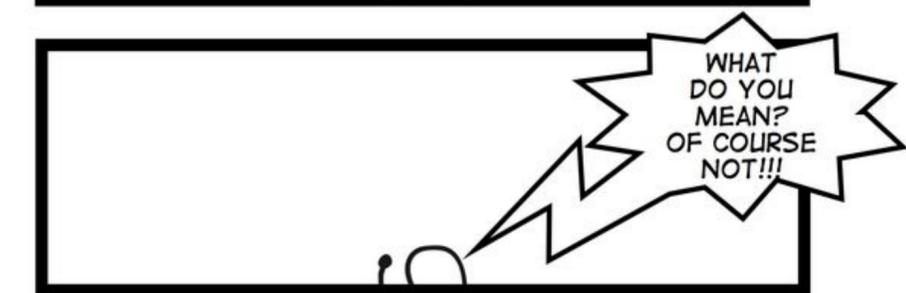
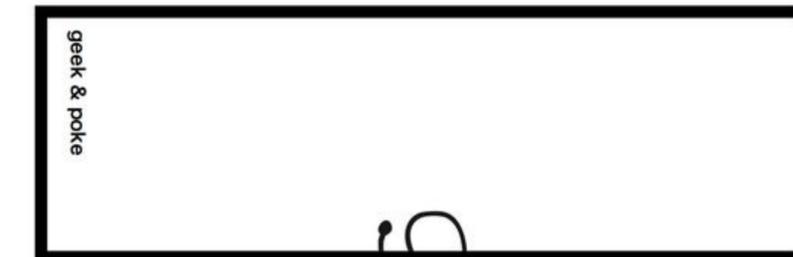
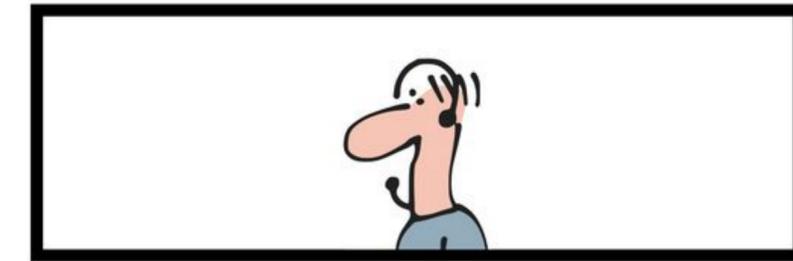


# WebRTC Measurements in the Real World

Feedback (Good)	<b>24.0%</b>
Feedback (Poor)	<b>32.0%</b>

SIMPLY EXPLAINED



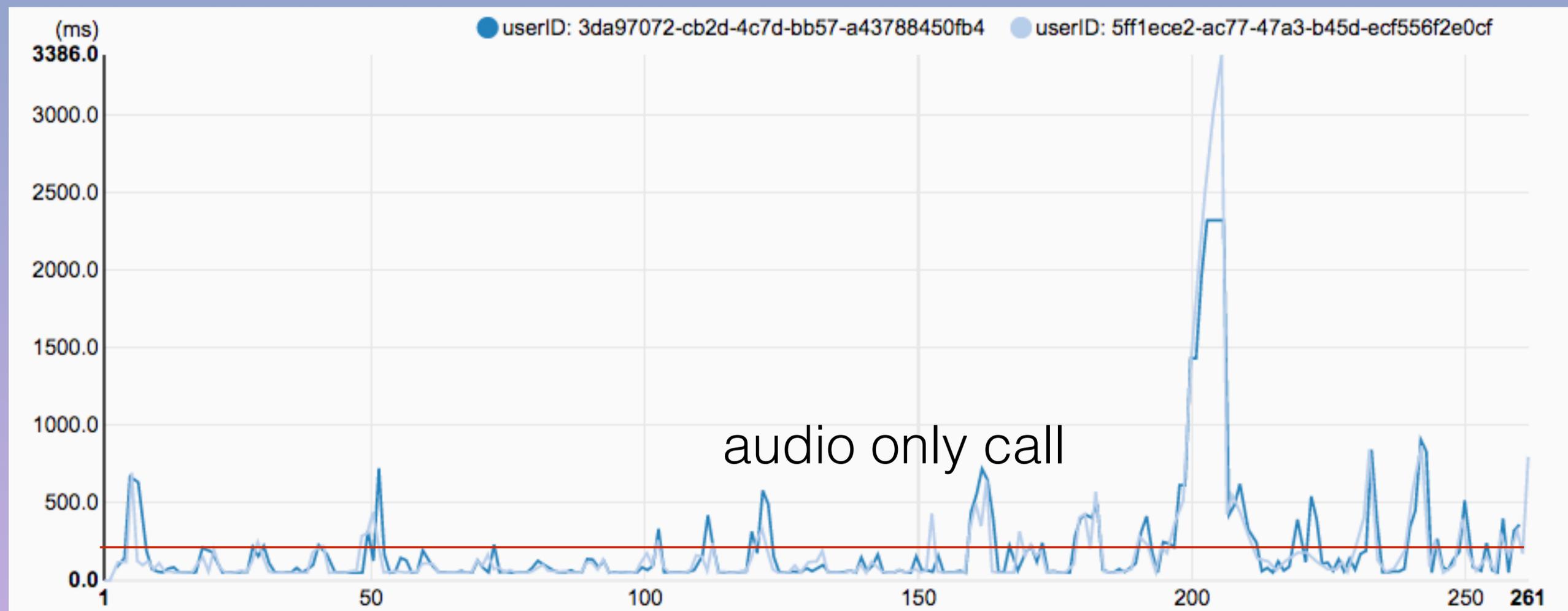
LATENCY

<http://geek-and-poke.com/>

# It is not all about throughput\*

\*)capacity  
bandwidth  
speed

- ... it is about latency or delay!



# Monitoring What?

- Annoyances
- Transport quality
- Per-stream media quality

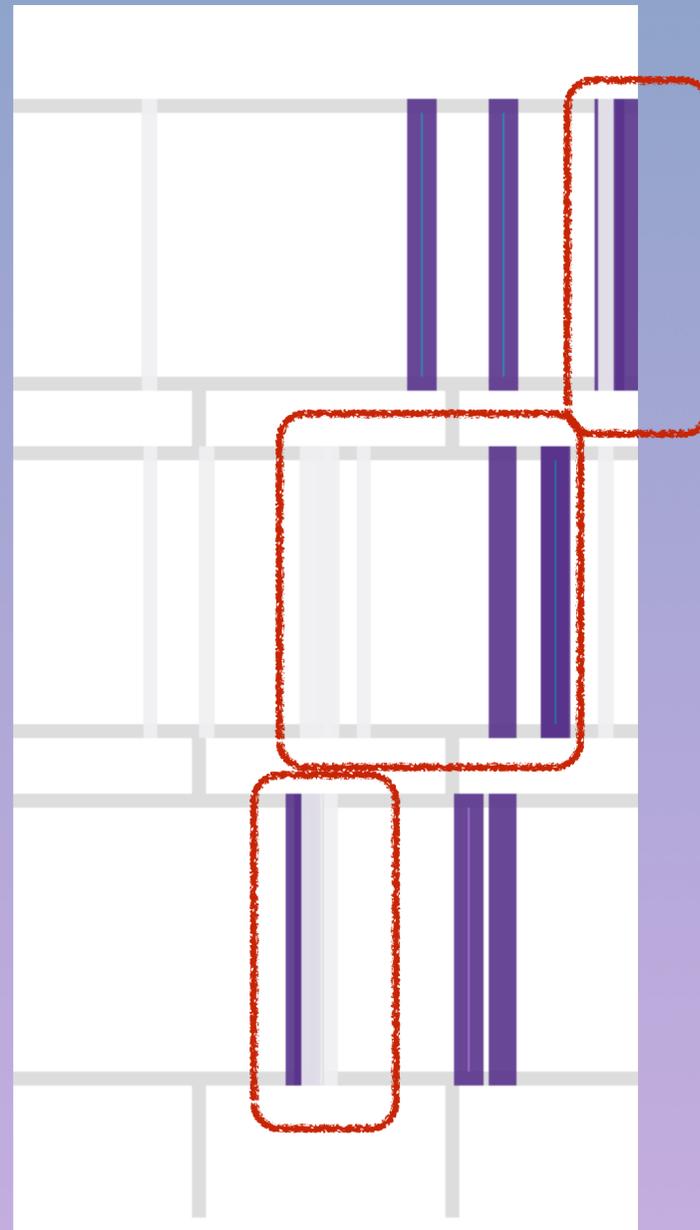
# Disruptions



**Disruption:** loss of connectivity when network interfaces change, low available capacity, or high delay

The light grey vertical lines show disruption, highlighted by the red bounding boxes.

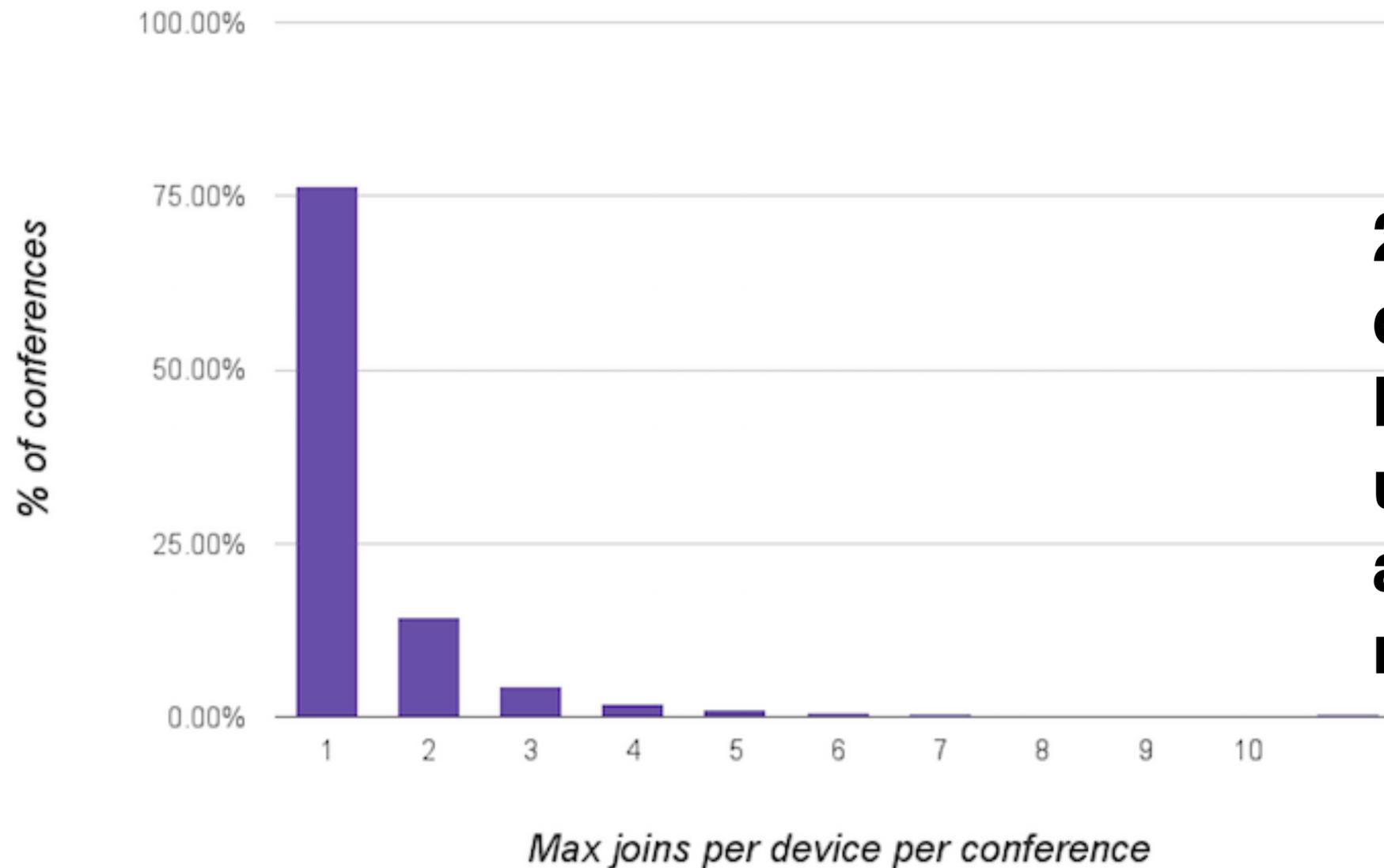
# Disruptions and user behaviour



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

# Endpoint Churn

Distribution of max joins per device per conference



**25% of the conferences has some users leave and rejoin.**

# 5 million sessions

