



TVoIP - Convergence at Last

alexander.adolf@micronas.com TV Mobile World and TVoDSL World Conference 2007



About me

- Alexander Adolf received a Dipl.-Ing. (FH) degree in Data and Information Technology from the Georg-Simon Ohm University of Applied Sciences in Nuremberg (Germany) in 1995.
- After developing GSM terminals for Nortel, he entered the digital media industry in 1996 and joined BetaResearch as a Senior Software Developer.



- For BetaResearch, he helped in the commercial launch and operation of Premiere, the first digital pay-TV operator in the German-speaking countries.
- In 1997, he joined the DVB TM-GBS technical experts group, which he is chairing since 2000.
- Since 2001 he is with <u>Micronas</u>, a leading independent provider of innovative applicationspecific semiconductor system-solutions for consumer and automotive electronics, and is heading the team for middleware and application software stacks.
- Mr. Adolf is a member of the Association of Engineers in Germany (<u>VDI</u>).



Overview

- What is TVoIP?
- Why is IP Streaming the Decisive Step Forward for Broadcasters and TelCos/MobileOps?
- DVB standards for TVoIP
- Network architectures
- Wrap-up



Introduction: What is TVoIP?



Side-by-Side Comparison





Completing the Picture





What is "TVoIP"? (1/2)

- "TVoIP" is television ("TV") over Internet protocol ("IP")
- to be seen in contrast with traditional digital TV
 - which was TV over X over MPEG-2
 - ▶ where *X* can be DVB, ATSC or ISDB-T
- in traditional digital TV data link, transport and content encoding (aka. "codec") are coupled
- in TVoIP data link, transport and content encoding (aka. "codec") are separate
- this allows for technological convergence and enables crossmarketing of services between broadcast and data networks



What is "TVoIP"? (2/2)

- this is a DSL and Mobile World congress, so what's this "TV" and "broadcast" thing anyway?
- "TV" refers to the content and means video-centric, non-interactive services
 - live TV
 - Near Video on Demand (NVoD) (movie starts every 15 min)
 - Content on Demand (CoD)
- "broadcast"
 - refers to delivery of content over a uni-directional network, i.e. in a one-to-many mode



Why is TVoIP new?

- as a TelCo, you will argue that you are already offering video-centric, non-interactive services over IP
- as a MobileOp, you will argue that you are *just about* to offer videocentric, non-interactive services over IP
- but... both of may be missing some important details
 - your networks are bi-directional

not uni-directional

- your streaming often is point-to-point (multiple one-to-one sessions going on simultaneously)
 - not real mutlicast (one-to-many), same content to everyone at the same time in real-time
- most of the time you are offering Content on Demand
 not real live TV



Why is IP Streaming a Decisive Step Forward?



The Step Forward (1/2)

- As stated on <u>slide 7</u> IPTV and IPDC break the coupling between
 - data link,
 - transport and
 - content encoding (aka. "codec").
- Why is this important?
- Because it allows for technological convergence and enables cross-marketing of services between broadcast and data networks.



The Step Forward (2/2)

- How does it do that?
- By separating these layers, each of them becomes an interoperability layer:
 - content encoding (aka. "codec")
 - > audio-visual content only needs to be produced once
 - transport
 - complete services including metadata can be encapsulated in whatever transport the network provides; services only need to be packaged once
 - data link
 - the same transport packets can be carried across any data link layer; services become portable between network types



But Of Course There is No Free Lunch...

- To make all this portability and interoperability work in commercial deployments, you have to ensure that the metadata is compatible across platforms.
- Metadata is data about data. Examples for metadata in the TV environment:
 - Electronic Programme Guide (EPG)
 - Service Discovery & Selection (SD&S)
 - Promotional Information ("Press red to purchase now")
- If the data models don't match, re-selling a service on a different platform becomes very costly (if not impossible)
- If metadata is not harmonised between platforms, hybrid terminals become very costly



Important Technology Gap

- For *real* live TV, i.e. using a live, real-time audio/video encoder, there is an important missing element in the technology portfolio:
 lip sync.
- Today's IPTV works because you're using pre-encoded content which was encoded off-line. Hence the resulting stream is pristine with no jitter etc. It's just like playing a DVD.
- But if you use a live, real-time encoder to stream the content as it is encoded, you have to cater for different jitters and propagation delays being applied to audio and video.
- Fact: RTP as it is cannot cope with live, real-time encoders. Hence lip sync doesn't work if content is encoded live and in real-time.
- DVB is working on a solution to amend RTP to enable the use of live, real-time encoders.



DVB Standards for TVoIP



What is DVB?

 DVB is a global industry consortium with over 270 member organisations

(broadcasters, telcos, CE manufacturers, regulators)

- DVB operates market-driven
- DVB is active since 1993
- DVB standards are adopted world-wide in the broadcast industry
- For more information see <u>www.dvb.org</u>



DVB Standards for MobileTV

- DVB-H
 - **ETSI EN 302 304** "Transmission System for Handheld Terminals (DVB-H)"
 - ETSI TR 102 337 "Implementation guidelines for DVB handheld services"
 - ▶ ETSI TR 102 401 "DVB-H Validation Task Force report"
- DVB-IPDC
 - ETSI TS 102 468 "IP Datacast over DVB-H: Phase 1 specifications"
 - **ETSI TR 102 469** "IP Datacast over DVB-H: Architecture"
 - **ETSI TR 102 470** *"IP Datacast over DVB-H: PSI/SI"*
 - ETSI TS 102 471 "IP Datacast over DVB-H: ESG"
 - **ETSI TS 102 472** "IP Datacast over DVB-H: Content Delivery Protocols"
 - ETSI TR 102 473 "IP Datacast over DVB-H: Use Cases and Services"
 - **ETSI TS 102 474** "IP Datacast over DVB-H: Service Purchase and Protection"
- Service Purchase and Protection
 - ETSI TS 102 474 also contains an OMA DRM based profile



DVB Standards for IPTV

- DVB-IPTV
 - > ETSI TR 102 033 "Architectural Framework for the Delivery of DVB-Services over IP-based Networks"
 - ETSI TS 102 034 "Transport of MPEG-2 Based DVB Services over IP Based Networks"
 - ETSI TR 102 542 "Guidelines for DVB IP Phase 1 Handbook"
 - **ETSI TS 102 813** "Transport of DVB Services over IP-based Networks: IEEE1394 Home Network Segment"
 - ETSI TS 102 814 "Transport of DVB Services over IP-based Networks: Ethernet Home Network Segment"

DVB Metadata and PVR

- **ETSI TS 102 539** "Carriage of Broadband Content Guide (BCG) information over Internet Protocol (IP)"
- **ETSI TS 102 323** "Carriage and signalling of TV-Anytime information in DVB transport streams"
- ETSI TS 102 823 "Carriage of synchronised auxiliary data in DVB transport streams"
- ETSI EN 300 468 "Specification for Service Information (SI) in DVB systems"
- ETSI TR 101 211 "Guidelines on implementation and usage of Service Information (SI)"
- Plug&Play
 - DVB builds on the plug&play connectivity provided by <u>DLNA</u> and <u>UPnP</u>



DVB Standards for TVoIP

- DVB provides a comprehensive set of open specifications covering all areas of TVoIP (mobile, xDSL and broadcast)
- DVB provides key technologies at all levels:
 - base level: RF and channel coding, transmission standards
 - system level: metadata, system integration and crosssystem compatibility
- Through over a decade of successful history, hundreds of man-years of work going into every major specification and top-level industry expertise, DVB specifications provide unparalleled quality and world-wide acceptance



Network Architectures



Mobile Networks and DVB-IPDC





Why a Hybrid Mobile Terminal?

- 2G/3G bandwidth is scarce
- These networks were not designed for one-to-many operation
- Hence live-TV type applications are not commercially viable using 2G/3G only
- DVB-H and IPDC offer a one-to-many network operating in frequency bands not far from 2G/3G. Hence similar antenna technology can be used (no extend-out antanna as with DMB).
- Combination of both, 2G/3G and DVB-H/IPDC allows the service and network operators to strike the balance between broadcast and interactive or individualised services to suit their business models.



xDSL and **DVB-IPTV**





Why a Hybrid xDSL Terminal?

- xDSL bandwidth is less scarce than for wireless technologies, but still costly to increase
- IP networks were not designed for large-scale one-to-many operations
- Hence live-TV type applications are not easily commercially viable using xDSL only (DSLAMs do 2 multicasts only, upstream routers need to be managed with IGMP; sparse/dense multicasting is not an easy choice to make)
- DVB-T offers a one-to-many wireless network. High spectrum efficiency at no additional infrastructure invest.
- Combination of both, xDSL and DVB-T allows the service and network operators to strike the balance between broadcast and interactive or individualised services to suit their business models.



Wrap-Up



Wrap-Up

- DVB provides open, horizontal standards for both, MobileTV and TVoDSL allowing for a convergence towards TVoIP
- The technological foundation (IP) is the same on both sides (mobile and DSL), convergence is logical and feasible.
- Hybrid terminals enable attractive applications and favourable network architectures.
- No free lunch: key to this convergence is harmonised metadata. DVB provides this.
- Service providers will be the first to look over the fence and strive for cross-marketing across network types.
 So be prepared!



Micronas Products in the Domain

- http://www.micronas.com/products
- non-exhaustive list:
 - IPTV over xDSL: <u>DeCypher DHM 8100</u>
 - DVB Broadcast: <u>MDE 9517D and MDE 9518D</u>
 - Analogue TV & FPD: VCT-Pro
 - Dual Channel PCI-Express Multimedia Controller: <u>nGene APB 7202A</u> (see <u>"Products by Application"</u>)
 - Single-Chip VoIP: <u>UAC 355xB</u>



Thank You Very Much for Your Attention!



DVB and MHP are registered trademarks of the DVB Project.