## PRIVA-STREAM: Private Collaborative Streaming

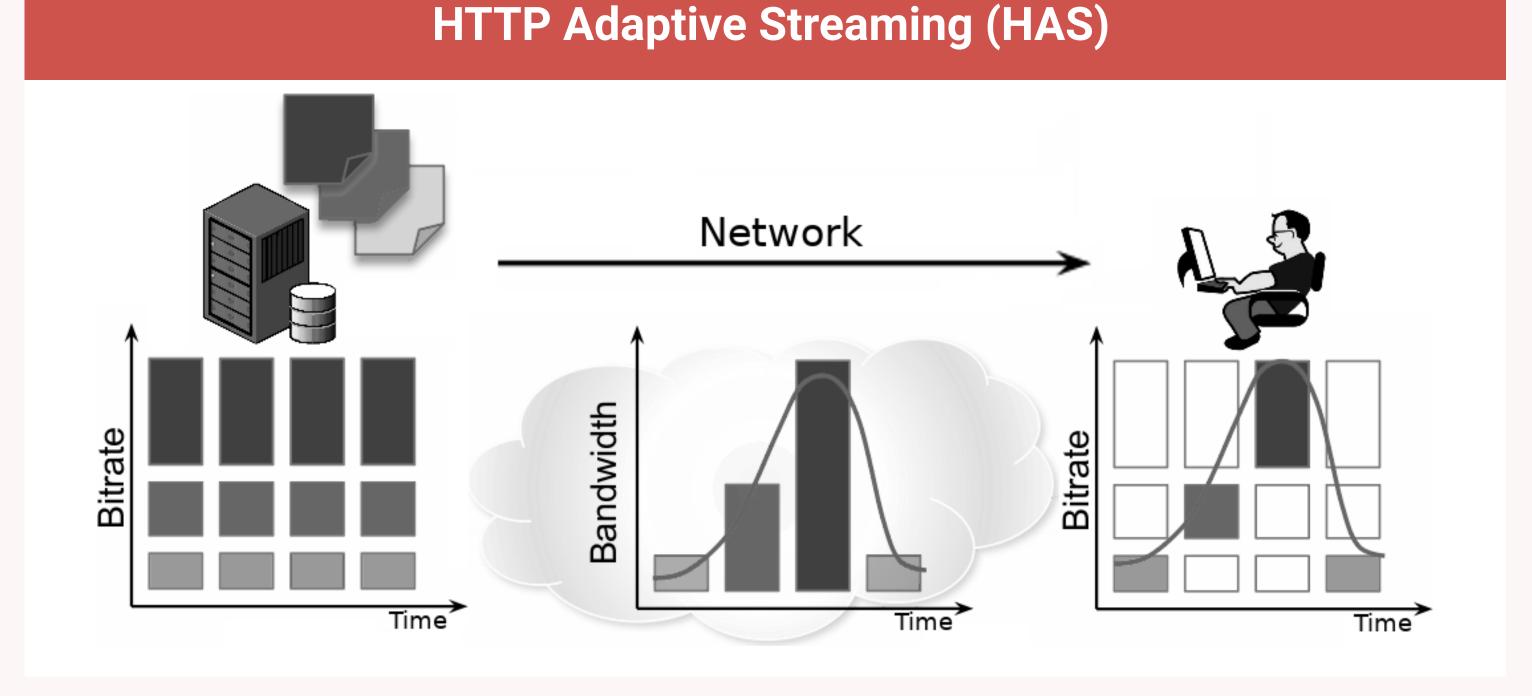
Simon Da Silva - Daniel Negru, Laurent Reveillere PROGRESS - Univ. Bordeaux, LaBRI, France

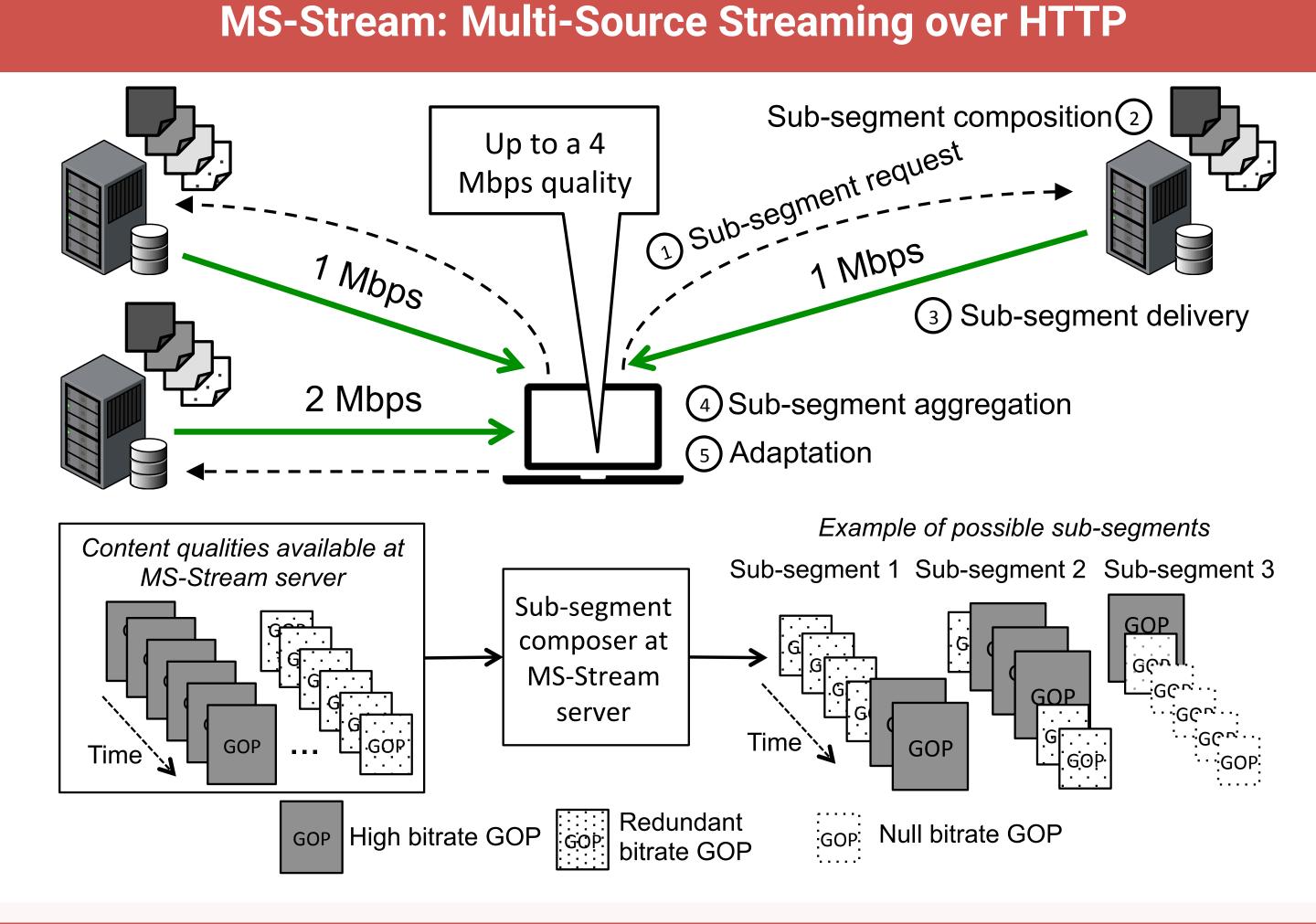


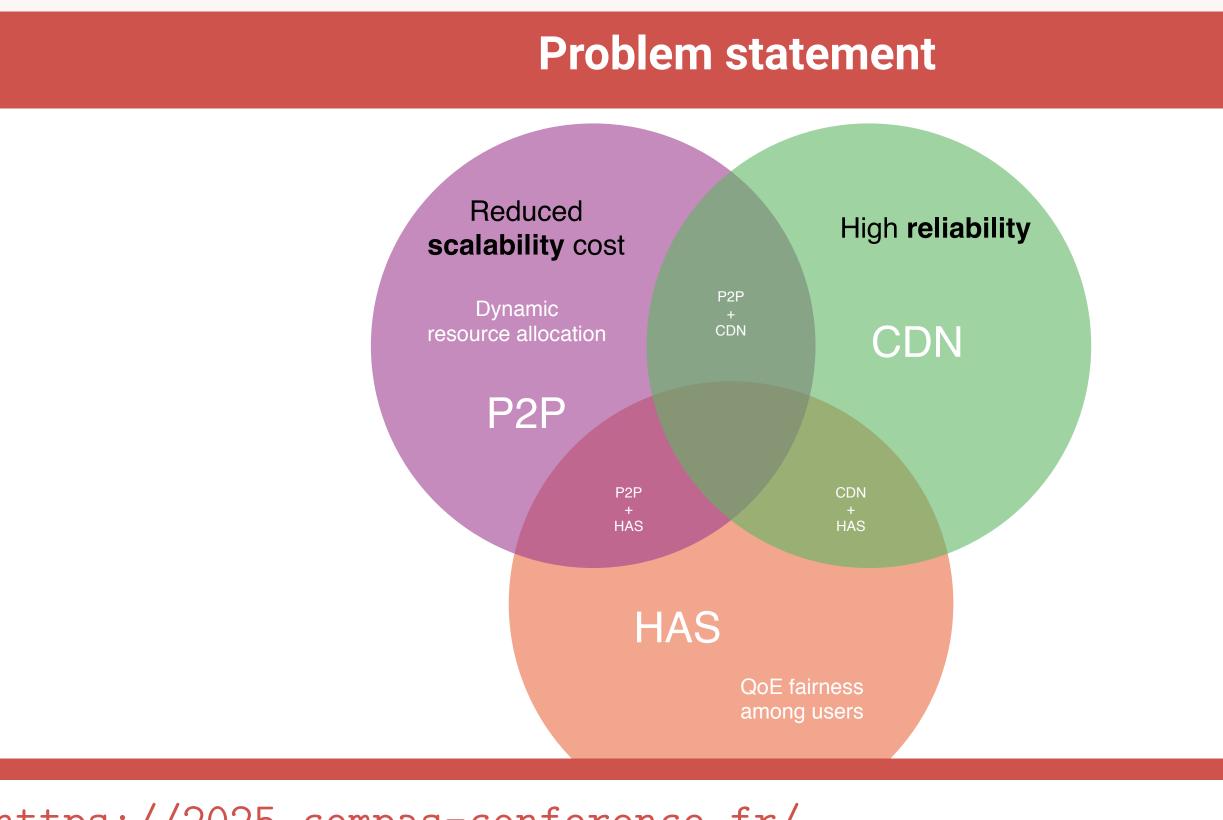
### Video content consumption 24% CAGR 300 ■ Gaming (1%, 4%) 250 ■ File Sharing (8%, 3%) 200 ■ Web/Data (18%, 11%) Exabytes 150 per month ■ IP VOD (22%, 14.5%) 100 ■ Internet Video (51%, 67.4%) 50

# **Content Delivery Networks (CDN)**

## Content Delivery Network



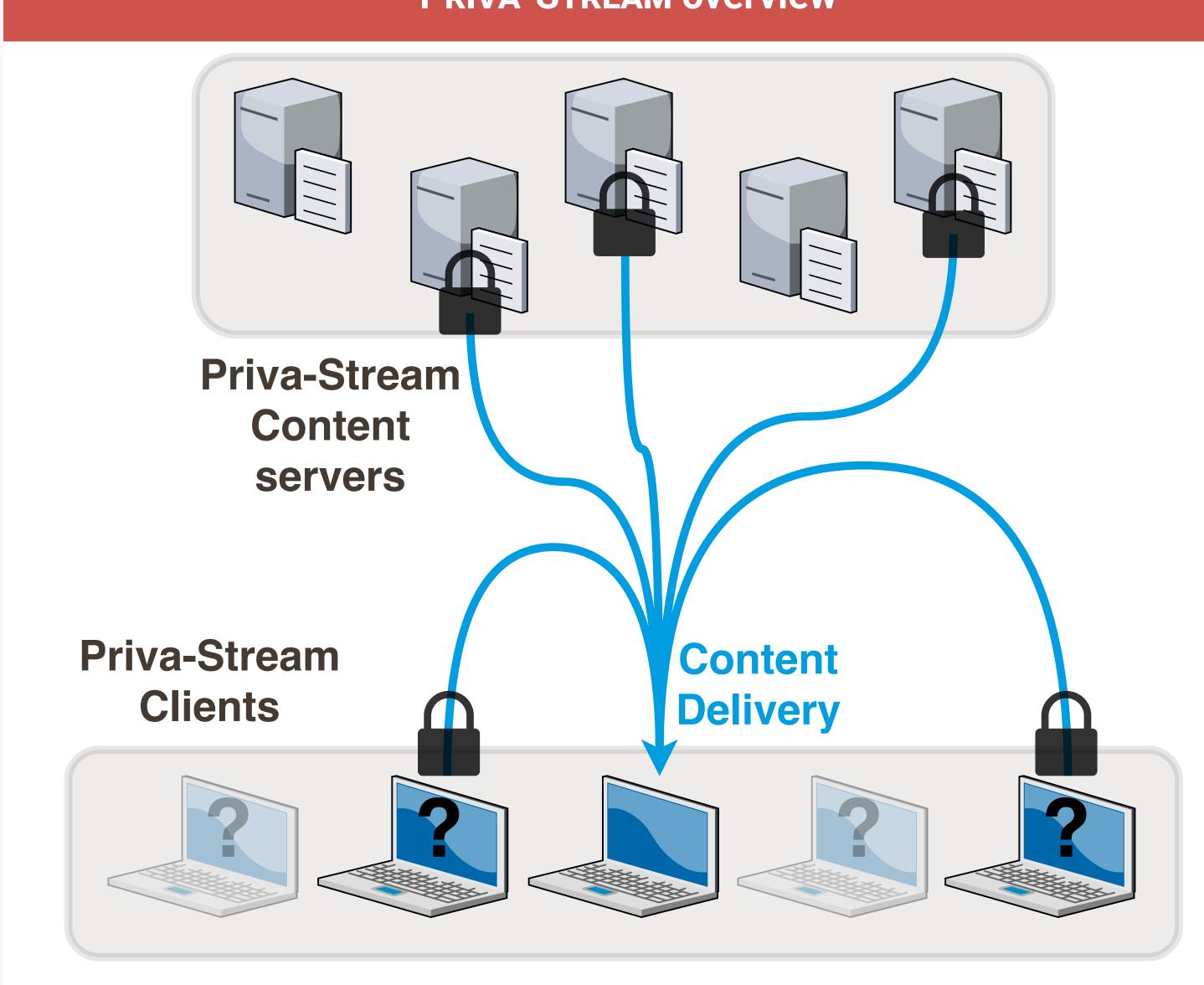




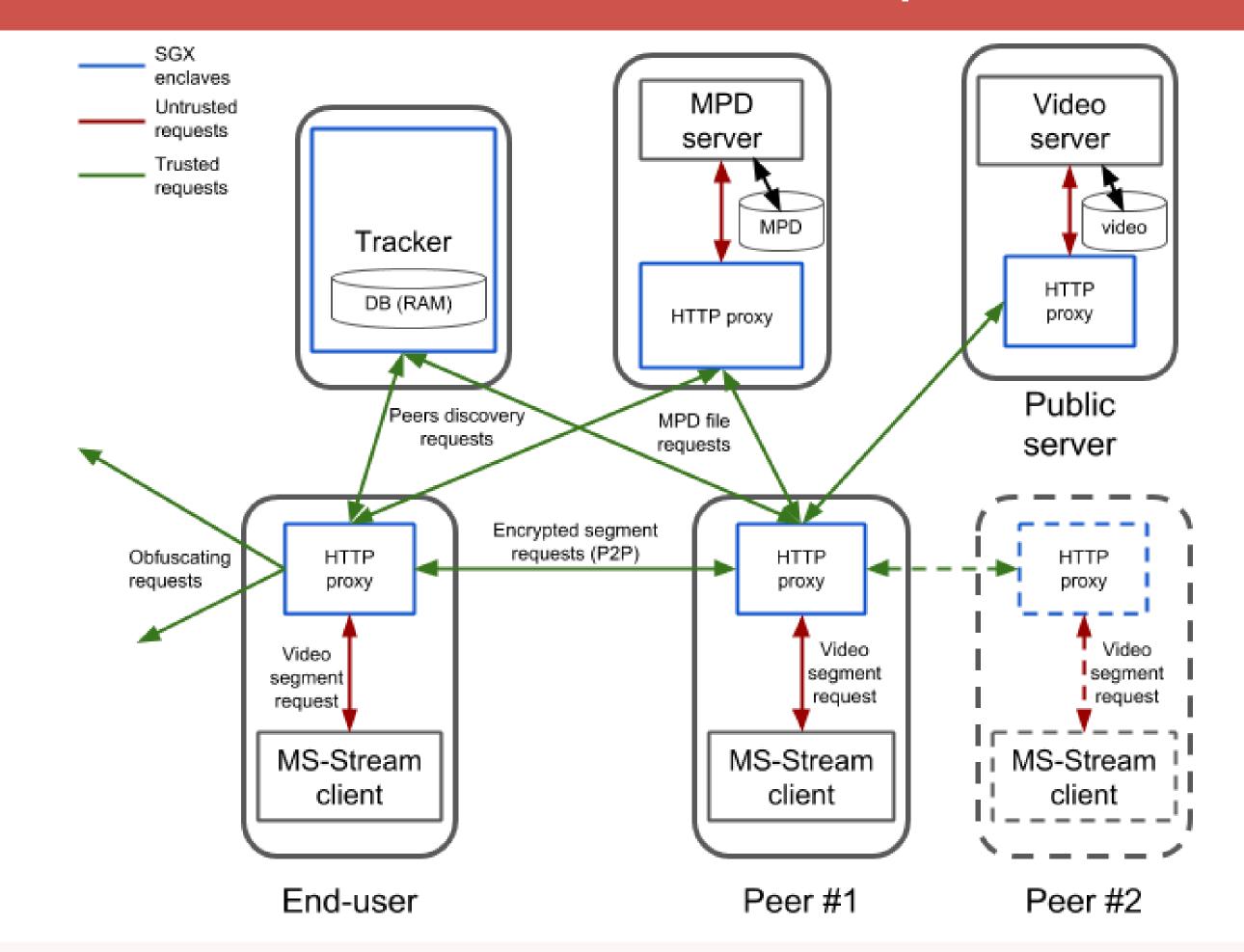
### PRIVA-STREAM idea

- Reliability, QoE and scalability MS-Stream: Multiple-Source adaptive streaming over HTTP
- Incentive to contribute Rewarding: contributing users get a higher quality
- End-users privacy TEE (SGX): encryption, NAT and anonymity

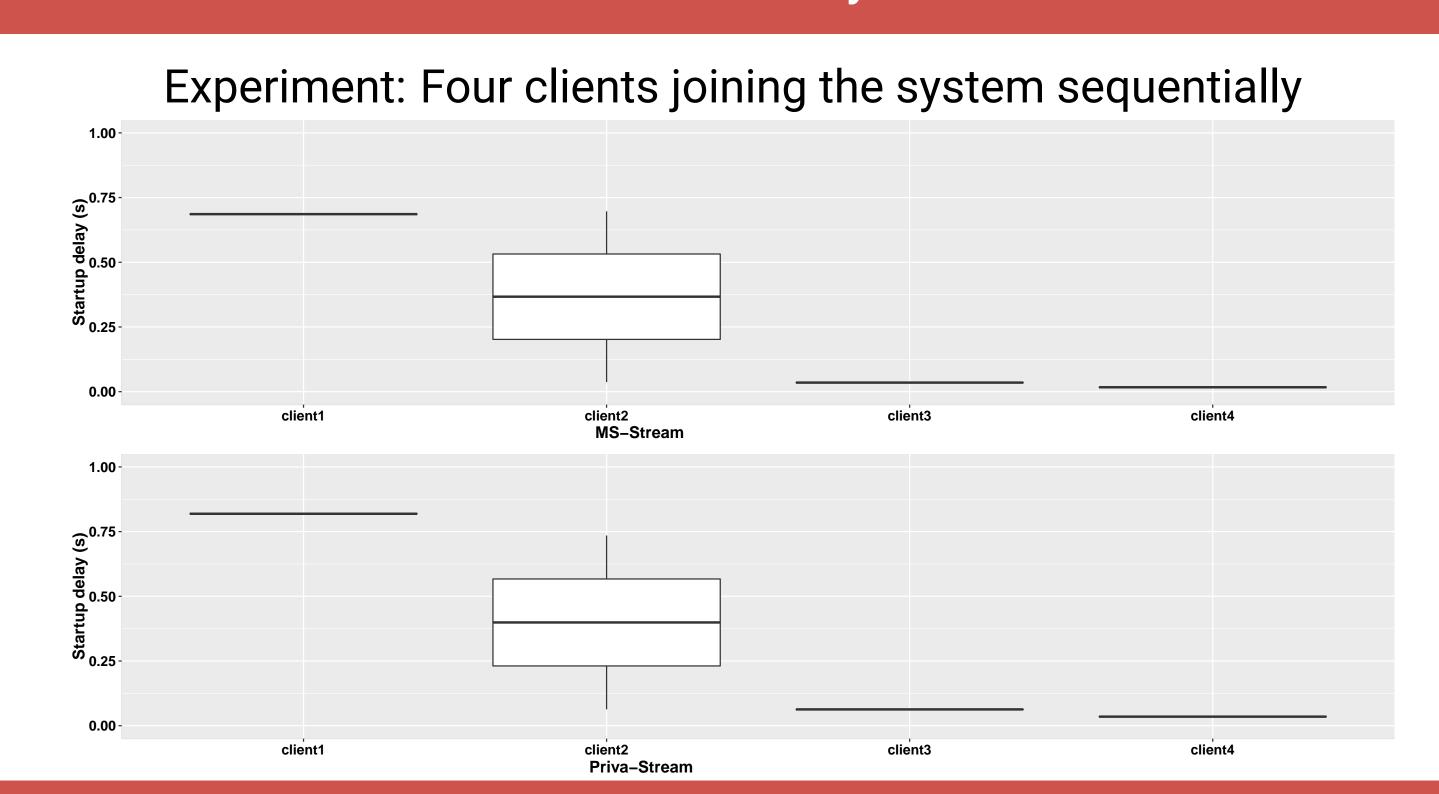
### **PRIVA-STREAM overview**



### PRIVA-STREAM technical description



### PRIVA-STREAM early results



https://2025.compas-conference.fr/

Compas, 26 juin 2025

Bordeaux







CCFR













