bitstreams were decodable. If the bitstream is not decodable (generally for PLR greater than 75%), there can be no frame rate estimation.

Note that the proposed frame rate estimation algorithm will fail in the rare event wherein packets belonging to every alternate frame get dropped before reaching the decoder, in which case no two consecutive timestamps can be received during the buffer window (here, set to 30 frames). However, this is only a failure insofar as the goal is to obtain the actual encoded frame rate and not the frame rate observed at the decoder (which in this case is exactly half the encoded frame rate).

4.1.3 Packet loss rate estimation

Accurate estimation of packet loss rate (PLR) is crucial because it is used as a correction factor for the bit rate estimate when packet loss is present. In order to analyze the accuracy of PLR estimation, we use the EPFL PoliMi database [35],