What's In It For the End User?
Taking RIST Out of the Lab And Projecting It Into the Real World

libRIST > Step by Step > Script by Script

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Today’s Presentation

- 4K 30+ Mbps video over libRIST with network emulated loss, corruption, reordering... yet perfect.

- Today’s end user is content with 720P, 1080P over HLS/DASH – “good enough.”

- Tomorrow that same end user expects 4K, and perhaps even 8K in the future.
What Developers Have to Do

- Efficient GUIs to help content providers acquire and transport 4K to end users.
- Combination of open standards and FOSS engines best ensure interoperability.
Underlying the Demo

- LibRIST, which is FOSS.
- Coral OS, SipRadius’ proprietary linux flavor, calling libRIST.
- We use the exact same applications (ristsender, ristreceiver) in Coral OS as are in the libRIST repo. The idea is to promote “production quality” tools, not just the code.
The Demo

- Note that this is a 4K desktop capture *(thanks, nVidia!)*, though you may see a different resolution via Zoom.

- It’s all one take, and I will narrate above it...
Insert video and play full screen here
What We Learned

- Whatever libRIST supports in command line can be made easier in a GUI.

- By torture-testing an overweight h.264 4K video, we prove that h.265, 4K and RIST will be a good combination.

- Bottom line: if we make it easier for the content providers, when the RIST-enabled players reach the public, RIST will work.

- Email questions to: don.cardone@denz.tv