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# IPTV and its transportation ...

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Broadcast Multimedia course – TUT - 2008

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# IPTV...like in IP + TV ??

Yea !!

IP + TV = IPTV !!

Sending television-like content over an IP network  
And even more !!

Trip Play

**AV Content + Internet Access & Services + VoIP ..... (= Convergence)**



# What do I need to get it ??

- 1) Digital TV
- 2) High speed internet connection
- 3) IPTV provider and contract (€€€)
- 4) Set-top-box

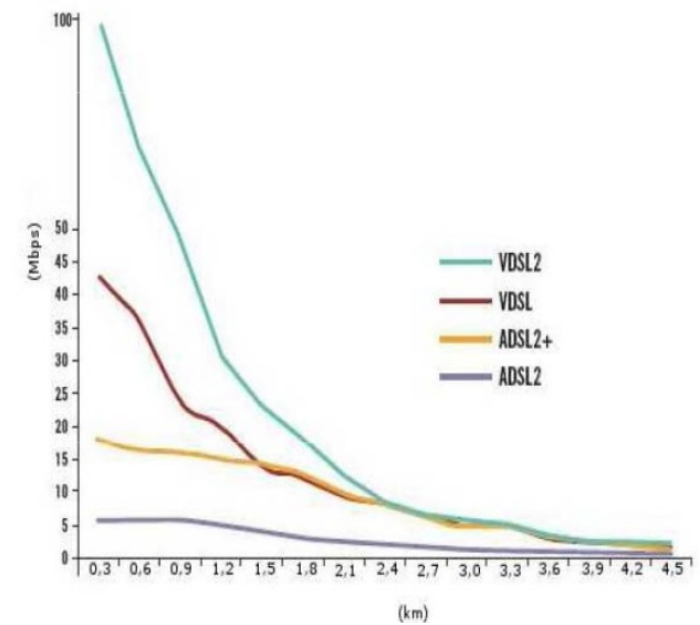


Ok !! but how did we get there ?? .... and why??

# Where it all begin ...

- Evolution of High-Speed Internet Access

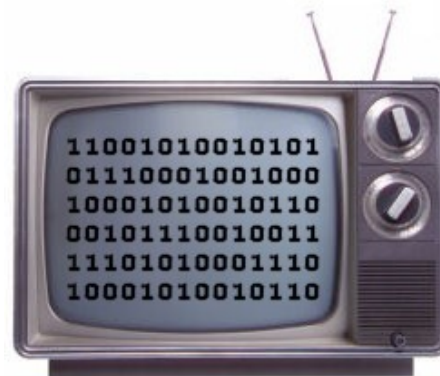
- Since 1995 ...
- Evolution in Internet access business.
  - connection, routing and content were 3 separate parts
  - Then affiliation with third-party providers to create high-speed access combination of connection and routing
  - Moved toward a more integrated approach to the provision of high-speed access.
  - However, content still (mostly) separated from connection and routing.
- Evolution in Broadband technology
  - XDSL (Digital Subscriber Line)
  - ISDN (Integrated Service Digital Network )
  - Satellite
  - Ethernet
  - But also Optic fiber



Remember that one ??

# Digital Media Revolution ...

- Huge increase in media content
- Faster communications
- New user experience
- New consumer demand



New digital devices + new digital transmission  
systems =  
New digital transmission standard

# Lets start from the beginning ...

## Just to remind you !!

- SDTV (NTSC)

720 pixels x 525 lines x 24bits (3x8,red,green,blue)x30frames/sec  
= 272.16 Mbps

- HTDV

1920 pixels x 1080 lines x 24bits (3x8, red, green,blue) x 30 frames/sec  
= 1.493 Gbps

Still unsure we need to compress all that ?? :)

# How to compress ??

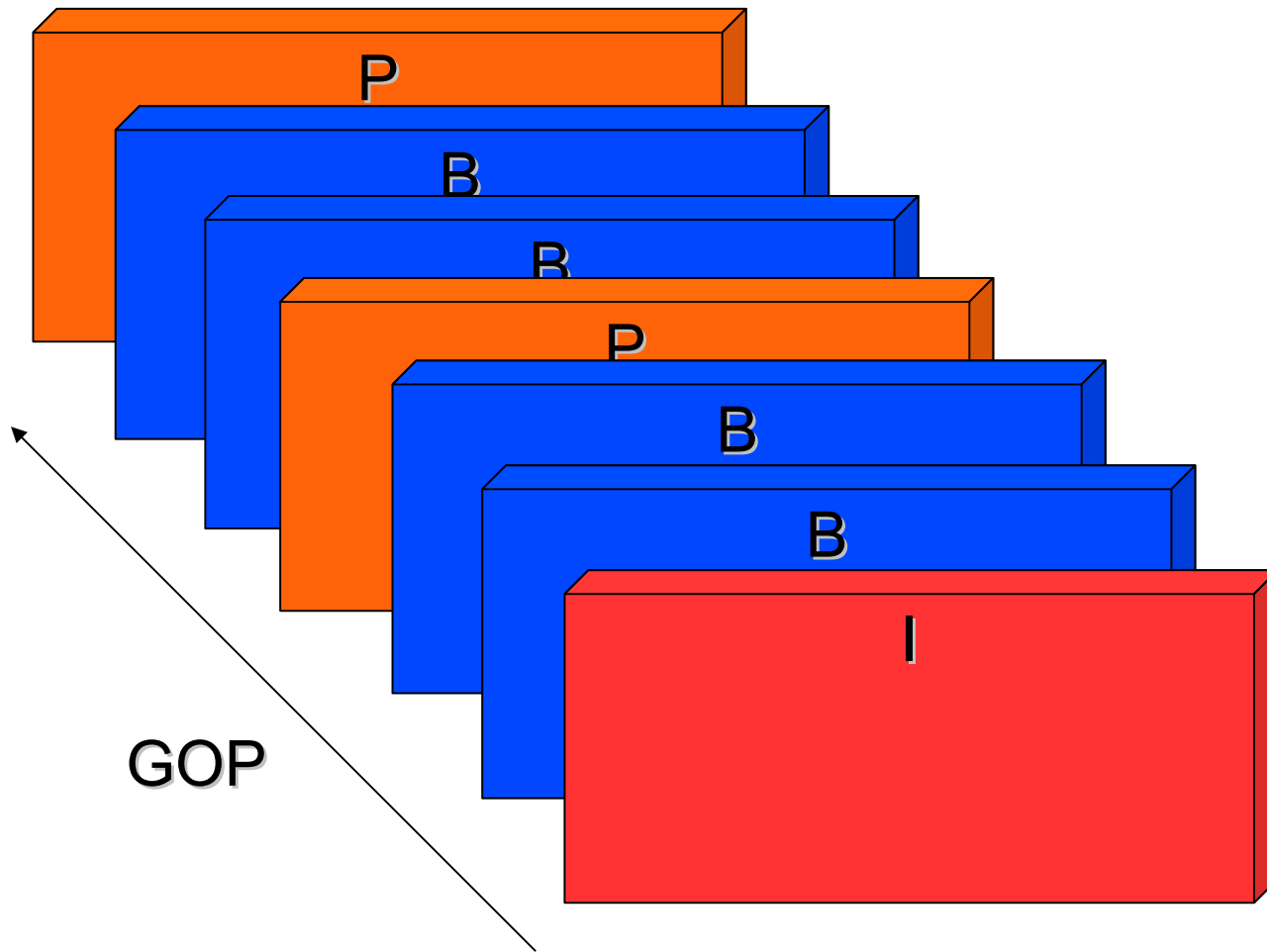
- Video Codecs

- MPEG-2
- MPEG-4
- WM9
- H.264

## *H.264:*

- *up to 50% bite rate saving compared to mpeg4 simple profile*
- *Consistent good quality for high and low bit rates*
  - *From ~50 Kbps (mobile) to 10 Mbps (broadcast VOD)*
- *Necessary tools for error resilience (packet loss, bit errors ...)*
- *Network adaptation layer (transport friendly)*

# How does it work in a nutshell ...

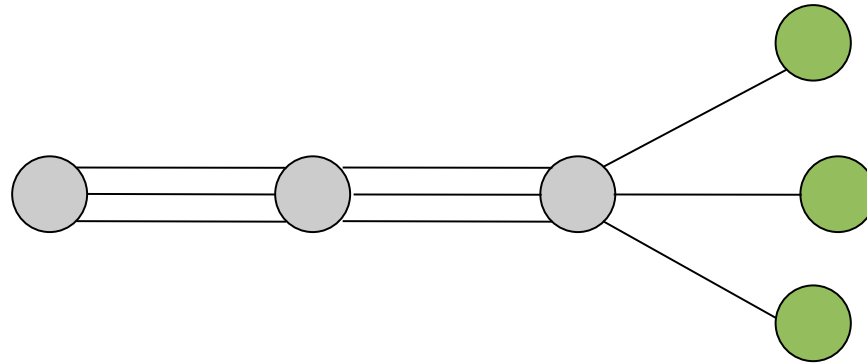


Display order different than sending order (IPBBPBB)

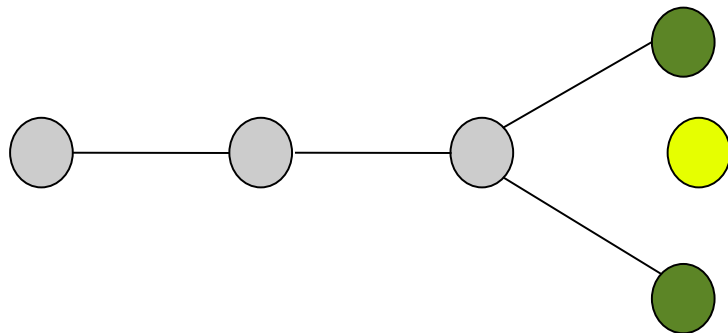


# How to send all that to people ??

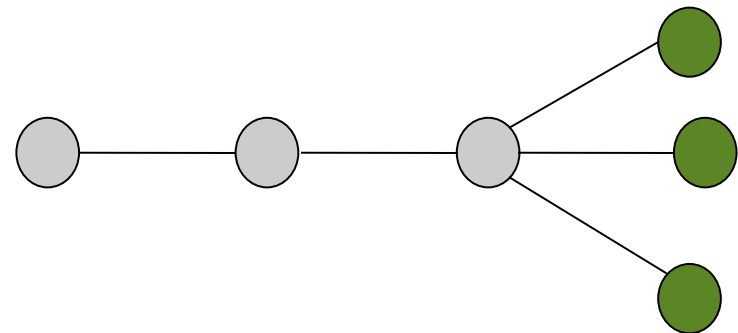
- One-to-one (Unicast)



- One-to-many (Multicast, Broadcast)



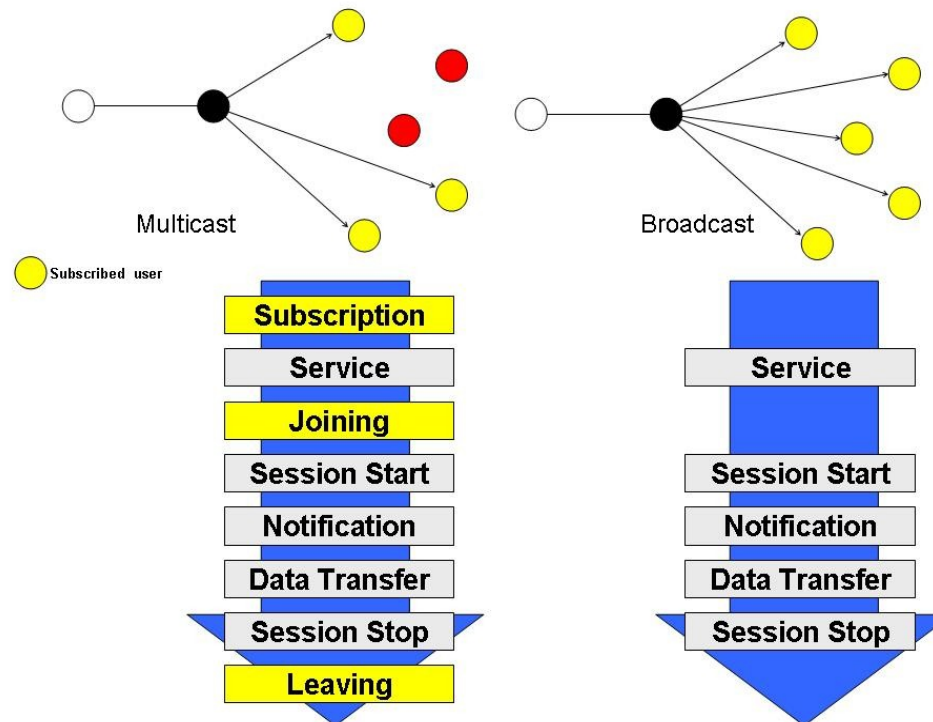
subscription



No subscription

# How do I join a multicast group ??

- IGMP (Internet Group Management Protocol)
  - Defines multicast group membership registration between hosts and router
- PIM (Protocol Independent Multicast)



# Who will do the transport job ?



Compressed Video

MPEG-2 TS packet

RTSP / RTP

UDP

IP

Data link

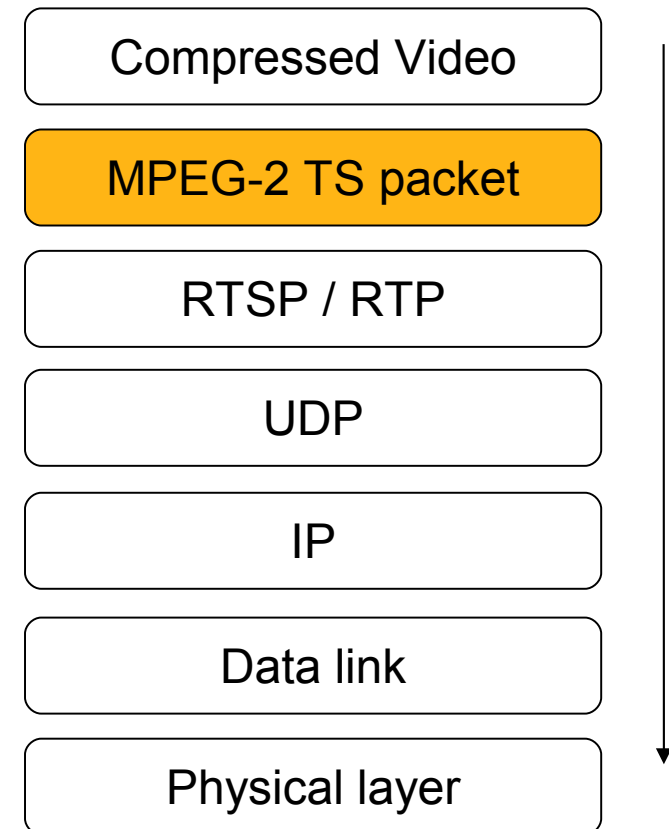
Physical layer

# How ?

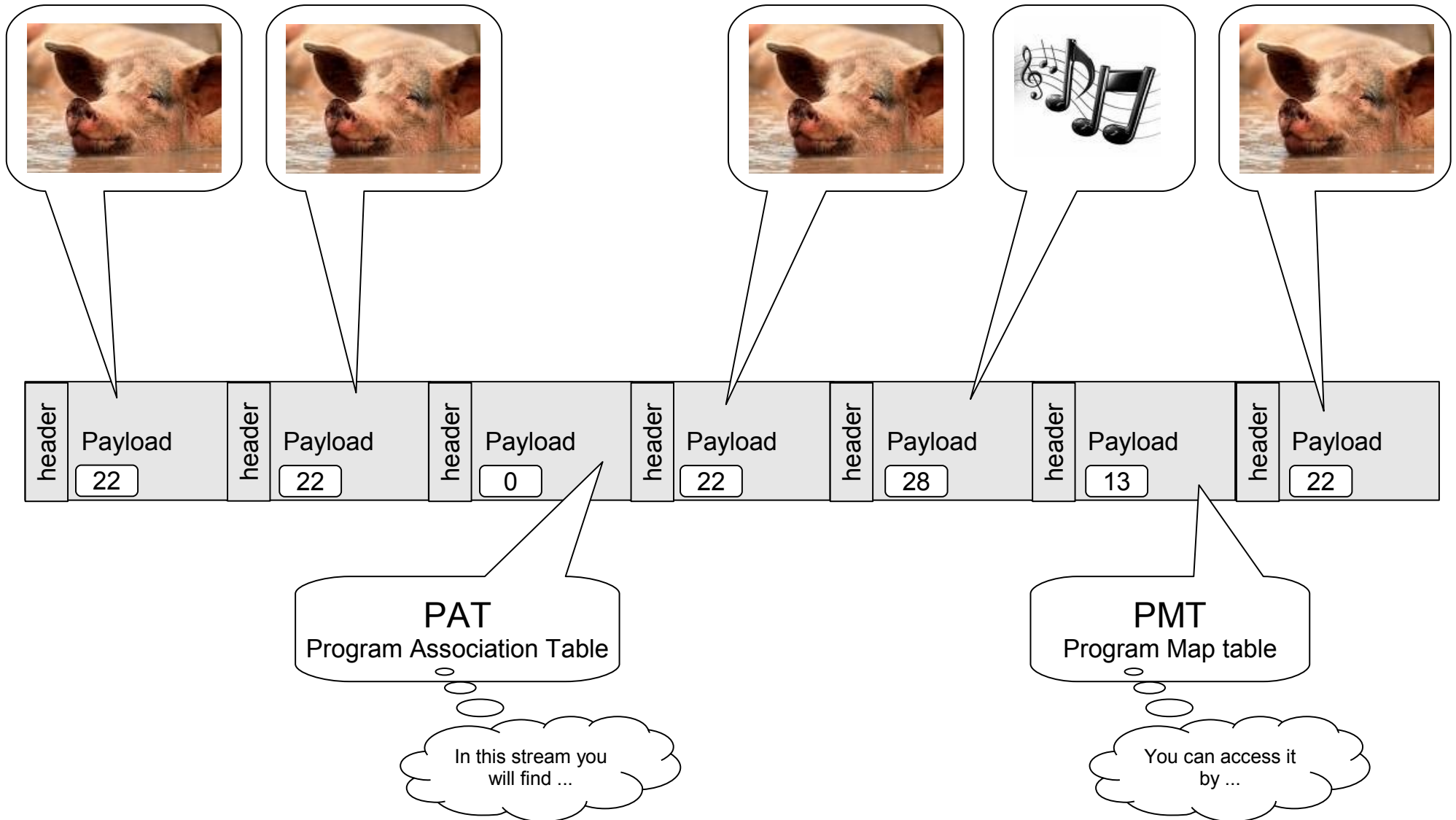
- MPEG-2 Transport Streams

- > Not a codec but a “transport” mechanism !!

- Defines format of a multimedia program
- Video, Audio, Subtitles, Control, User data
- Short packets of 188 Byte
  - *4 Byte header, payload 184 Bytes*
- Can transport several compress video format
  - *Profiles*

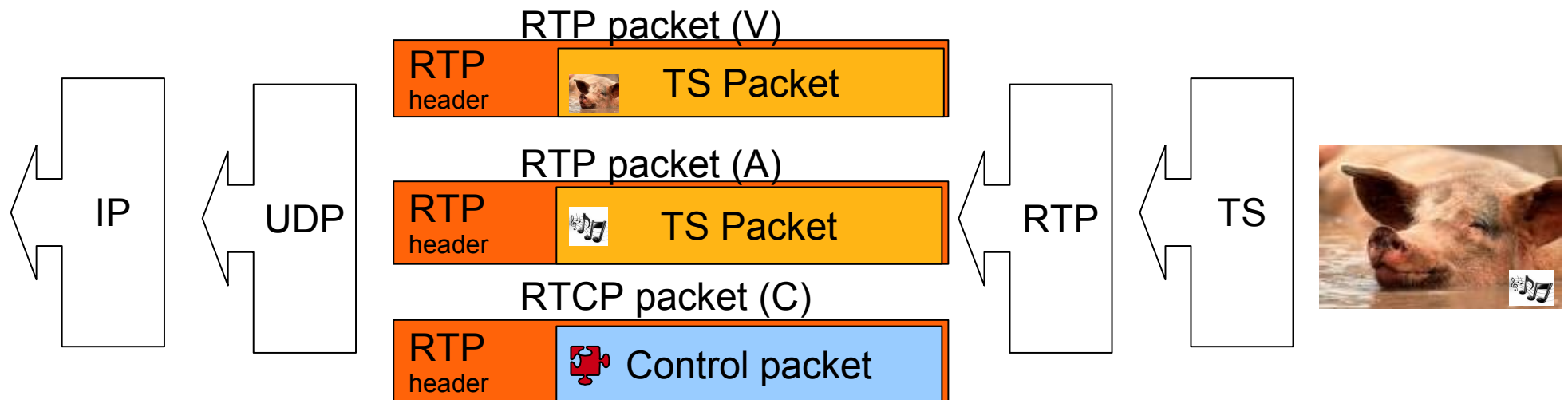


# MPEG-2 TS in a nutshell ...



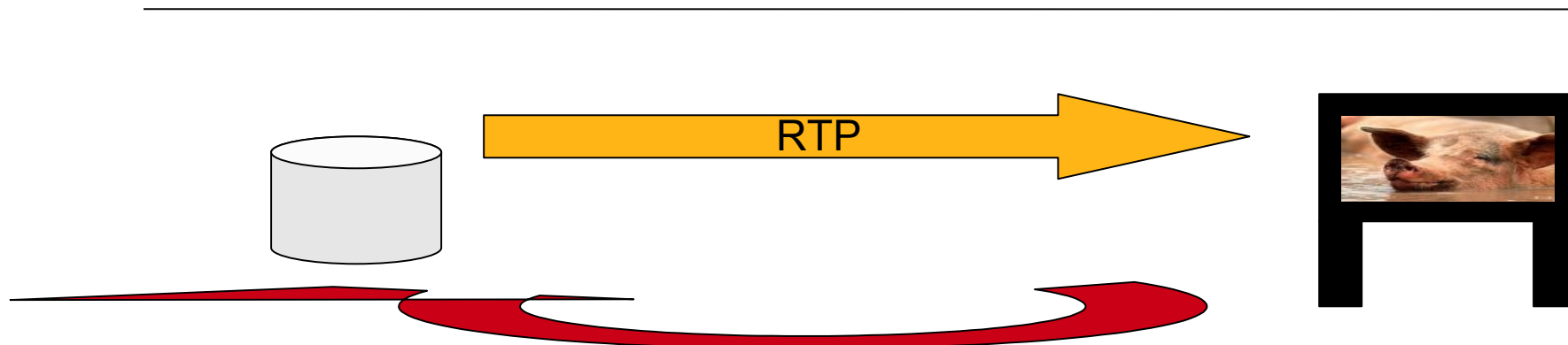
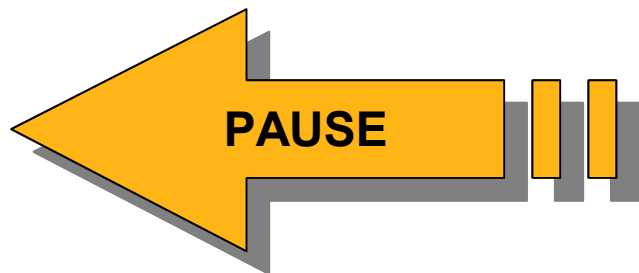
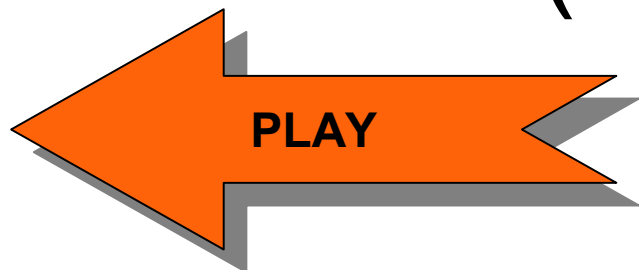
# Real-Time Transport Protocol (RTP)

(optional)

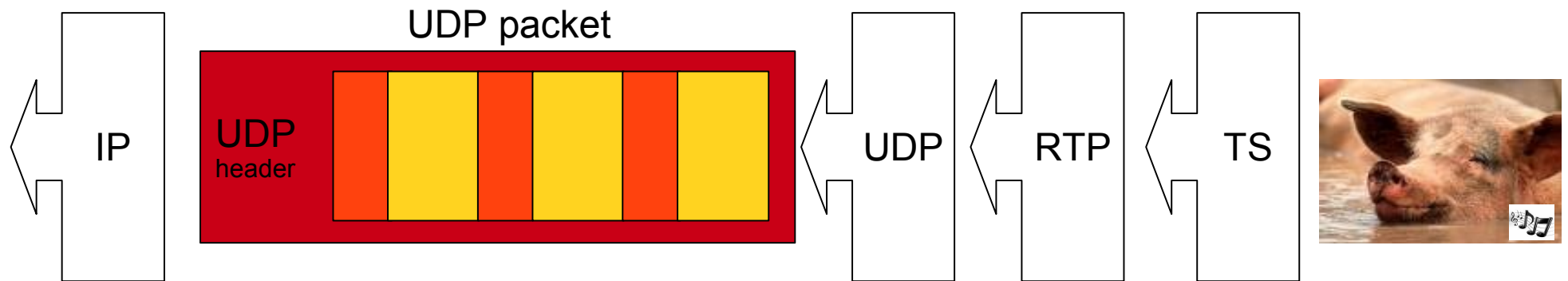


In some case, RTP is not used → TS over UDP

# Real-Time Streaming Transport (RTSP)

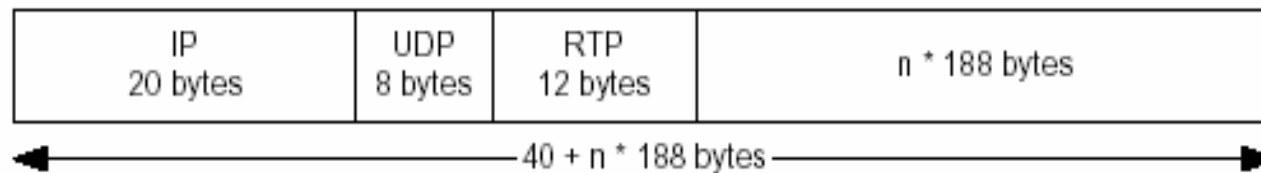
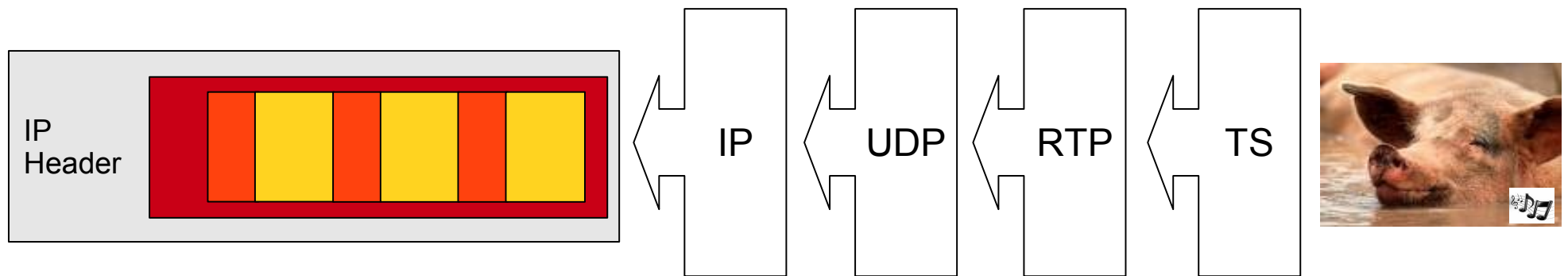


# User Datagram Protocol (UDP)

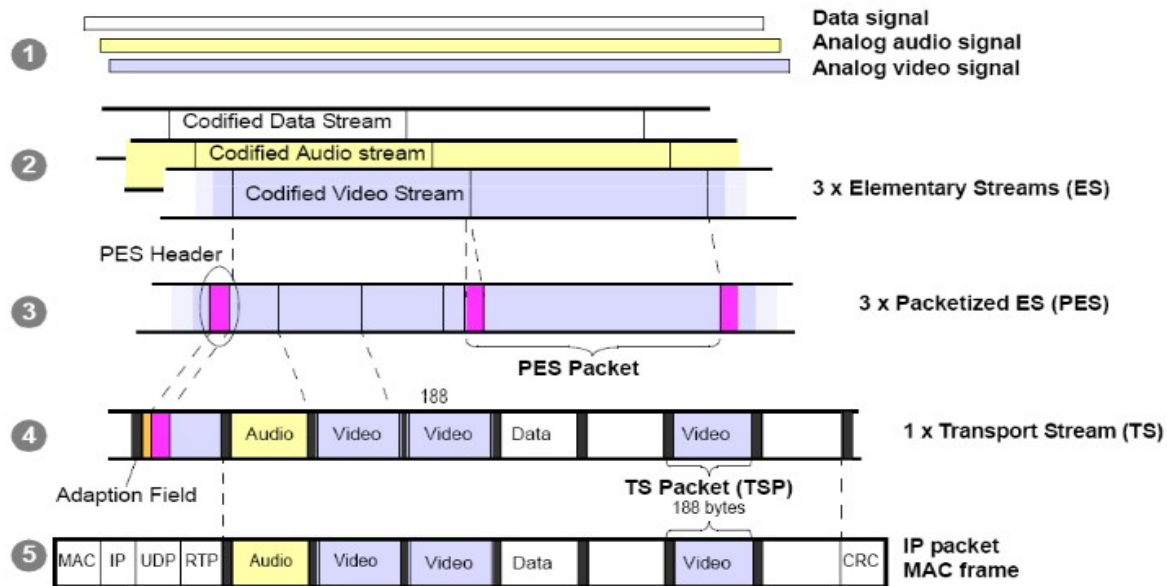
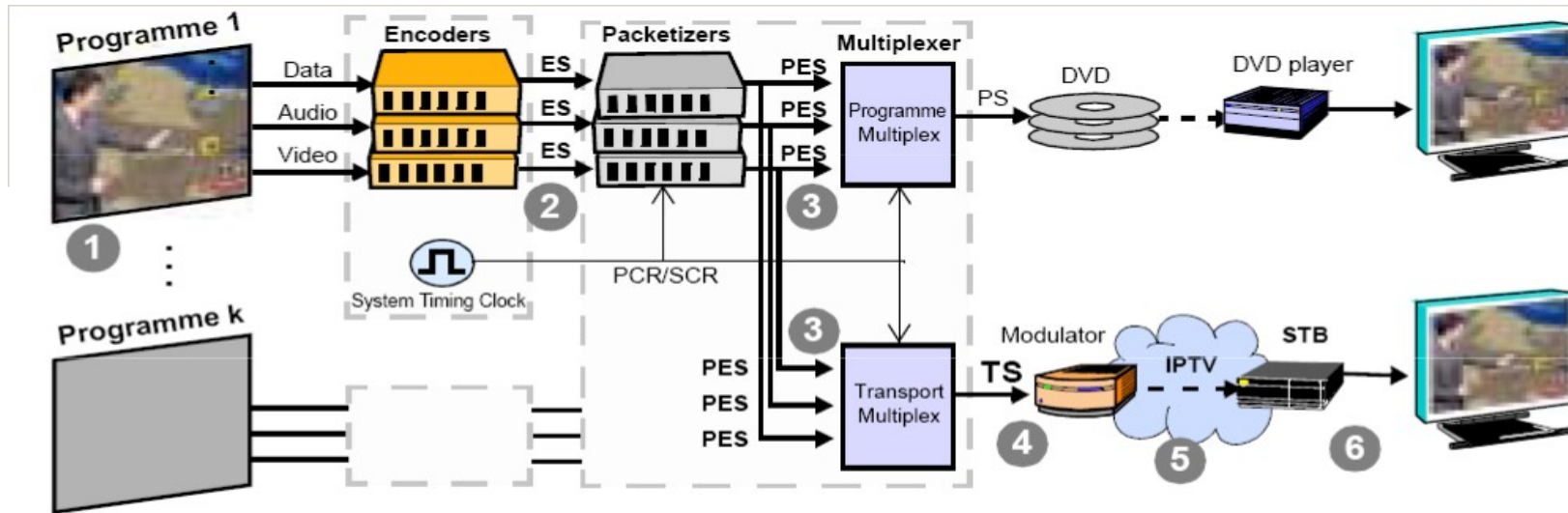




# Internet Protocol (IP)

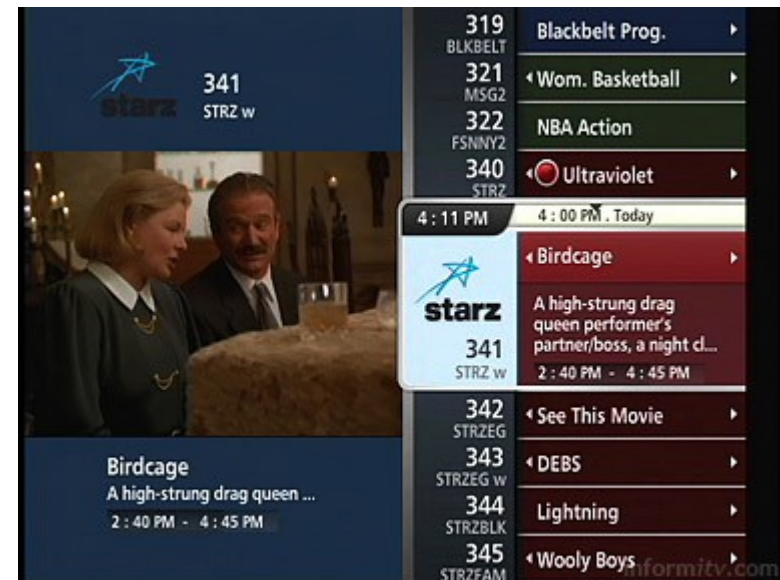


# IPTV ... all chain



# Service, Program Guide

- Web service like
  - XML based (TV anytime, OMA, ...)
  - HTTP requests



# How does my device access the right media stream ??

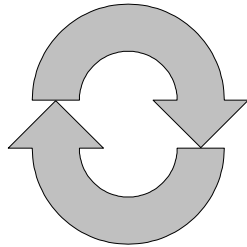
- 2 Possible way
  - mpeg2-TS PSI/SI (if no RTP)
  - SDP (Service Description Protocol) (only if RTP,opt)

```
v=0
o=QTSS_Play_List 1460227057 502868560 IN IP4 130.230.50.48
s=stream-32
c=IN IP4 239.252.80.5/1
b=AS:375
t=0 0
a=x-broadcastcontrol:RTSP
m=video 5004 RTP/AVP 96
b=AS:248
a=rtpmap:96 MP4V-ES/90000
a=control:trackID=1
a=cliprect:0,0,240,320
a=fmtp:96 profile-level-id=1;config=000001...
a=mpeg4-esid:201
m=audio 5006 RTP/AVP 97
b=AS:127
a=rtpmap:97 mpeg4-generic/44100/2
a=control:trackID=2
a=fmtp:97 profile-level-id=1;mode=AAC-hbr;...;
a=mpeg4-esid:101
```

# Now .. What is IPTV ?

- Delivery of Digital Television Service over IP network .....

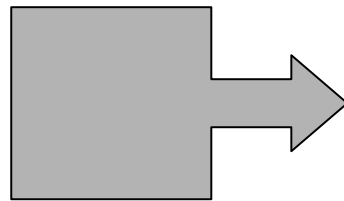
Service request



Service Guide,  
Interaction

HTTP(S)

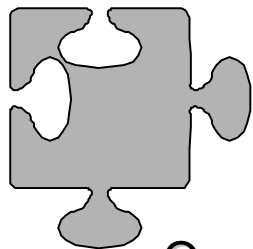
Service Delivery



Video Streaming

RTSP  
RTP

Service & Delivery Management



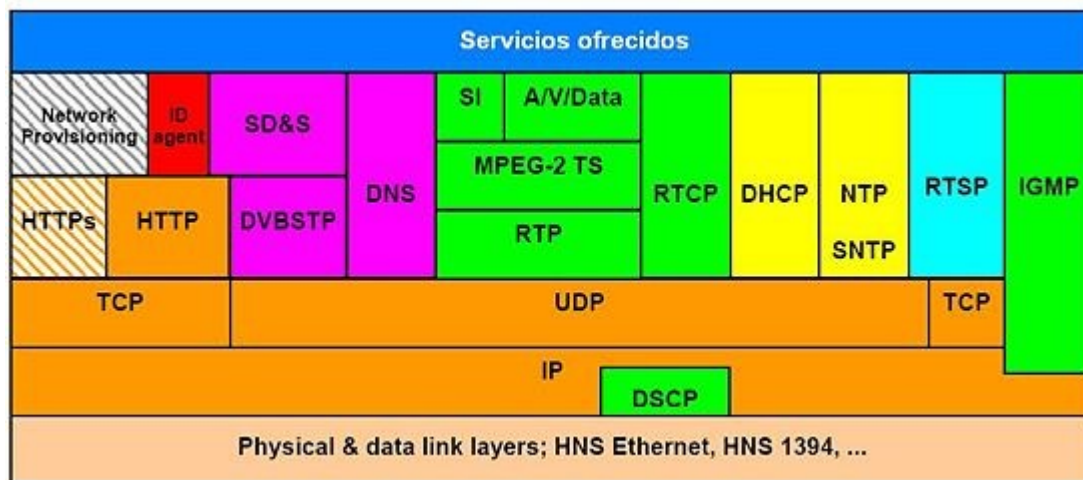
Network  
resources

ICMP,  
PIM, ...

Over IP

# In other words, IPTV is ...

- DVB services over IP network → DVB-IP
  - Achieve interoperability
  - Give confidence for investment
  - Avoid confusion in the market
  - Lower costs for everybody



# Now, how can I get IPTV ??

## 2 distribution models ...

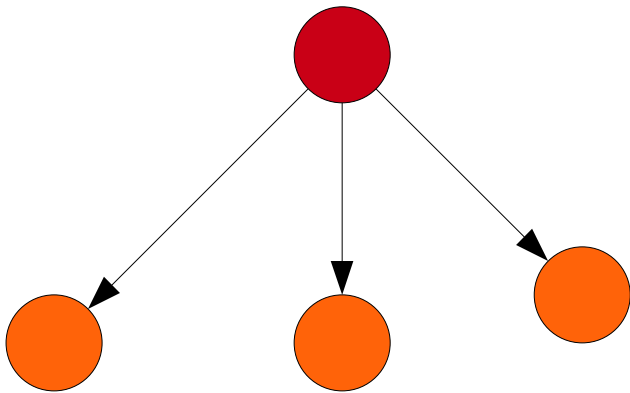
- Show me LIVE content
  - Multicast stream
  - start from where it is
  - no control
- Show me stored content - VOD
  - Unicast stream
  - start from beginning
  - Control it (play, pause, stop)



# Distributed and Centralized transport model

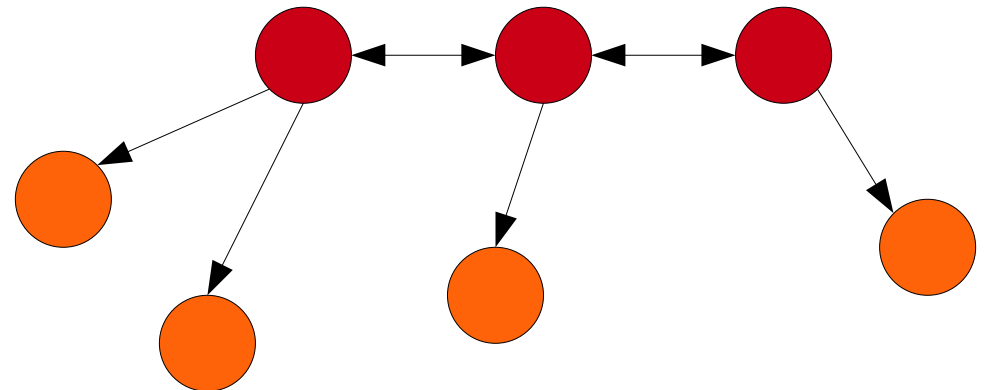
- Centralized

- from one broadcast center
- easy to set up
- cheaper
- bandwidth limitation



- Distributed

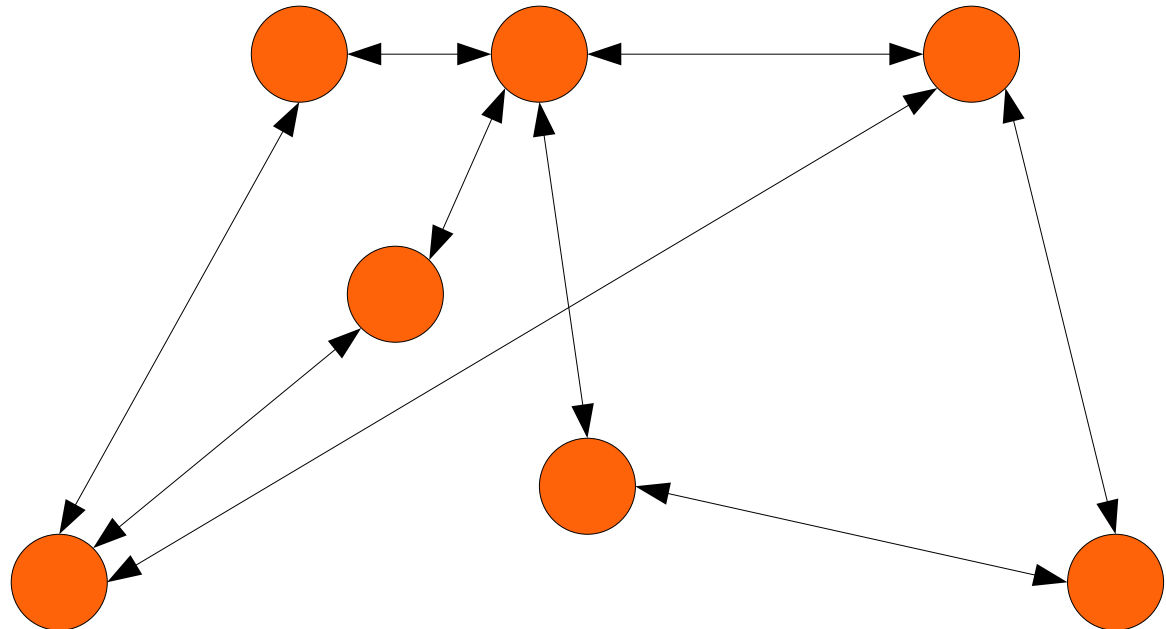
- several systems
- synchronization
- added costs
- more maintenance
- very reliable
- no limit on usage



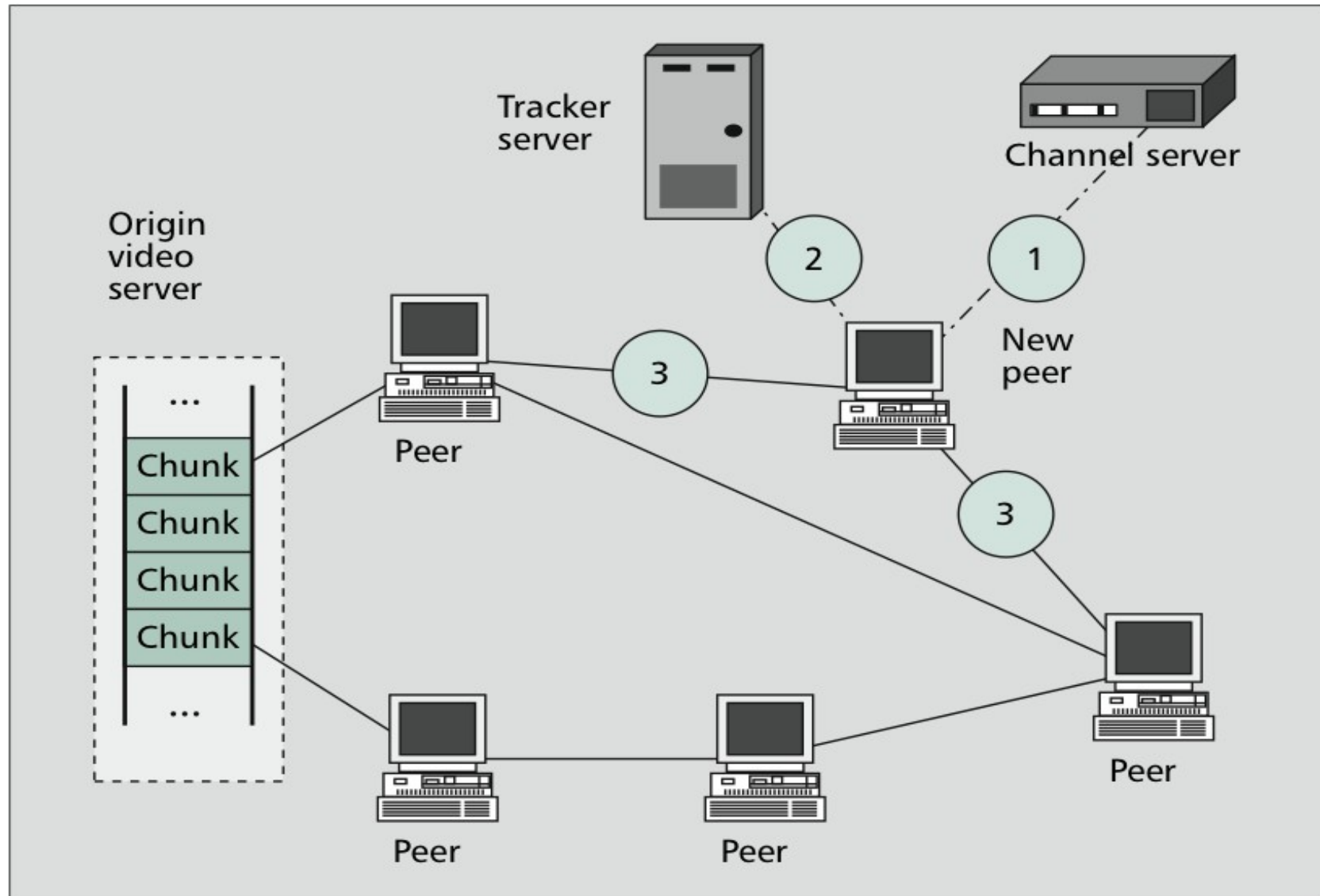


# But also P2P distribution model !!

- Two issues
  - How to form topology between peers?
  - Efficient delivery of video content
- Current approaches
  - tree-push
  - mesh-pull



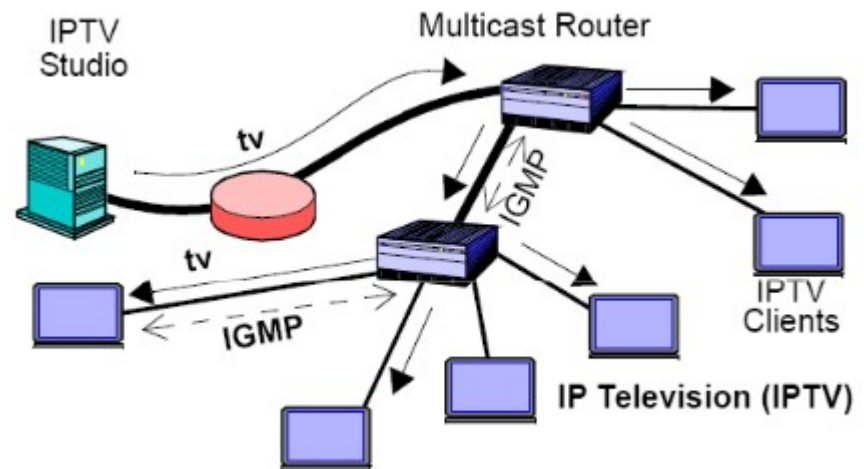
# P2P in a nutshell ...



Xiaojun, H., Yong, L., Ross, K. W. IPTV over P2P Streaming Networks: The Mesh-Pull Approach. 2008. IEEE Communications Magazine, February 2008 issue.

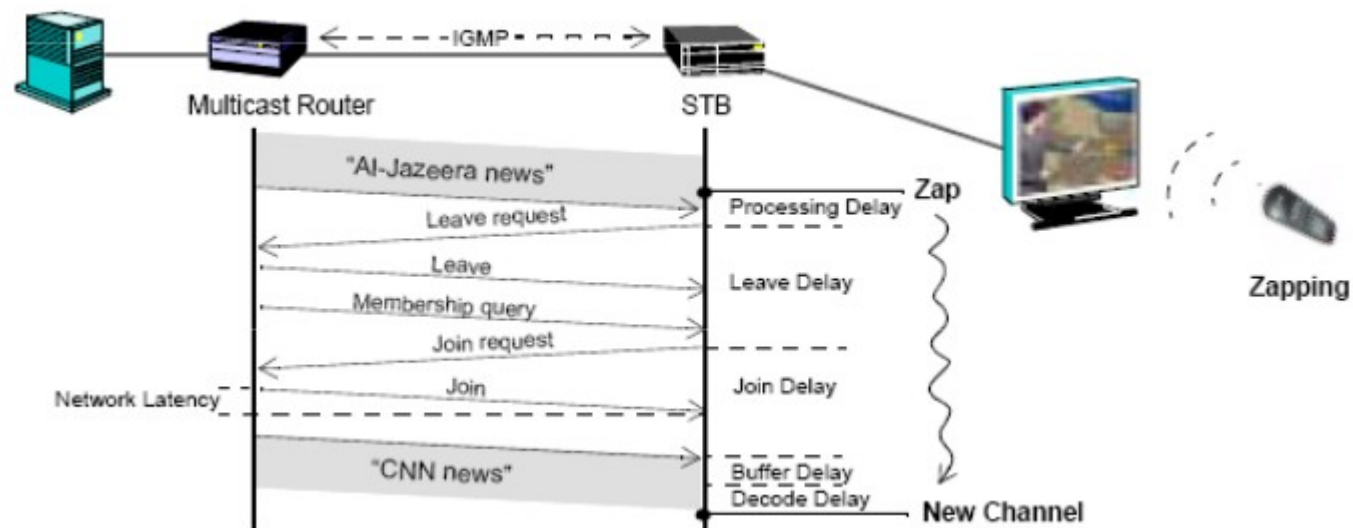
# IPTV and some limitations ...

- IP network
  - Limited bandwidth (€)
  - 1 TV program / channel = 3Mbit/s
  - Provider organize the network by group of users that watch the same channel (multicast\_groups)
    - Not suitable for VOD



# IPTV and some inconvenience ...

- Channel zapping
  - Traditional TV, all channel received and decoded at the same time
  - Not IPTV
    - Channel request for each channel → delay



# To sum up ..

-> Compressed TV in MPEG2-TS

(DVB service)

-> Sent over IP network

[ts/(rtp/rtsp)/udp/ip]

-> VOD or LIVE

(multicast vs unicast)

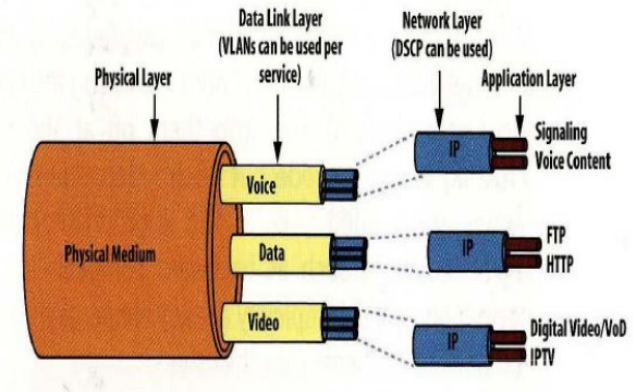
-> Centralized, decentralized and P2P

**!! but watch out, IPTV is not InternetTV !!**

(not same quality, protocols, architecture...)

# IPTV offers ...

- Triple play
  - Television
  - VoIP
  - Internet access
- All in the same connection !!
  - Concurrence to traditional broadcasters (terrestrial, satellite) and Internet providers ...
    - ALL-IN-ONE = less € !



# Future .. towards HD IPTV

- SD stream: about 3 Mb/s
- HD stream: about 8 Mb/s
- Demanding on the access network...
  - Several televisions in homes, increase bandwidth
  - Web-surfing and VoIP should still be possible
- ...and core network also
  - VoD and multicasting don't go together
- IPTV is often seen as the driving force for the next-generation Internet.