

Technology solution provider focused on Video and Test Orchestration solution

INTRODUCTION

Any commercial end-user video solution comprises of the following components:



Capturing



Delivery/Streaming



Consumption (Player and Mobile App)



Content Management



Deployment



CAPTURING

Is the collection of audio/video feeds from various sources

- Capture full or partial screen, various types of camera feeds, audio in/out gathering
- Maintain lip/timestamp synchronization
- Minimum audio/video latency in case of network bandwidth fluctuation
- Implement standardized security measures within limited bandwidth
- Support various SIP standards, DTMF tones, AV sync and hardware capability on VC interface
- Provide portal to manage meetings, webinars & webcasting



DELIVERY

Is the transfer of feed in a steady and continuous stream



- Apply caching, edge caching and multicast delivery for optimal use of bandwidth
- Implement encoding, transcoding, format changing and segmenting to support different devices
- Apache open source recommended for content/file /LIVE/VOD caching, proxy/reverse proxy, encoding and transcoding
- Multicast delivery with existing RTMFP/RTMFPE or proprietary protocol effective for multiple endpoints but high dependency on network configuration
- Maintain/regenerate manifest, playlist and seeking information using **keyframe/time based segmentation**
- Customization of open source ffmpeg for encoding, decoding and transcoding
- A Web based video transcript solution
- AMS and Wowza are recommended streaming servers critical to scalability
- Dynamic scalability using multiple operating systems and various infrastructural tools
- A Gateway catering to several surveillance cameras during deployment, to distribute camera feeds and camera controls
- Recommended open source packagers for HLS and DASH are Shaka packager, GPAC and MediaFile Segmenter



CONSUMPTION

Is the viewing experience on various end-user devices



- **Recent versions** of **android ndk/sdk** recommended for native decoding & rendering to meet most player needs
- Opensource Exoplayer for optimal mobile player development and format consumption of HLS and DASH
- Opensource browser based Video.JS & VideoGular recommended for HLS and DASH playback
- Native players need modifications to support features like **authorization**, **genre traversing**, **encrypted video storing and searching etc.**
- Providing similar user interface on a congruent mobile app which is versatile across all mobile OS, versions and devices
- A multiview player may be a consideration depending on requirement



CONTENT MANAGEMENT

Is the storing and archiving of the captured feed.

- An intuitive yet effective UX design
- Data Processing on the fly with efficient use of resources
- Maintain a proper library structure which sorts user viewings through desired filters
- An interpretive analytics program providing user feed back and business insights
- Reliable transfer of bulk videos over UDP with congestion management
- Additional content enriching features like advertisements, text to speech, tagging and watermarking may be a consideration





DEPLOYMENT

Is the scaling, checking for redundancy, testing the fault tolerancy, monitoring and management of the solution.



- Quick and efficient availability of infrastructure with minimum downtime
- Support a large number of end users and scaling on demand
- Provide a cost effective yet all encompassing service
- Optimal result with cloud based solutions on OpenStack, AWS, Azure, etc.
- Recommended DevOp tools and technologies are **Ansible**, **Puppet**, **Heat**



SOME SAMPLE USE CASES

- Broadcasting company wide feeds over a secure stream across multiple locations
- Interactive video conferencing sessions
- Media bridge and gateways
- Desktop & Web based VC solution
- Video Surveillance System
- Intelligent video caching solution

