



Virtual Audio Chat: User Interaction and Audio Quality Evaluation

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Presentation Outline

- Introduction
- Multi-user *Virtual Audio Chat* (VAC): user interactions
- Audio quality evaluation: comparison of three coders
 - previously recorded speech and music
 - live audio chat
- Conclusions

Introduction

- **Virtual Audio Chat**: interactive VR/Web application that enables real-time audio streaming
- Speech quality and network requirements depend in great deal on type of coder being used
 - Different data rates and Mean Opinion Scores (MOS)
- Measurements of network throughput and subjective speech quality for three different coders: **PCM, GSM, G.723.1**

Multi-user Virtual Audio Chat

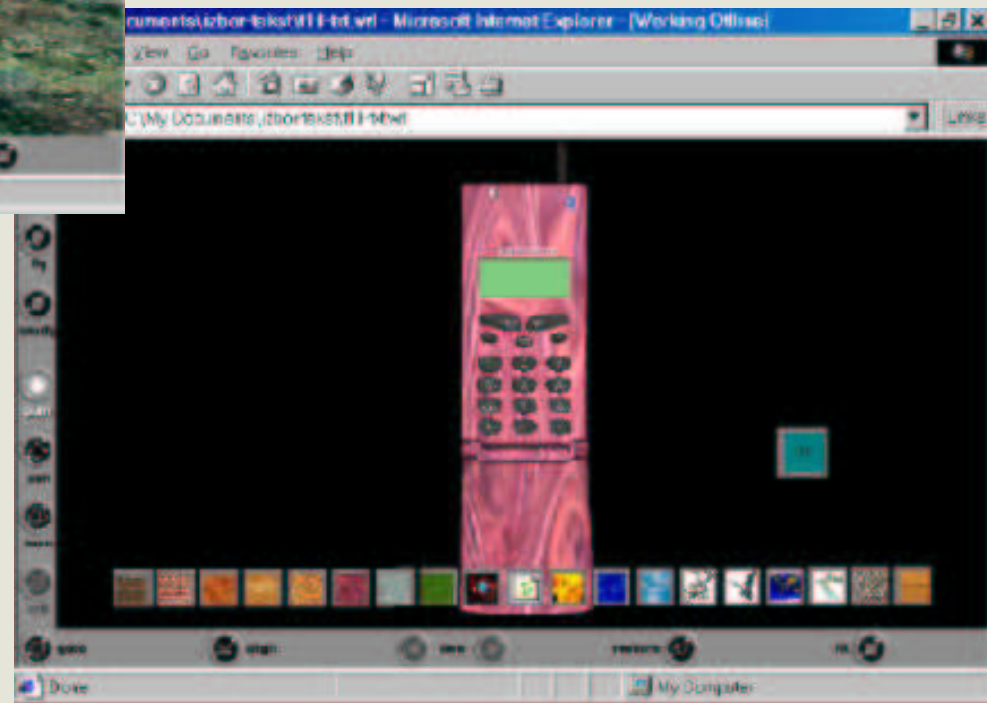
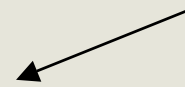
- Audio conference with (desktop) virtual reality interface

Three basic components:

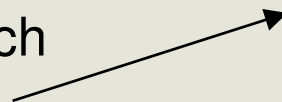
- VRML mobile phone model - user interactions
- Java applet opening RTP based audio conference
 - Java Media Framework (JMF) API used
- Modified *Session Directory* (sdr) tool – enables user to schedule and announce multimedia session



User navigates through gallery and chooses mobile phone



User chooses which texture to apply

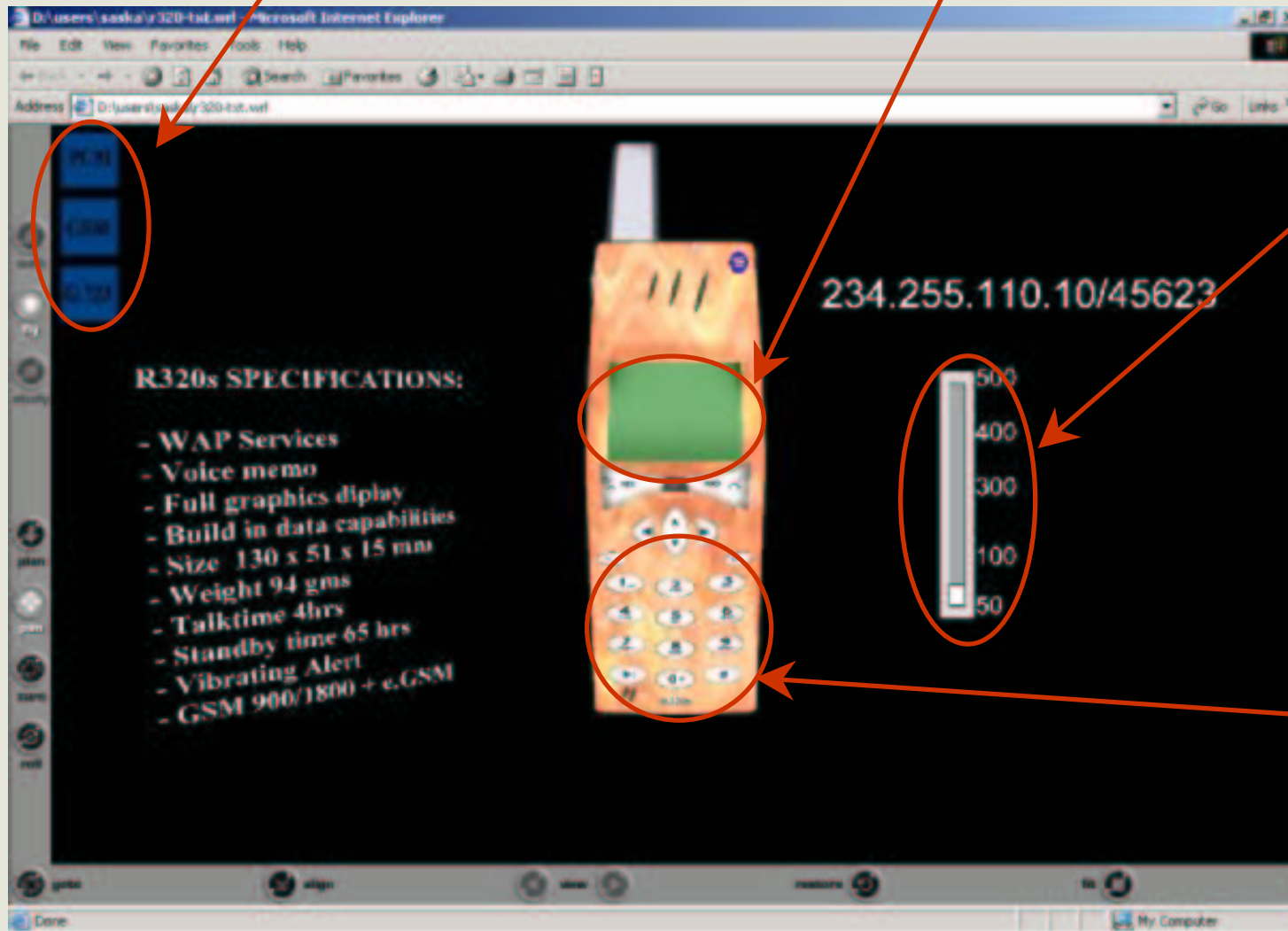


choice of coder

display

virtual
media-data
buffer

virtual keys



Real-time data transfer using RTP/RTCP

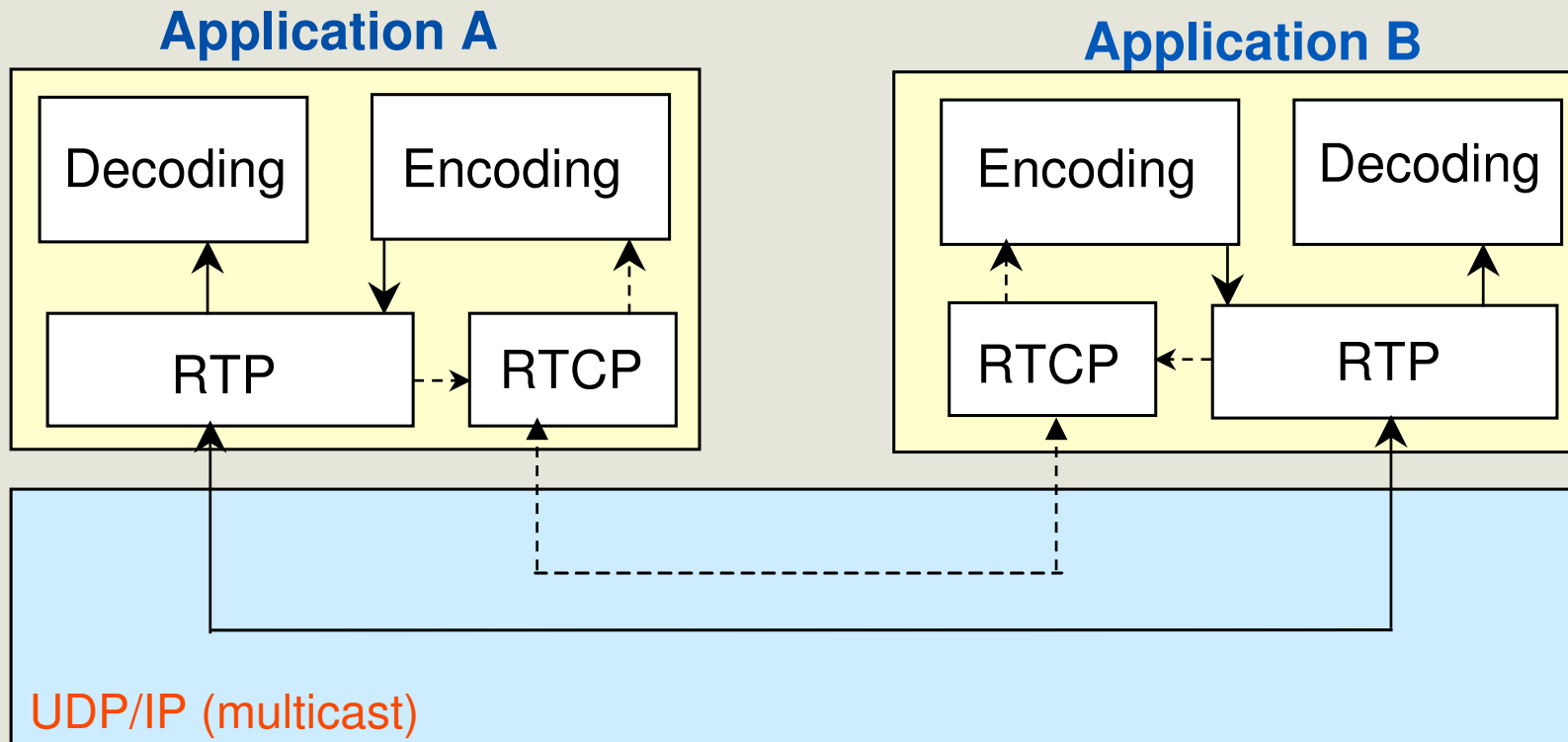
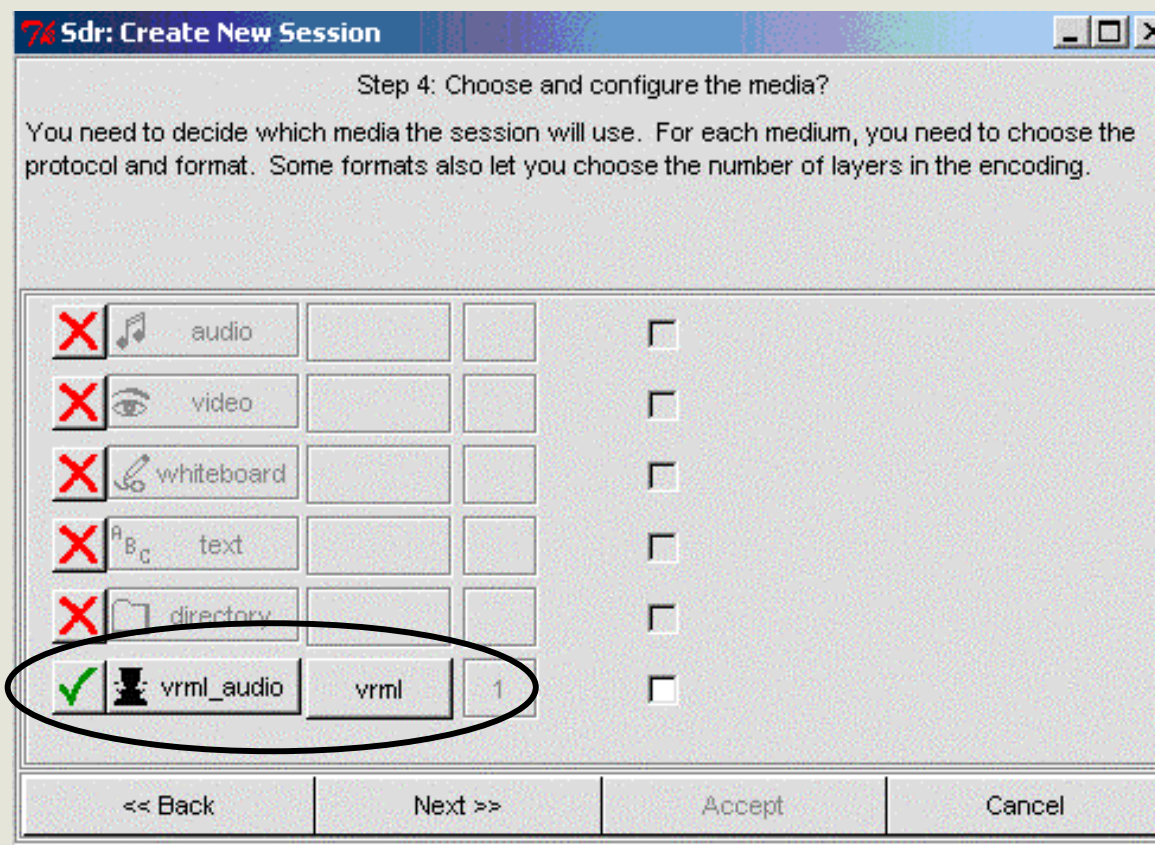


Figure adapted from "Internet Protocols for Multimedia Communications", T. Braun, IEEE MultiMedia, 1997

Modified session directory (sdr) tool

- *Sdr* – scheduling/announcing multimedia sessions on the MBone

- Modified by enabling new media type: *vrml_audio*

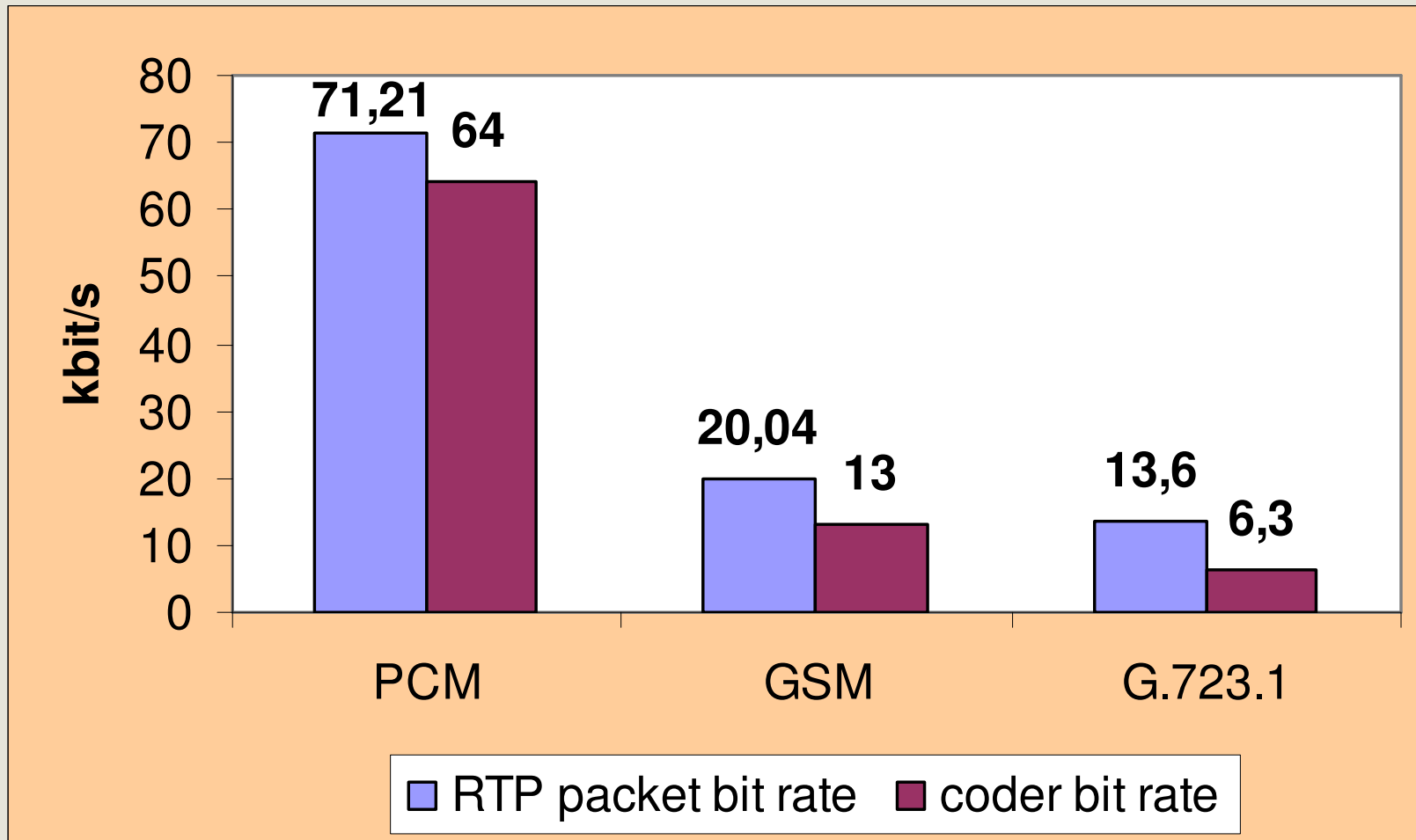


Audio quality evaluation

Measurements conducted for three different coders:

- **PCM - ITU-T G.711 standard**
 - simple waveform coder based on the encoding of voice samples
 - MOS score of 4.3, small algorithm delay
 - 64 kbit/s, not suitable for use on the Internet
- **GSM - ETSI standard**
 - vocoder - transmits parameters relating to model of source signal
 - MOS score of 3.5, 13 kbit/s
- **G.723.1 - ITU-T G.723.1 standard**
 - vocoder, MOS score of 3.8
 - 5.3 and 6.3 kbit/s: low bandwidth usage - suitable for Internet use

Test 1: Previously recorded speech and music

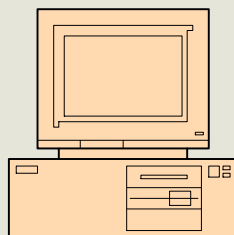


Average bit rates of RTP and RTCP packets:

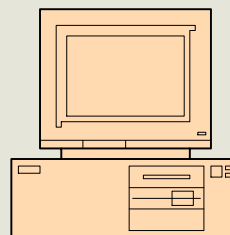
Coder	RTP packet bit rate [bit/s]	RTCP packet bit rate [bit/s]		
		male voice	female voice	music
PCM	72919.04	298.53	312.88	313.55
GSM	20520.96	282.16	291.39	279.58
G.723.1	13926.40	287.84	287.39	283.79

Test 2: Live audio chat

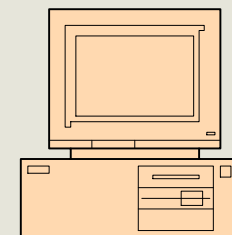
WWW client: PC 1



Measurements



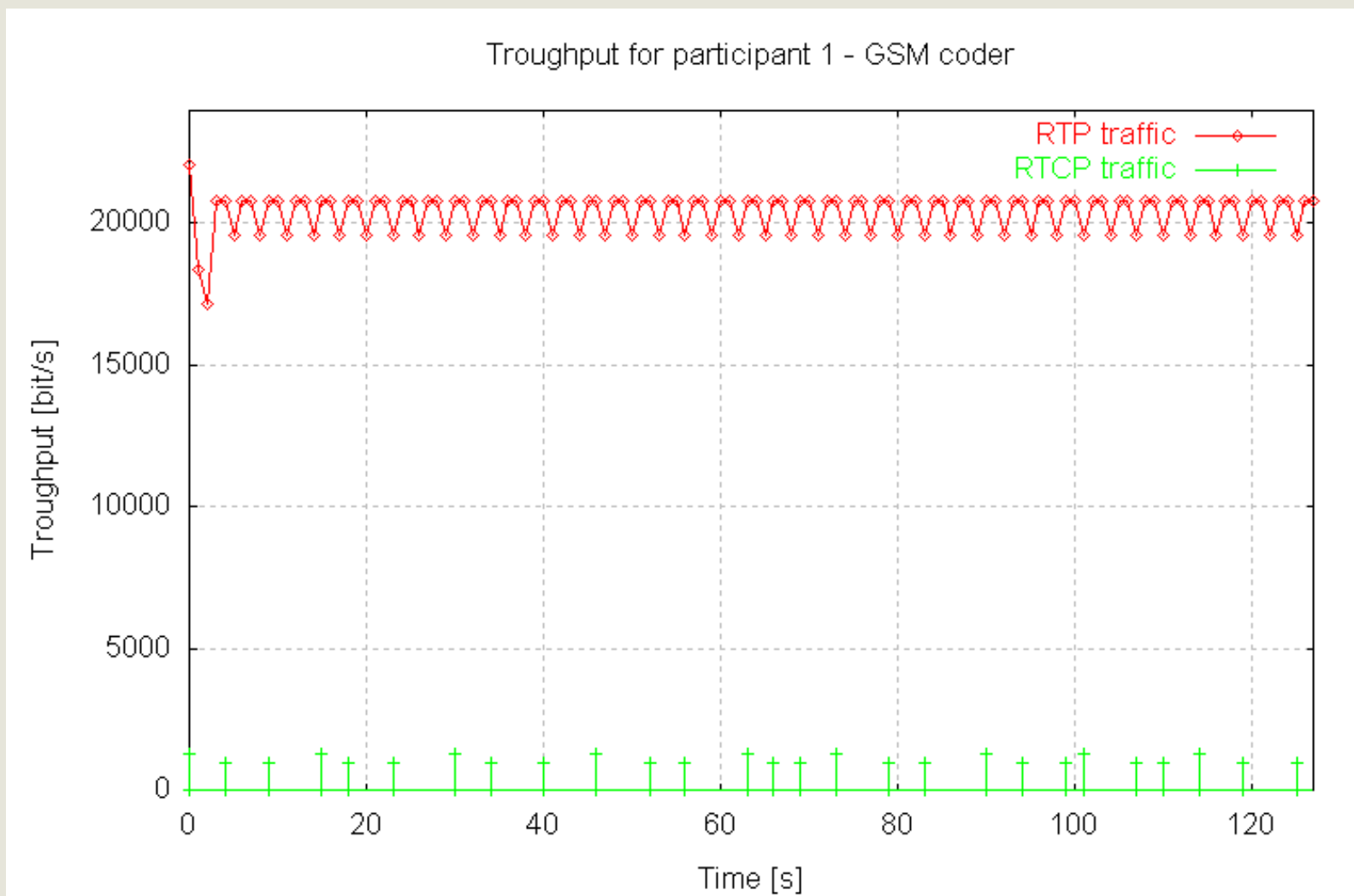
WWW client: PC 2



10 Mbit/s Ethernet LAN

		average bit rate of RTP packets [bit/s]	average bit rate of RTCP packets [bit/s]
Scenario 1: PCM coder	Participant 1	71238.26	253.12
	Participant 2	71227.33	235.42
Scenario 2: GSM coder	Participant 1	20376.22	244.74
	Participant 2	20404.76	232.26
Scenario 3: G.723.1 coder	Participant 1	13602.75	269.08
	Participant 2	13601.80	232.40

Measurements of network throughput



Subjective measurements

- Subjective estimation of speech quality and comprehension of decoded signal

	male voice	female voice	music
PCM	good quality	good quality	good quality
G.723.1	fair quality (worse than PCM, approx. like GSM)	fair quality (worse than PCM, slightly better than GSM)	fair quality (worse than PCM, slightly better than GSM)
GSM	fair quality (worse than PCM, approx. like G.723.1)	fair quality (worse than PCM, little worse than G.723.1)	fair quality (worse than PCM, little worse than G.723.1)

- **Decoded tones:**
 - PCM - slightly higher
 - GSM and G.723.1 smother and deeper
- **Music:** poorer quality then decoded speech
- **Quality of speech:**
 - PCM - highest
 - GSM and G.723.1 – similar; poorer than PCM
- Comprehension good for all coders

Conclusions

- *VAC*: Web application with interactive VR interface
- Application enables measurements of:
 - network requirements
 - quality of service from the user side
- Performance analysis using three different coders:
 - lowest network requirements – G.723.1
 - best subjective quality – PCM
 - optimum – GSM or G.723.1.