Liquidsoap 2

A preview!

Romain Beauxis, Jan. 17, 2021

Timeline

Recent Changes

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- July 24, 2019: First 1.5.0 changelog, internal video format switched to YUV420p

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1.5.0

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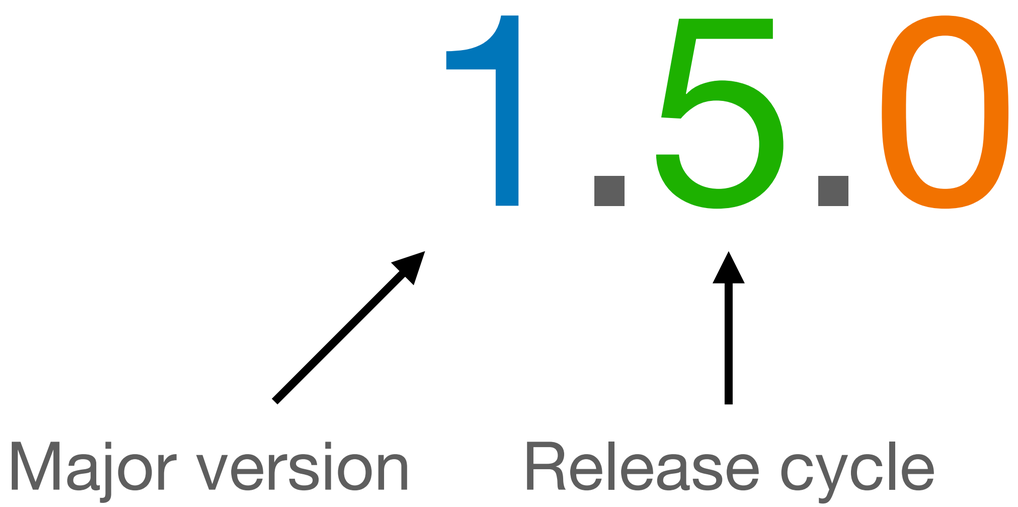

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- Feb. 10, 2020: Add support for video encoding/decoding using FFmpeg
- May 25, 2020: Compute source kind at runtime, get rid of runtime types

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- July 3, 2020: Add support for extensible frame content
- July 30, 2020: Add support for ffmpeg copy encoder/decoder
- August 28, 2020: Add support for ffmpeg raw encoder/decoder

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- Dec. 12, 2020: FFmpeg inline conversions for raw frames
- Dec. 25, 2020: FFmpeg inline conversion for encoded frames

Language Changes

More expressivity

- Module and records

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output.icecast

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output.icecast

```
.{
   dummy : 'a.'b.'c.(?id : string, ?fallible : bool,
                     ?on_start : (() -> unit), ?on_stop : (() -> unit),
                     ?start : bool, source(audio='a, video='b, midi='c)) ->
                     active_source(audio='a, video='b, midi='c)

   url : 'a.(?id : string, ?fallible : bool, ?on_start : (() -> unit),
             ?on_stop : (() -> unit), ?start : bool, url : string,
             format('a), source('a)) -> active_source(‘a)
…
}
```

Language Changes
More expressivity

- Module and records

```
http.get

-  : (?headers : [string * string],
       ?http_version : string, ?redirect : bool,
       ?timeout : float, string) ->
  string.{
     headers : [string * string],
     status_message : string,
     status_code : int,
     protocol_version : string
  }
```

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-  : (?headers : [string * string],
       ?http_version : string, ?redirect : bool,
       ?timeout : float, string) ->
  string.{
     headers : [string * string],
     status_message : string,
     status_code : int,
     protocol_version : string
  }
```

```
"<html>...</html>".{
  headers = [
    ("connection", "close"),
    ("content-length", "16977"),
    ...
  ],
  status_message = "OK",
  status_code = 200,
  protocol_version = "HTTP/1.1"
}
```

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```
http.get

-   : (?headers : [string * string],
       ?http_version : string, ?redirect : bool,
       ?timeout : float, string) ->
  string.{
     headers : [string * string],
     status_message : string,
     status_code : int,
     protocol_version : string
  }
```

```
x = https.get("https://liquidsoap.info")

x.status_code
-   : int = 200

x.status_message
-   : string = "OK"

"html: #{x}"
- : string = "html: <HTML>…</HTML>\r\n"
```

Language Changes

More expressivity

- Module and records

```
source(audio=?A, video=?B, midi=none)
  .{
    time : () -> float,
    shutdown : () -> unit,
    fallible : () -> bool,
    skip : () -> unit,
    seek : (float) -> float,
    is_up : () -> bool,
    remaining : () -> float,
    on_track : ((([string * string]) -> unit)) -> unit,
    on_shutdown : ((() -> unit)) -> unit,
    on_metadata : ((([string * string]) -> unit)) -> unit,
    is_ready : () -> bool,
    id : (() -> string)
  }
```

Language Changes

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- Module and records

```
s = single("/path/to/file.mp3")

s.skip()
```

```
source(audio=?A, video=?B, midi=none)
  .{
    time : () -> float,
    shutdown : () -> unit,
    fallible : () -> bool,
    skip : () -> unit,
    seek : (float) -> float,
    is_up : () -> bool,
    remaining : () -> float,
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  }
```

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```
s = single("/path/to/file.mp3")

s.skip()


s = insert_metadata(s)

s.insert_metadata(
  [("title", "Awesome Track")
])
```

```
source(audio=?A, video=?B, midi=none)
  .{
    time : () -> float,
    shutdown : () -> unit,
    fallible : () -> bool,
    skip : () -> unit,
    seek : (float) -> float,
    is_up : () -> bool,
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    on_track : ((([string * string]) -> unit)) -> unit,
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    on_metadata : ((([string * string]) -> unit)) -> unit,
    is_ready : () -> bool,
    id : (() -> string)
  }
```

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- Module and records

libs/deprecations.liq:

```
server.register(
    "stop",
    namespace=s.id(),
    description="…",
    fun (_) -> begin
      s.stop()
     "Done"
    end)
```

```
source(audio=?A, video=?B, midi=none)
  .{
    time : () -> float,
    shutdown : () -> unit,
    fallible : () -> bool,
    skip : () -> unit,
    seek : (float) -> float,
    is_up : () -> bool,
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    on_track : ((([string * string]) -> unit)) -> unit,
    on_shutdown : ((() -> unit)) -> unit,
    on_metadata : ((([string * string]) -> unit)) -> unit,
    is_ready : () -> bool,
    id : (() -> string)
  }
```

Language Changes
More expressivity

- Nullable type

```
x = null()

y = x ?? "foo"
y : string = "foo"

x = null("bla")

y = x ?? "foo"
y : string = "bla"
```

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x = null()

y = x ?? "foo"
y : string = "foo"

x = null("bla")

y = x ?? "foo"
y : string = "bla"
```

```
def f(~opt=null(), x) =
  y = opt ?? "no arg"
  print(y)
  print(x)
end

f : (?opt : string?, 'a) -> unit = <fun>
```

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y : string = "foo"

x = null("bla")

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end

f : (?opt : string?, 'a) -> unit = <fun>

f("foo")
no arg
foo
```

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x = null("bla")

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```
def f(~opt=null(), x) =
  y = opt ?? "no arg"
  print(y)
  print(x)
end

f : (?opt : string?, 'a) -> unit = <fun>

f("foo")
no arg
foo

f(opt="gni", "foo")
gni
foo
```

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- Errors

```
x = try
  …
catch err do
  …
end
```

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```
x = try
  …
catch err in […] do
  …
end
```

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```
x = try
  …
catch err in […] do
  …
end
```

```
err = error.register("foo")
err : error = error(kind="foo",message=none)

error.message(err)
- : string? = null
error.kind(err)
- : string = "foo"
```

Language Changes
More expressivity

- Errors

```
x = try
  …
catch err do
  msg = error.message(err) ?? "msg"
  …
end
```

```
err = error.register("foo")
err : error = error(kind="foo",message=none)

error.message(err)
- : string? = null
error.kind(err)
- : string = "foo"
```

Language Changes
More expressivity

- Splats

```
let [x, _, z, ...t] = [1,2,3,4]
x : int = 1
z : int = 3
t : [int] = [4]

x = [1, ...[2, 3, 4], 5, ...[6, 7]]
x : [int] = [1, 2, 3, 4, 5, 6, 7]
```

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let [x, _, z, ...t] = [1,2,3,4]
x : int = 1
z : int = 3
t : [int] = [4]

x = [1, ...[2, 3, 4], 5, ...[6, 7]]
x : [int] = [1, 2, 3, 4, 5, 6, 7]
```

```
let (x, _, z) = (1,2,3)
(x, _, z) : int * int * int = (1, 2, 3)
```

FFmpeg integration

Anything is possible!

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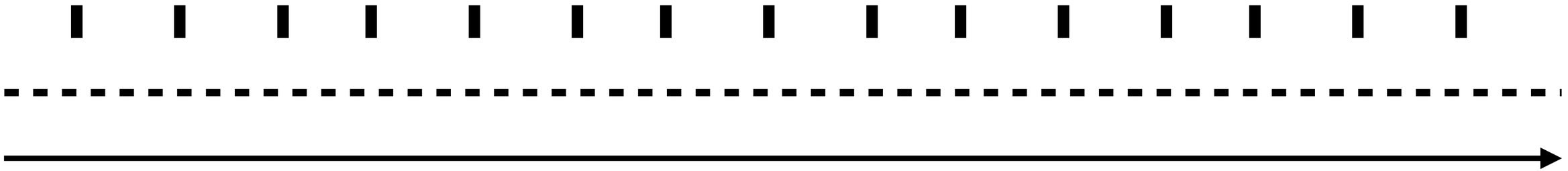

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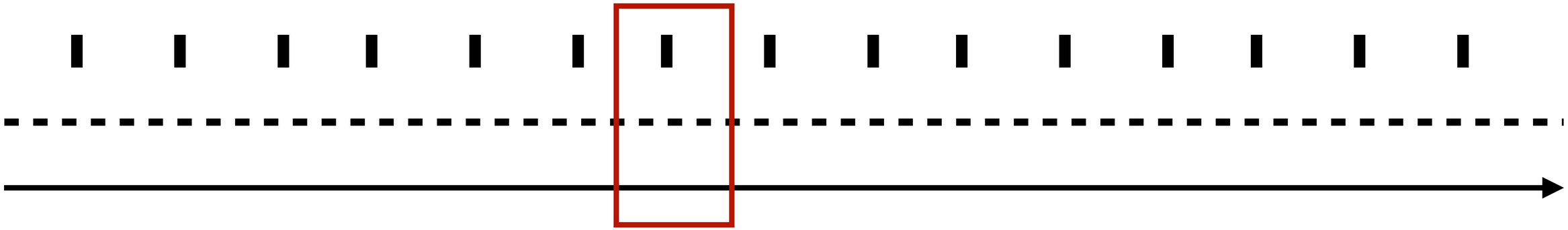

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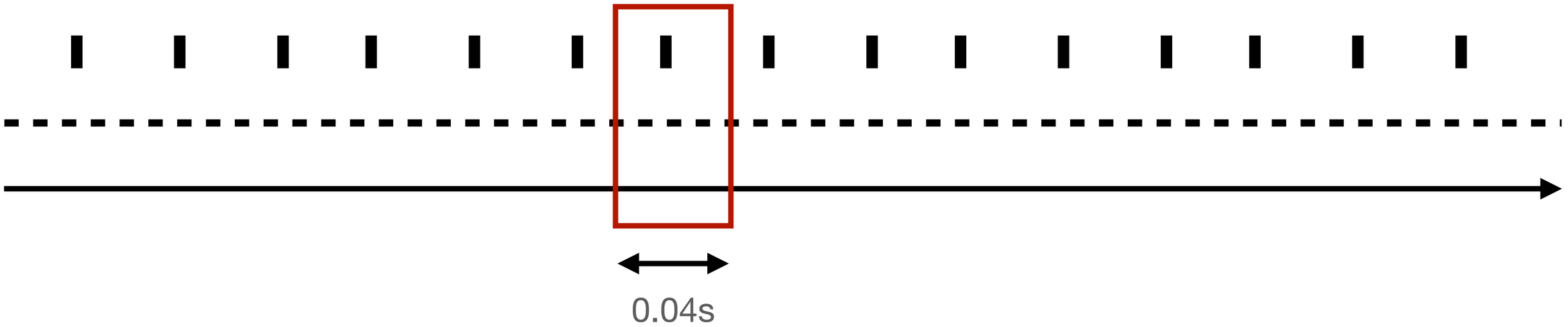

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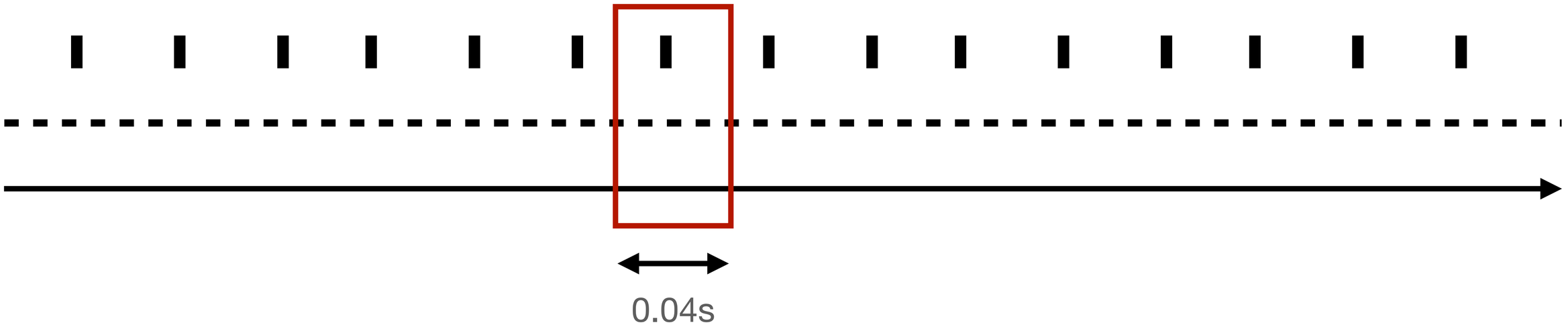

[frame:3] Frame size must be a multiple of 1764 ticks = 1764 audio samples = 1 video samples.
[frame:3] Targetting 'frame.duration': 0.04s = 1764 audio samples = 1764 ticks.
[frame:3] Frames last 0.04s = 1764 audio samples = 1 video samples = 1764 ticks.

FFmpeg integration

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```
single("/path/to/file.mp3")
```

FFmpeg integration

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single("/path/to/file.mp3")

playlist(“/path/to/directory/")

FFmpeg integration

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single("/path/to/file.mp3")

playlist(“/path/to/directory/")

request.queue(...)

FFmpeg integration

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single("/path/to/file.mp3")

playlist(“/path/to/directory/")

request.queue(...)

input.harbor(...)

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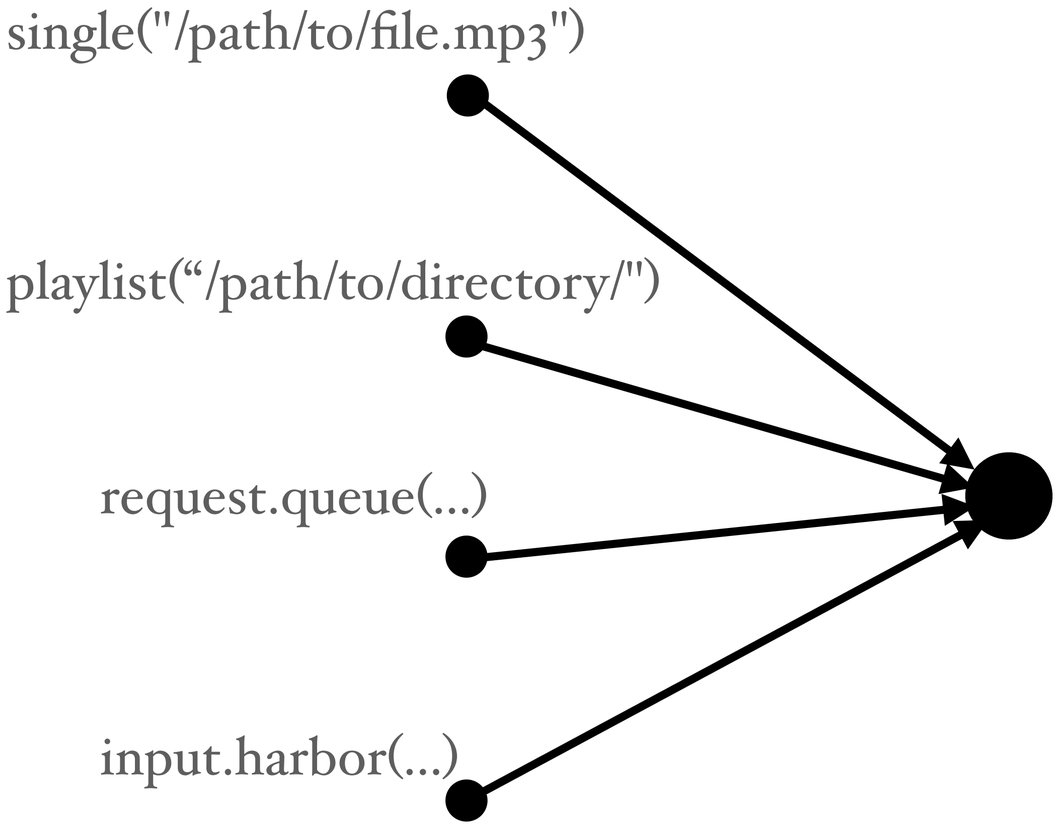

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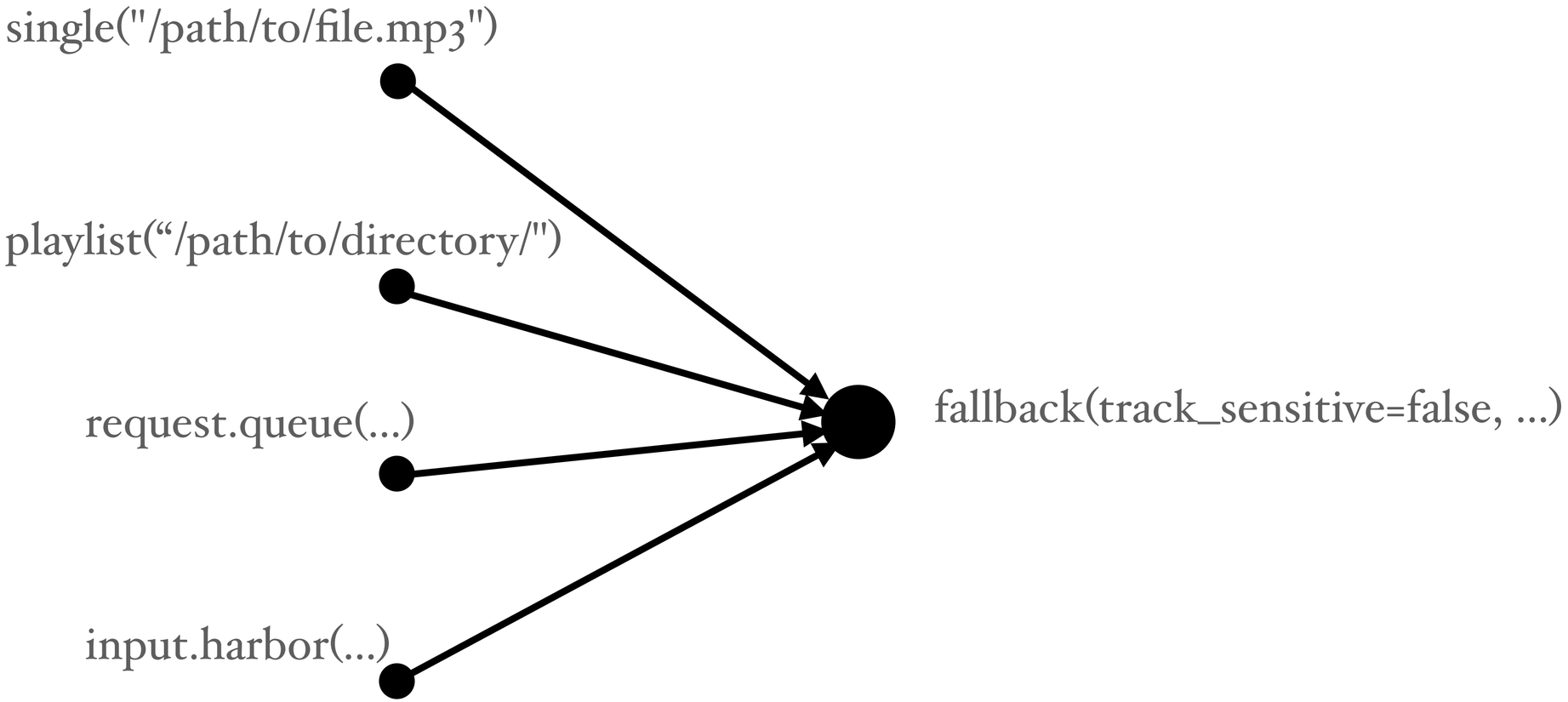

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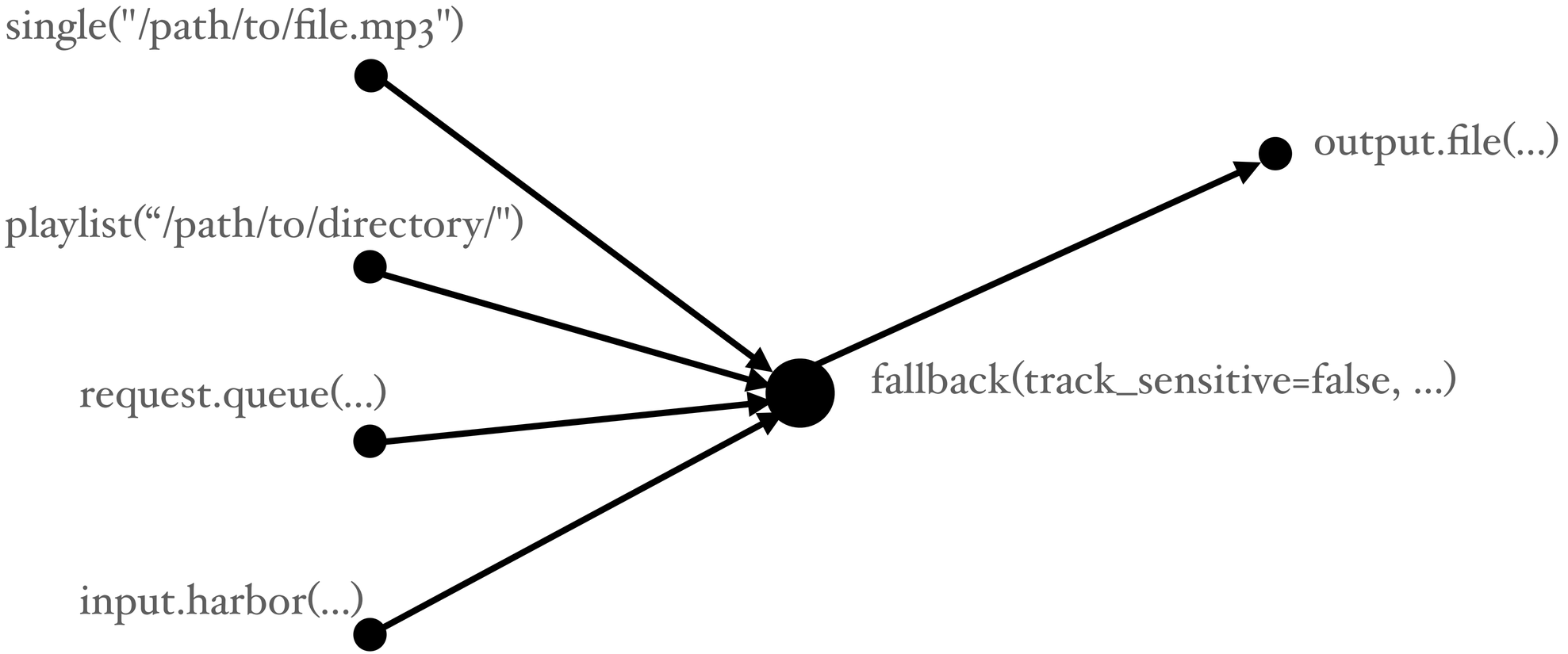

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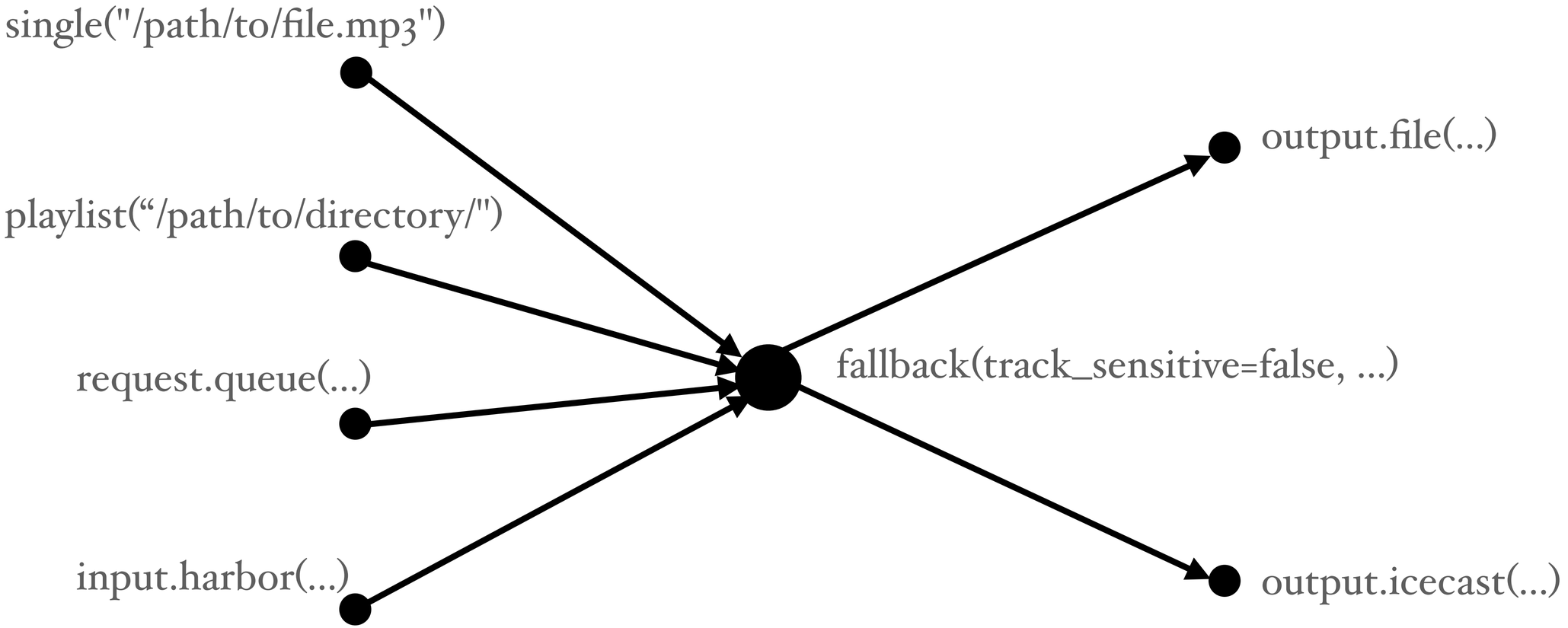

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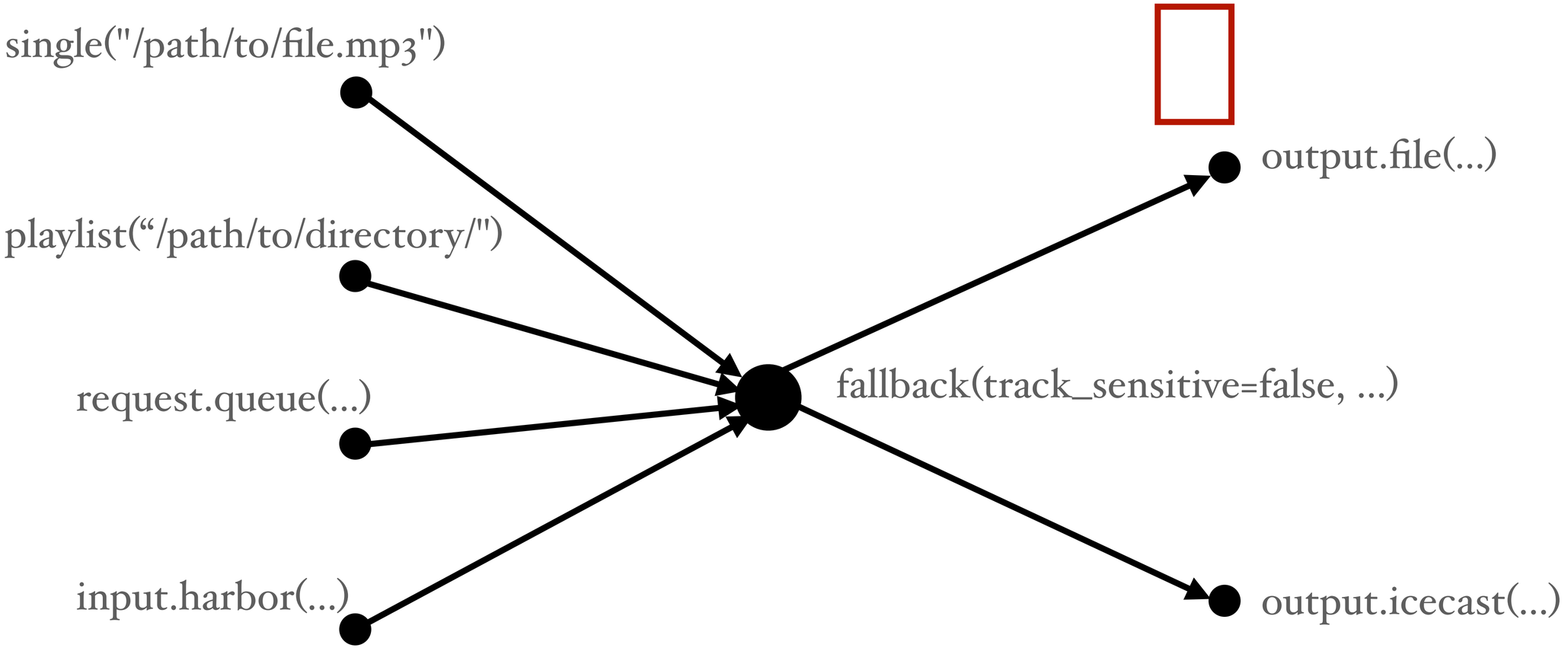

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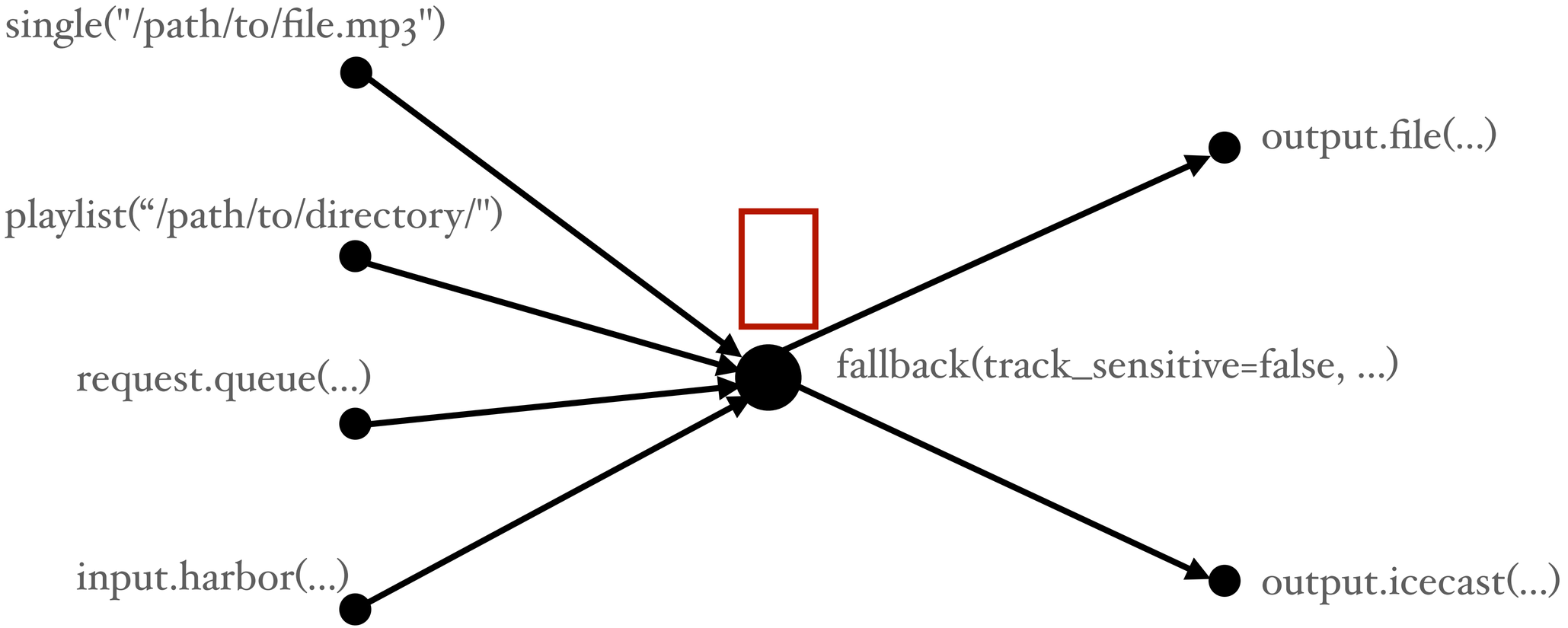

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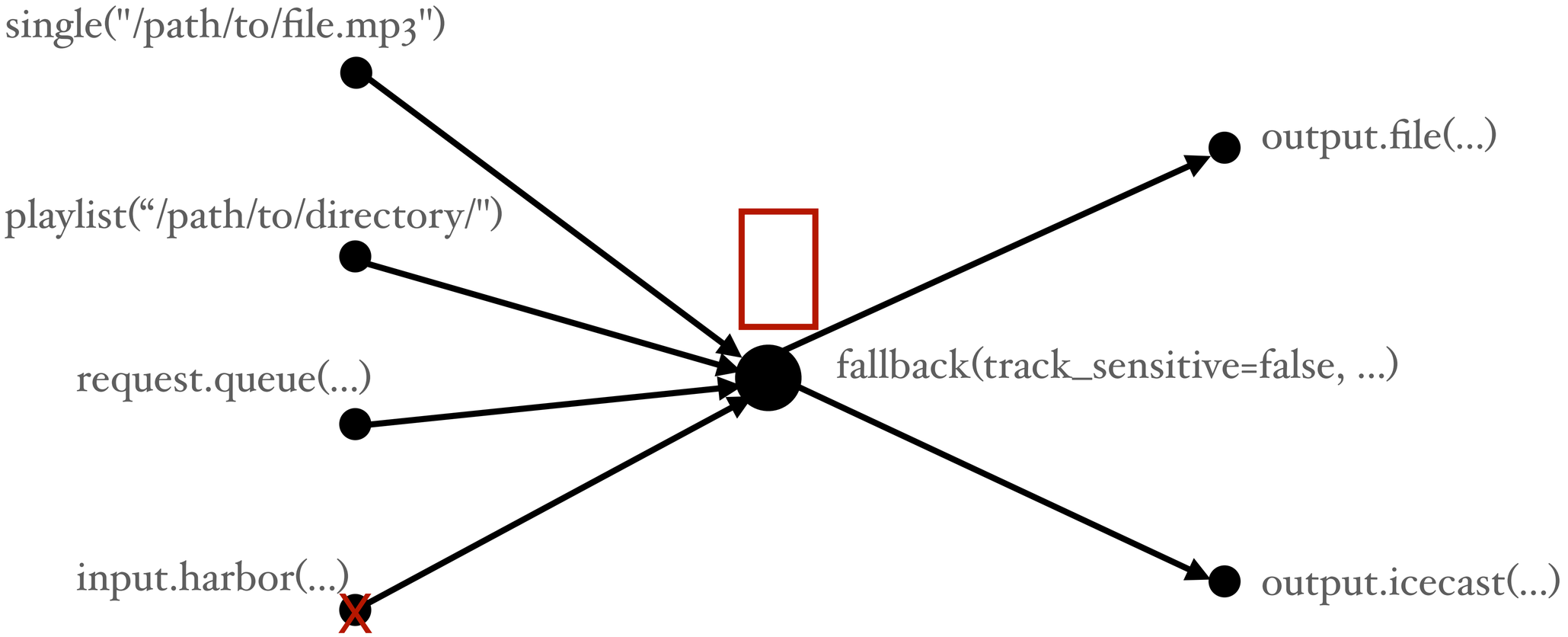

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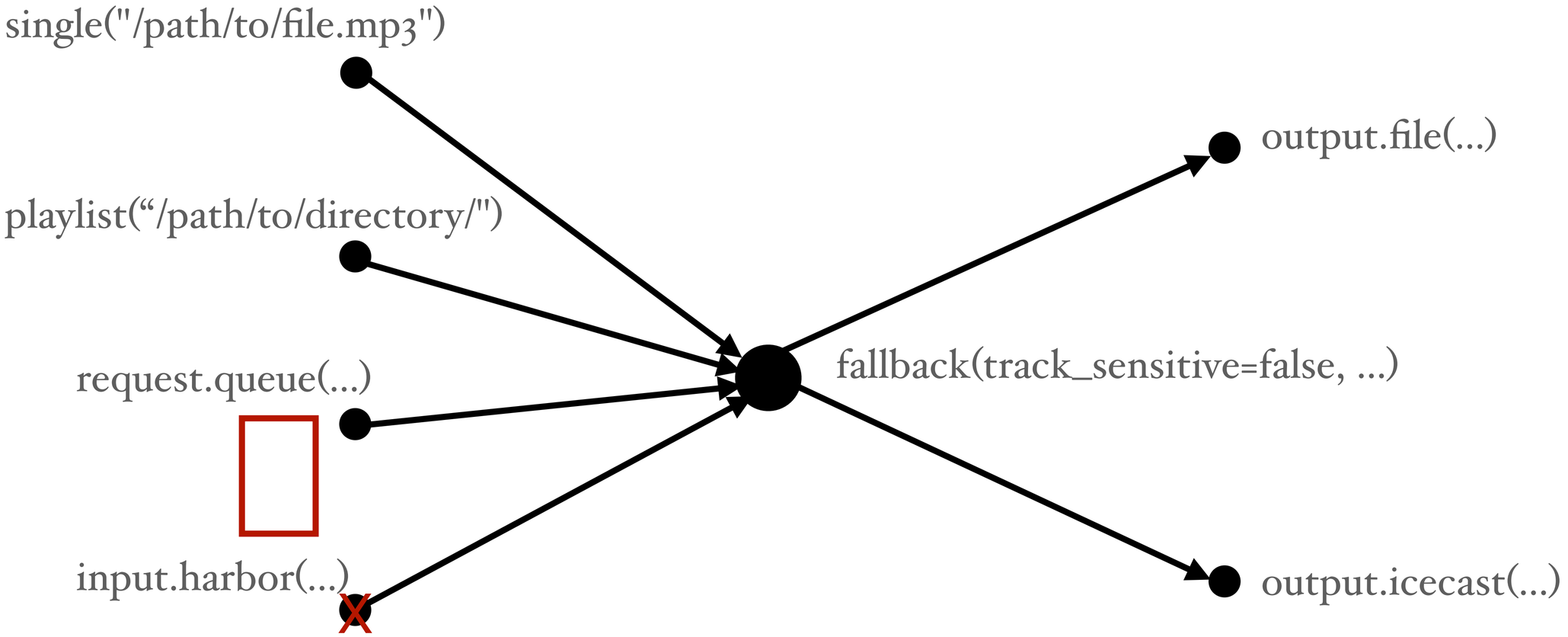

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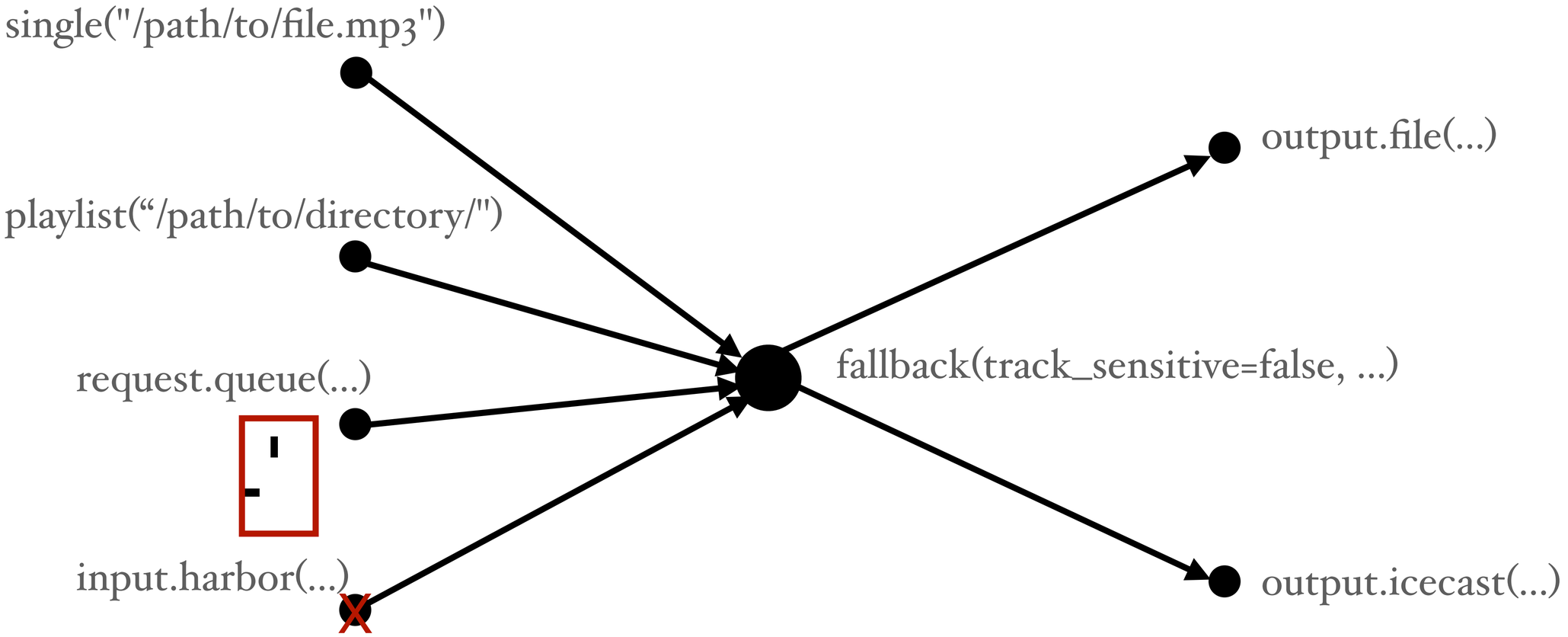

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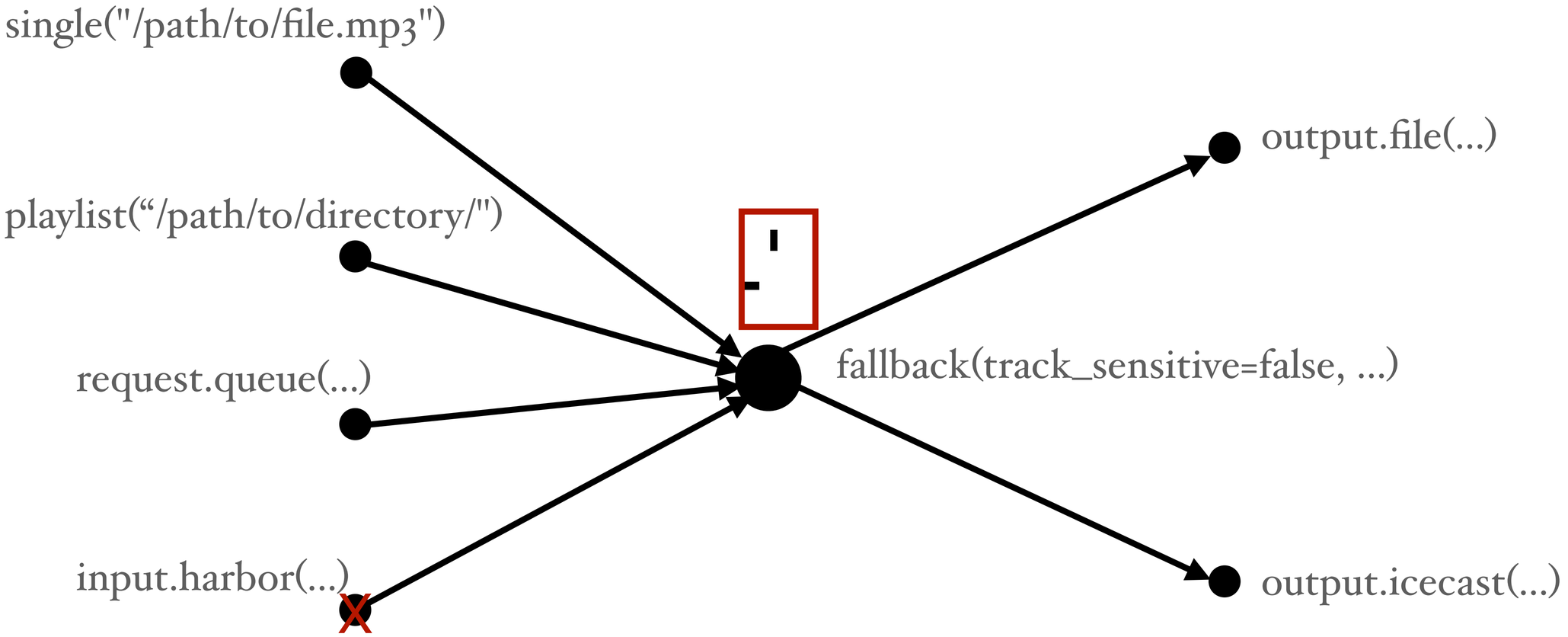

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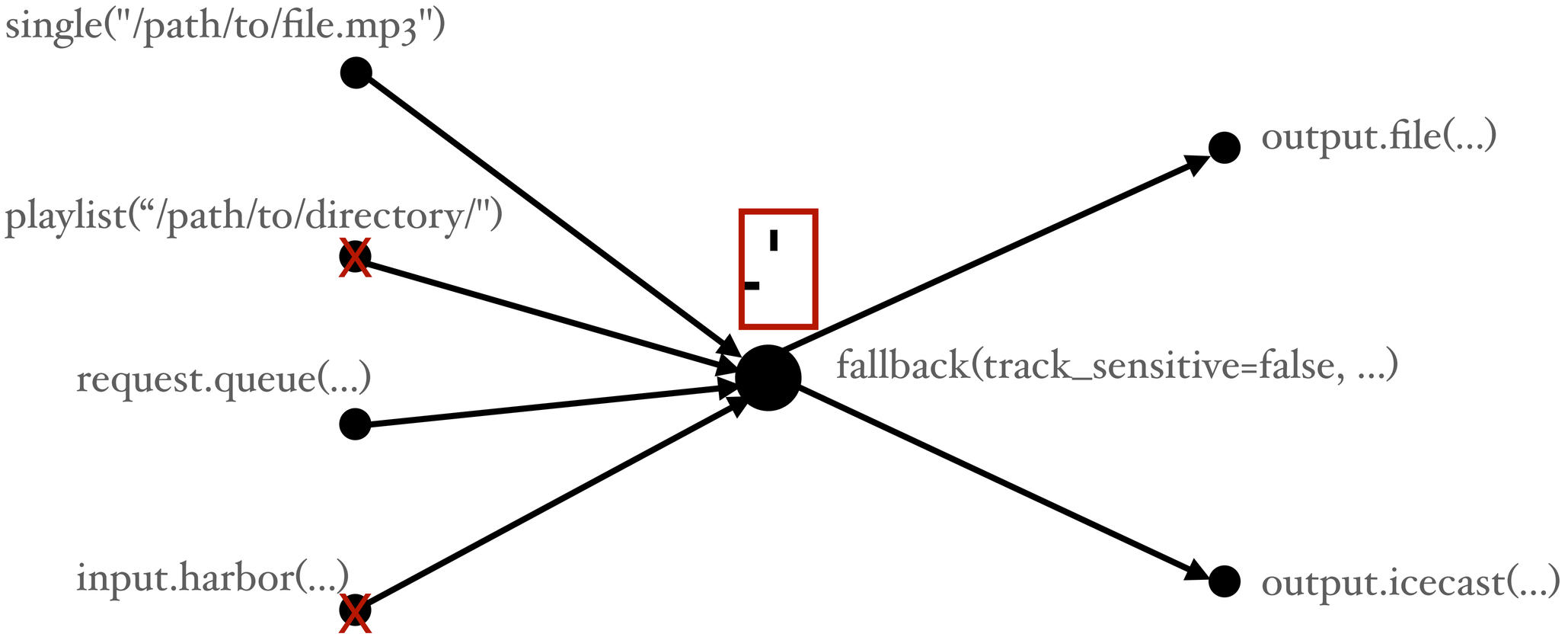

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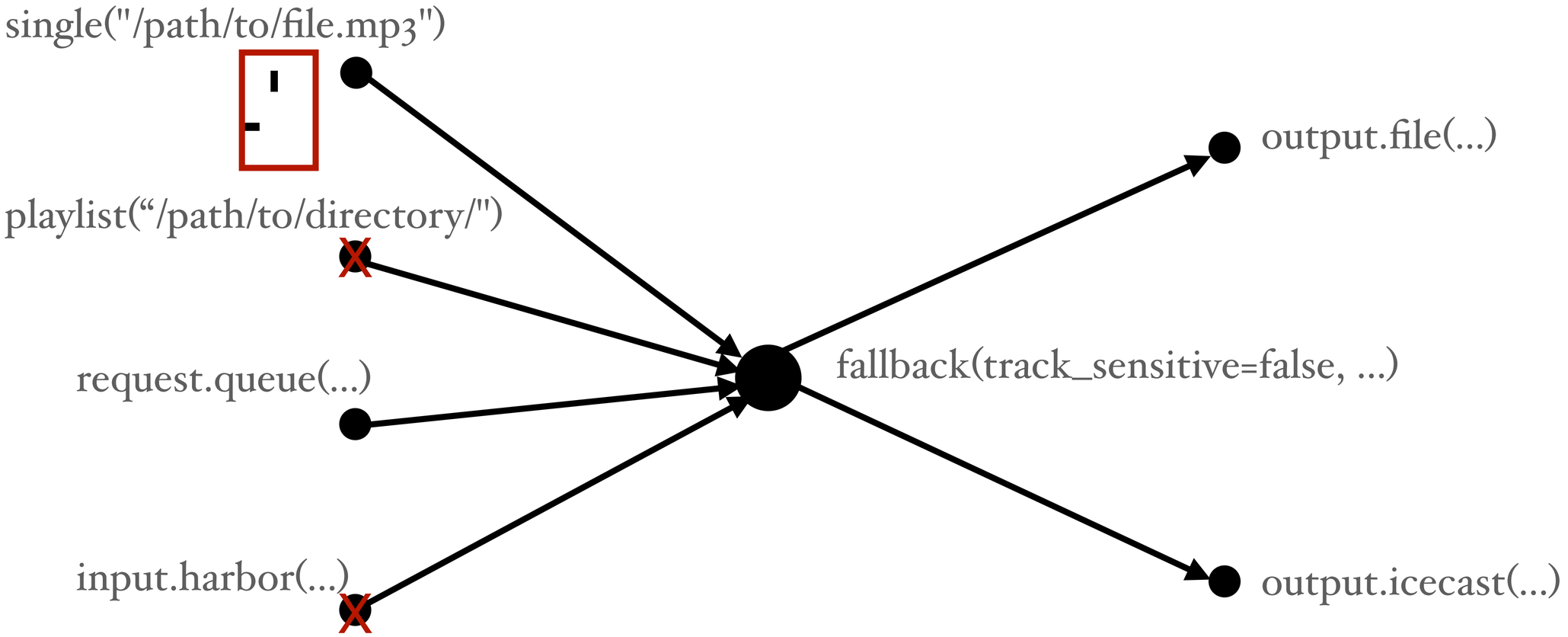

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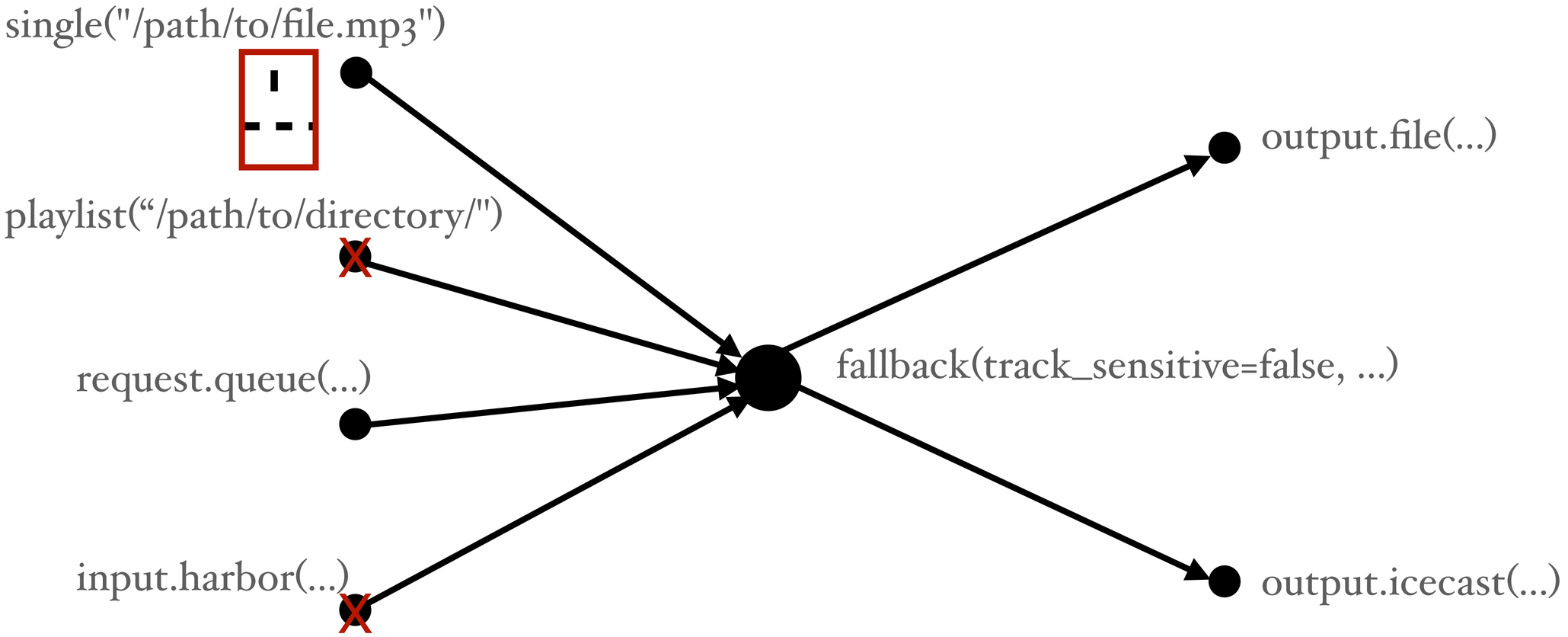

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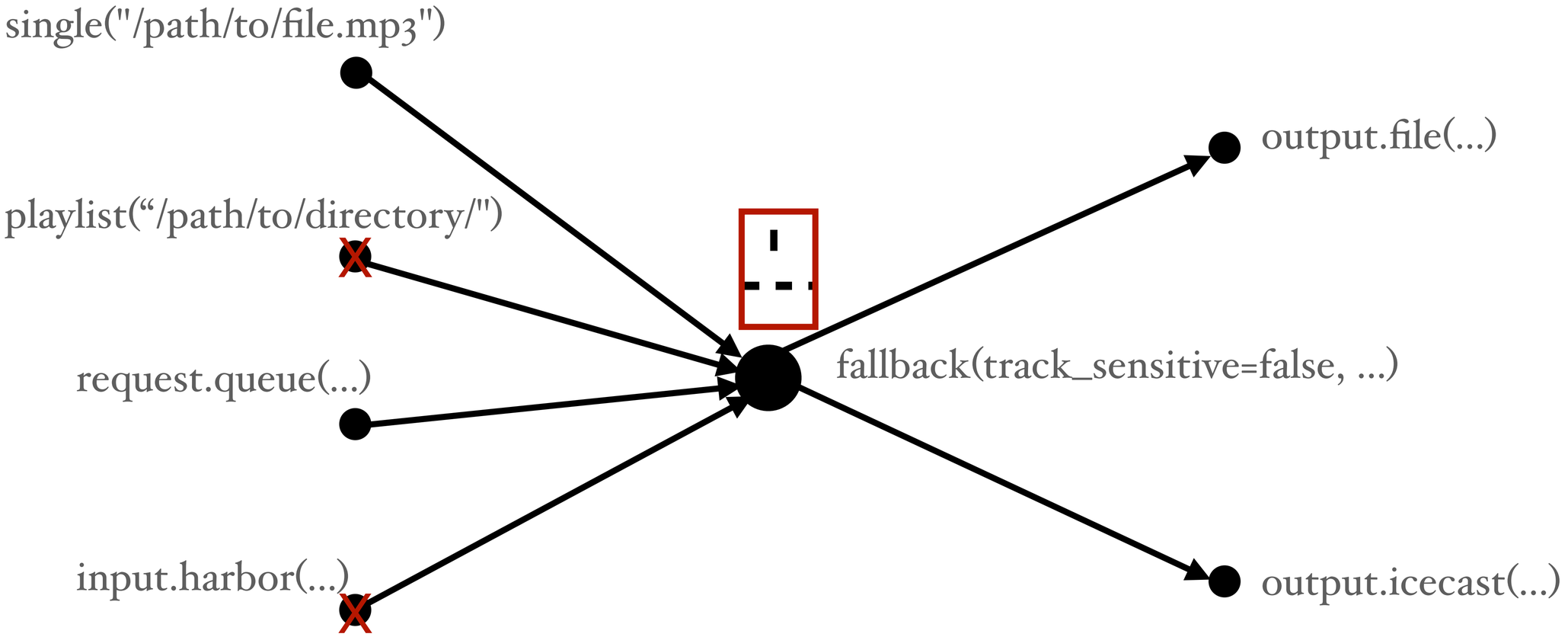

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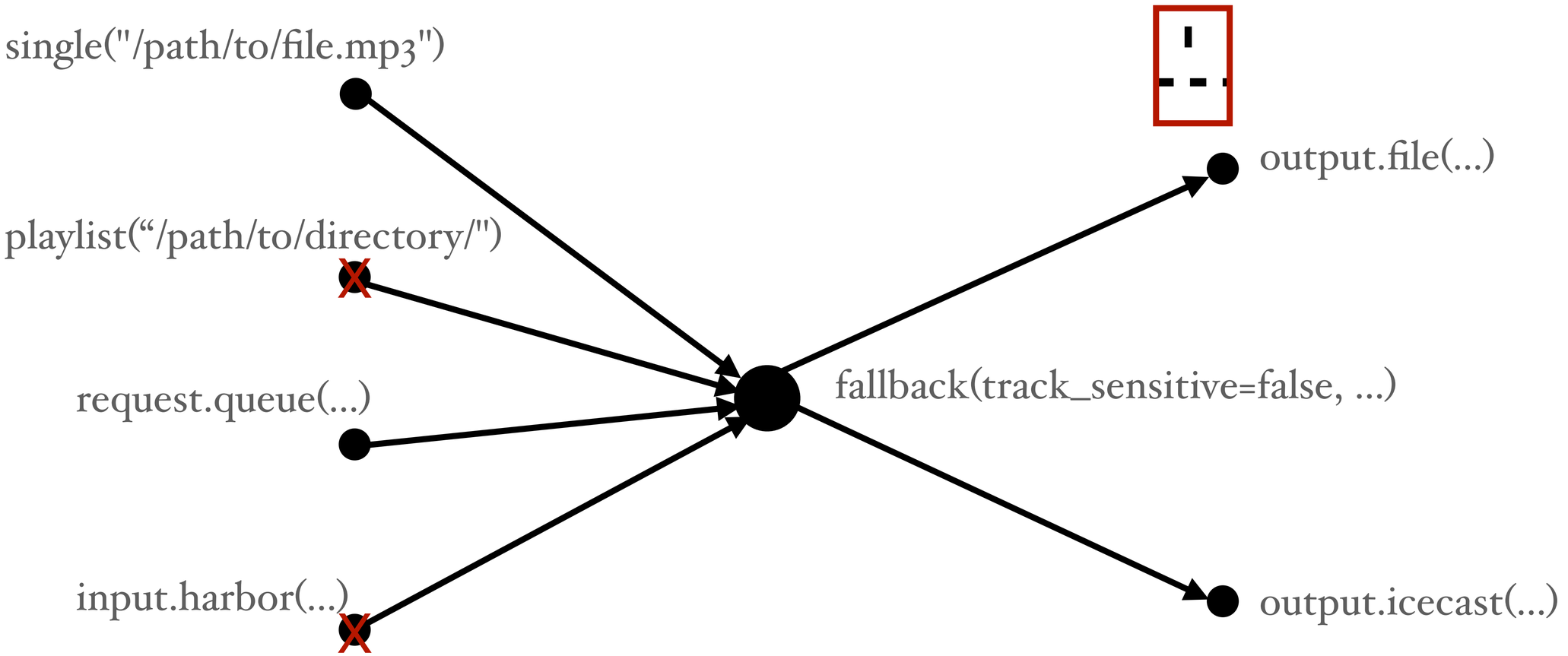

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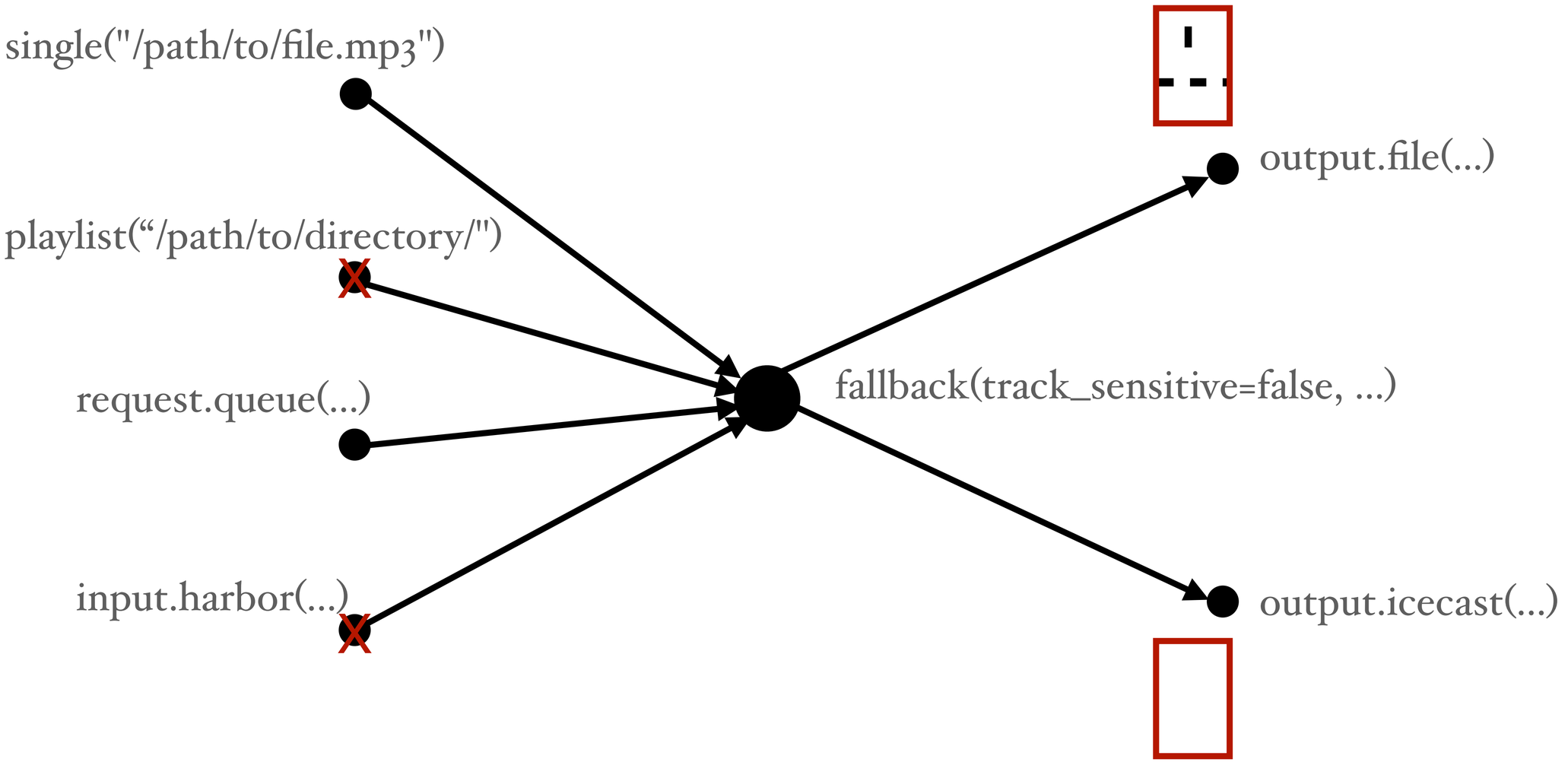

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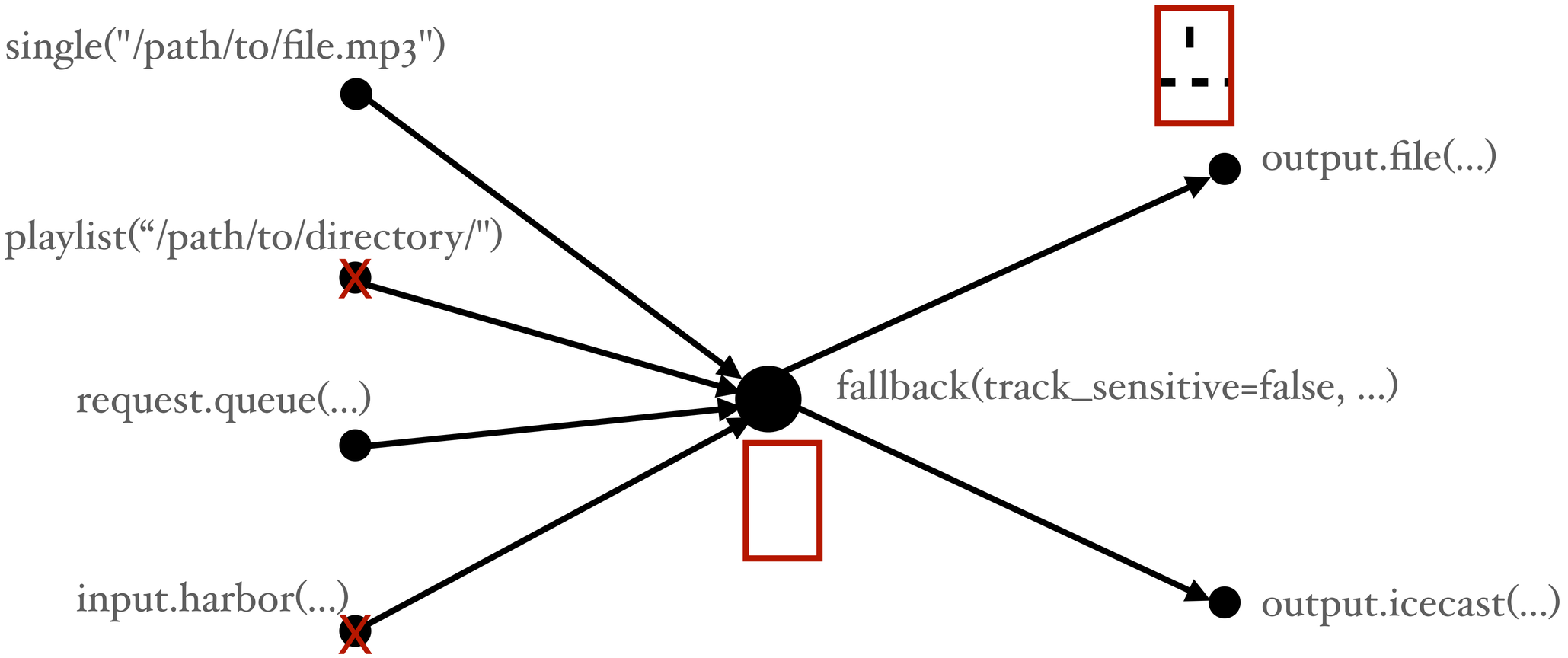

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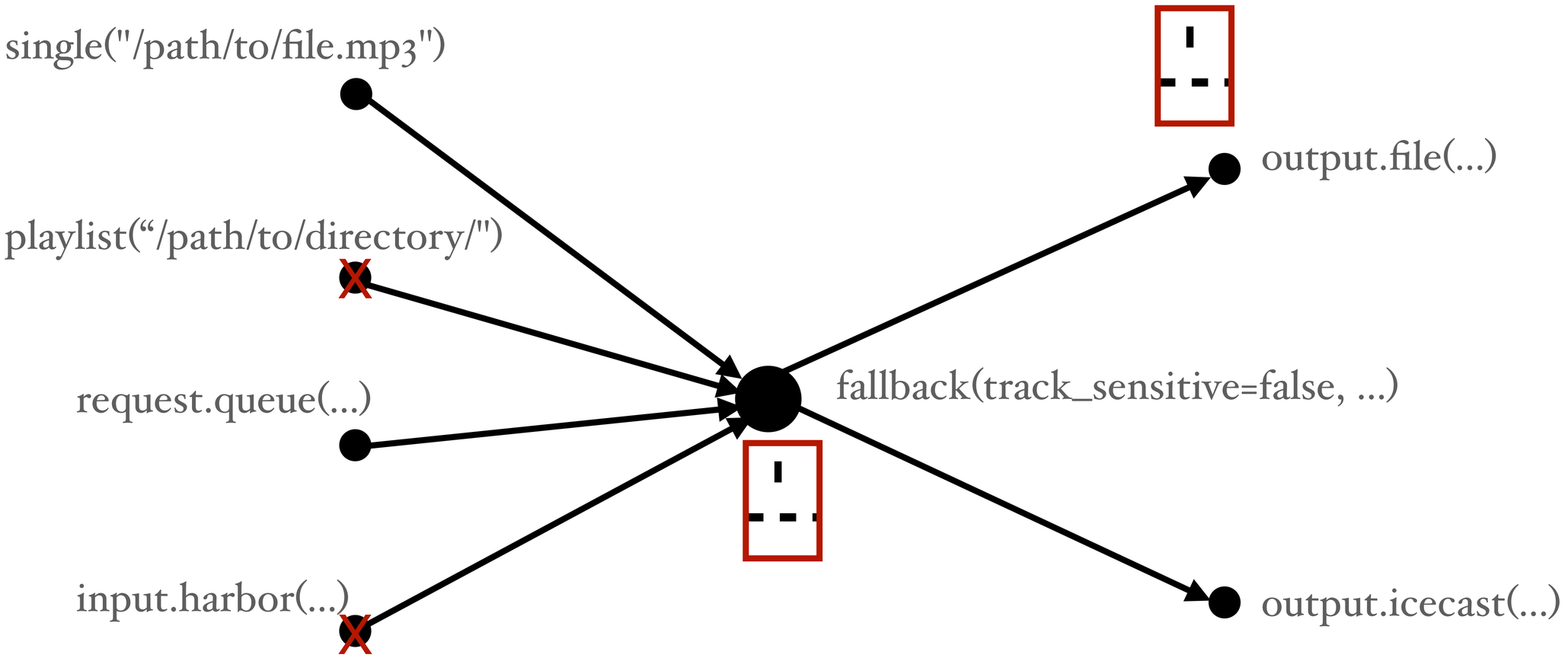

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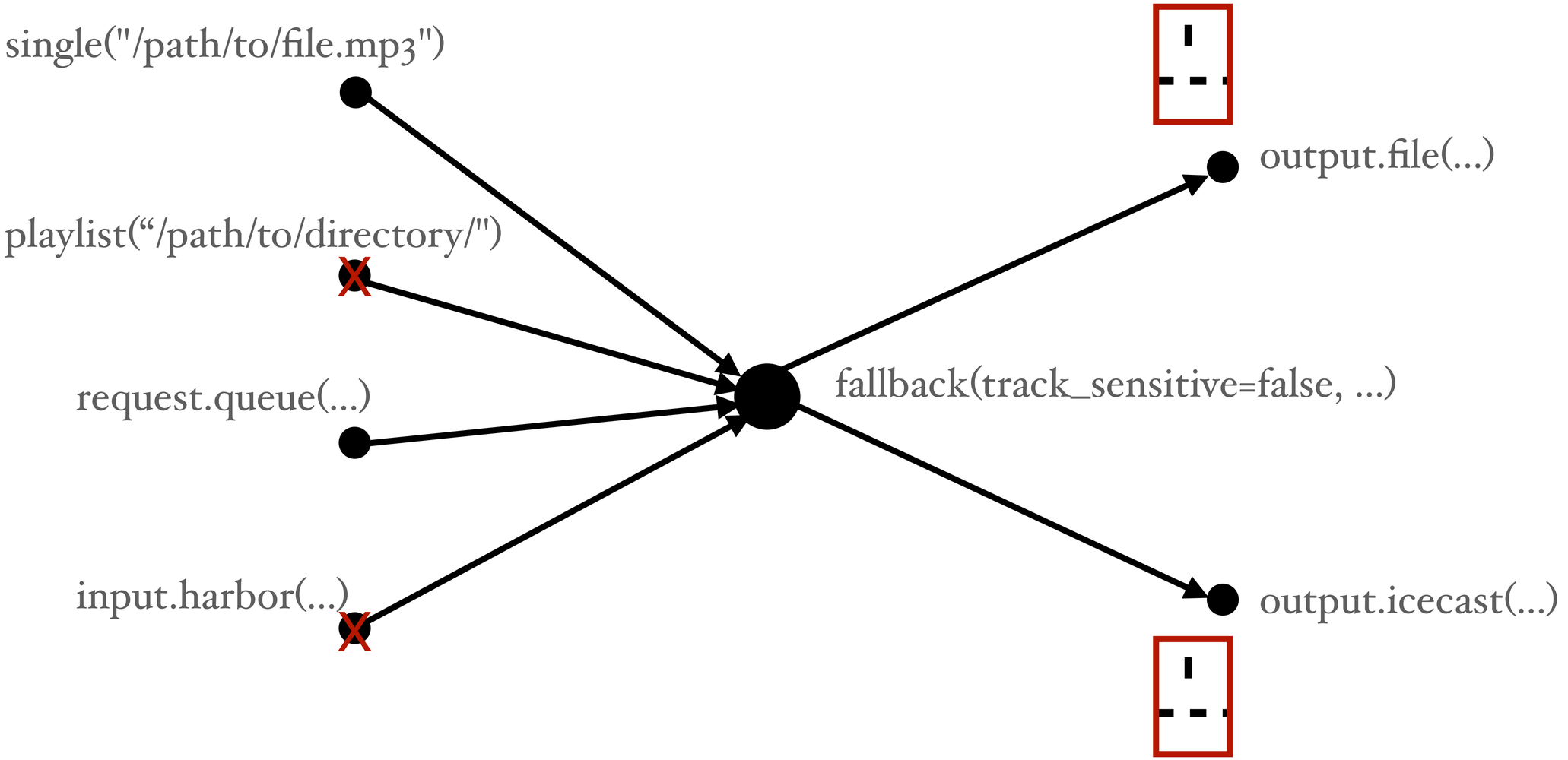
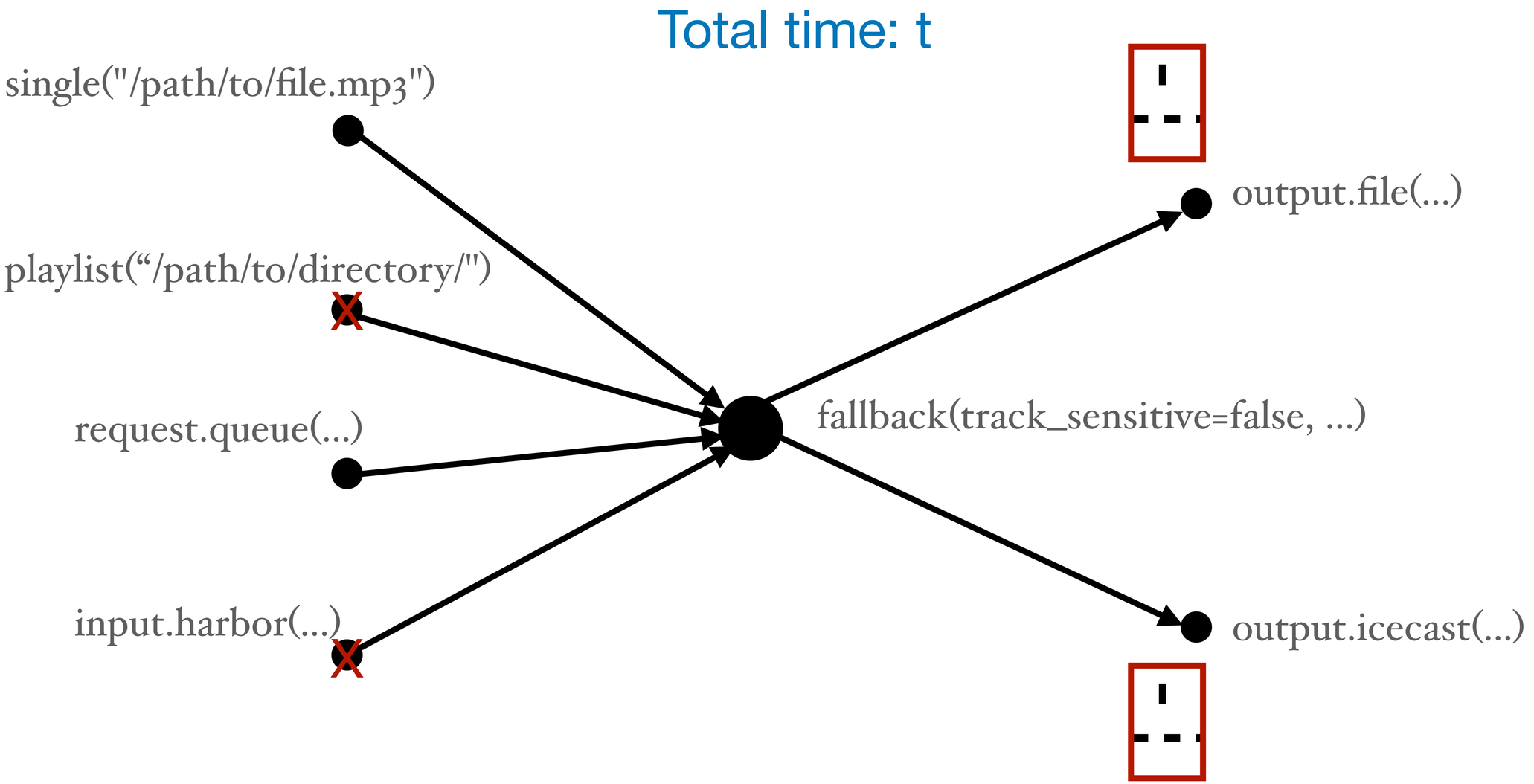


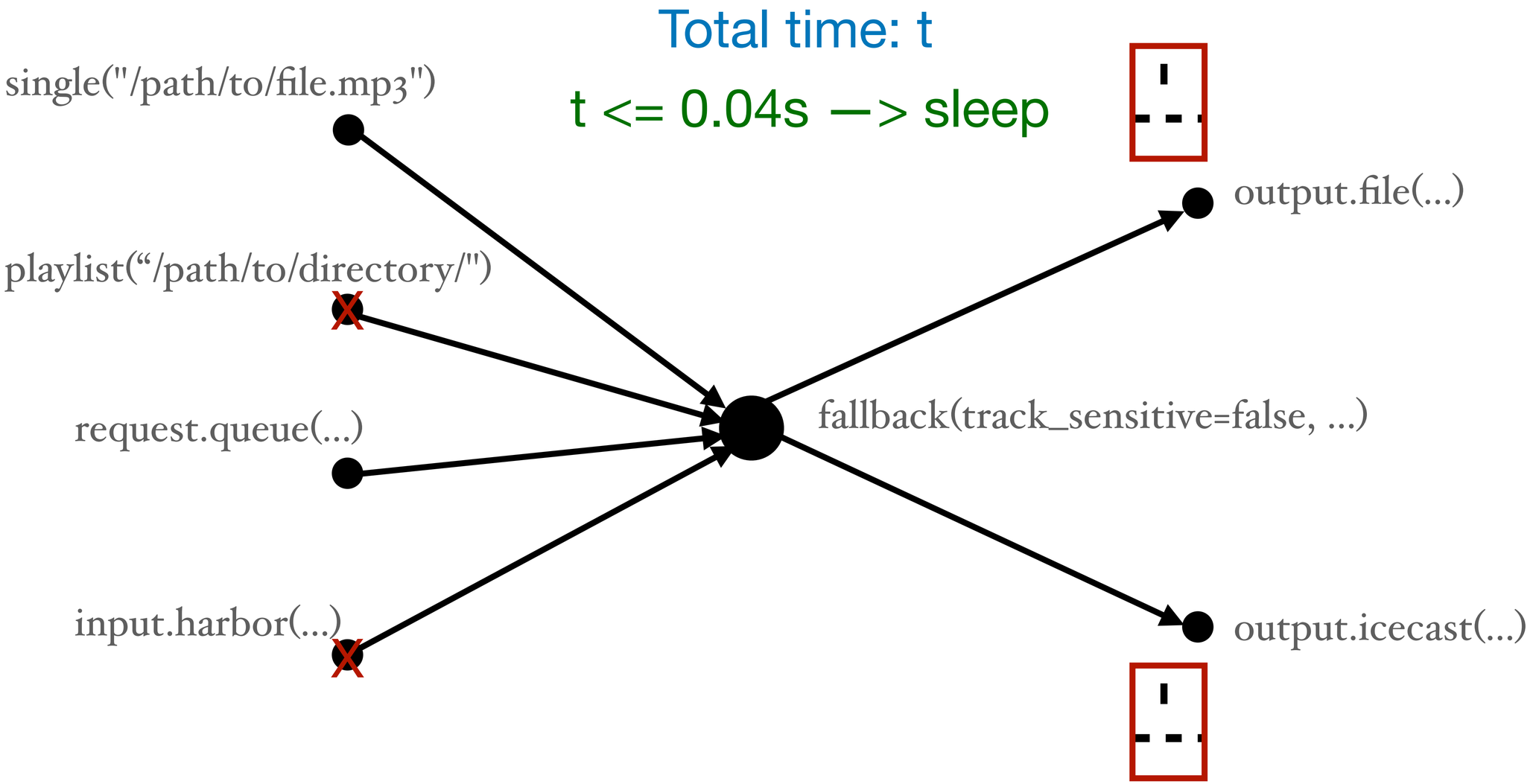
FFmpeg integration

Anything is possible!



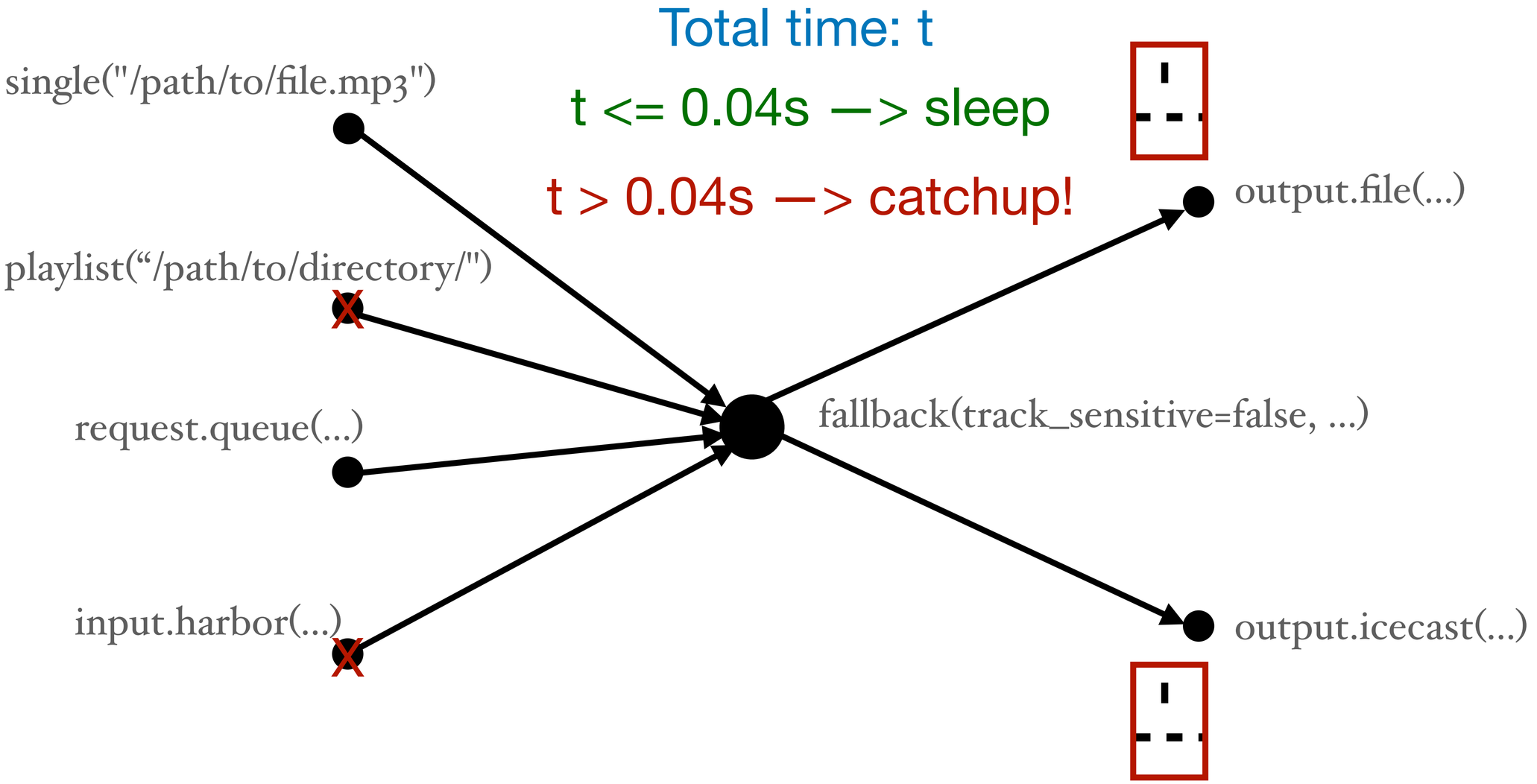
FFmpeg integration

Anything is possible!



FFmpeg integration

Anything is possible!



FFmpeg integration

Anything is possible!

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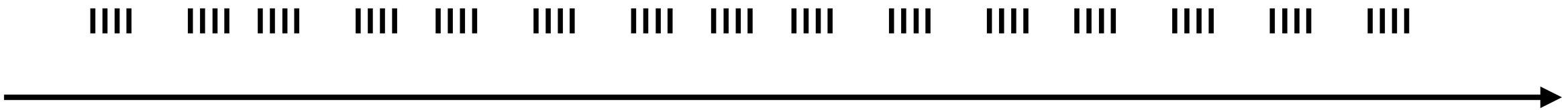
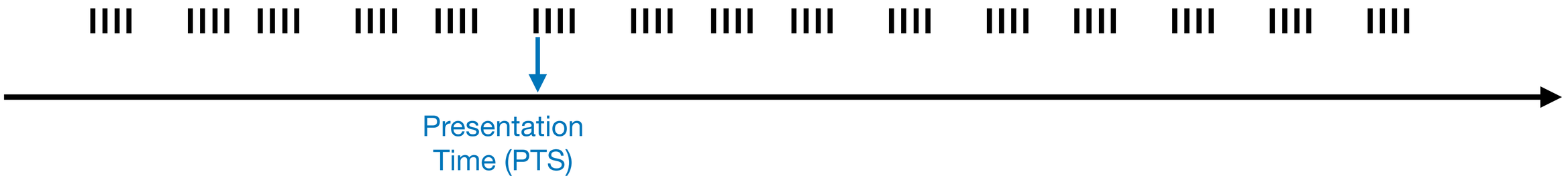


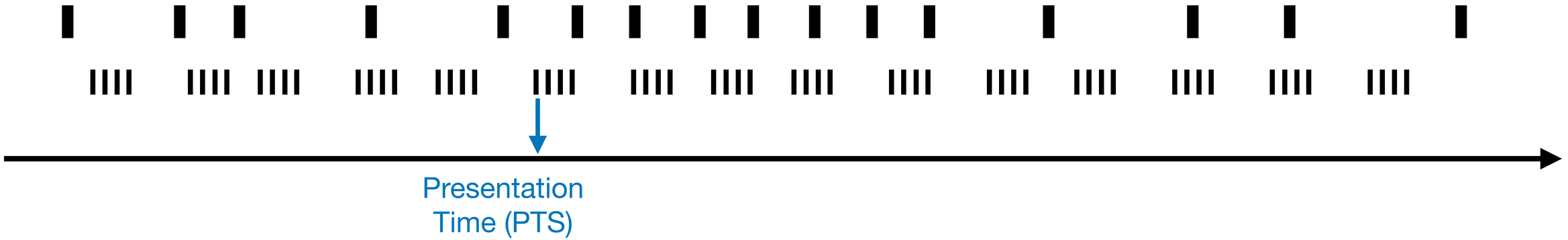
FFmpeg integration

Anything is possible!



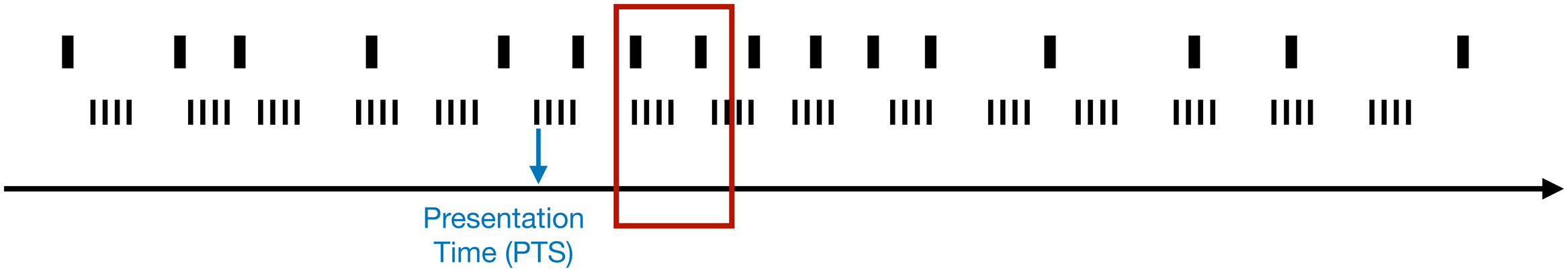
FFmpeg integration

Anything is possible!



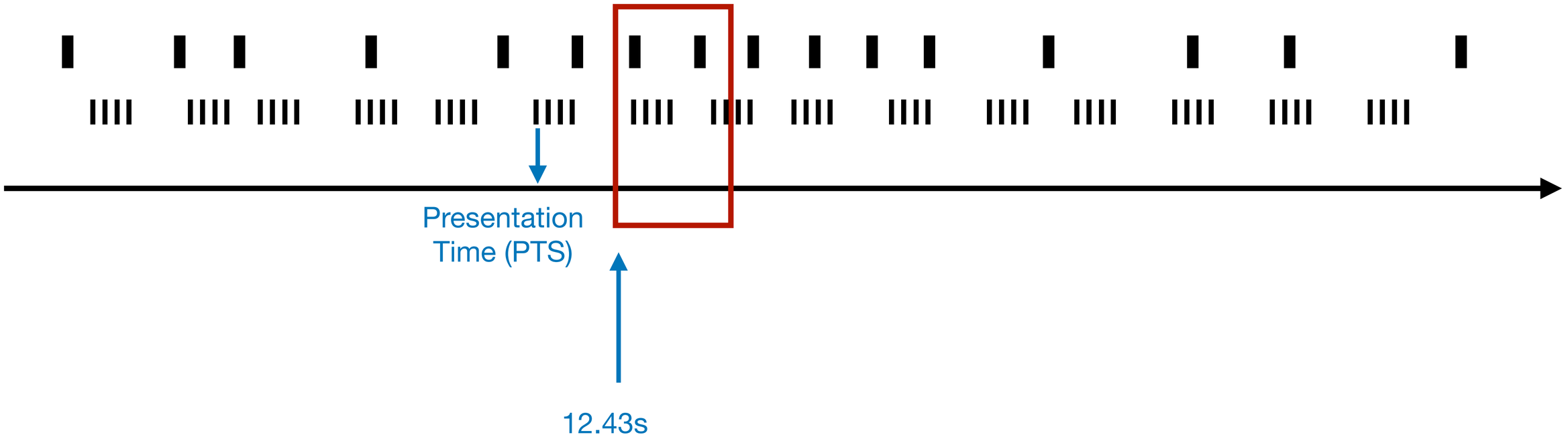
FFmpeg integration

Anything is possible!



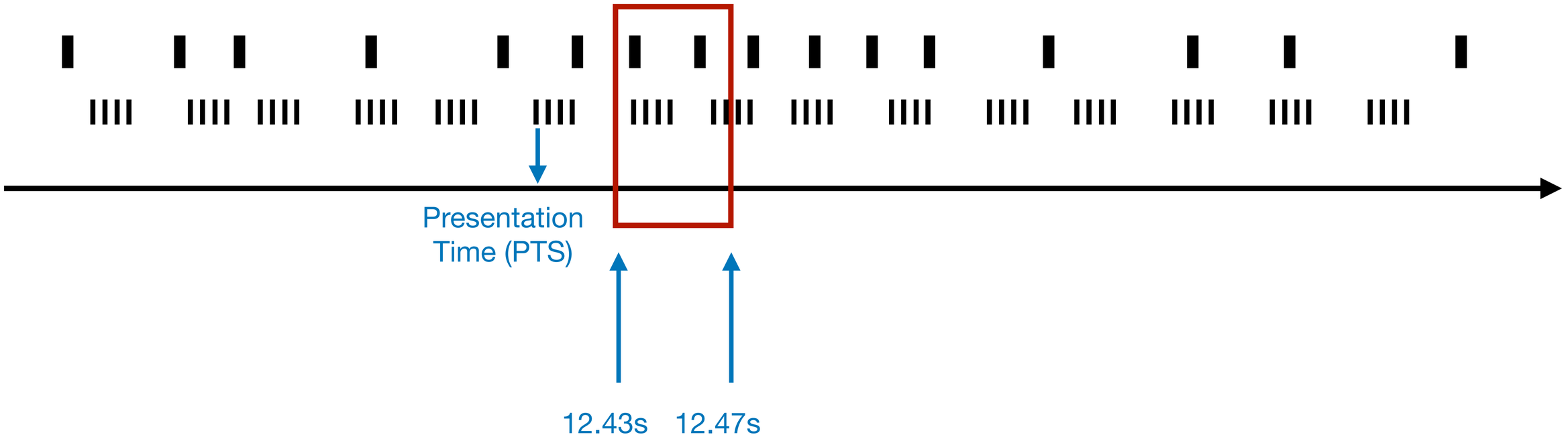
FFmpeg integration

Anything is possible!



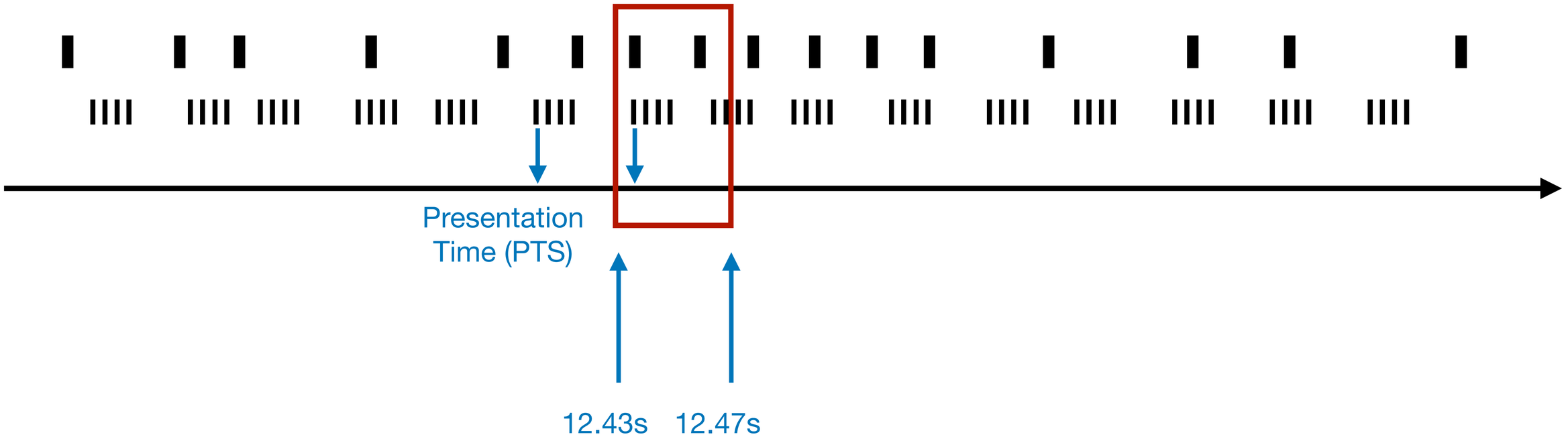
FFmpeg integration

Anything is possible!



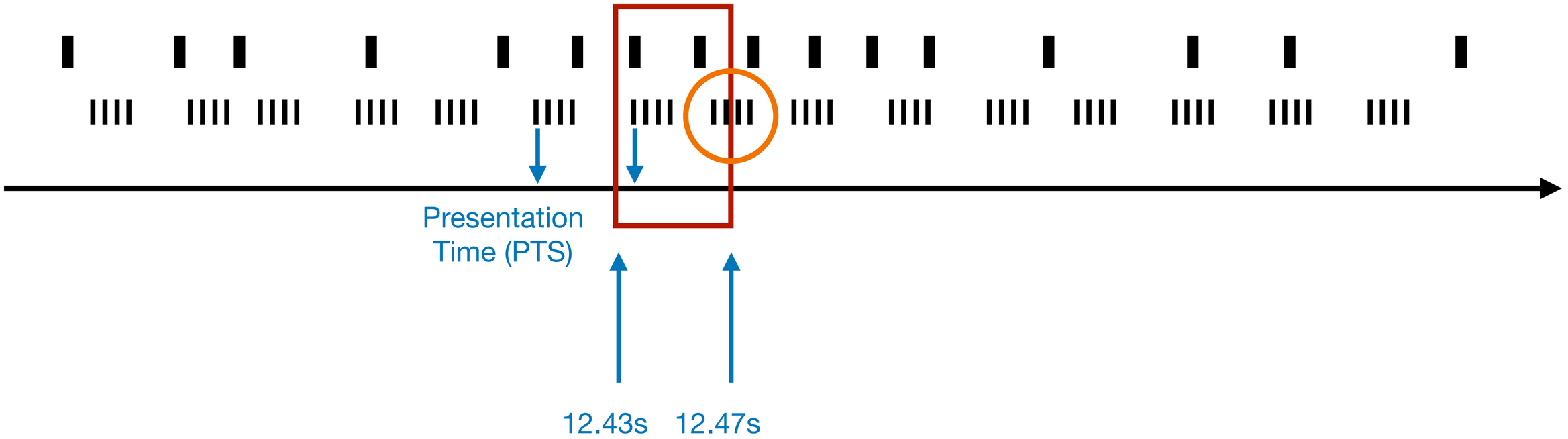
FFmpeg integration

Anything is possible!



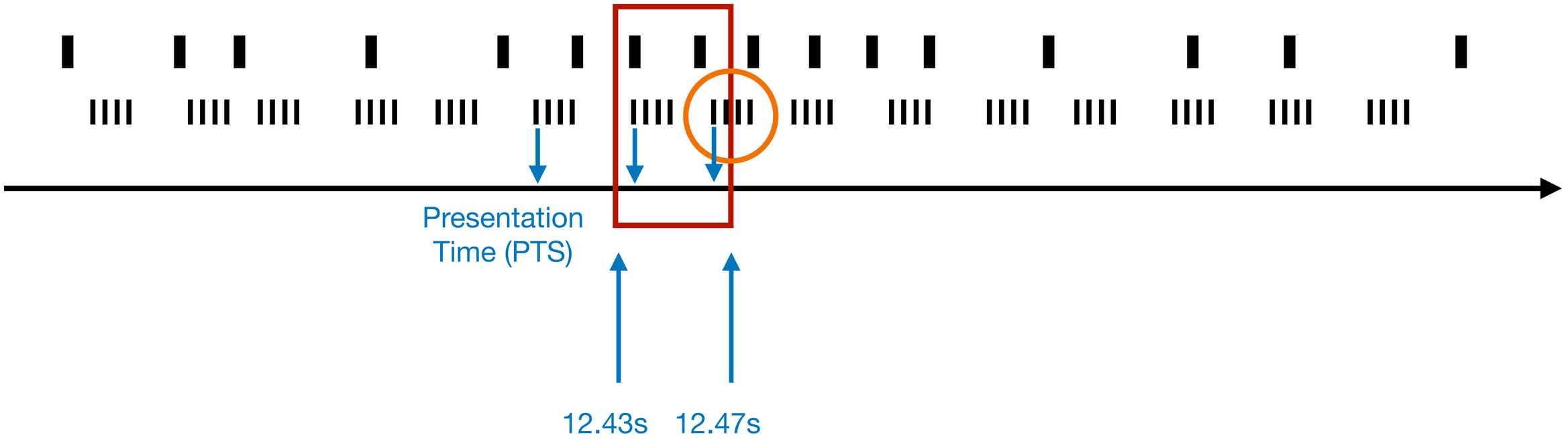
FFmpeg integration

Anything is possible!



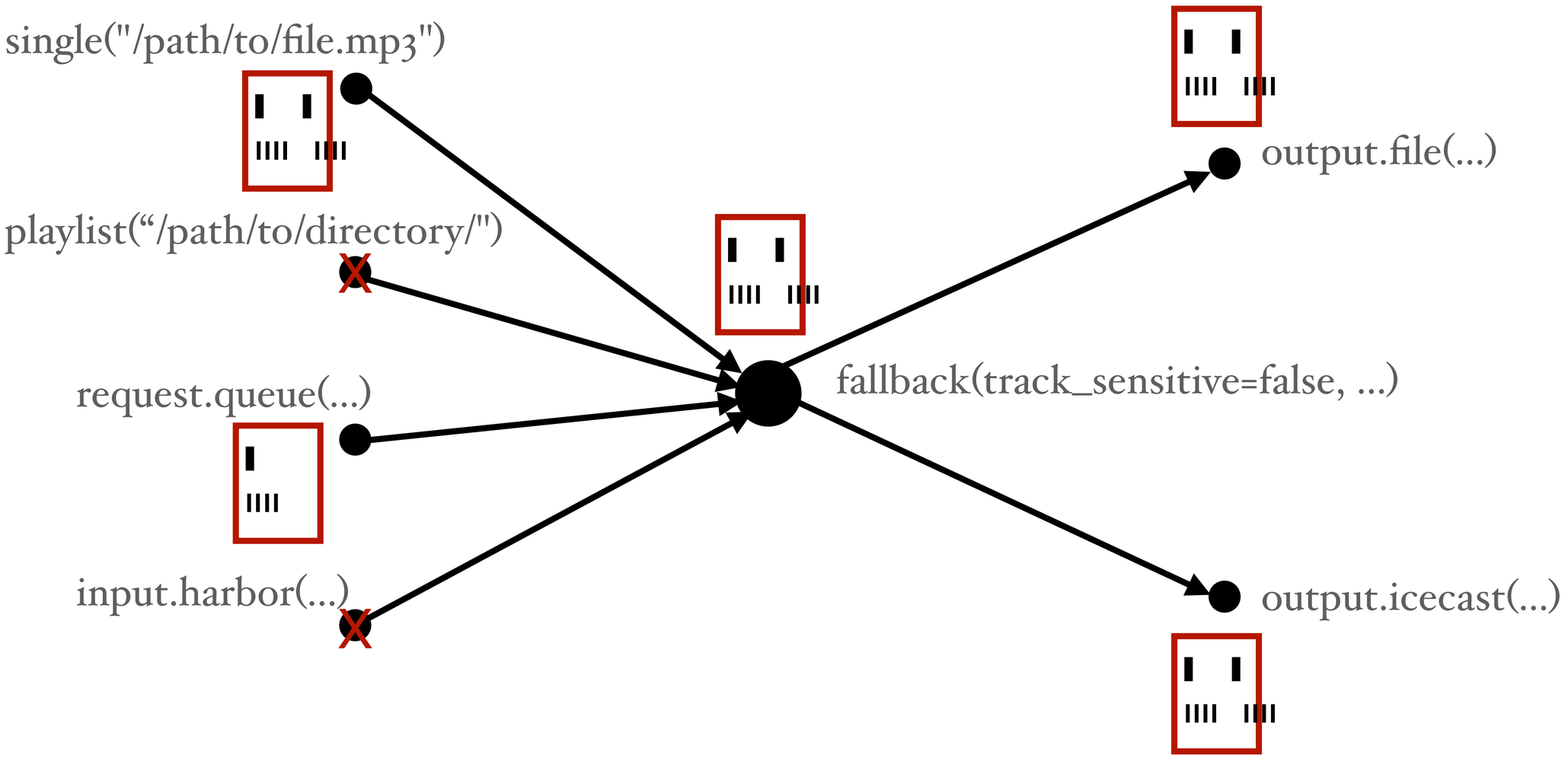
FFmpeg integration

Anything is possible!



FFmpeg integration

Anything is possible!



FFmpeg integration

Anything is possible!

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy
- Frame: Chunk of **decoded** data

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy
- Frame: Chunk of **decoded** data
  - Liquidsoap keyword: ffmpeg.raw

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy
- Frame: Chunk of **decoded** data
  - Liquidsoap keyword: ffmpeg.raw
- Decoder

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy
- Frame: Chunk of **decoded** data
  - Liquidsoap keyword: ffmpeg.raw
- Decoder
- Encoder

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy
- Frame: Chunk of **decoded** data
  - Liquidsoap keyword: ffmpeg.raw
- Decoder
- Encoder
- Inline conversion

FFmpeg integration

Anything is possible!

- Packet: Chunk of **encoded** data
  - Liquidsoap keyword: ffmpeg.copy
- Frame: Chunk of **decoded** data
  - Liquidsoap keyword: ffmpeg.raw
- Decoder
- Encoder
- Inline conversion
- Filters

FFmpeg integration

Anything is possible!

```
%ffmpeg(
  format="mkv",
  %audio(
     codec="aac",
     channels=2,
     ar=44100
  ),
  %video(
     codec="libx264",
     b="5m",
  )
)
```

FFmpeg integration

Anything is possible!

```
%ffmpeg(
  format="mkv",
  %audio.raw(
     codec="aac",
     channels=2,
     ar=44100
  ),
  %video.raw(
     codec="libx264",
     b="5m",
  )
)
```

FFmpeg integration

Anything is possible!

```
%ffmpeg(
  format="mkv",
  %audio.copy,
  %video.copy
)
```

FFmpeg integration

Anything is possible!

```
%ffmpeg(
  format="mkv",
  %audio.copy,
  %video.copy
)
```

```
s = input.harbor("mount")

output.icecast(
  %ffmpeg(format=“mp3", %audio.copy),
  server="host1",
  …,
  s
)
```

FFmpeg integration

Anything is possible!

```
%ffmpeg(
  format="mkv",
  %audio.copy,
  %video.copy
)
```

```
s = input.harbor("mount")

output.icecast(
  %ffmpeg(format="mp3", %audio.copy),
  server="host1",
  …,
  s
)

output.icecast(
  %ffmpeg(format="mkv", %audio.copy, %video.copy),
  server="host2",
  …,
  s
)
```

FFmpeg integration

Anything is possible!

```
%ffmpeg(
  format="mkv",
  %audio.copy,
  %video.copy
)
```

```
s = input.harbor("mount")

output.icecast(
  %ffmpeg(format="mp3", %audio.copy),
  server="host1",
  …,
  s
)

output.file.hls(
  streams=[
    ("mp3", %ffmpeg(format="mp3", %audio.copy))
  ],
  …,
  s
)
```

FFmpeg integration

Anything is possible!

```
source(
  audio=ffmpeg.audio.copy('a),
  video=none,
  midi=none)
```

FFmpeg integration

Anything is possible!

```
source(
  audio=ffmpeg.audio.copy('a),
  video=none,
  midi=none)

[decoder.ffmpeg:4] ffmpeg recognizes "/tmp/bla.mp4" as:
    audio: {codec: aac, 48000Hz, 2 channel(s)},
    video: {codec: h264, 1920x1080, yuv420p}
```

FFmpeg integration

Anything is possible!

```
source(
  audio=ffmpeg.audio.copy('a),
  video=none,
  midi=none)

[decoder.ffmpeg:4] ffmpeg recognizes "/tmp/bla.mp4" as:
    audio: {codec: aac, 48000Hz, 2 channel(s)},
    video: {codec: h264, 1920x1080, yuv420p}

[/tmp/bla(dot)mp4:4] Content type is {
  audio=ffmpeg.audio.copy(
    sample_rate=48000,sample_format=fltp,channel_layout=“stereo”,codec="aac"
   ),
  video=none,midi=none
}
```

FFmpeg integration

Anything is possible!

liquidsoap -h ffmpeg.encode.audio_video

Convert a source's content

```
Type: (
  ?id : string,
  ?buffer : float,
  ?max : float,
  format(audio=pcm('a), video=yuva420p('b), midi=none),
  source(audio=pcm('a), video=yuva420p('b), midi=none)
) ->
  source(audio=ffmpeg.audio.copy(‘e), video=ffmpeg.video.copy(‘f), midi=none)
```

FFmpeg integration

Anything is possible!

```
s = (...)

s = ffmpeg.encode.audio(
  %ffmpeg(
    format="mp3",
    %audio(codec="libmp3lame", b="128k")
  )
)
```

FFmpeg integration

Anything is possible!

```
s = (...)

s = ffmpeg.encode.audio(
  %ffmpeg(
    format="mp3",
    %audio(codec="libmp3lame", b="128k")
  )
)
```

```
output.icecast(
  %ffmpeg(format="mp3", %audio.copy)
  server="host1",
  …,
  s
)

output.icecast(
  %ffmpeg(format="mp3", %audio.copy)
  server="host2",
  …,
  s
)
```

FFmpeg integration

Anything is possible!

```
s = (...)

s = ffmpeg.encode.audio_video(
  %ffmpeg(
    format="mkv",
    %audio(
      codec="aac",
      b="128k",
    ),
    %video(
      codec="libx264",
      b="5M"
    )
  )
)
```

FFmpeg integration

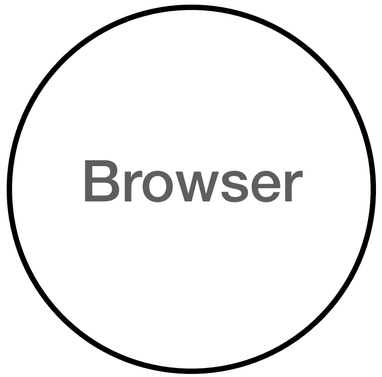
Anything is possible!

```
s = (...)

s = ffmpeg.encode.audio_video(
  %ffmpeg(
    format="mkv",
    %audio(
      codec="aac",
      b="128k",
    ),
    %video(
      codec="libx264",
      b="5M"
    )
  )
)
```

```
mpegts = %ffmpeg(format="mpegts", %audio.copy, %video.copy)

mp4 = %ffmpeg(
        format="mp4",
        movflags="+dash+skip_sidx+skip_trailer+frag_custom",
        frag_duration=10,
        %audio.copy, %video.copy
)

streams = [
  ("mpegts", mpegts),
  ("mp4", mp4)
]

output.file.hls(streams, …, s)
```

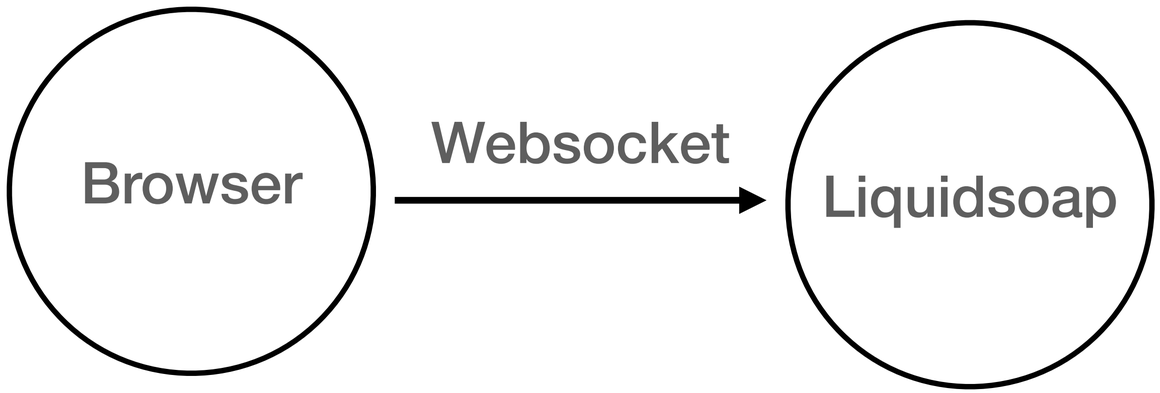
FFmpeg integration

Anything is possible!



FFmpeg integration

Anything is possible!

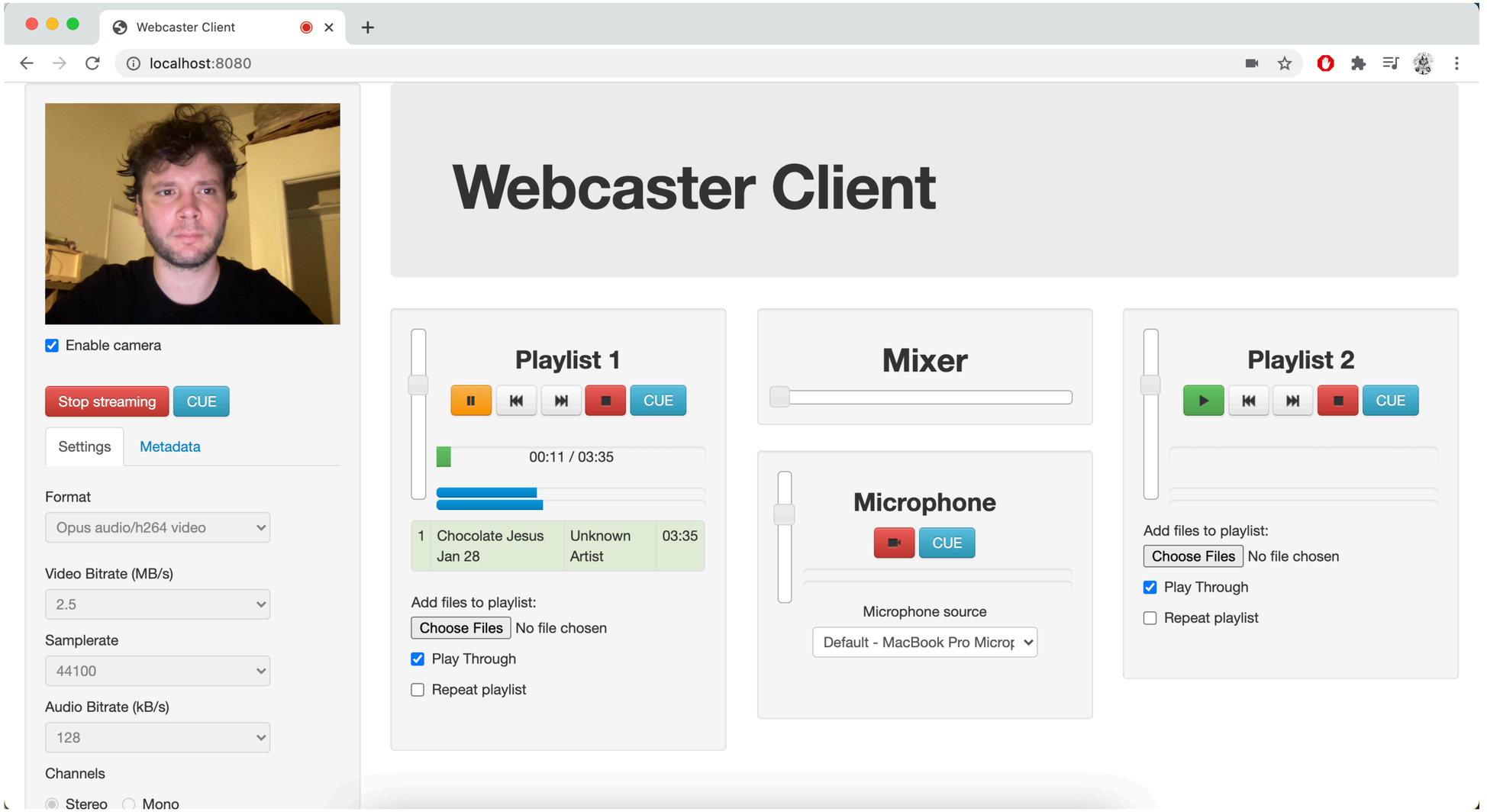


FFmpeg integration

Anything is possible!

FFmpeg integration

Anything is possible!



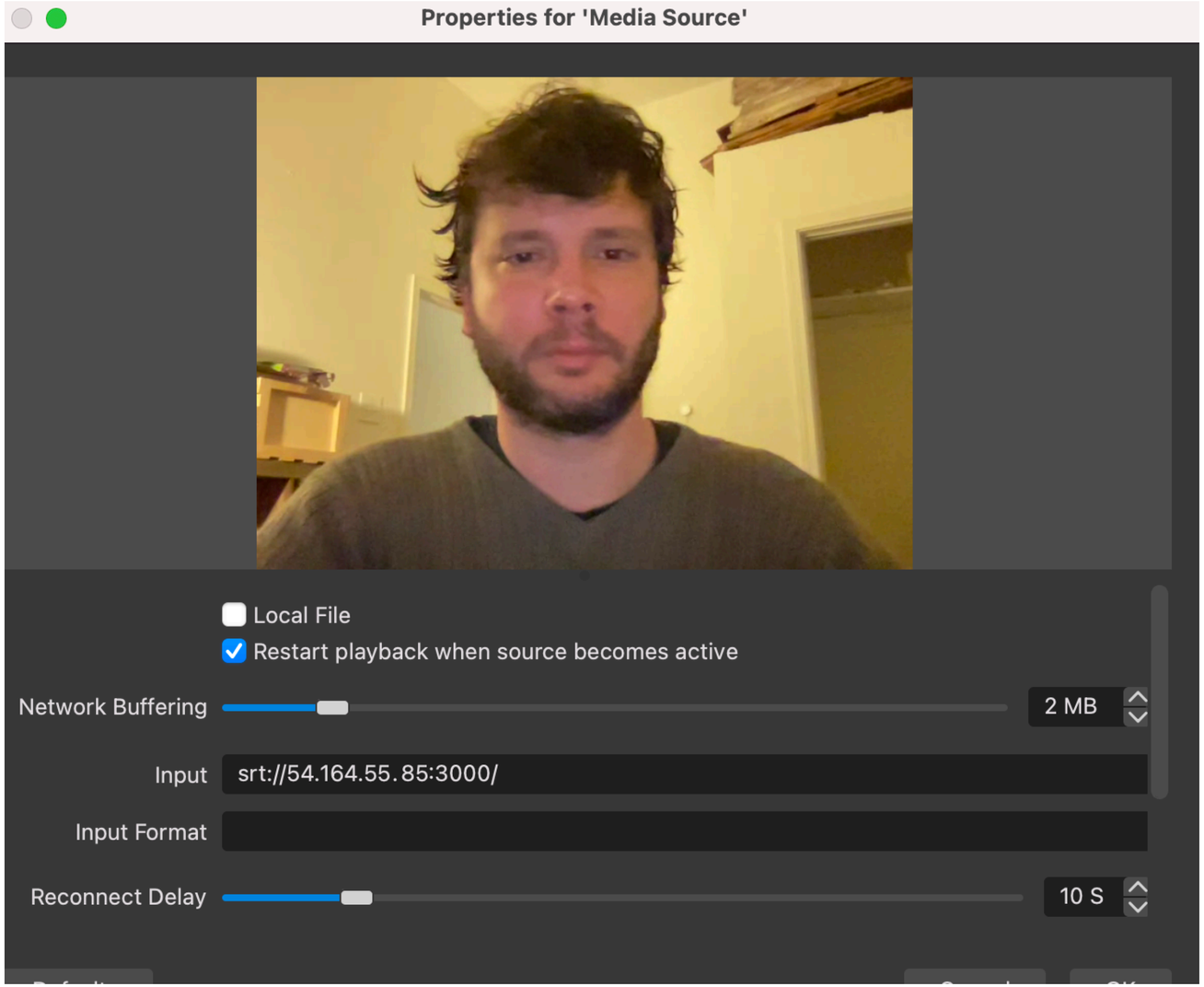
FFmpeg integration

Anything is possible!

```
s = input.harbor(port=8000, "mount")

e = %ffmpeg(format="webm",%audio.copy, %video.copy)

output.srt(mode="listener", port=3000, e, fallible=true, s)
```

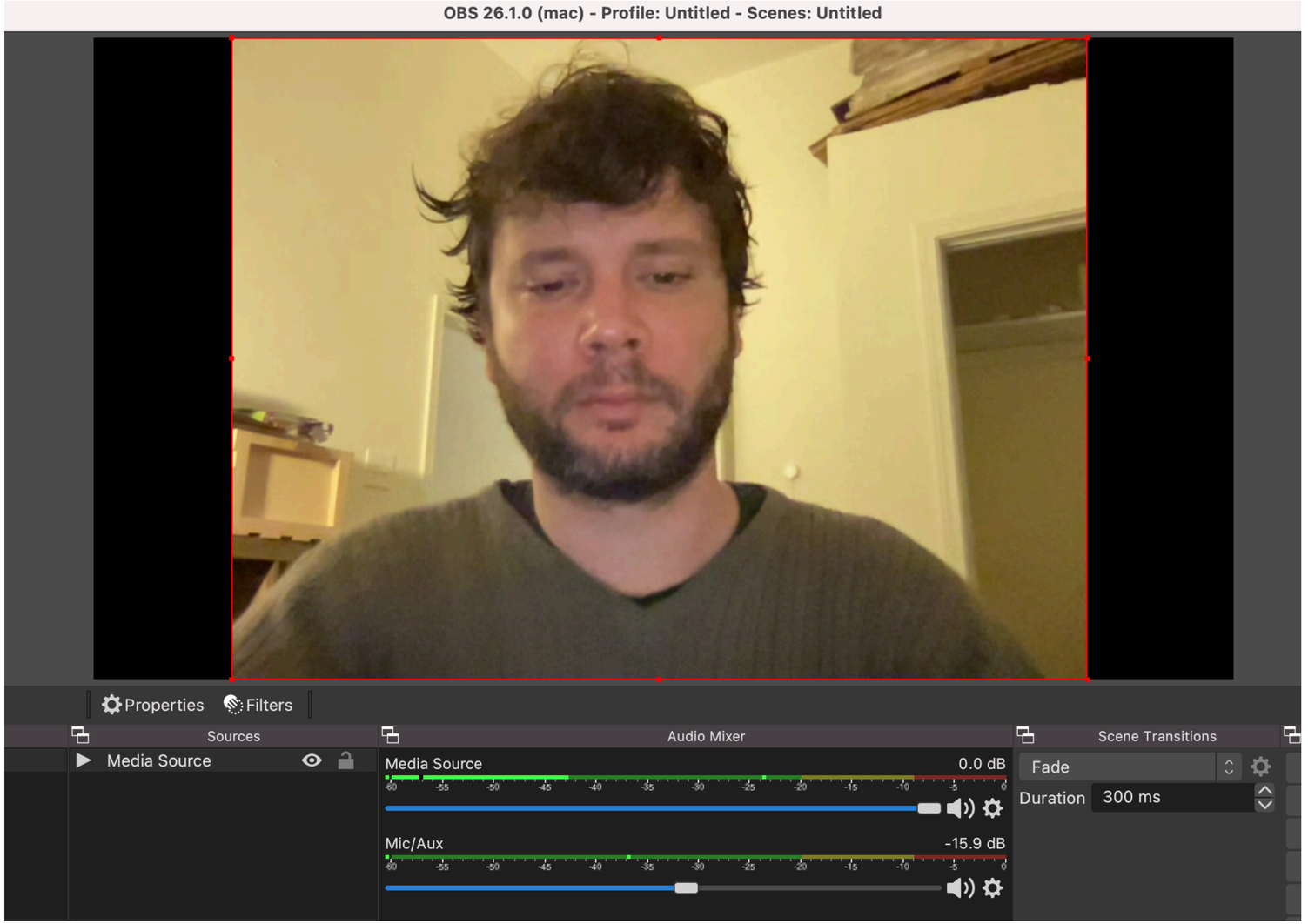
FFmpeg integration

Anything is possible!



FFmpeg integration

Anything is possible!



TODO

What’s next?

TODO

What’s next?

- Cleanup, fix bugs

TODO

What’s next?

- Cleanup, fix bugs
- Re-organize the video API with modules

TODO

What’s next?

- Cleanup, fix bugs
- Re-organize the video API with modules
- Complete overhaul of the documentation

TODO

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- Cleanup, fix bugs
- Re-organize the video API with modules
- Complete overhaul of the documentation
- RTMP input?

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- Cleanup, fix bugs
- Re-organize the video API with modules
- Complete overhaul of the documentation
- RTMP input?
- Implement awesome features:

TODO

What's next?

- Cleanup, fix bugs
- Re-organize the video API with modules
- Complete overhaul of the documentation
- RTMP input?
- Implement awesome features:
  - SRT HEVC server

TODO

What's next?

- Cleanup, fix bugs
- Re-organize the video API with modules
- Complete overhaul of the documentation
- RTMP input?
- Implement awesome features:
  - SRT HEVC server
  - …