











Content Steering: a Standard for Multi-CDN Streaming

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About us



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PRESENTER_PRIORITY: ["Daniel", "Yuriy"]



Content steering is a bit of a misnomer



We're not actually steering the content. In fact, there is only one version of the content.

We are steering between **CDNs**

So content steering is the art and science of switching CDNs



Why do we need to switch CDNs?

Performance

- CDN performance and capacity varies dramatically with AS and time.
- Don't start new users and don't keep existing users on a poorly performing CDN

Capacity

- Switch users away midstream if a CDN is developing capacity problems due to competing traffic.
- Volumetric contractual commits
 - CDN A gets 35% of traffic
 - CND B gets 65% of traffic

Cost

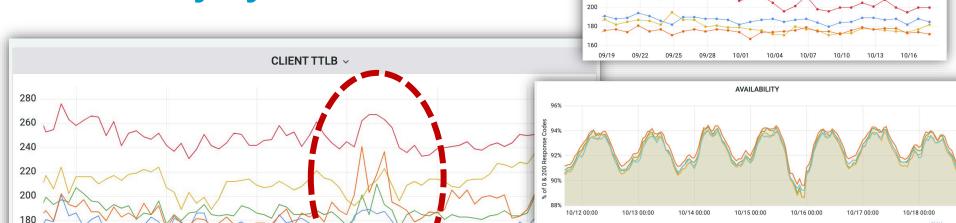
Price can vary by region and even time of day.





Example: CDN performance does vary by time

09/24 12:00



09/26 00:00

260

[Image data courtesy of Paramount]

09/24 00:00

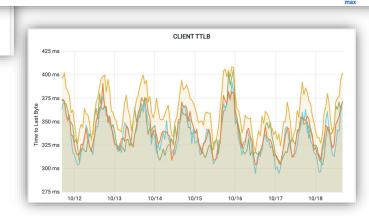
09/23 12:00

160

For best performance during this 10-minute window, switch to blue CDN and away from orange

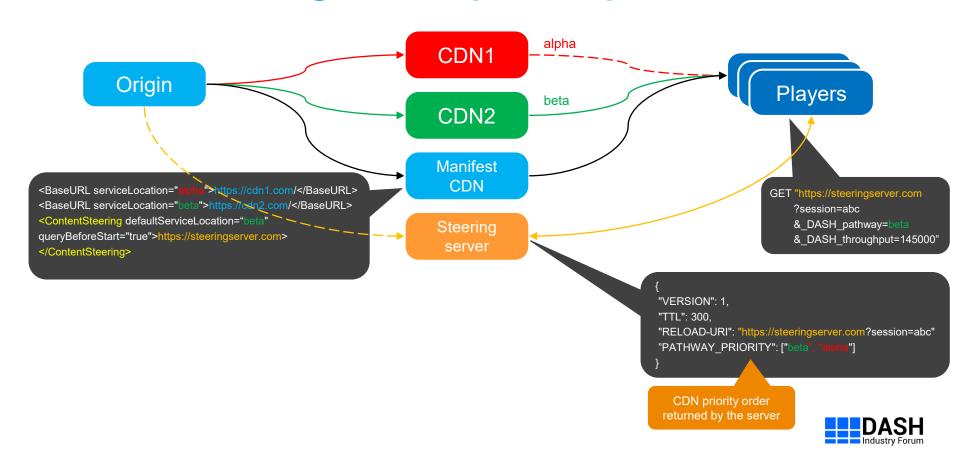
9/25 12:00

09/21 00:00



CLIENT TTLB

Content Steering – Principle of Operation





Advantages of Content Steering

✓ Standards based

Soon to be published as an ETSI specification

✓ Interoperable

The same steering protocol and steering server can be used for both DASH and HLS

✓ Backwards compatible

 Clients not supporting content steering will simply ignore the corresponding elements in the manifest

✓ Easy integration

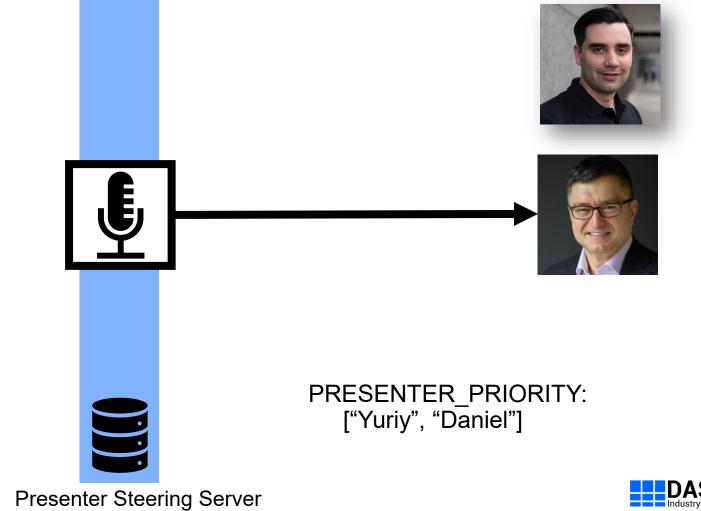
Content steering is already supported by many media players



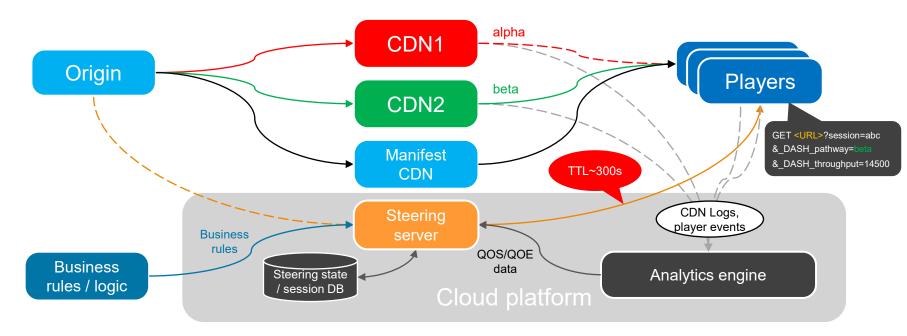
Content Steering – Client Implementations

Media Player	DASH Content Steering	HLS Content Steering
dash .js	since version 4.5.0	
✓ VIDEO.JS	since version 8.8.0	since version 8.8.0
Shaka Player	since version 4.6.0	since version 4.6.0
G ExoPlayer	planned for 2024	planned for 2024
hls .js		since version 1.4.0
É AVPlayer		since iOS version 15.0





Content Steering – Server Implementation

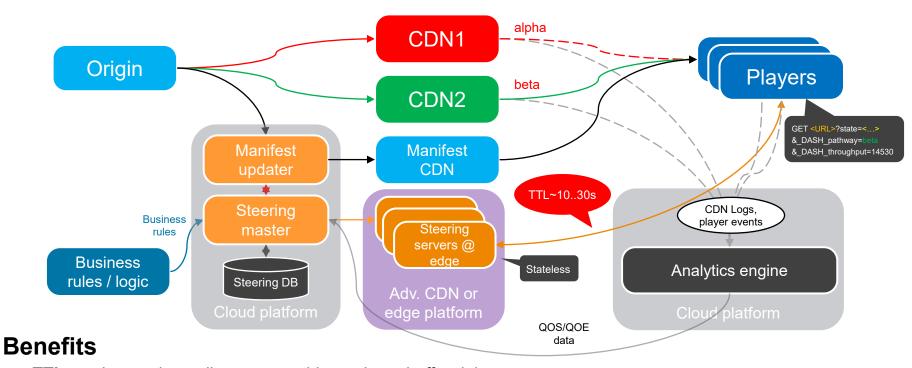


Challenges / Tradeoffs

- TTL time: 300s default is just too long! Suitable for basic CDN load balancing. Not suitable for QOE optimizations!
- Scalability: the steering server should be at least as scalable as manifest CDN!
- Costs: reducing TTL will increase number of requests and traffic to the steering server!



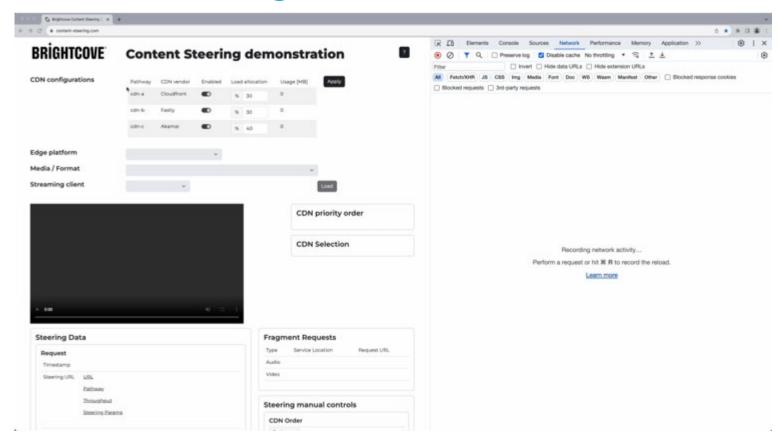
Brightcove's Content Steering @ Edge



- TTL can be much smaller; comparable to player buffer delay
- Can be used to optimize QoE. With shorter TTLs smart switch decisions can minimize buffering!
- **Scales** as CDN or edge platform allows. Multiple CDNs or platforms can be used for redundancy.



Content Steering - Demonstration





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