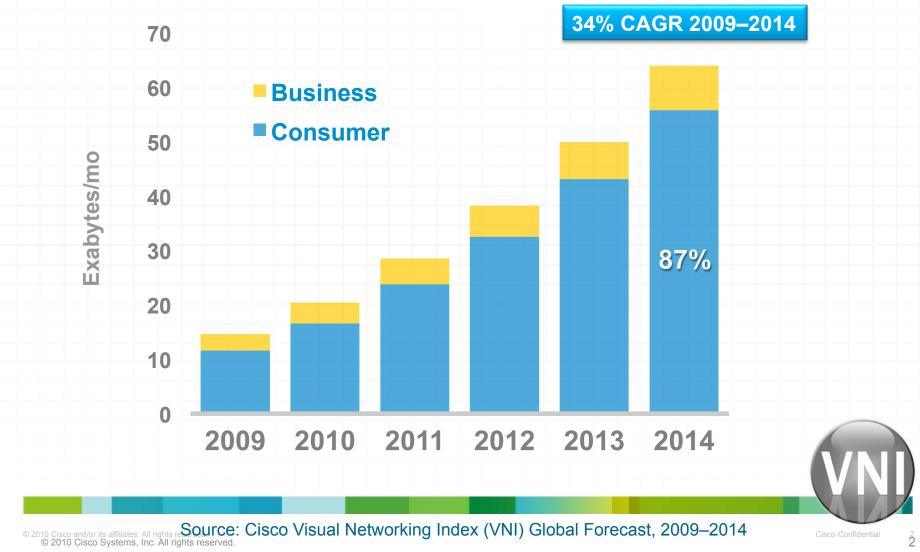


# Rich Media drives Network Evolution

Alain Fiocco, Sr Director. Marketing & Architecture

afiocco@cisco.com

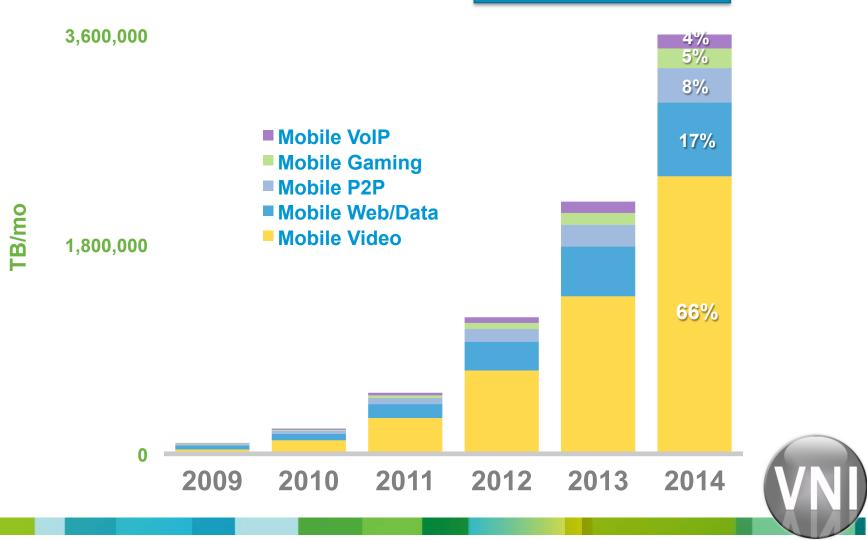
# Global IP traffic growth Consumer IP traffic outpace Business IP traffic (traffic volume and growth rate)



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#### Global Mobile Data Traffic Growth / Content Mobile video will be 66% of mobile data traffic by 2014

#### 108% CAGR 2009-2014



<sup>2010 Cisco and/or</sup> Source Disco Visual Networking Index (VNI) Global Mobile Data Forecast, 2009–2014 <sup>Cisco Confidential</sup>

# Cisco VNI Forecast update: 2009-2014 summary - key highlights

- Total IP Traffic63.9 Exabytes per month by 2014• Annual global IP traffic will reach 3/4 of a zettabyte by 2014Internet• Internet• Internet video will surpass P2P as top traffic type by end of 2010Managed IP13.2 Exabytes per month by 2014
  - Web-based video conferencing will grow 180-fold from 2009-2014

Mobile Data3.5 Exabytes per month by 2014

Mobile video will increase 66-fold from 2009 to 2014

# Consumerization is bringing transformational change to SP and Enterprise





Online video subscription services have a 46% CAGR over the next 5 years



Netflix = 20% of US downstream internet traffic in peak times

| é     |
|-------|
| Phone |
|       |

Mobile internet traffic to surpass desktop internet traffic by 2014

#### **Consumer** Video is the corner stone of consumer experience on the internet



• Video over Internet at Unprecedented scale

Multiple streams, many devices, HD

Real time expectation

From broadcast to unicast

Video is new Voice AND new Chat (and moving to HD)

- Complexity of home networking or personal network ?
- Content creation Sharing
- Social media
- Multiple devices Mobile, mobile Specialized experience devices => multi-experiences

#### Service Provider Video Market Dynamics From access providers to experience providers

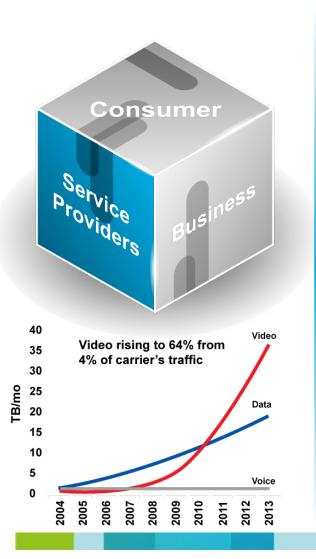




Integration

## Service Providers

#### From Internet access providers to experience providers

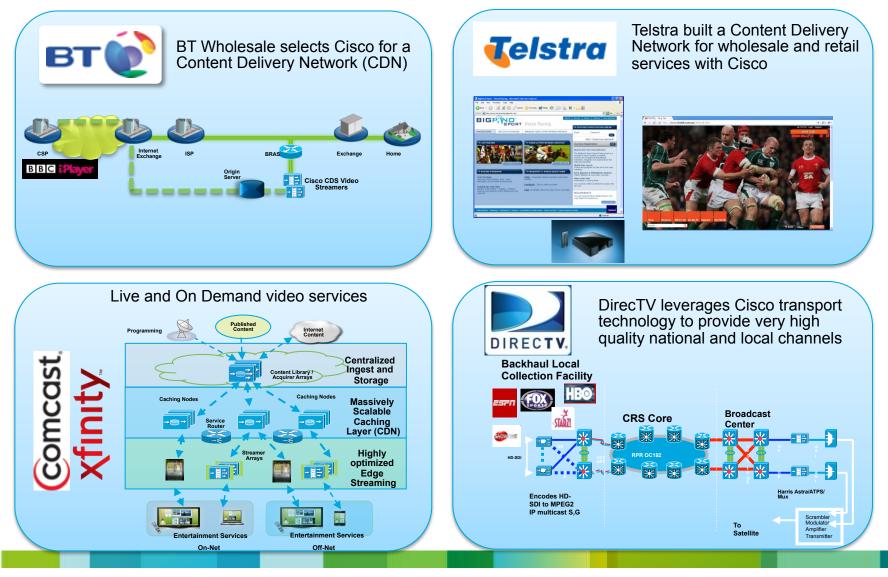


- Mobile
  - Internet and Video (offload)
  - "There is an App for that"
- Multi-experience providers
- Consumer Experience

Churn vs Loyalty; Net neutrality vs Service bundling

- Content shifting to SP infrastructure, ≠ revenue
- Massive Scale content distribution
  Unicast + DC + CDN
- Running out of IP address !
- Business expectation aligning with Consumers
- SLA management

# Service Providers proof points



#### Enterprise Video Market Dynamics Any Media, Any Where, Any Device



#### Enterprise Video



Intra-company and Intercompany collaboration



Virtualization of Services and Resources





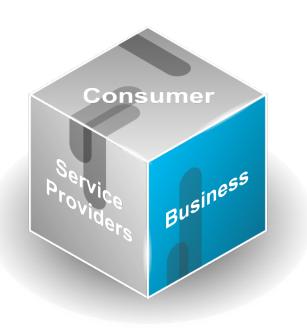
Re-invent business processes

Bank of America 🤏



Large scale deployment

#### Business, Any Media, Any Where, Any Device



Consumerization of IT

employee = consumer (experience and devices) Collaboration – Rich Media

- Cloud / Virtualization @ every level
- Mobility (time & location)
- Immersive experience vs scale

Top down vs Bottom up video adoption

Business requires Rich Media

More video end-point, more apps, more content, Improve business processes

- Scaling rich media visibility and control optimized media delivery, Intelligent QoS, User SLA, Video MOS (?)
- No downtime—planned or unplanned, period !

# Scaling video is still challenging



#### Experience

- Fragmented solutions
- Hard to use
- User is controlplane
- TV-centric to user-centric content access
- User SLA



#### Complexity

- n-display problem
- Network provisioning and operation
- Delivering new experiences
- Hard to find and share video



#### Interactivity

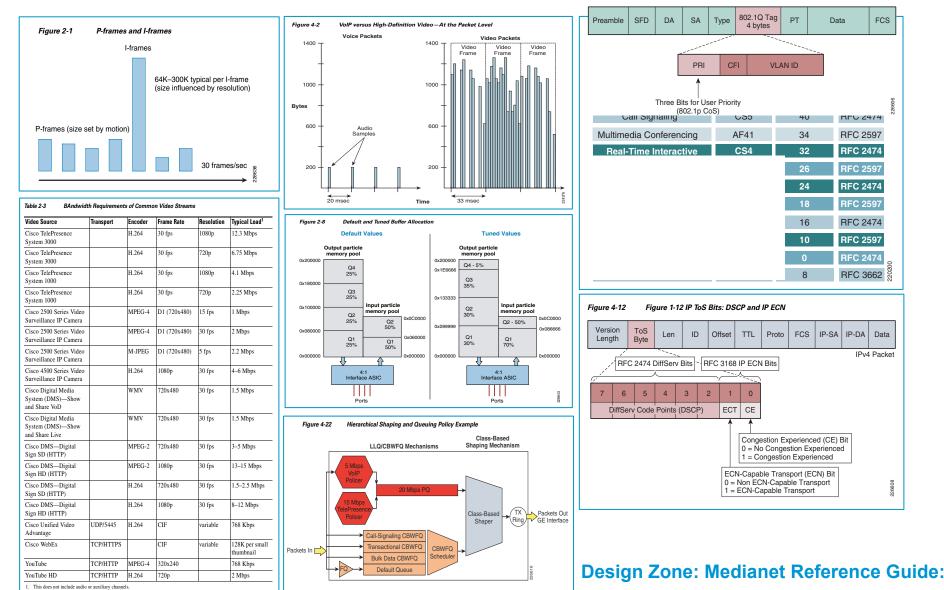
- Video is real-time, interactive and bursty
- Increased customer expectations
- Bringing social experience to TV



#### Capacity

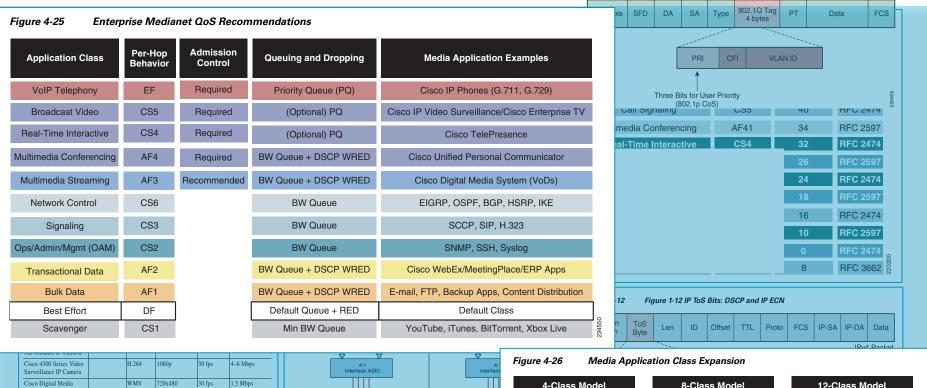
- Video storage
- Bandwidth
- Managed & unmanaged networks
- Content Delivery
- Rate of changes

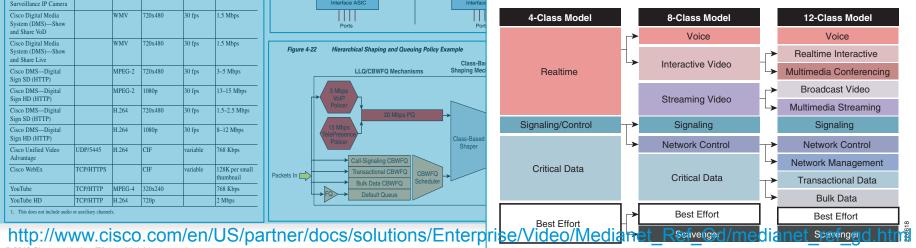
## **Designing QoS for Multi-Media**



http://www.cisco.com/en/US/partner/docs/solutions/Enterprise/Video/Medianet\_Ref\_Gd/medianet\_ref\_gd.html

## **Designing QoS for Multi-Media**





Time

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# Enterprise managing Bandwidth for Video:



1. Buy more bandwidth



2. Implement QOS



#### 3. Use adaptive Codec

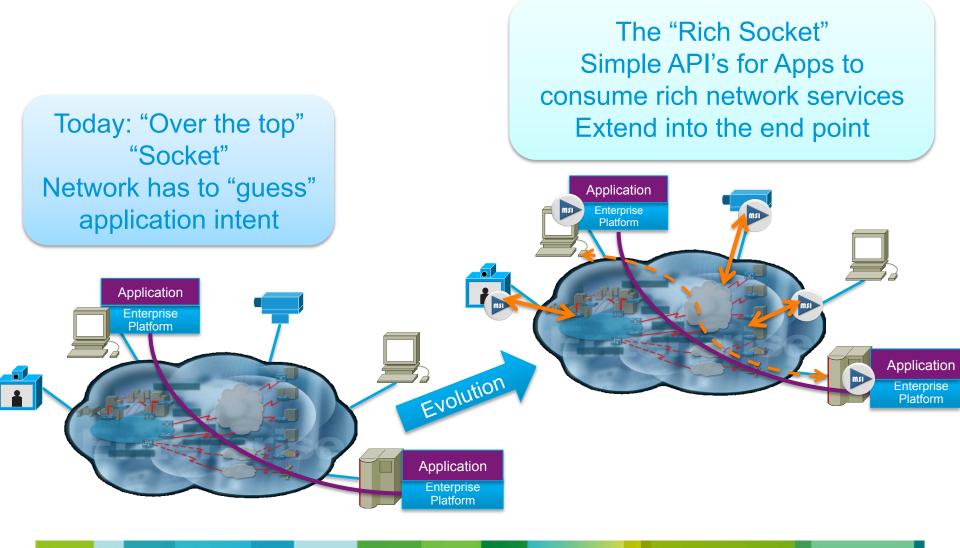


4. Consider admission control



#### Or take public transportation: Internet

#### Networking Evolution a collaborative approach



### Medianet, The network optimized for Rich Media



- Shared Media services
- Service Registration, Advertisement, Routing
- More flexible Network Services, More programmable
- Streams vs Packet services
- Applications-End user vs Packet services
- Context Aware network services
- Network Optimized Rich Media
- More intelligent/well behaved end-points
- More flexible/adaptive/network friendly Codec
- On path signaling (application metadata, context)
- Quality Measurement, Common criteria

# Thank you.

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