Low-Latency HLS mechanist:

* Reduce publishing latency (create partial segments)
* Optimize discovery (different url for individual playlist update, CDNs always response latest update)
* Eliminate round trip time (response playlist request and pushing first partial segment at the same time)
* Reduce transfer overhead (make delta update)
* Switch tiers quickly (client loads the most up to date version of a particular playlist for a particular bit rate that update can carry an up to date kind of a peek into other renditions that the client might decide or interesting to switch to in the next second or two)

Enabling Low-Latency HLS:

[**https://developer.apple.com/documentation/http\_live\_streaming/enabling\_low-latency\_hls**](https://developer.apple.com/documentation/http_live_streaming/enabling_low-latency_hls)

* Generate partial media segments
* Playlist delta update
* Blocking playlist reload
* Preload Hints and Blocking of Media Downloads
* Provide Rendition Reports

Supported:

* Wowza Streaming Engine
* THEOplayer
* Nimble streamer
* Synamedia stream
* Broadpeak stream