

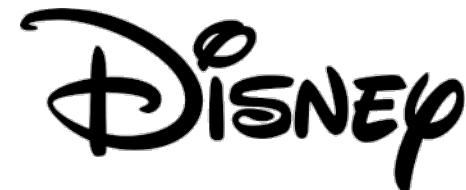


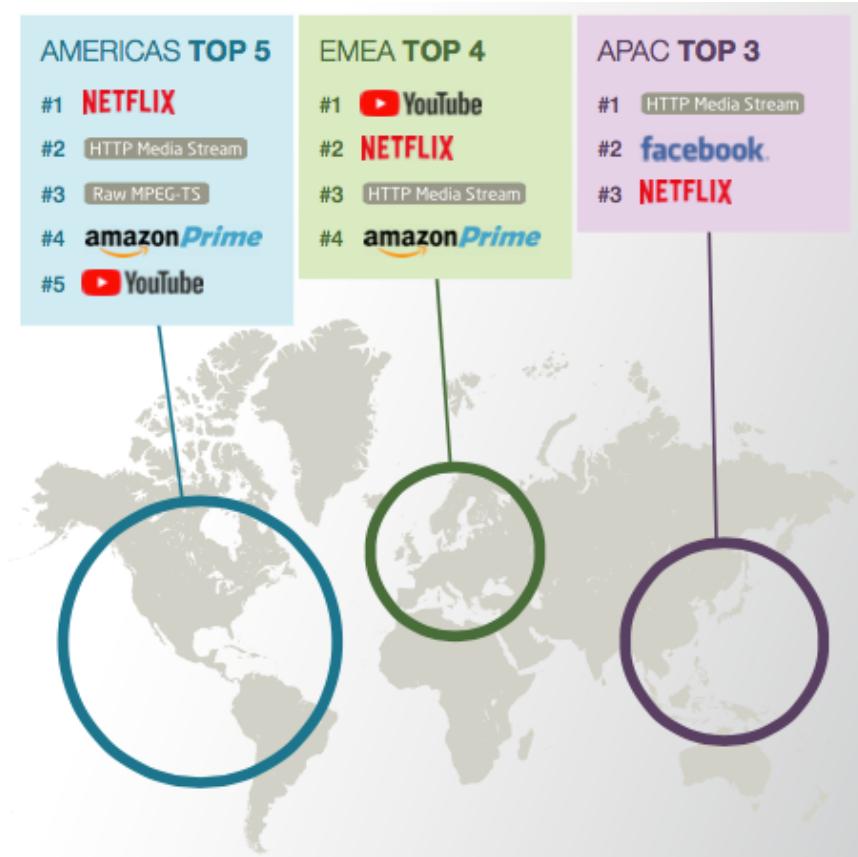
# How Video Streaming Works?

Xiangbo Li

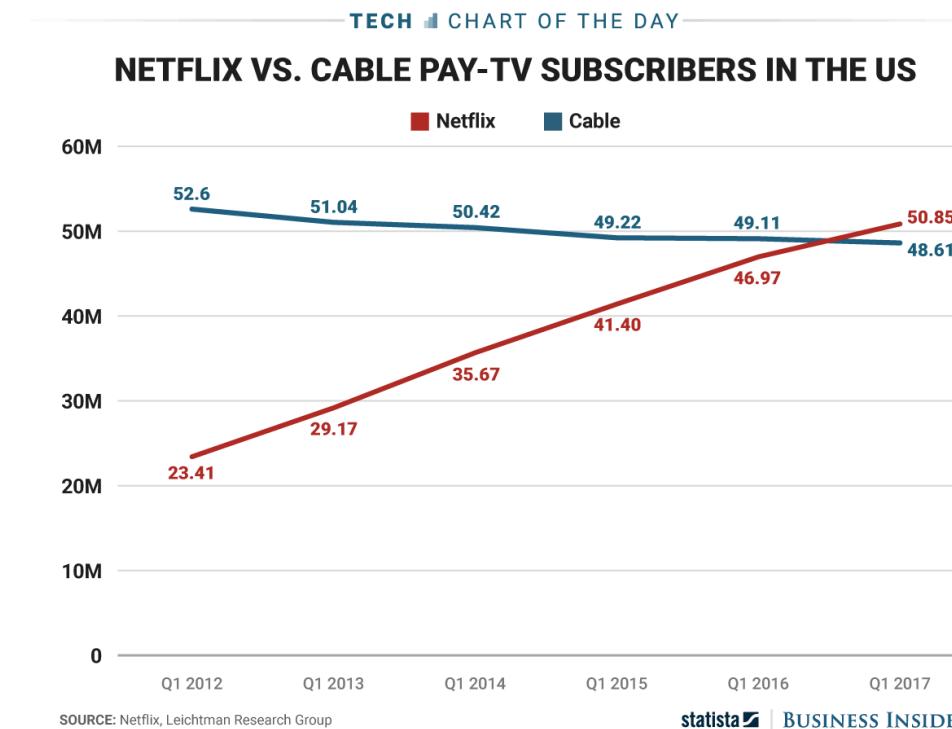
Nov. 7, 2018

**Let us get some motivation...**



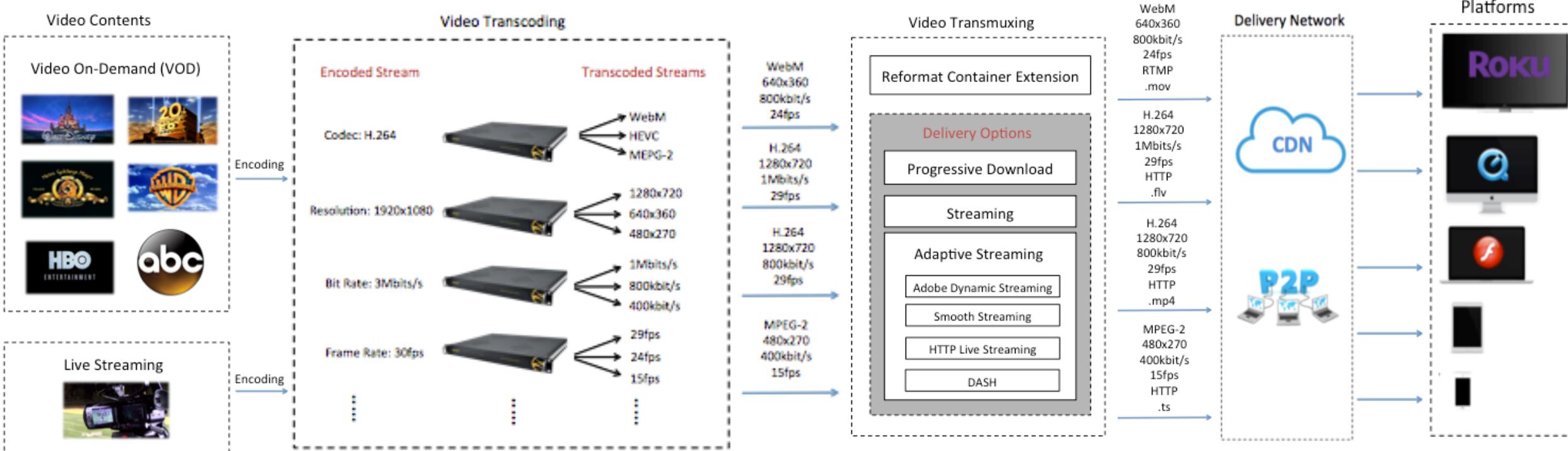


Video accounts for almost **60%** Internet traffic



Streaming subscribers > Cable subscribers

# So how video streaming works?



# Topics

- I. Video Encoding
- II. Video Transcoding
- III. Video Transmuxing/Packaging
- IV. Digital Right Management (DRM)
- V. Content Delivery Network (CDN) and P2P

# Why encode video?



**4K**

3840x2160px (16:9)

**1080**

**720**

**480**

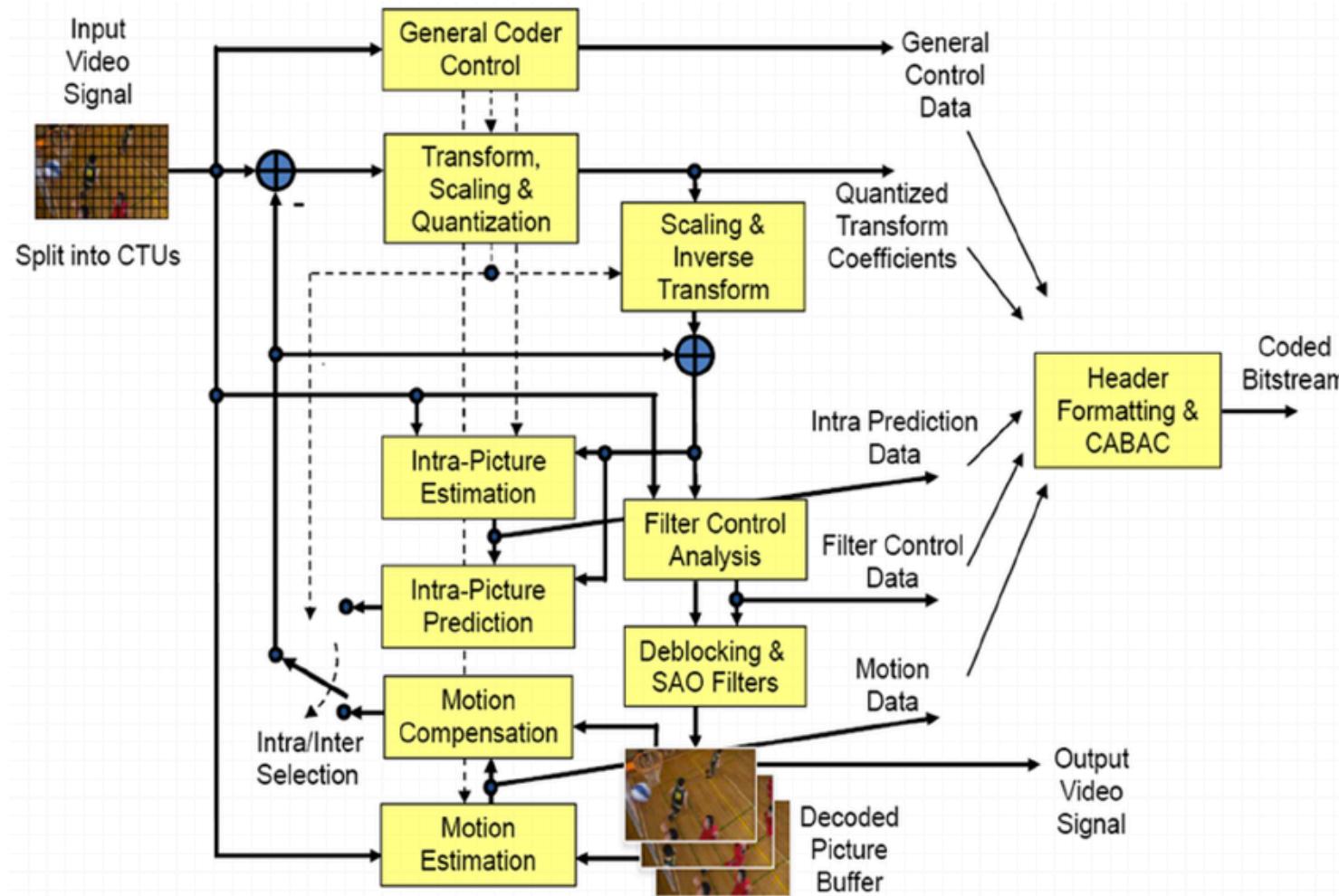


$$\left( \frac{720 \times 1280 \text{ pixels}}{\text{frame}} \right) \left( \frac{60 \text{ frames}}{\text{sec}} \right) \left( \frac{3 \text{ colors}}{\text{pixel}} \right) \left( \frac{8 \text{ bits}}{\text{color}} \right) = 1.3 \text{ Gb/s}$$

HDTV channel bandwidth: **20Mb/s**

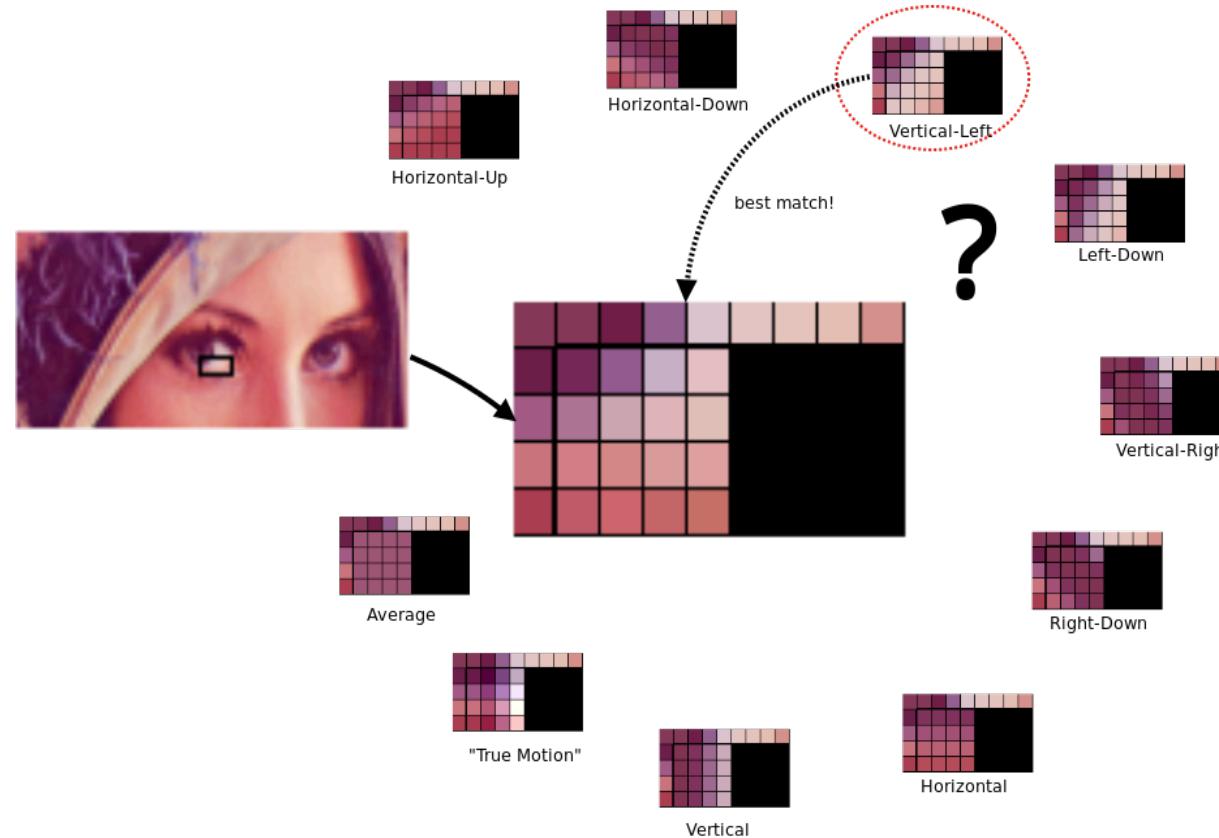
Common 720p video: **2GB**

# HEVC Encoder Architecture



- Intra Prediction
- Inter Prediction
- Transform & Quantization
- Entropy coding

# Intra Prediction



Remove spatial redundancy

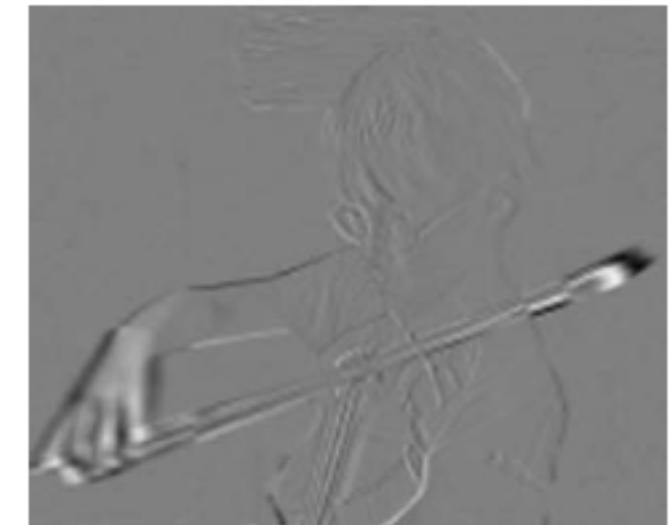
# Inter Prediction



**Frame 2**



**Frame 1**



**Residue**

Remove Temporal redundancy

# Transform & Quantization

73 87 64 13	181.3 47.4 -65.8 4.0
40 63 23 2	5.7 29.6 16.4 -2.2
36 24 68 26	40.3 18.3 -28.8 -13.8
29 98 67 12	13.1 -20.2 13.8 33.9
<b>Original block (4x4)</b>	<b>Forward transform coefficients</b>
18 5 -7 0	9 2 -3 0
1 3 2 0	0 1 1 0
4 2 -3 -1	2 1 -1 -1
1 -2 1 3	1 -1 1 2
<b>Quantized coefficients (step size = 10)</b>	<b>Quantized coefficients (step size = 20)</b>

# Entropy Coding

- Context-Adaptive Variable-Length Coding (VLC)
- Context-Based Adaptive Binary Arithmetic Coding (CABAC)
- GoLomb Coding



# Why transcode video?

## Video Codecs

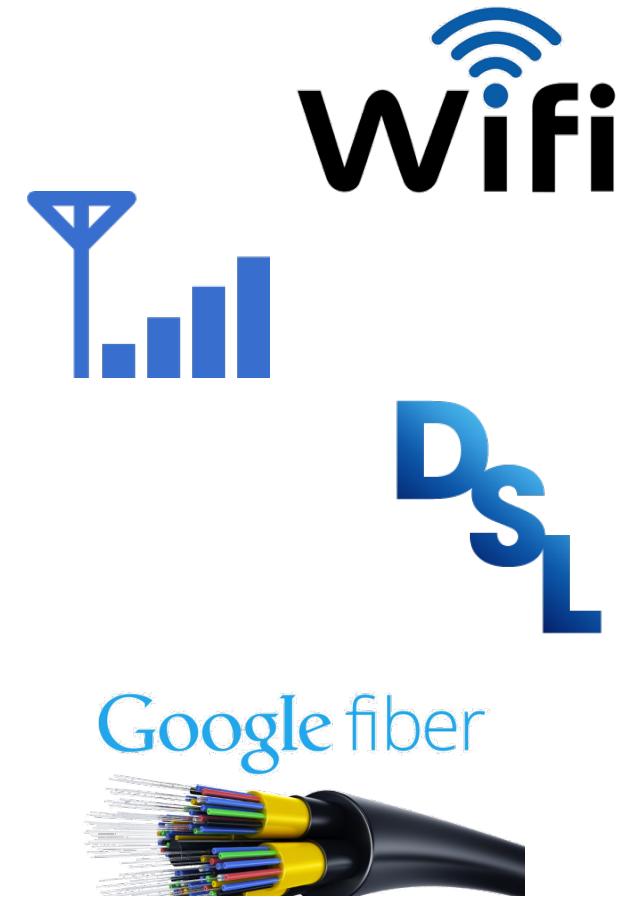


VP9  
AV1

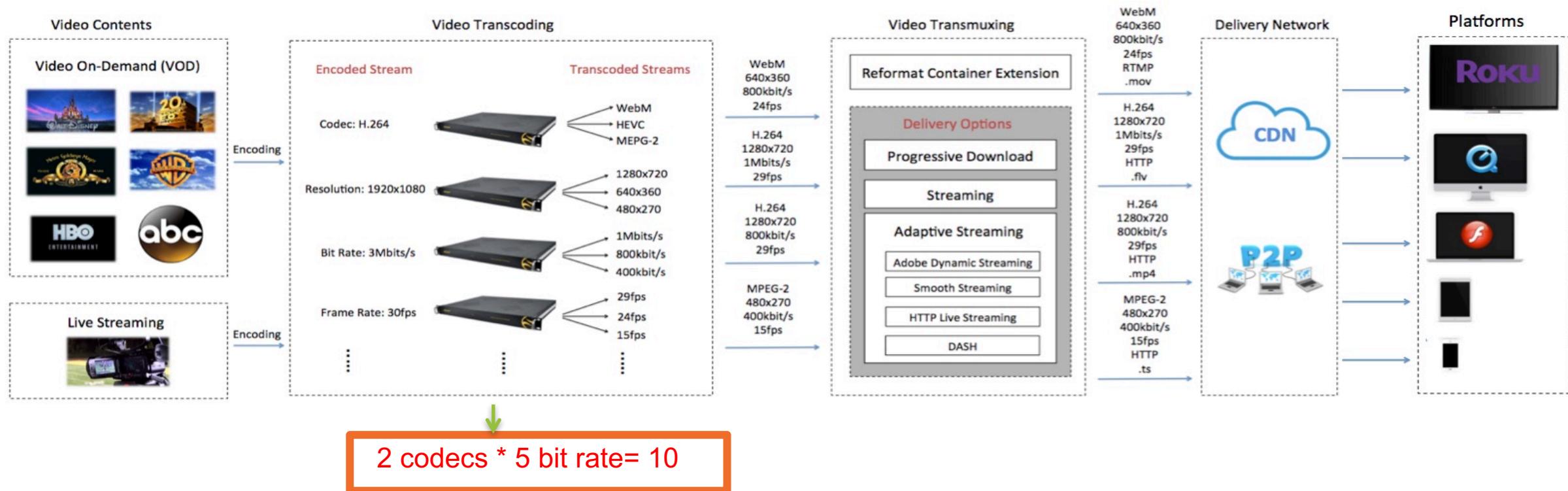
## Client Devices

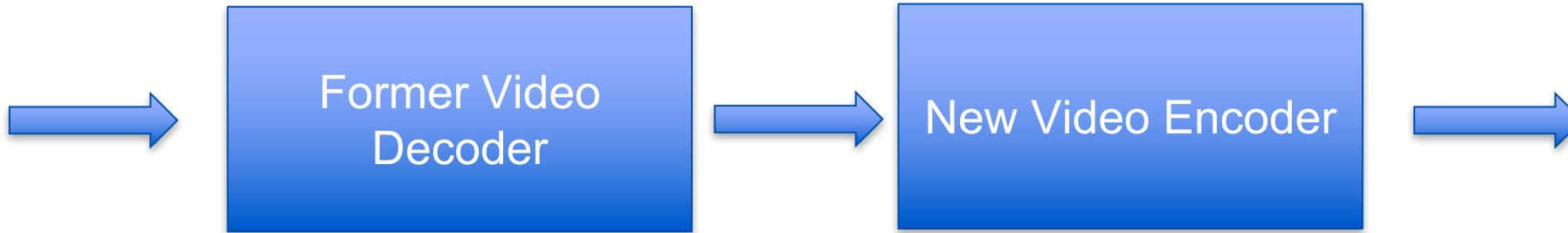


## Network Bandwidth

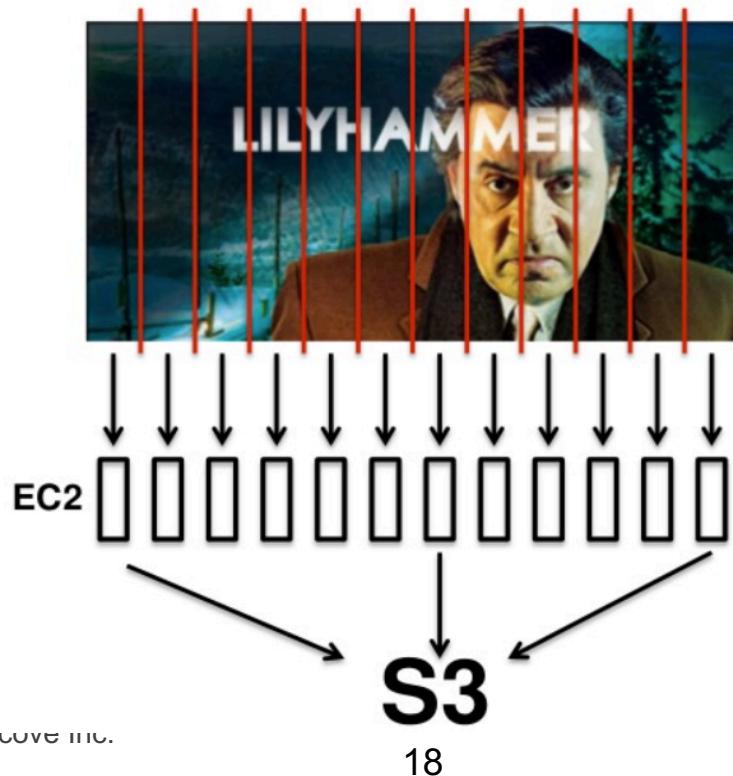


# How Video Streaming Works?



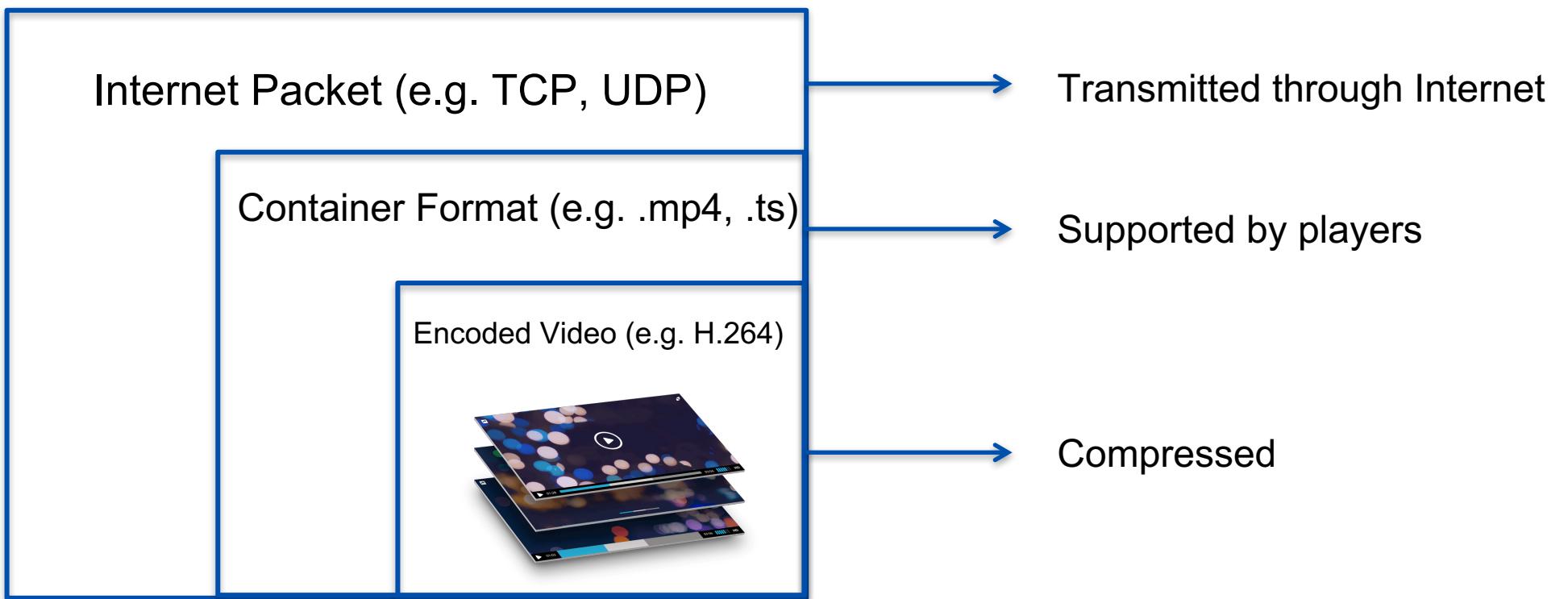


Video transcoding is computationally complex and time-consuming

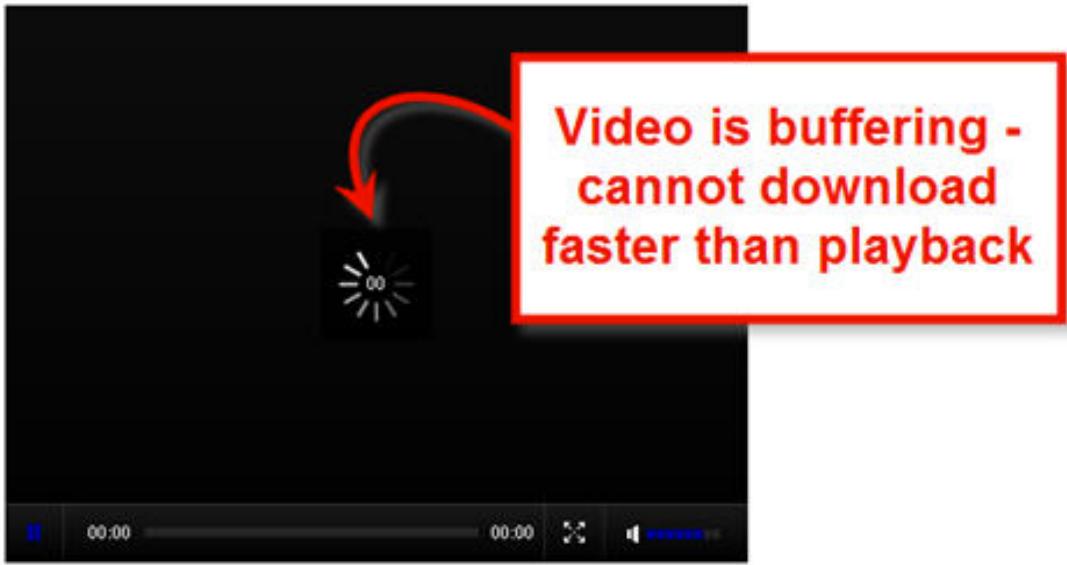


- Traditional way takes **days** to transcode
- Cloud-based way only takes **hours/minutes**

# Why transmux video?



# The evolution of streaming protocols...



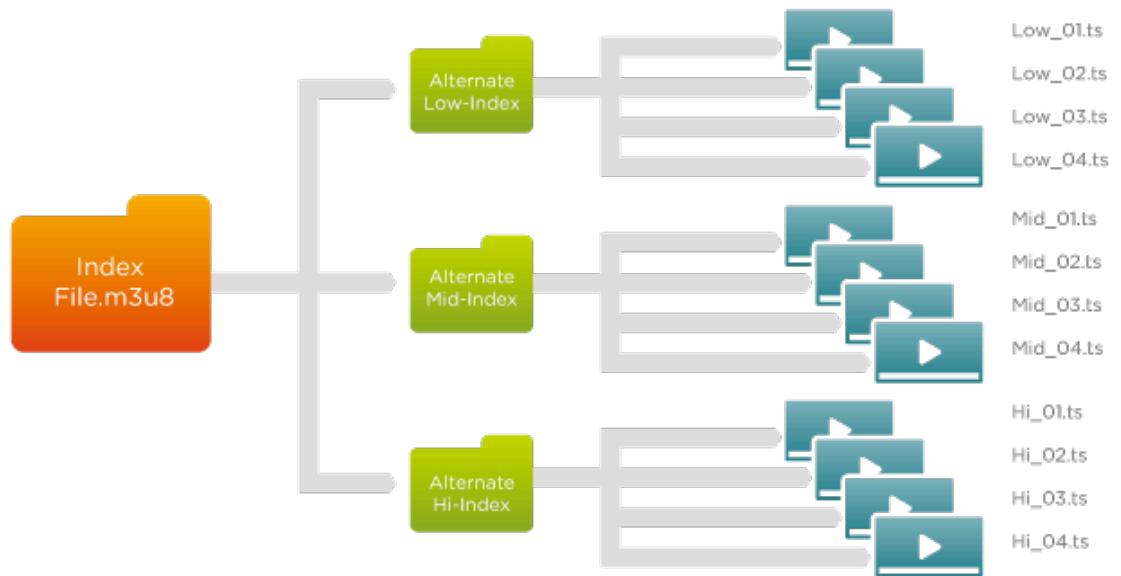
Progressive Download



Streaming

# Adaptive Bitrate Streaming

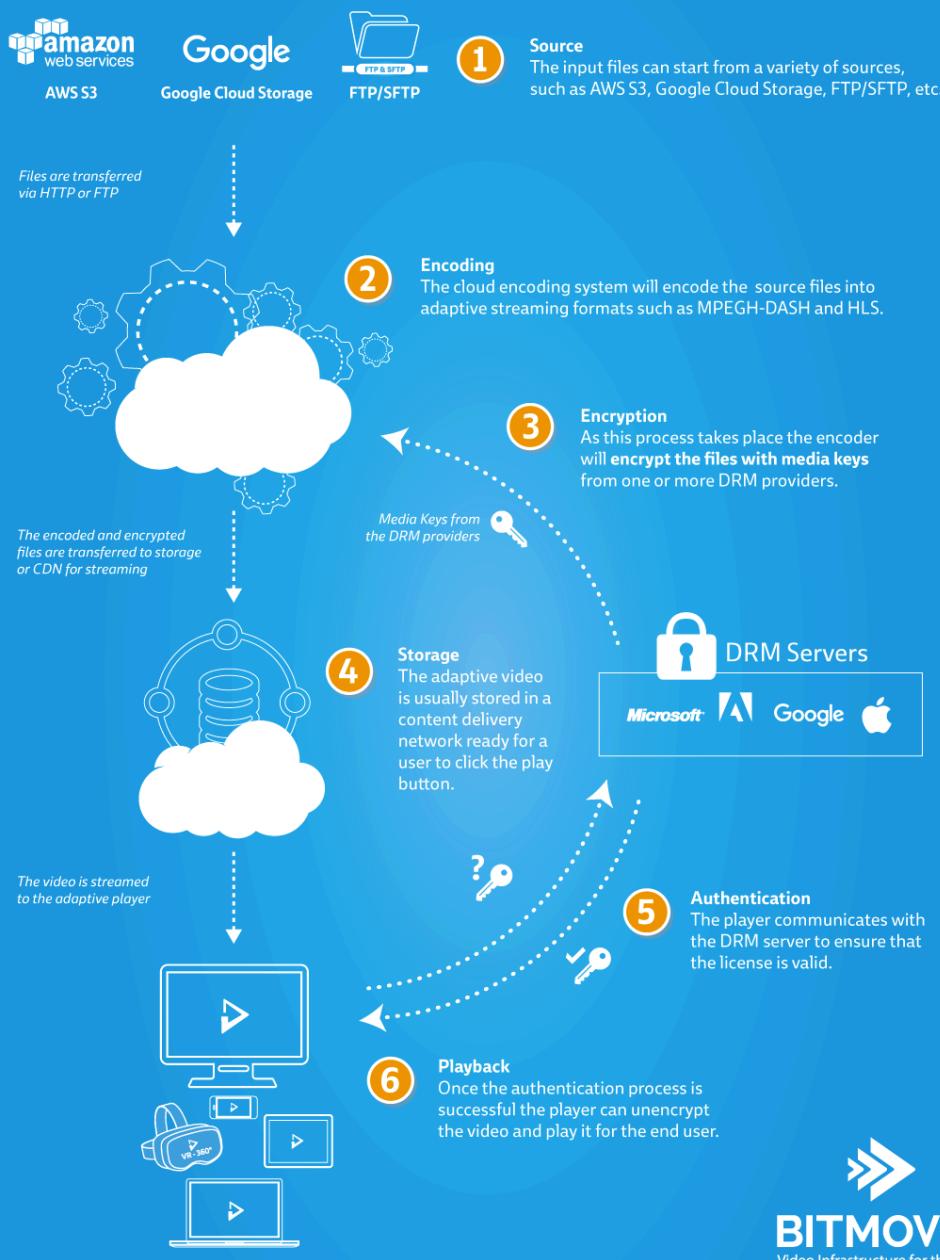




	Desktop Player	Mobile Device Support	OTT Support
MPEG-DASH	dash.js, dash.as, GPAC	Windows, Android Phone	Google TV, Roku, Xbox 360
HTTP Dynamic Streaming (HDS)	Flash, AIR	Android/iOS(via AIR app)	None
Apple HTTP Live Streaming (HLS)	iOS, Mac OSX, Flash	iOS/Android3.0+	Apple TV, Boxee, Google TV, Roku
Smooth Streaming	Silverlight	Windows Phone	Google TV, Roku, Xbox 360

# How to protect video?

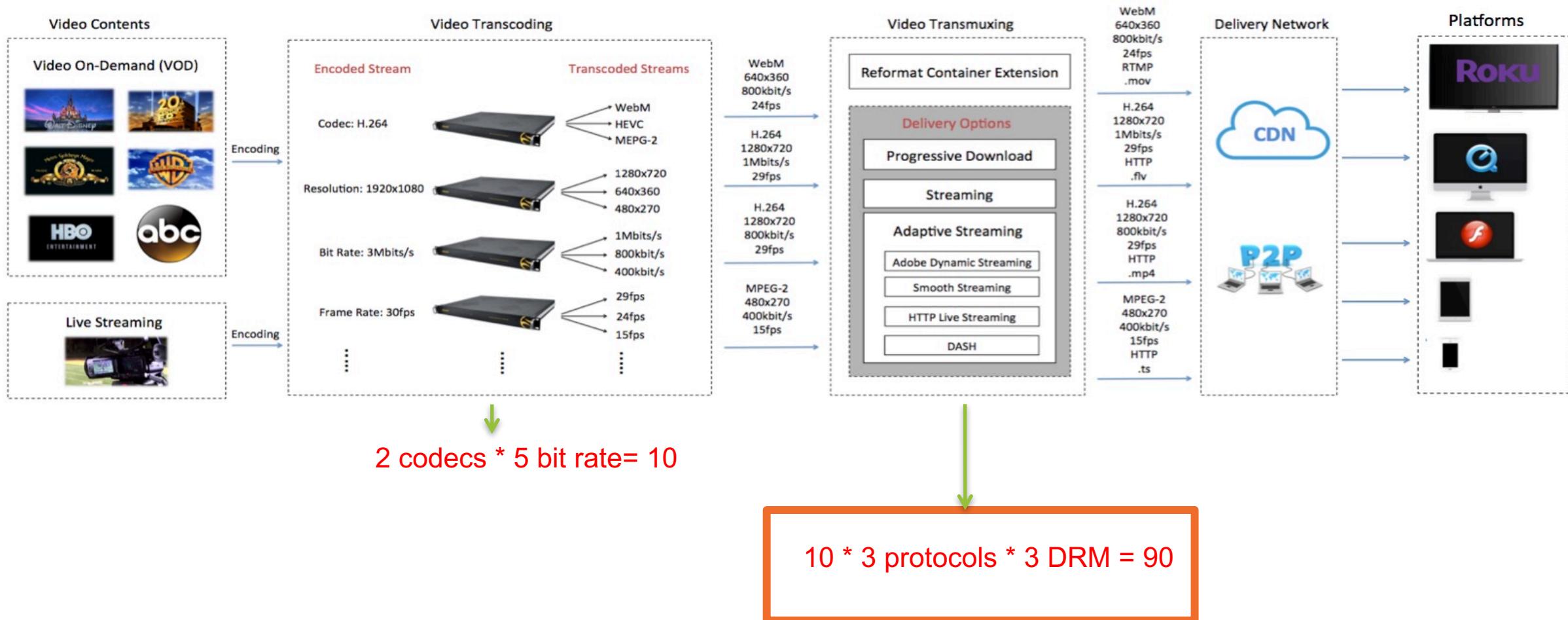
# How does DRM work?



Microsoft

Platform	Chrome	FireFox	IE 11	Safari	Android	iOS	Windows Phone	Chromecast	Roku	Apple TV	Xbox
Fairplay				✓		✓				✓	
PlayReady			✓	✓			✓		✓	✓	
Widevine	✓	✓			✓				✓		✓

# How Video Streaming Works?



# Why Content Delivery Network (CDN)?



Customers in the US

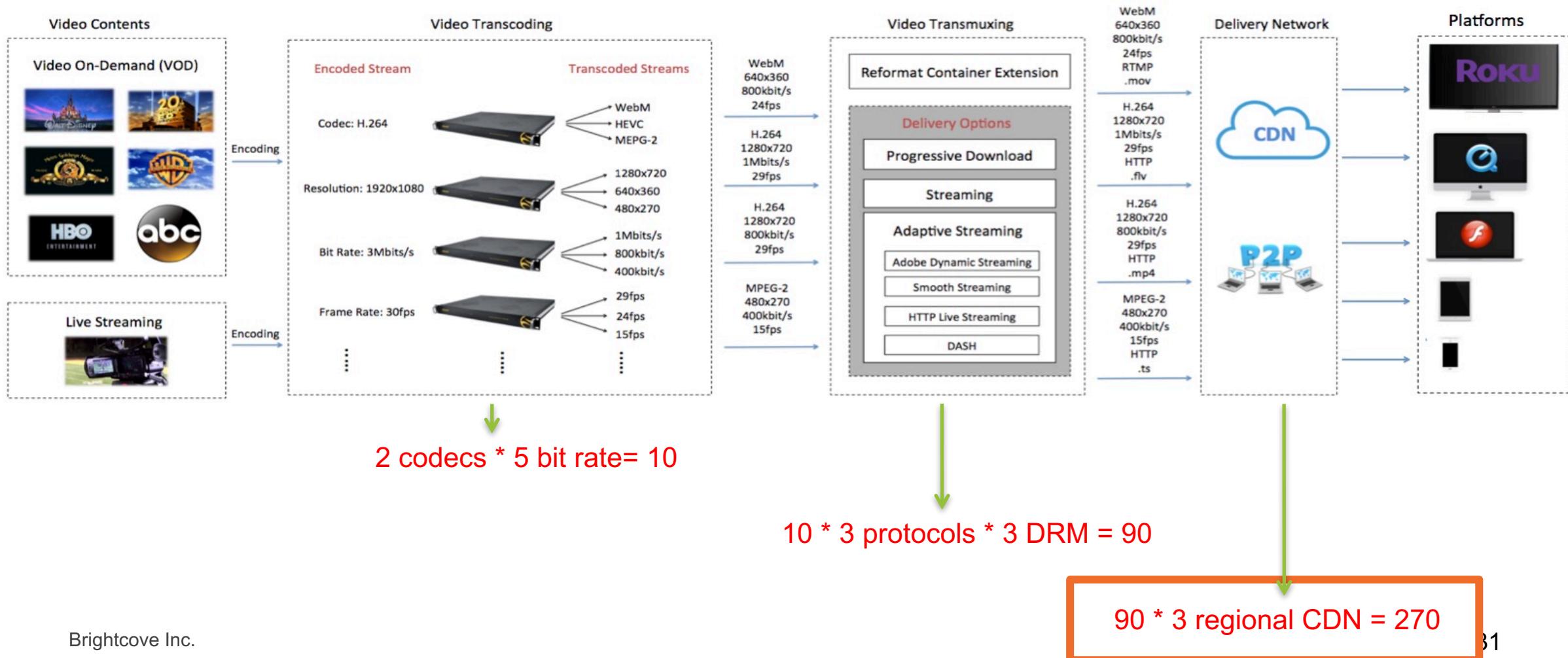


Customers in Asia



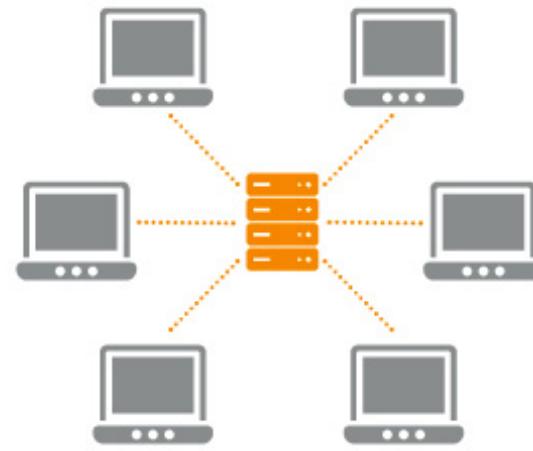
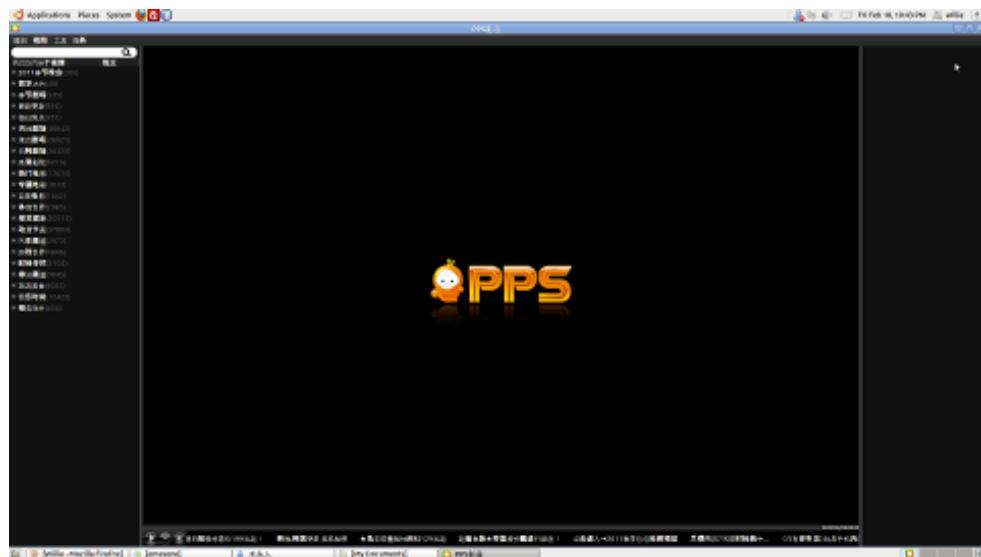


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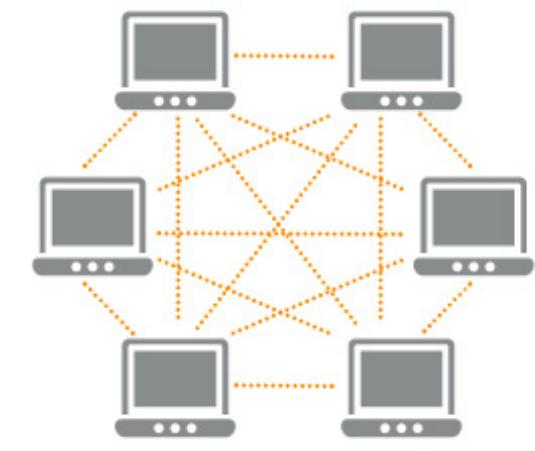


**Video is just cached, not stored forever...**

# What is P2P then?

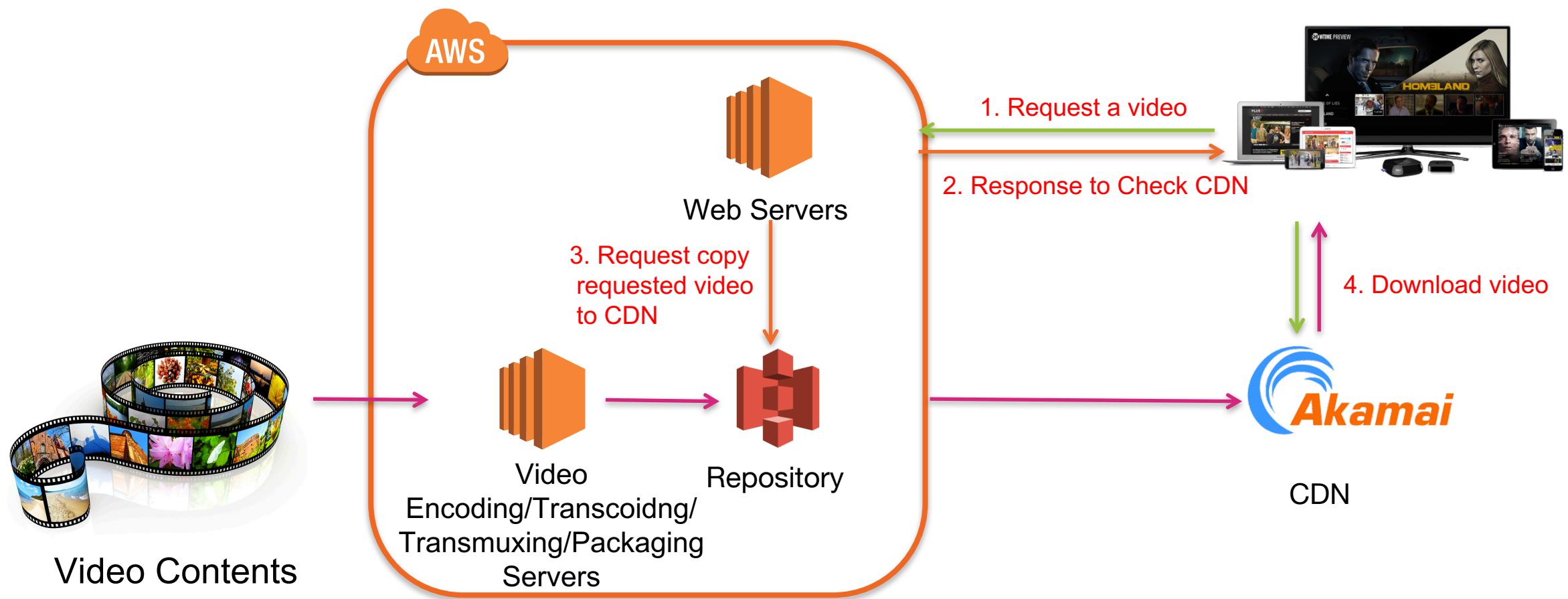


Server-Based



P2P

# So how video streaming works?



# Q & A