

---

# Sprocket:

A serverless video processing platform



---

---

## Overview

- Intro to the Cloud Platform
  - Why not video?
  - Sprocket Framework
  - Improvement in Performance
  - Conclusion
-

---

## What is the Cloud?

e.g. GCP, AWS, Azure

Not just for storage!

1. Hosting servers
  2. Content Delivery Network
- etc...

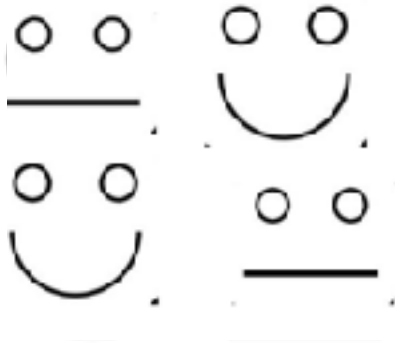


---

---

# Machine Learning In The Cloud

- Provides pre-trained models
  - Easily Trainable
  - Makes it easy to incorporate ML into projects.
-



# Why Not Videos?

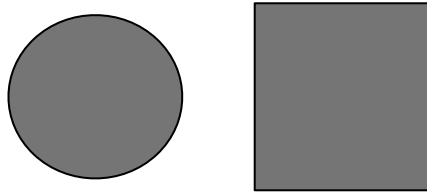
- Notoriously hard:

## 1. Compression

- Similar frames group together (GOP)

- One reference frame chosen

- Other frames stored as difference



GOP 1

GOP 2

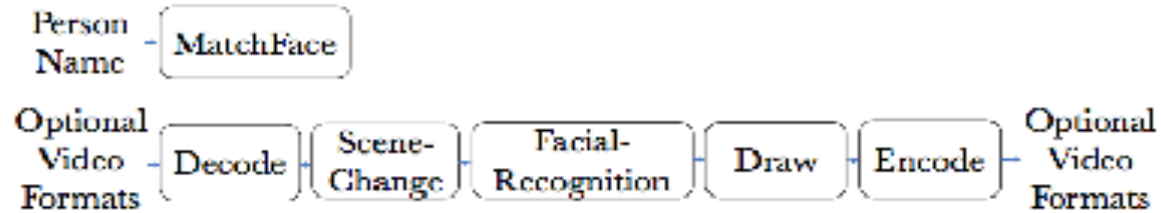
to reference

## 2. Huge Size (4K videos)

---

---

# Sprocket Framework

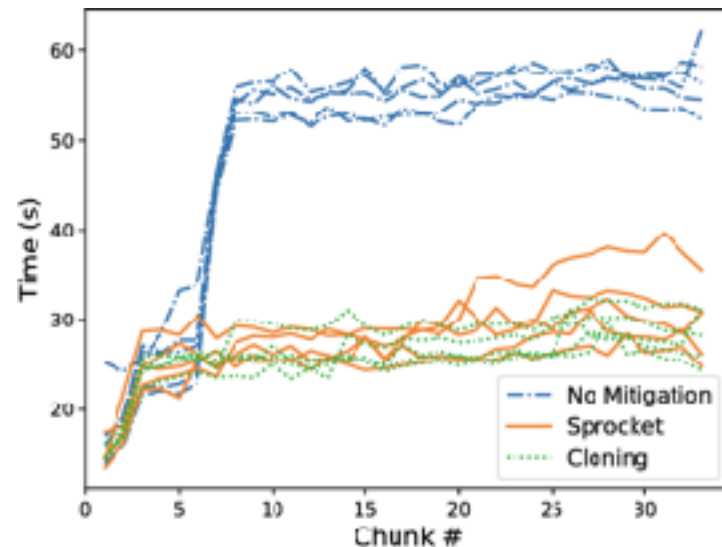
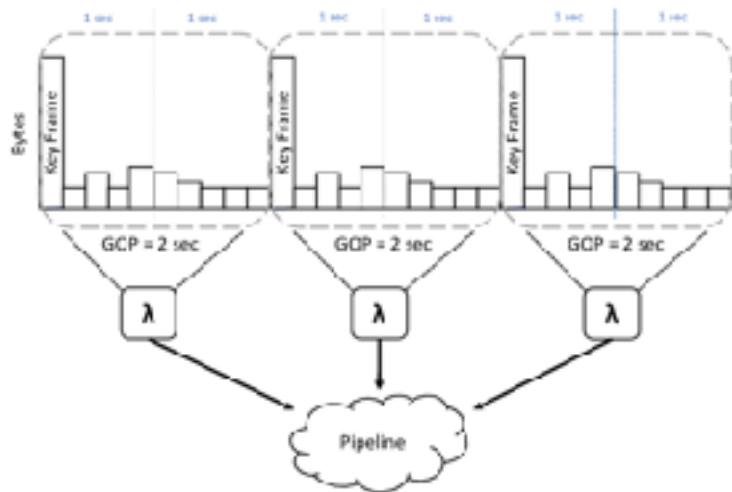


Leverages the cloud to quickly labels segment of the videos

---

# Step 1 Decoding

- Spawn thousands of cloud instances
- Parallely download and decode independent GOP
- Implement Straggler Mitigation

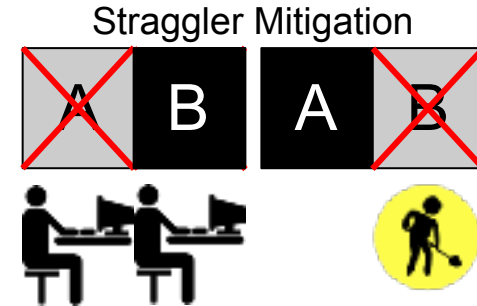




---

# Straggler Mitigation

- One slow worker delays all later workers
- Proactive measures to minimize stragglers
- Sprocket Straggler Mitigation
  - Make GOP double the normal length
  - Send each GOP chunk to two workers
  - Each worker processes half of the chunk
  - First one to finish helps with other half
  - Less than 25% more data used



---

## Step 2 Machine Learning

### A. Extracting Semantically Meaningful Scenes

- Sequence of frames must be preserved
- Detecting the natural beginning and ending of scenes
- Video is segmented into scenes

### B. Recognizing Object That Users Want

- Leverage on Cloud API, and detect frames where object exists

### C. Stitching Up Scenes That Users Want

- Filter out scenes where there are lots of frames without the object.
-

---

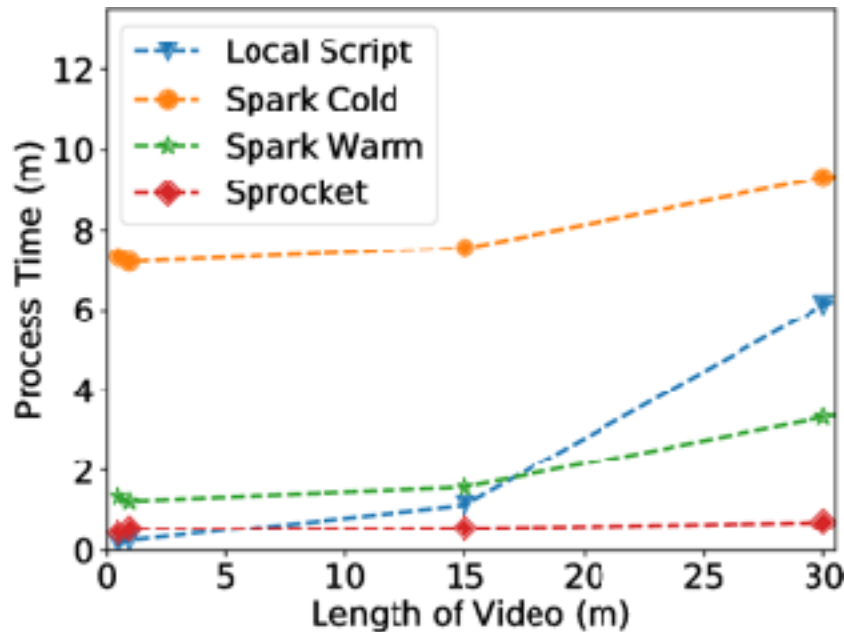
# Is Sprocket better?

- Alternatives

- More time to allocate workers
- Fixed number of workers
- More expensive
- Servers

- Sprocket

- Minimal startup delay
- Variable number of workers
- Cheaper
- Serverless



---

# Conclusion

- Serverless cloud environment
  - High parallelism, low latency
  - Less expensive
  - Capable of advanced video processing
-