What Is New in HTTP Live Streaming

Session 512

Roger Pantos

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

Today

• New HTTP Live Streaming features in iOS 6



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 - Multinational subtitles

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 - Multinational subtitles
- New AVFoundation APIs to make your lives easier

Subtitles

Subtitles

- Descriptive/narrative text displayed in time with audio and video
- Used to deliver localization and accessibility
- Displayed explicitly by user, or implicitly by content
- Often added post-production, deployed over time

Subtitle Format—WebVTT

- Web Video Text Tracks (WebVTT)
 - Published by the W3C Web Media Text Tracks Community Group
 - Origins in earlier SubRip (.srt) format
 - Simple text-based files
 - Subtitles are carried as Unicode strings
- Public Specification http://dev.w3.org/html5/webvtt/

WebVTT Example

- Header has magic number and metadata
- Followed by "cues"

```
WEBVTT
X-TIMESTAMP-MAP=MPEGTS:900000, LOCAL:00:00:00.000
00:11.000 --> 00:13.000
Let's play a game
00:15.300 --> 00:17.900
You know I don't like games
(more cues go here)
```

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- WebVTT files are divided into segments
- Each segment is a complete WebVTT file, with timestamp metadata
- Segments are collected into a subtitle playlist file (m3u8)
- Subtitle playlists may be static, or live
- Subtitle playlists appear as alternative media in master playlist #EXT-X-MEDIA: TYPE=SUBTITLES

Master Playlist

64 kbps [Audio-Only]

400kbps

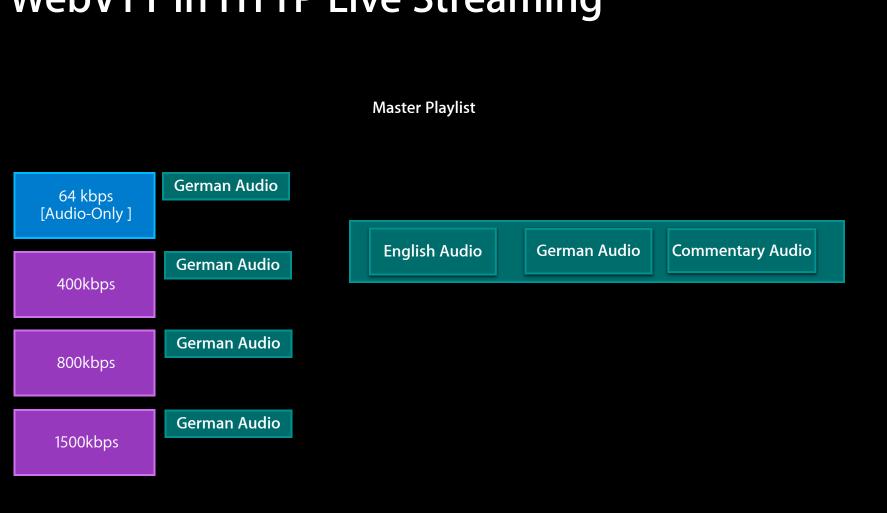
800kbps

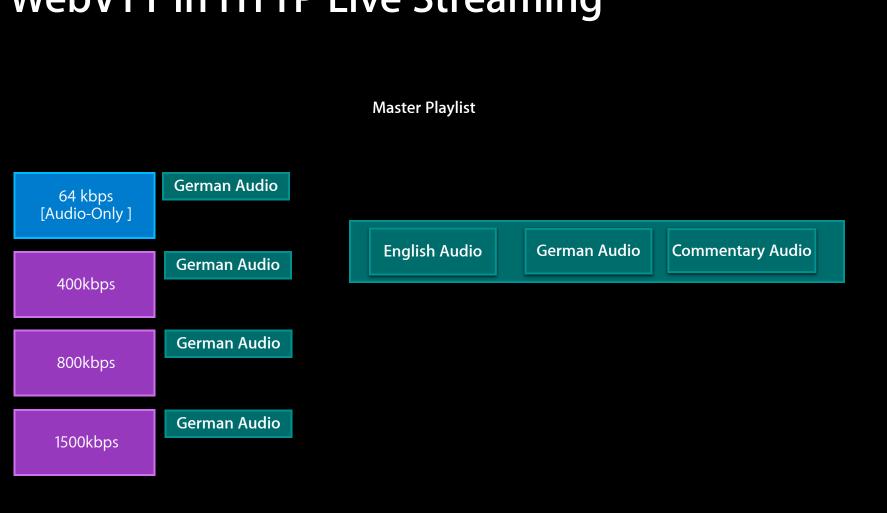
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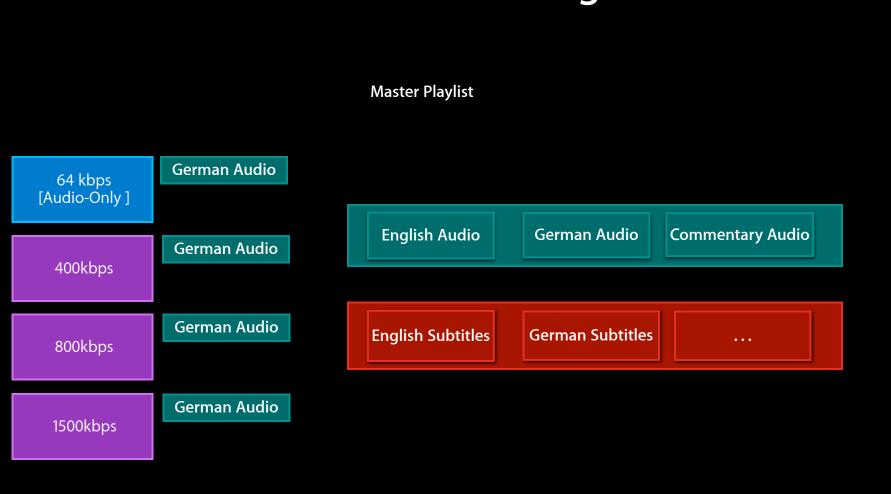
English Audio

German Audio

Commentary Audio







Master Playlist





• subtitle Segment 0.vtt: (0-30s)

```
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Let's play a game
```

• subtitleSegment1.vtt: (30-60s)

```
WEBVTT
X-TIMESTAMP-MAP=MPEGTS:900000, LOCAL:00:00:00.000
00:35.720 --> 00:39.200
Or at least your faith in random chance
```



Subtitle playlist:

WEBVTT

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WEBVTT

X-TIMESTAMP-MAP=MPEGTS:900000, LOCAL:00:00:00.000

00:28.720 --> 00:32.200
Or at least your faith in random chance

Subtitle playlist:

subtitleSegment0.vtt

subtitleSegment1.vtt

```
#EXTM3U
#EXT-X-TARGETDURATION:30
#EXT-X-VERSION:3
#EXT-X-MEDIA-SEQUENCE:0
#EXT-X-PLAYLIST-TYPE:VOD
#EXTINF:30,
subtitleSegment0.vtt
#EXTINF:30,
subtitleSegment1.vtt
#EXT-X-ENDLIST
```

Master playlist:

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#EXT-X-ENDLIST
```

Master playlist:

```
#EXTM3U
```

```
#EXT-X-MEDIA:TYPE=SUBTITLES,GROUP-ID="subs",NAME="English",DEFAULT=YES,FORCED=NO,URI="vtt/english.m3u8",LANGUAGE="en"
#EXT-X-MEDIA:TYPE=SUBTITLES,GROUP-ID="subs",NAME="简体中文",DEFAULT=NO,FORCED=NO,URI="vtt/chinese.m3u8",LANGUAGE="zh-Hans"

#EXT-X-STREAM-INF:BANDWIDTH=2670000,CODECS="mp4a.40.2,avc1.4d401f",RESOLUTION=640x360,SUBTITLES="subs"

2.5Mbps/prog_index.m3u8
```

subtitleSegmentO.vtt: (0-30s)
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Or at least your faith in random chance

 Each WebVTT segment declares a mapping from WebVTT time to MPEG-2 time

```
X-TIMESTAMP-MAP:LOCAL=<webVTT timestamp>, MPEGTS=<90000-based timestamp>
e.g. X-TIMESTAMP-MAP:LOCAL=00:00:00.000, MPEGTS=900000
```

- Should be updated
 - On Discontinuity boundaries
 - When 33-bit MPEG timestamps roll over

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• #EXTINF duration indicates timespan of segment data

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- #EXTINF duration indicates timespan of segment data
- If timespan has no subtitles, .vtt segment has header but no cues

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subtitleSegment1.vtt
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- #EXTINF duration indicates timespan of segment data
- If timespan has no subtitles, .vtt segment has header but no cues
- Cues that cross segment boundaries are duplicated

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#EXT-X-PLAYLIST-TYPE:VOD
#EXTINF:30,
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#EXTINF:30,
subtitleSegment1.vtt
#EXT-X-ENDLIST
```

 Live subtitle playlists must use same target duration as other streams • Subtitle playlist: #EXTM3U

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#EXT-X-ENDLIST
```

- Live subtitle playlists must use same target duration as other streams
- VOD subtitle playlists can have longer target durations
 - Should be a reasonable size (1-5 minutes) for efficient access

• Subtitle playlist: #EXTM3U

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#EXT-X-VERSION:3
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#EXTINF:30,
```

#EXT-X-TARGETDURATION:30

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Enabling (Non-Forced) Subtitles

• Subtitles appear in an asset as an AVMediaSelectionGroup

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```
characteristics = asset.availableMediaCharacteristicsWithMediaSelectionOptions;
subtitles = [asset mediaSelectionGroupForMediaCharacteristic:
AVMediaCharacteristicLegible];
```

• A MediaSelectionGroup may contain several variants (e.g. languages)

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• A MediaSelectionGroup may contain several variants (e.g. languages)

Set an option from the group on the AVPlayerItem

In Summary

- Create a .vtt file containing all your timed subtitle text
- Divide it into segments; place them on a web server
- Put a URL for each segment into a subtitle playlist file
- Add the subtitle playlist URL to your master playlist
- Discover, select, and enable the subtitle playlist at runtime

Adding Forced Subtitles

• Forced subtitles appear without user intervention

```
#EXT-X-MEDIA:TYPE=SUBTITLES,GROUP-ID="subs",NAME="English (f)",
    DEFAULT=YES,FORCED=YES,URI="forced_subtitles.m3u8"
```



• Non-forced subtitle alternates must include all forced subtitles

Tagging Subtitles with Semantic Info

- Media can be tagged with "characteristics" in playlist
- Characteristics appear in AVMediaSelectionOption



• Subtitles for the Deaf and Hard of Hearing (SDH) should be flagged with:

```
#EXT-X-MEDIA:TYPE=SUBTITLES,GROUP-ID="subs",NAME="English (sdh)",
DEFAULT=YES,FORCED=NO,URI="sdh_subtitles.m3u8",
CHARACTERISTICS="public.accessibility.transcribes-spoken-dialog,public.accessibility.describes-music-and-sound"
```

Tagging Subtitles with Semantic Info

- Media can be tagged with "characteristics" in playlist
- Characteristics a AVMediaSelecti
- Subtitles for the #EXT-X-MEDIA: TYPE DEFAULT=YES, FORCE



be flagged with:

ity.describes-music-and-sound"

Moving Subtitles Out of the Way

• Display position is controlled by cue attributes

00:00:29.500 --> 00:00:31.300 line:20% align:start and developed so many amazing technologies



Controlling Built-In Styles

• WebVTT provides built-in Bold, Italic, and Underline styles

00:00:30.000 --> 00:00:35.000

I am emboldened, and <i>emphasized!</i>



Advanced Styling: WebVTT Classes

• Cue text may be tagged with a CSS class:

```
00:00:45.000 --> 00:00:49.000
an incredible <c.huge>BREAKTHROUGH</c> product
```



• The styling attached to a class is specified at runtime:

```
huge = [AVTextStyleRule textStyleRuleWithTextMarkupAttributes:
     [NSDictionary dictionaryWithObject:[NSNumber numberWithFloat:1.5]
     forKey:kCMTextMarkupAttribute_RelativeFontSize]
     textSelector:@".huge"];
myPlayerItem.textStyleRules = [NSArray arrayWithObject:huge];
```

Per-Voice Styling

• <v > is a special type of class, used to distinguish voices:

```
00:00:52.000 --> 00:00:54.000 line:92% align:start
<v Jony>...so capable</v>
```

00:00:53.000 --> 00:00:56.000 line:95% align:end

<v Phil>The iPhone was a revolution.</v>



Animated Styles

• A cue's timespan can be divided into ranges

00:00:10.000 --> 00:00:15.000 My <00:00:11.000>heart <00:00:12.000>cries <00:00:13.000>for <00:00:14.000>you

During its display period

The special style :past is applied to ranges prior to current time The special style :future is applied to ranges after current time

Demo WebVTT Subtitles

Bill May

For more information on WebVTT

WebVTT Specification available from W3C

http://dev.w3.org/html5/webvtt/

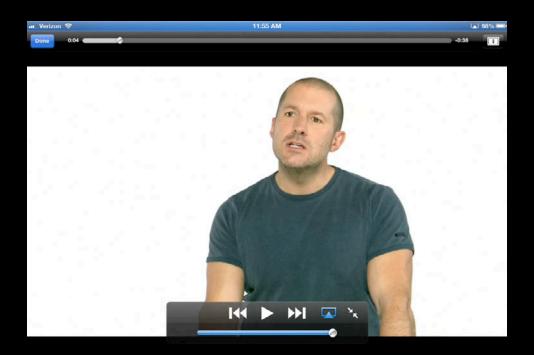
More New Stuff

FF/RW Support in MPMoviePlayerController

• Stream must supply at least one I-frame playlist

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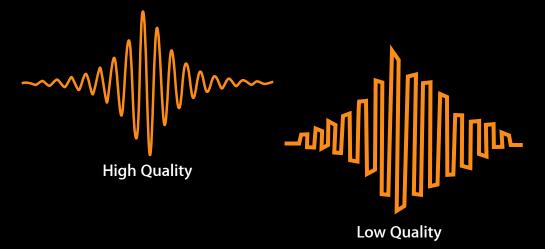


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- Audio timestamps must match exactly for a perfect switch

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AC-3 Pass-Through Support

- Pass-through only, using AirPlay or HDMI Adaptor
 - Requires compatible receiver

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AC-3 Pass-Through Support

- Pass-through only, using AirPlay or HDMI Adaptor
 - Requires compatible receiver
- Must be accompanied by AAC variant for compatibility
 - AC-3 is automatically selected if output is available
- Indicate AC-3 in CODECS attribute

```
#EXT-X-STREAM-INF:BANDWIDTH=3016809,CODECS="ac-3,avc1.4d001e"
video_plus_ac3/prog_index.m3u8
#EXT-X-STREAM-INF:BANDWIDTH=2716122,CODECS="mp4a.40.2,avc1.4d001e"
video_plus_aac/prog_index.m3u8
```

Tuning Bit Rate Switches

- Better Switch-up Algorithm
 - Requires a smaller "bandwidth cushion" if connection is stable
- Better Switch-down Algorithm
 - Identifies rapid bandwidth drops more quickly

Playback Data Starvation Notification

Sent when playback stalls waiting for network data
 NSString *const AVPlayerItemPlaybackStalledNotification;

Access and Error Log Additions

- New fields in Access log, including:
 - Playback type (VOD, EVENT, LIVE)
 - Minimum, maximum, and standard deviation of observed bandwidth
 - Bandwidth at point of switch
 - Number of segments downloaded slower than real time
 - Number of segments downloaded over cellular
- More details in Error Log when playlist parsing fails

Access and Error Log Notifications

• Sent when new entries are added to a log

NSString *const AVPlayerItemAccessLogNewEventAddedNotification;

NSString *const AVPlayerItemErrorLogNewEventAddedNotification;

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@property AVAssetResourceLoader *resourceLoader;

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 - -(B00L)resourceLoader:shouldWaitForLoadingOfRequestedResource:;

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```

• Delegate receives requests from Loader:

```
-(B00L)resourceLoader:shouldWaitForLoadingOfRequestedResource:;
```

Delegate responds to requests:

```
[asset.resourceLoader finishLoadingWithResponse:data:redirect:];
```

Sample-Level Stream Encryption

- Only samples require decryption, which means better battery life
- Encrypted files can be processed by standard tools
- Encryption applied to elementary audio and video streams
 - Which are then carried in regular .ts and .aac files
 - New stream_types for .ts files
 - Codec configuration is carried in the clear
- EXT-X-KEY syntax:

```
#EXT-X-KEY:METHOD=SAMPLE-AES, URI="foo://key"
```

Summary

- iOS 6 makes it easy to add subtitles to your streams
- Test your apps and streams with the WWDC seed
- Install the seed on Apple TV and test AirPlay

More Information

HTTP Live Streaming Resources

https://developer.apple.com/resources/http-streaming/

WebVTT

http://dev.w3.org/html5/webvtt/

Eryk Vershen

Media Technology Evangelist evershen@apple.com

Ask questions in the ADC forum (follow link on Resources page)

Related Sessions

Effective HTTP Live Streaming

Pacific Heights Tuesday 11:30AM

Labs

HTTP Live Streaming Lab

Graphics, Media & Games Lab B Wednesday 2:00PM Q&A

WWDC2012





