



Behind the Streams

The Technology That Powers Netflix, iPlayer and the Others

Dr Paul Stallard, Principal Software Architect
Science at Fishbourne, 18 August 2025

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Match of the Day



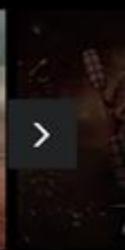
Call the Midwife



Casualty



Towards Zero



>

Recommended for you



The Apprentice



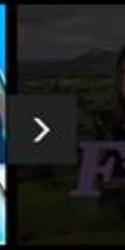
Virdee



Towards Zero



Would I Lie to You?



>

Amazing Transformations

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>

10 Gbps

Raw Ultra HD (4K) video bitrate

Video Data Rates

- **High Definition**



- $1920 \times 1080 \times 24 \times 50^{(1)}$
- 2,488,320,000 bits per second
(~ 2,500 Mbps or 2.5 Gbps)

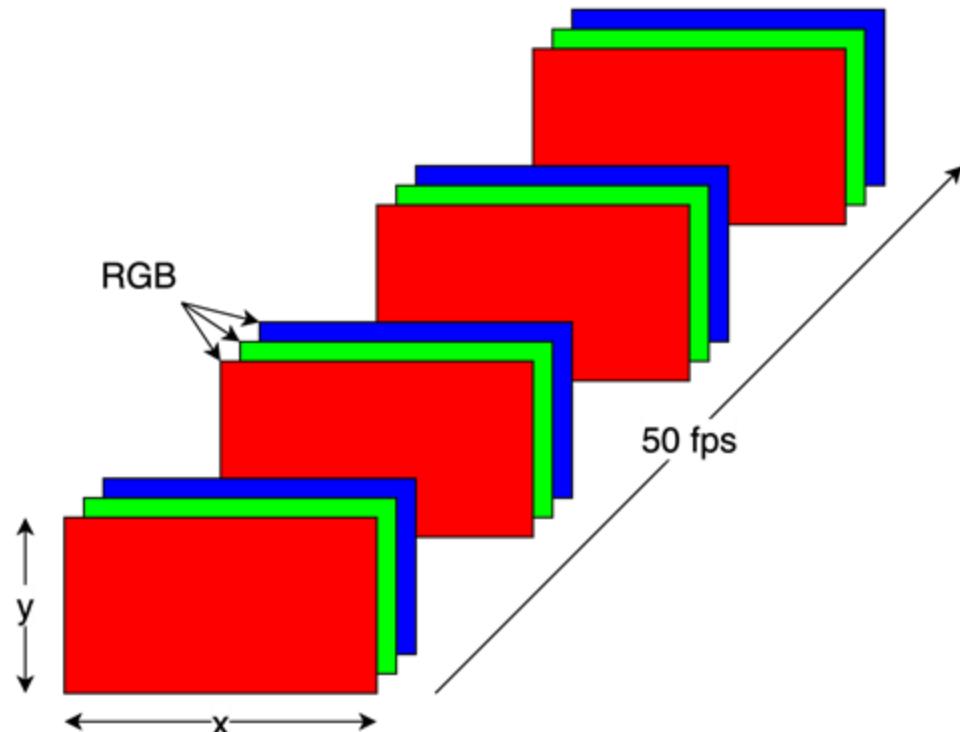
- **Ultra High Definition (4K)**



- $3840 \times 2160 \times 24 \times 50$
- 9,953,280,000 bits per second
(~ 10,000 Mbps or 10 Gbps)

- **Standard Definition (4:3)**

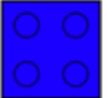
- $720 \times 576 \times 24 \times 25$ (interlaced)
- 248,832,000 bits per second
(~250 Mbps)



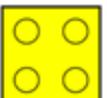
(1) Assuming 24 bits per pixel and 50 frames per second



0



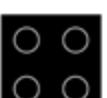
1



2



3

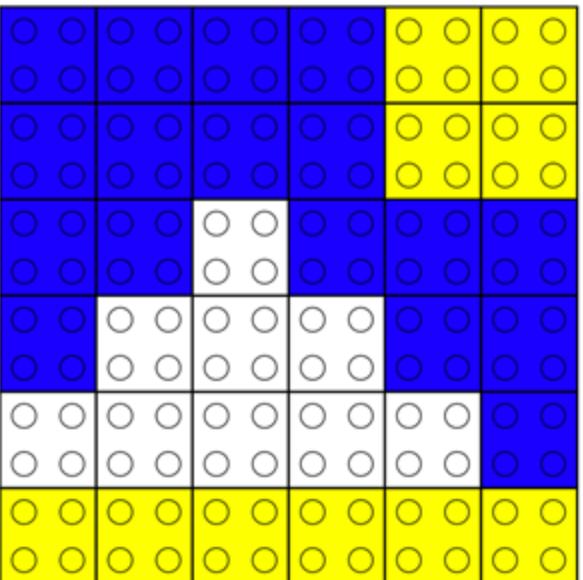


4



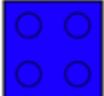
5

Reducing the bitrate

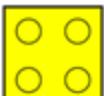




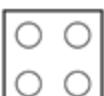
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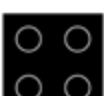
1



2



3

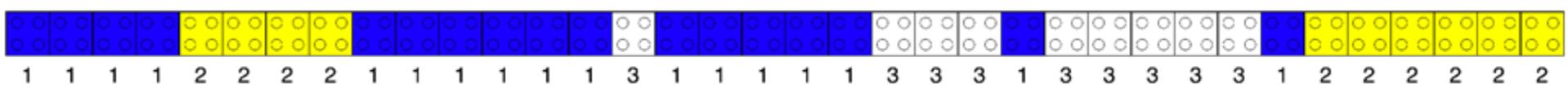
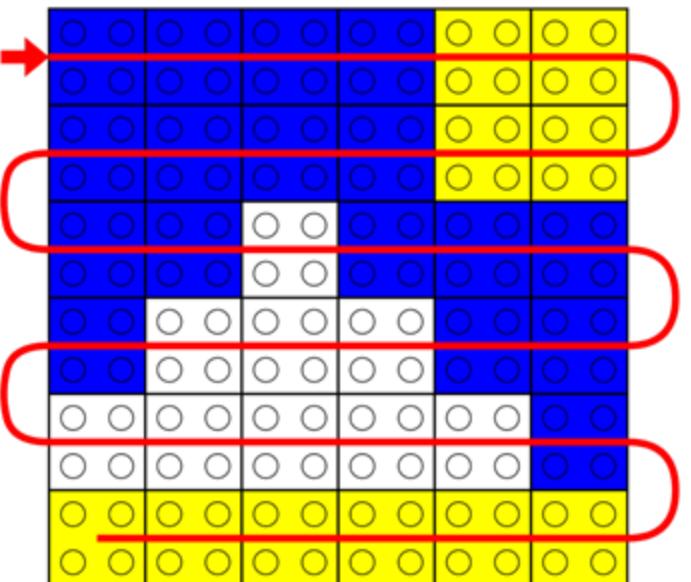


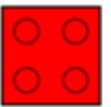
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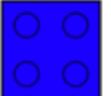
5

Transform to a string of numbers

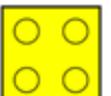




0



1



2



3

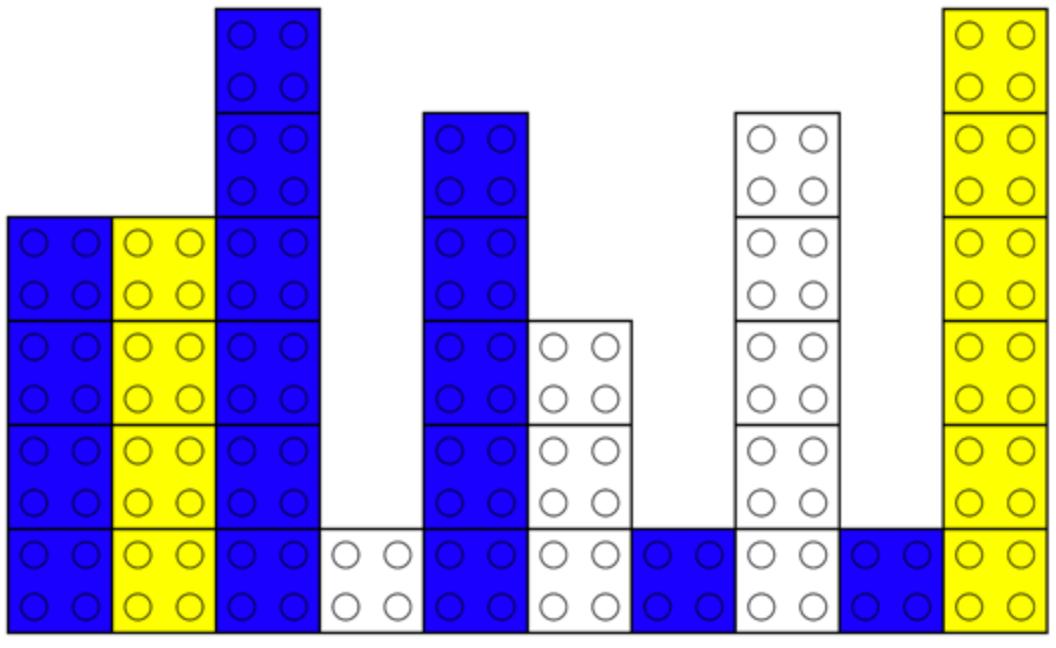


4



5

Compress the image (run-length encoding)



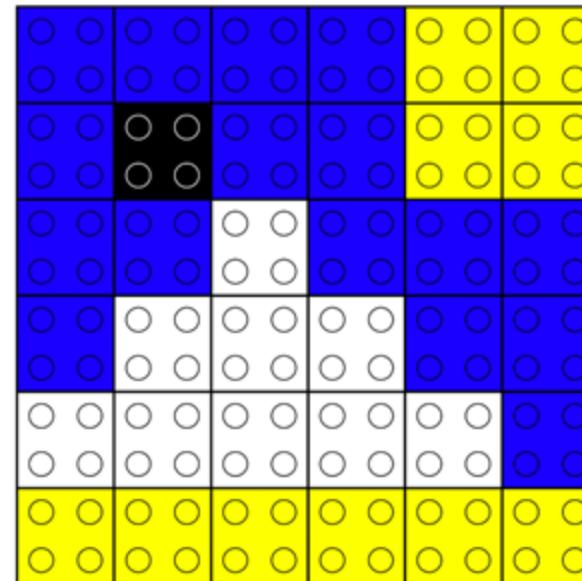
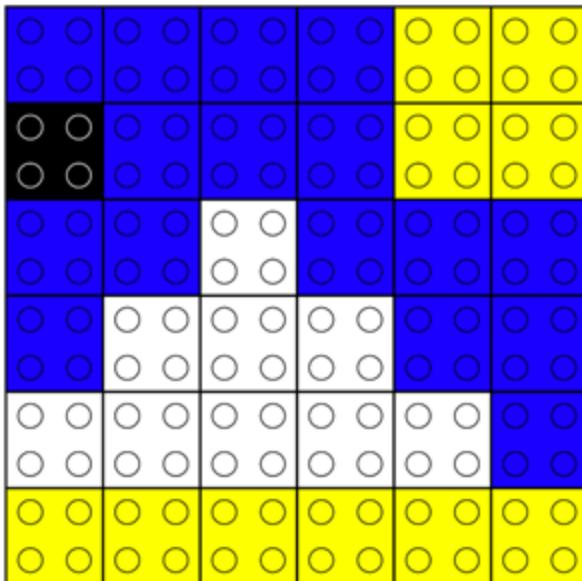
4,1 4,2 6,1 1,3 5,1 3,3 1,1 5,3 1,1 6,2

Was: 36

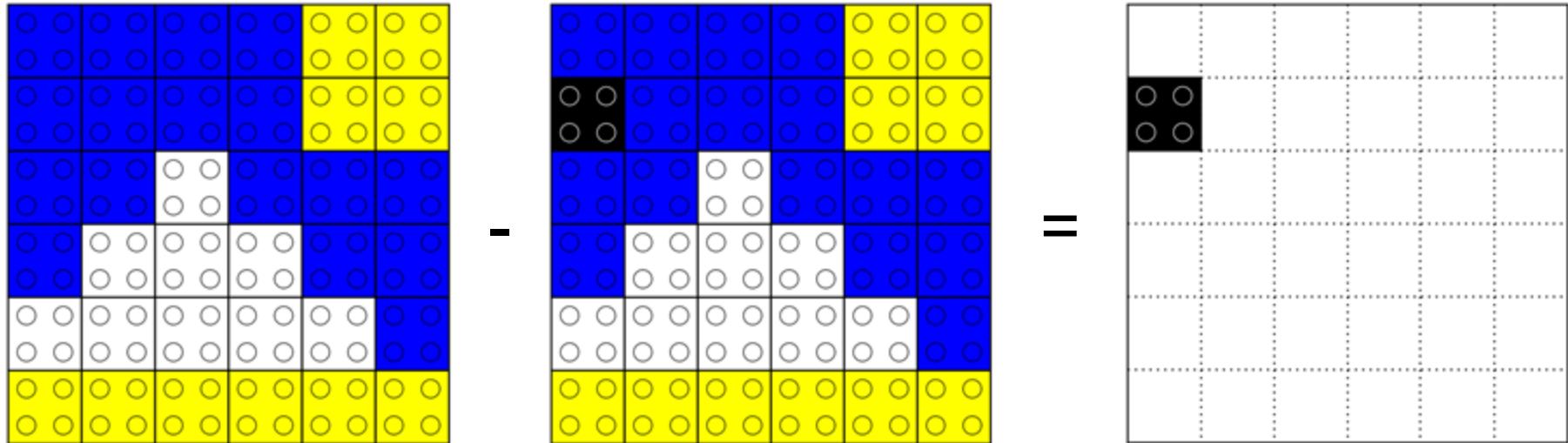
Now: 20

55% of the original size

Next frames in the sequence...

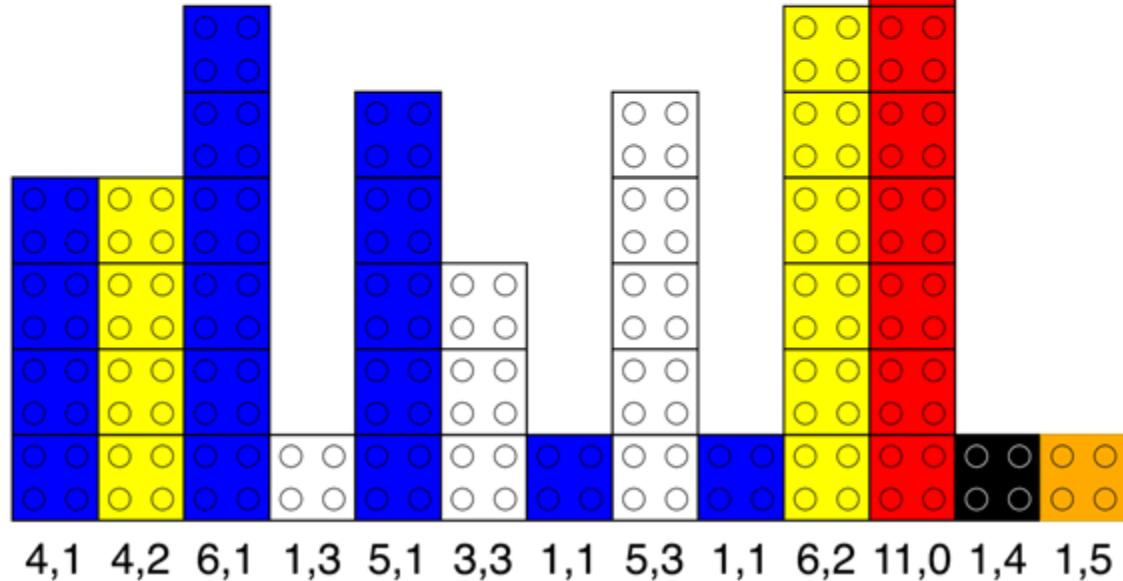


Difference between the first two frames



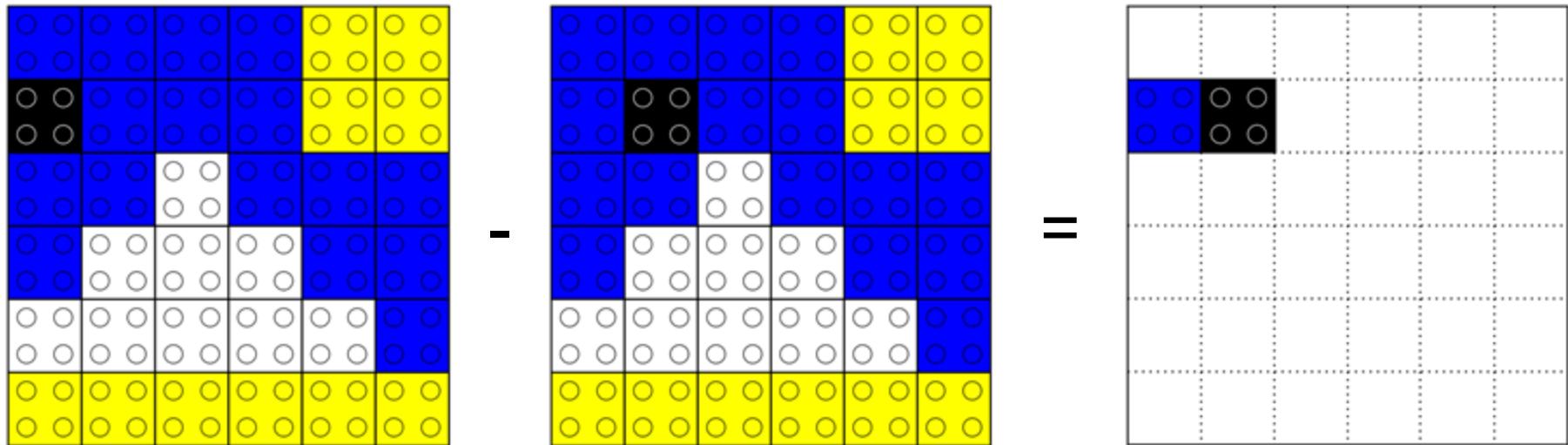
Let's use to mean "no change", and to mean "end"

Encoding first two frames



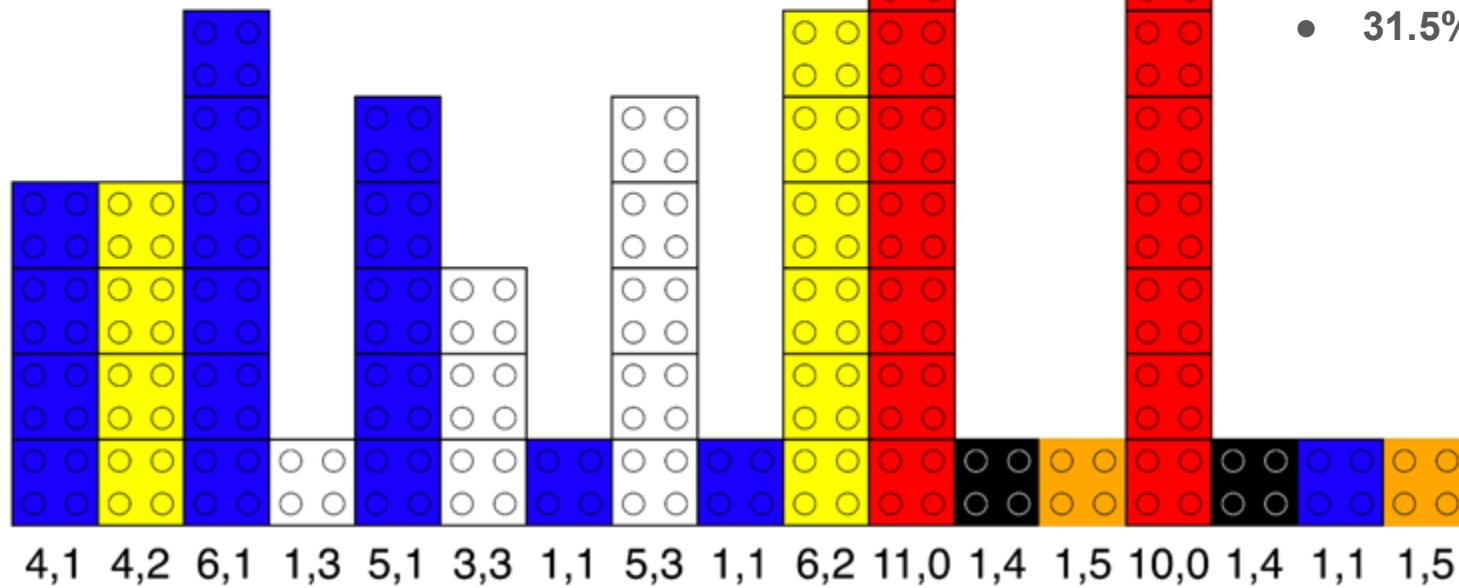
- Sending each pixel:
 - $36 \times 2 = 72$
- RLE with difference frames
 - 26
- 36.1% of original size

Difference between the second and third frames



Let's use to mean "no change", and to mean "end"

The full video encoding



- Sending each pixel:
 - $36 \times 3 = \mathbf{108}$
- RLE with difference frames
 - **34**
- **31.5%** of original size

Original

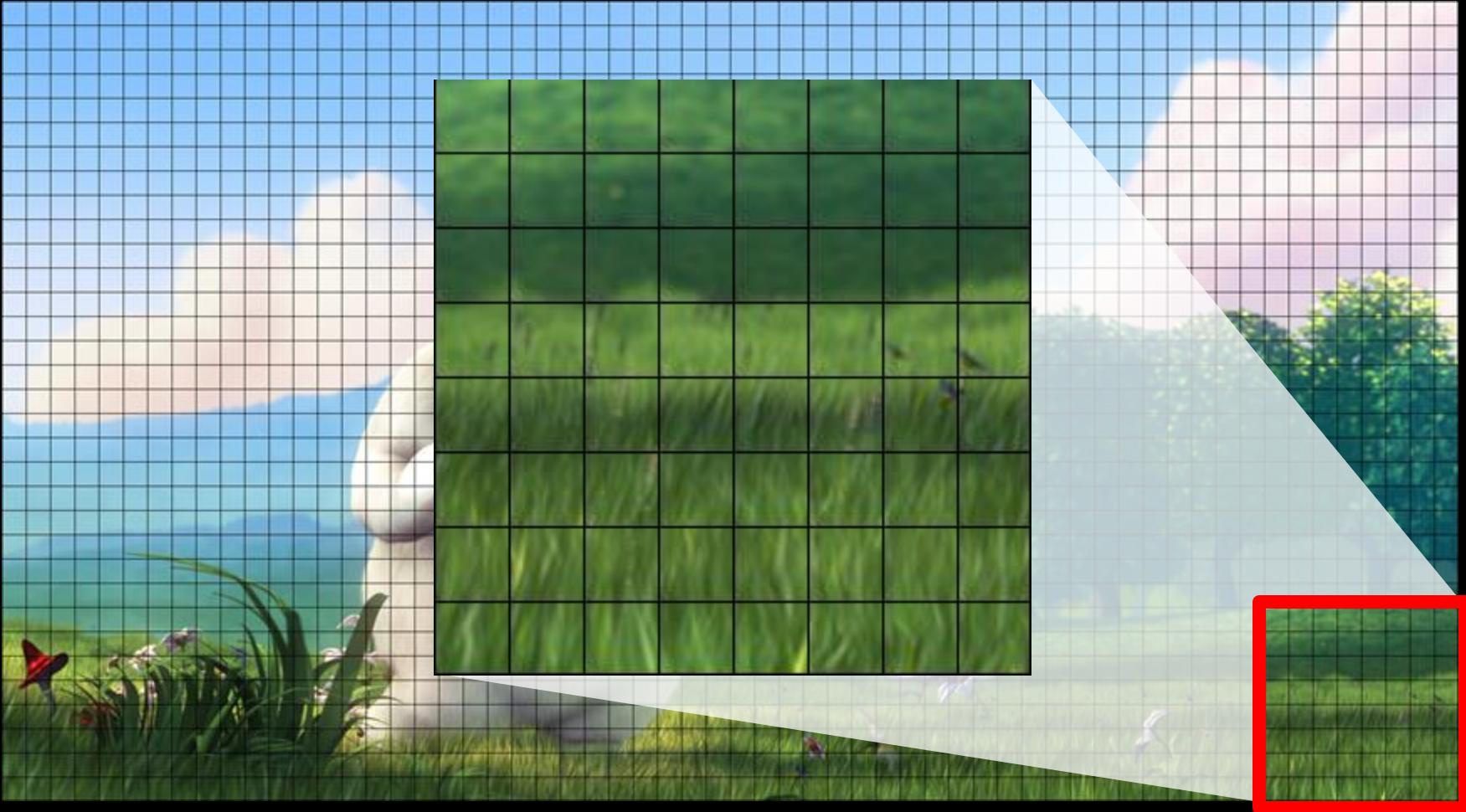


Difference



<https://youtu.be/qw78nxcV3XU>





0:50

1

\$1 MILLION

\$250,000

\$100,000

\$65,000

\$30,000

\$20,000

\$14,000

\$7,000

\$5,000

\$3,000

\$2,000

\$1,000

\$500

STEVE'S BANK
\$7,000

13
WNEP

120

Compressed versions of each movie

Why so many versions?

- Lots of devices, with different screen resolutions, aspect ratios etc.
 - Resolution and aspect ratio differs across devices
 - No point sending a UHD stream to a device with a high-definition display
 - TV aspect ratio (16:9), Apple iPhone 16 (19.5:9), Google Pixel 9 (20:9)
- Internet speeds vary
 - Provider, location, fibre vs mobile, etc
 - Over time (busy periods of the day, tunnels, ...)

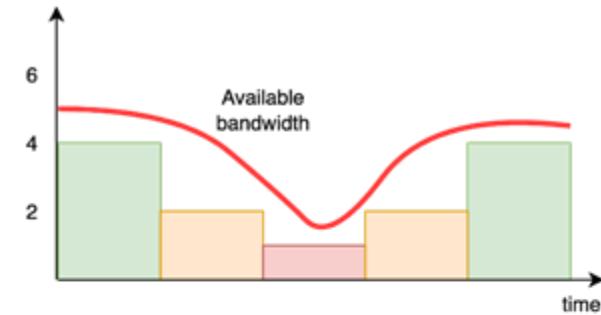
Solution:

- Divide streams up into chunks (~10s long)
 - Infinite stream → files (Internet is optimised for moving files)
- Create multiple versions of each chunk

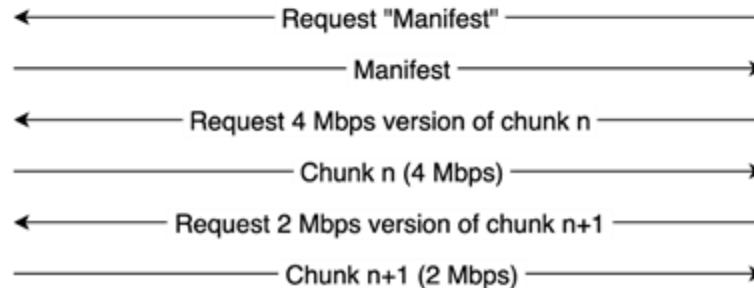
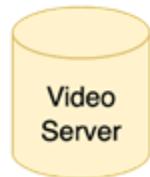
Coping with Network Variability



Server



Client
(phone, smart TV, tablet, etc)



30

Typical streaming latency (seconds)

Joining a live stream



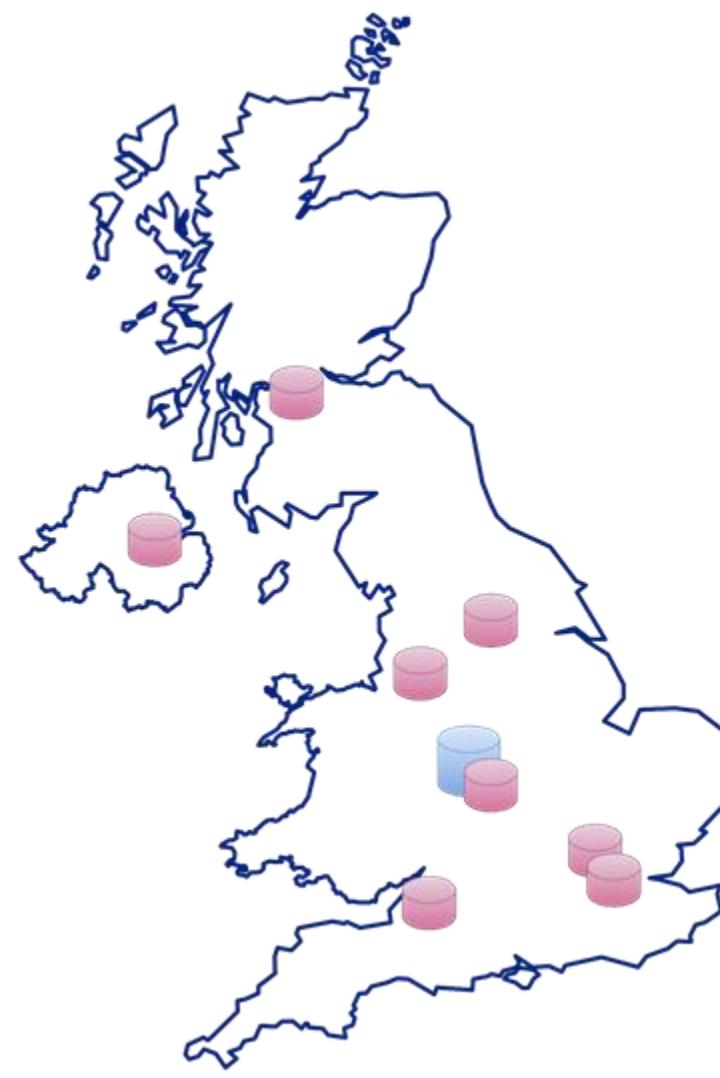
65 million

Highest published number of concurrent streams

Content Delivery Networks



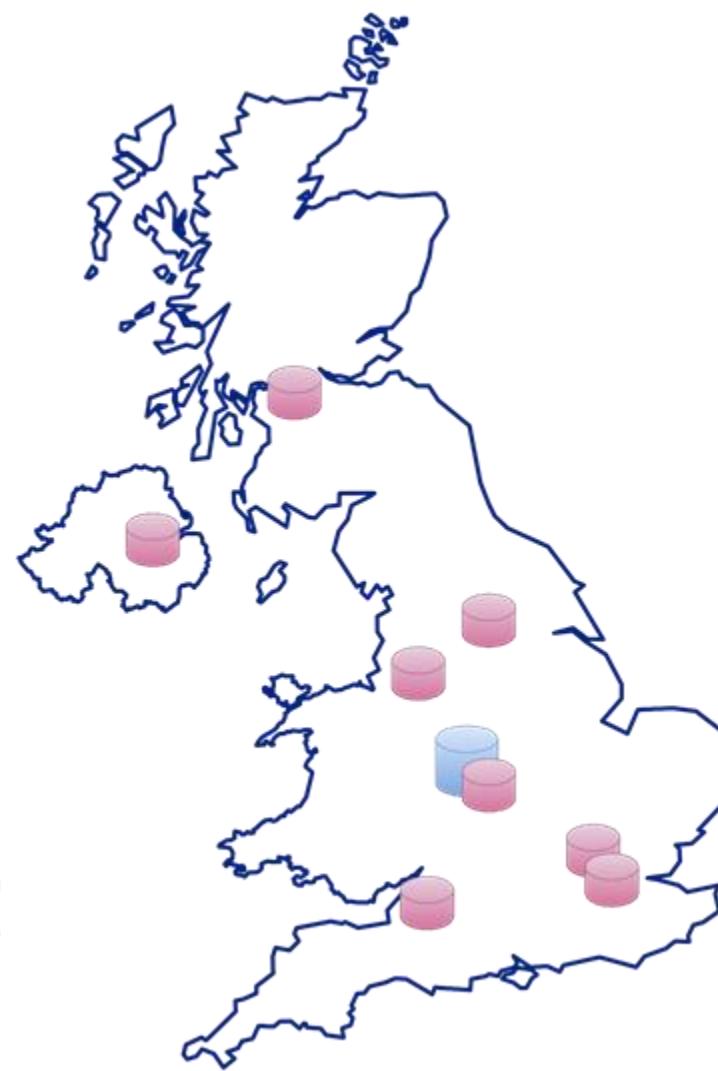
Content Delivery Networks



Content Delivery Networks



fastly



Cloud Computing



99.999%

Availability requirement

Availability

- Redundancy (within and across data centres/regions)
- Health Checks
- Automatic Failover
- Test, test, test
 - Test automation, blue/green deployments
 - Chaos Engineering — yes, that really is a thing!

Can get very expensive... Not all failures have the same impact

500 billion

~500 billion events and ~1.3 PB *per day*
~8 million events and ~24 GB *per second* during peak times

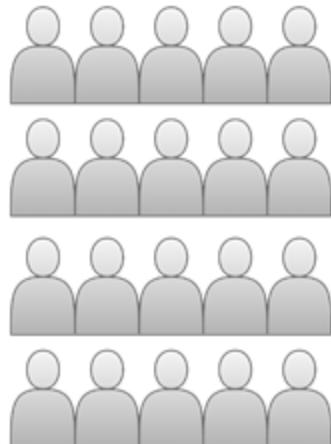
What data is collected? (pretty much everything...)

- General
 - Your IP address and location
 - Device type, browser, software versions, network connection (wifi / mobile), battery level
- Browsing
 - Every rail and tile you look at
 - Every detail page you viewed
 - How long you spend on each screen
 - Every click/press you made
- Viewing
 - What you watched
 - How long you watched it for - did you finish it, or stop after 5 minutes?
 - Did you pause, rewind, fast forward?

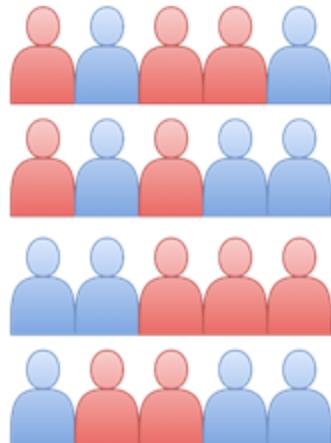
Why collect it?

- Business reporting
- Monitoring (fault detection and diagnostics)
- App Personalisation
 - Continue watching, series reminders, etc
 - Rail ordering, tile ordering, poster images
 - Recommendations
- Marketing
 - To you, and people “like” you
 - Promote to target “groups” (sports lovers, comedy watchers, true crime fans, ...)
- Targeted Ads
- Content performance
- A/B Testing

A/B Testing

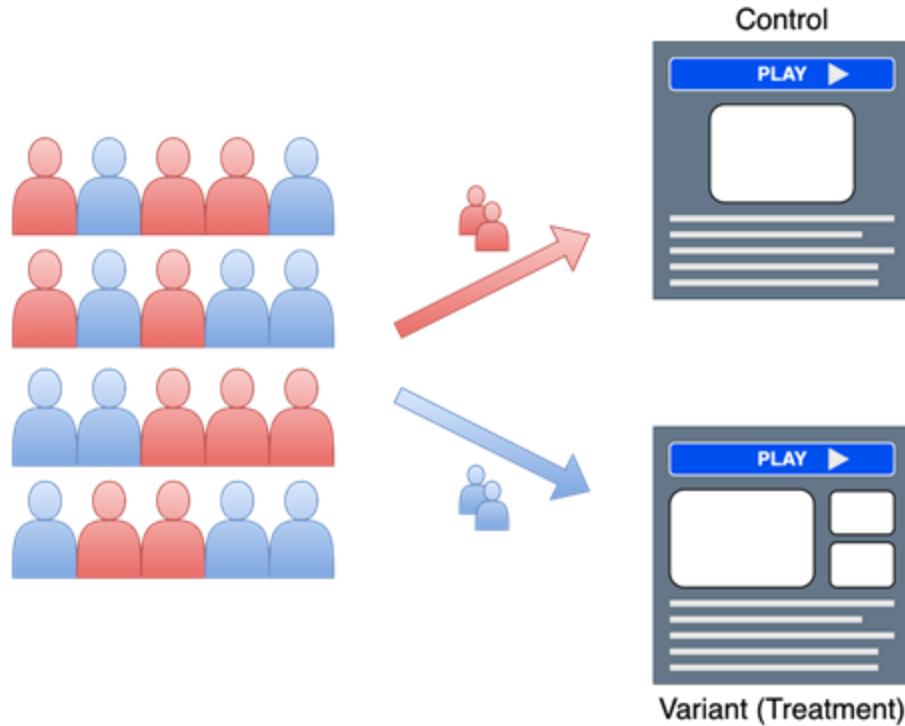


A/B Testing

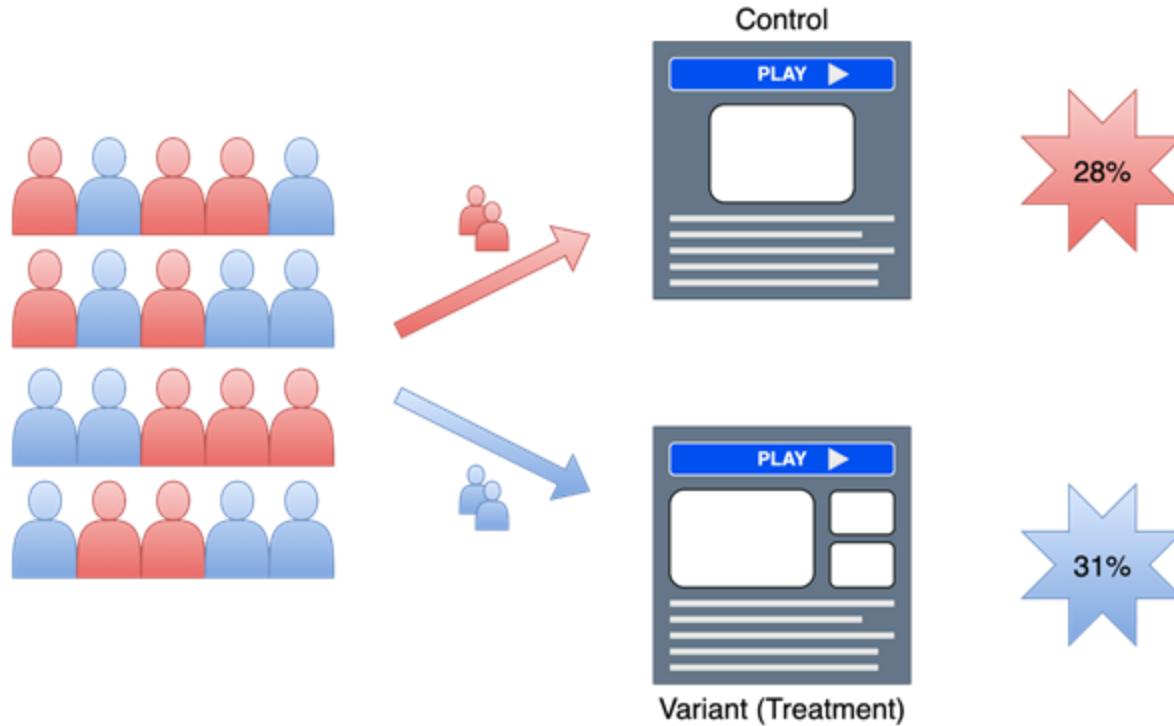


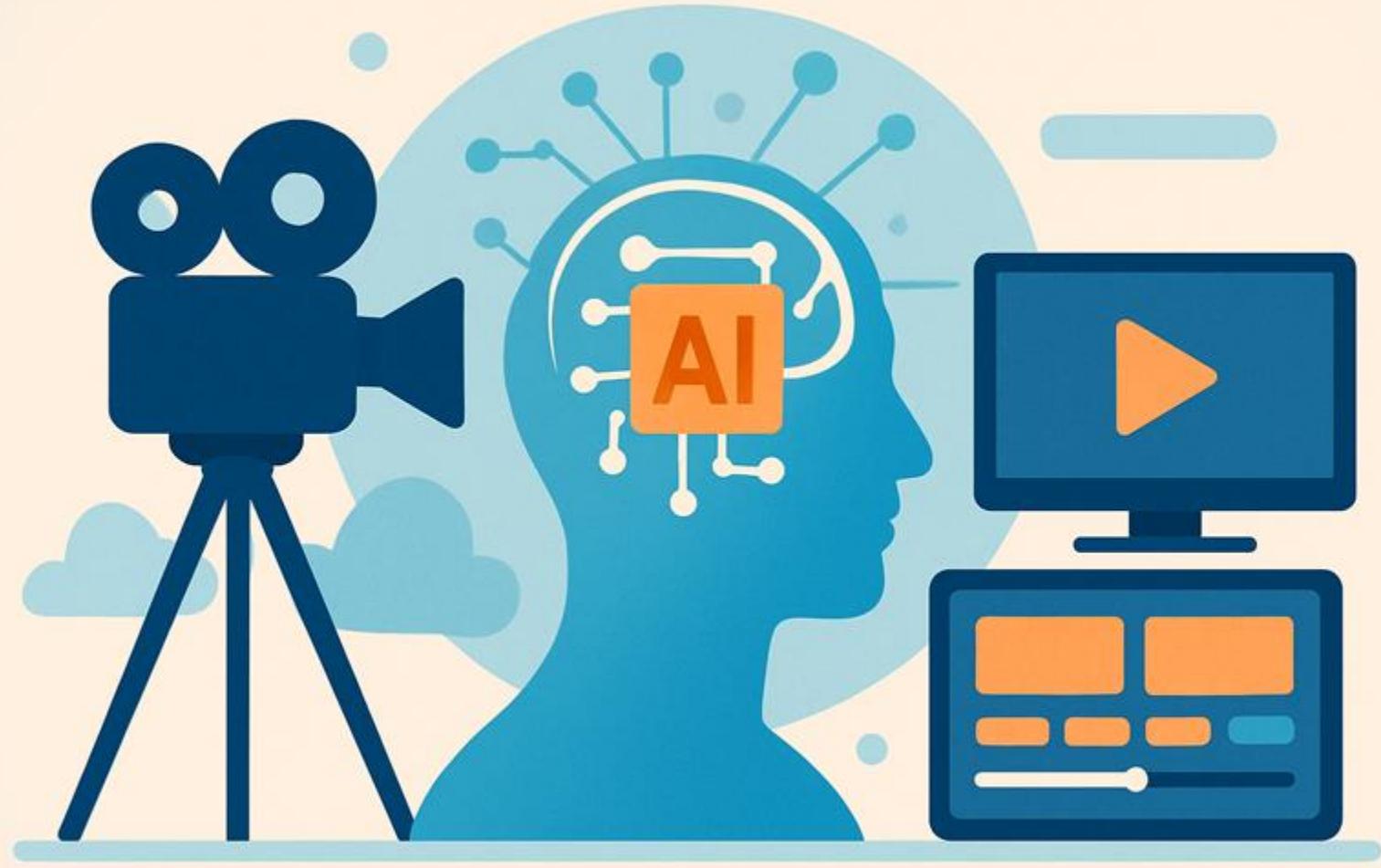
Variant (Treatment)

A/B Testing



A/B Testing





What's next...

Sports content

- Interactivity
- Multiple camera angles
- “Sit” where you want in the stadium
- Automatic video highlights creation

Post production

- Subtitling
- Dubbing & lip syncing
- Actor replacement

Personalisation

- Ads with you wearing / using the product?
- Would you pay more for a movie with you as the lead?

Writing

- Plot development
- Writing assistants
- Entire scripts

Video and audio generation

- News broadcaster
- Special effects
- Entire programmes / films, maybe...?



ORIGINAL SCENE - R RATED

<https://youtu.be/iQ1OPpj8gPA>

Questions?