CLAIMS

1. A method for streaming, on a player of a client device, a broadcast content within a peer-to-peer network of client devices, said content consisting of a sequence of segments available in a plurality of levels of quality and said player being adapted to choose the level of quality of the segments in accordance with an adaptive bitrate (ABR) regulation logic; the client device comprising a first buffer adapted to store segments in a format suitable for transfer within the peer-to-peer network, the method being characterized in that it comprises the implementation, by data processing means of the client device, of steps of:

(a) Receiving a request for a segment from the player

(b) Providing, in response, said segment from the first buffer upon expiry of a response deadline defined with respect to said ABR regulation logic of the player, wherein

said ABR regulation logic is defined by a first function making it possible to calculate a level of quality in which said segment is required as a function of at least one parameter representative of a segment reception rate, and

a second function makes it possible to calculate in step (a) said response deadline as a function of said at least one parameter representative of a segment reception rate.

2. The method according to claim 1, wherein the second function is constructed from the first function.

3. The method according to claim 1, wherein the second function is monotonic compared to said at least one parameter representative of a segment reception rate.

4. The method according to claim 1, wherein the device further comprises a second buffer adapted to store segments in a format suitable for playback by the player, said segment being provided in step (b) in the second buffer.

5. The method according to claim 1 in combination, wherein said parameter representative of a segment reception rate is a filling level of the second buffer and/or a bandwidth.

6. The method according to claim 1, wherein step (a) comprises the prediction of a level of quality in which the next segment will be required as a function of the response deadline.

7. The method according to claim 6, comprising a step (c) of verifying said prediction of a level of quality in which the next segment will be required.

8. The method according to claim 7, comprising the learning of the second function on the basis of the predicted and actually required levels of quality.

9. The method according to claim 1, wherein the required segment is available in incomplete form in the first buffer step (a) comprising the modification of the response deadline as a function of an estimated duration necessary to finish retrieving the segment, the segment being provided in complete form in step (b) at the earliest upon expiry of the modified response deadline.

10. A device for streaming, on a player, a broadcast content within a peer-to-peer network of client devices, said content consisting of a sequence of segments available in a plurality of levels of quality and said player being adapted to choose the level of quality of the segments in accordance with an adaptive bitrate (ABR) regulation logic; the client device comprising a first buffer adapted to store segments in a format suitable for transfer within the peer-to-peer network and data processing means, the client device comprising the data processing means are configured, following the reception of a request for a segment from the player, to provide, in response, said segment from the first buffer upon expiry of a response deadline defined with respect to said ABR regulation logic of the player, wherein

said ABR regulation logic is defined by a first function making it possible to calculate a level of quality in which said segment is required as a function of at least one parameter representative of a segment reception rate, and

a second function makes it possible to calculate in receiving the request for the segment said response deadline as a function of said at least one parameter representative of a segment reception rate.

11. A computer program product comprising code instructions for the execution of a method, according to claim 1, for broadcasting a streaming content in

a peer-to-peer network of client devices connected to a content server, when said program is executed by a computer.

12. A computer-readable storage means on which a computer program product comprises code instructions for the execution of a method, according to claim 1, for broadcasting a streaming content in a peer-to-peer network of client devices connected to a content server.