

Broadcast Virtualisation

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Thank you for the tea, Bob 😊



No filming/photos/recording please

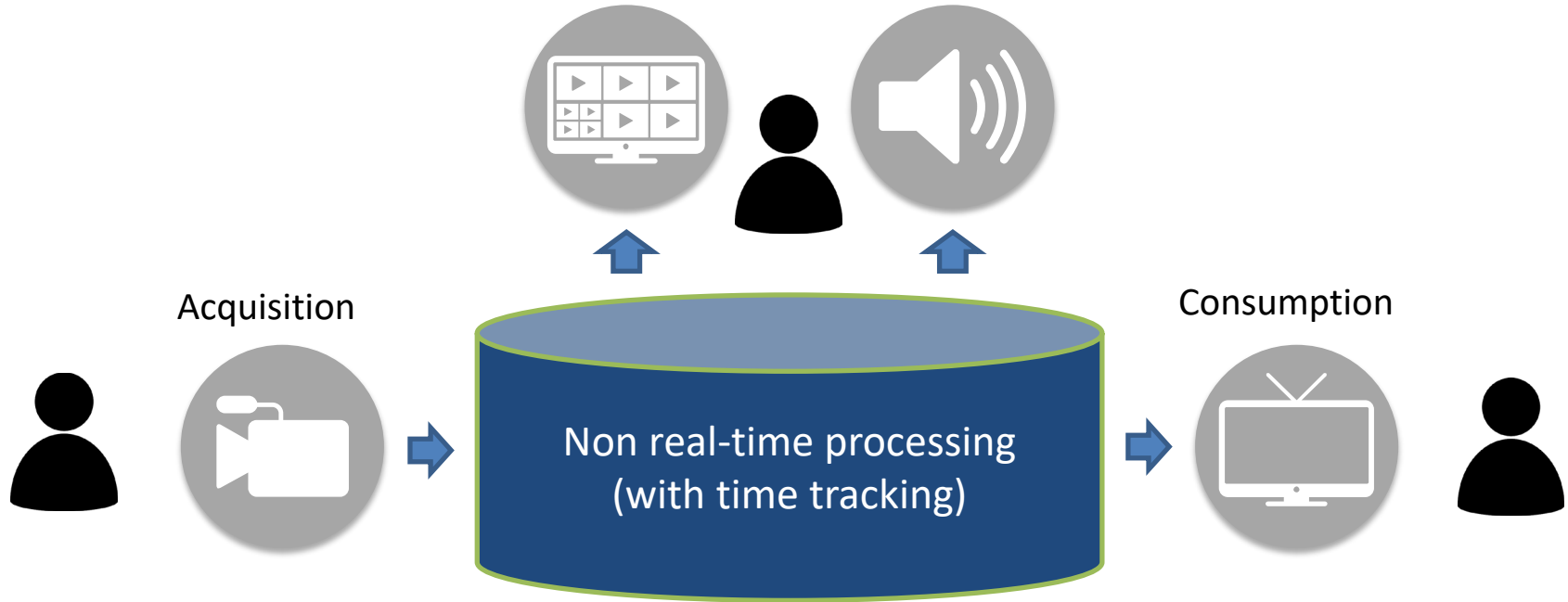


The road to broadcast virtualisation

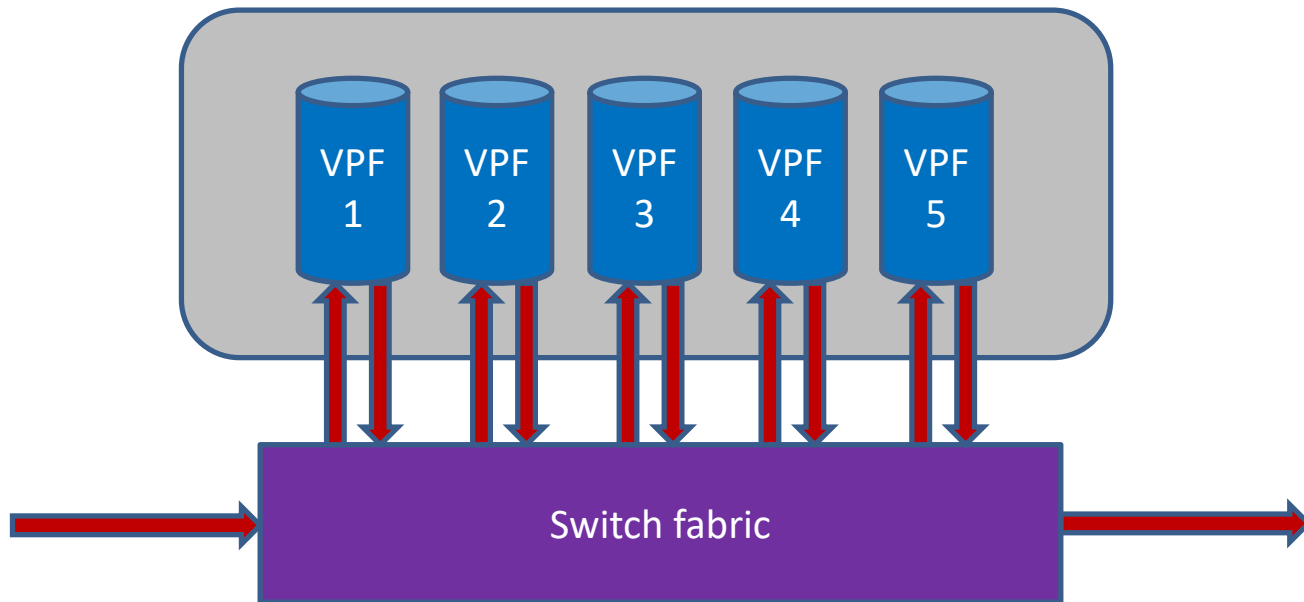
- Where are we today?
- The whole broadcast chain
- Hybrid infrastructure
- 2 different system areas:
 - Live Production
 - Playout
- Lower bit rate in cloud
- On prem & Off-prem
- HBR access to/from cloud
- QoS to-from the cloud
- Data handoff intra-compute



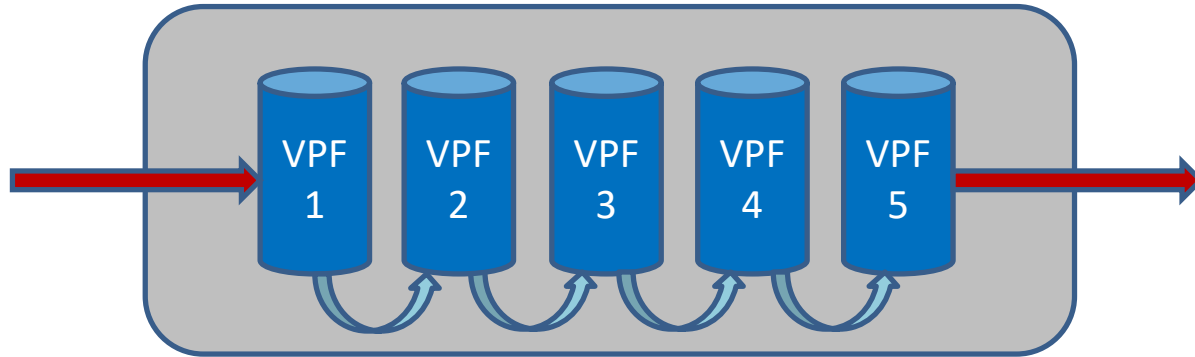
Complete end to end IP workflow



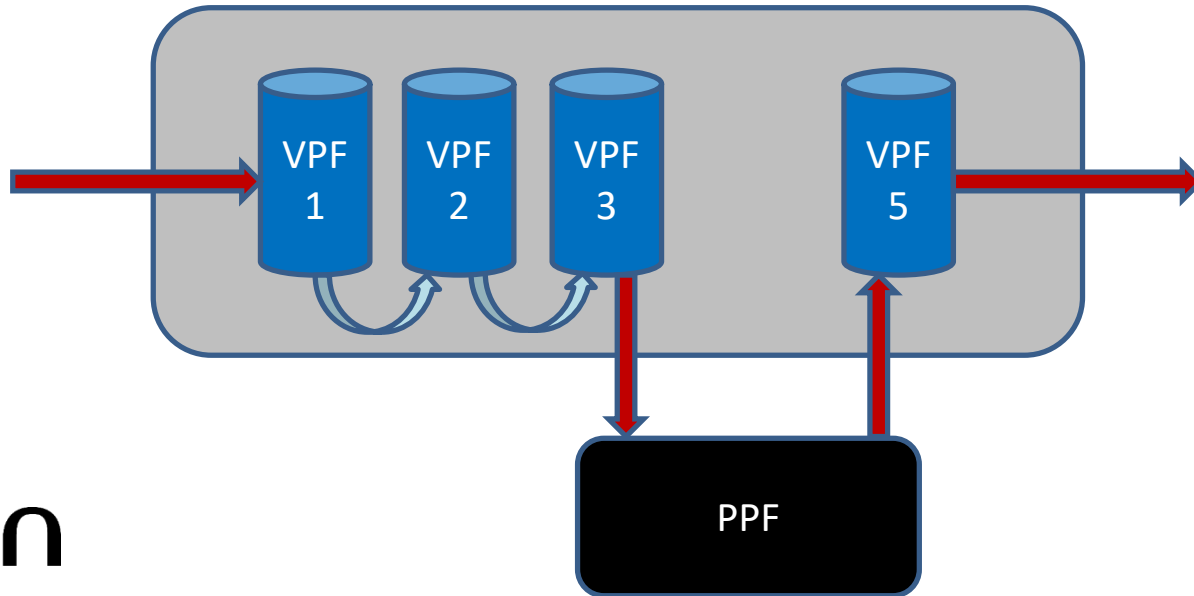
Separate virtual processing functions connected in 'real time IP' (e.g. ST2110) via external fabric



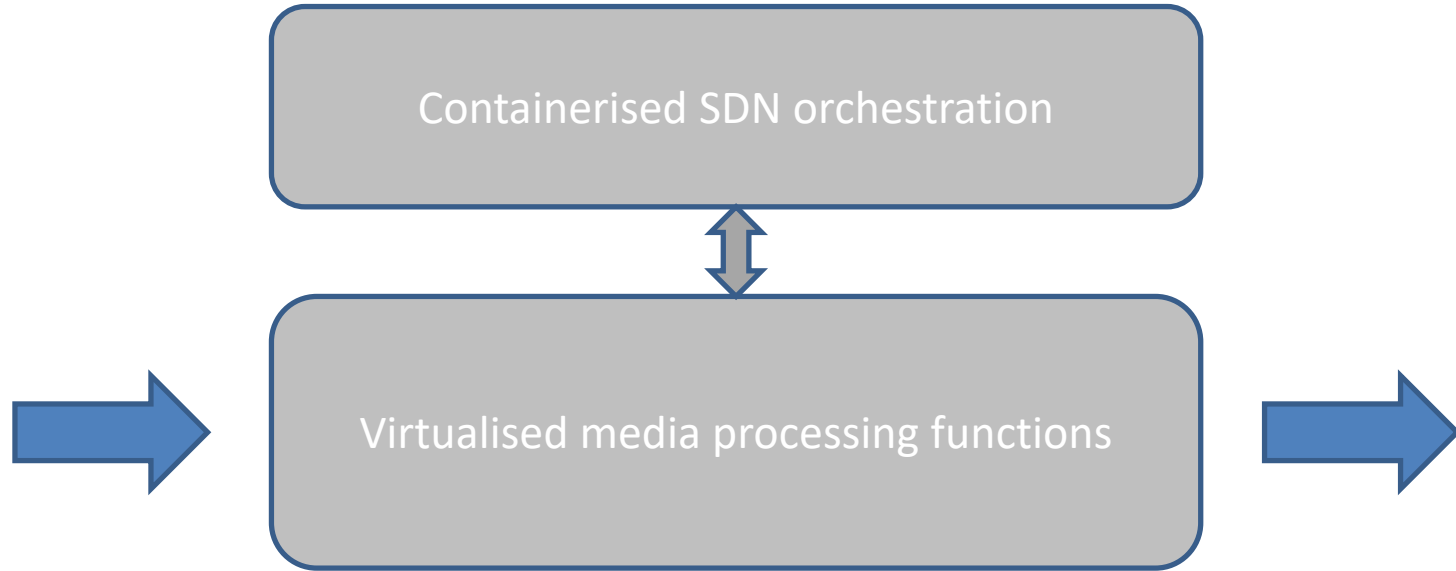
Separate virtual processing functions connected internally (within compute) using 'non real time but time aware and fast enough IP interconnect'



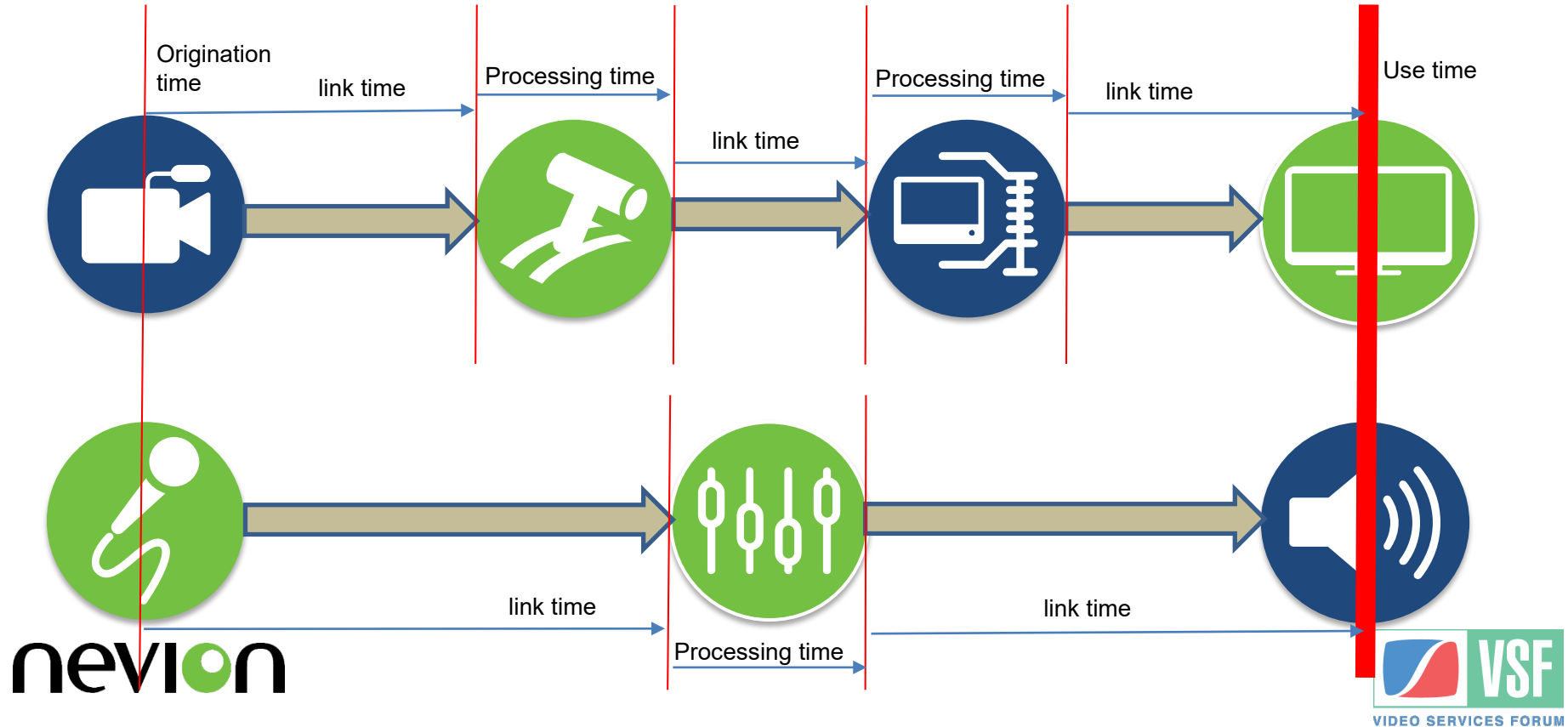
A hybrid of virtual and physical (or at least separate externally connected tin) processing functions connected using both 'non real time' for intra cloud and 'real time' for external i/o



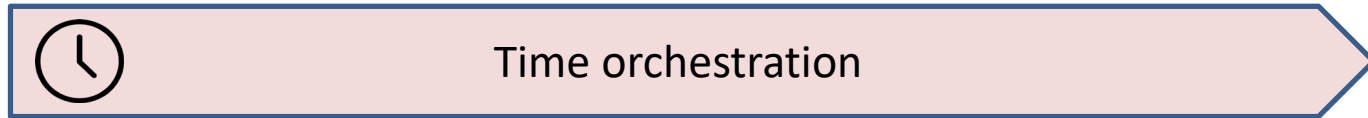
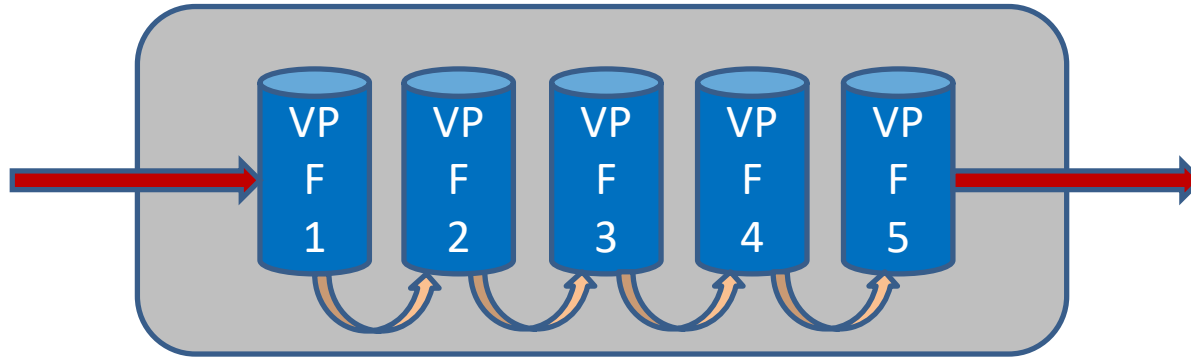
Control and data plane becomes virtualised



Timing through production chain



Time orchestration





Friends, when you are
next in the UK, a
reminder to please
come and join me for an
even nicer cup of tea 😊

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