

遨游"视"界 做你所想 Explore World, Do What You Want

LiveVideoStackCon 2019 北京

Next Generation Codecs in the Real World:

Multi-Codec Per-Title 3-Pass Video Encoding Workflow
for Leading Asia-Pacific Region Broadcaster Hulu

Japan

Stefan Lederer CEO, Bitmovin 2019.8.23-24







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Introduction

- Live ideo tack on mw解析成分
 - 北京 2019
- 遨游"视"界 做你所想 Explore World, Do What You Want

- About Bitmovin
- About Hulu Japan
- Customer Pain Points & Problems to Solve
- Solutions
 - 3-Pass
 - Per-Title Encoding
 - Multi-Codec Streaming
- Implementation & Deployment
- ROI Measurement



Stefan Lederer



Background in CS & BA McKinsey, IBM, Dolby USA 20+ Research papers and patents



北京 2019

遨游"视"界 做你所想 Explore World, Do What You Want

What is Bitmovin?







か回を見るなら **トリリ**

もったいない! タブレット買ったのに 動画も見てないなんで…

MINERAGE HUIU



通数常率も、お気に入りのカフェも リピングルームも、キャンブ場も、 行きつけのバーも。 今いる場所がシアターに、

BERRALS HULU



ゴります。

ıulı





ハリウッド派も、邦国派も、 アニメ派も、ドラマ派も、 満足しないワケがない。

висково НИ и



動画を見るなら

hulu

コンテンツ その数。 なんと10

動画を見るなっ







ログイン

Huluオリジナルストーリー「扉の向こう」(8)>





hulu





.







楽しみが広がる視聴方法

様々な機器で視聴が可能です。



- Cost
 - Cloud Origin Storage Costs
 - CDN Egress Costs

Quality

- Mixed Content Types, encoded in a single "Golden Ladder" varied drastically in visual quality at the highest bitrates
- Delivering better quality video over smaller pipes

SVOD Market Competition

 Customers judge their experience, based on the best experience they have had anywhere else, including HD broadcast OTA.

Technology Adoption

 New Codecs - AV1/VVC not ready for Primetime. Room to optimise what's already available

Delivering on the Challenges...

Bitmovin technologies used:

- Per-Title
- Multi-Codec: H.264, HEVC and VP9

Result: Combine it all together for 30% CDN savings

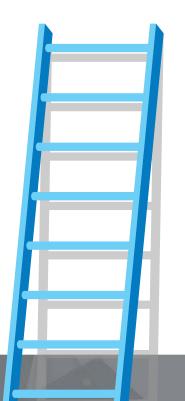


Combine it all together for 30% CDN savings



Three-Pass Encoding

Optimise Every Chunk. Simple to Implement



Bitrate (kbps)	Resolution	File Size (2- Pass)	File Size (3- Pass)	Change
200	256 x 144	19.1	17.7	-7.33%
400	512 x 288	33.9	31.0	-8.55%
750	640 x 360	59.9	54.1	-9.68%
1200	853 x 480	93.2	83.3	-10.62%
1600	1024 x 576	122.1	108.9	-10.81%
2500	1280 x 720	189.7	166.3	-12.34%
3500	1280 x 720	264.3	228.9	-13.39%
4500	1920 x 1080	336.8	290.2	-13.84%
6500	1920 x 1080	447.2	382.8	-14.40%
	Total	1566.2	1363.2	-12.96%

General Purpose Bitrate Ladder - H.264 / 10 Min HD Source File



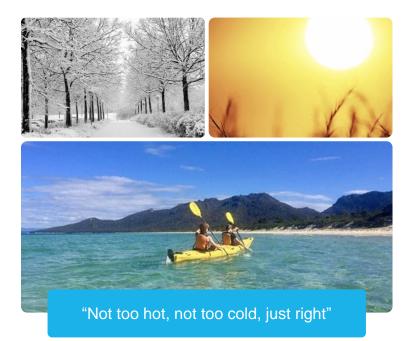
Bitrate (kbps)	Resolution	PSNR (2-Pass)	PSNR (3-Pass)
200	256 x 144	30.61	30.56
400	512 x 288	33.80	33.68
750	640 x 360	35.63	35.47
1200	853 x 480	37.64	37.43
1600	1024 x 576	38.92	38.68
2500	1280 x 720	40.73	40.41
3500	1280 x 720	41.38	41.10
4500	1920 x 1080	44.16	43.56
6500	1920 x 1080	44.98	44.45

General Purpose Bitrate Ladder - H.264 / 10 Min HD Source File



Per-Title Encoding

Adjust bitrate ladder based on complexity

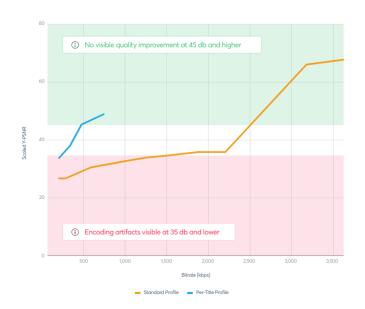


- No two pieces of content are the same, why encode them the same?
- Bitrate too high wasteful (especially CDN, storage)
- Bitrate too low visual artifacts, viewers less engaged, churn and market share loss

Per-Title Encoding allows to compute an optimized

ABR ladder for a given source asset

- Optimize bitrate ladder for every single title to maximize QoE
- Compute a special purpose bitrate ladder based on complexity analysis
- Use bitrate to encode content in a quality that viewers can actually enjoy, but not more!
- Improves quality, and reduce bitrate for less complex content
- Reduce costs for files with low complexity in terms of encoding, storage and distribution



Benefits:

- 1. Bitrate reduction Saving money on CDN Egress
- 2. Storage reduction Saving money on Storage
- 3. Quality improvement
- Consistent perceptual quality across media library
- Encode every asset in the quality users enjoy, but not more
- Present high quality also to viewers in low bandwidth scenarios (developing countries, mobile connections, etc.)

Implementation of Per-Title



Default Ladder

Bitrate (kbps)	Resolution
200	256 x 144
400	512 x 288
750	640 x 360
1200	854 x 480
1600	1024 x 576
2500	1280 x 720
3500	1280 x 720
4500	1920 x 1080
6500	1920 x 1080
Total Size	1363.2 MB



Per-Title Ladder

Bitrate (kbps)	Resolution
240	512 x 288
456	854 x 480
693.44	1024 x 576
1317.54	1280 x 720
2104.61	1920 x 1080
3361.86	1920 x 1080
Total Size	587.3 MB

Average Bitrate

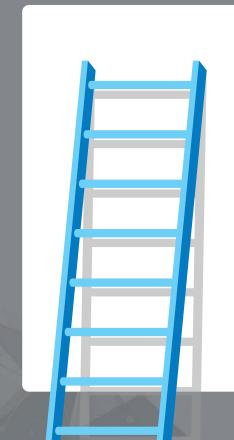
2350 Kbps -> 1362.25 Kbps (-42%)

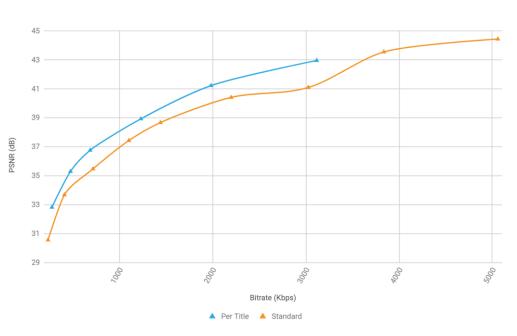
Storage Consumed

1363.2 MB -> 587.3 MB (-56.92%)

QOE (Full HD Available)

4500 Kbps -> 2104.61 Kbps (-53.23%)

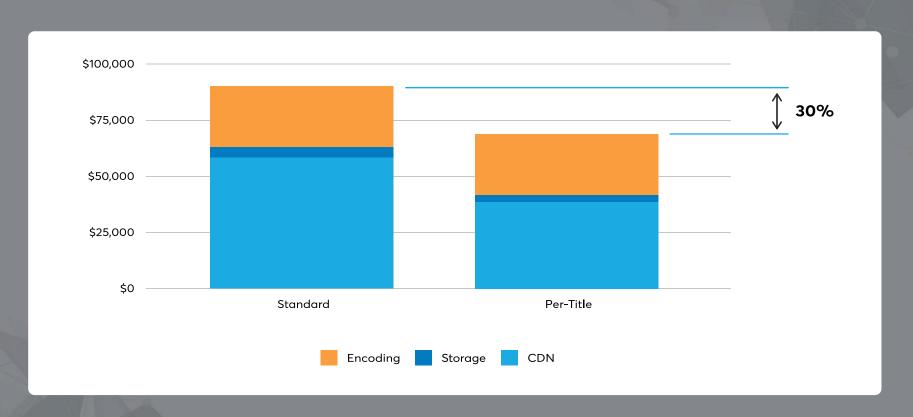




Per-Title Bitrate Ladder - H.264 / 10 Min HD Source Flle

Real World Total Cost of Operation (TCO) Case Study - Monthly Cost (Per Title & 3 Pass)







Multi-Codec

The Right Codec for Every Device

Some Quick Maths



- iOS Holds a 20.9% Mobile Market Share in China
 96.7% of those users are running iOS 11 or later
 - > 20.2% of the China iOS Mobile Market can use HEVC
- Android Holds a 78.2% Mobile Market Share in China
 98.9% of those users are running Android 4.4 KitKat or Later
 - -> 77.3% of the China Android Mobile Market can use VP9
- Therefore, 97.5% of China's Mobile Market can support a more efficient codec than H.264

Per-Title: Multi-Codec Ladder Comparison



Standard H.264 Ladder

Bitrate (kbps)	Resolution	
200	256 x 144	
400	512 x 288	
750	640 x 360	
1200	853 x 480	
1600	1024 x 576	
2500	1280 x 720	
3500	1280 x 720	
4500	1920 x 1080	
6500	1920 x 1080	
Total Size	1566.2 MB	



-56.92%

Per-Title H.264 Ladder

Bitrate (kbps)	Resolution
240	512 x 288
456	854 x 480
693.44	1024 x 576
1317.54	1280 x 720
2104.61	1920 x 1080
3361.86	1920 x 1080
Total Size	587.3 MB



Bitrate (kbps)	Resolution
240	854 x 480
416.87	1024 x 576
792.05	1920 x 1080
1378.81	1920 x 1080
2400.26	1920 x 1080
Total Size	383.6 MB

Average Bitrate

2350 Kbps -> 1045.6 Kbps (-56%)

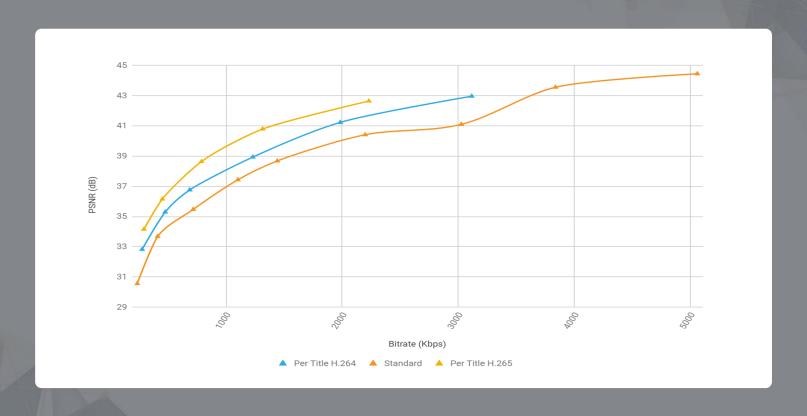
Storage Consumed

1363.2 MB -> 383.6 MB (-72%)

QOE (Full HD Available)

-34.68%

4500 Kbps -> 792.05 Kbps (-82%)



Bitmovin technologies used:

- 3-pass Encoding
- Per-Title
- Multi-Codec: H.264, HEVC and VP9

Result: Combine it all together for 30% CDN savings

China Region Experience



"Bitmovin has been by far the easiest encoding-as-a-service solution we've used so far. It allows us to process our videos and distribute them to both our Aliyun services in China and AWS servers in the US."

— Co-CEO of BitTiger

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Thank you



