

Wowza Transcoder performance benchmark

All tests were conducted in compliance with the guidelines for capturing transcoder performance benchmark numbers as described in the article as available on the date that this document was published.

<https://www.wowza.com/docs/how-to-capture-wowza-transcoder-benchmark-statistics>

A separate server was set up within the same AWS VPC with the ServerListener StreamDemoPublisher that played Big Buck Bunny 720p @ 5.6 Mbps in a loop. Stream Targets pushed gradually more streams to the test server over the VPC internal network.

http://download.blender.org/peach/bigbuckbunny_movies/big_buck_bunny_720p_h264.mov

Test Servers

Server 1

- **EC2 instance:** g4dn.xlarge
- **Cores/Threads:** 4 virtual cores
- **Memory:** 32 GB
- **vCPU:** 4 (Intel(R) Xeon(R) Platinum 8259CL CPU @ 2.50GHz)
- **OS:** Amazon Linux 2
- **Java:** OpenJDK 9.0.4+11
- **GPU/Acceleration:** 1 x NVIDIA Tesla T4 (16GB)
- **Wowza Streaming Engine Version:** 4.8.11+5 (build 20210322205002)

Input

Transrate 720p

- **Video Codec:** H.264
- **Video Frame Size:** 1280x720
- **Video Frame Rate:** 24 fps
- **Video Bitrate:** 5.146 Mbps
- **Audio Codec:** AAC
- **Audio Sample Rate:** 48 kHz
- **Audio Channels:** Stereo
- **Audio Bitrate:** 437 kbps

Results

Transrate 720p

Input	Output	CPU %	Enc %	Dec %
1 x 720p @ 5.6 Mbps	1 x 720p @ 1.3 Mbps 1 x 360p @ 850Kbps 1 x 240p @ 350Kbps 1 x 160p @ 200Kpbs	2.39%	3.13%	0.83%
5 x 720p @ 5.6 Mbps	5 x (same as above)	11.04%	35.27%	10.72%
10 x 720p @ 5.6 Mbps	10 x (same as above)	21.74%	62.33%	18.48%
15 x 720p @ 5.6 Mbps	15 x (same as above)	38.09%	53.35%	15.98%
20 x 720p @ 5.6 Mbps	20 x (same as above)	50.17%	71.48%	20.90%
25 x 720p @ 5.6 Mbps	25 x (same as above)	57.70%	91.51%	27.80%

At 26 concurrent inputs, the server started dropping frames