



# VoD2live: How We can Be Efficient in Mixing VoD and Live Streaming

Gabriele Ubertini - Sky Italia

## Sky in Europe



**7**  
Countries



**23.7m**  
Customers



**£6bn**  
Content  
investment



**31,000+**  
Employees



**£11bn**  
Revenue



**100+**  
Original  
productions



## Sky Services



- ~500 Linear Sat Channel
- ~500 Linear OTT Channels
- ~60k VOD Assets per year

## Typical OTT playout

- On Sky linear channels playout, some content gets aired multiple times and a lot of that content is also available as on demand.
- The channels also get transcoded for OTT delivery.
- This means the same content gets processed\* many times (ie transcoded into multiple bit-rates, packaged into multiple ABR formats, encrypted with different DRMS and published to multiple CDNs many times).

### Linear Channel

(content transcoded in real time for OTT)



### VOD Catalogue

(Content pre-prepared)



# Typical OTT playout

**If only...**

We could transcode all the content once only

## Linear Channel

(content transcoded in real time for OTT)



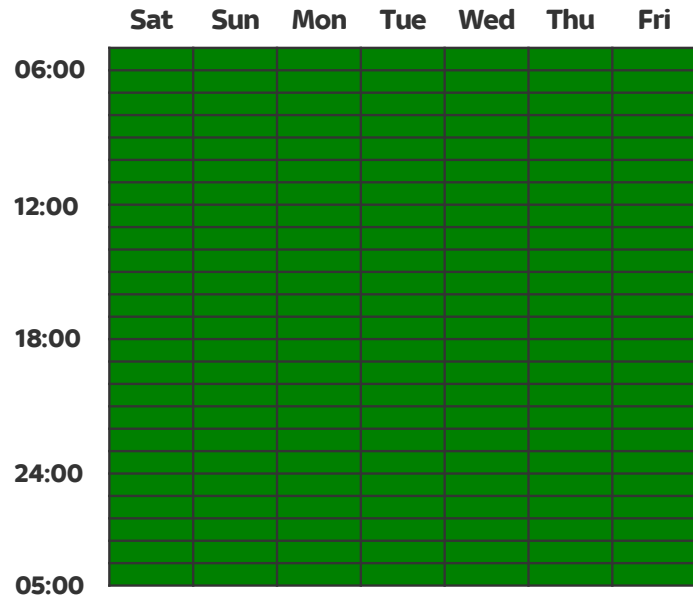
## VOD Catalogue

(Content pre-prepared)



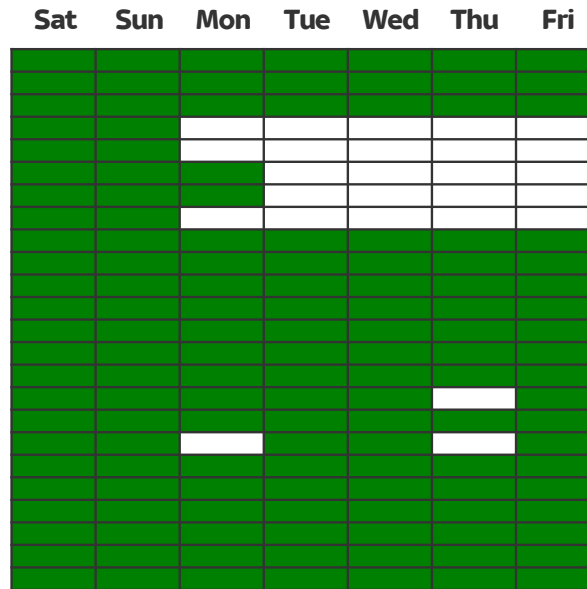


# Example: Sky Atlantic



### 1Week Live Schedule

Similar analysis for an Entertainment channel (Sky Atlantic)



### Remove Duplicate Programs

Again removing content that had been aired earlier in the week (far less than for the Movies Channels).



### Remove On Demand Programs

Removing programming that is available (catch-up) in the OTT On-Demand catalog.



# OTT Live & Near Live Heat Map

## 1Week Sky Sports Channels

The table below shows the number of OTT Sports channels that are concurrently airing either live or near live content.

Assumption is that Sky Sports news is live/near live 24x7.

sky SPORTS NEWS HQ

sky SPORTS 1

sky SPORTS 2

sky SPORTS 3

sky SPORTS 4

sky SPORTS 5

sky SPORTS F1

1	Light Blue
2	Light Purple
3	Medium Purple
4	Light Pink
5	Orange
6	Red
7	Dark Red

	Mon	Tue	Wed	Thur	Fri	Sat	Sun
6am	3	2	2	2	1	3	3
7am	3	2	2	2	2	3	3
8am	3	1	2	2	3	3	3
9am	2	1	1	1	2	3	2
10am	3	1	1	1	3	4	2
11am	2	1	2	2	3	6	4
12pm	2	1	1	1	4	7	6
1pm	1	1	1	1	3	6	6
2pm	1	2	1	1	4	6	7
3pm	2	3	2	2	6	6	7
4pm	2	3	2	2	6	6	7
5pm	2	3	2	2	5	6	7
6pm	2	3	2	2	4	4	6
7pm	3	3	2	2	4	5	5
8pm	3	4	1	1	4	6	4
9pm	3	3	1	1	3	6	5
10pm	2	3	1	1	4	6	4
11pm	2	3	1	1	3	4	3
12am	2	2	1	1	1	4	3
1am	2	2	1	1	1	2	2
2am	1	1	1	1	2	3	3
3am	1	1	1	1	1	3	3
4am	1	1	1	1	1	3	3
5am	1	1	1	1	1	3	3

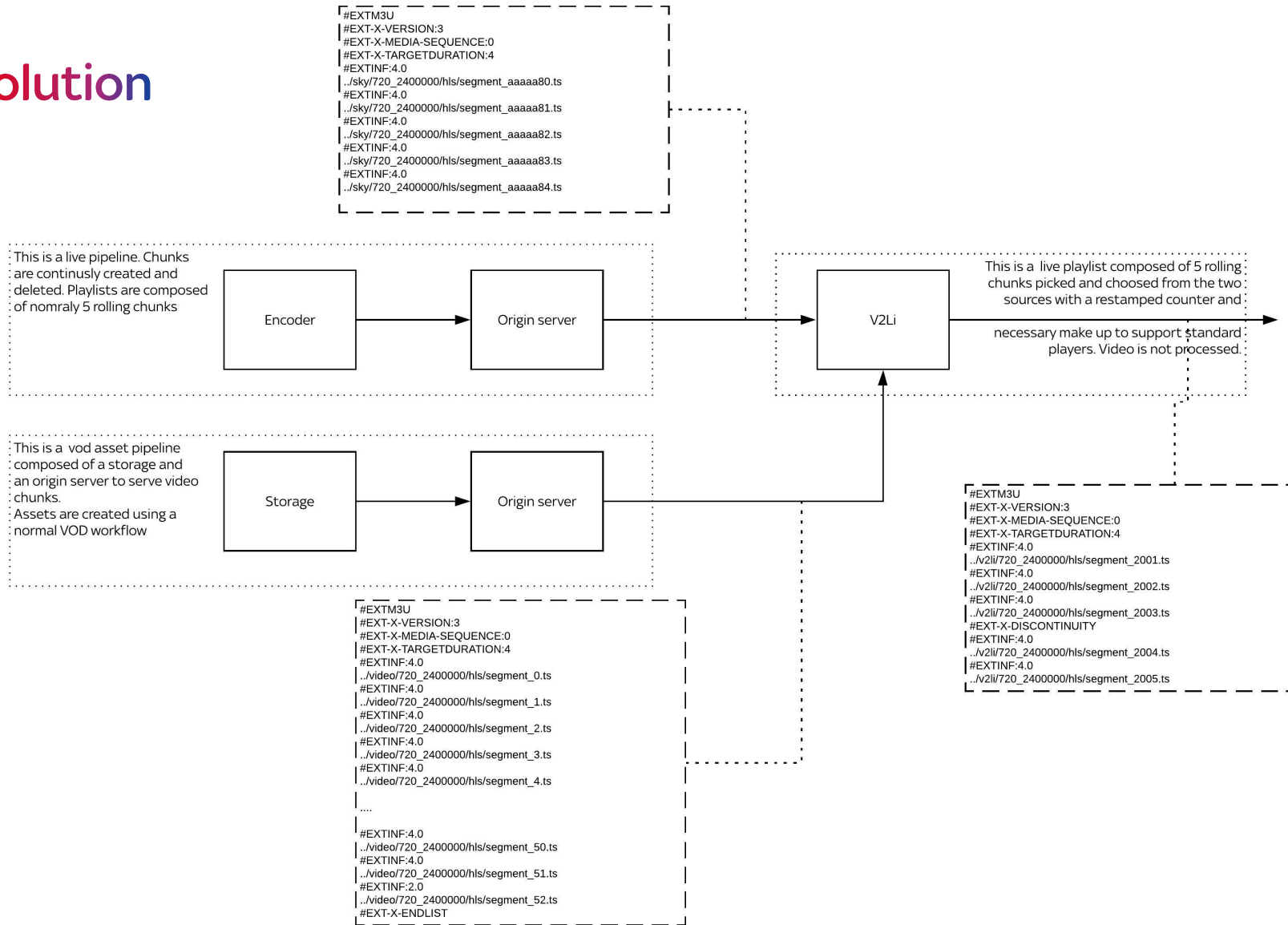
## Across Sky OTT Channels

	<b>Current Model</b>	<b>Hybrid Model</b>	<b>Reduction</b>
Content Hours processed per week	<b>3864</b>	<b>598</b>	<b>85%</b>
Ave Concurrent 'live channels'	<b>23</b>	<b>2.6</b>	<b>89%</b>
Peak Concurrent 'live channels'	<b>23</b>	<b>7</b>	<b>70%</b>

## Benefits

<b>Reduce Opex</b>	<ul style="list-style-type: none"><li>• Remove redundant processing of repeated content and content already in on-demand catalog.</li><li>• Only run linear content processing chain during live events.</li><li>• Share resource with on-demand processing.</li></ul>
<b>Increase Resilience</b>	<ul style="list-style-type: none"><li>• Serving from on-demand catalog greatly reduces playout dependencies.</li><li>• For live events stand up multiple diverse linear processing chains.</li></ul>
<b>Increase Video Quality</b>	<ul style="list-style-type: none"><li>• On-demand content capable of high compression, increasing quality per Kbs.</li></ul>
<b>Greater Business Flexibility</b>	<ul style="list-style-type: none"><li>• Decoupled from satellite linear schedule, potential to create more proposition specific or personalized linear channels</li></ul>

# The Solution



## Key Points

### **Dynamic Linear Processing Chain**

Managing per event live pipelines with Containerized transcode / package / encrypt that can be created and destroyed as needed

### **Managing Seamless On-Demand, Live Events and Interstitial Content**

Vod2Li manifest manipulation to seamlessly present a linear channel to users made of various type of content

### **Managing Live Schedules**

Leveraging Legacy Broadcast Automation system to drive Vod2Li



Thanks

