WebRTC Measurements in the Real World

<table>
<thead>
<tr>
<th>Feedback (Good)</th>
<th>24.0%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feedback (Poor)</td>
<td>32.0%</td>
</tr>
</tbody>
</table>

http://geek-and-poke.com/
It is not all about throughput*

• ... it is about latency or delay!

*)capacity bandwidth speed

audio only call
Monitoring What?

- Annoyances
- Transport quality
- Per-stream media quality
Disruptions

**Disruption**: loss of connectivity when network interfaces change, low available capacity, or high delay.
Disruptions and user behaviour

User Behaviour: The user tries to correct for the disruption by turning on and off video.
Endpoint Churn

25% of the conferences has some users leave and rejoin.
5 million sessions

March 2015

Relayed Conferences

Breakdown of Relay Transports