Tencent Cloud

Cloud Infinite

Glossary

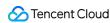# Product Documentation

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Tencent Cloud

Service Statement

Glossary

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To fully leverage Cloud Infinite (CI), you need to understand some basic concepts and terminology.

CI

Refer to Cloud Infinite (CI).

Bucket

A Bucket is a storage space in Cloud Object Storage (COS) used to store objects.

- In Smart Media Hosting (SMH), a bucket can store multiple objects. The bucket name is a user-defined string connected by a hyphen to a system-generated numeric string to ensure the bucket is globally unique.
- In Cloud Infinite (CI), CI is a data processing platform based on COS. You need to bind or create a COS bucket to use CI-related features. A bucket can store multiple objects. The bucket name is a user-defined string connected by a hyphen to a system-generated numeric string to ensure the bucket is globally unique. For more details, please refer to Bucket Overview.

Region

Region is the distribution region of Tencent Cloud Hosted Data Centers, with availability zones under each region.

For example, a hosted data center is located in Beijing region with AZ Beijing Zone 1. Cloud services in the same region can communicate over the private network, while internal network communication is not available between different regions. Choose the region closest to your customers to reduce access latency and improve download speed.

Queue

- In Cloud Infinite (CI), when you enable the media processing service, the system will automatically create a user queue (queue-1). After the task is submitted, it will enter the queue for arrangement and execute in sequence based on priority and submission order.
- In Game Server Elastic-scaling (GSE), a Queue refers to a group of server fleets in a region running your game asset package. By creating a fleet group across multiple regions through Queue creation, game server sessions can be placed in any fleet in the Queue to minimize delay and offer a better player experience. It enables more efficient usage of fleet capacity, provides high-capacity for new games faster, and enhances game availability with elasticity.
- In TDMQ CMQ, a Queue is the destination for message storage, and consumers proactively obtain messages from the Queue. A message is uniquely identified by its MessageId or ReceiptHandle in a

Queue.

Public Network IP Address

A public IP address is a non-reserved address on the Internet. A cloud server with a public IP address can access other computers on the Internet.

Pipeline Operator

The pipeline operator "|" enables sequential processing of images. Users can separate multiple process parameters with the pipeline operator, thereby achieving different treatments in sequence during a single access.

Guetzli Compression

Guetzli is a new JPEG algorithm developed and open sourced by Google, which can reduce file size by 35% while keeping image quality unchanged. CI optimizes the Guetzli algorithm to achieve more efficient lossless compression.

Callback Rule

You can configure callback rules to promptly learn about data processing progress and status, so that other business operations can be performed. Cloud Infinite (CI) supports customizing callback URLs. Upon event completion, the system sends an HTTP request to the URL with notification content in the request body.

Blind Watermark

Cloud Infinite provides a unique blind watermark feature that enables adding watermark images in invisible form to the frequency domain of pictures. Even if image resources are attacked or leaked (e.g., cropped or smudged), the watermark information can still be extracted for effective authentication and accountability.

Media Processing

Media Processing (MPS) is an all-in-one audio and video processing solution provided by Cloud Infinite (CI). Users can set up media workflows to quickly, flexibly, and as needed build processing processes for audio/video data.

Media Workflow

Media workflow is an automated data processing process launched by Cloud Infinite (CI). Each workflow is bound to a path in the input bucket. When a file is uploaded to this path, the media workflow will be automatically triggered to execute the specified processing operation and automatically save the process result to the specified path in the output bucket.

Template

- In Cloud Infinite (CI), when using media processing functions, you typically need to set a series of parameters. The role of a Template is to combine these parameters together. Setting a Template simplifies your operation, making the parameters reusable without the need to fill them in repeatedly.

- For file transcoding, audio/video splicing, video frame capture, and video to GIF features, you need to specify the template to be used when creating a task or workflow in Cloud Infinite (CI). The template page offers system preset templates, and you can also create custom templates according to your own business needs.

- In digital twin briefings, a template refers to a briefing template composed of one or more models, facilitating business personnel usage for template creation.

Default Domain Name

Cloud Infinite is a data processing platform based on COS. You need to bind or create a COS bucket to use related features. Each COS bucket has an independent default domain name, which you can use to perform data processing operations.
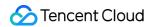
Task

- In Batch Compute, a Task is information about applications executed on one CVM. The Batch scheduling system auto-creates CVMs and executes applications based on user-submitted configuration.

- In CODING Project Management (CODING-PM), a task refers to a specific activity performed to achieve a certain goal or need.

- In CI, for files already in a bucket, you can create tasks to perform media processing operations. Currently supports five task types: file transcoding, audio and video stitching, video frame capture, video-to-GIF, and intelligent cover. Task creation is based on template feature. You can use the system preset template provided by CI or create a custom template. For details, see Template Document.

- In the Chaotic Fault Generator, a task is an instantiation execution of the experience library.

- Tasks in TI-ONE platform usually refer to training jobs created by users on the platform, including automatic learning jobs and task-based modeling jobs.

Cloud Infinite

Tencent Cloud Infinite (CI) enables processing of cloud-based data such as images, videos, audio, and documents, providing customers with an integrated professional data processing solution. It includes image processing, media processing, content review, content recognition (CR), document processing, and other features to meet diverse customer needs across different scenarios.

Image Processing

Image Processing is a professional integrated image solution provided by Cloud Infinite (CI). It includes various features such as image scaling, cropping, watermarking, transcoding, and compression, supporting processing upon upload, during download, and for existing data in the cloud.

Outbound Traffic

IDC traffic generated by directly accessing the CI domain name via the public network.

Original Image Protection

For images, which are prone to illegal misappropriation, Cloud Infinite (CI) offers original image protection. Once enabled, resources can only be accessed via styled URLs, effectively preventing original image leakage.

Cloud API Key

SecretId and SecretKey are collectively referred to as the Tencent Cloud API key, serving as secure credentials for identity verification when users access the Tencent Cloud API. SecretKey is used to encrypt signature strings and verify them on the server. One APPID can create multiple Tencent Cloud API keys.

Resource Package

The billing modes for Cloud Infinite (CI) include pay-as-you-go (postpaid) and resource package (prepayment). The resource package (prepayment) method allows users to pre-purchase processing resources before using the service. Users can buy corresponding resource packages to deduct fees incurred by the processing service.