A Study on building a Video Sharing Website (PlayTube)

[1]Rahul Lokare, [2]Sarvesh Mahadik, [3]Sana Mulani, [4]Smita Deshmukh

Department of Information Technology, TEC, University of Mumbai, Mumbai, India

[1]rahullokare@ternaengg.ac.in, [2]sarveshmahadik@ternaengg.ac.in, [3]sanamulani@ternaengg.ac.in, [4]smitadeshmukh@ternaengg.ac.in

Abstract

In this era, Due to the internet there is a continuous rise in Video sharing websites like YouTube, as it is accessible for all categories of age group. With the approach of Web 2.0, various video sharing sites utilizing different storage and also content conveyance models have become well known. Video sharing sites are a powerful technique to grow in online social networks. Nowadays, Internet is a combination of online social networks (such as Facebook and Google) and film sharing websites (such as YouTube), where the use of video sharing websites is increasing day by day since it provides value to individuals of all ages. People used ICTs solutions for a variety of reasons, including entertainment, education (scientifical), and even business. Videos on video-sharing websites can be a valuable source of information and can be used to improve the efficiency of learning processes. People visit these sites for a variety of reasons, including content consumption, educational objectives, and news. This study aims to develop a site which is scalable to handle high load of files from the server and also define the architecture for streaming files in the system.

Keywords. Video sharing website, short videos, Video recommendation, Online Social Networks (OSNs).

1. INTRODUCTION

In OSNs, video sharing has become increasingly popular, allowing users to upload individual recordings or interesting recordings they've found with their companions. An OSN is a useful tool for forming social relationships as well as sharing, organizing, and discovering content. The traditional client-server design of OSNs video sharing website stymies further advancement because it isn't just exorbitant with regards to server capacity and transfer speed, yet additionally as far as adaptability as the number of clients and video content in OSNs develops.

An internet based informal community is arising as a possible choice for people who need fast access to video content. Users of the online social network have access to a large number of videos because they can import and yet again share them through friendly associations. The growing quantity of user-generated video gives viewers a lot of options for finding ones that they're fascinated in, and it is now possible to combine online social network services via the internet video sharing services. do so. recommendation based on both social and content considerations.

With the advancement of Internet technology, users may now watch and share videos that others have uploaded. People can learn new things, view videos for pleasure, listen to music, and do a lot more on this website. People can also rate it, dislike it, leave comments, and share it with others. Video-sharing services can also be used to bring together like-minded people around a common cause and raise awareness about a problem. This website will serve as a platform for people of all ages.

Not only the online social network changing the way videos are created, but on the other hand, it's changing how video content is seen by crowds Users can track down recordings that interest them on the web-based interpersonal organization because of the enormous amount of recordings accessible. Clients are mentally inspired to import and yet again share motion pictures on the web-based informal community, but choosing which recordings to import or re-share from the gigantic measure of recordings accessible may be troublesome, bringing about appealing ideas for the two activities. We're looking for video suggestions for two fundamental social demonstrations in the web-based informal community to completely use the capability of social video sharing.

Video resources are today used for more than just entertainment; they are also being used to improve knowledge and skills, as well as to promote positive attitudes. The video is preserved on the multimedia host's server, and users can share it with others by using various embedded codes or links. The website is commonly referred to as a video streaming website because it is mostly utilized for video hosting.

2. LITERATURE SURVEY

The project panel analyzed literature from a variety of sources, including research papers, books, current bibliographic information, and recommendations. These figures have yielded a wealth of information.

They offered the SNACS (social network-aware cloud assistance for video sharing), architecture to help the OSN improve its video viewing experience at a lower cost by utilizing content cloud services. They showed that typical In SNACS, cache replacement schemes may be ineffective. They devised the best action replacement algorithm possible. in this novel condition this novel condition, they designed an optimal offline substitution

algorithm that produces the fewest misses. In addition, the method was improved to keep substitutions to a minimum among the solutions with the fewest misses. The finest digital methods are used not just as a reference, but also as inspirations for developing an online replacement algorithm.[3]

The following concerns and challenges confront current video recommendations in the case of digital social networks. (1) They are the result of a misinterpretation of how information spreads through social connections [11], an online social network's distinctive feature. (2) Clients generally give explicit assessments to recordings they've imported as well as re-shared, as opposed to other existing suggestion calculations. (3) Cold-beginning is considerably more troublesome with the present client produced content proposals for two reasons: (a) Because current recommendation algorithms are dependent on users' historical preferences, Users who had recently joined the system had only sometimes uploaded or shared movies., making it impossible to provide content to them. (b) A high percentage of

videos imported by users with few friends have essentially no viewers. It's also difficult to figure out who these contents should be recommended to.

The establishment of YouTube. Its various Features like link generated after uploading the video, Video Format Quality, YouTube Crawler, media servers, Metadata video category generated on a video and social networking aspects. The author created a YouTube Spider and used a combo of YouTube API's employing the breadth first search (BFS) approach to scrape YouTube video web pages to collect information about YouTube videos.

The author also shared some preliminary results from a social media network on how mentoring technology can be used for large-scale live-streaming and how it can be difficult for YouTube.[2] They unveiled SocialTube, a new learning video-sharing, sharing technology that looks at peer social interactions, the similarity of interests, and physical closeness in OSNs. A P2P overlay creation approach based on social networks (SNs), a fragment prefetch mechanism based on SNs, and a buffer strategic approach are all included in SocialTube..[1]

This article demonstrates how the degree to which Depending on how members share data about themselves and the substance they produce, a media circuit is of the "public" sort. They concentrate on two aspects: Making connections with a large number of people while being relatively private in terms of disclosing personal information is what it means to be "privately public." While fostering their companion and endorser records and transferring films with broadly accessible substance, clients in this part keep a few parts of their characters hidden. YouTube like website users and non-famous volunteers who preferred to remain anonymous were among those interviewed in a private setting. One guy, for example, did not want his identity known for fear of compromising his professional credibility with clients and coworkers. Others expressed safety worries and a desire to avoid stalkers [4].

Our recommendation is for user-generated content and re-posts, which means we recommend videos that users like to import or re-share on the web-based informal community. Coming up next are the distinctions between the two social exercises.

Various objectives. Clients work as providers of video material While bringing in recordings to the internet-based informal organization, they are anxious to give recordings that will intrigue their web-based interpersonal organization amigos. At the point when clients re-share films, they are assisting with advancing recordings that have recently been shared via virtual entertainment. network.

A variety of scales. According to our Tencent Weibo data, the number of buys given by clients is multiple times more than the number of re-shares given by clients. On Weibo, clients are more able to create recordings than to re-share old recordings. Different viewpoints impact the proposal. While bringing in a video, a client essentially thinks about the actual video, for example, deciding if the video will bear some significance with his companions; be that as it may while re-sharing a video, the client additionally considers the client who initially shared the video, for example, whether the client will help their companions in appropriating the video. We construct a broad Before offering videos for downloads and re-shares, a model - based approach based on multiple features from the internet network and online streaming sharing network was used for both activities.[11]

The video playback innovation utilized by YouTube is Adobe Flash Player. This strategy empowers YouTube to show recordings in a comparative quality to notable video playing frameworks (like Windows Media Player, QuickTime, and Real player). YouTube permits recordings in an assortment of codecs, including WMV, AVI, MOV, MPEG, MKV, MP4, SWF, FLV, and 3GP, which are then changed over to FLV (Adobe Flash Video) after being posted [8]. It is generally recognized that the utilization of a normalized and effectively playable arrangement is vital to YouTube's prosperity.[6]

Users can request the latest video playing experiences from the MMOD server using the Web Controller, which connects to the MMOD system. Users can also join sessions that have been in progress. Basic tools like VIC and vat can be used to inspect the material.[7]

Drawbacks of client/server architecture in scalability and cost and how Peer-to-peer technology can overcome these issues. They presented video watch data from one of the most popular online social networking (OSNs) sites, Facebook, in this research.[1]

The most firmly related examination can be isolated into two classes: web traffic investigation and video access examination for video-on-request frameworks, without any past reviews of online video access. Demands from a gathering of clients or straightforwardly from the server can be inspected in web traffic examinations. Access patterns at specific servers were explored by Mogul and Kwan [9]

Because video content is sent across a high-bandwidth network, this VOW experiment is unusual. As a result, Users to make selections concerning access without bothering to think about the network. Similarly, the video data that is stored is optimized for a high-speed network. Soam Acharya Brian's research yielded the following results:

Between appearance times: With a middle between appearance term of about 400 seconds, video inquiries are not even close as normal as HTML archive demands. Video browsing habits: consumers frequently watch the first few minutes of videos to see if they are interested. They keep watching if they like what they see. Otherwise, they will come to a halt. In our research, we discovered that around 55% of all playbacks were completed. The majority of the remaining 45 percent stopped watching the video relatively early in the process. Temporal Locality: Video accesses have a strong sense of temporal proximity A video that has previously been viewed is likely to be viewed again soon.

Patterns in document size: As more organization data transmission opens up and low-bitrate streaming turns out to be progressively well known, innovations are carried out in video conveyance, and recordings are expanding. The middle document size at the Lulea University video server was 110 MBytes, because of an expanded organization and a multicast design in view of H.261The average time spent was 77 minutes. [10]

Because of the absence of a simple to-utilize coordinated stage, downloading, putting away, and sharing made distributing, making due, having the option to share, and watching recordings transferring, making due, sharing, and watching recordings very awkward. All the more urgently, the recordings given by standard streaming media servers or distributed document moves, for example, BitTorrent were single pieces of content without any linkages to other video cuts. Web 2.0 capacities are being remembered for the following flood of video-sharing stages. The videos are no longer reliable of one as the clients explore the videos and click on the links. As a result, popular videos may naturally rise to the top. With

320 x 240 resolution display and mono MP3 audio, YouTube employed the Macromedia Spark H.263 video codec. YouTube later added the "mobile" format for viewing on cellular telephones, and also the "top - notch" format for better viewing quality [6]

Moreover, our tracing analysis revealed the highest dynamic localized factor, implying that adding a cache to increase video brand performance could be quite beneficial. With discoveries in mind, Intermediary, a video caching remote server solution, was created. Based on the first studies, the architectural encouraging results. [8]

3. PROBLEM STATEMENT

Sharing video's is an effective and powerful technique to grow in social media networks. A website that allows users to publish and share YouTube videos with the general public or invited guests.

While uploading their videos they face some problems such as reduced quality, lack of flexibility, privacy, website down Low Bandwidth issue. Some issues like Video buffering, loss over data when they watch the videos on site.

So, we are building a website which can overcome all problems faced by the users. In this website people can upload, download and share their videos with flexibility and good quality assurance.

- Logged-in users can create their channel and upload their videos.
- Logged-in users/Guest users can browse, share, like and dislike videos.
- Logged-in users can download the videos from this site if the creator allows.
- Logged-in users can comment on a particular video and can subscribe to the channel.
- Logged-in users can save a particular video for viewing later.
- Logged-in users can create a playlist.

4. METHODOLOGY

Technology used for development is MERN Stack which includes languages like MongoDB, Express, React and Nodejs. For designing front-end React is used. It is a JavaScript library used to create User-Interfaces, usually single page apps as it is quick and scalable. Backend is designed using Express and Nodejs. Nodejs is a server side language designed to run the JavaScript code outside the web browser. Express is Node js framework that aids in the development of web applications. MongoDB is used for database storage. React will send information to the express and node js and then node js will process the user request and it will be saved to the MongoDB database. Express will have the middleware routes which will help to authenticate and validate the user permissions. Mongoose is the package used to create a data model for MongoDB.
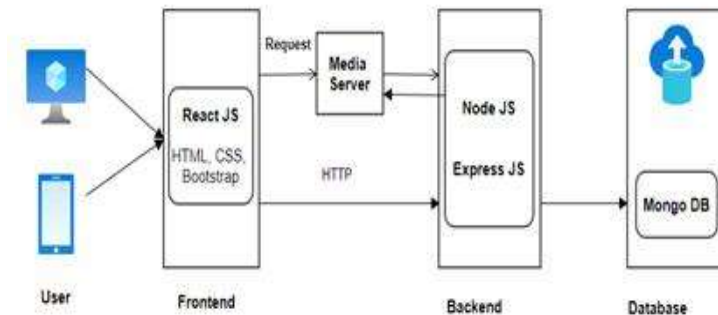
Figure. 1 Block diagram of video sharing website

The above block diagram shows, the user watches the videos on the website and searches for particular videos the request goes to the media server to backend and return to the frontend. Here we use the red5 media server. In this ,media server Automated connection speed optimization Available in a variety of formats, including FLV, F4V, MP4, 3GP, and others. On the PC and mobile devices, live events are streamed. Remote sensing is supported for a variety of protocols. Without buffering, you can play from any region of the screen. Deliver advanced interactive material, such as a video conference or a chat. The client's systems do not store physical data.
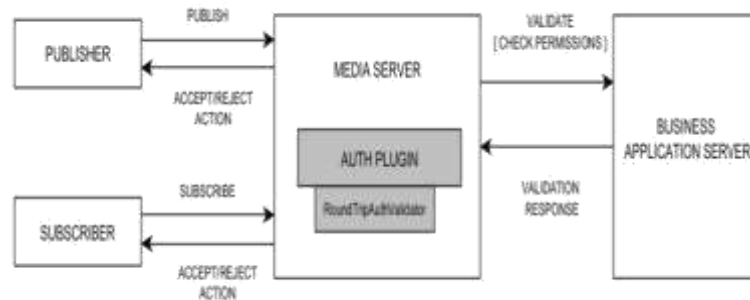
Figure. 2 Architecture Diagram of Video Sharing website

As you can see in the architecture, the media server will take the request from the server and then send that to the backend system for validation after validation backend will again send back the response and then the media server will display the video user requested for. For storing and sharing the media source Red5 media server is used. Red5 is an open-source media server for live streaming arrangements executed in java, for all class of media. It is intended to be adaptable with a straightforward module architecture that considers customization of essentially any Video On Demand and live streaming situation. Red5 has been and is being utilized by great many organizations from Amazon to Facebook. Red5 Media Server is presently utilized for live streaming over Flash, including HLS, WebSocket's, and RTSP. RTMP is used by the Red5 media server. The Real-Time Messaging Protocol (RTMP) stands for Real-Time Messaging Protocol. It's built on the TCP protocol, which is used to transmit music, video, and data over the Internet. Low-latency and high-rate streaming are provided by RTMP.

Data Models as Follows:-

The Backend Design of this website consists of various sections like models, category, controllers, auth, playlist, video, Thumbnail, user, authentication , comments. The app backend consists of models like user, video, category, thumbnail comment and playlist. The authentication process like sign in, signup, sign out. The video model consists of like, dislike, save, delete, update, create videos options.

The isAdmin, isAuthenticated are the middlewares. Middleware functions are the functions that have access to request to objects, response objects. The middleware executes the code, makes changes to the access and response objects, completes the request-response cycle, and calls the next middleware on the stack. The primary keys are getCommentById, getPlayListById, getUserById, categoryById, getVideoById These primary keys are used to fetch the data from the backend.
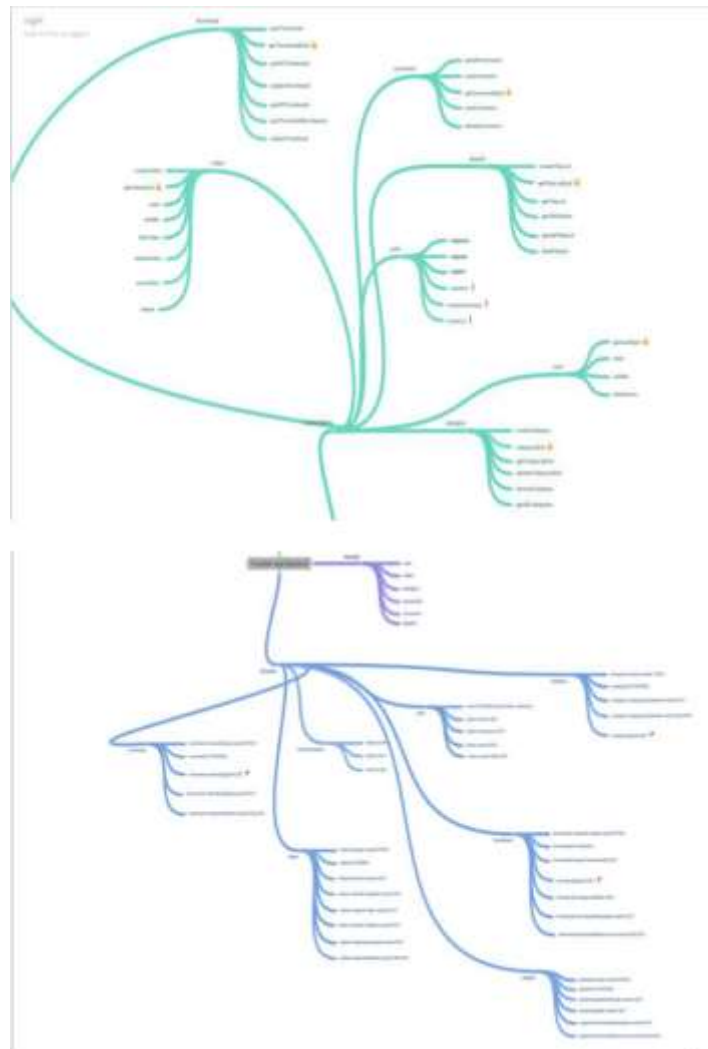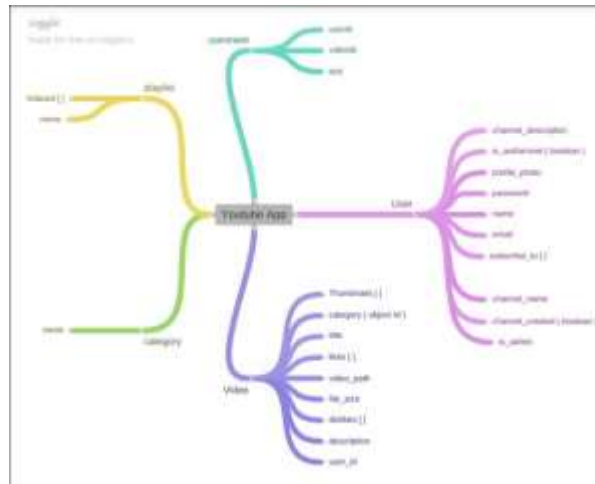

Figure. - 3 Backend Design

Figure. 4 Database Design

The database design has various subsections like playlist, comment, Thumbnails, User, category and video section. The User section has various parts like name, email, password, profile photo, is_admin . If the user creates the channel then the user allows the options like channel_created, subscribers. If the user is watching videos and the user wants to like and dislike videos then the user needs to sign in or sign up using gmail id. The user is authenticated successfully then only allows for further options. The middleware functions are the functions that have access to request to objects, response objects. In data modelling, dealing with the demands of the application, the database engine's technical specifications, and data retrieval patterns is a big difficulty. When building data models, take into account the data's application usage (i.e. queries, updates, and processing) as well as the data's intrinsic structure. The mapping of documents to entities or objects is made easier by flexibility. Every document in the collection is unique. differs in some manner from the others. The structure of documents and how the application displays data interconnections are the most essential factors to consider when creating database systems for MongoDB. MongoDB makes it possible to combine important data into a single document.

5. RESULTS

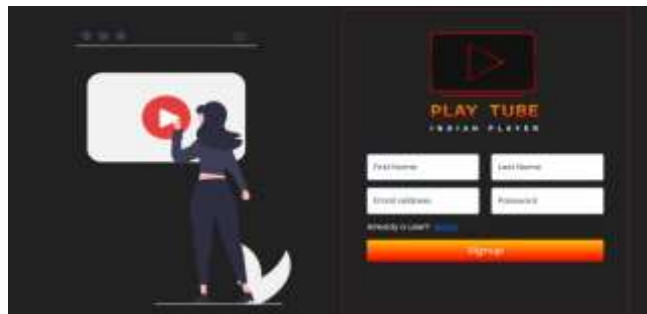The screenshots of the PlayTube video sharing website.

Figure. 4 Sign up page

The above screenshots shows the sign up page where the user have to fill the details like First name, last name email address and password.

Figure. 5 Sign in page

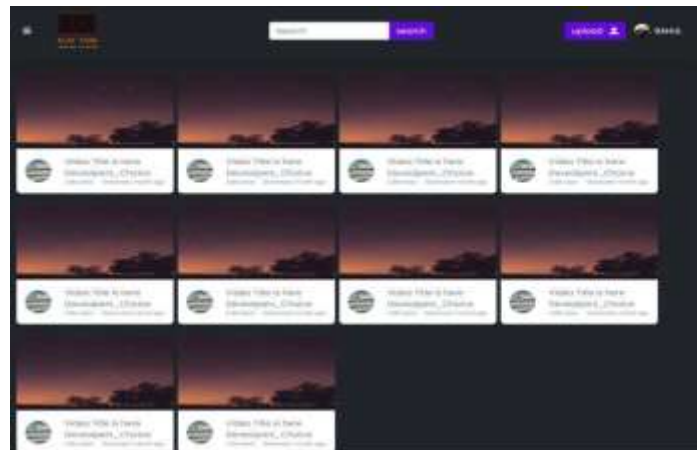The above screenshot represents the user sign in page.

Figure 6. Home page

The result shows the home page of the website. In this, each video show with video title with views and subscribe button to subscribe the channel.
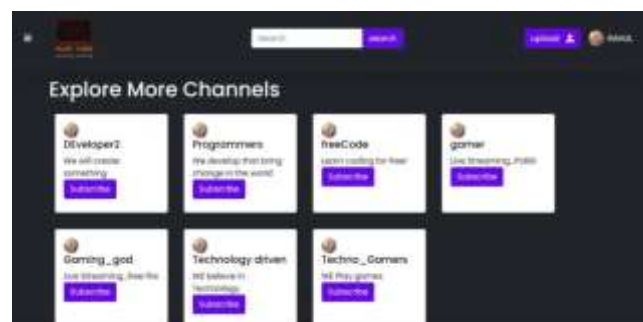

Figure 7. Explore page

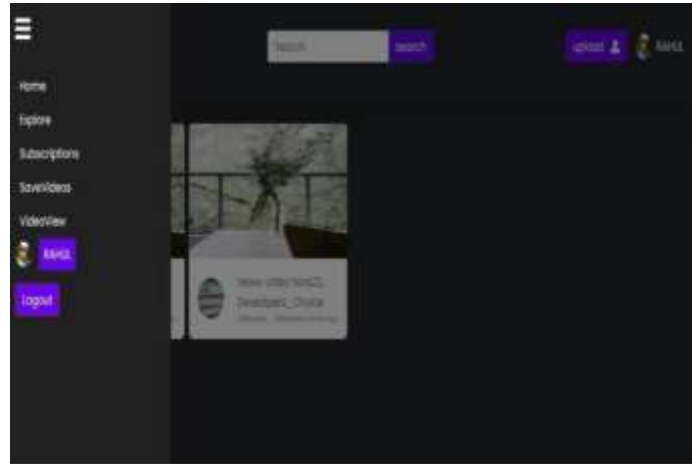The Explore page shows the various channels to subscribe to.

Fig no. 8. Navigation Bar page

This has functionalities like Home, Explore, Subscription, Saved Videos, Profile and Logout options.
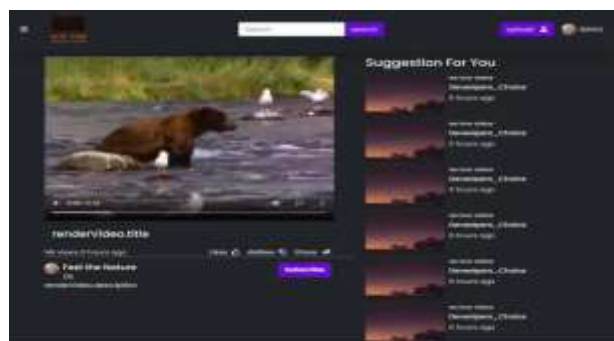

Figure. 9 Video View Page

The above result shows the specific video in zoom in or zoom out mode. The user also sees the related videos to the right side of the videos. The user like, dislike, comment and subscribe to the video or channel on this page.

Figure 10. Upload video page

User can upload their videos in their own channel.

Figure 11. Create Channel page

6. CONCLUSION

The video sharing website is popular in the present world. The people exploring and browsing the videos. They create their video and upload it on the website, where other users watch those videos and like, dislike and comment on it. The people can also subscribe to the channels to watch more upcoming videos. The platform provides the learning, motivational, entertainment and variety of videos. This platform is more interactive with the user. The main aim of this website is to provide a platform for videos with good quality.

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590

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