

NETFLIX

The Networking Channel: Netflix adaptive streaming and more

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The Networking Channel
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The Netflix logo is positioned in the top right corner of the image. It consists of the word "NETFLIX" in a bold, red, sans-serif font. The background of the entire image is a scene from the Korean TV series "Squid Game", showing several characters in red jumpsuits and black hoods with white symbols (a square for the front character and circles for the others) in a brightly lit, sterile room with fluorescent lights on the ceiling.

NETFLIX

I WOULD LIKE TO EXTEND A HEARTFELT
WELCOME TO YOU ALL

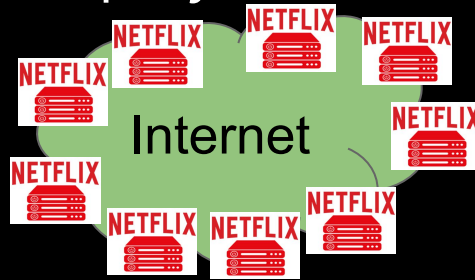
**Challenge: Delivering high-quality video to
hundreds of millions**

Two phases of Netflix video delivery

From content creation to deployment

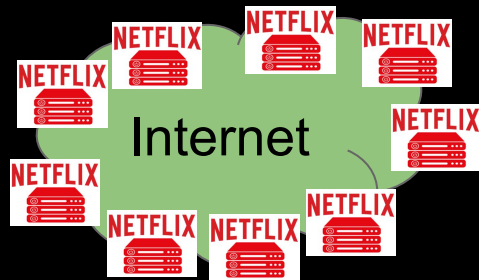


Production



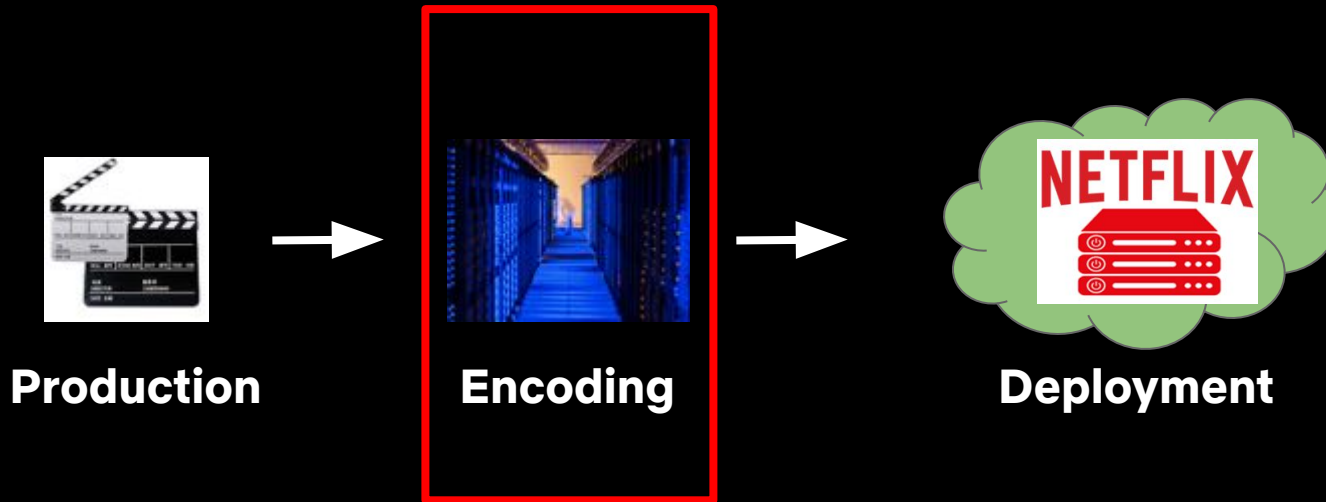
Deployment

From content servers to users



Streaming

From content creation to deployment



Achieve the same high quality with the fewest bits

Before 2015

One encoding for all



Standard Definition (SD) at 1,000 kbps

Fewer bits



More bits



2015

Per-title encoding



640 kbps



710 kbps



910 kbps



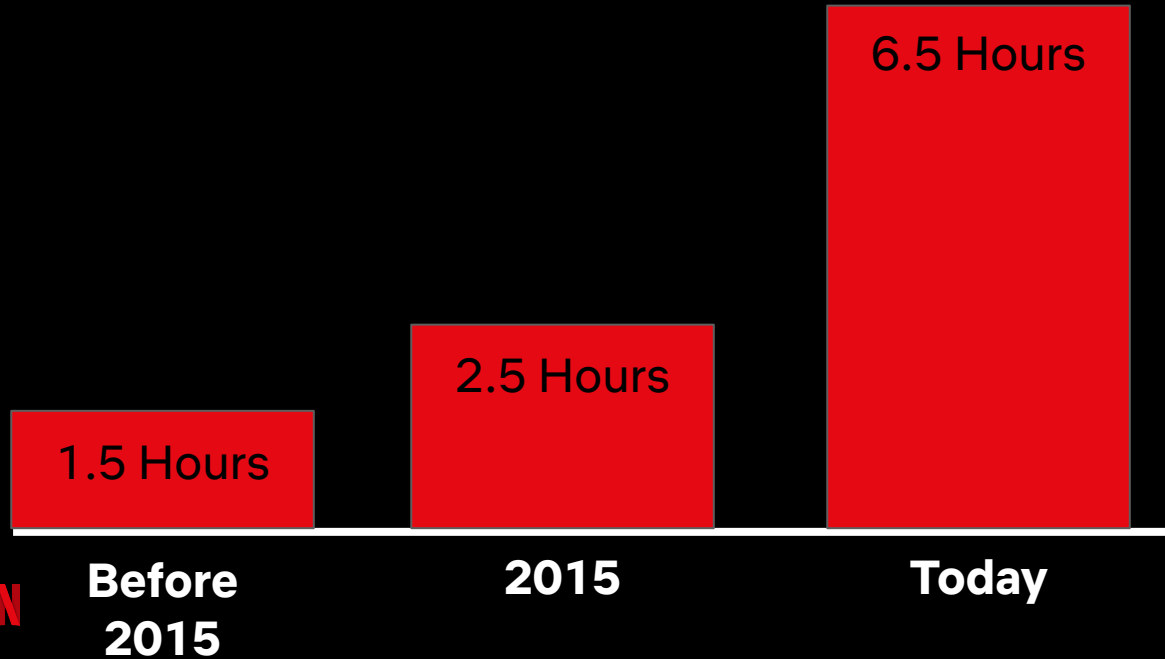
Today

Per-shot encoding



As low as 250 kbps

Hours of Netflix on 1GB of data



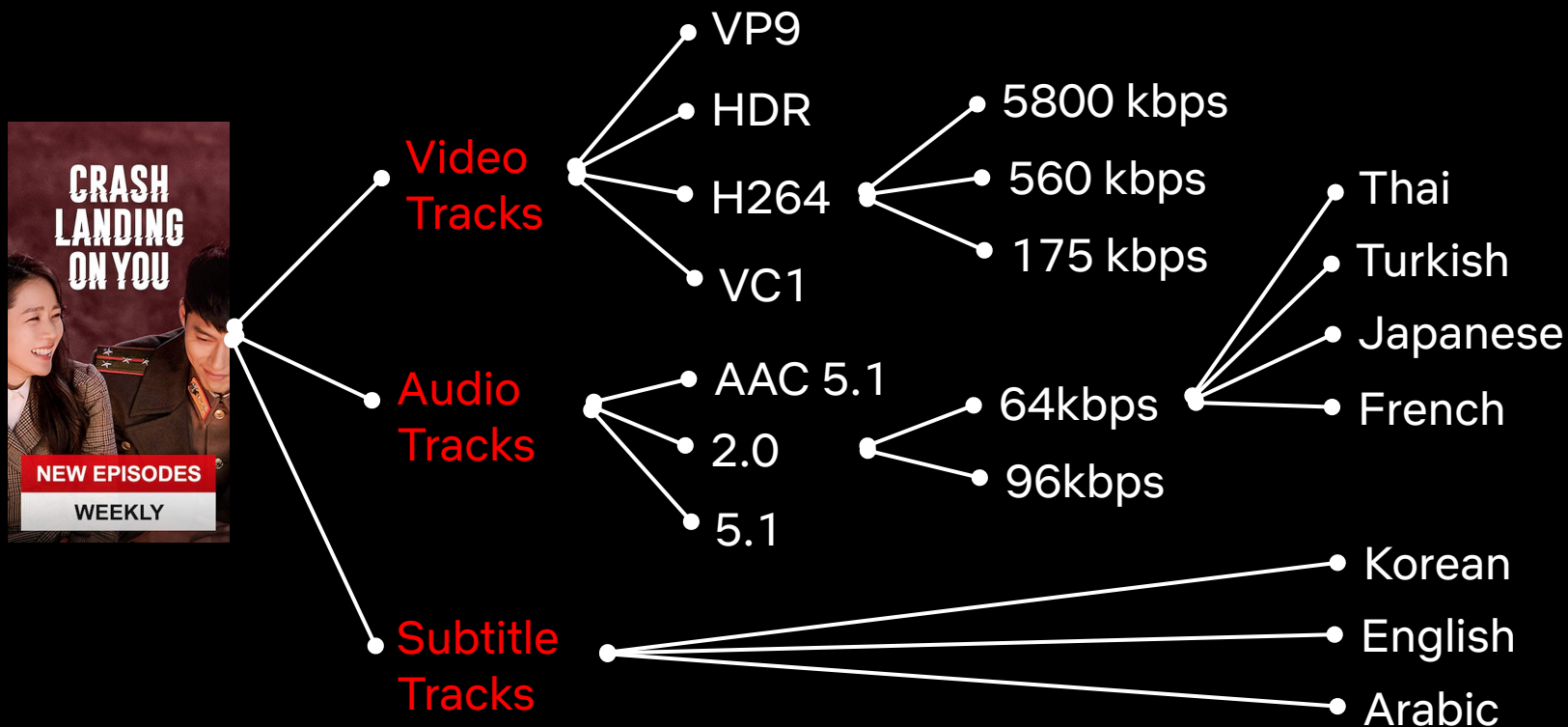
~7 episodes

VMAF: a measure of human-perceived video quality in the presence of encoding artifacts

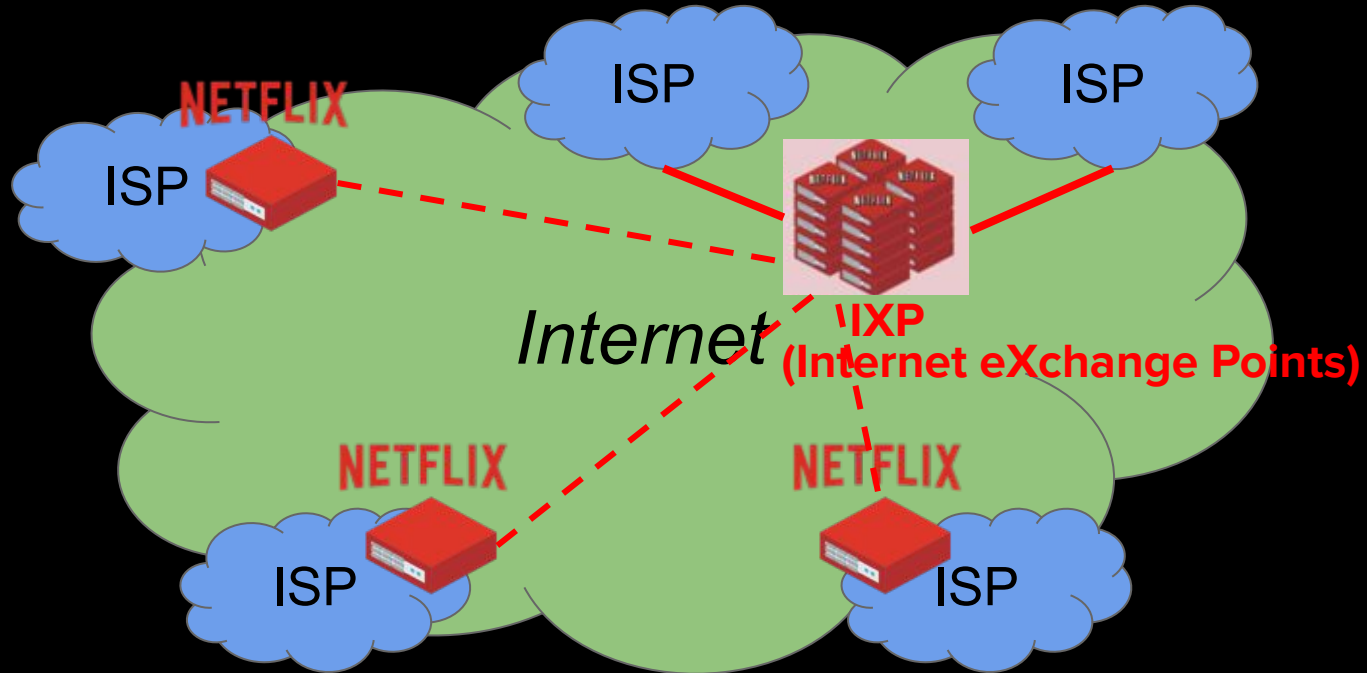
- Conduct **subjective tests** to build a model of how encoding artifacts affect **perceived quality**
- Apply model to get **VMAF for every encoded file** in the catalog

<https://github.com/Netflix/vmaf>

Every title has many files



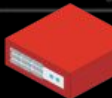
Open Connect: Content Delivery Network



As **close** as possible to the users!

Content Delivery in Open Connect

NETFLIX



<https://medium.com/netflix-techblog/netflix-and-fill-c43a32b490c0>

Win-Win Solution

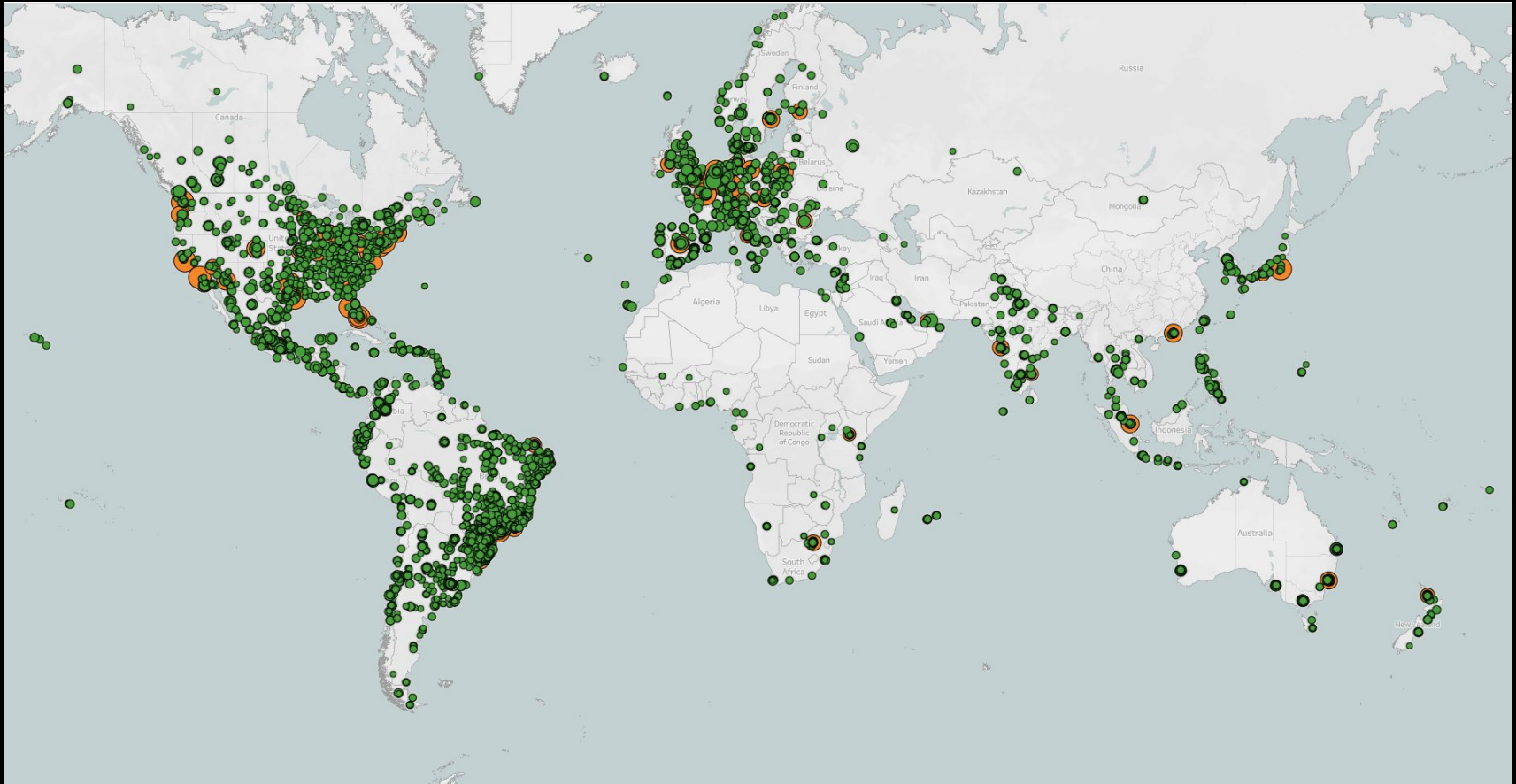
For Netflix

- Best possible user experience
 - Less transmission delay
 - Less congestion

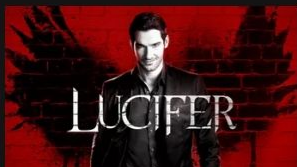
For ISPs

- Receive videos at no cost
 - Netflix pushes videos to ISPs
 - Netflix pays for the transmission

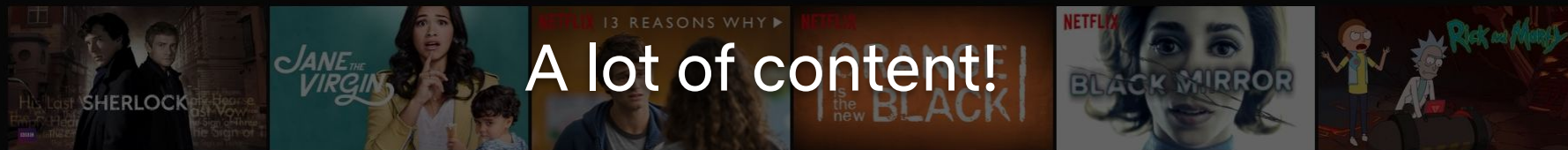
Netflix content server deployment map



Explore titles related to: How I Met Your Mother



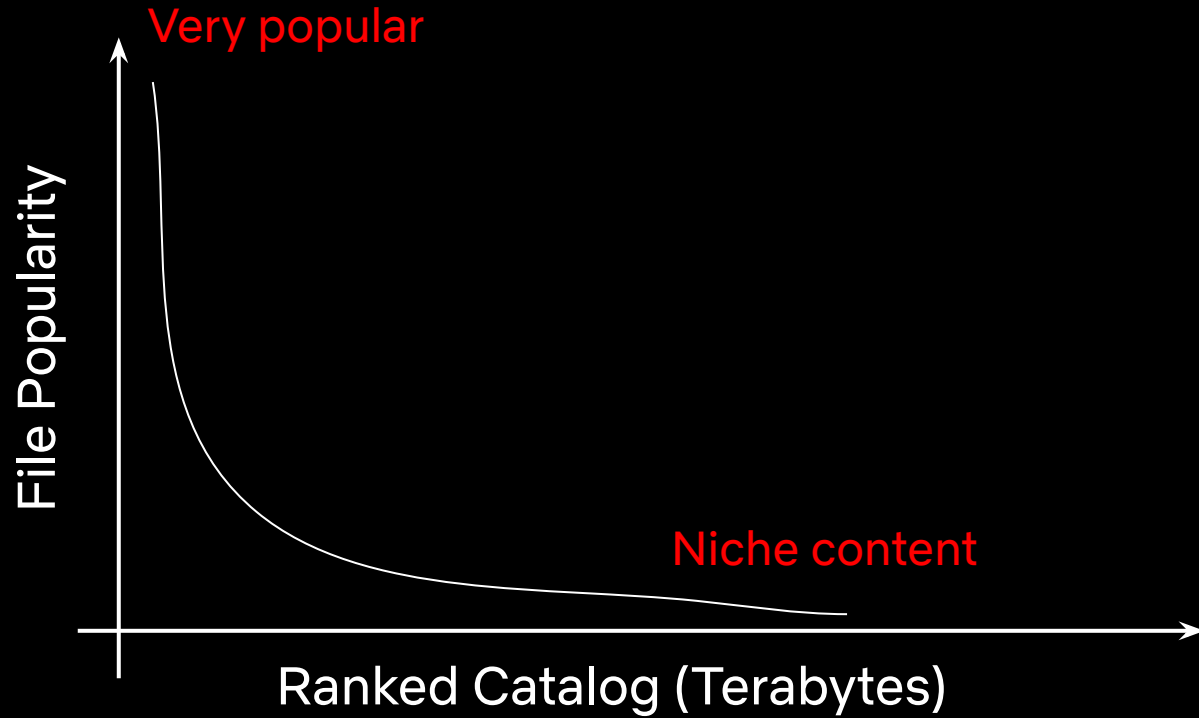
Explore titles related to: How I Met Your Mother



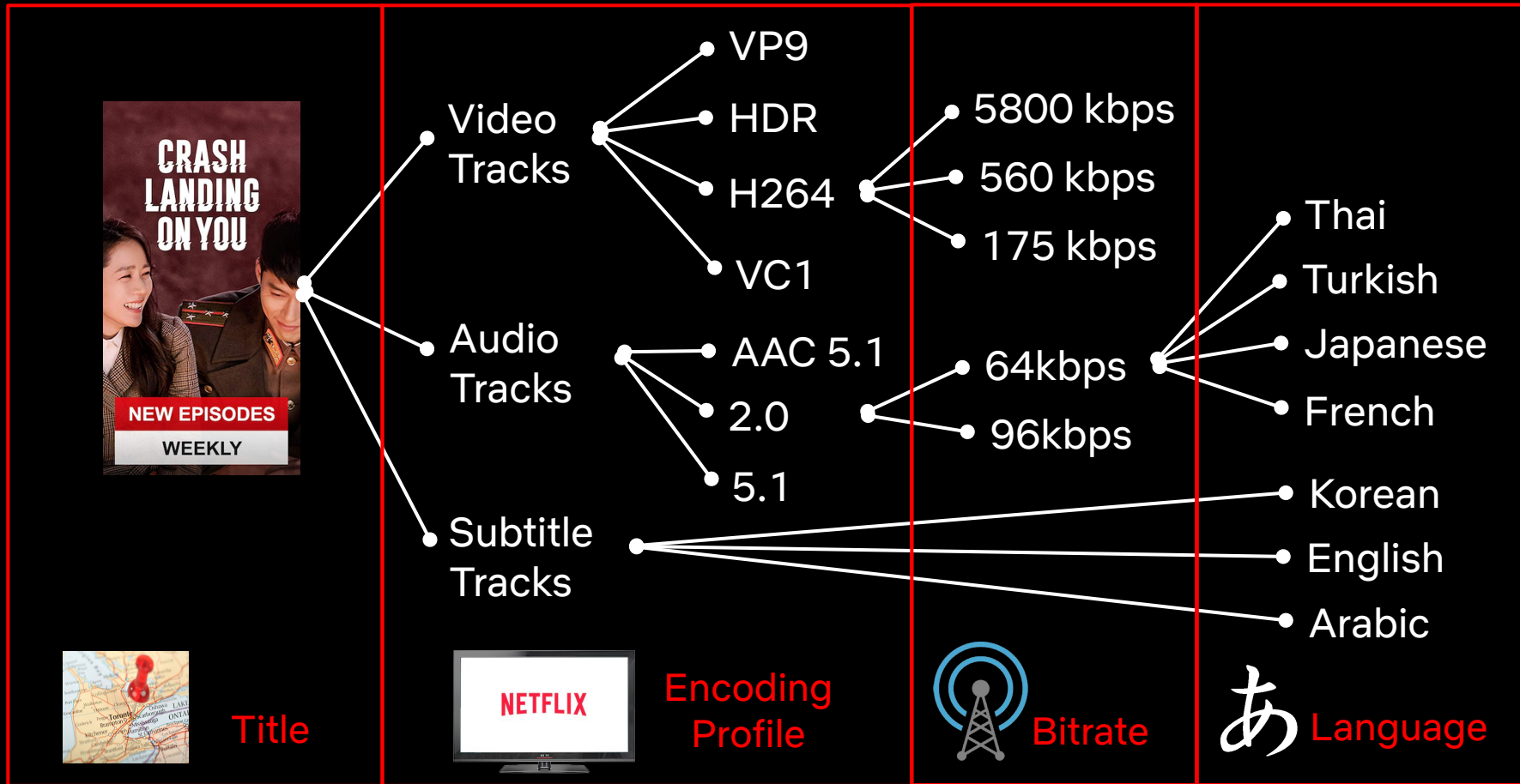
A lot of content!

But content is finite
and viewing is predictable

Popularity



Predictable popularity dimensions to rank our files

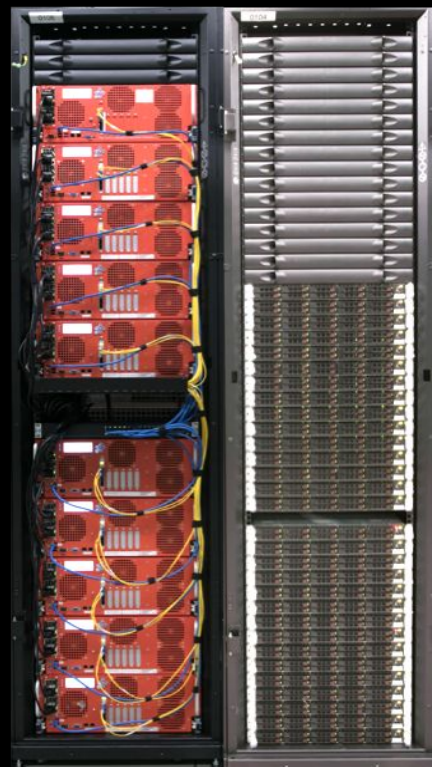


Using **two types of servers** to meet the demand

Storage servers

- I/O limited
- Lots of storage

hold a **large portion** of catalog

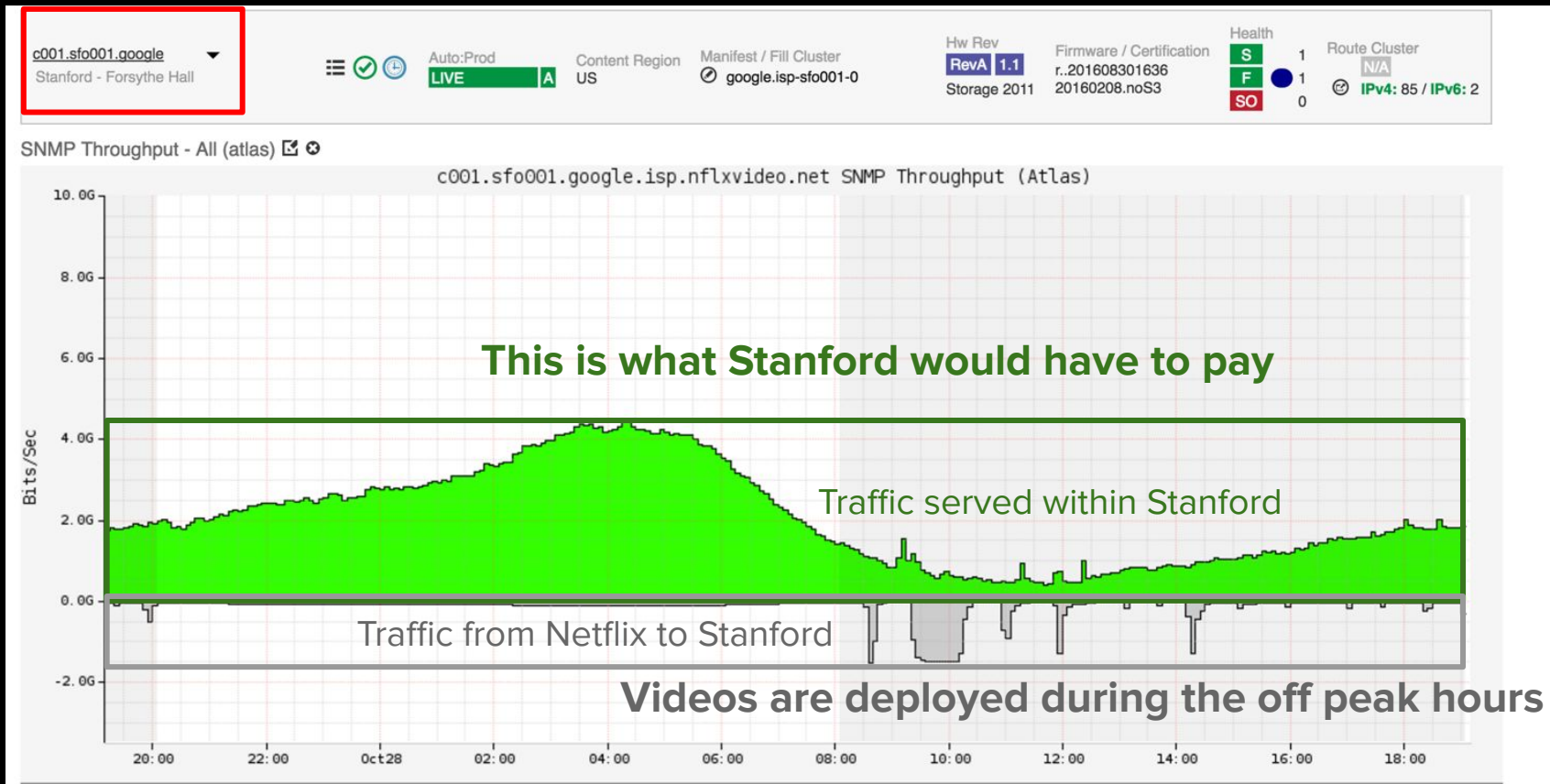


Flash servers

- I/O optimized
- Limited storage

hold **popular** content

Proactive content placement



From content **production to deployment**: Summary

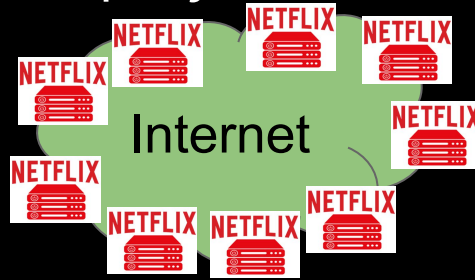
- More efficient, **per-shot encoding** reduces network and storage demands
- **Deployment** of content **close to users** leads to shorter delay and better quality

Two phases of Netflix video delivery

From content creation to deployment

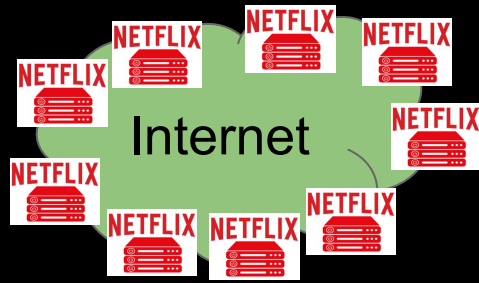


Production



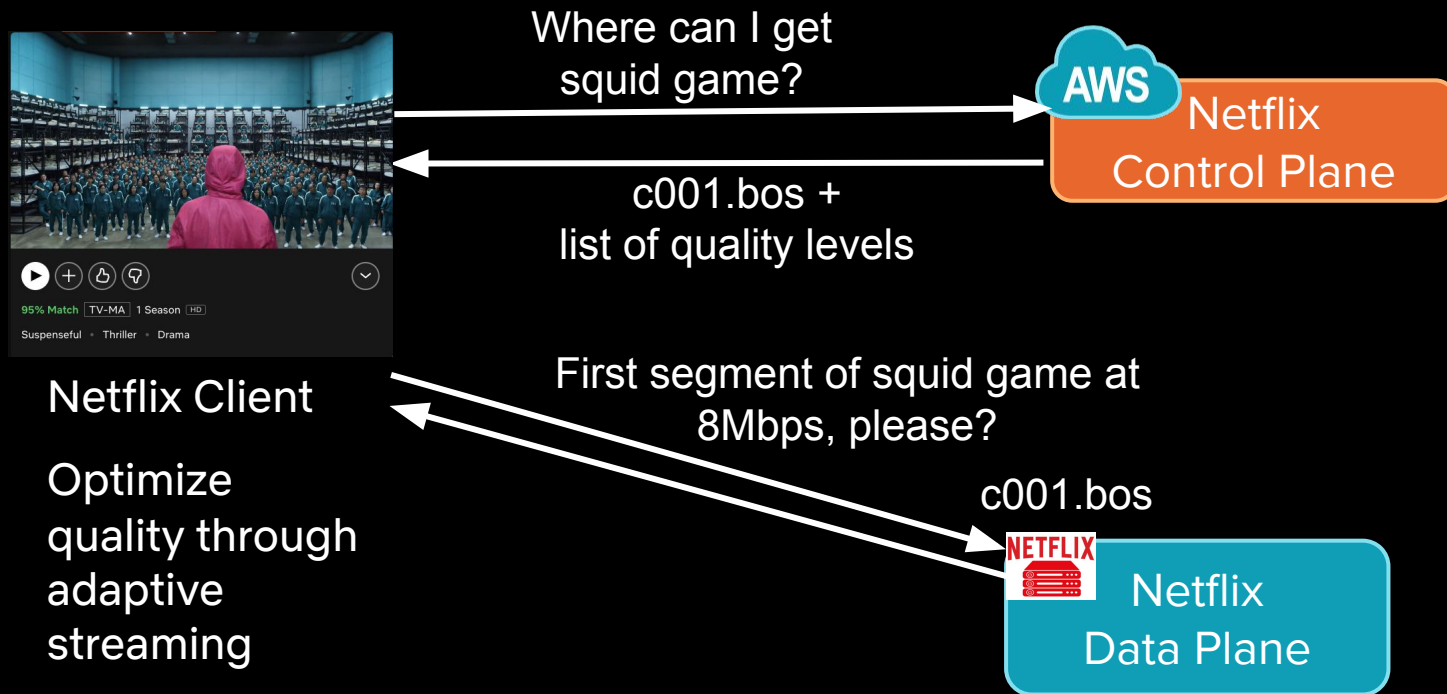
Deployment

From content servers to users



Streaming

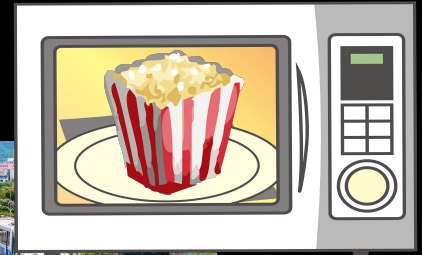
What happens when we click play?



What would be optimal quality?

Start **quickly** with **high video quality** and **no rebuffers**
often not possible ...

- Network conditions keep changing
- Devices have constrained resources

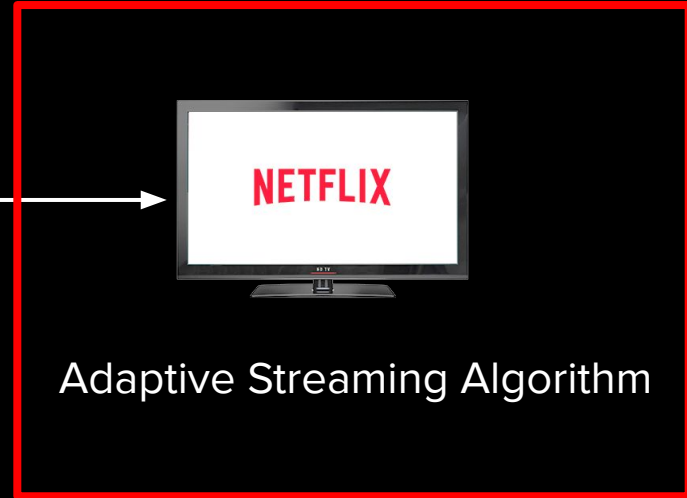


Adapting to the changing network conditions



Congestion control algorithm

You know more about this than I do!



Adaptive Streaming Algorithm

Adapt video quality based on changing conditions

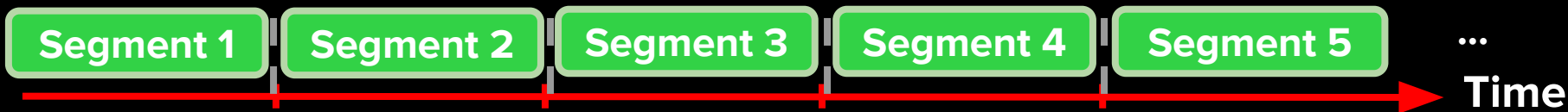
High quality



Mid quality



Low quality



Adapt video quality based on changing conditions

High quality



Mid quality



Low quality



Time

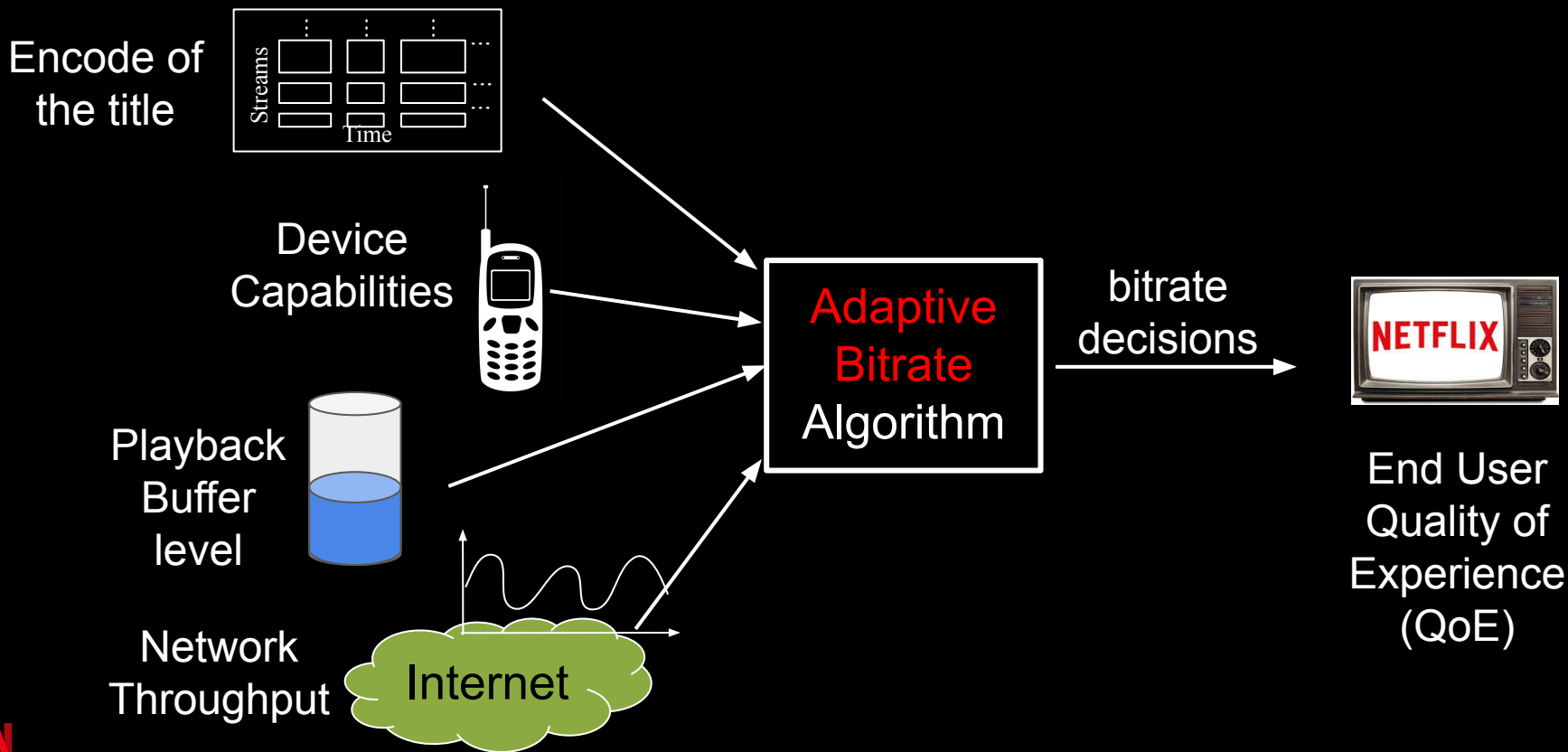


Adapt video quality based on changing conditions

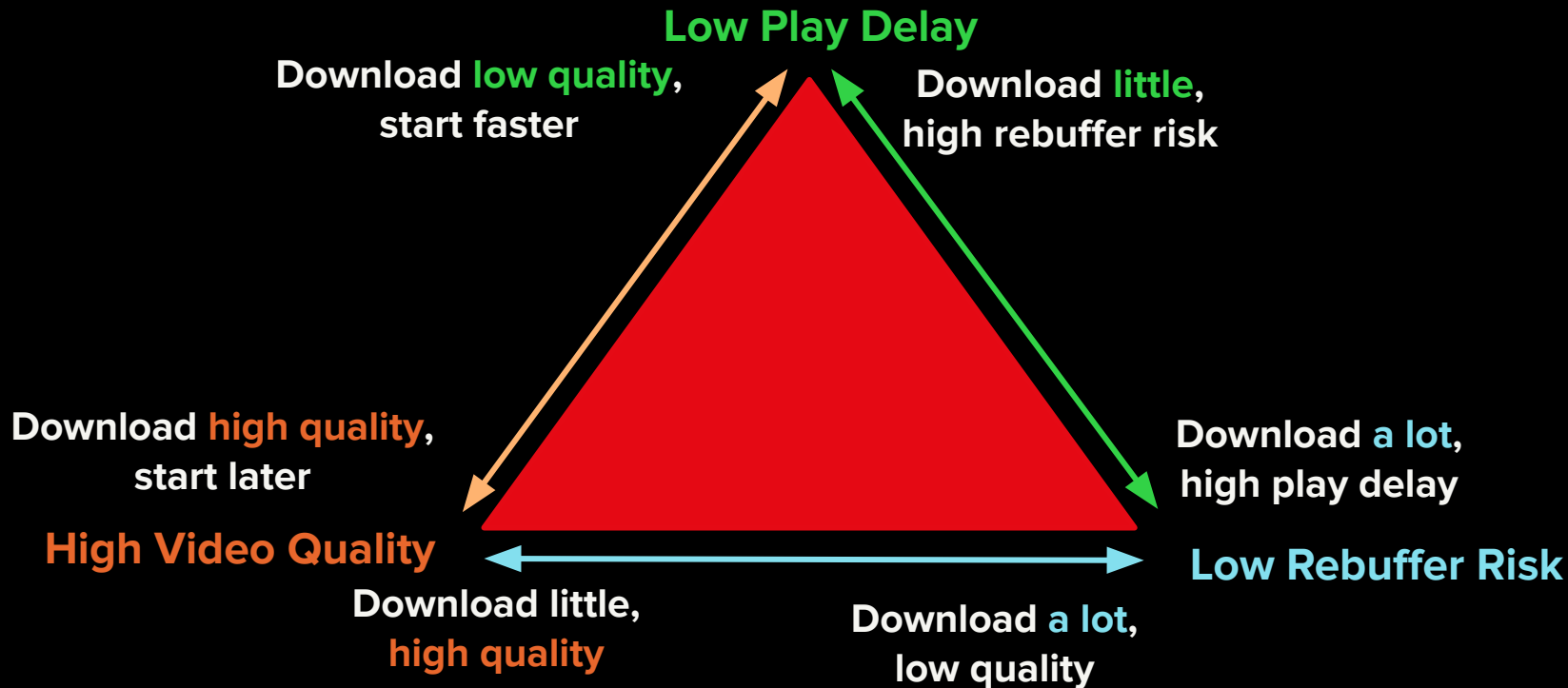
Resulting experience



How to **pick the bitrate** of the next segment?



Challenge: Simultaneously optimize all QoE metrics



How to tune parameters to achieve best QoE tradeoffs?



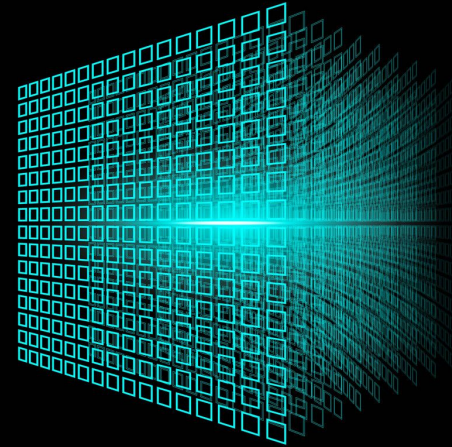
use **A/B tests** to explore QoE effects in a large and diverse user base

Example A/B test report

ABlaze		1 - Control	2 - Encode 1	3 - Encode 2
METRICS as of Sep 3, 2019				
Play Delay (Fabricated Data) i				
<i>Descriptive Stats</i>	# of accounts	10,000	10,000	10,000
	Δ Mean	—	+24.99	-16.97
	Δ Median	—	-11.03	-25.38
<i>Mann-Whitney</i>	p-value	—	0.000	0.000

Huge **high-dimensional search space!**

No way to “A/B test” them all!

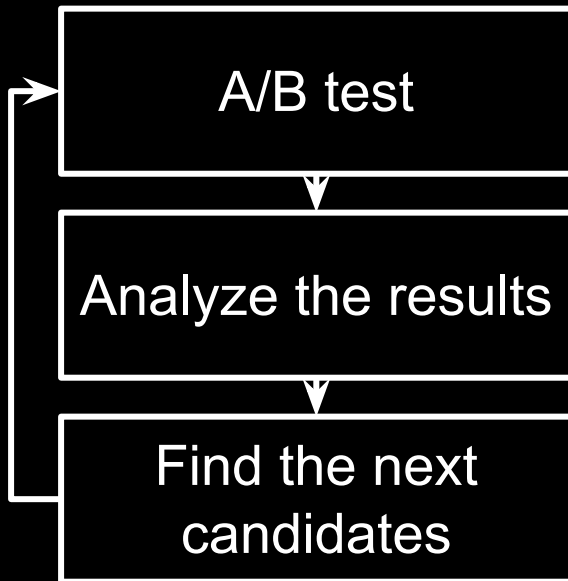


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millions of (potentially bad) combinations to try!

We need a methodology to **systematically** explore the space



Apply some magic from Bayesian Optimization



From content servers to users: Summary

- **Adaptive Bitrate** algorithm adapts to throughput, buffer level, and device capabilities in **real time**
- Continuous re-evaluation and fine tuning based on **A/B testing**

A lot of work remains to be done!



Production

Encoding

Deployment

Streaming

Next generation
encoding recipe
(ex: AV1)

Better prediction of
content popularity

Congestion control

Adaptive bitrate
algorithms

Joint Optimization

Internship @ Netflix

Jobs @ Netflix

Reach out to thuang@netflix.com and
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