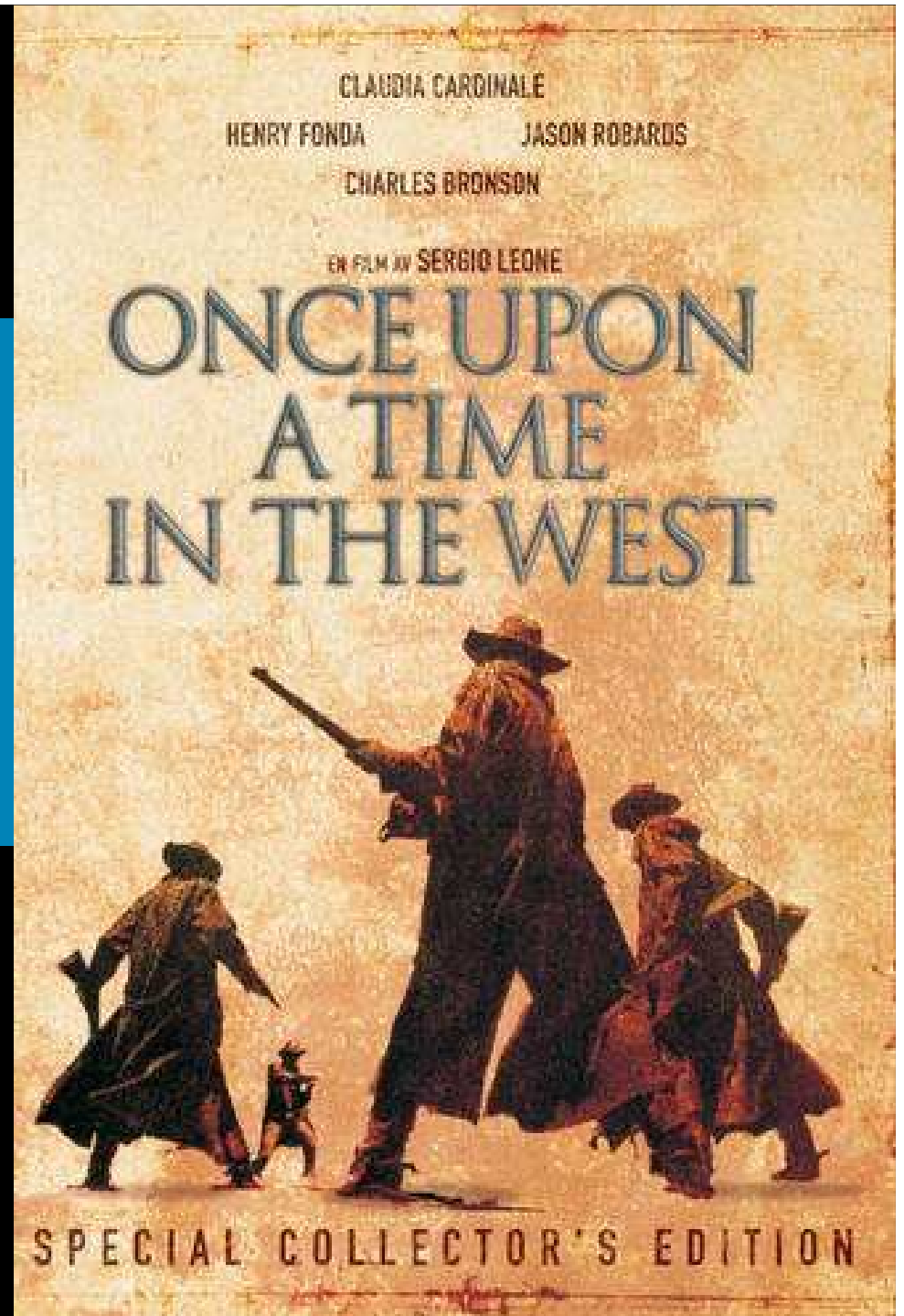




Video

Arne Martin Skyrud, SE  
Cisco Systems



# Det Norske Broadcast TV-markedet

- 49% Kabel-TV
- 27% Satelitt
- 10% Analogt Bakkenett
- 8% IP-TV
- 2% Mobil-TV !!

# Det Norske Broadcast TV-markedet

- 6 av 10 TV-kunder fornøyd med tjenesten.
- 9 av 10 Bredbåndskunder fornøyd med tjenesten.
  
- "Die Hards": 7% sier de vil fortsette med Analogt bakkenett selv etter at det stenges ned !!
  
- Lyse har 50% av IP-TV markedet ??
- NGT har 6%
- Hafslund har 3%
- "Andre" 36% (Mange av disse er nok Altibox).

# Hva med innholdet, hvor sees hva ??

- Kringkastet: Nyheter
- Web-TV: Underholdning og Brukergenerert
- Mobil-TV: Sport, "lav-kvalitet underholdning"
  
- Hva med Mobil-TV ??

# IPTV and Video Services

**IPTV** = **IP** network delivered **TeleV**ision

Today it usually includes:

Switched Digital Broadcast channels (**SDB**)

Video-on-Demand services (**VOD**)

Digital Video Recorder services (**DVR/PVR**)



**Today:** xDSL, Cable Modem,  
FTTx, Metro Ethernet,  
**Future?:** 3G, WiMax, BPL, ...

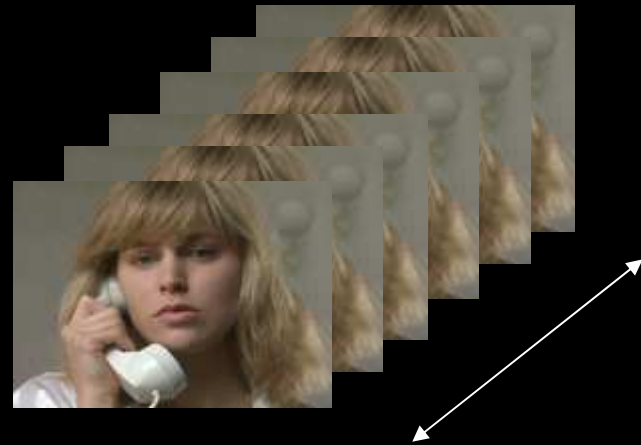
**Subscriber**

**IP-STB  
(Set Top Box)**

**Analog or Digital TV  
(increasingly HDTV)**

# What is video

- In order to provide moving pictures a sequence of images are required to be displayed. These individual images are known as “Frames” or pictures
- Flick through the pictures at a fast enough rate and we have motion.



# Video broadcasting network hierarchy

- **Contribution:** Uncompressed and slightly compressed video and audio sources from remote location or studio to studio
- **Primary distribution:** Compressed A/V sources from the Playout Center to the video head-end, transmission tower or satellite uplink
- **Access distribution:** Compressed A/V sources from the satellite downlink, transmission tower or IPTV/cable video head-end to the subscriber

Our focus

# IPTV = Compressed Video

- Uncompressed Digital Video in the SDI (Synchronous Digital Interface) format requires a tremendous amount of bandwidth to transmit
  - 270Mbps** for Standard Definition Service (SD)
  - 1.485Gbps** for High Definition Service (HD)
- Compression is required in order to
  - deliver video services over broadband IP networks
  - reduce the storage space requirements for VOD systems
- Defined by international bodies such as the Moving Picture Experts Group (MPEG)

# MPEG-2 Video Encoding Basics



**I Frames** - Intra-coded only - reference frame for future predictions.

- Spatial Redundancy is eliminated using technique such as DCT (Discrete Cosine Transform)

Moderate compression (on order of **10:1**), limits the propagation of transmission of errors, supports random access and fast forward/fast reverse.

- Temporal Redundancy eliminated using motion compensation, prediction and delta frame transmission

## **P Frames**

Forward prediction from either previous I frames or previous P frames. Reference for future P or B frames. Good compression savings (**20:1**).

## **B Frames**

Bi-directional interpolated prediction from two sources. Previous reference I or P frames (forward prediction). Future reference I or P frames (backwards prediction). Highest compression (**50:1**).

# Cisco IPTV Head End Products

## Summary — Complete Product Portfolio

### Video Acquisition

Satellite/Off-Air Receivers, IRDs, Descramblers, etc.



**Titan MK II**  
QPSK  
Receiver



**Atlas MK II**  
OFDM  
Receiver



**Indus MK II:**  
Descrambler



**IRD: 9850**

### Video Processing

Transrating, Multiplexing  
Splicing, Content Insertion



**DCM: Digital Content Manager**

### Video Encoding

MPEG2 and MPEG4  
Standard and High Definition



**D9032 SD: MPEG2 SD**



**D9050 HD: MPEG2 HD**



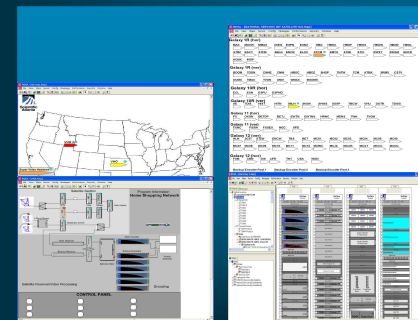
**D9034 SDTV: MPEG4 SD**



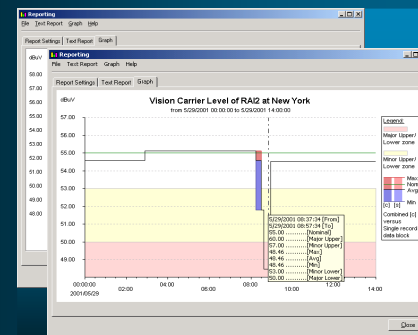
**D9054 HDTV: MPEG4 HD**

### Video Management

Single point of control  
Lights – out Operation



**ROSA: Management**



# Complete Family of IP Set-tops

North America and Worldwide

## Key Features

- System on chip (SOC)
- MPEG-2, MPEG-4, VC1
- WinCE or Linux OS
- Options for Middleware and CA/DRM
- HTML, Java, Javascript, uPnP, TCP/IP, RTP, RTSP, etc.
- NTSC and PAL
- IP Over Coax
- Hybrid IP/RF Models

### Single Stream SD IPN330SD



- Single SD decode

### Single Stream HD IPN330HD



- Single SD or HD decode

### Single Stream HD+RF IPN601G



- Single SD or HD decode
- 2nd RF output for remote TV

### Single Stream DVR IPN430MC



- Single SD or HD decode
- DVR (80+ GB HDD)
- Whole house server

### 3 Stream DVR Gateway IPN603MCG



- One set-top for the entire home (3 decoders-in-one)
- HD to primary TV
- Two SD/RF outputs to multiple secondary TVs
- DVR (80+ GB HDD)

## The Middleware ...

- Revenue producing IPTV services
  - Tiered Broadcast TV
  - Program Guide
  - DVR, VOD, PPV, etc.
- Interoperability of system components
  - STB, CAS, VOD, BSS/OSS, etc.
- Compelling GUI for presenting rich media to consumer
- Differentiation for service provider



# ISDP: Major Components

- ISDS Server
  - ISDS Server software
  - ISDS Server hardware
- ISDP Client (STB) Software
  - ISDP Client software
  - Optional: Services Layer software (ANT Galio)
  - Optional: Reference User Interface (TV Navigator, EPG, VOD, DVR, Settings)
  - Optional: Cisco/S-A CA/DRM
- Plus, Other Key Cisco / S-A IPTV Products and Services
  - VQE
  - Encoders, DCM and other video headend products
  - Cisco CDS (Content Delivery System)

## VQE (Visual Quality Experience)

- Consists of a server-side component (VQE-S) and a client-side component (VQE-C)
- **Error Repair** for lossy access media
- **Channel Change Acceleration** for H.264/AVC video streams with large GOP sizes\*
- **Quality of Experience Monitoring** for detailed, video-specific error reports

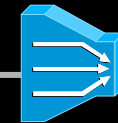
\*VQE will work with both MPEG-2 and MPEG-4 video streams

# IP NGN Carrier Ethernet

## Visual Quality of Experience

Intelligent

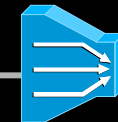
Without VQE: Distortion  
at 1% packet loss



DSLAM



With VQE: Perfect video  
quality at 10% packet loss



DSLAM



10x Better Video Performance  
over DSL

# Cisco VoD Solution Content Delivery System - CDS

- **“The network is the platform”**

Internet proven approach  
Web “2.0” is already there

- **Flexible architecture**

Distributed, centralized or hybrid  
Hierarchical network storage  
Streaming at the network edge  
Multi tier cache  
Massively scalable

- **CDS Applications**

**Vault** - Ingest & reliable storage of media

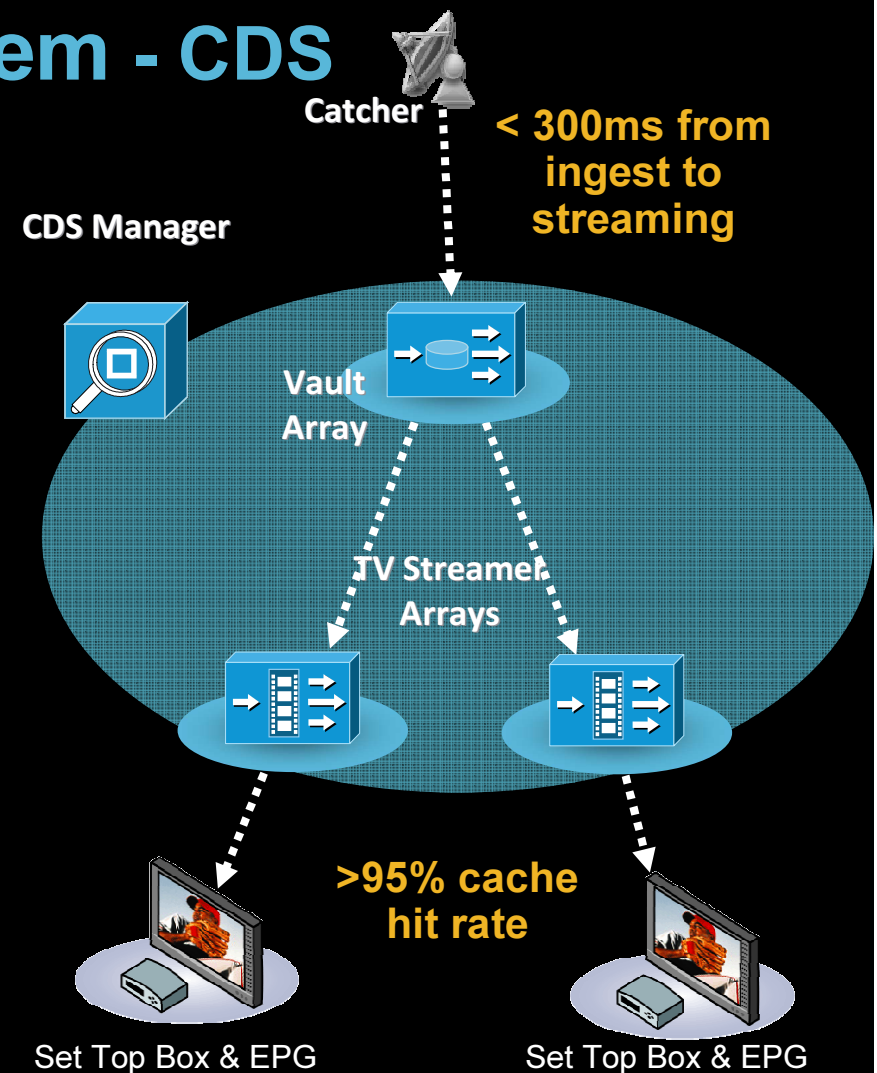
**TV Streamer** – Media personalization

**ISV** – Vault and TV Streamer on one appliance

**TV PlayOut** – scheduled & looped play out

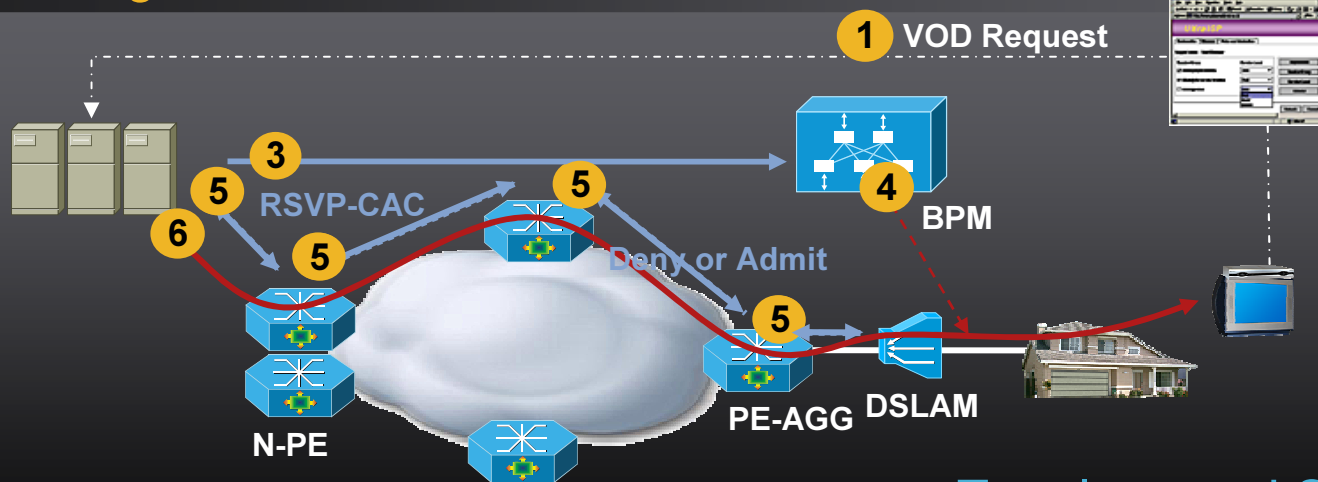
**CDS Manager** – Element Manager

*Note: CDS Manager not in session control path and is not a single point of failure.*



# Protect against network oversubscription with RSVP - CAC

## Integrated Video Call Admission Control



Winner  
Broadband  
World Forum  
October 2006

Topology and Subscriber Aware

## VoD RSVP CAC Key Points

- On Path Reservation (vs Off-Path)
- Deployable w or w/o BPM (use RSVP-Receiver-Proxy instead)
- Multicast RSVP CAC also available
- More details on the following slides

# Traffic classes and network behavior

	DiffSrv DSCP	Prec	Behavior	Queuing	Other
Voice and voice signaling	EF	5	Low latency, High priority	Weighted queue	Police on exceeding weight
Video Broadcast	AF41	4	Assured forwarding, very low drop	Weighted queue	
Video on Demand	AF42	1	Assured forwarding, low drop		Drop on exceeding threshold
Video Signaling	CS3	3	Non oversubscribed class	Weighted queue	Police on exceeding weight
Internet Access	BE	0	Best effort	Weighted queue	WRED

**Thresholds Will Cause VoD to Be Dropped Before Broadcast**

