## Practical, Real-time Centralized Control for CDN-based Live Video Delivery

Matt Mukerjee, David Naylor, Junchen Jiang, Dongsu Han, Srini Seshan, Hui Zhang







- Huge demand
- Pressure for higher and higher quality

- Huge demand
  - ~60% of global internet traffic<sup>1</sup>
  - Expected to reach 80-90% by 2019<sup>1</sup>
- Pressure for higher and higher quality

#### Simple Solution?



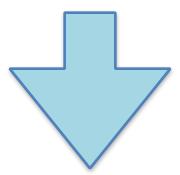
Was this filmed on a potato???
ლ(ಠ益ಠლ)



Send everyone terrible quality video! Very few bits over the network!

- Huge demand
  - ~60% of global internet traffic<sup>1</sup>
  - Expected to reach 80-90% by 2019<sup>1</sup>
- Pressure for higher and higher quality
  - "Quality of Experience"<sup>2</sup> ≈ bitrate, buffering ratio, join time, ...

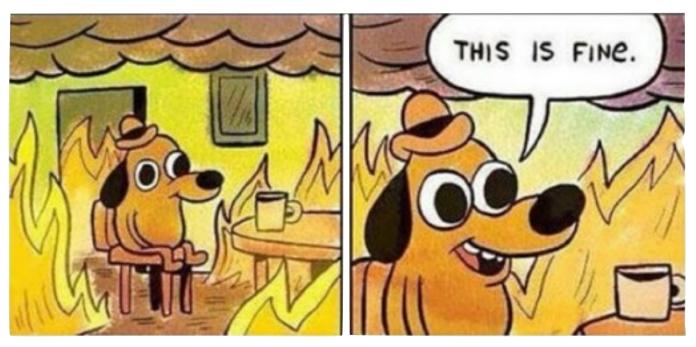
- Huge demand
  - Exponential growth (double in 5 years<sup>1</sup>)
- Pressure for higher and higher quality



#### Hard problem

#### Hard problem (fun problem?)

60%+ of Internet traffic, growing exponentially



# Why Video Delivery? Hard problem (fun problem?)

Do this all in real-time???

Live video delivery

#### Live Video Delivery

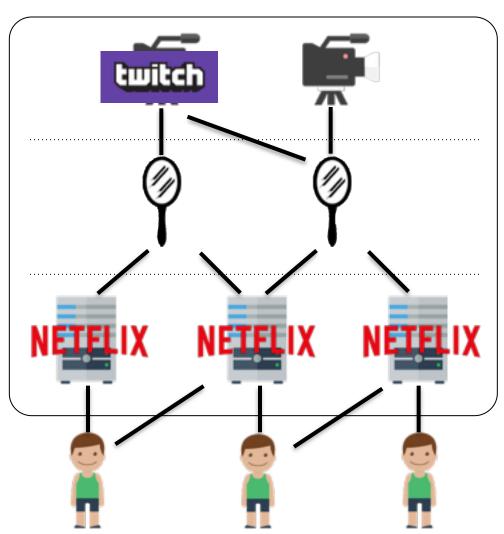
Video Delivery Network (VDN)

in

"Practical, Real-time Centralized Control for CDN-based Live Video Delivery"

SIGCOMM '15

#### Live vs. Video-on-Demand (VoD)



twitch = LIVE

**NETFLIX** = VoD

VoD caches close to clients Live delivers from sources

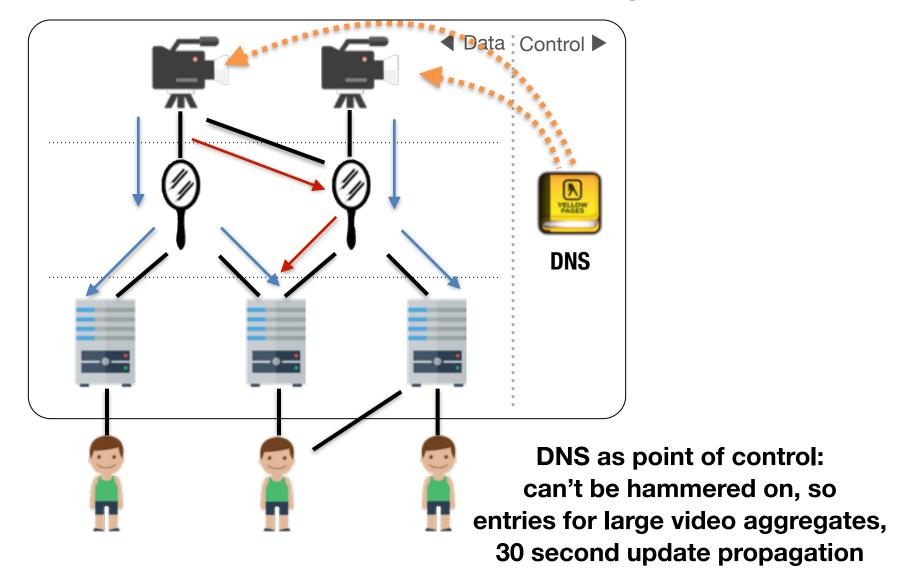
#### Live Video is Becoming Wildly Popular

- Commercial sports streams
  - Single World Cup stream = 40% global Internet traffic<sup>1</sup>
- User-generated streams (e.g., Twitch)
  - Users watch 150b min of live video per month<sup>2</sup>
  - Amazon buys Twitch for ~\$1Billion

<sup>1</sup>Sandvine. Global Internet Phenomenon Report: 1H 2015

<sup>2</sup>Twitch. <u>http://twitch.tv</u>

#### What's Broken Today?

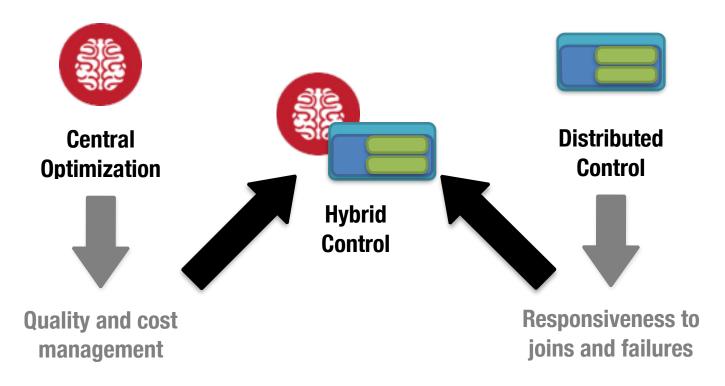


# Problems with DNS-based CDN Live Video Delivery

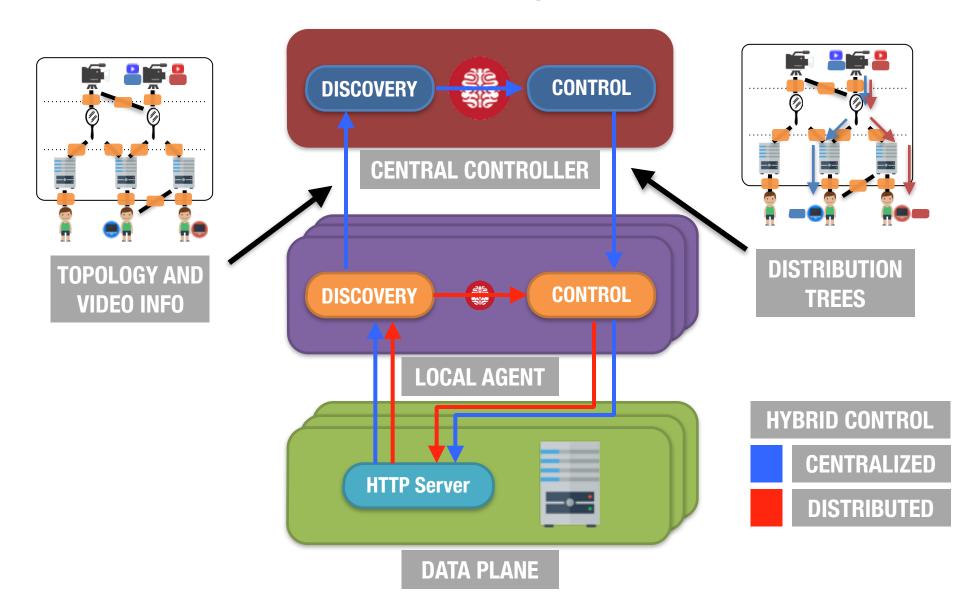
- Coarse control granularity
  - lower quality
  - higher delivery cost
- Slow updates
  - longer failure recovery
  - slower client joins

#### **Our Contributions**

We design a video delivery network (VDN)
to efficiently manage quality and cost, with
high responsiveness



## VDN at a High Level



#### Results Overview

Quality

Delivery Cost (per request)

Join time

con 1.0x cdn 2.0x

Centralized 7.0s

VDN 1.7x

VDN 1.0x

vdn 0.2s

Simulation using
Conviva traces,
modeling
user-generated content

Simulation using Conviva traces, modeling large sports events

Emulation using small EC2 testbed

## Summary

- Video delivery is hard
  - demand volume and need for quality
- Live video is even harder!
  - little to no caching
  - single source, millions of destinations
  - real-time
- VDN— a system for live video delivery
  - Centralized control = quality + cost
  - Distributed control = joins + failures

## Practical, Real-time Centralized Control for CDN-based Live Video Delivery

Matt Mukerjee, David Naylor, Junchen Jiang, Dongsu Han, Srini Seshan, Hui Zhang





