



# The 7<sup>th</sup> Circle Of Hell Making Whole-Facility Network Audio Work

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### Whole Facility ?

- Multiple Rooms 20
- Shared Resources
- Streaming audio between them
- May need to integrate with Video Devices

### Network Audio (AoIP)

- Audio Transport over IP.
- **Production Capable**
- Built on standard technologies





Transport Over IP		Production Capable	Built on Standard Technologies
QLAN	<b>CobraNet</b>	Linear   PCM   Uncompressed	RTP (RTCP RTSP) media transport
Livewire	AES50 / SuperMac	Minnimum Sampling Frequency 44.1kHz Minnimum Bit Depth 16 bits "Low" Latency <10mS	SIP (Session Initiation Protocol)
Ravenna	Soundgrid		SDP (Session Description Protocol)
Dante	Riedel Rocknet		PTP synchronisation
?AES67?	Aviom Pro64		Bonjour / SAP
	AVB		Etc
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# Why Bother? AoIP Advantages

- Bi directional
- Many channels on a single cable
- Audio routing at the IP layer
- Commodity Hardware
- Consolidated Clocking Architecture
- Automated Device Discovery
- CHEAPER
- MORE FLEXIBLE
- EFFICIENT

"To the 'disinterested observer', an ideal network audio system and an ideal conventional audio system should be identical."





# Why Bother? AoIP Disadvantages

- Audio engineers are not network engineers
- Complexity of setup?
- Fear of change
- Timing / Clocking?

Any sufficiently advanced technology is indistinguishable from magic



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### Making Network Audio Work

- 1. Easy Wins
- 2. Clocking
- 3. Network Considerations





### **Easy Wins**

Name your paths and devices Logically Group devices by IP address Simplify routing options Redundancy? Static Reservation DHCP Don't just think about logical networking, consider the physical realities Cable Performance



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# Clocking

Review Best Master Clock Algorithm





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# Clocking

Review Best Master Clock Algorithm Is there a flaw?







# Clocking

Review Best Master Clock Algorithm Is there a Flaw

Ptp is a time protocol Not a timing protocol



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**Networking Considerations** 





### Network Segregation and QoS

It is not required to keep network traffic segregated.

- When appropriate
- How can we segregate

If not segregated QoS is essential for performance.



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# Spanning Tree Protocol

"The Spanning Tree Protocol (STP) is a network protocol that builds a loop-free logical topology for Ethernet networks. The basic function of STP is to prevent bridge loops and the broadcast radiation that results from them. Spanning tree also allows a network design to include backup links to provide fault tolerance if an active link fails."

- Turn it off! At least check it isn't turned on.
- Unless
  - You know what you are doing and designed the network with a schema in mind.
  - You don't have segregated traffic on your network (?QoS?).
  - You are implementing a per VLAN spanning tree protocol (MTSP or similar)





### Multicast

If you're an operator make sure you know when to use multicast flows. Think about the old-fashioned analogue parallel

**IGMP** Snooping

control!

Means that only devices that want to listen to multicast traffic need to Make sure you configure this to conserve bandwidth on your backplane, particularly if you're in a situation where you're likely to use a lot of multicast flows (splitting large live feeds to recorders and transmission / live mix? 2110 Running Dante AES67 mode?) You may need to disable on specific ports if you need wi-fi access for



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# Thank you

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