PEER5

Enterprise Video Streaming

Large corporate webcasts such as all-hands meetings require massive amount of bandwidth. Each viewer loads the office ISP connection which is limited and often cannot sustain a distinct video stream per employee.
This means that there is a high risk of network saturation, poor video quality, loss of productivity and user frustration.

Enterprises can no longer rely on Internet-based (cloud or CDN) unicast to stream high quality corporate content into their network

Peer5 peer-assisted technology solves this problem by offloading 80% to 99% of network bandwidth during large video events. And it's all done using only JavaScript which is integrated in the player. Peer5 detects what users are watching the same content at the same time and connects them to each other so they can share content over the office local network.

Peer5 Enterprise

Enterprises can now easily scale and meet their growing video demands - by using computing resources that are already available in their office network. Peer5 Enterprise scales automatically with streaming demand. Every viewer that participates in the stream not only streams from the server but potentially from any other viewer. This peer-assisted architecture is inherently more scalable and resilient during peak hours. By adding monitoring, analytics, security and management, Peer5 Enterprise ensures the highest quality streaming within corporate networks.

Powering large corporate events for:

SAP   FedEx   ebay

SIEMENS   Unilever   Deutsche Telekom

Adobe   pwc   DXC.technology

"Instead of relying solely on a centralized server, Peer5 decentralizes the traffic and distributes the load. Each participant of the stream contributes to the health of the stream by helping nearby peers"

Congestion Relief

Peer5 Enterprise enables viewers to seamlessly share content and improve video quality. As opposed to a traditional solution (which is depicted on the left), the origin server is no longer the only source of video segments (figure on right). The network is relieved, and no congestion or bottlenecks will occur. By leveraging peers, the solution becomes more effective as more viewers join the stream.
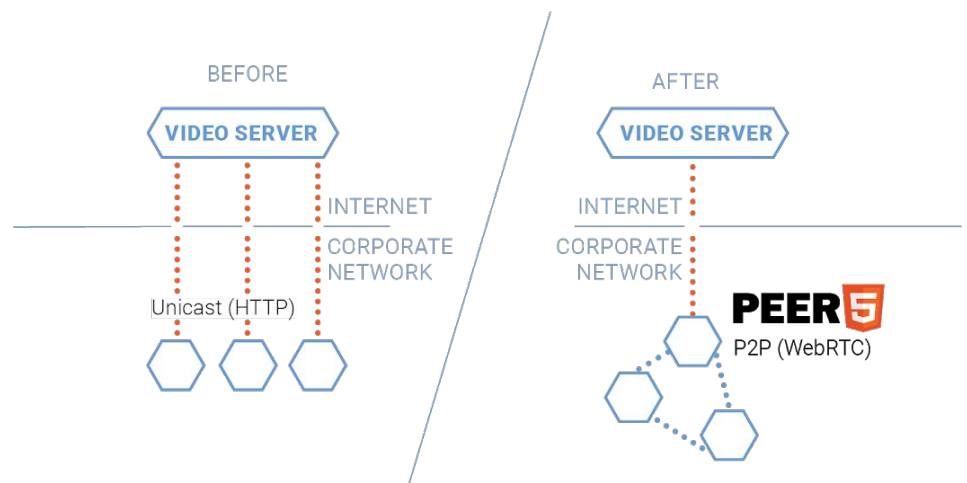
WebRTC Mesh Broadcasting

The video is streamed using a state-of-the-art mesh network that is constructed on-the-fly once more than one user consumes the same content. Each additional user that joins the stream will be connected to the best users (peers) that can help. The mesh coordinator matches the peers using various parameters including latency, available resources, and buffer state aiming to optimize the overall performance for all users. The streaming is not only dependent on the peers to sustain the demand, but uses the server to ensure UX even when peers are not sufficient.