AD-INSERTION MEDIA STREAMING MEETS 5G WORKSHOP

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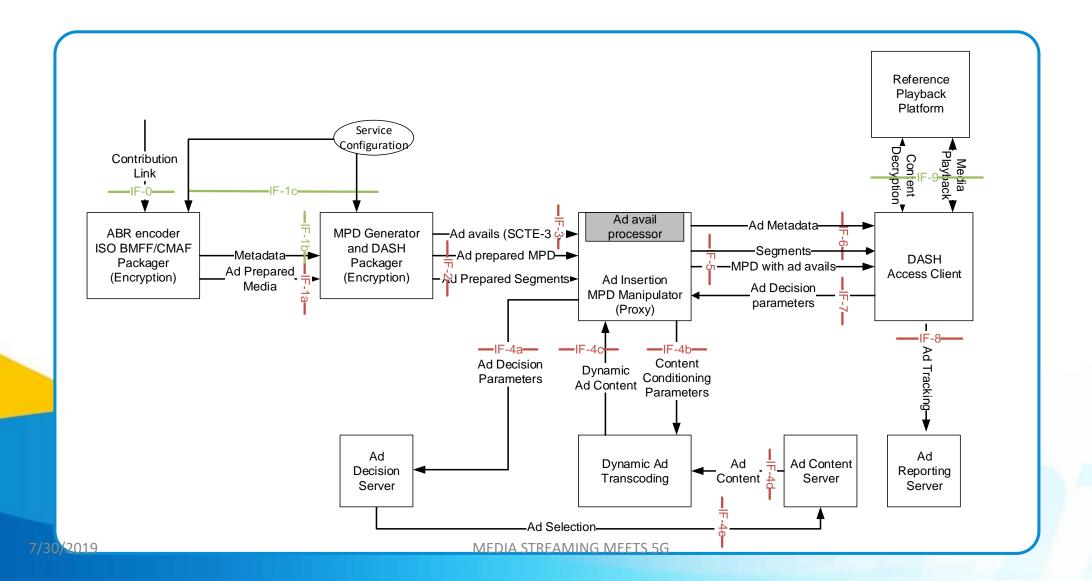
MPEG DASH Subgroup Chair

DASH-IF President

Ad Insertion Use-cases

- 1. Pre-roll ad for live
 - Pre-roll ad playback before joining the live program
 - Single MPD
 - Targeted with variable duration per client
- 2. Live program with (possibly) early terminating ads
 - Dynamic ad-insertion during live
 - Ad duration may be cut short during playback of the ad
 - Single MPD with targeted ad
- 3. Switching between different live feeds
 - Single MPD
 - Content is published as live program with independent MPDs/Periods

DASH-IF's General Ad Architecture



Desirable Requirements

- 1. Backward compatibility:
 - 1. the old content still can be played by new client
 - 2. The new content can be played by old client gracefully
- 2. Complexity:
 - 1. Content creation
 - 2. Client implementation
- 3. Allow integration of live services and ad services
- 4. Scalability: publication of single manifest and content
- 5. Cachability

- Seamless switching or graceful playback during transition between live and ad content
- 7. Simple manipulation of MPD and no reauthoring of the media segments
- 8. Archiving the presentation: the final MPD should preserve the experience
- 9. Compatible with CMAF content
- 10. Highly desirable to work in low latency services
- 11. Targetability: different class of clients play different ads
- 12. Desirable to fit in server-side ad insertion architecture

Proposed Solutions To MPEG

- 1. MPD chaining (in 4th edition)
- 2. Preroll element
- 3. Preroll replacement event
- 4. Mixed MPD
- 5. Existing tools (Xlink + MPD update) with additional signaling
- 6. Content replacement event
- 7. LivePeriods: Period level independent timeline
- 8. MPD stack chaining
- 9. MPD events at MPD element level

Questions for Service Providers

Use-case/Feature		Not needed	Good to have	Must have
•	Client-side ad-insertion?			
•	Pre-roll ads			
	 Variable ad-duration per client? 			
	 Can ad be terminated shortly by the client? 			
•	Early terminating ads			
	 Any advanced notice duration by live server? 			
	Any minimum playback duration of ad?			
	 Can ad be terminated in the middle of ad (@ any arbitrary point?) 			
	Seamless transition during switching back to live content?			
	 Standard signaling between live server and ad-server for ad selection/preparation? 			

How Deep DO We Need to Standardize in each of the following aspects?

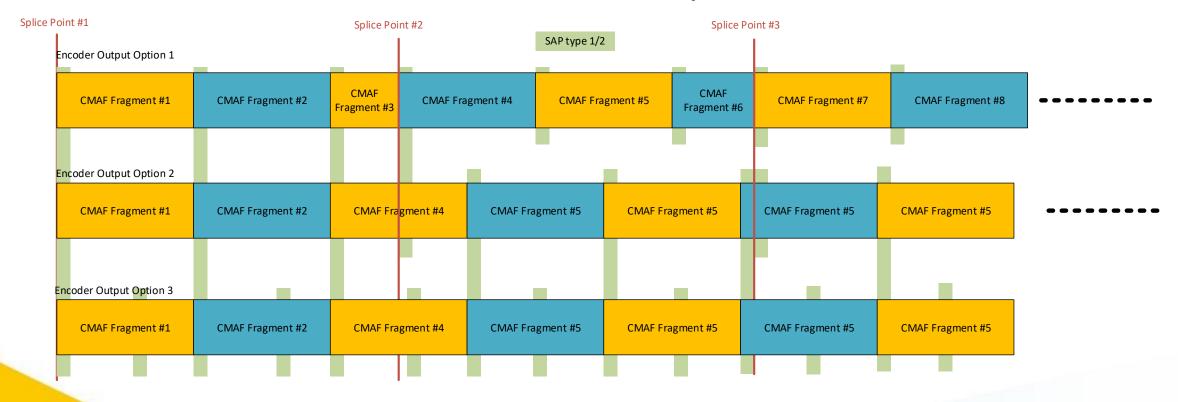
- Content format requirement
 - Content splicing requirement
- Meta-data signaling, formats and carriage
 - SCTE-35/215, VAST
 - DASH events & timed metadata tracks
- Encryption requirements
- Client implementations challenges
- 5G APIs

Back-ups

Questions

- 1. Is client-side ad-insertion a big paradigm?
- 2. Are we looking at the right use-cases? Or are we making the world more difficult as it is?
- 3. Maturity of client implementation?
- 4. Is there any additional requirements for ad-insertion in 5G?
- 5. Are there new opportunities for ad-insertion in 5G?
- 6. How to converge in the design?
 - Service providers vs client implementations

DASH-IF: Content Transition possibilities



Current DASH Constraints & Challenges

- Single timeline for periods
- Events are tied to Periods/Representations
 - MPD events are period dependent
 - Inband events are stream dependent
- Confusion on how to use and handle Xlink:
 - MPD update constraints
 - Continuity of timeline
 - Xlink resolution timing and consistency
- Client implementations do not want to support MPD chaining

MPEG's DASH Events & Timed Metadata

1. MPD events

- Included in manifest
- Can be updated with manifest update

2. Inband events

- Inserted in real-time at the beginning of media segments
- Supports MPD update events and Application events

3. Sparse timed metadata

- Separate tracks than media
- Metadata samples carry the payload
- All three mechanism can be dispatched to Application with the same API

MPEG's Criteria for choosing a solution

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MPEG's Current Approach

- Wall clock time events that do not tie to period
- We need a processing model for resolution of a hyperlink
- The hyperlink should point to a valid playable MPD
- We will study how a new period is introduced to the client and the client/ad ins/live can consistently work with this new period
- We will study the processing model of preroll at client
- Not every period is a replacement opportunity. We study on how we need to carry splice point info to the client for client side ad insertion.