



Content Streaming Trial Workshop 2003

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Introduction

- ◆ Requirements
- ◆ History & Approach
- ◆ Technology Changes
- ◆ Cache Architectures
- ◆ Objectives of the Trial
- ◆ Further Information

Requirements

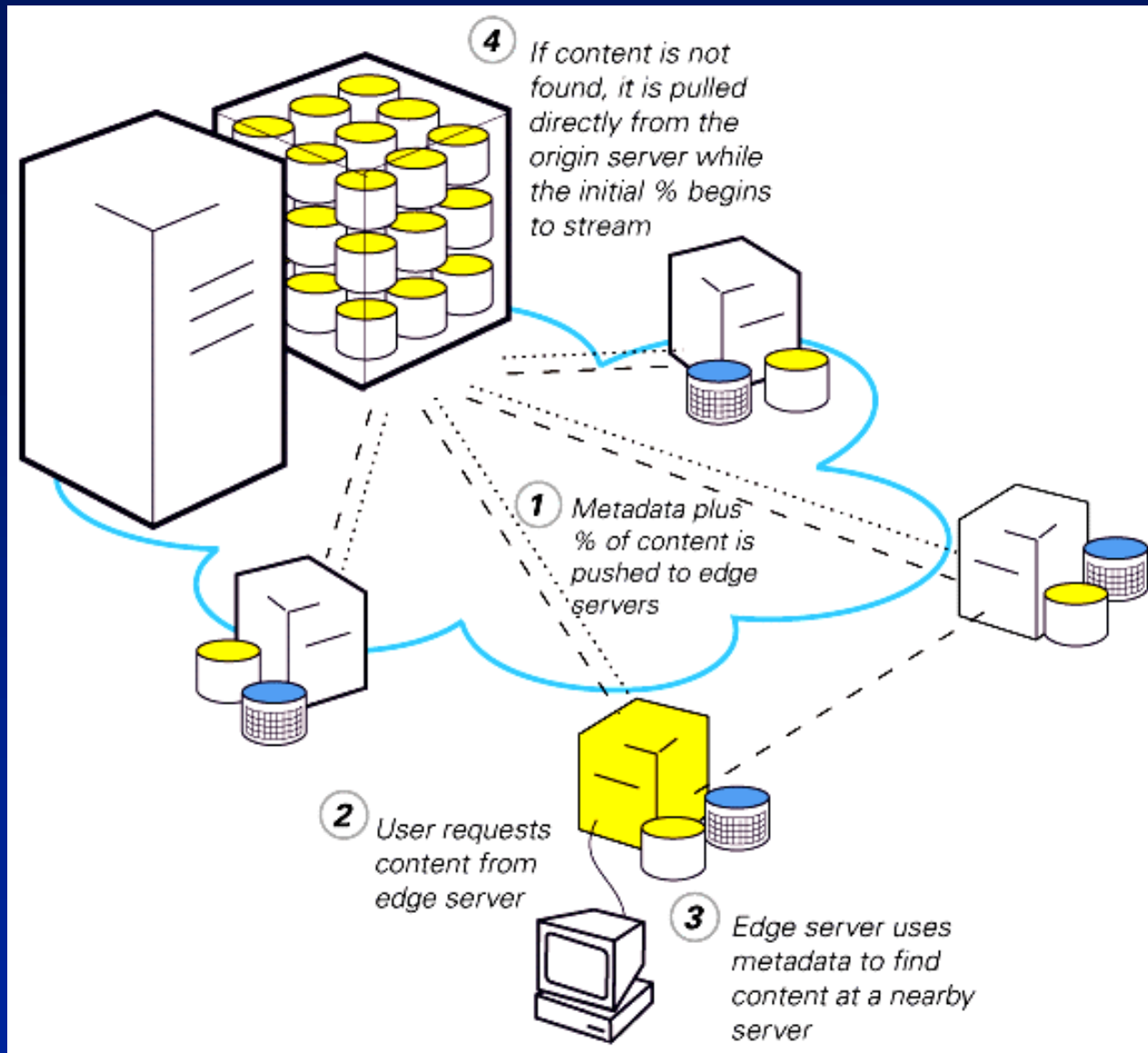
- ◆ Support for efficient delivery of content
- ◆ Consideration for traffic engineering
- ◆ Appropriate quality of service to end users
- ◆ High availability
- ◆ Support for range of bit rates
- ◆ Support for standards based encoding formats
- ◆ Scalable and extensible
- ◆ Asset/content managements solution
- ◆ Hosting and ingestion of local content
- ◆ Cost effective and flexible
- ◆ Authentication & Authorisation

History & Approach

- ◆ Imagination Project – BUFVC
- ◆ JISC – MPSWG
- ◆ MAAS
- ◆ EDiNA & EMOL Service
- ◆ JISC CDI Study
- ◆ Establishment of Content Streaming Trail
 - Development of deployment model
 - Purchase of central equipment
 - Call for proposals

Technology Changes

- ◆ Kasenna MediaBase NE
- ◆ Supported file formats
 - MPEG-1, MPEG-2 & MPEG-4
 - RealMedia, Windows Media & QuickTime
- ◆ Kasenna MediaBase XMP
- ◆ Standards based
- ◆ Client issues – players



Objectives of the Trail

- ◆ Feasibility of a JANET CDI service and support implications
- ◆ Monitor performance of streaming formats and provide guidance and best practice
- ◆ Trial Kasenna MediaBase functionality and performance
- ◆ Establish whether caching required at the 'edges' of JANET
- ◆ Trial a variety of hardware for price/performance
- ◆ Interoperability with MLEs, VLEs and Portals