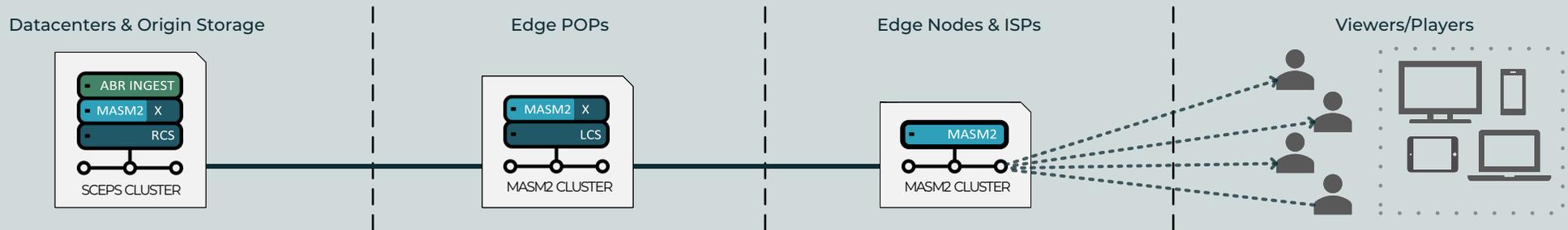


STREAMING GLOBAL'S AGILE PIPELINE



STREAMING GLOBAL'S AGILE PIPELINE: SOFTWARE COMPONENTS

MASM2 Media Accelerated Storage + Metadata/Messaging
 SCEPTER Scalable Cloud Encoding & Packaging
 MASM2 X Media Accelerated Storage + Replication + Metadata
 RCS/LCS Regional / Local Controller for Scaling/Balancing

STREAMING GLOBAL SUPPORTS MULTIPLE APPLICATION-LEVEL DELIVERY PROTOCOL OPTIONS, FOR EXAMPLE:

- SG-HLS - provides 100% LL-HLS specification compatibility with no extensibility required for players and the benefits described below.
- SG-MDRN (Media+Data+Realtime Networking) requires a unified player plug-in to realize the material benefits provided below.

CDN BENEFITS USING SG-HLS:

- Time to first frame (TTF) becomes consistent and faster.
- Higher stream density per physical server, meaning more concurrent viewers for existing servers or less servers needed for current number of concurrent viewers
- Lower latency than LL HLS while remaining 100% HLS player compatible, ~2-3 seconds from encoder to display.
- Scaling controllers optimized for a billion concurrent viewers with only three layers of storage hierarchy.

CDN BENEFITS USING SG-MDRN:

- Time to first frame (TTF) is even faster at ~100ms
- Eliminates rebuffer events without buffering delay.
- Better network efficiency, for example: ~97% less metadata traffic over a 90 minute live/linear program compared to HLS.
- Improved reliability even in low-bandwidth networks.
- Lower latency than SG-HLS, sub-second.
- Scaling controllers optimized for a billion concurrent viewers with only three layers of storage hierarchy.