Migrating Live Production to IP Technology

♣ It's About Time

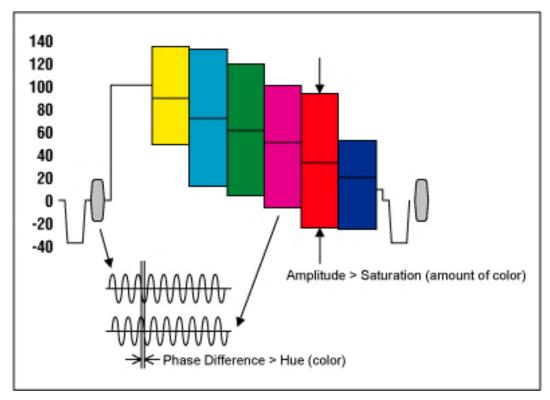


Where we have been

- Color television workflows embodied a brittle, camerato-the-home stovepipe
- Production was Directly attached to the home TV
- Every business model ROI was based on 1 to many

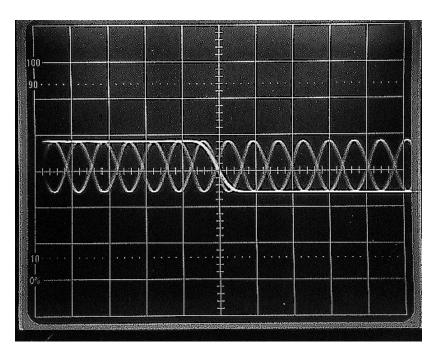


Color Television Time Domain





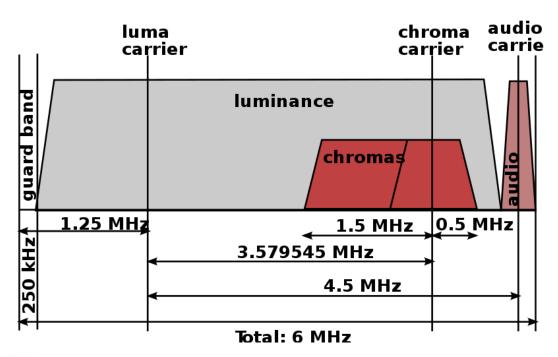
SC/H Phase





Leader, Teleproduction Test Volume 1 Number 10

Broadcast Spectrum



Strict Spectral Control
Tight Frequency Tolerance
Managed Signal Amplitude



Where we are Now

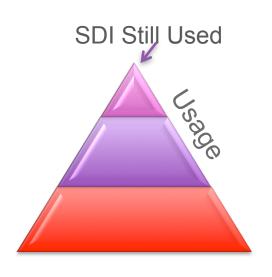
- ♣ Digital television (HD) broke the strict connection between the camera and the home
- Video production became line based
- ♣ The requirement for nano-seconds is gone

Many new ROI models are proposed, leveraging IP technology



Workflow Timing Model

Latency Stratum	Network Latency	Workflow
Absolute Real- Time	~10 us	Computation
Pseudo Real- Time	< 1 ms	Live Production
Fast Non-Real- Time	100ms	Near On-Line/ Streaming
Non-Real-Time	10s	File Based





Time Relationships

- Sampling time
 - Processing Samples and Pixels
 - Homogeneous
- ♣ Media Time
 - Relative relationship between media
 - Audio Image, 3D
 - Lip Sync
- ♣ Time of Day



Wire Speed Latency

Network Speed	Delay	Line Times			
	usec	2K/60	4K/60	4k/120	8K/120
		1.48E-05	7.41E-06	3.70E-06	1.85E-06
Gig E	36.96	2.5	5.0	10.0	20.0
10Gig E	3.70	0.2	0.5	1.0	2.0
100Gig E	0.37	0.0	0.0	0.1	0.2

Originally Presented by Meyer at Vid-Trans, March 2014



Latency Validation Data

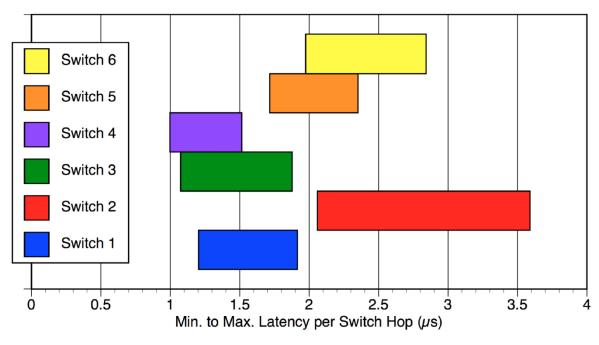
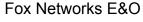


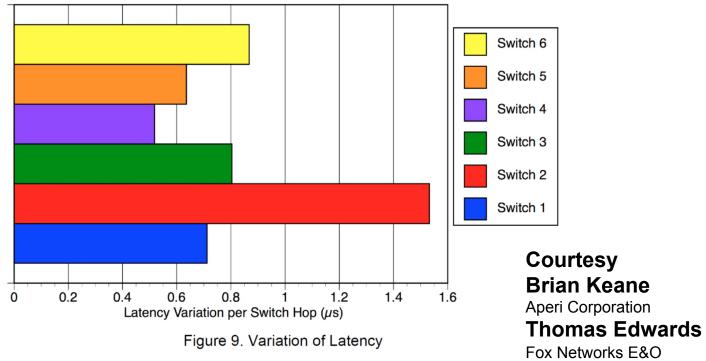
Figure 8. Latency per Switch Hop

Courtesy
Brian Keane
Aperi Corporation
Thomas Edwards





Jitter Validation Data





<u>Update on Ethernet</u>

- ♣ 25 GbE is here.
 - IEEE 802.3by
 - 25/50/100 Standardized during 2016
 - QSFP28 as a package for 100 Gbps with 4 fibers
 - Broad Industry Support
 - Arista, Broadcom, CISCO, Mellanox







Wire Speed Latency Update

Network Speed	Delay	Lines			
		2K/60	4K/60	4k/120	8K/120
Line Time	usec	14.8	7.4	3.7	1.9
1 GbE	37	2.5	5	10	20
10 GbE	3.7	0.25	0.5	1	2
25 GbE	1.5	0.1	0.2	0.4	8.0
40 GbE	0.9	0.06	0.12	0.24	0.5



Wire Speed Latency Update

Network Speed	Delay	Lines	2014	2017	2020
		2K/60	4K/60	4k/120	8K/120
Line Time	usec	14.8	7.4	3.7	1.9
1 GbE	37	2.5	5	10	20
10 GbE	3.7	0.25	0.5	1	2
25 GbE	1.5	0.1	0.2	0.4	0.8
40 GbE	0.9	0.06	0.12	0.24	0.5

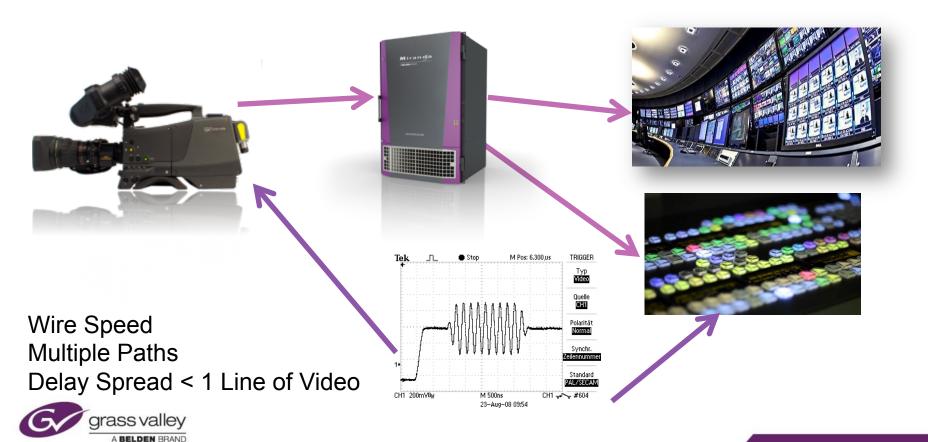


Bound the Problem

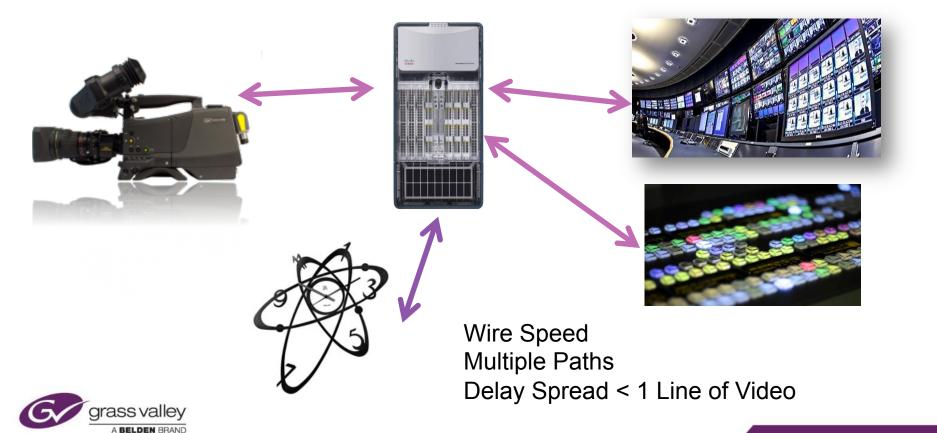
- ♣ Time of Day Only important to your PVR
- Sampling time Too fast to perceive
 - Nanoseconds and Microseconds
- Media Time Sets the constraint
 - Video: mutual to a line (~15 usec)
 - Audio Image: mutual to a sample (~20 usec)
 - Lip Sync: audio to video (-10 msec to + 30 msec)*



System Timing in Broadcast

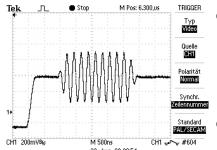


System Timing with Integrated IP



Strategy for Timing

Source time cameras and mics



Data buffers exist at end-points

- Digital SDI works this way today
- Today's facilities are Time of Flight
- IP can be managed this way as well
 - And in the future PTP enables more



Strategy to Reduce Cabling

- Cost per signal per physical network segment
- **♣** UHDTV
 - ■Gamut, HDR, HFR
 - ■4K, 8K, etc...
- **♣** Lite Compression



Lite Compression Defined

- Visually lossless and multi-pass
- ♣ Latency measured in lines
- Low cost hardware
- Low power



Mezzanine Compression 4:1

Network Speed	Delay		2014	2017	2020
	8 Lines	2K/60	4K/60	4k/120	8K/120
		3 Gbps	12 Gbps	24 Gbps	96 Gbps
			3 Gbps	6 Gbps	24 Gbps
10 GbE		3	3	1	
25GbE		8	8	4	1
40 GbE		13	13	6	1

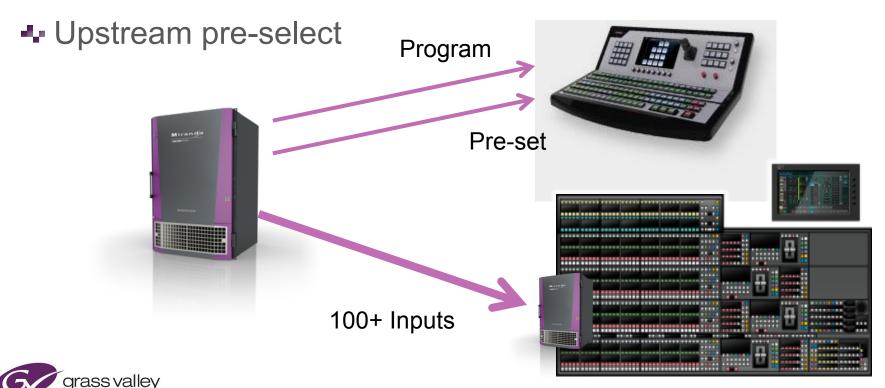




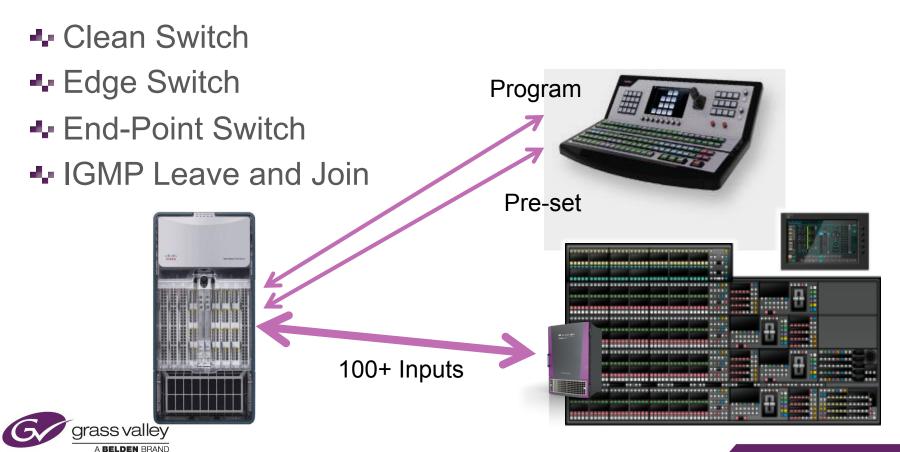
Clean On-Air Switch

♣ A/B Master Control

A BELDEN BRAND

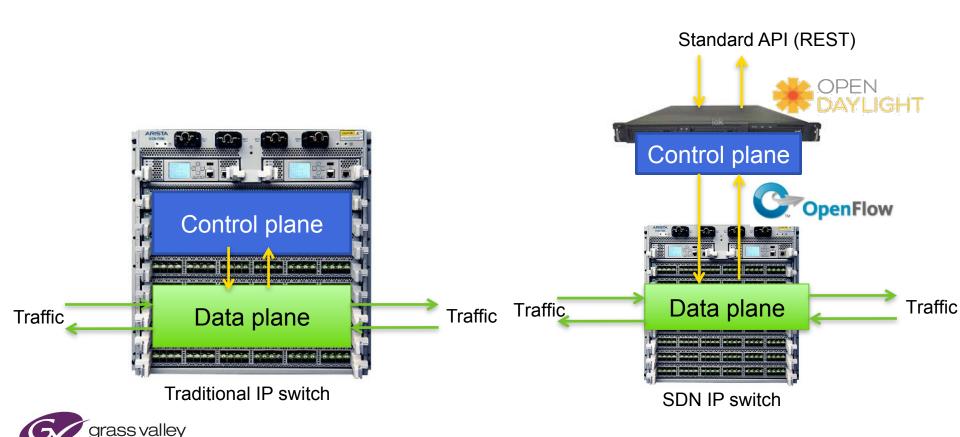


Clean On-Air Switch in IP

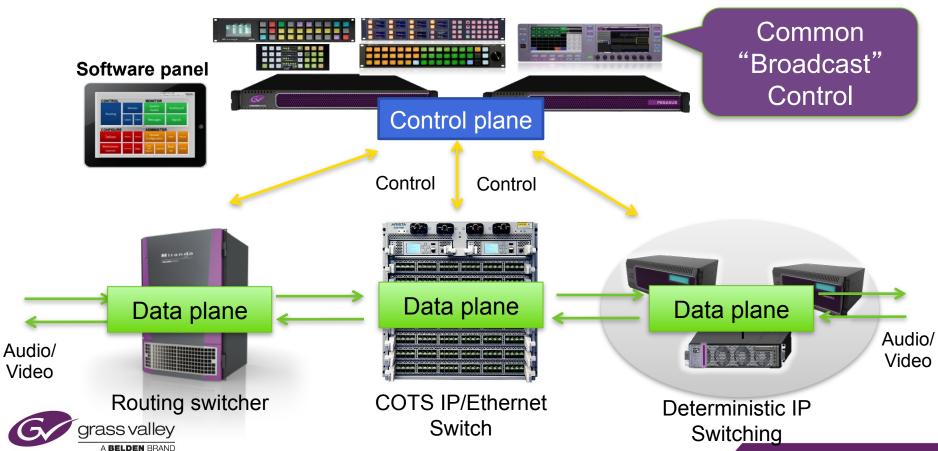


Why SDN? Traditional vs SDN IP Switch

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SDN: Providing TV Centric control for Hybrid IP/SDI



10 GbE Enables Live

- ♣ Fabric delay with jitter is bounded: < ½ Video Line</p>
- Source timed, deterministic systems perform equally with today's SDI
- ♣ Time of flight design still works just like SDI
- Upstream pre-select models stay the same
- Familiar control surfaces still manage the facility



10 GbE Empowers the Future

- ♣ Intelligent process flows
- ♣ Multiple ROI models
- Bandwidth scalability easily adapts to new formats
- Sophisticated timing models
- Location independence
 - Control Room, Sources, or both



