



# Peak performance, minimal footprint

Rethinking media processing efficiency

**IBC 2025** 

#### Our flagship

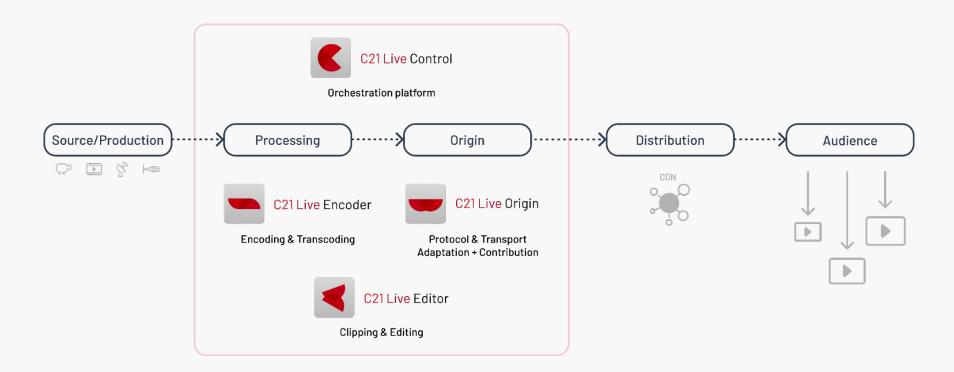




 $\textbf{CPU} \to \textbf{GPU}$ 

#### Cires21 Livestreaming Ecosystem





#### Our flagship, now with NETINT

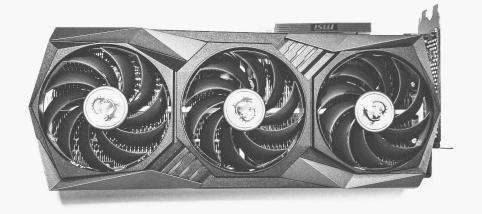




 $\textbf{CPU} \to \textbf{GPU} \to \textbf{VPU}$ 

## **GPU Reality Check**





#### Test Methodology



- Environment: Akamai Cloud, Frankfurt.
- Instances: RTX 4000 Ada (CUDA/NVENC) vs NETINT Quadra T1U (Libxcoder).
- Workflows: 1:1 & 1→N ABR.
- Metrics: throughput, power, utilization, VMAF (avg + 5th percentile).

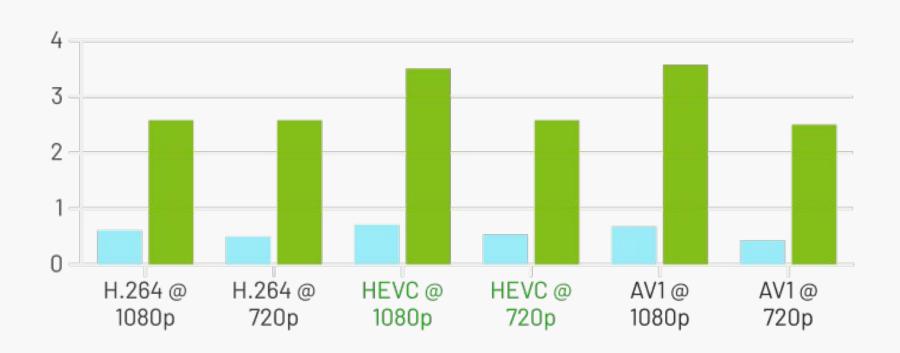
## **Efficiency Gain**



| Codec             | Resolution | NETINT<br>W/Stream | NVIDIA<br>W/Stream | Efficiency Gain<br>(NVIDIA + NETINT) |
|-------------------|------------|--------------------|--------------------|--------------------------------------|
| H.264             | 1080p      | 0.61               | 2.58               | 4.2 ×                                |
| n.20 <del>4</del> | 720p       | 0.50               | 2.58               | 5.2 ×                                |
| HENO              | 1080p      | 0.71               | 3.50               | 4.9 ×                                |
| HEVC              | 720p       | 0.54               | 2.58               | 4.8 ×                                |
| AV1               | 1080p      | 0.68               | 3.57               | 5.2 ×                                |
| AVI               | 720p       | 0.43               | 2.50               | 5.8 ×                                |

#### Efficiency Gain





#### Scaling at 1,000 Streams...



| Encoder                | Power/Stream (W) | Total Power (W) | Annual Energy (kWh) | Relative Efficiency         |
|------------------------|------------------|-----------------|---------------------|-----------------------------|
| NETINT Quadra T1U      | 0.614            | ~614            | ~5,376              | Baseline                    |
| NVIDIA RTX<br>4000 Ada | 2.579            | ~2,579          | ~22,600             | ~4.2× higher<br>energy cost |

#### Transcode Job Capacity by Resolution



- At 1080p, job counts converge (≈19 streams for H.264), but the GPU consumes ~4× more power for the same throughput.
- At 720p, NVIDIA scales slightly higher in stream count (24 vs. 22 for NETINT) but at a 5× energy penalty.
- At lower rungs (432p, 360p), NVIDIA reaches up to 30 streams,
  compared to NETINT's 20-21, yet efficiency reverses: NETINT maintains
  sub-0.5 W/stream, while NVIDIA requires 1.5-1.7 W/stream.

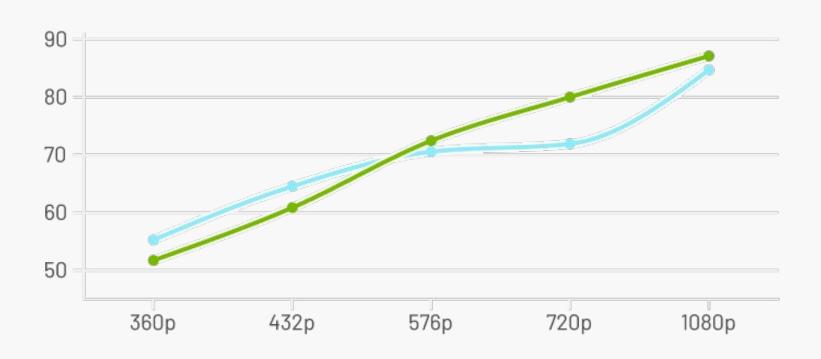
#### Ok, but what about quality?



| Resolution | NETINT VMAF | NVIDIA VMAF | Δ (NVIDIA - NETINT) | Winner |
|------------|-------------|-------------|---------------------|--------|
| 1080p      | 84.72       | 87.13       | 2.41                | NVIDIA |
| 720p       | 71.91       | 80.01       | 8.1                 | NVIDIA |
| 576p       | 70.55       | 72.45       | 1.9                 | NVIDIA |
| 432p       | 64.55       | 60.86       | -3.69               | NETINT |
| 360p       | 55.27       | 51.73       | -3.54               | NETINT |

#### VMAF Scores for AV1





#### Key takeaways...



- NETINT Quadra T1U = 4-6× more efficient per stream.
- NVIDIA RTX 4000 Ada = higher HD quality, but at 3-6× the power cost.
- Low-resolution ABR: NETINT superior in both quality & efficiency.
- Recommendation: Hybrid deployments → GPUs for premium HD,
  VPUs for scale.

#### The bottomline



More streams, less power.

Lower costs, greener streaming.

Scalable without compromise.

# Thanks!