# Deploying VP9 at YouTube: a postmortem

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## You Tube

-7,490,427,558,466,059,808 bytes



why i



Q

why is the sky blue why is youtube so slow why is the ocean salty why is the pope resigning



why i



Q

why is the sky blue why is youtube so slow why is the ocean salty why is the pope resigning









#### This is not great.

# 

~600:1

### 50% smaller with same or better quality

### Viewers watch more when VP9 is used

"What is VP9?"

Let's build a video codec (sorta)

#### [demos]

https://github.com/stevenrobertson/reaktor-dev-day-talk

- Frequency quantization
- Temporal prediction
- Motion compensation

#### H.261

H.261 (1988): 26:1

H.261 (1988): 26:1 VP9 (2013): ~600:1

#### Lots of tricks.

#### Intra prediction

### Altref frames (VPx) B-frames (H.26x)

"What is next-gen?"

#### 64-pixel superblocks

#### Asymmetric transforms

How to ship a next-gen codec in eight easy steps

### 1. Demonstrate the finished product.



## Hacked proxy serving hacked media to a hacked player on hacked Chrome

### Sincerity level: 0.2

#### 2. Create test media.

#### Viper

Hydra

### Split mezzanine into chunks, encode in parallel

#### Distributed headaches

#### "Query of Death"

### 5 seconds of video 0.01x realtime

#### timeout=500

#### timeout=5000

(it's 20000% better now)

# 3. Demonstrate the finished product.

#### VP9 summit

### Everything about this was awkward.

### https://www.youtube.com/user/ WebMVP9/playlists

### Kept flipping to Flash

### HD upgrades took 40 seconds

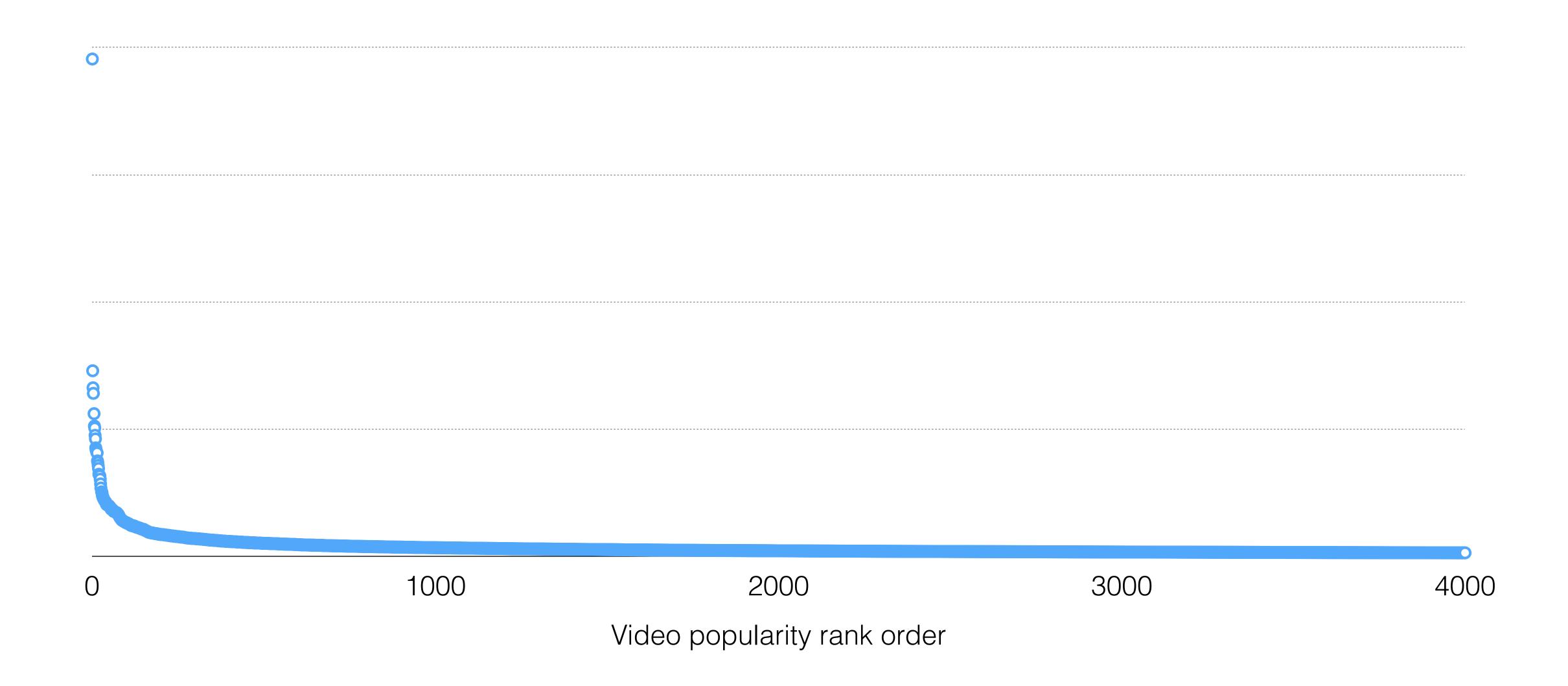
#### Hadn't even frozen the bitstream

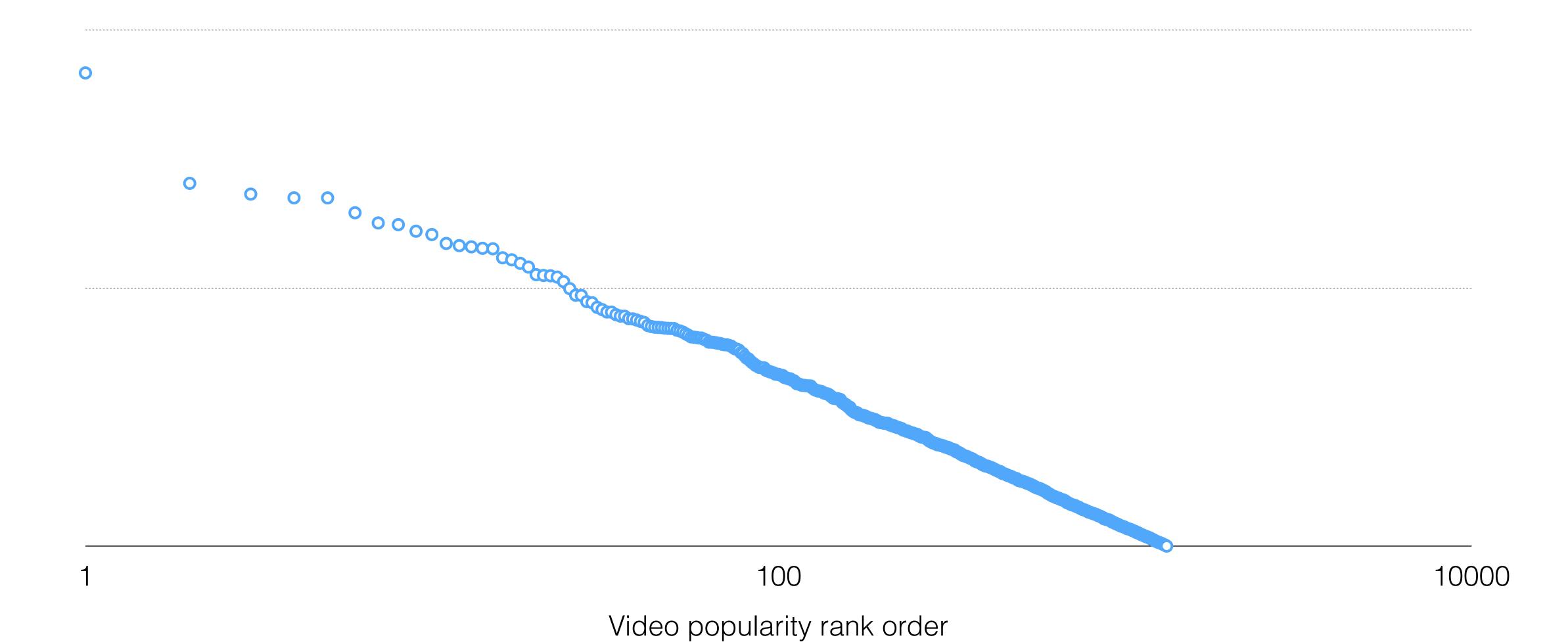
# Prod player, prod site, prod Chrome.

### Sincerity level: 0.9

4. Ship it.

### Popularity reruns





### Launching HTML5 in Chrome

# Let's just toss in VP9 and see what happens.

#### Kicked off popularity rerunner

#### Compared HTML5 H.264 vs VP9

### Everything was better!

#### Spot the error?

#### 5. Measure it properly.

### Oh crap.

### 6. Unship it.

#### Decoder performance.

# 7. Demonstrate the finished product. At 4K.



### Sincerity level: 0.4

#### 8. Launch for real.

No perf data via web APIs.

#### Banned WinXP.

### Decoder improvements in M33.

#### Over 1,000,000,000 served.

We learned some things.

#### Hustle.

#### Seeing is believing.

# Take advantage of the power law.

# Always, always have a proper counterfactual.

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