

Moving Forward with Broadcast Technology

- Leaving the Legacy Behind?

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The VSF YouTube video channel

- lots of exciting diversified content!



Broadcast technology



The traditional broadcast chain



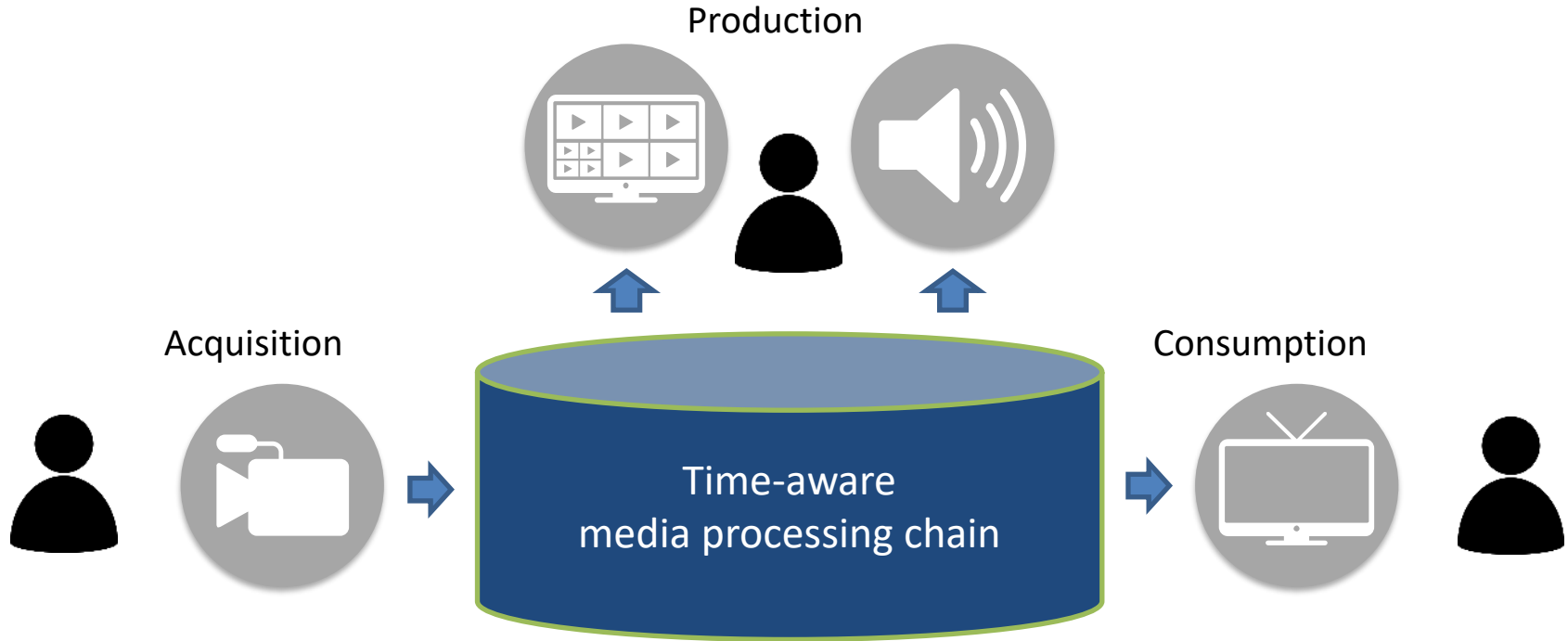
The emerging broadcast chain



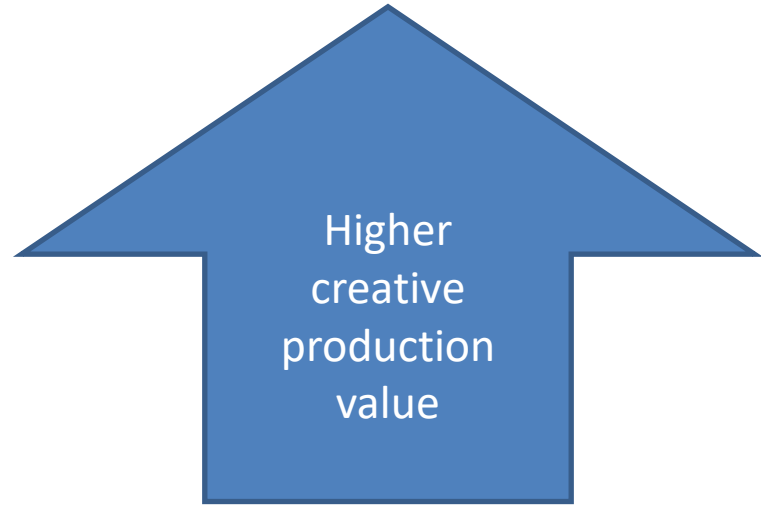
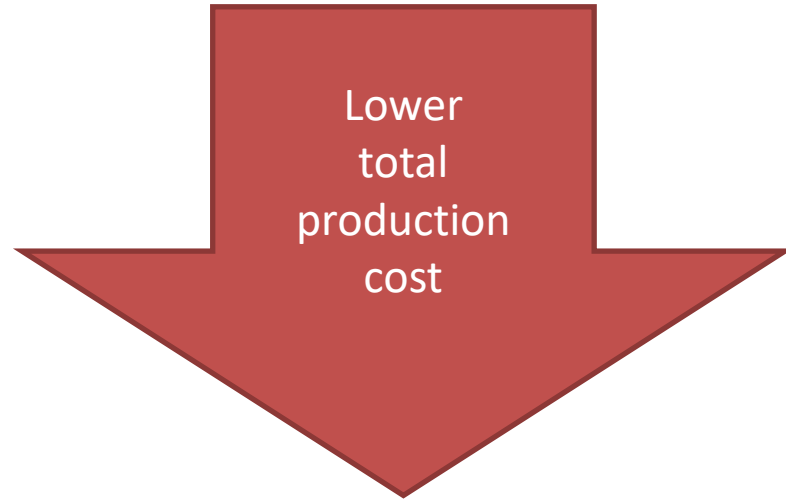
TV delivery & consumption evolution



The broadcast end game



Key content producer requirements



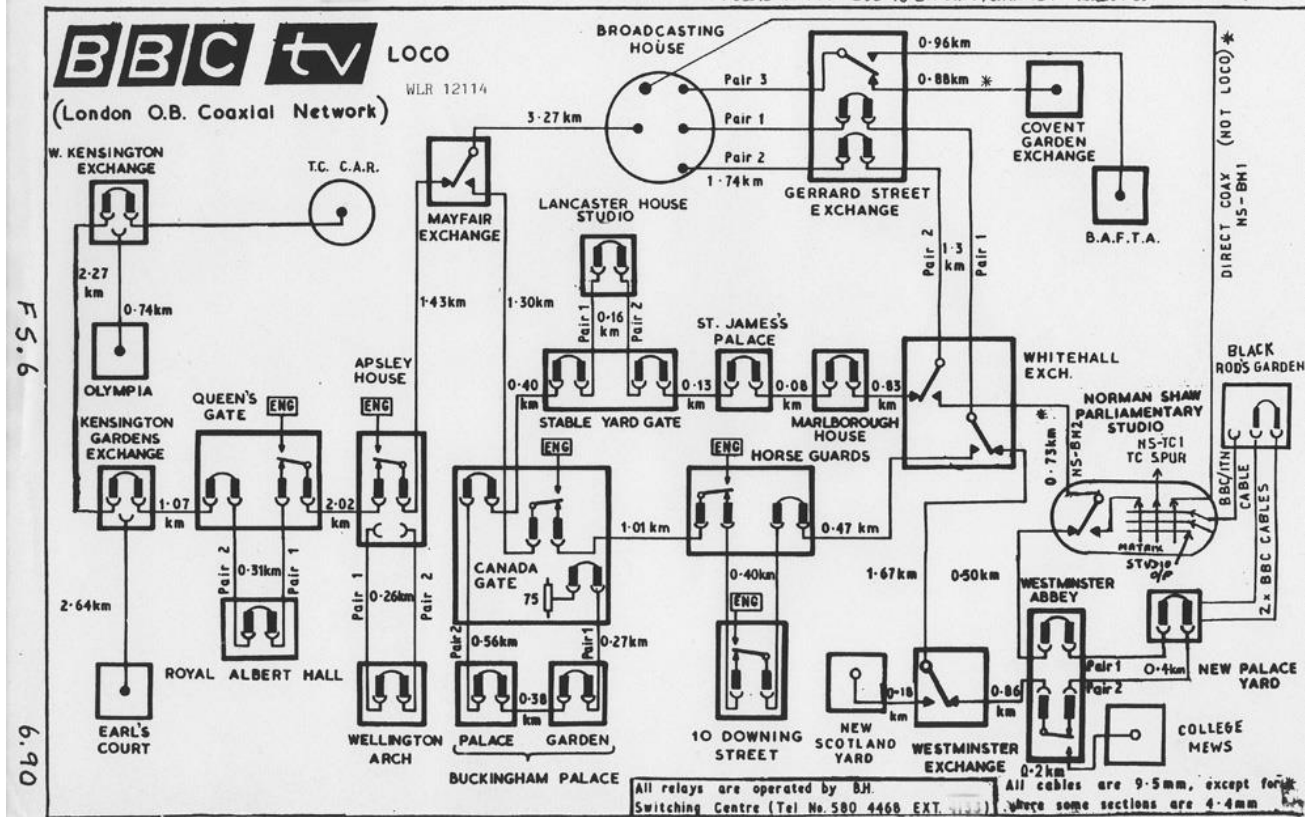
BEFORE BREAKING ANY LOCO CONNFTION ISSUE 25/4/90 1) DELETES LINE GROVE FROM
CONTACT BBC SWITCHING CENTRE

01 - 927 4200

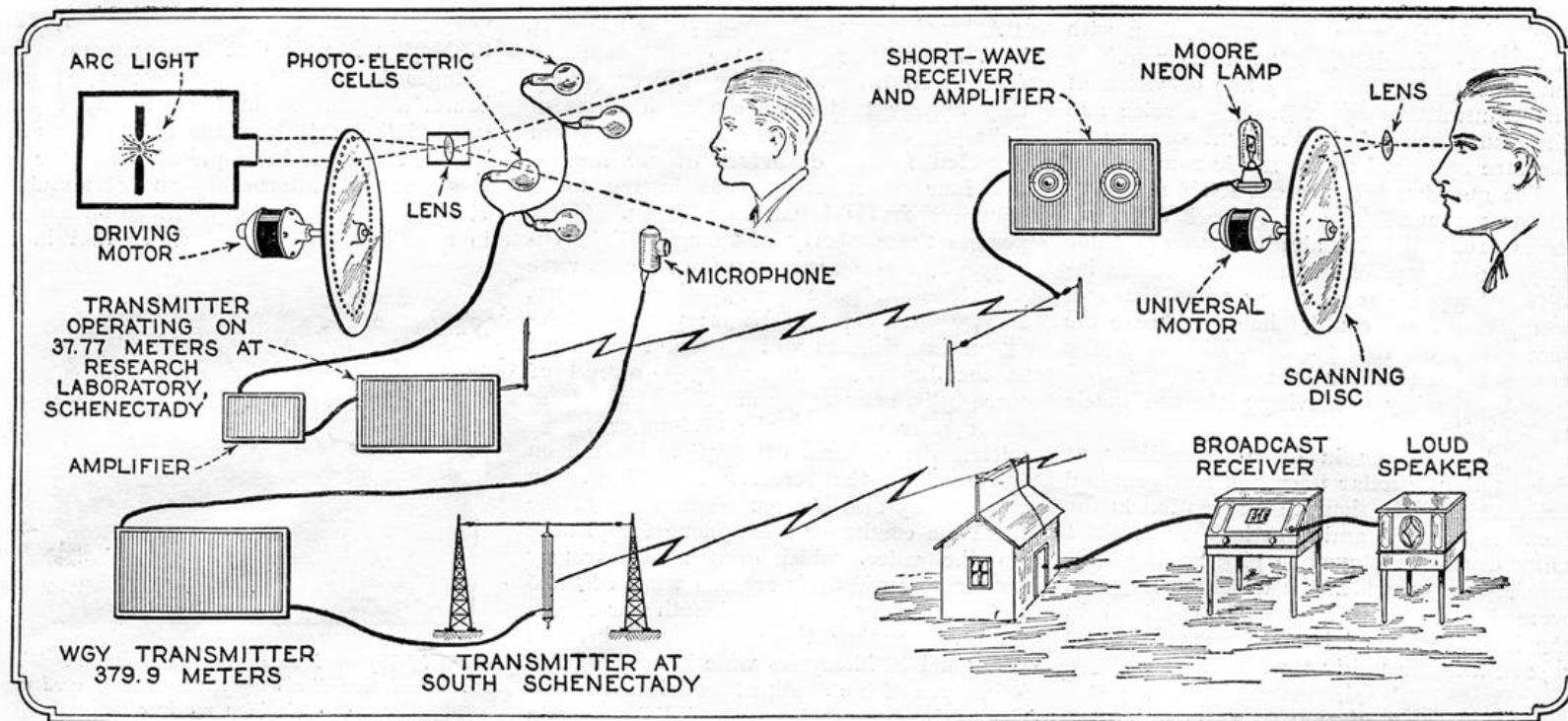
NOTE

10 DOWNING STREET NOT AVAILABLE UNTIL
POSSIBLY 1990 DUE TO BUILDING, BYPASSED AT HOREGARD, MWJ

25/4/90







A diagram of the Alexanderson method of operation in the transmission and reception of television. At the upper left are the transmitter for the

image and the microphone for the voice, which is broadcast on a different wavelength. At the right are the receivers for television and speech.

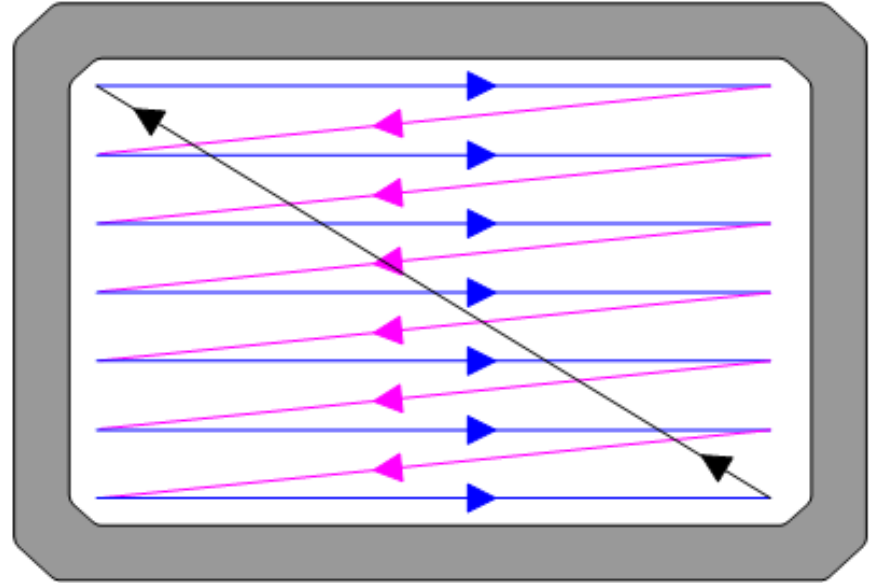
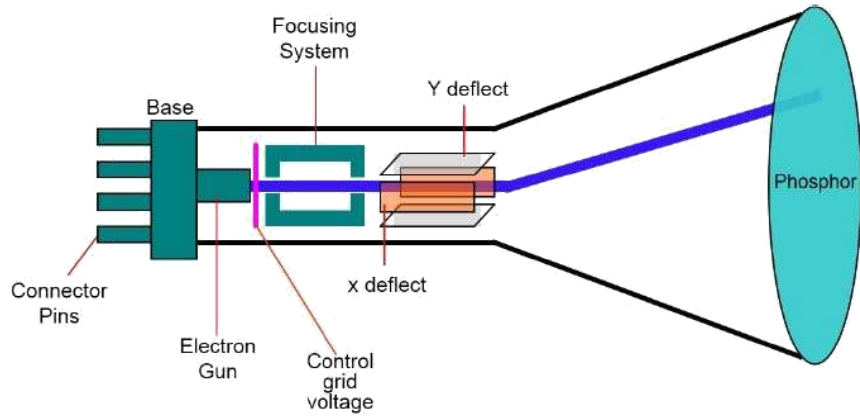
In the beginning.....

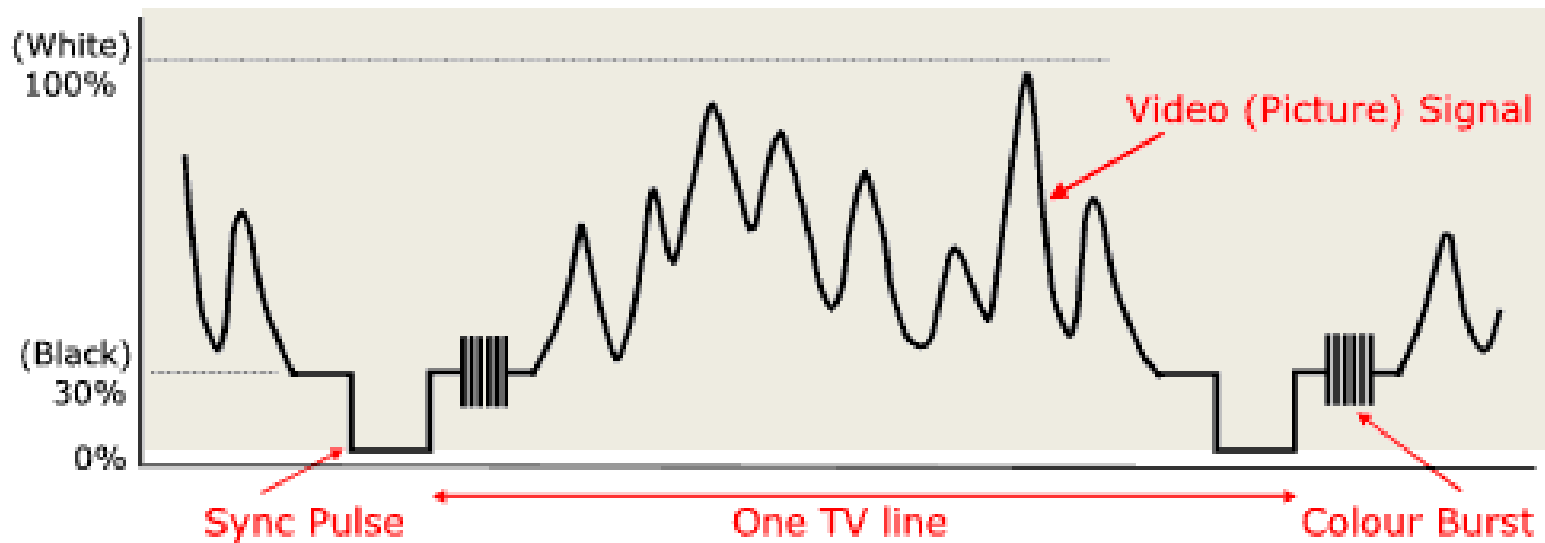
Betty Bolton





The raster scan





Interlaced video



Leon Theremin

Fritz Schröter

Randall C. Ballard

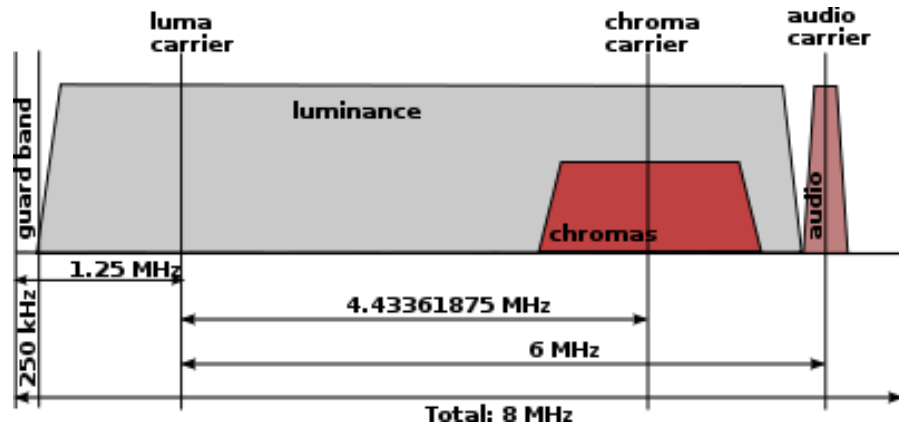
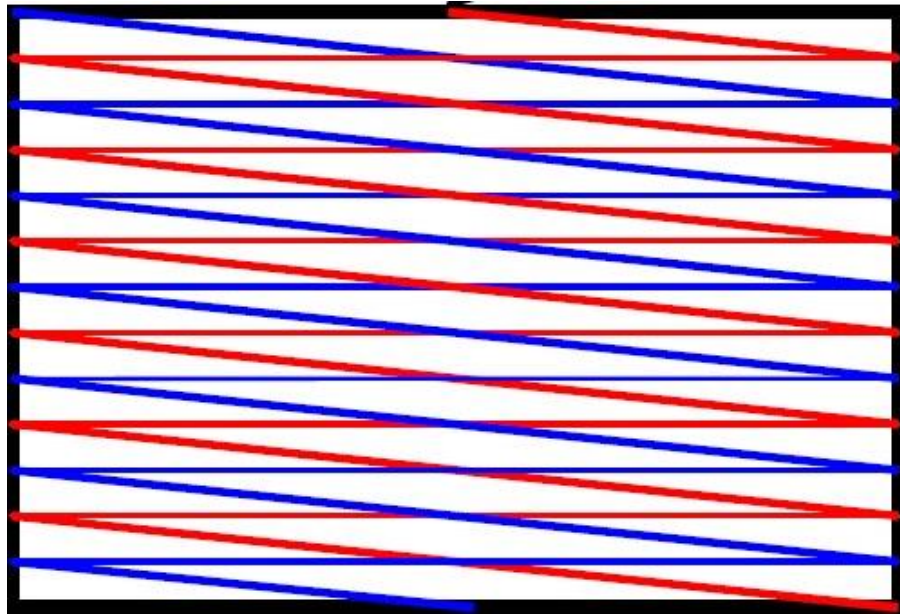


1930s

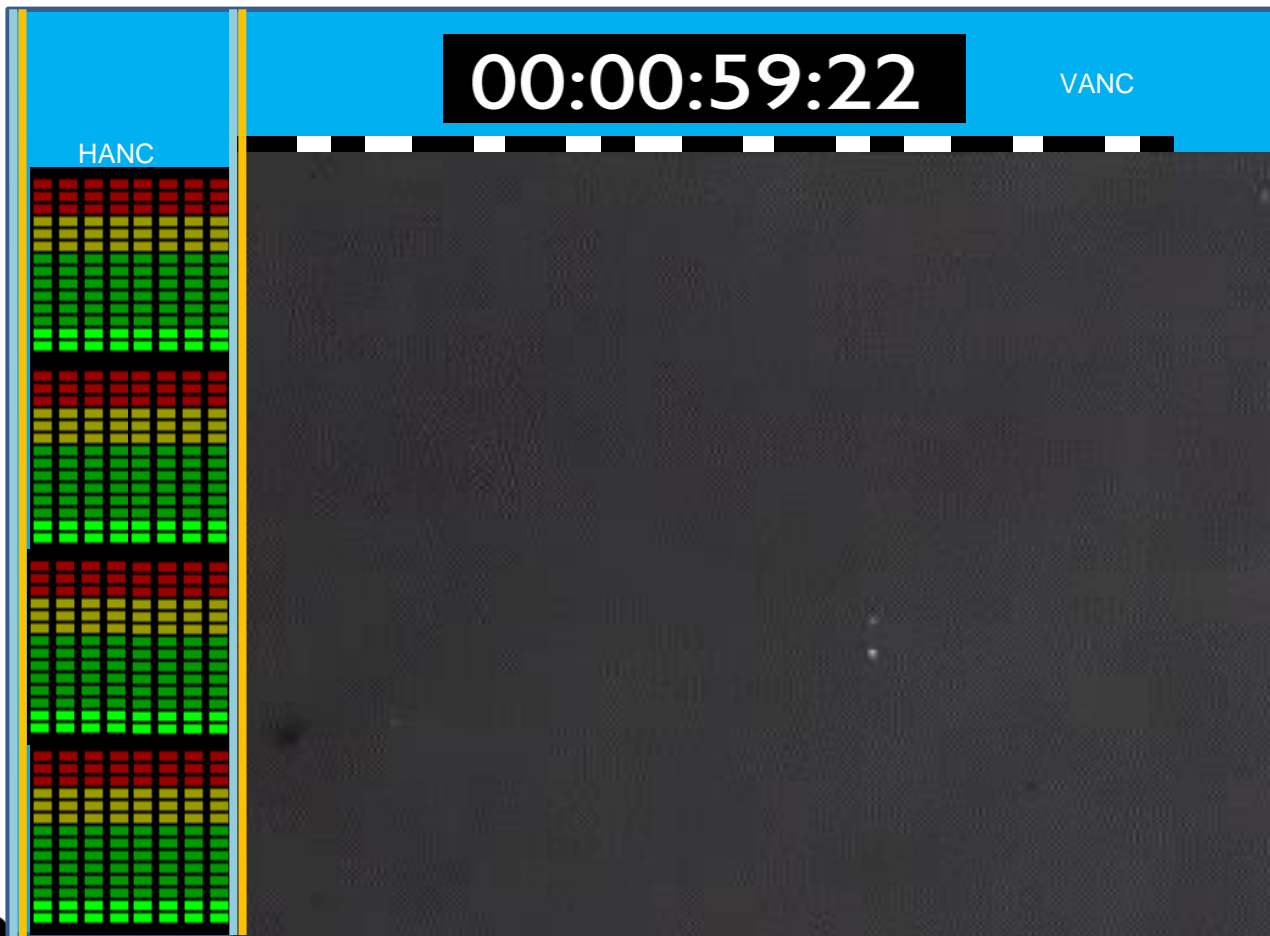
200 lines @ 50Hz

Raster scan plus other clever inventions that continue to give us legacy

- interlace (1932), Colour subcarrier (& FFR) (1953)



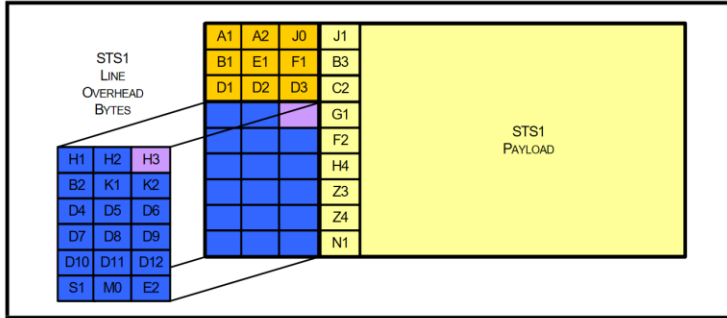
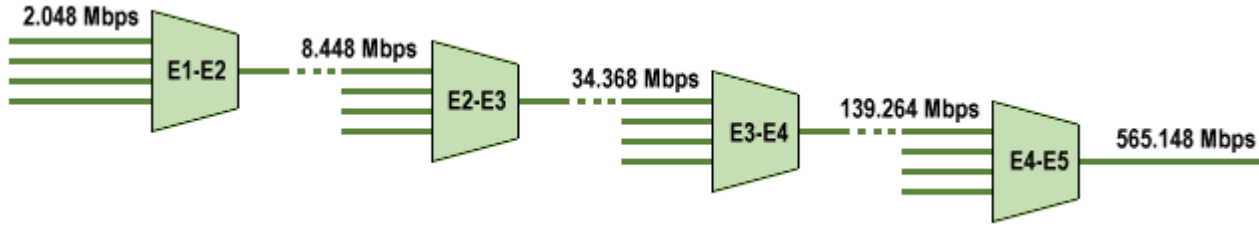
Then
came
SDI



Responsibility for physical transport layer

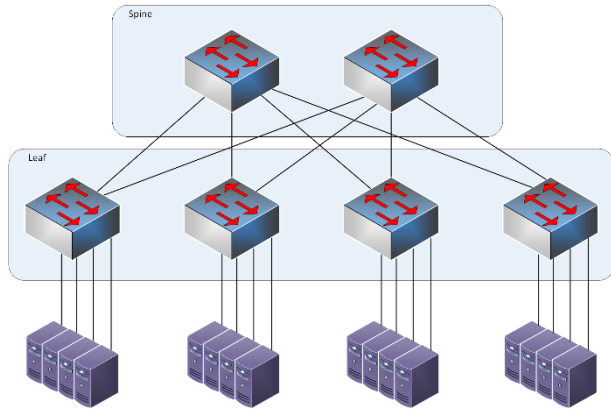


Coping with timing in transmission evolution



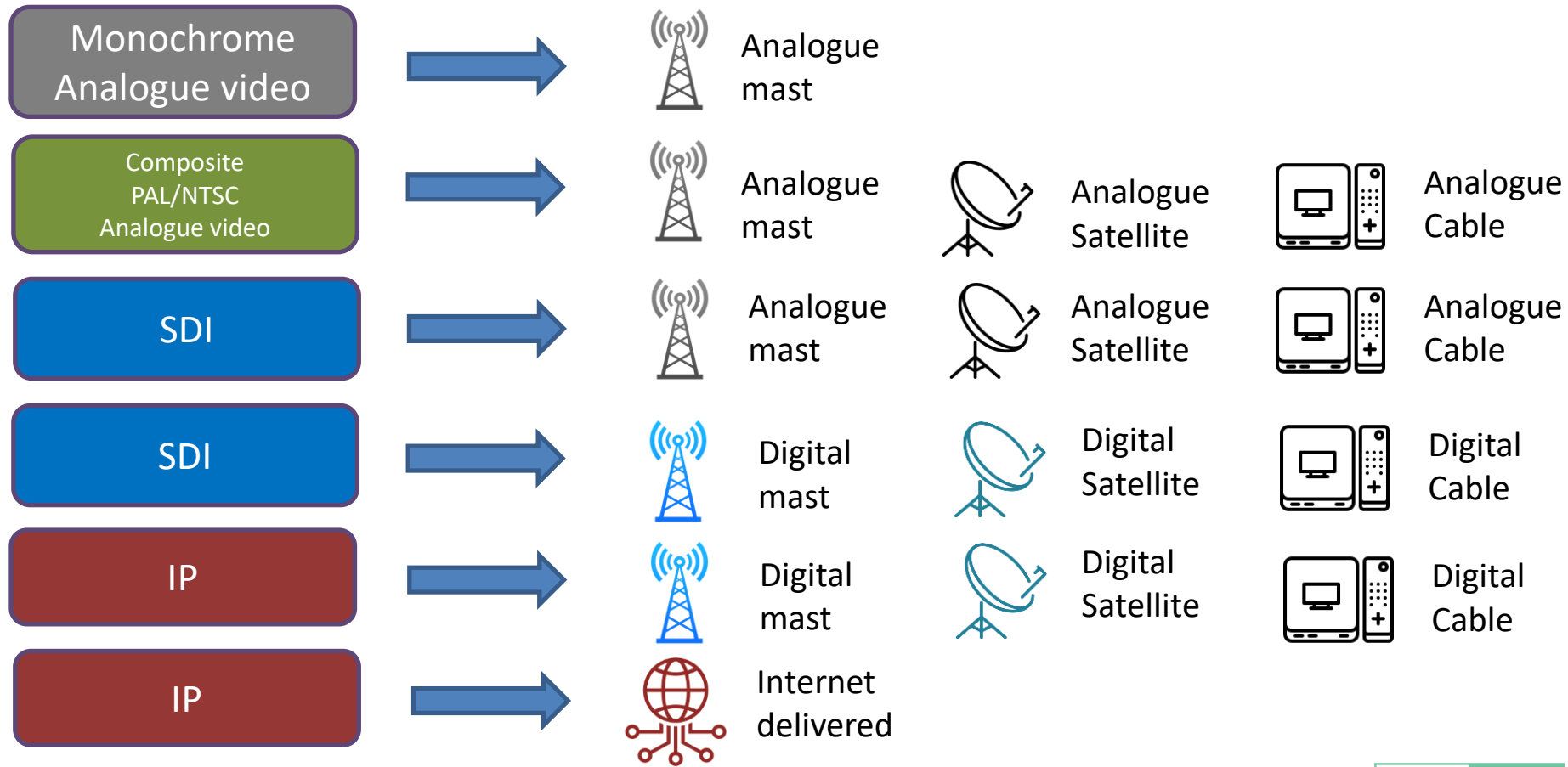
ITU-T Y.1540 PDV

Broadcast transport now uses IT IP technology

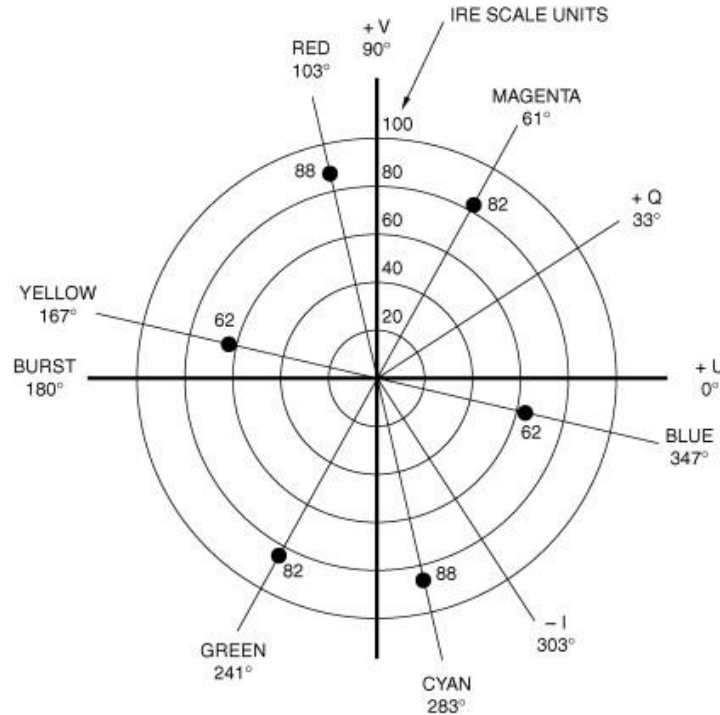


Distance independent transport

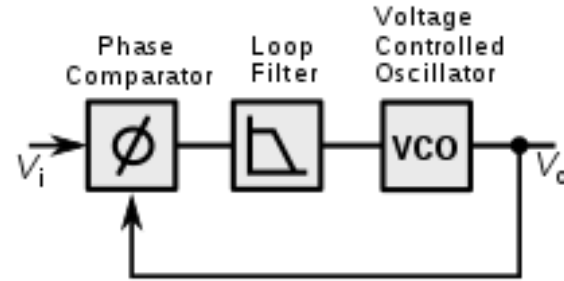
- Finally - a physical transport layer the broadcasters don't need to worry about
- We need
 - Integrity (\sim zero packet loss)
 - Consistency of delivery (low PDV)
 - Lowest possible latency
 - Ability to carry timing information



Legacy subcarrier accuracy demands

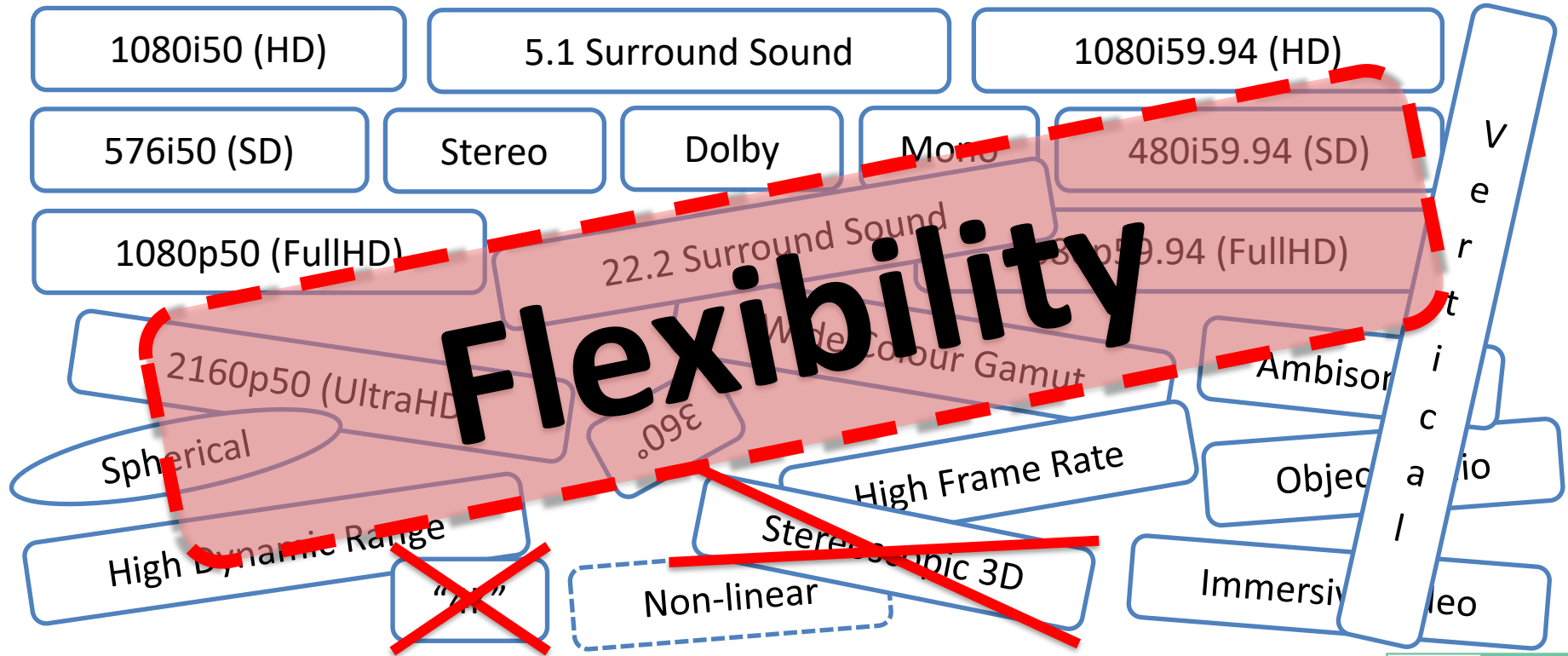


Engineering limitations potentially still in the chain



$\pm 20\text{ppm}$

Why move to IP?

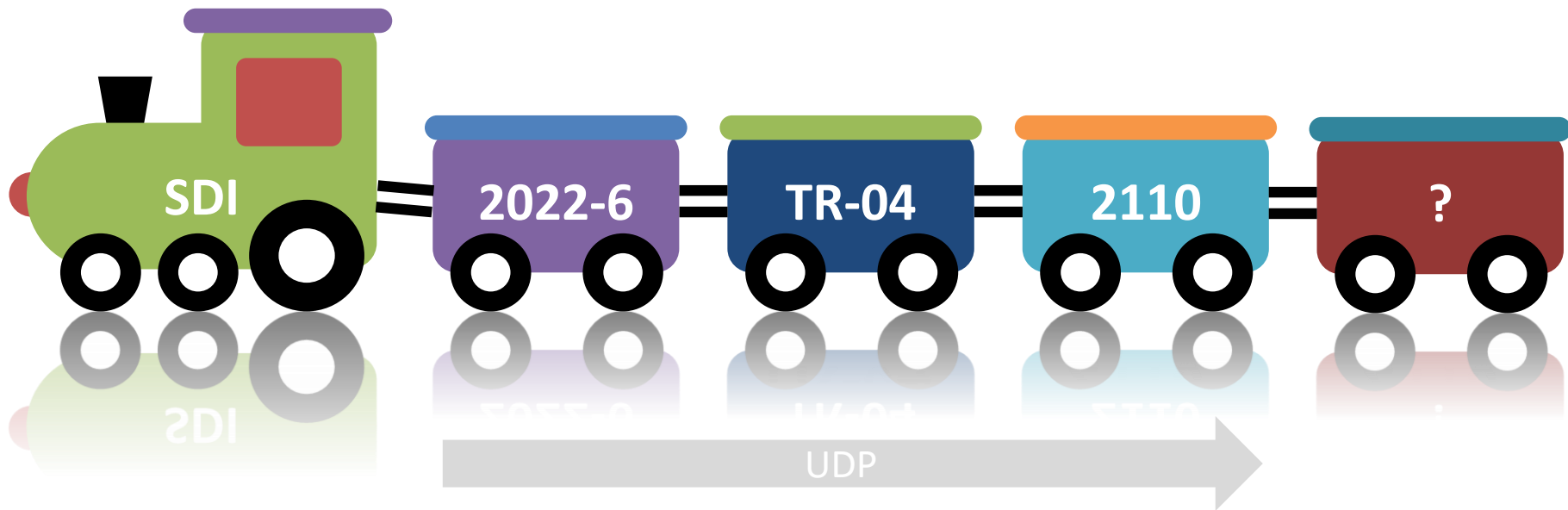


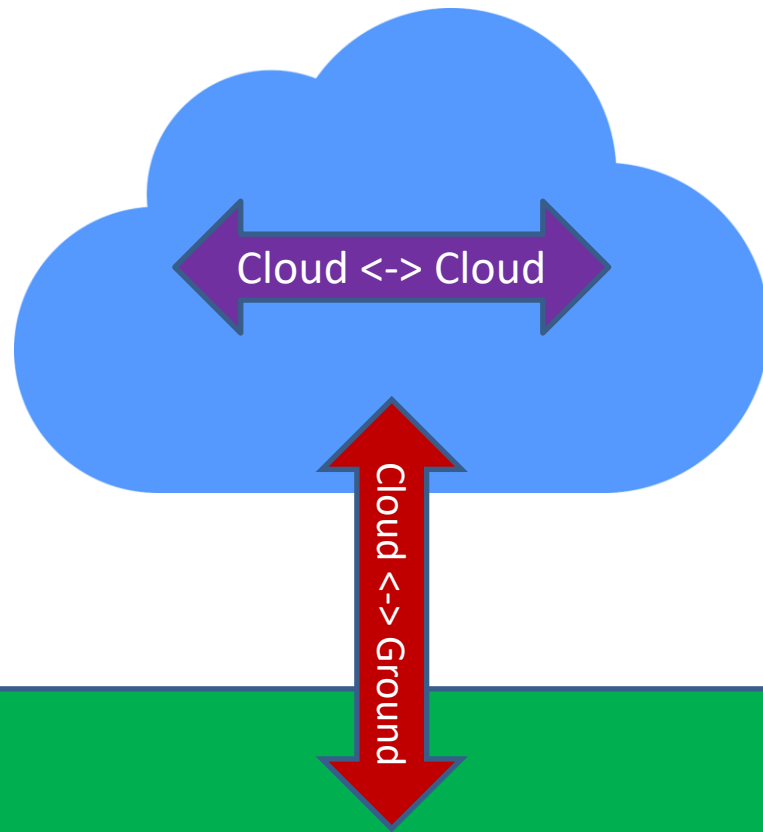
Some of the aims of ST 2110



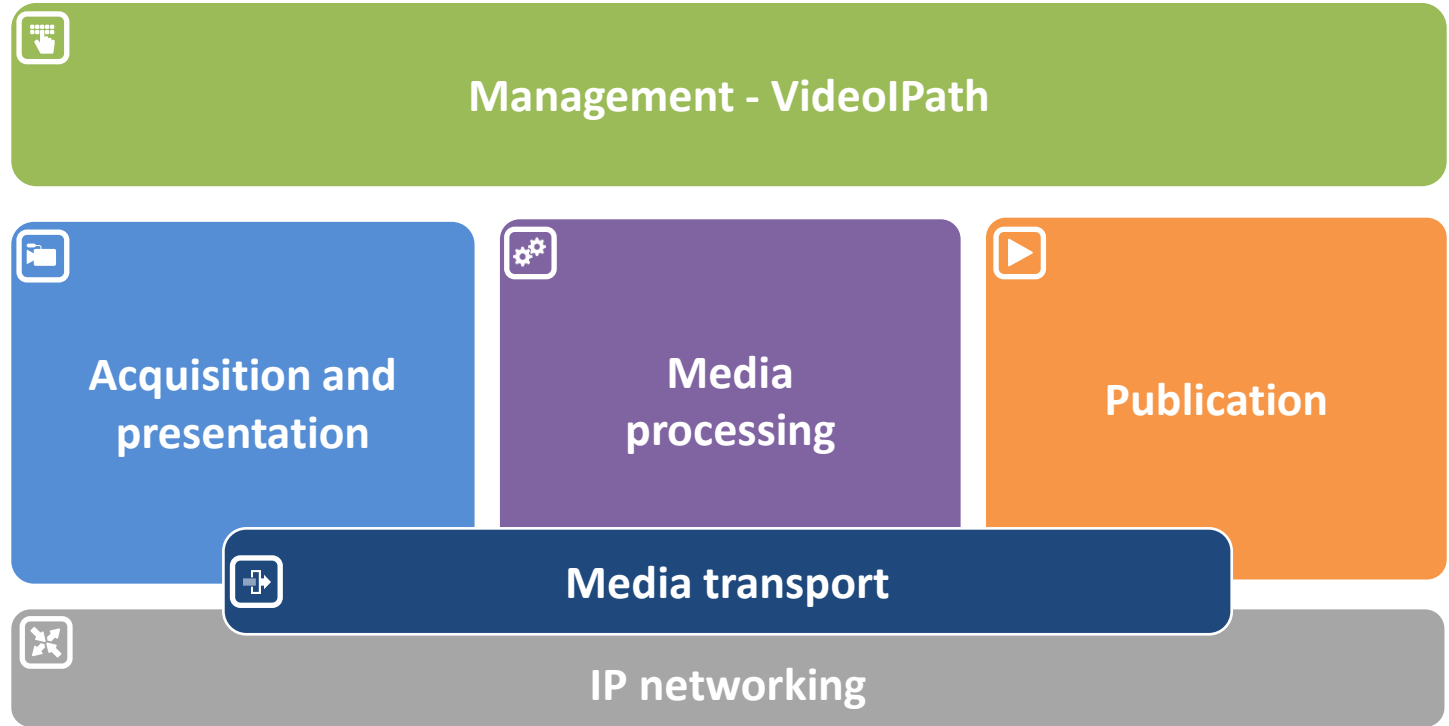
- Use IP for transport of all media flows
- Transport individual media 'essence' flows
- Scalable for formats
- Video spatial & temporal resolution agnostic
- Carry only active media data (no raster blanking)
- Sufficient timing to allow 'composite' reconstitution
- Sufficient metadata to for downstream processing

The IP digital video journey





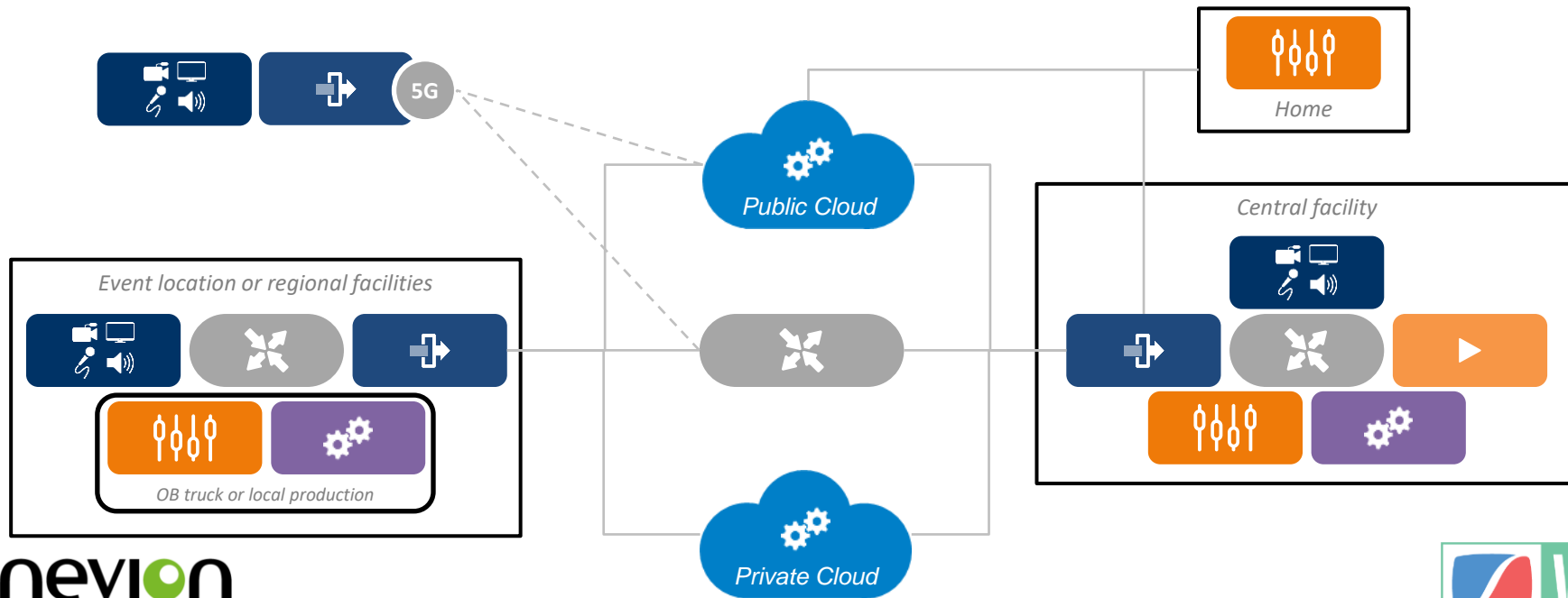
Live media production



Towards distributed production



Management -VideoIPath

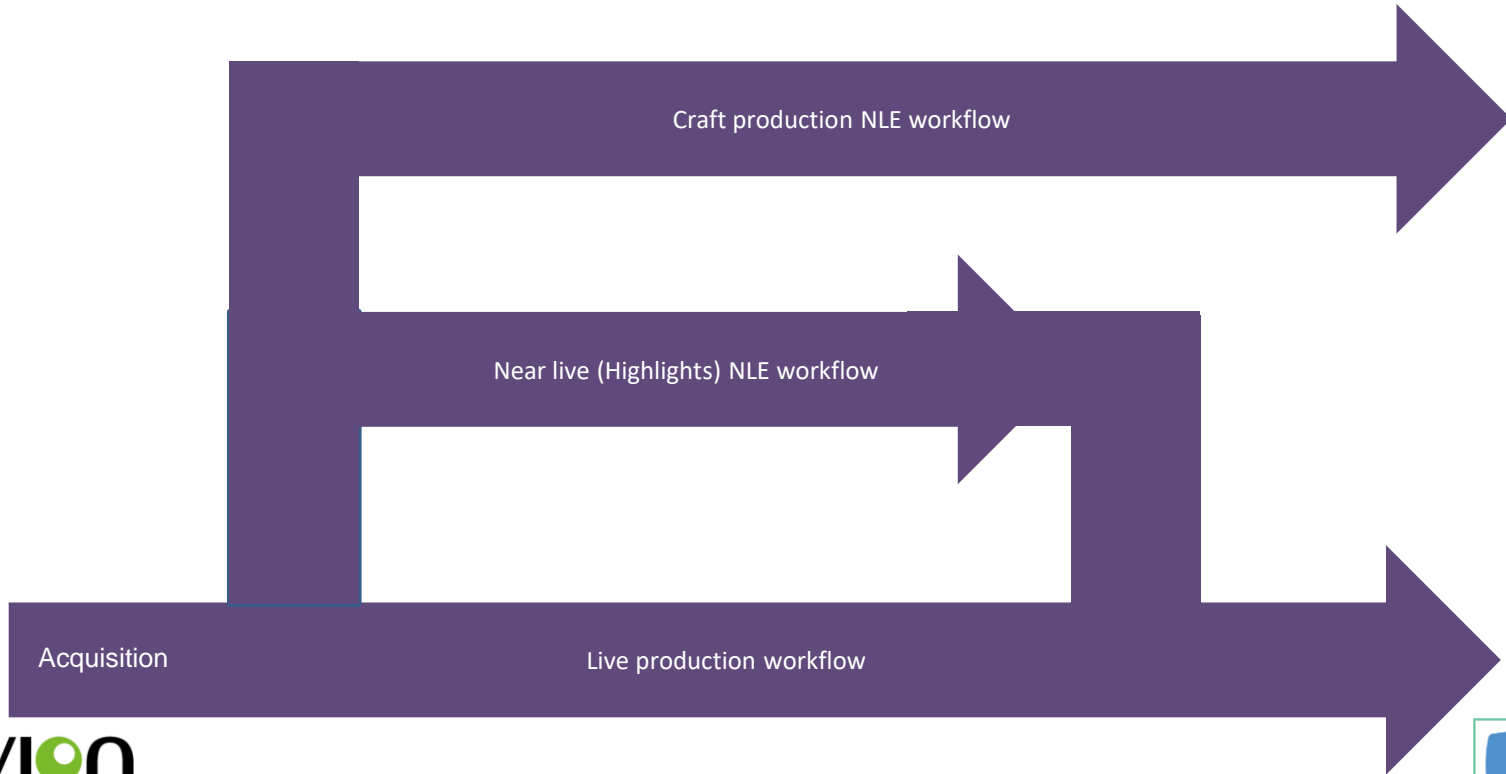


neviON

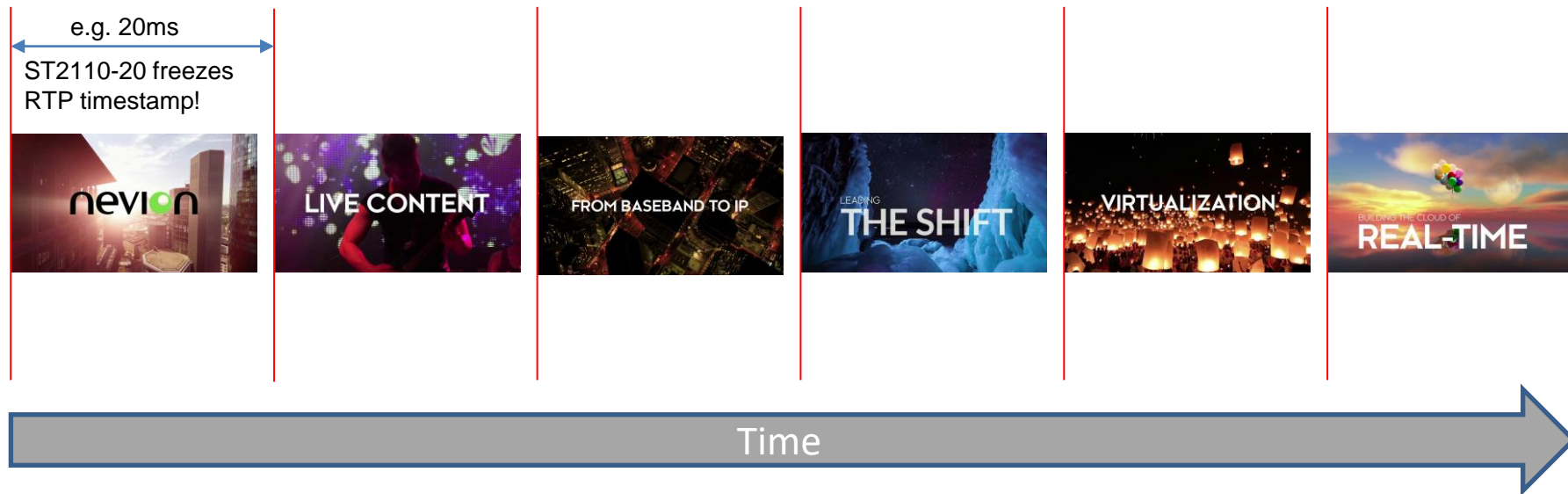
A Sony Group Company

31

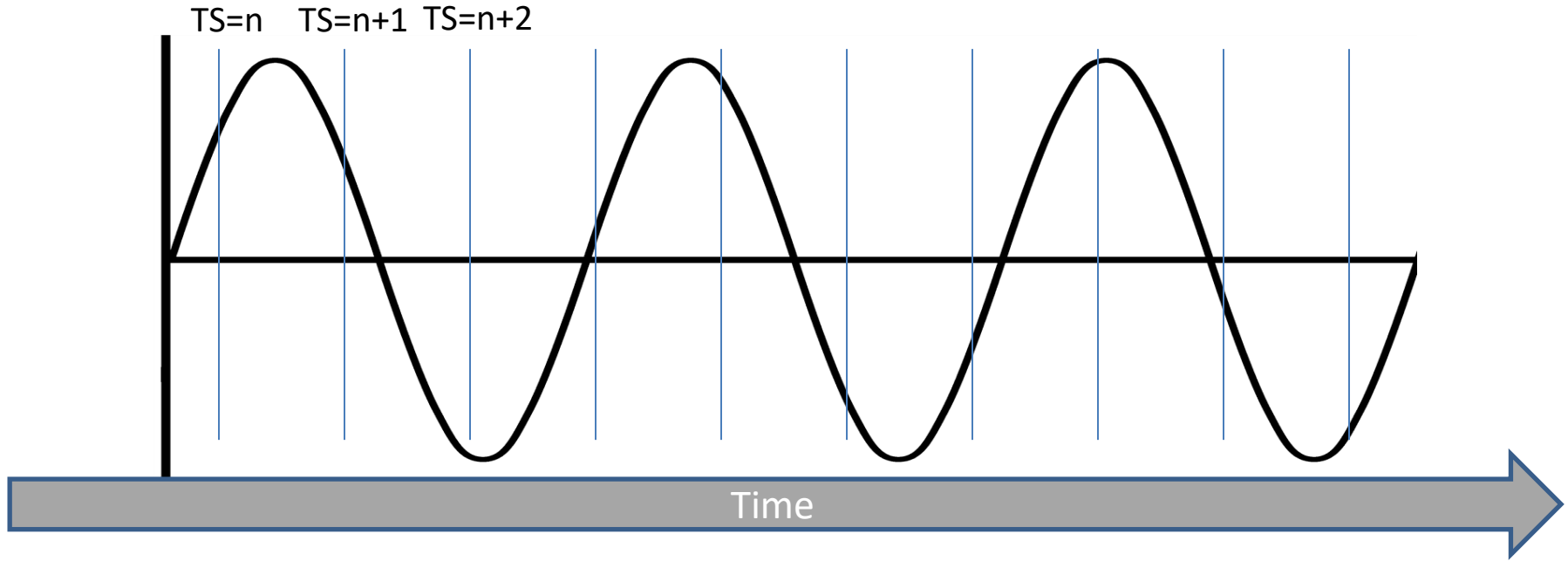
Media production convergence



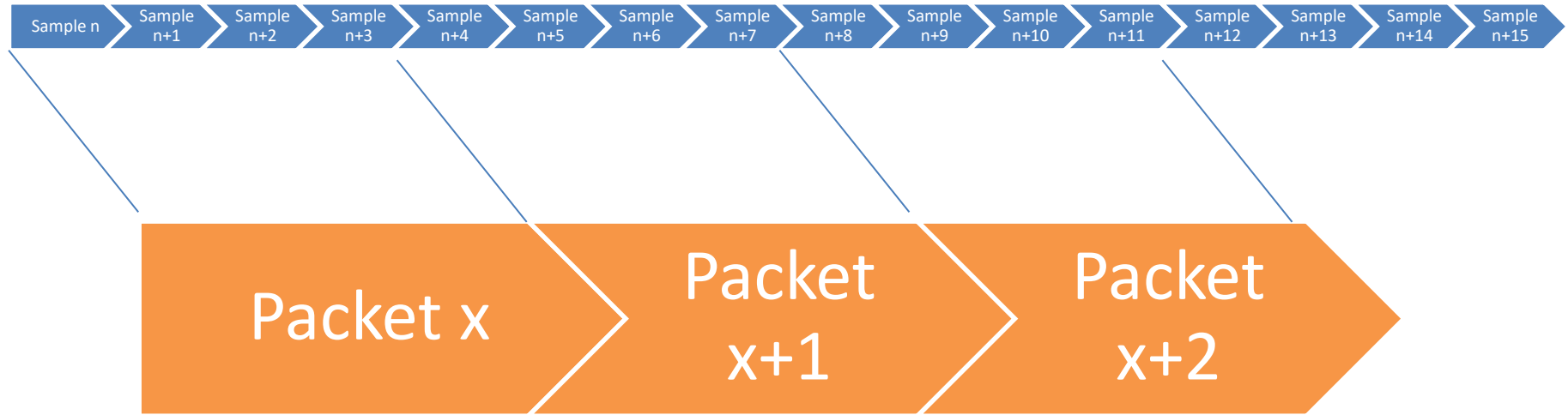
An image at a moment in time



Audio per-sample timing



Linear stream flows – our raster & hardware heritage



ST2110
senders

N



Narrow (gapped)

Typically hardware based
Linked to linear active-raster-based video
Small buffering requirement
Capable of low latency chaining

NL



Narrow linear

Image based – not active raster
Small buffering requirement
Low latency when not raster interfaced
Containerised software can achieve this

W



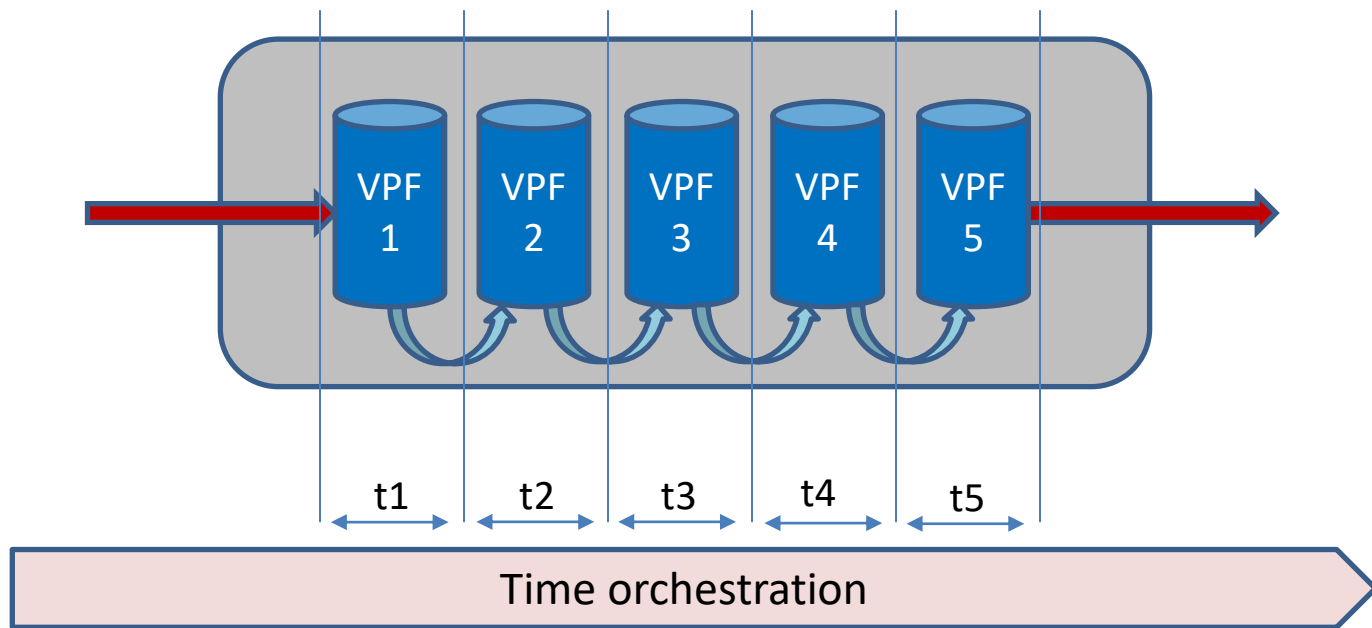
Wide

Typically software based using NIC
Not linear raster related
Larger buffering required
Low latency when not raster interfaced

What matters to the content consumer...



Concatenated virtual processing functions, each with defined (max) execution time



So what legacy tech elements can we cast aside

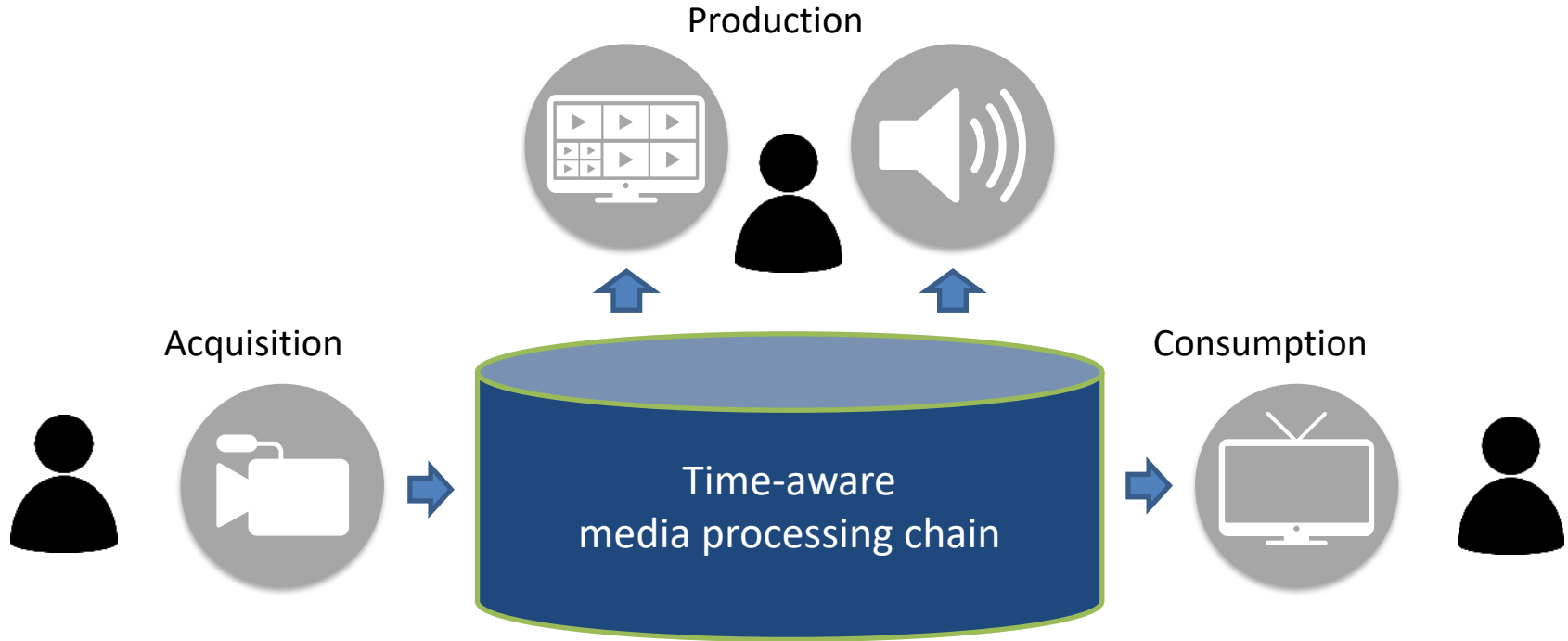


Send in your ideas!

What we need moving forward is technologies that provide:

- Location independent acquisition, operation & delivery
- Sufficient media quality (resolution, frame rate, DR, PQ)
- Low enough latency for operation

The broadcast end game



Thank you!

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