Experiences from weekly sports broadcasts over 5G - what's possible and what isn't yet.

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Who are Open Broadcast Systems?

- Company specialising in softwarebased encoders and decoders for Sport, News and Channel contribution (B2B)
- Based in Central London
- Build everything in house:
 - Hardware, firmware, software
- Not to be confused with:



Open Broadcaster Software







Who are Nemeton?

- Ireland's largest independent production company, specialising in live sport OBs
 - HQ based in the South of Ireland
 - Office in Glasgow, Scotland
- Main Clients Irish Language Broadcaster TG4 & Scots Gaelic Broadcaster BBC Alba
- Fleet of 4 SNG Trucks (Ku Band)
- 5 Antenna Teleport







Where are we today with 4G?

- Over last ten years massive growth of cellular bonding solutions
 - Especially in newsgathering (Talking heads)
 - Some use in sport (mainly web)
- Generally a single-vendor walled garden solution
 - Adaptive bitrate solutions (sometimes very aggressive)
- Not comparable to satellite/fibre for higher end productions
 - Adaptive bitrate ok for five mins of news reporting but for hours of sports is quite jarring
 - But do viewers actually notice?









Why is 5G different?

- On paper, massive improvements in performance
 - 10-100x increase in bandwidth compared to 4G, comparable or better than fibre connections
 - 10x decrease in ping times, 4G ~30-50ms, 5G ~5-10ms.
 Again comparable to fibre
- Massive investment push from telco industry that broadcast can benefit from
 - Fierce competition in many countries
 - "build it and they will come" like 4G
 - Large numbers of cell towers

Fibre performance, anywhere







Introduction to 5G

- 5th Generation of Mobile Cellular Communication Technology; 5G NR (New Radio)
- Why 5G? We cover many venues, most visited only once per year. Need satellite flexibility. Multi-annual fibre commitment not cost effective
- 5G comes in 3 Major Forms:
 - 5G NSA: Currently Live in Ireland on all networks
 - 5G SA: Under development in Ireland. Expected early 2023
 - DSS: Dynamically Shared Carrier between 4G/5G, typically on lower frequency bands like 1800MHz, upload performance very similar to 4G. Enables faster speeds without need for new antennae







5G NSA vs SA

- 5G NSA (Non-Standalone):
 - New 5G radios allow higher throughput, wider RF Bandwidths
 - New frequency bands, Band 78 (3.5GHz 3.8GHz)
 - Core network still 4G Evolved Packet Core
 - Basically 4G but faster, reduced latency
 - mmWave, 6GHz+
- 5G SA (Standalone): Ground up Rebuild
 - Same radios & bands as NSA
 - New 5G Core, most offerings virtualised/cloud native
 - Enabling even higher throughput & lower latency
 - Network Slicing*







5G Network Slicing

- Partition the 5G RF Carrier and create an IP pipe to your endpoint.
- Endpoint can be in the cloud or your facility; IPsec VPN
- QoS applied to the pipe giving guaranteed bandwidth, latency, packet loss. Not competing with the general public. No crazy fluctuations
- Many applications, including broadcast
- Unknowns: Pricing & Timeline. 5G Core needed







First Tests with 5G

- Bonded 3x 4G & 1x 5G connections
- 20 Mbps TS

Ctoto

 Worse packet loss than our single modem 5G broadcasts Over 48 million video packets transmitted over @eir #5G from Croke Park for the All Ireland Hurling Final today using @OpenBroadcastSy, @ZixiNews and @elementaltech. @nemetontv

9:08 PM · Dec 13, 2020 · Twitter Web App

- Stats		reset
Bitrate [kbps]: 6025	Total Packets : 48107668	FEC Packets III : 8104566
Up Time: 05:50:48	Packet Rate III : 2284	FEC Recovered III: 3193
Send Errors III: 0	Packet Loss % dell: 0	ARQ Requests della 21938
Reconnections: 0	Consecutive Drops Internet Consecutive Drops	ARQ Recovered
RTT[ms] .111: 10	Dropped Packets 111 : 9455	ARQ Duplicates
Jitter[ms] III: 34	Recovered Packets III : 6093	ARQ Ignored III:
	Not Recovered Packets III : 0	Overflows III: 0

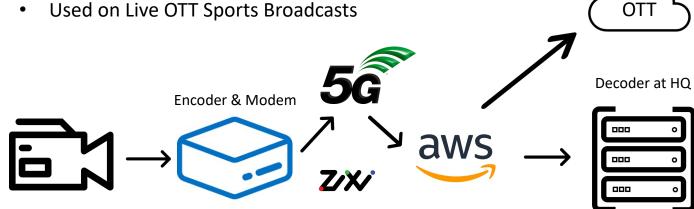




[rooot]

Current 5G TX Setup

- Ordinary 5G SIM, no QoS or Slicing ٠
- OBE Encoder 15 Mbps TS Zixi Protocol ٠
- Single Quectel RM500Q Modem, 4x Omnidirectional Antennas, 4x4 MIMO ٠
- AWS Elemental Mediaconnect, EU-West-1 Datacentre ٠
- **RX: OBD Decoder at Nemeton HQ** ٠
- Used on Live OTT Sports Broadcasts ٠







5G Locations

- Locations, distance to 5G Tower:
 - Location A 1km, non-Line of Sight
 - Location B 300m, Line of Sight
 - Location C 450m, non-line of sight (Croke Park, Dublin)

Venue	Network	Ping (ms)	Uplink (Mbps)	Downlink (Mbps)	Date
RSC (Location A)	Network A (4G)	23	30	66	16/06/2021
Waterford City	Network A (5G)	14	98	357	16/06/2021
	Network B (4G)	20	47	71	16/06/2021
	Network C (4G)	20	34	28	16/06/2021
	vDSL	13	19	94	16/06/2021







5G Tower Serving Cell

Huawei integrated 5G Radio/Antenna 3.6GHz, 32 x 32 Massive MIMO







Results

- In most cases Zero Packet drops over 2+ hours!
- Average RTT ~15ms, lowest observed 9ms
- Jitter varies, normally ~20ms. Occasional 250ms+ bursts (at a guess due to TDD on Band 78)

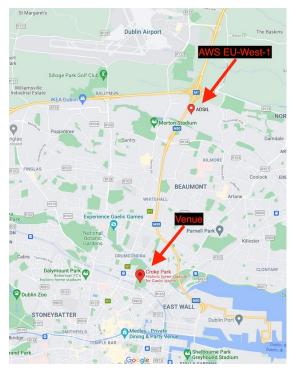
- Stats		[reset] -
In Bitrate(kbps): 15002	Total Packets: 13862726	FEC Packets: 112
Out Bitrate(kbps): 14930	Packet Rate: 1422	FEC Recovered: 0
Up Time: 02:42:15	Dropped Packets: 18	ARQ Requests: 66
RTT(ms): 18	Recovered Packets: 18	ARQ Recovered: 18
Jitter(ms): 24	Not Recovered Packets: 0	ARQ Duplicates: 0
	Failed Sends: 0	Overflows: 0
Stats		[reset]
In Bitrate(kbps): 15002	Total Packets: 5463618	FEC Packets: 112
Out Bitrate(kbps): 14926	Packet Rate: 1421	FEC Recovered: 0
Up Time: 01:04:00	Dropped Packets: 0	ARQ Requests: 0
RTT(ms): 15	Recovered Packets: 0	ARQ Recovered: 0
Jitter(ms): 24	Not Recovered Packets: 0	ARQ Duplicates: 0
	Failed Sends: 0	Overflows: 0





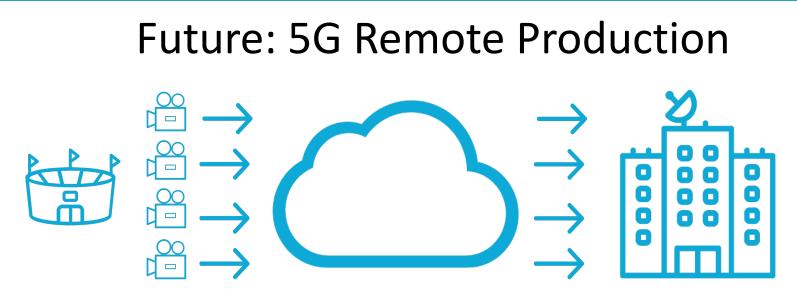
Results & Next Steps

- 9ms Ping seen at venue very close to the data centre (5km/3miles)
- Push up Bitrate & Reduce buffer
- Goal is 30 Mbps & <250ms Buffer comparable to Satellite
- Remote Production: 100 Mbps+ using bonding, multiple camera angles









- 5G delivering ~5-10ms RTT in many cases
- Encoding achievable at ~100ms end-to-end (H.264)
- Doable today, apart from large network ping spikes





Future: Replacing in-car RF links with 5G

- In car cameras often use high-end RF equipment
- Racing semi-professionally at famous tracks such as Le Mans, Spa and Magny Cours
- In-car video used as part of team's race
- Latency more important than picture stability
 - Ok to glitch under a bridge or in a tunnel and come back
- Challenging content for encoder, track + multiview
 - Can't adapt bitrate down and then wait 30s to come back
- Currently bonded 4G with ~3-5s latency
 - For non-interactive, strategic decisions
- 5G could cut this to ~100-200ms
 - Can make interactive, instant decisions







