



# Broadcast displays in IP workflows

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#### Overview

- Introduction
- General requirements
- Why IP is different
- IP&4K
- Conclusion





#### sonoVTS



- Created out of a merger between Sono, VTS and Penta
- Long established Displays manufacturer
- New hard- and software platform for HDQline





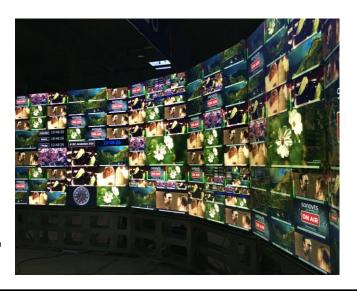


### Requirements

- Integration in complex broadcast workflows
  - seamless integration with Ember+
  - Low latency ( < 10ms)
- Picture quality (price-quality)
- Configuring & Calibration
  - Via in-house developed software platform
- Future proof
  - 3G/UHD/4K
  - HDR



- IP, uncompressed SMPTE2022 or SMPTE2110
- IP, compressed TICO, VC2,....





- 1. IP is so far an environment full of conversions, encodings and compression
- 2. What do you really monitor on your display?
- 3. SDI inputs vs. multicast streams
- 4. Why latency gets an issue?
- 5. Why we are doing native IP video monitoring?











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### Why IP is different?



- 1. IP is so far an environment full of conversions, encodings and compression
- Manufacturers are catching up slowly with native IP devices
- Edge devices needs to be converted from SDI into IP
- Need for I/O's or gateways
- Different compression formats in the same environment
- Frame accurate switching became an issue again







#### 2. What do you really monitor on your display in an IP environment?

- Quality control: camera chain diagram
  - SDI out, convert into IP, convert back to SDI, SDI into the display
  - TICO compressed out of the basestation, convert back to SDI, SDI to the display
- Confidence monitoring: replay position
  - SDI out the replay machine, I/O from SDI to IP, I/O from IP to SDI, SDI into the display
- Multi viewer
- sonovts
- Compressed or uncompressed out of different devices
- Conversion needed from any compression format to SDI and/or to HDMI

SDI Scenario with SDI monitoring

Cameras
Replays

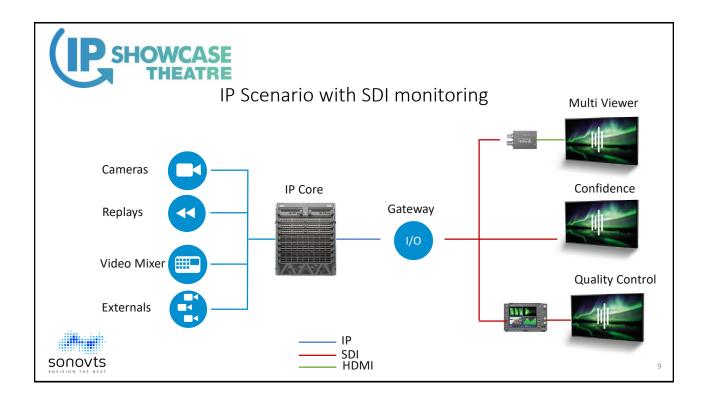
Video Mixer

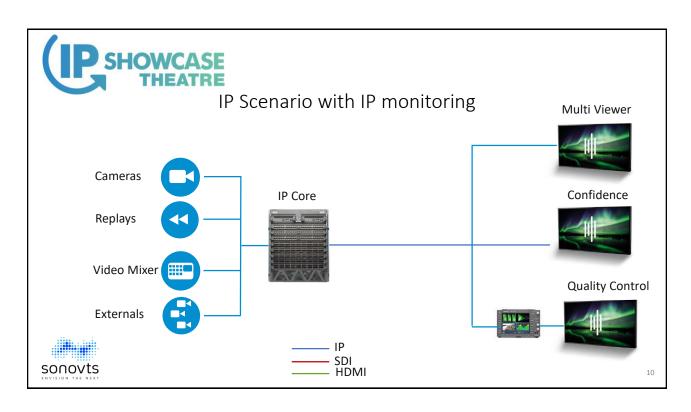
Externals

IP
SDI
SDI
HDMI

Auti Viewer

Quality Control







#### 3. SDI inputs vs. multicast streams

- Monitoring in SDI workflows
  - Very straightforward workflow
  - No intelligence on the display input
- Monitoring in IP workflows
  - Multicast streams
  - Intelligence needed on the display side
  - Need for flow management and SDN's



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### Why IP is different?

#### 4. Latency

- Latency of the display was normally never an issue
- Encoding, compression, etc. takes time
- IP Multi Viewers have a significant higher latency than conventional Multi Viewers
- Adding the latency of the MV, the display latency gets an issue
- Our goal was to stay below 10ms IP in to signal on the screen for uncompressed video streams





#### 5. Why native IP displays?

- no one else does!
- Extreme low latency with our IP displays receiving uncompressed streams, < 10ms
- Excluding extra conversions
- Offering not only uncompressed but also compressed formats eg VC2, TICO and J2K
- Simplifying the new IP workflows



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#### IP & 4K

- IP is more or less the only sensible way to do 4K
- Even in IP 4K is a challenge in terms of bandwith
- With SMPTE2110 we save bandwith compared to SMPTE2022 and SDI
  - 2160p50 with 2022-6: 12282,2 Gb/s <> 2160p50 with 2110-20: 8754,9 Gb/s
  - -30,3%
- Will everything need a 25GBit interface and will customers pay for this
- Compression a way to go? New SMPTE2110-22 integrates compressed codecs into SMPTE2110
- And if yes, what type of compression?





#### Conclusion

- IP technology is there
- IP technology is flexible, scalable and is the way to do 4K
- But IP technology and their respective workflows are not straightforward
- Simplify where you can, at the end of the chain
- Reference projects around the globe:
  - Proximus MCR- Belgium
  - TPC OB Truck Switzerland
  - Plazamedia Playout center Germany
  - European Parliament











ENVISION THE NEXT

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## Thank You

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