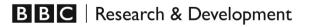
# IP Networks in the TV Studio



Recent work by BBC R&D

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April 2016







## The IP Studio Project at BBC R&D

#### Current TV Studio Technology: Video

- SDI (serial digital interface) for raw video feeds
- Coax cables with BNC connectors
- Synchronous, circuit switched





 Blanking intervals for compatibility with CRT displays



#### Current TV Studio Technology: Other Systems

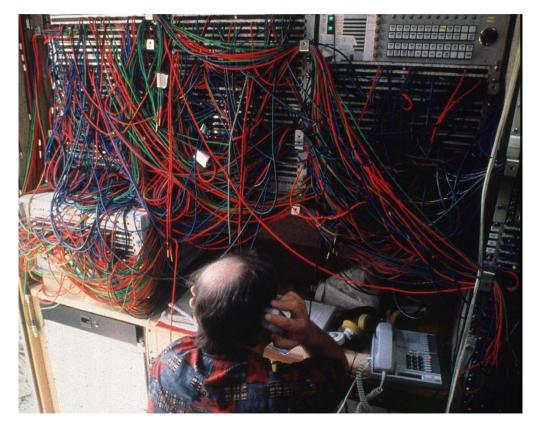
- Digital Audio (AES3 and AES10)
- Timing and synchronisation
- Talkback between locations
- Tally lights
- Teleprompter

...all with separate cables





#### Manual Patching in an OBVan





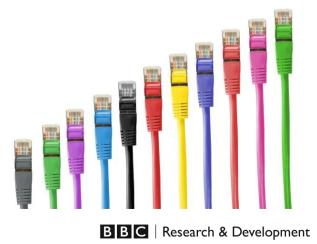
#### Current Studio

- Expensive specialist hardware
- Multiple cabling systems
- Formats fixed in hardware

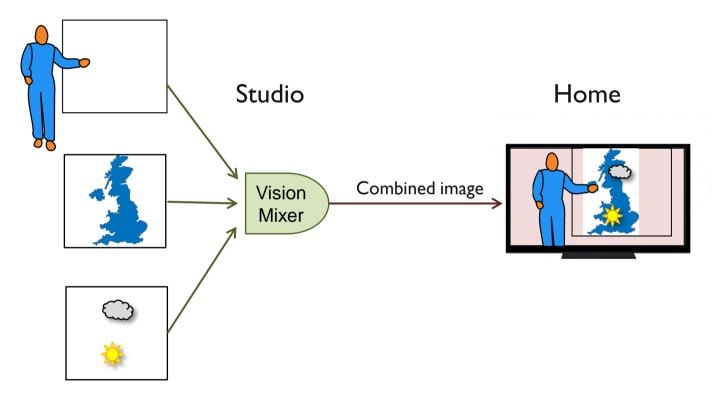


#### **IP-based Studio**

- Commodity hardware
- Single multipurpose network
- Software defined formats
- New production techniques
- New forms of content

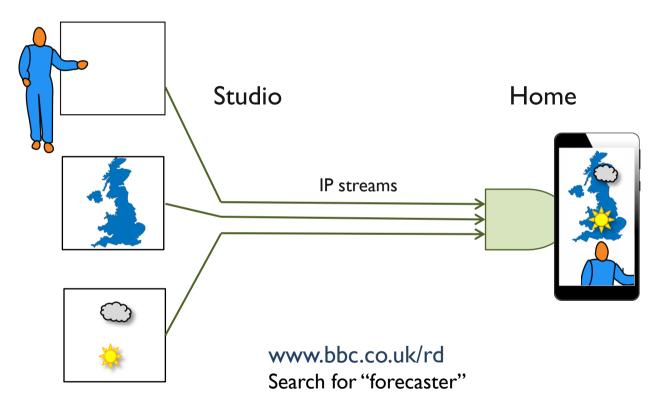


#### Image Composition at the Studio





#### Image Composition at the Display





#### SMPTE 2022-6: SDI video data over UDP

MAC Header		UDP Header		HBRMT Header			
		IP Header		RTP Header		SDI Payload Data	
	14+ bytes	20+ bytes	8 bytes	12+ bytes	8+ bytes	1376 bytes	





EBU







Society

Society of Motion Picture & Television Engineers

OPERATING EUROVISION AND EURORADIO

European Broadcasting Union

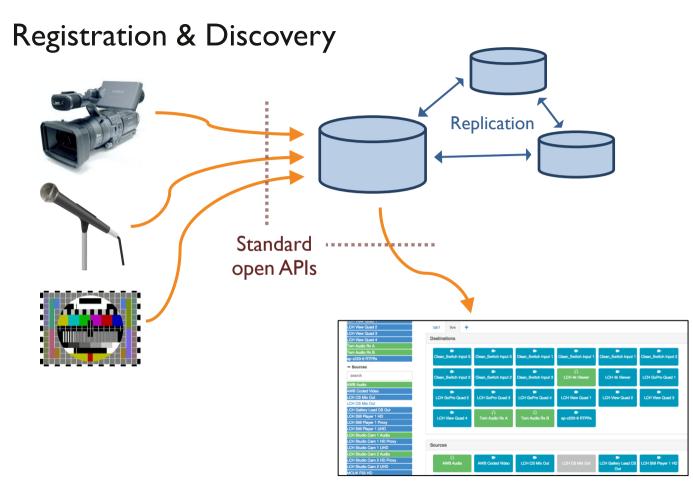


#### **Recommended Protocols**

- RFC 768 User Datagram Protocol
- RFC 3550 RTP: A Transport Protocol for Real-Time Applications
- RFC 4175 RTP Payload Format for Uncompressed Video
- RFC 3190 RTP Payload Format for 12-bit DAT Audio and 20- and 24-bit Linear Sampled Audio
- RFC 4566 SDP: Session Description Protocol

PTP: Precision Time Protocol

IEEE 1588-2008 – Standard for a Precision Clock Synchronization Protocol for Networked Measurement and Control Systems





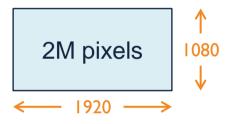


## Streaming UHD Video – Uncompressed

#### Uncompressed Studio Video

Data format: 10-bit YCbCr 4:2:2  $\rightarrow$  20 bits per pixel

HD (high definition):



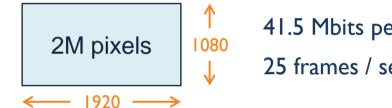
41.5 Mbits per frame 25 frames / sec → 1.04 Gbit/s



#### Uncompressed Studio Video

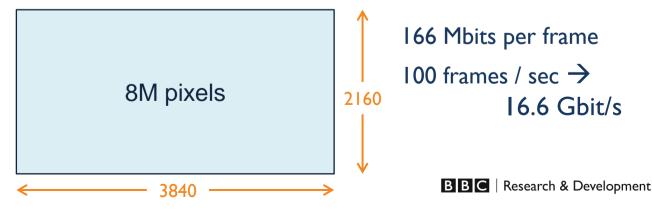
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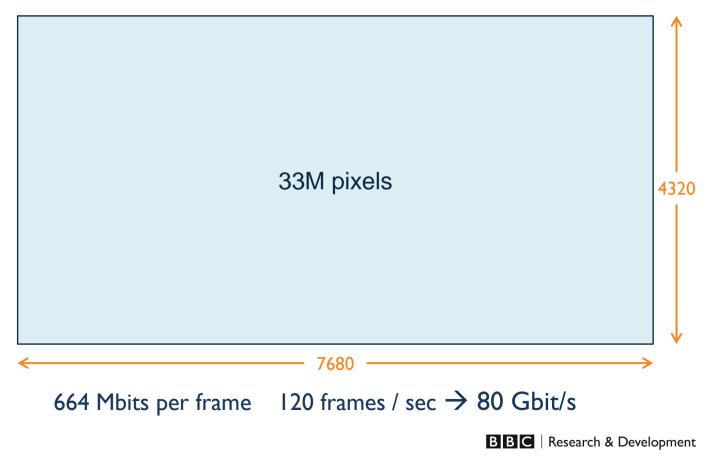
UHD-1 (ultra high definition, 4K):



#### **BBC** News Gallery







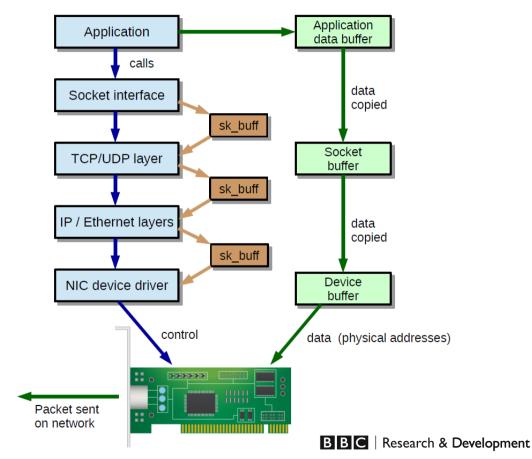
#### UHD Trial at the 2014 Commonwealth Games, Glasgow



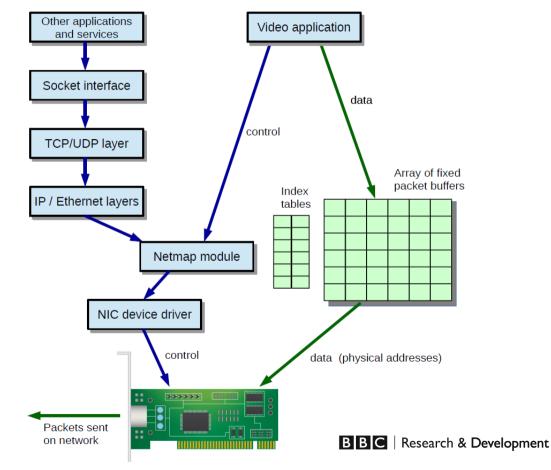
UHD-I @ 50 frames / sec  $\rightarrow$  8.3 Gbit/s



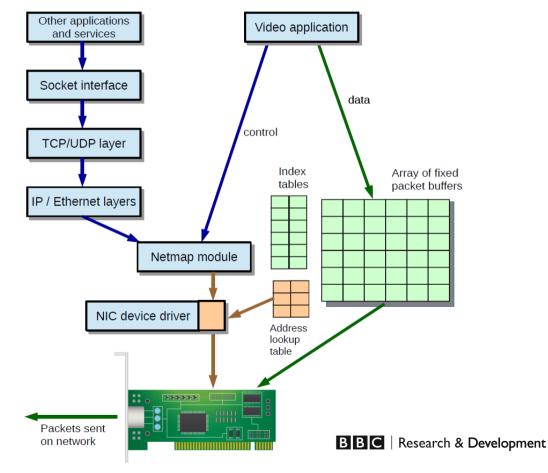
#### Linux Network Stack



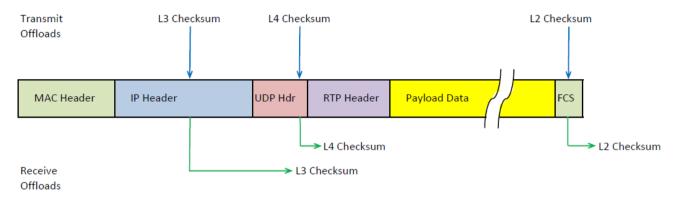
#### Netmap with Standard NIC Driver



#### Netmap with Optimised NIC Driver

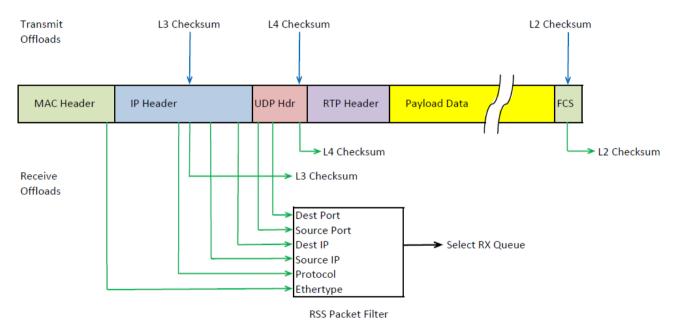


#### NIC Hardware Offloads

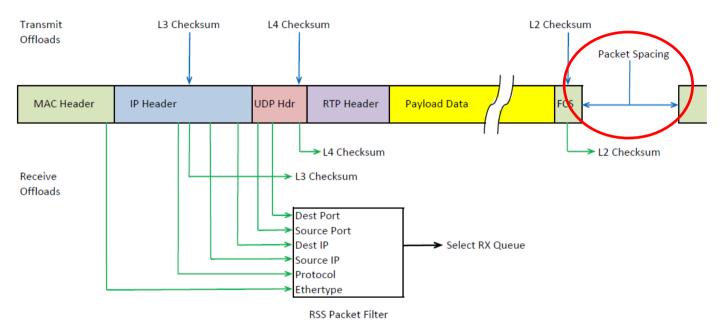




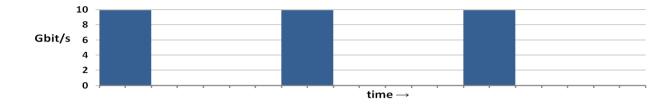
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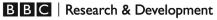


#### NIC Hardware Offloads

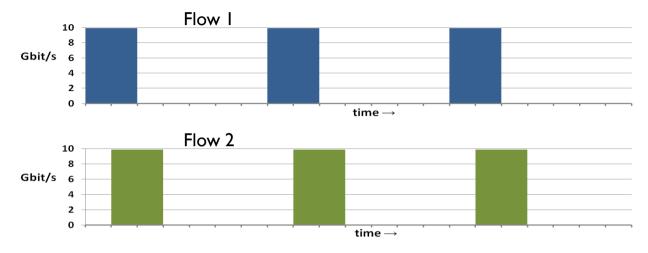


#### Bursts of Traffic



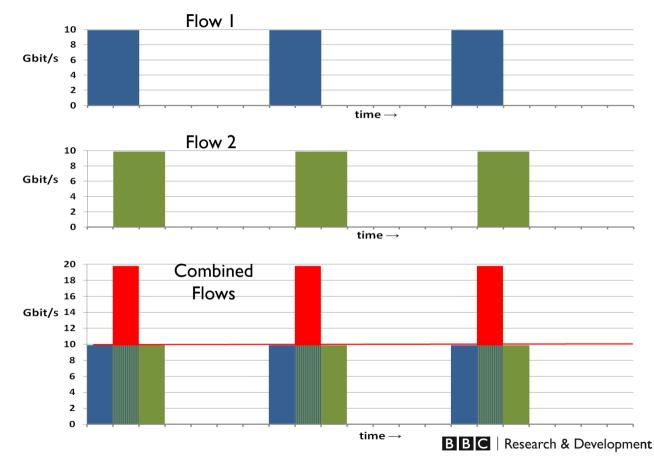


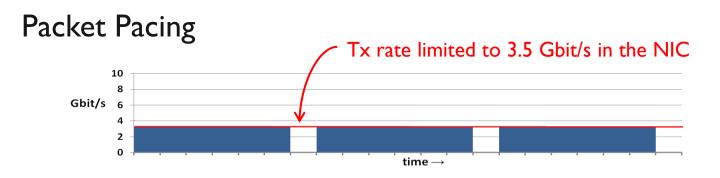
#### Bursts of Traffic





#### Bursts of Traffic











## Limitations

- UDP ✓ TCP 🗶
- Security app sees all network traffic
  - $\circ~$  Use separate interface for media streaming
- Monolithic app builds all headers from L2 upwards



## Limitations

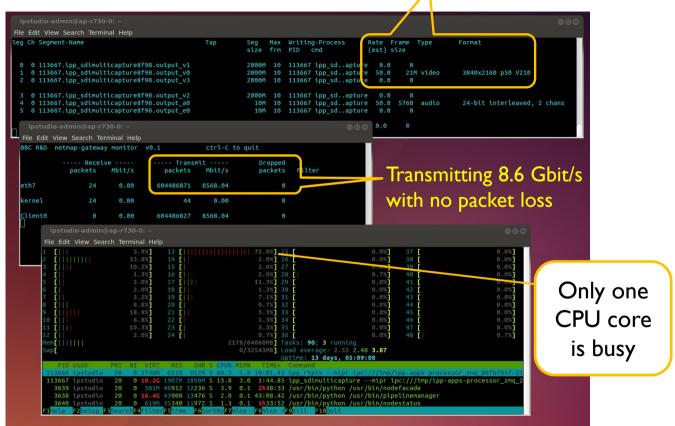
- UDP ✓ TCP 🗶
- Security app sees all network traffic
  - $\circ~$  Use separate interface for media streaming
- Monolithic app builds all headers from L2 upwards

But we get **75x** increase in network I/O performance using COTS hardware



#### CPU Load of RTP Sender

#### Sending UHD-1 @ 50Hz



# Thank you

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@BBCRD



