obtained media reference quality and packet loss distortion quality, and

determining the final media quality according to the obtained rebuffering event distortion quality and the initial media quality that is obtained by calculation;

2. The method according to claim 1, wherein

the rebuffering event distortion quality is further obtained according to a factor describing media content complexity; the factor describing media content complexity represents description of complexity of media content from the perspective of time, space, or both time and space.

3. The method according to claim 1 or 2, wherein the weighting coefficient is set according to a length of a time interval between rebuffering events or according to the number of times of a same rebuffering interval.
  
4. An apparatus for evaluating media quality, wherein the apparatus comprises:
  - an obtaining unit (71), configured to obtain media reference quality and rebuffering event distortion quality and packet loss distortion quality; wherein, the media reference quality is distortion caused due to media encoding compression and is basic quality when different media streams are encoded into different bit rates in the case of different encoding types; wherein, the rebuffering event distortion quality is obtained at least according to initial media quality, the number of rebuffering events, a duration of the rebuffering events and a multiple rebuffering event interaction impact parameter; wherein the multiple rebuffering event interaction impact parameter is a weighted average duration of time intervals between rebuffering events within a preset time, wherein the weighted average duration of the time intervals between the rebuffering events within the preset time is obtained according to a time interval between a rebuffering event and a previous rebuffering event of the rebuffering event within the preset time and a weighting coefficient of the rebuffering event;
    - wherein, the duration of the rebuffering events is a weighted average duration of the rebuffering events within a preset time, wherein the weighted average duration of the rebuffering events within the preset time is obtained according to a duration for which a rebuffering event lasts within the preset time and the
      - weighting coefficient of the rebuffering event; or
      - the duration of the rebuffering events is a ratio of a total duration for which the rebuffering events last within a preset time to the preset time; or
      - the duration of the rebuffering events is a total duration for which the rebuffering events last within a preset time;
    - the determining unit (72) is specifically configured to calculate initial media quality according to the obtained media reference quality and packet loss distortion quality, and then determine the final media quality according to the obtained rebuffering event distortion quality and the initial media quality that is obtained by calculation.
  
5. The apparatus according to claim 4, wherein
  - the rebuffering event distortion quality is further obtained according to a factor describing media content complexity;
    - the factor describing media content complexity represents description of complexity of media content from the perspective of time, space, or both time and space.

6. The apparatus according to claim 4 or 5, wherein the weighting coefficient is set according to a length of a time interval between rebuffering events or according to the number of times of a same rebuffering interval.