





- MediaKind Update
- ▶ Time to Shift HW to SW Video Codec improvements
- Reinvent Using Cloud in the video headend
- The Platform Optimizing video across broadcast and OTT networks
- What's next?

# Overview



#### Who We Are

- Global leader in providing media processing, delivery, and TV service platforms for Broadcasters and Cable, Satellite, Telco, and OTT TV operators
- > Approximately 1,000 HC in R&D

#### **What We Offer**

Sales

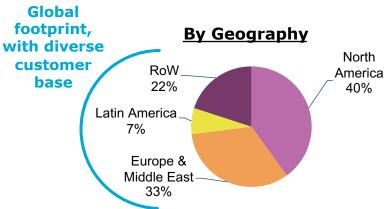
TV Platforms	Media Processing
<ul><li>MediaFirst</li><li>Mediaroom</li></ul>	<ul><li>H/W Compression</li><li>S/W Encoding</li></ul>
Media Delivery	Other

#### **Segments We Serve**

- > TV Platforms
  - 75+ Telco & Cable Operators with 19M subscribers
- Media Processing
  - 2,000+ Broadcasters, Pay TV & OTT operators
- Media Delivery
  - 60+ Cable & Telco Pay TV operators
- > Product Delivery & Support Services

#### **Key R+D Locations**





**Ca. \$350M** revenue in 2017 with growth in 2018

#### A Global Leader in Media Technology

## **The 2020 Consumer**





## **MediaKind Universe**



Consumer Delivery

AQUILA

Contribution & Distribution

CYGNUS

Consumer Experience
ORION

Services & Support

#### **Portfolio evolution**



An offer designed for all video markets and applications

#### **Purpose Built**



- Standalone solutions achieving specific functions: Compression HE, Cloud DVR, TV Platform
- Services and tiered Support Levels, with defined SLA
- ► CAPEX, permanent licence

#### **Cloud Native**



- SW suite of solution designed for the Cloud and sharing common Analytics, Orchestration and Management
- DevOps Engineering, Service Center
- SW subscription with access to all releases

#### As a Service



- Services managed by Mediakind, running from public Cloud, with defined KPIs
- Training and integration capabilities
- Service subscription model, based on consumption / active devices



# TIME TO SHIFT

# **Aquila - Driving PQ YoY Customer Example**



Four Sport

8

#### Two Entertainment





Four Sport &

#### **Eight Entertainment**





**FIXED** 

**FLEXIBLE** 

**RESTRICTIVE** 

**DYNAMIC HEADEND** 

**PERSONALISE** 

# RE-INVENT

**SPEED** 

CLOUD

**SLOW** 

**STAGNATION** 

**SCALE & GROW** 

**FUTURE PROOF** 





**Public Cloud** 

Hybrid Cloud

Orchestration

Virtual Machines

PaaS

Containers

Openstack Hypervisor

Serverless

Virtual Private Cloud AWS

**Kubernetes** 

Unikernel Docker

**Elastic Compute** 

Azure

Cluster

**Private Cloud** 

Hypervisors

Microservices

GCP SDN

## **Objectives of Cloud Tech**



Cloud









Repeatability



Agility





### **Broadcast Challenges**





#### **Industry-specific interfaces**

- Impedes ability to scale and grow operation efficiently
- How to maintain broadcast specificities: latency, reliability and uptime



#### **Separate Broadcast & IT infrastructures**

- Increases opex and inhibits flexibility
- How to remove technical and cost barriers for scaling and evolving



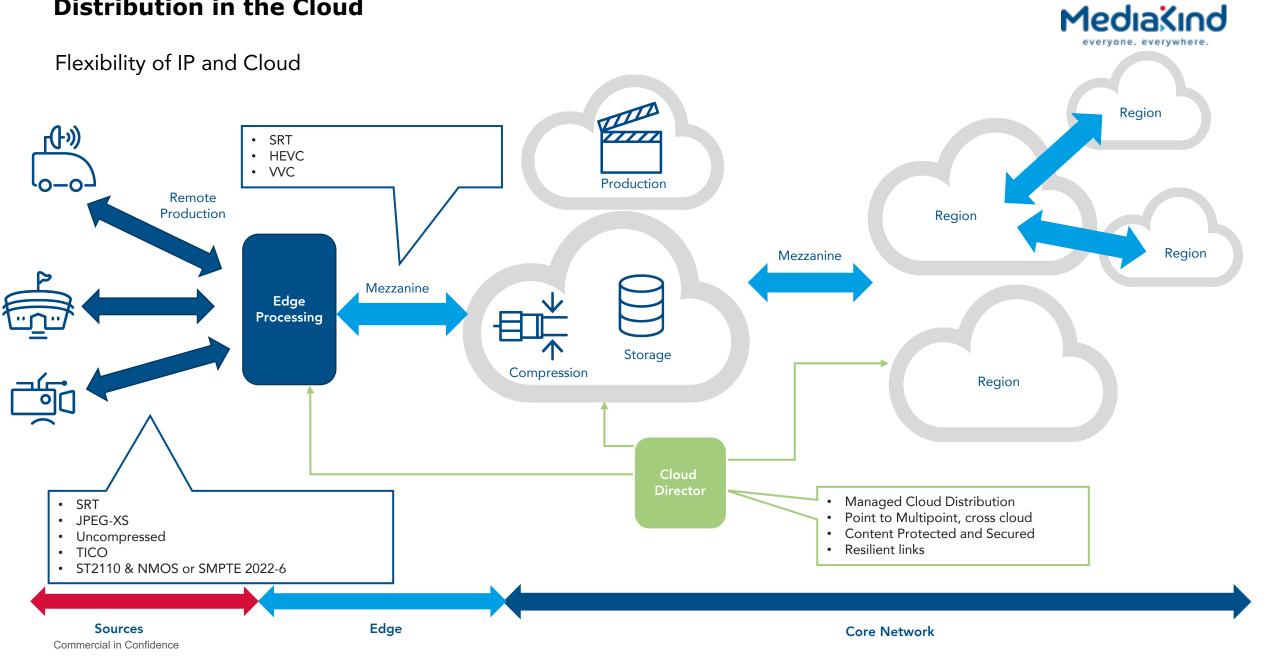
#### New entrants able to offer compelling services, faster to market

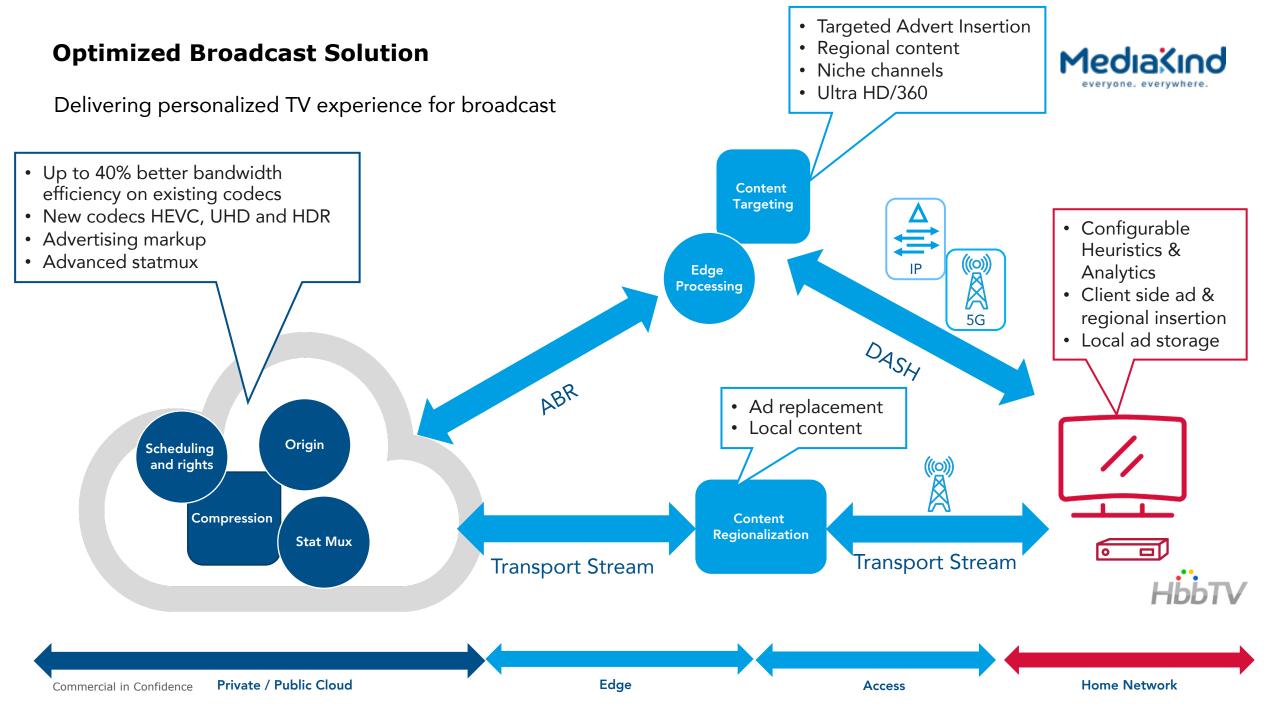
- How to leverage virtualization and other agile processes
- How to enable larger variety of commercial models



# THE PLATFORM

#### **Distribution in the Cloud**





#### **Optimized AV Solution**

Compression

CDVR / Origin



Delivering the best personalized TV experience

- E2E QoE Measurement
- A/B testing and heuristics adjustments

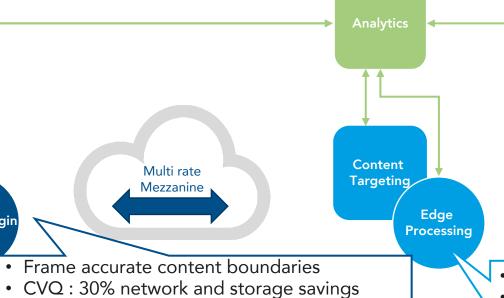
Embedded video metrics

Additional metadata and media

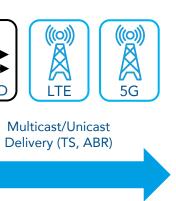
CENC)

• Common format and encryption (CMAF,

• Ad views and audience metrics



- Configurable Heuristics & Analytics
- Client side ad insertion
- Low latency protocols
- Metadata and additional Media rendering











- Packaging to other ABR formats
- Multicast efficiency
- Low latency protocols (HTTP2, Quic, etc.)







## **Innovation and Portfolio Development**





**Smart Cities** 

eSports coverage with 360 video



Advanced Compression: AV1, MPEG5, VVC

ABR optimization:
 constant video
 quality, shared
 encoding, selective
 storage



Machine Learning for image enhancement:
 Upconversion ie
 HD>UHD,
Low bitrate backhaul

# MediaKind

everyone. everywhere.