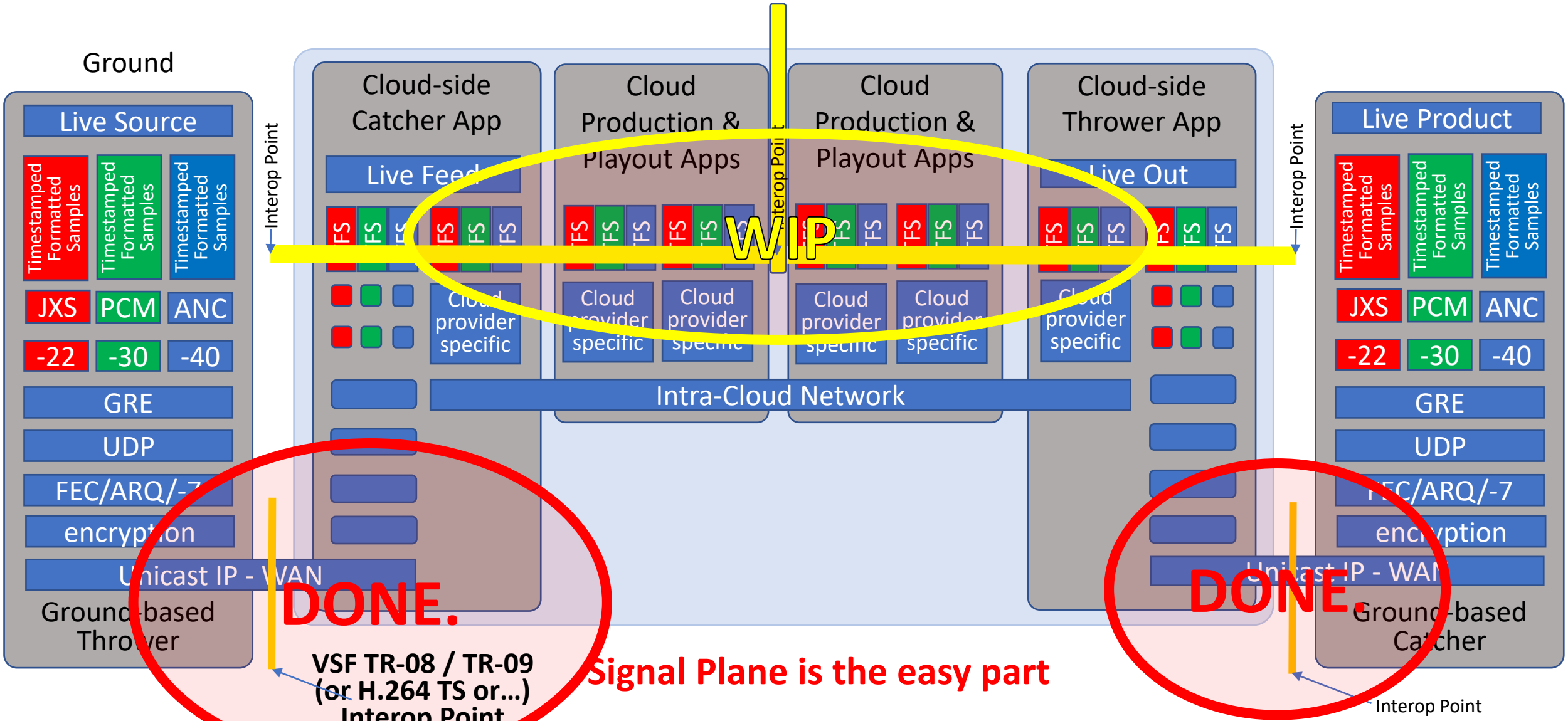
# Ground-to-Cloud Media Transport Integration

or

# How We Learned to Stop Worrying and Love the Cloud

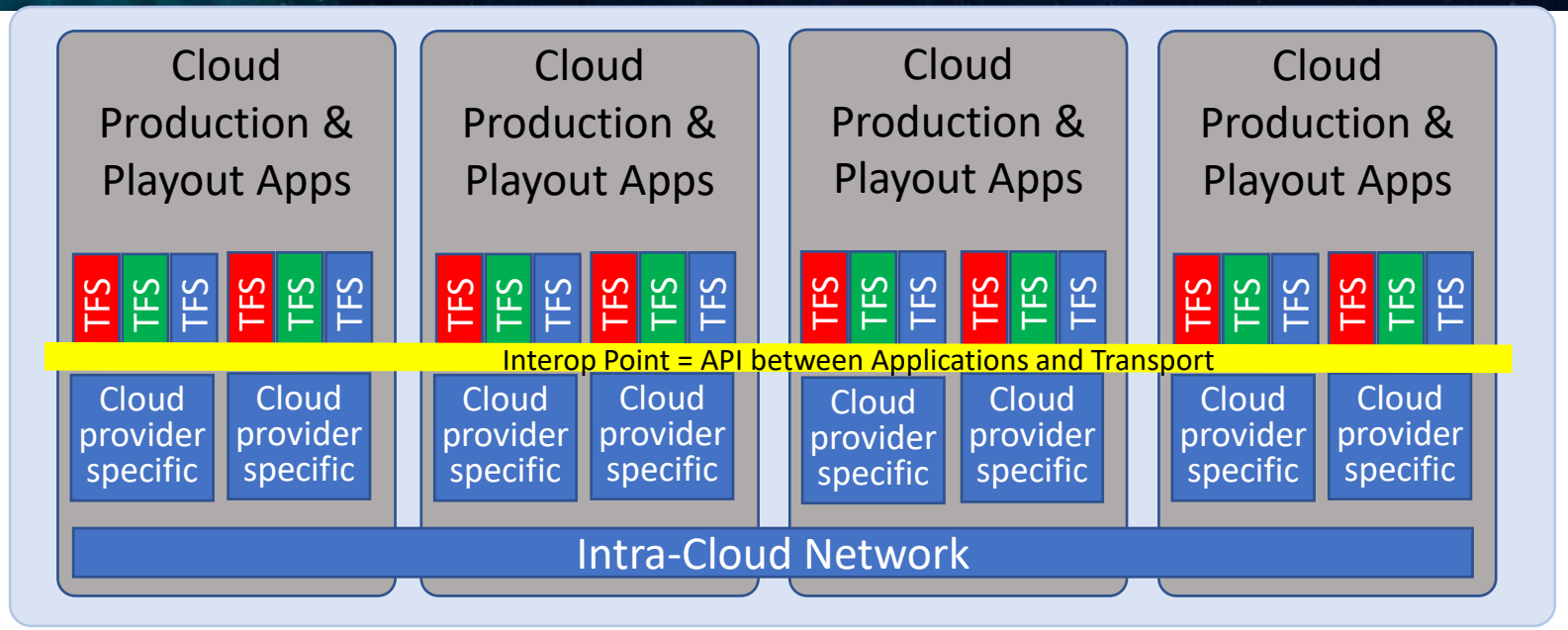
# Where are the points-of-interoperability?




Work of the VSF GCCG AHG

# Why is the Intra-Cloud Case Special?

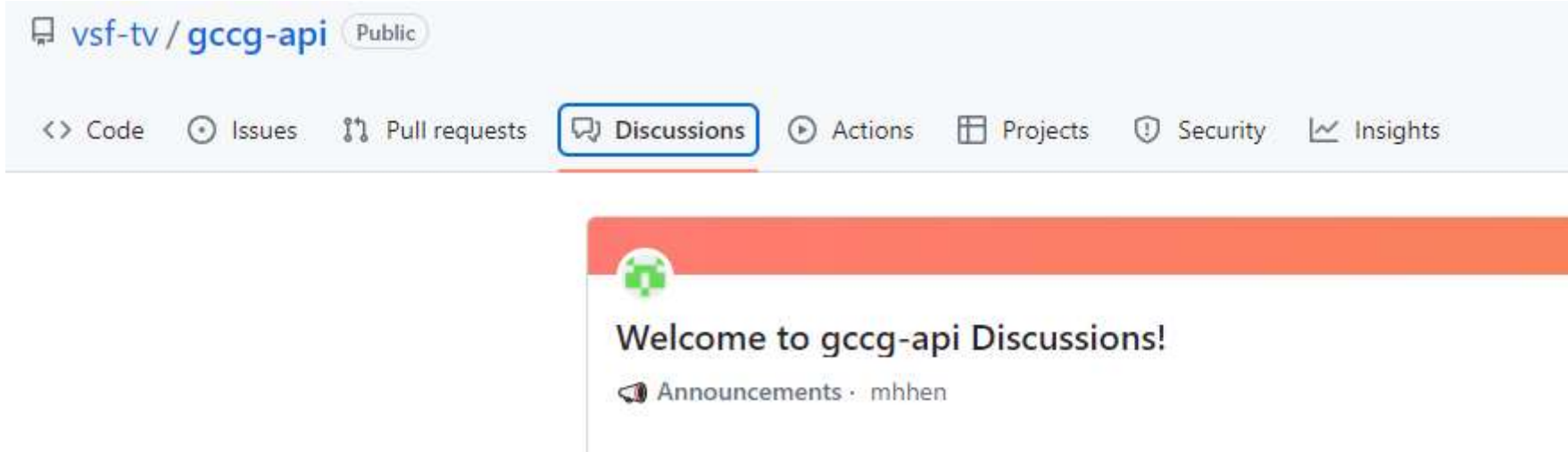
- We do not need to keep the same “frame sync” pipeline we used in SDI
- Different Datacenters (on-prem or cloud) may have different optimized transport mechanisms
- Lets define an API and timing model fit for purpose, and stop there



# Where Were We on this?

- The VSF GCCG Group has Published (Draft) VSF TR-11:2024
  - Includes the In-Cloud flexible bounded timing model and API
  - Includes “how to NMOS” for these interfaces

- See the VSF Github: https://github.com/vsf-tv/gccg-api
- PUBLIC COMMENT is WELCOME – use the “Discussions” Feature !!



# What Happened Between Then and Now?

- While we were working on GCCG, EBU independently started DMF/MXL
- Both groups fostered development of working code and ran demonstrations – in fact the technical approaches were a bit similar
- In order to avoid a standards war, we (VSF and EBU) decided to work towards harmonization and moving forward in a single stream
  - EBU moved the MXL into a true open-source project separated from the EBU
  - VSF members joined (and can join) the MXL project to make it perfect
  - Management of the project is also through the project! (not EBU or VSF)
- The salient points of TR-11 are being offered/integrated to MXL

# Just Last Week:

Harmonization discussion about MXL and TR-11

- MXL will assume that all sources are frequency locked by the time they get into the MXL environment
- Origin time information (stamp and source clock reference) should attach to the content as metadata and follow the content

# Any Questions?

VIDEO SERVICES FORUM