

1. INTRODUCTION

Today's context

- Massive growth in demand for Internet TV
 - Traditional CDN (Wave of growth and interest)
 - Decentralised P2P (30-60% of all download traffic)
 - Peer-assisted or Hybrid CDNs
- Market outlook
 - Babelgum/Joost & Kontiki-based services
 - Limited window Catch-up TV is common model
 - Movement to CE devices is slow
 - UUSee and PPLive signal success for P2P in China!



Consortium membership

- Content Providers (BBC & EBU)
- Advertisers (MarkenFilm)
- CE (Pioneer & ST Microelectronics)
- 4 x Research Institutes
- 6 x Universities
- Steering Board (ISPs and CDN Providers)

Project Statistics:

IP (Networked Media)

21 Partners

48 months

1645 man months

total budget 19.23M€

EC contribution 14.03M€



Vision

World leadership in Internet TV using P2P

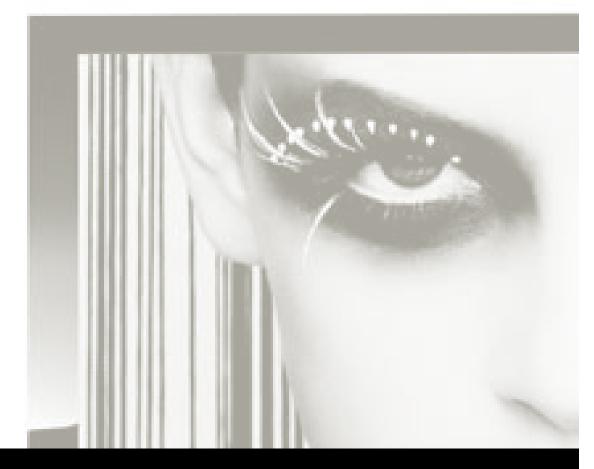
To develop an open source, efficient, trusted, personalized, user-centric, and participatory television plus media delivery mechanism with social and collaborative connotation using the emerging Peer-to-Peer (P2P) paradigm, which takes into account the existing EU legal framework.



Key outcomes

- Rapid prototyping & living lab feedback:
 25,000+ PC and CE users
- Discover new sustainable business models in our living lab – built around legitimate content
 - FTA, targeted ads, PayTV, DL to own, BW as \$
- Participation in standardisation activities to drive the technology for global use (incl. DVB, IETF, MPEG, DLNA)

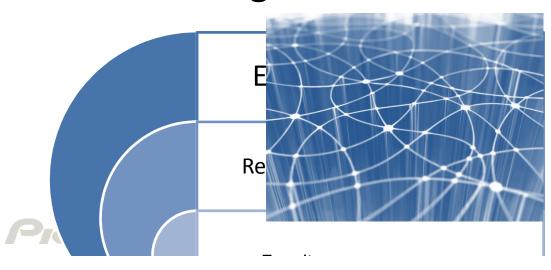




2. CHALLENGES

Basic considerations

- Live and VoD streaming
- Traffic localisation
- High perceived QoE
- Legitimacy
- Monitoring







Socio-technical challenges

- Flash crowds and Peer churn
- Scalable and fair platform (1.0 share-ratio)
- Live and VoD experience with instant access
- Avoiding free-riding and incentivising peers
- Understanding dynamic nature of P2P
- Decentralisation with high-level QoE (DHT)
- Defending against many types of attack
- Asymmetric of Internet access (MDC/SVC)



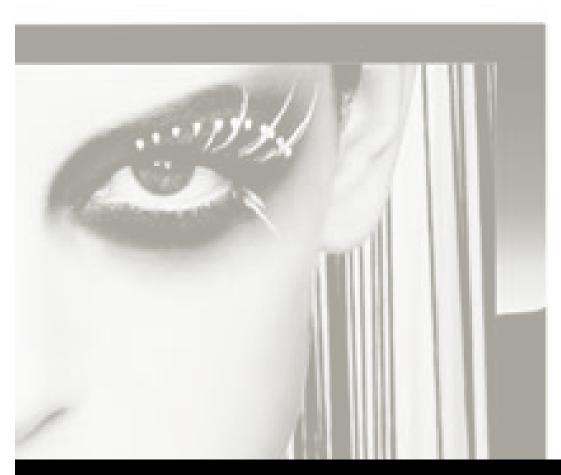
The really hard problems...

You can only sell the uncopyable...

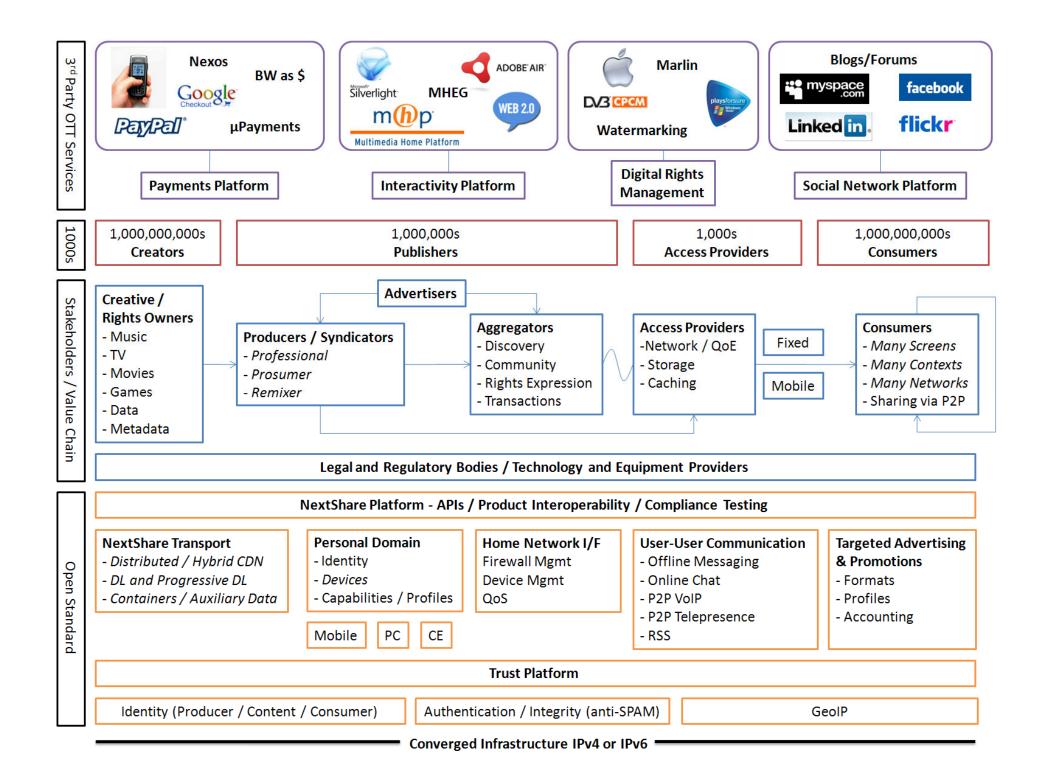
Immediacy Personalisation Interpretation Authenticity Accessibility Embodiment Patronage Findability

Originator (Kevin Kelly) – www.edge.org





3. NextShare PLATFORM



NextShare overlay network

- Based on Tribler from TUDelft
 - Support for Live and VoD use cases.
 - Give-to-get incentives and Bartercast
 - Efficient stream authentication/verification
- Zero-server approach
 - Integration with Caches and P4P DB planned
- Comprehensive NAT traversal solution
- Dynamic and static Network Awareness

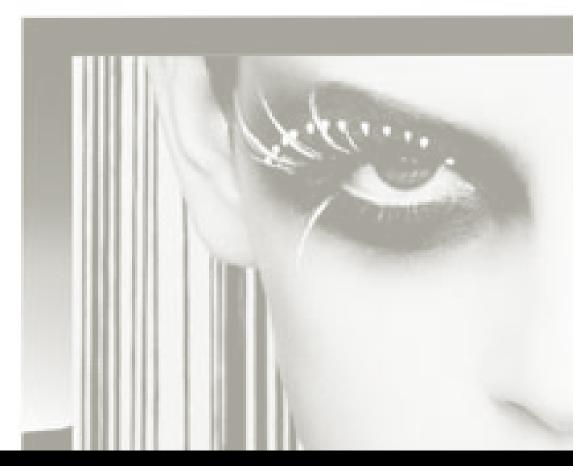


How does CE change things?

- Community of CE peers in early stages of life
- United by a common Open Standard
- Interoperability between multiple vendors
- Ubiquitous (100s millions of TVs)

Stable Overlay Improved QoE Greater Revenue



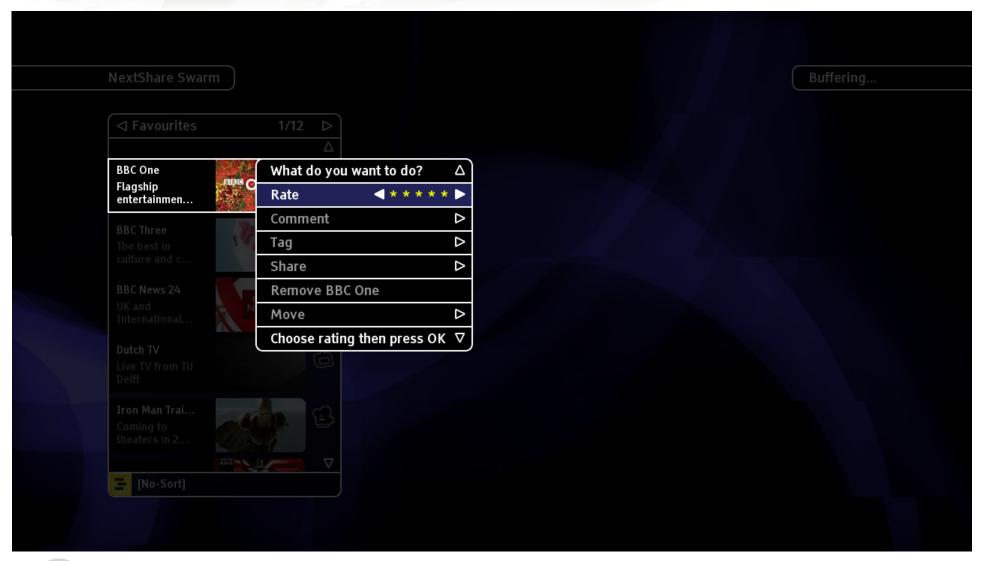


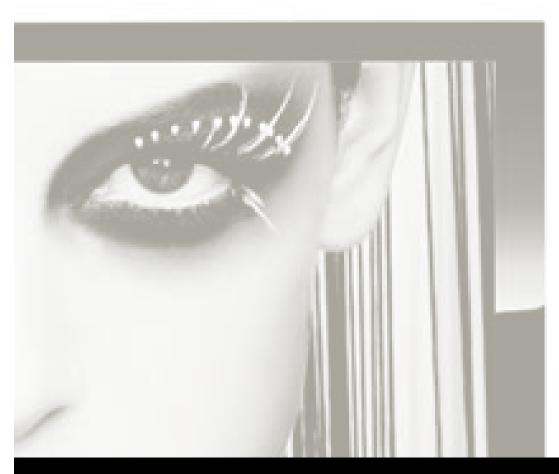
4. NextShare^{TV}

Hardware - NextShare^{TV}



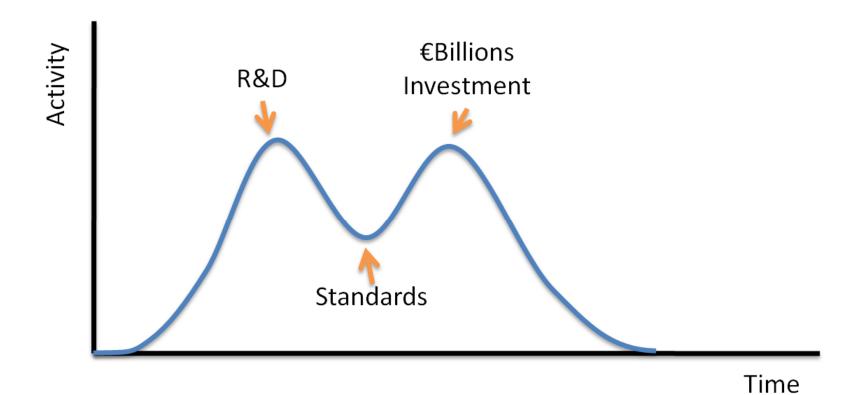
User Interface- NextShare^{TV}





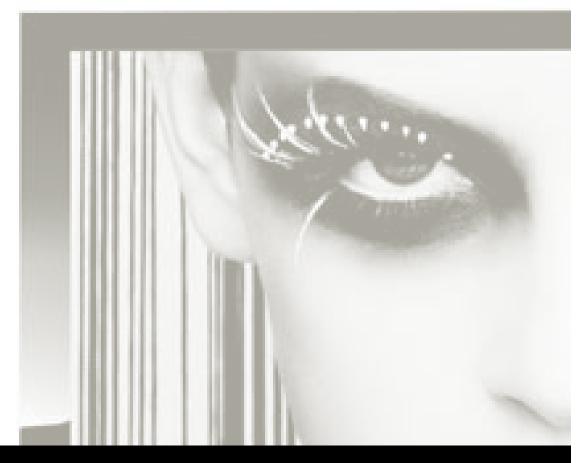
5. STANDARDISATION

Standardisation - approach



Timing is critical – David Clark's two elephants





6. VISIONS FOR THE FUTURE...

Revolutionary change

- Abundant choice the Universal Catalogue
- Everything On-Demand
- Zero Management => All Storage On Edge
- Passive & Individual becoming Active & Social
- Participation! Everyone is a broadcaster...
- High Definition+ with Social Interactivity
- Customer relationships between CP and consumers more important than ever before!
- Open standards are the key driver!



Thanks for listening

Liaisons from stakeholders interested in Open Standards for P2P Media Delivery are invited

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