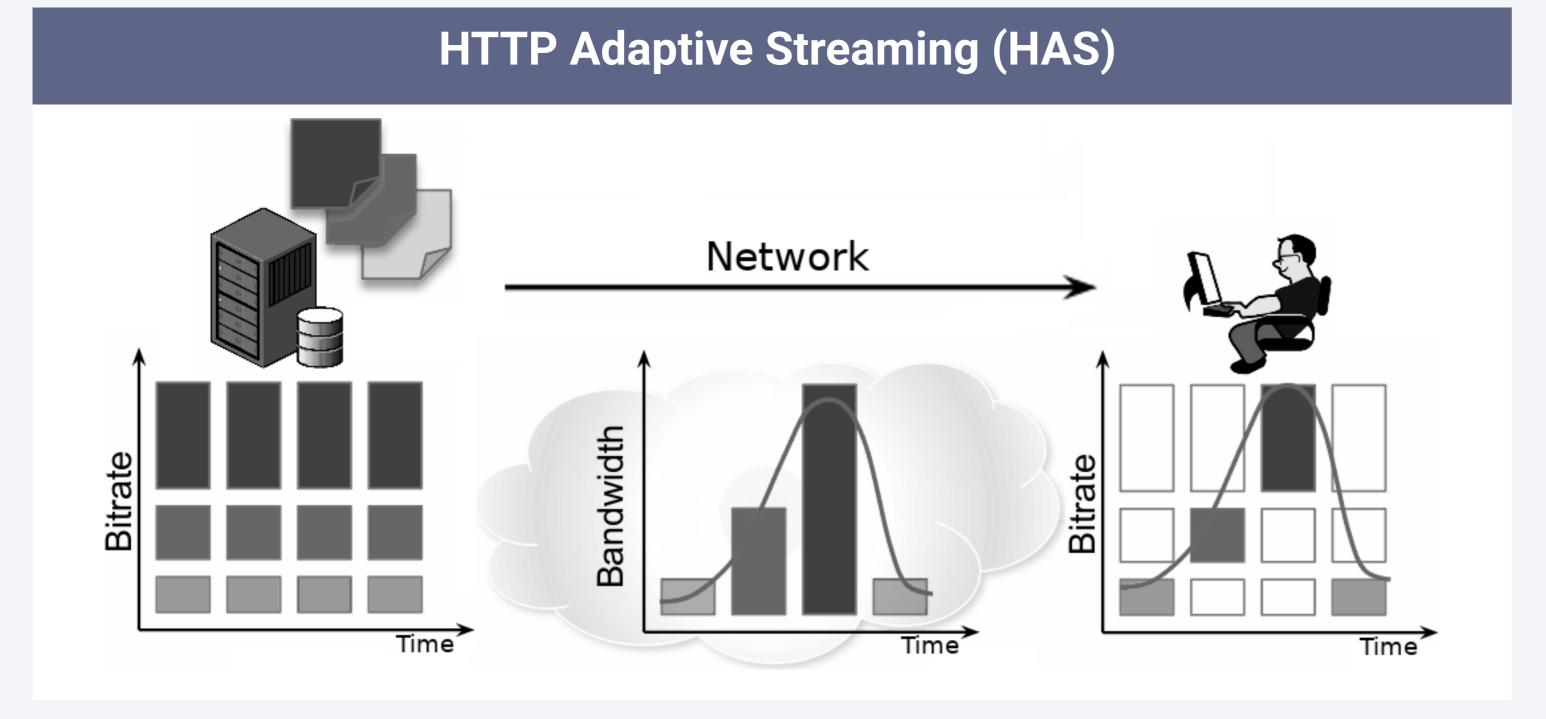
# PRIVA-STREAM: Private Collaborative Streaming

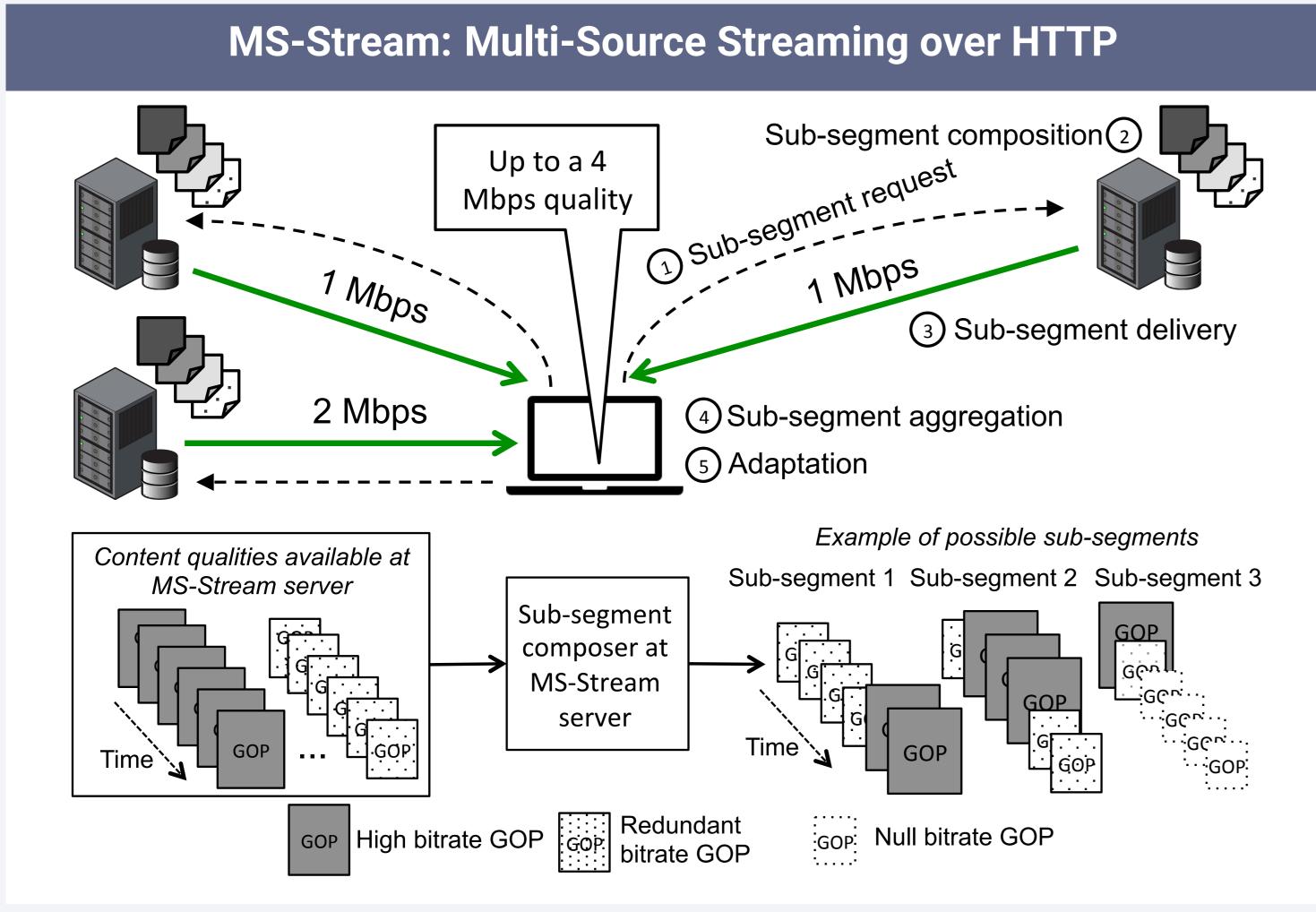
Simon Da Silva - Daniel Negru, Laurent Reveillere PROGRESS - Univ. Bordeaux, LaBRI, France

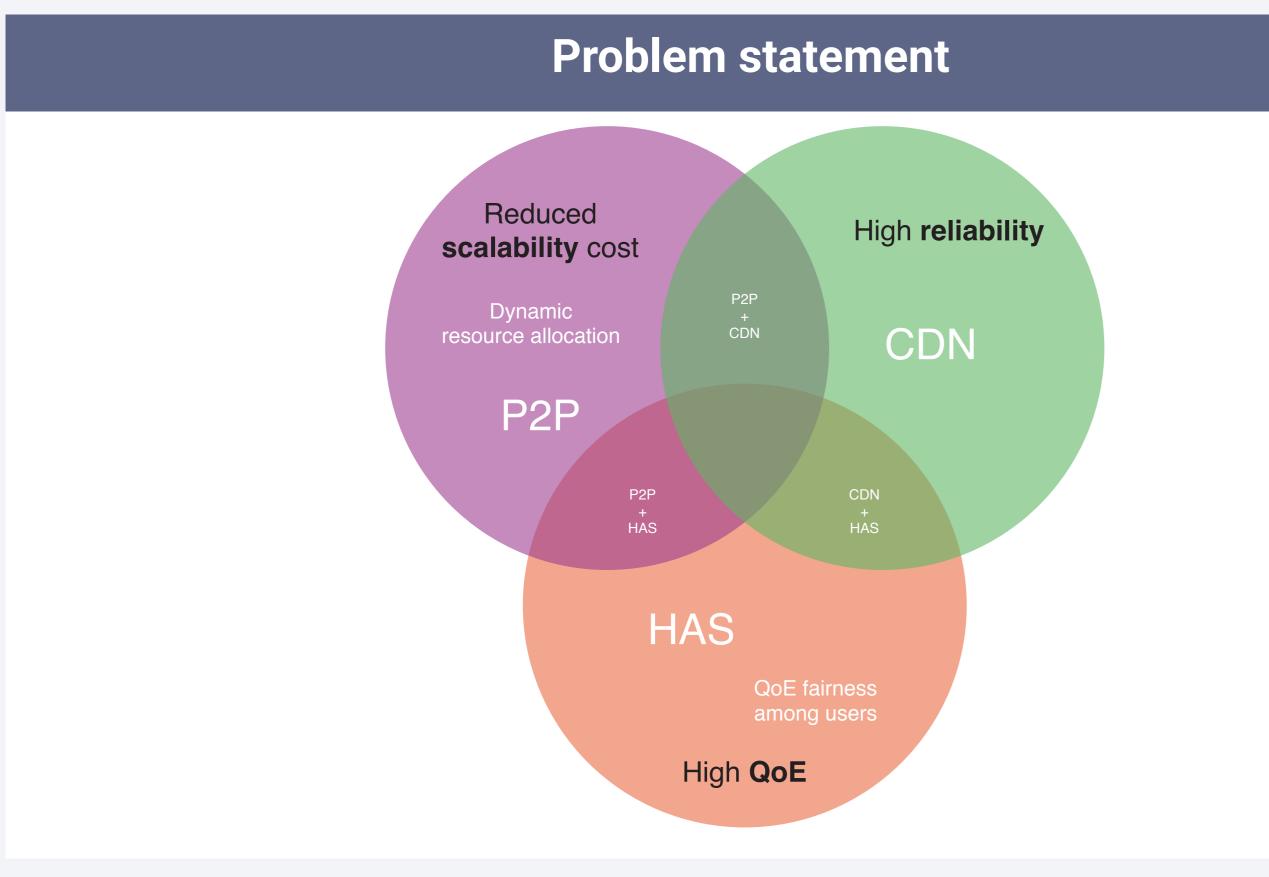


#### Video content consumption 24% CAGR 2016-2021 300 ■ Gaming (1%, 4%) 250 ■ File Sharing (8%, 3%) 200 ■ Web/Data (18%, 11%) Exabytes per month ■ IP VOD (22%, 14.5%) 100 ■ Internet Video (51%, 67.4%) 50

# **Content Delivery Networks (CDN)** Content Delivery Network



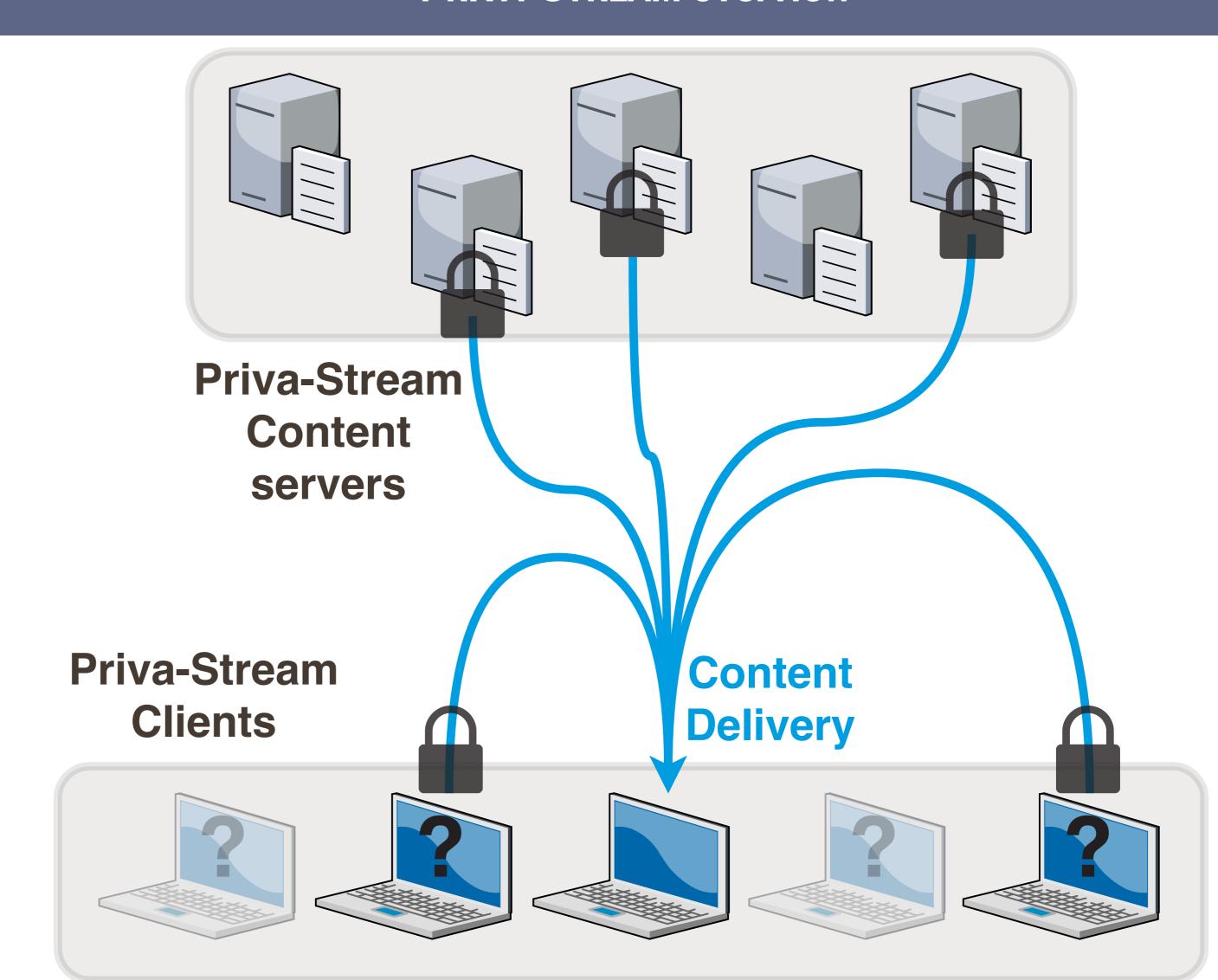




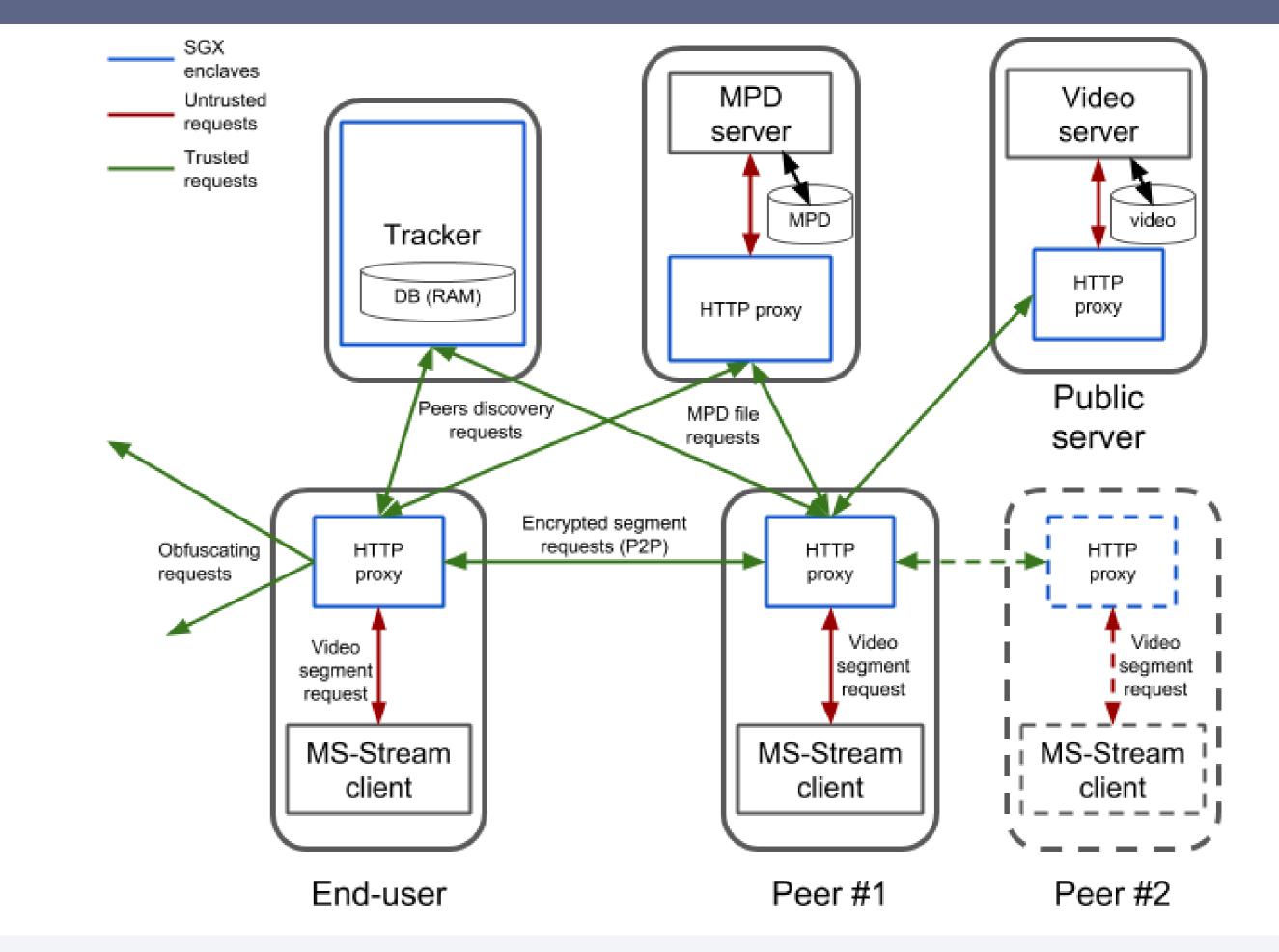
#### PRIVA-STREAM idea

- 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

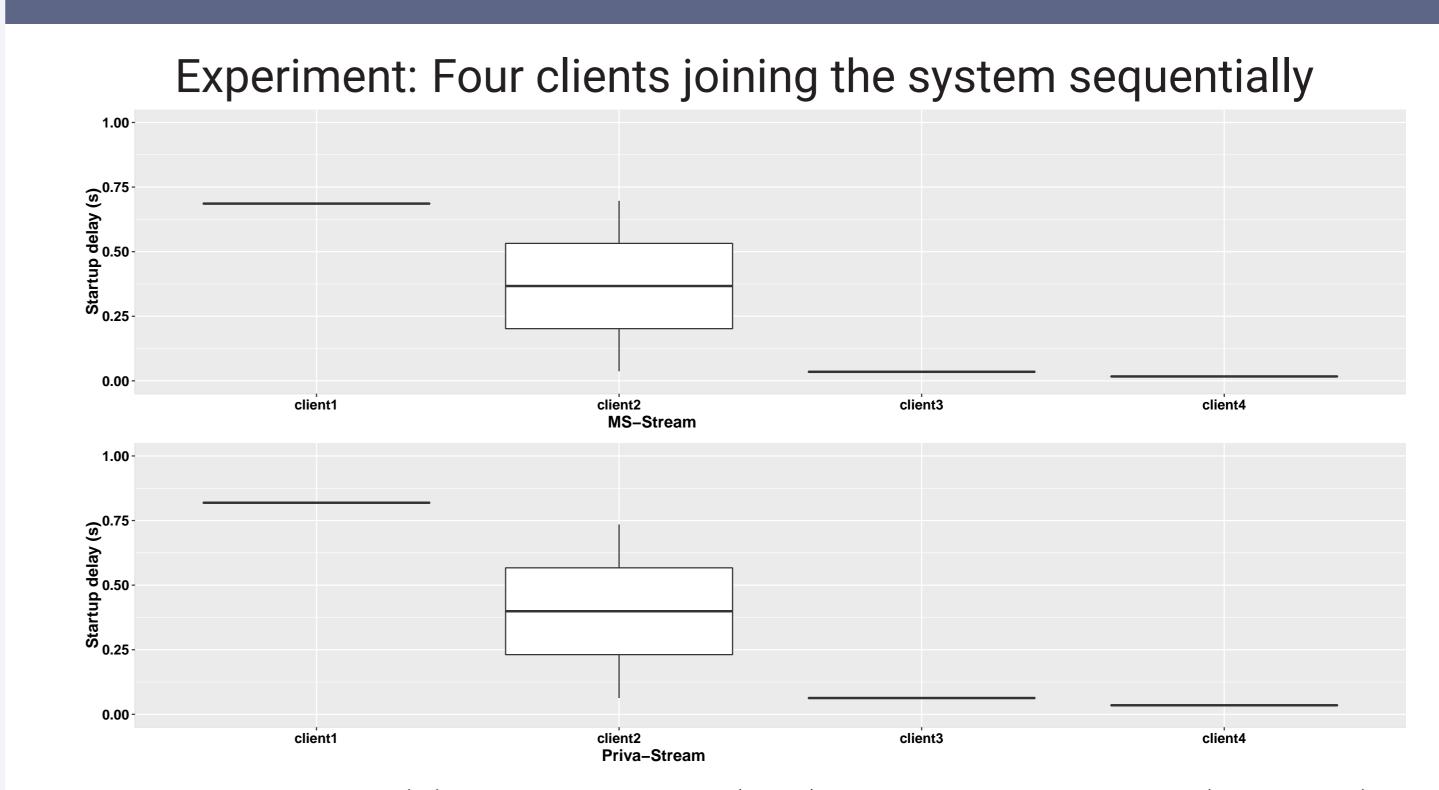
#### **PRIVA-STREAM overview**



## PRIVA-STREAM technical description



### PRIVA-STREAM early results



Startup delay (s) - MS-Stream (top) vs PRIVA-STREAM (bottom)









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Thursday April 4, 2019