

Amazon Interactive Video Service

Quality of Experience Monitoring Dashboard

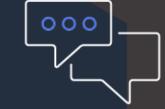


Purpose









Monitor quality of service

- Capture metrics on delivery performance and viewing experience
- Build dashboards and alerts for • operations teams to proactively understand customer experience

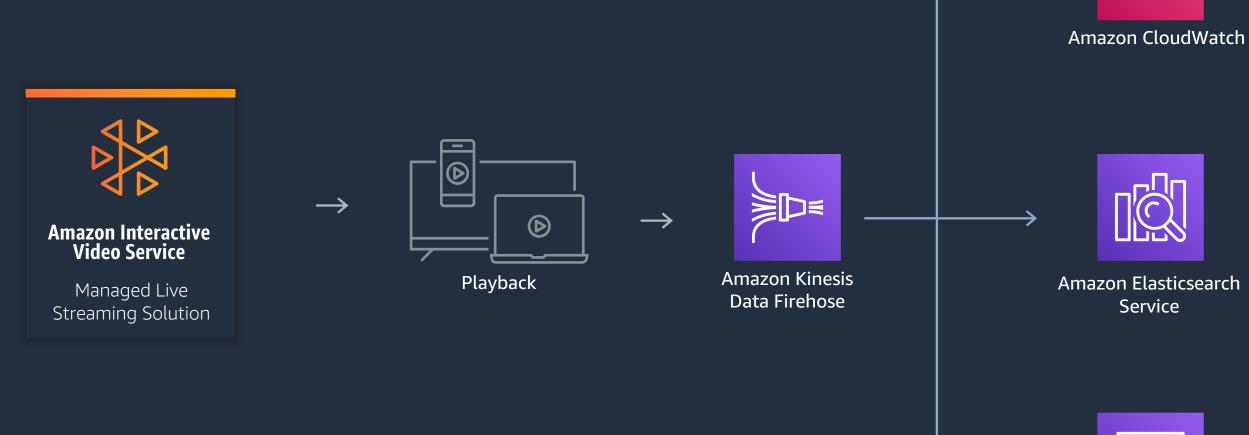
Measure quality of experience

- Monitor and measure interactions
- Understand consumption behavior and user interactions





Solution Components



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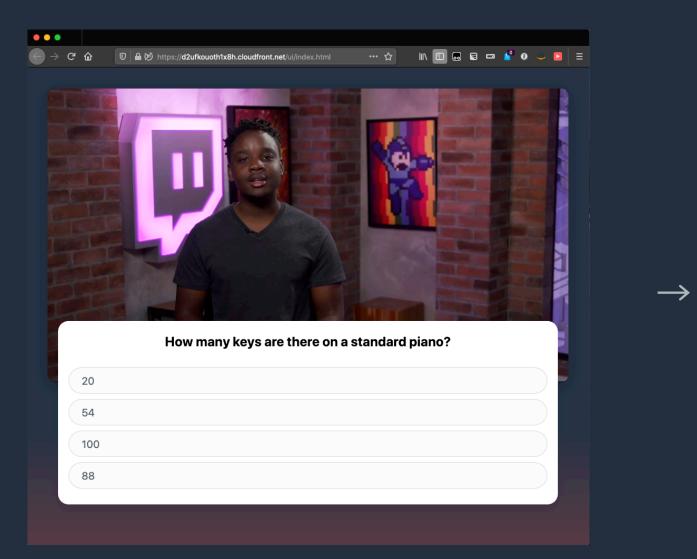




Amazon QuickSight



Client Architecture



"metric_type":"PLAYBACK_SUMMARY", "client_platform":"web", "channel_watched":"xhP3ExfcX80N", "is_live":true, "error_count":0, "playing_time_ms":60030, "buffering_time_ms":0, "rendition_name":"720p", "rendition_height":720, "startup_latency_ms":0, "live_latency_ms":2



Sample JS Player

To get started: please read the web/IVSplayer/README.md

The sample player by default plays an IVS test channel, generating one QoS event each minute (configurable, tradeoff between latency and cost)



Waiting for the next question

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21:46:50.583	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":125</pre>	ayingTime	Ms":59007,"b	oufferingTimeMs				X80N","isLive		
21:47:51.585	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":61002,"b	oufferingTimeMs				:X80N","isLive		
21:48:52.583	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":60998,"b	oufferingTimeMs				:X80N","isLive		
21:49:53.582	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":60999,"b	oufferingTimeMs				X80N","isLive		
21:50:53.583	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":60001,"b	oufferingTimeMs				:X80N","isLive		·
21:51:54.584	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":61001,"b	oufferingTimeMs				X80N","isLive		
21:52:54.588	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":60004,"b	oufferingTimeMs				:X80N","isLive		
21:53:55.487	<pre>sendQoSEvent {"metric_type": rorCount":0,"pl pLatencyMs":0,"</pre>	ayingTime	Ms":60898,"b	oufferingTimeMs	:"web","ch ":0,"rendi	annelWatched" tionName":"72	:"xhP3Exfc 0p","rendi	:X80N","isLive	<u>vs.js:262</u> ":true,"er 20,"startu	
21:54:56.486	<pre>sendQoSEvent {"metric_type": rorCoupt":0 "pl</pre>	"PLAYBACK	SUMMARY","c	lientPlatform	:"web","ch	annelWatched"	:"xhP3Exfc	X80N","isLive	<u>vs.js:262</u> ":true,"er	



JSON Schema

etc.)

Metrics of user activity (concurrent viewers, etc.) and QoS (buffering, latency,

Data Field Name Note Type // event type (QoS, timed metadata feedback, etc.) metric_type string "PLAYBACK_SUMMARY" for QoS event // client platform and content client_platform string e.g., "web", "android", "ios" channel_watched string the string after ".channel." in the playback URL, e.g., "xhP3ExfcX8ON" for the test channel is live boolean // playback summary integer error_count the duration (in ms) of the player SDK staying in the "PLAYING" state playing_time_ms integer buffering time ms the duration (in ms) of the player SDK staying in the "BUFFERING" state integer e.g., "Source", "720p60", "720p", "480p", "240p", "160p" (snapshot taken right before the event is rendition_name string sent) rendition_height (snapshot taken right before the event is sent) integer latency in ms from load() being called to state becoming PLAYING. Value is only valid in the very first event of playing a channel, and is set to 0 in following events, i.e., the 2nd/3rd/... minute of the startup_latency_ms integer playback session latency in ms based on "getLiveLatency()" covering the latency from ingest to playback (i.e., not live_latency_ms integer include the latency of broadcast tool), live only. set to -1, if VOD

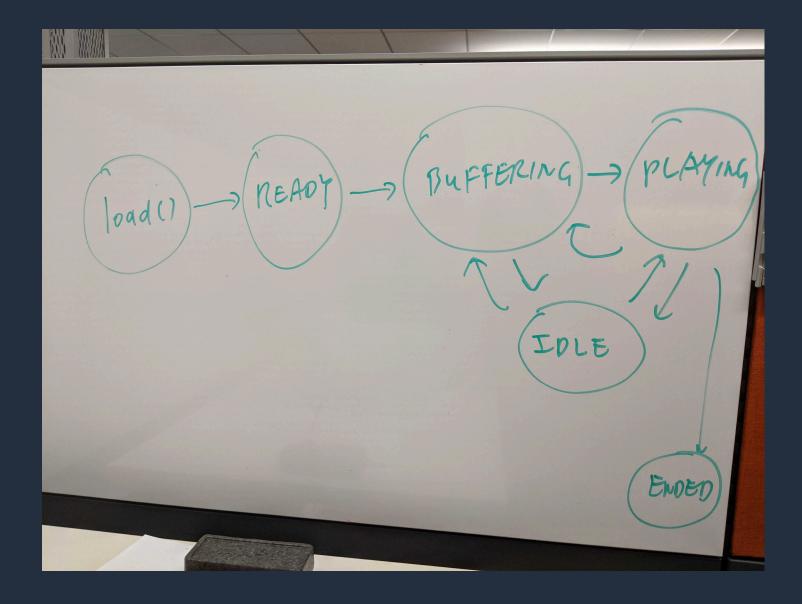


Implementation

Check section 3.1.3 of web/IVSplayer/README.md

Search "QoS event" in web/IVSplayer/js/ivs.js

Most logic is in the transition of player state





Verification

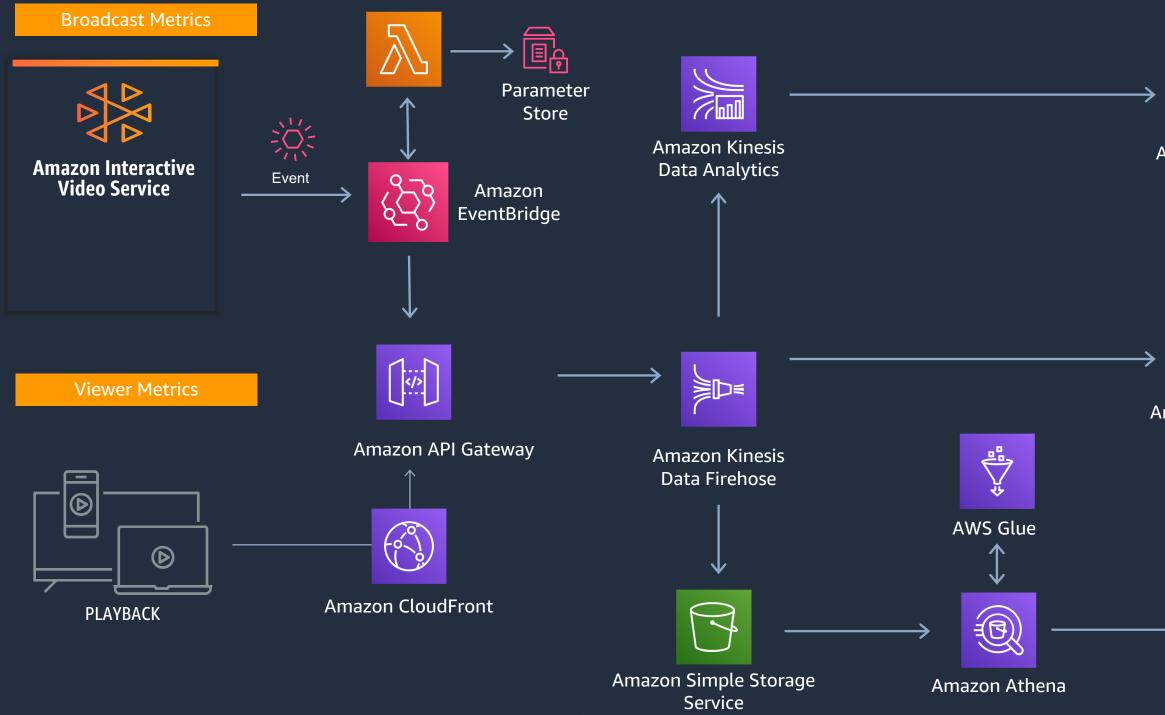
Multiple test cases with simulated network conditions (use Chrome Developer Tool to throttle network)

Test Case	Which QoS Event	Expected startupLatencyMs	playingTimeMs	bufferingTimeMs	renditionHeight	LiveLatencyMs	errorCount
#1	1st	~2s	~58s	~0s	720	~3s	~0
	Following	Os	~60s	~0s	720	~3s	~0
#2	1st	~2s	~58s	~0s	720	~3s	~0
	2nd	Os	~60s	~0s	720	~3s	~0
	3rd	Os	>55s	<5s	360	<6s	~0
	4th	Os	~60s	~0s	360	<6s	~0
#3	1st	~5s	~55s	~0s	360	<5s	~0
	2nd	Os	~60s	~0s	360	<5s	~0
	3rd	Os	~60s	~0s	720	<5s	~0
	4th	Os	~60s	~0s	720	<5s	~0





Backend Architecture: Analytics



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Amazon CloudWatch



Amazon Elasticsearch Service

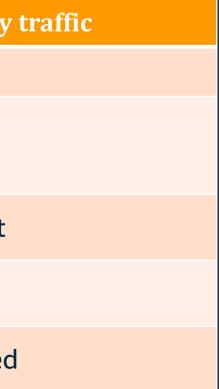


Amazon QuickSight



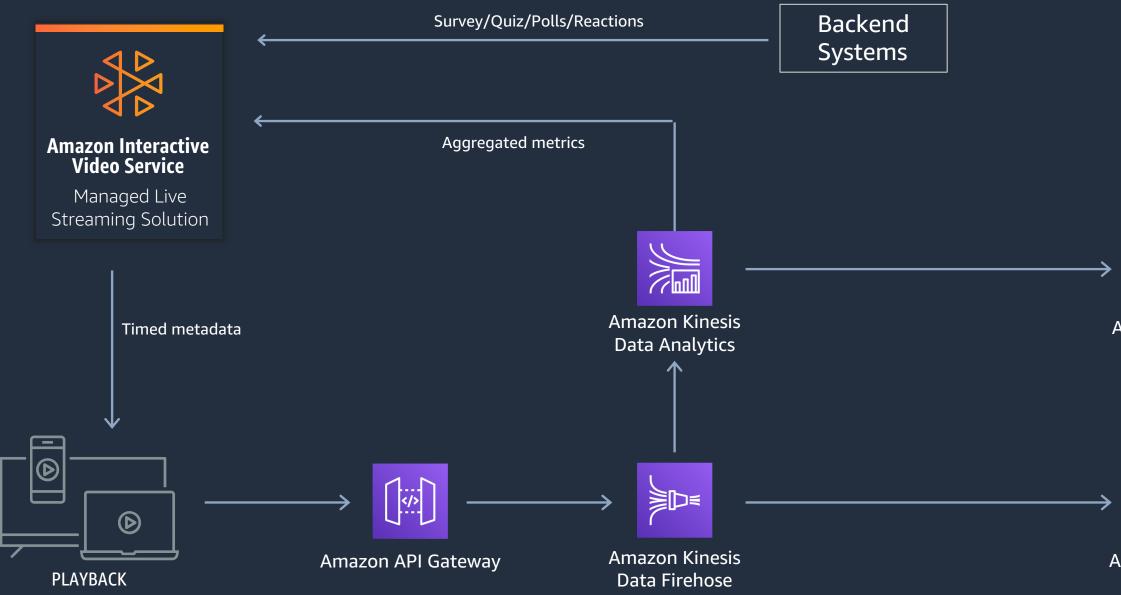
Cost Estimates

Components	Costs	Cost variability by
Ingests	\$218.40 per Million Hours	High
Kinesis Analytics Processing	\$84.20 per Month (1 KPU)	Stepwise
CloudWatch Dashboards	\$4.50 per Month	Consistent
ElasticSearch Dashboards	\$232.50 per Month (2x m4.large w/ 100GB storage)	Stepwise
QuickSight Dashboards	\$12/user/month + S3 Data scan charges	Usage based





Beyond QoS/E – building interactions



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Amazon CloudWatch



Amazon Elasticsearch Service



Right tooling

CloudWatch	ElasticSearch	QuickSigh
Near real time	Near real time	Long term
Operational metrics- notifications	More flexibility Developer comfort	Business r

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reporting



Next Steps

https://github.com/aws-samples/amazonivs-qos-dashboard-timed-metadata-sample



