

#### Will video break the internet?

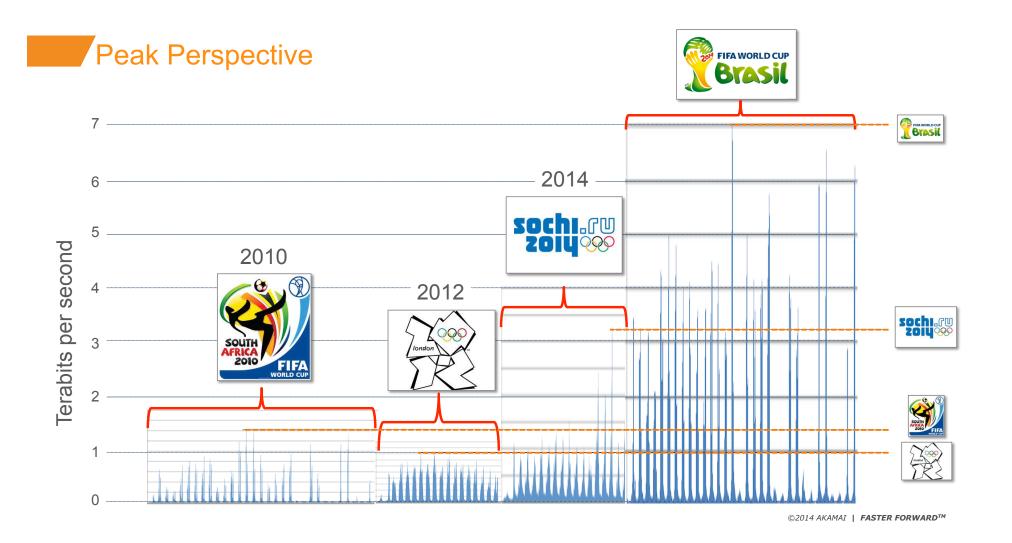
Guido Hettema

#### Agenda

- What is a CDN 10 min
- Trends seen, forecasting our future 10 min
- Numbers aligned with trends 5 min
- What's the target and how do we get there! 10 min
- Closing remarks 5 min

#### What is a CDN?





#### **Evolution of Online Video**



#### Trends in Media Delivery

#### **Viewers Demand Higher Quality**

Broadcast is the benchmark
Faster starts, no pauses
Better resolution





#### **Online Audiences Are Growing**

World Cup: >10M unique viewers

#### **Complexity is Increasing**

More Devices, Formats, Network Types/Speeds, Audience Mobility, Browsers, OSs, New Codecs, Content Protection, Monetization, Authentication, Attack threats

#### **Security is Assumed**

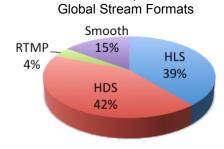
Content owners expect that their content is protected from piracy



#### **SECONDS COUNT**

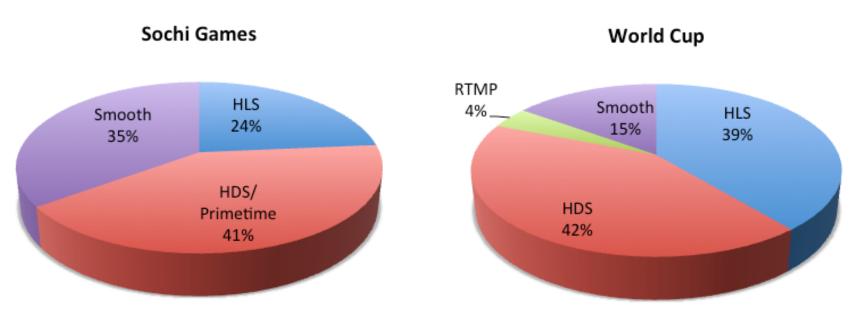
Viewers begin leaving if video play takes more than 2 seconds. Each added second loses another 5% of audience.

No Dominant Streaming Format



World Cup 2014

#### Mobile on the Move



- Apple's HLS, a popular mobile format, was used for 39% of World Cup Traffic,
- HLS grew by 15% compared to Sochi
- Customers traditionally using Smooth tried HLS



# 81% CAGR y/y

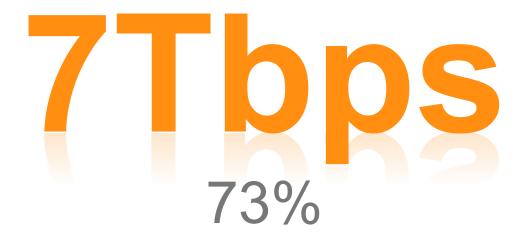
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#### Bitrate growth

# 1.8 MOIS 50%

Avg bitrate growth

#### Traffic growth



# Traffic (peak) growth

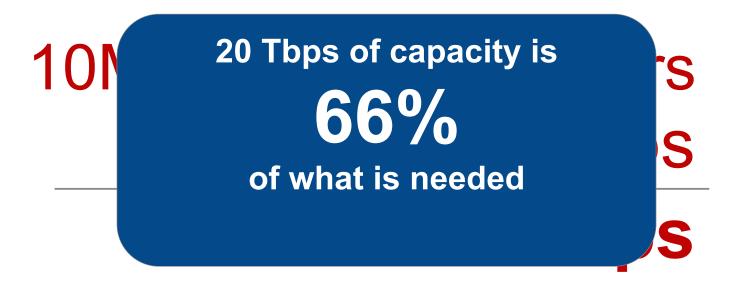
#### Viewers per minute



# Viewers per minute

#### What is the Target?

What if... Primetime audiences shifted to online broadcast delivery?



#### How Do We Get There?

More Servers?

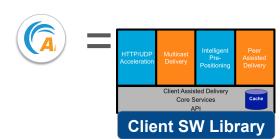
More Efficient Software and Hardware?

**Higher Capacity Connections?** 

#### All Necessary, but Insufficient

#### **New Innovation is Needed**

### Akamai's Media Client Technology Initiative Multicast

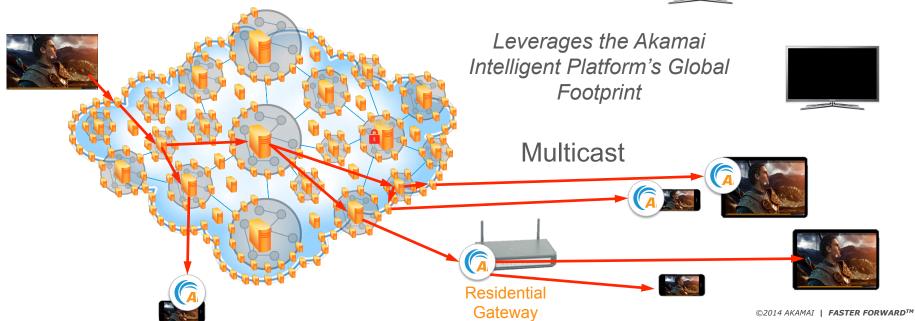


☑ HTTP/UDP Unicast Acceleration

☑ Multicast







#### The Power of Combining These Media Client Services

The Next Generation CDN requirements cannot be addressed with a single technology

A "toolkit" of innovative technologies, leveraging intelligent end user devices, can address the online video challenge.

These new tools can be used in combination to solve a variety of problems

 For example: preposition first 10 minutes of high-demand content, and serve remainder of title with multicast stream of Hybrid HTTP/UDP

#### Closing remarks

- Cloud is answering scalability, security and performance matters
- Fast growing market requires flexible environment
- Desktop Internet is like FM radio, Mobile is like Digital radio
- Traditional expansion measures not sufficient, hybrid solutions!
- Remember where we stood 1999 and now, 7000x as much traffic
- Innovate!

## Thank You