# Article information:

一种面向360°视频|的组合视场预测辅助视口自适应交付方案IEEE Journals & Magazine |IEEE Xplore
<https://ieeexplore.ieee.org/document/9521520>

# Article summary:

1. 360° video streaming has become increasingly popular due to recent advances in computing, display, and network technologies.

2. This article proposes a novel viewport-coupled adaptive streaming solution (CFOV) to improve the user QoE of 360° video streaming.

3. The proposed solution combines two FoV prediction mechanisms and uses an innovative priority-based bitrate adaptation method to ensure improved bitrate budget allocation between different tiles.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article is generally reliable and trustworthy as it provides a detailed overview of the current state of 360° video streaming technology and presents a novel viewport-coupled adaptive streaming solution (CFOV) to improve the user QoE of 360° video streaming. The article is well-researched and provides evidence for its claims through comprehensive experiments involving four immersive videos, different tiling modes (i.e., 4×3, 6×4, and 8×6), different segment lengths (i.e., 1s, 2s, and 3s), and 48 head motion trajectories under different bandwidth settings. Furthermore, the article also defines a new QoE metric specifically designed for objectively evaluating the streaming performance of 360° videos.

However, there are some potential biases in the article that should be noted. Firstly, the authors do not explore any counterarguments or alternative solutions to their proposed CFOV solution which could have provided more insights into its effectiveness compared to other existing solutions. Secondly, while the authors provide evidence for their claims through comprehensive experiments involving various scenarios, they do not provide any evidence on how their proposed solution performs in real-world applications or how it compares with other existing solutions in terms of practicality or scalability which could have been useful for readers who are interested in implementing this solution in their own projects or applications. Lastly, while the authors mention some possible risks associated with their proposed solution such as playback interruptions due to inaccurate viewport predictions or wastage of bandwidth due to aggressive viewport quality adjustments, they do not provide any details on how these risks can be mitigated which could have been useful for readers who are interested in using this solution in their own projects or applications.

# Topics for further research:

* Alternative solutions for 360° video streaming
* Practicality of 360° video streaming solutions
* Scalability of 360° video streaming solutions
* Real-world applications of 360° video streaming
* Mitigation of risks associated with 360° video streaming
* Comparison of existing 360° video streaming solutions

# Report location:

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