Kyber
High-quality Remote Control of Machines SDK
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Geek

President of VideoLAN
Developer of VLC media player
Maintainer of libdvdcss/nav/read, libbluray, dav1d...
Community Member of FFmpeg (CC)
President of Videolabs, FFlabs

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ex-CTO of Cloud Gaming Company Shadow
VP of Engineering of Veepee/Vente-Privée/Privalia
Consultant for boring companies
Remote machines

Remote work.
More mobility.
More powerful computation needed

Remote control of machines is an unsolved topic.
Applications of remote interactions

Cloud Desktop
- Remote Desktop
- VM / VDI
- Cloud Gaming

Camera / Robots
- Drone Control
- Robots
- VR / AR supervision

Remote Monitor
- Remote Console / STB
- Event Production
- Industrial supervision

App Streaming
- Video Production in the cloud
- Demo streaming
- Cloud hosted app

Similar Concept
Same technology
KYBER
Our Solution
WHAT IS IT

- Realtime Video Server, based on FFmpeg libraries
  Pushed-based, graph-oriented, configurable at runtime
- Realtime Video Player, based on libVLC
  Push-based, 0-buffering, modular, configurable at runtime
- Inputs Streaming server
  Pushed-based, graph-oriented, configurable at runtime
- Networking stack
  QUIC, TLS, one-socket, reliable + unreliable, FEC
- Controller
  Client to Server interactions

Built in Rust
AGPL + commercial
WHAT CAN IT DO

- Server support
  Windows, Linux (W+X11), macOS, Android

- Client support
  Windows, Linux (W+X11), macOS, Android, Android TV, ChromeBook, iOS, AppleTV, Web?
  Mouse, Keyboard, Gamepad, Copy-paste, File Transfer, USBoIP

- Hardware support
  AMD, nVidia, Intel, ARM hw encoders, Software encoders

- Codec support
  H.264, H.265, AV1. 4:2:0, 4:4:4
  NN for video quality

- Use cases
  Grab desktop, camera, HDMI, Framebuffer (Hypervisor grab or app)
THANKS