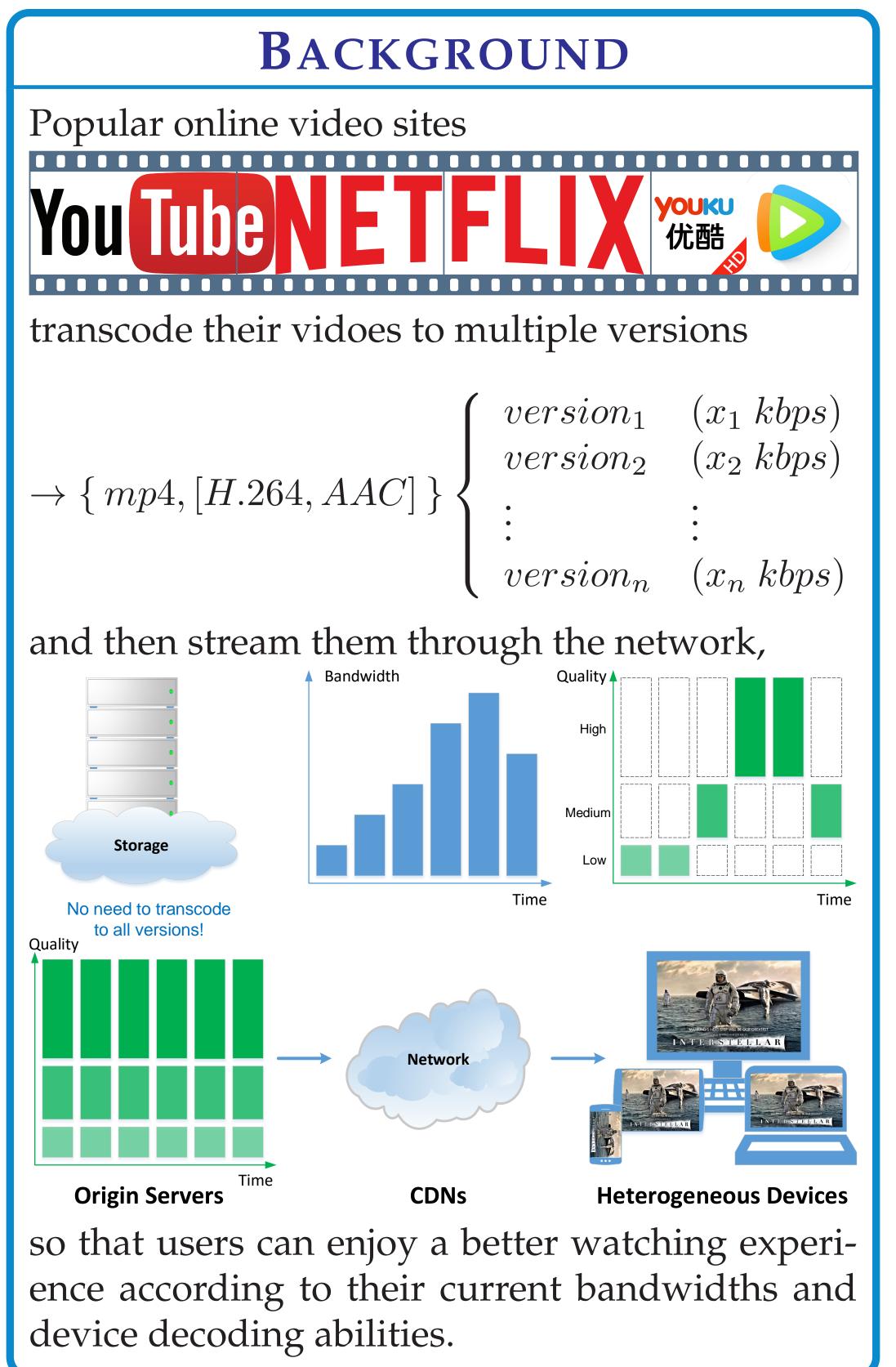


A Joint Online Transcoding and Delivery Approach for Dynamic Adaptive Streaming

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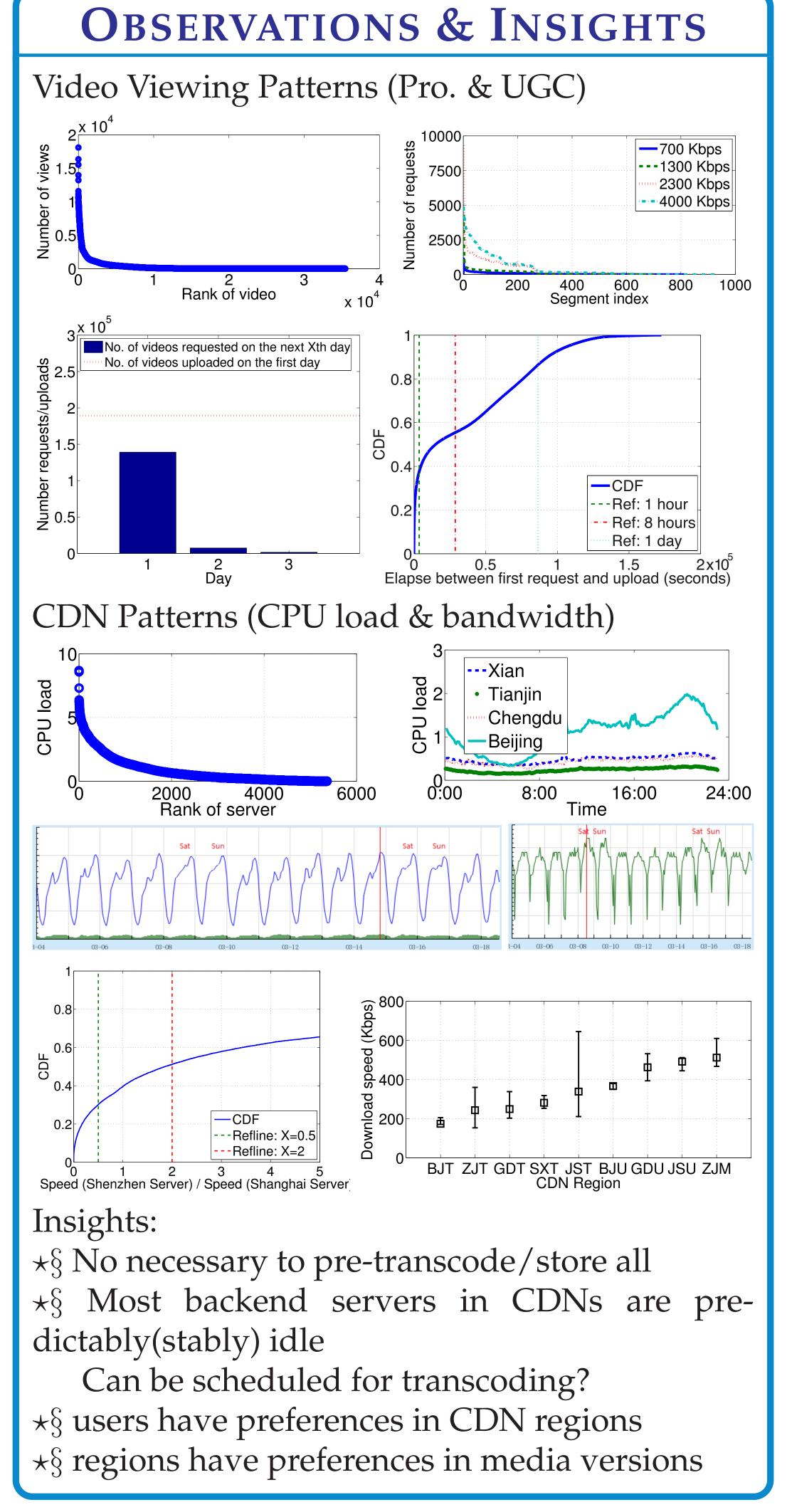
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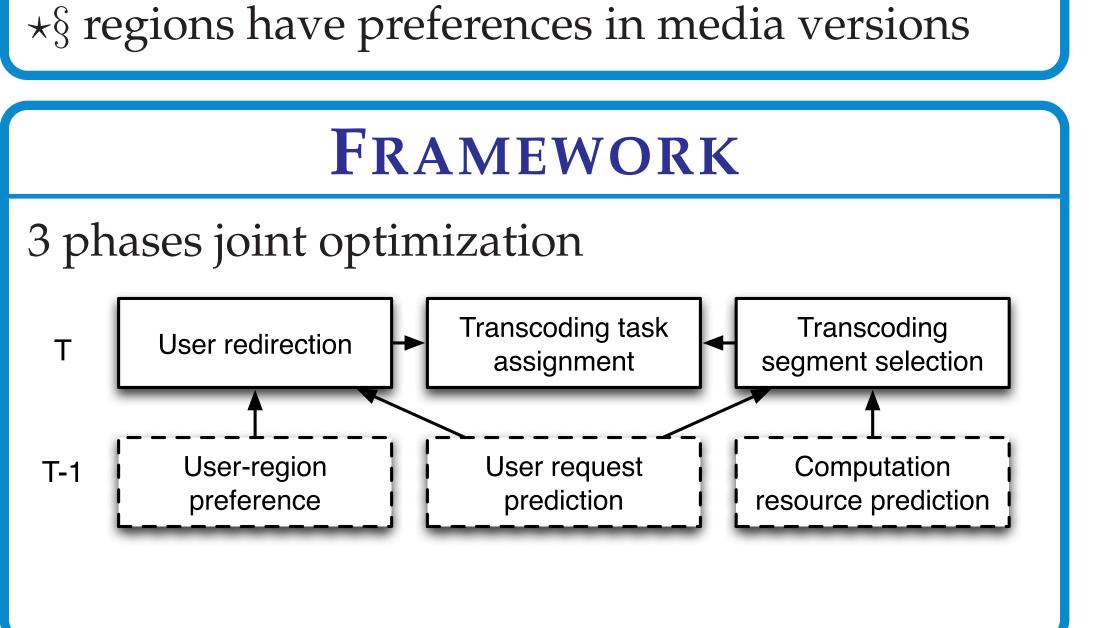


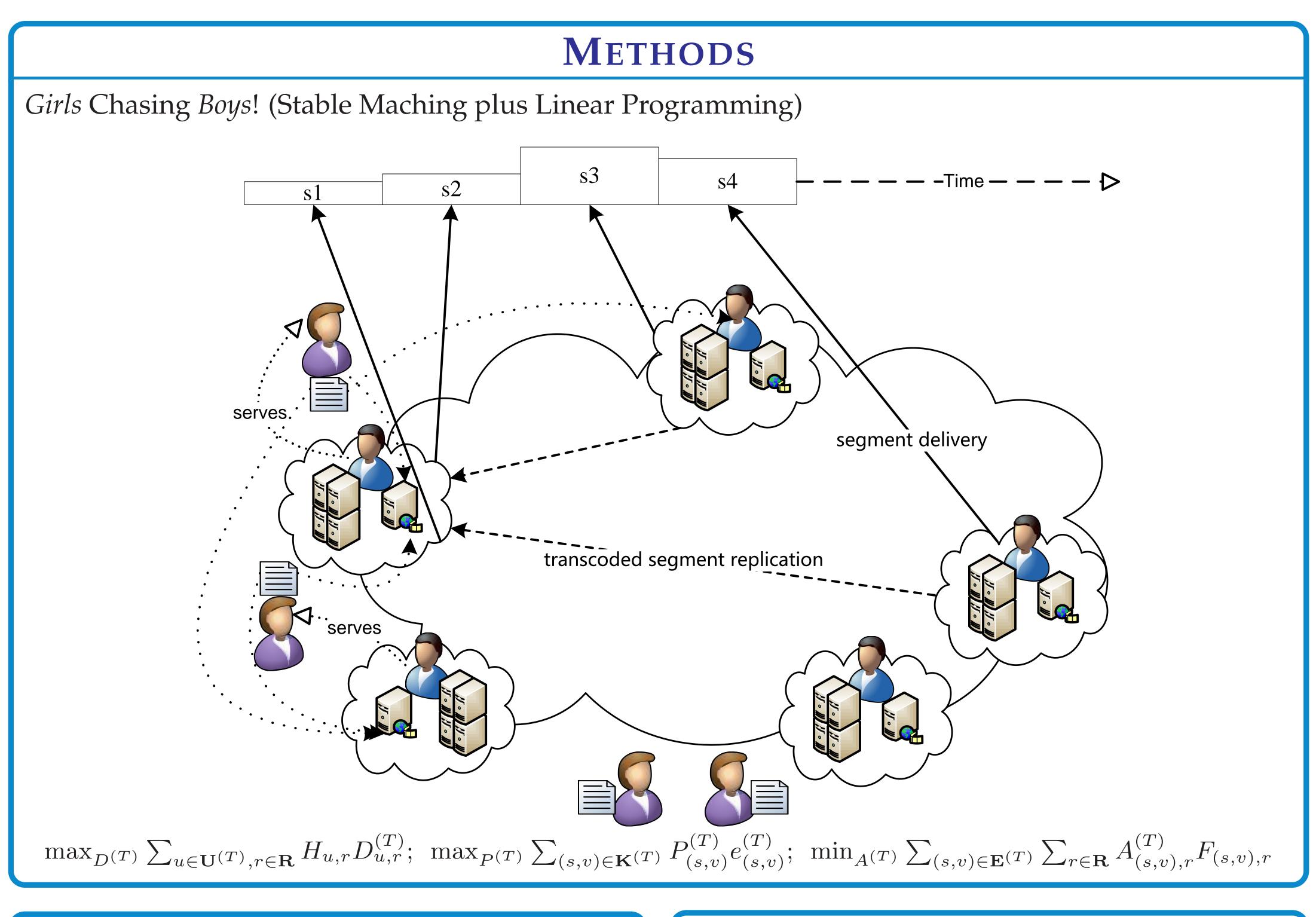
PROBLEM

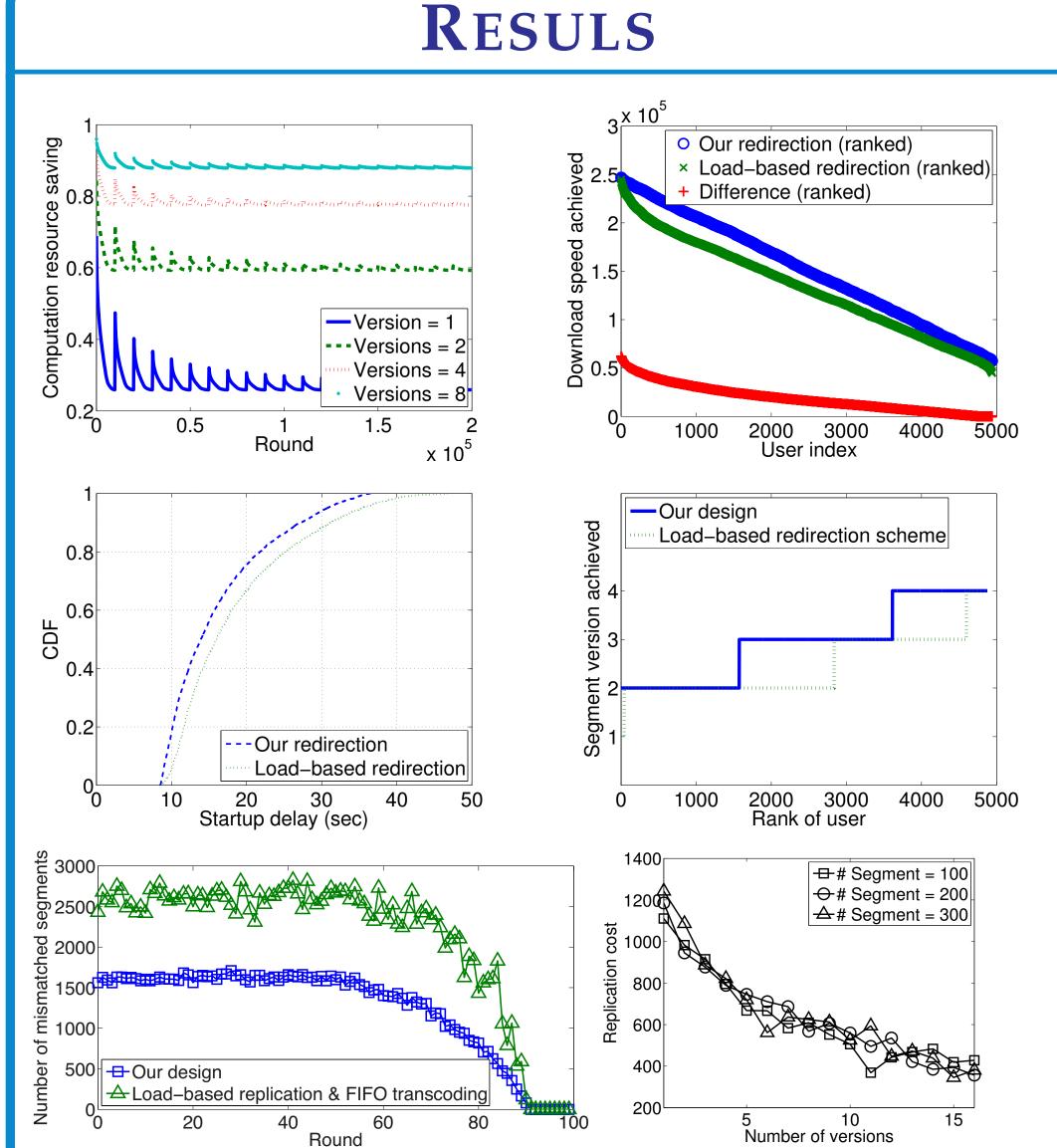
They all transcode origin videos to all versions. In such scheme,

- only a small set of candidate bitrates to manually choose from; cannot effectively adapt to the changing network conditions
- huge computing resource consumption
 - H.264: 1/3 to 2/3 of playback time
 - H.265: 30+ times of playback time
 - 1 CPU: 1-2 concurrent coding tasks
- oblivious of users' preferences of different peering servers









HIGHTLIGHTS

- 44.8% users enjoy higher bitrate versions than the load-balanced redirection scheme
- 4.5x users enjoy the highest possible bitrate
- \bullet Mismatch rate reduced by over 42.2%
- $\sim 80\%$ computing resource saved when the number of versions is 4. The higher the number is, the more resource our approach saves.

AFTERWORD

Transcoding and delivery can, and should be considered & done jointly.

- § A joint work with THU, HKU, Tencent.
- § Appeared in IEEE TMM 2015.
- § In serving WeChat video clip, QZone video...