

High Resolution Video Stream

Streaming for the Internet

Kazunori Sugiura, Ph.D.

WIDE Project / Keio University

(uhyo@sfc.wide.ad.jp)

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Our Motivations

- Developing
 - High Bandwidth applications
 - Real time application
 - Isochronous and collaborated packet forwarding
 - Scalable application
 - Considering next generation infrastructure
- Consumer availability
 - High Technology at low cost

➔ Media transport mechanism for the Internet Infrastructure



Video Streaming

- High Quality, Broadband, Low Latency

- Resolutions

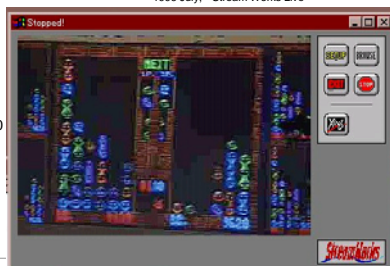
- 120 x 80 / 160 x 120 / 240 x 160 / 320 x 240 / 480 x 320
- 640 x 480
- 720 x 480
- 1024 x 768
- 1080 x 720
- 1920 x 1080
- 1600 x 1200
- 1960 x 1200
- 3820 x 1200
- 3820 x 2400
- 7640 x 4800

- Frame Rate

- 5/12/15/25/30(29.97)/60
- 90/120/150/180

- Colors

- 8 bit
- 15 / 16 bit
- 24 / 32 / 64 bit

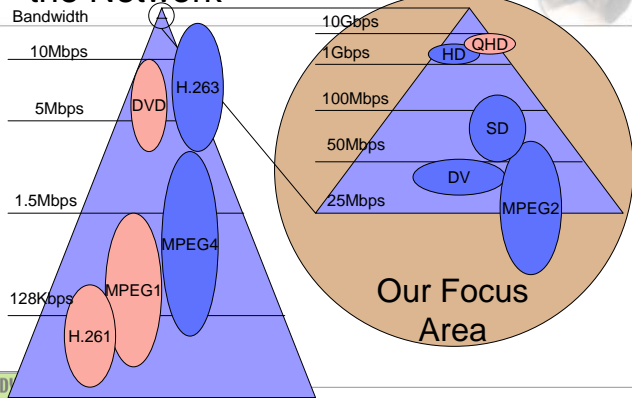


Doing Math..

- Sending Uncompressed Raw HD streams
 - $1920 \times 1080 \times 32 \times 24 = 1.59\text{Gbps}$
= 199MB / Sec
- vs.
- PCI Bus (32Bit)
 - $33.3\text{MHz} \times 32\text{Bit} = 33.3 \times 32 / 8 = 133\text{MB/Sec}$
- HDD – Memory – Screen – Network
- Limitation in Bus Bandwidth
- Sending Q-HD
 - $3840 \times 2400 \times 32 \times 24 = 7.08\text{Gbps}$
= 885MB / Sec
 - PCI-X



Video Streaming Over the Network



Superior Quality Streaming

- Open source
 - Publicity
 - Inter-operability
 - standardization
 - Expansion readiness
- Possibilities
 - SOI --- distance education and collaboration
 - Multiparty real-time collaboration
- Applied use
 - Commercial embedded equipments



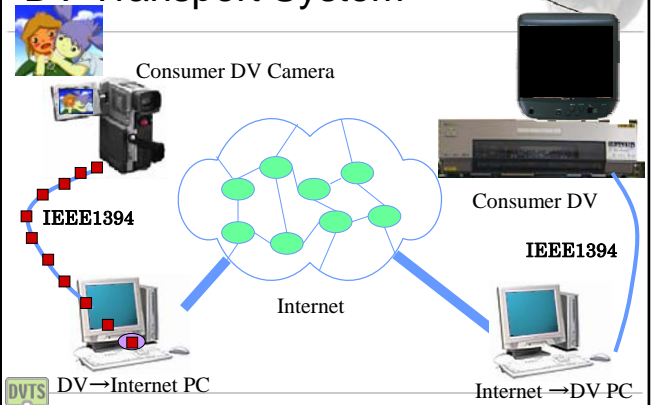
DVTS: Motivations

- Using the Internet
 - Realization of High Quality Video and Audio Transport
 - NTSC Television Specification requirement
 - High Quality Video Conference System
 - CD Quality Audio
 - Broadband networks and next generation protocol
 - >10Mbps
 - IPv6
 - Low cost consumer availability
 - Using consumer products
 - Realization at low cost
 - Multiple Platform (Operating System)

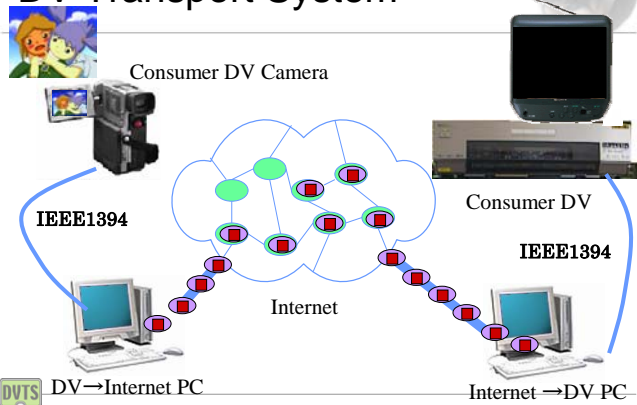
Started 1998



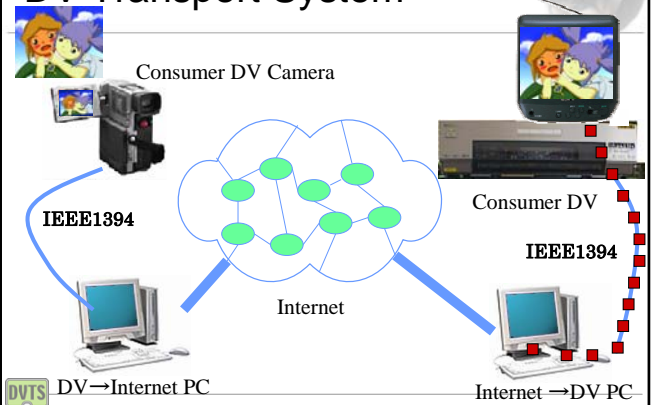
DV Transport System



DV Transport System



DV Transport System



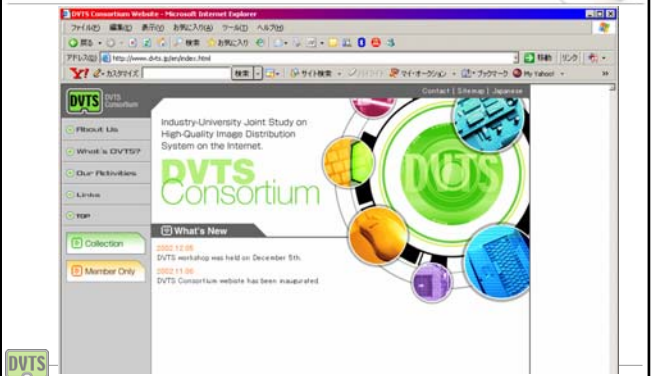
DVTS Consortium

- Consortium to develop High quality video transport/exchange system using the Internet
 - Founded October, 2002
 - Construct development environment for DVTS
 - Standardization of DVTS
 - Rights and agreement control for DVTS

<http://www.dvts.jp>



DVTS Consortium



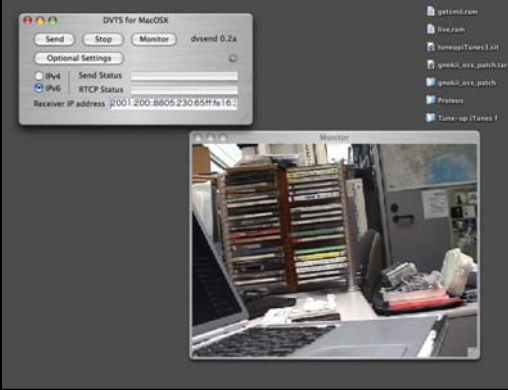
Implementation of DVTS

Supported Environment

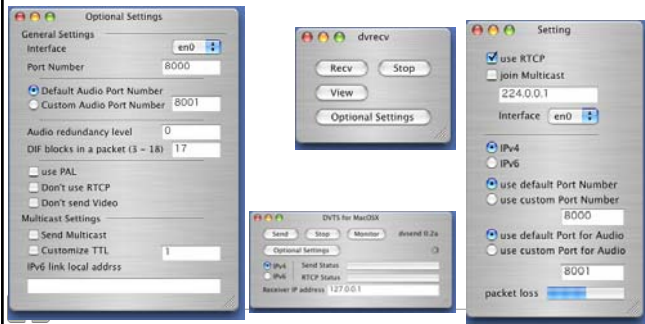
- FreeBSD 4.X
- FreeBSD 5.X
- NetBSD 1.5.X
- Linux 2.4.X
- Windows ME
- Windows 2000
- Windows XP
- Mac OS X



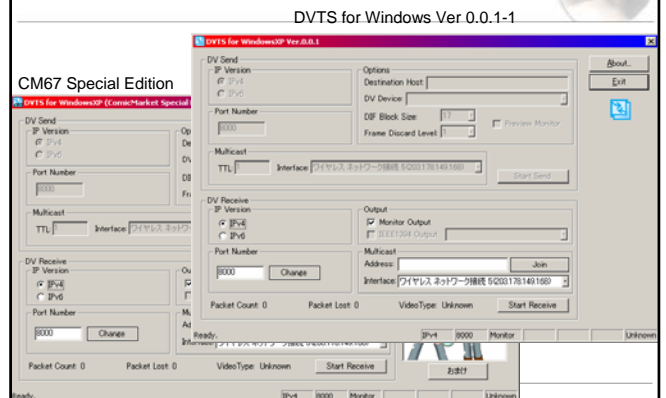
DVTS for MacOS X



DVTS for MacOS X



DVTS for Windows



Windows XP

- Completely new coding from scratch
- PAL people ? NTSC people? JOIN!
 - PAL support added
- IPv6 Multicast? IPv4 Multicast? No problem!
- Dual output support
 - IEEE1394 output
 - Display output (supports full screen output)
- RTCP supported
- Flow control / Synchronization
 - Better lip synchronization problem
- DIF Block configuration for MTU adjustment
- New user interface
- SDP (send, receive)

Kazuhiro Mishima (three@sfc.wide.ad.jp)



Linux Release

- Supports MPEG2TS
 - MPEG2 based DV
 - MPEG4 based DV
- HDV Support
- Interoperability support with
 - VIDEOLan



Enhancing DVTS



Embedded DVTS by JVC



Embedded DVTS



Extension Module



Embedded Linux



Keio University - DVTS Consortium



Keio University - DVTS Consortium

Hardware DVTS By IIGA



Keio University - DVTS Consortium

DVoD Demo

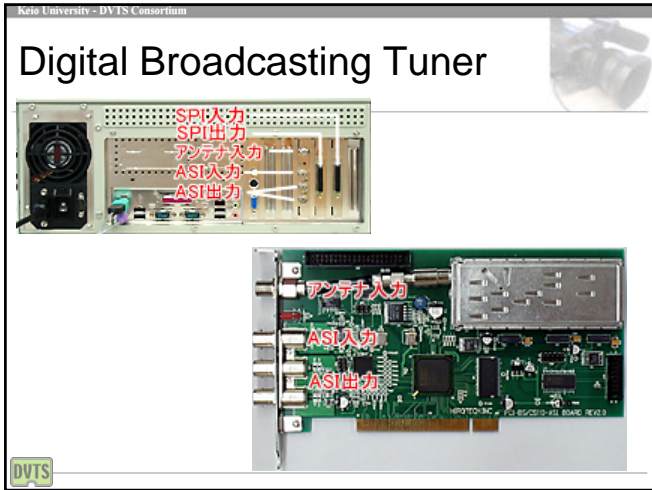


Keio University - DVTS Consortium

MPEG2TS

- BS Digital Broadcast
- Recording Medium
 - D-VHS (Digital VHS)
- Video Camera
 - MICROMV(Sony)
- DV-HD
 - 720p Hi vision
 - 1080i Hi vision
- IEEE1394 Interface
 - Merge DVTS





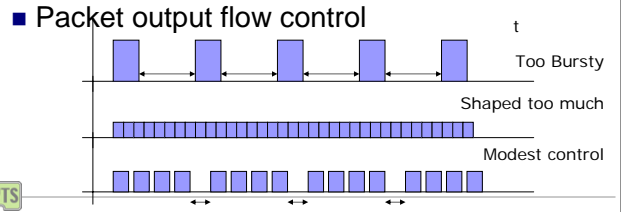
Interoperability Symposium

- July 21st – 23rd, 2004
- Keio Univ. SFC



Packet Flow Control

- Packet output jitter
 - Interoperability issues in
 - Hardware embedded systems
 - Has low buffer availability / Causing buffer overflow with burst traffic
 - Buffer overflow and buffer under run



iHD demo in Interop 2004



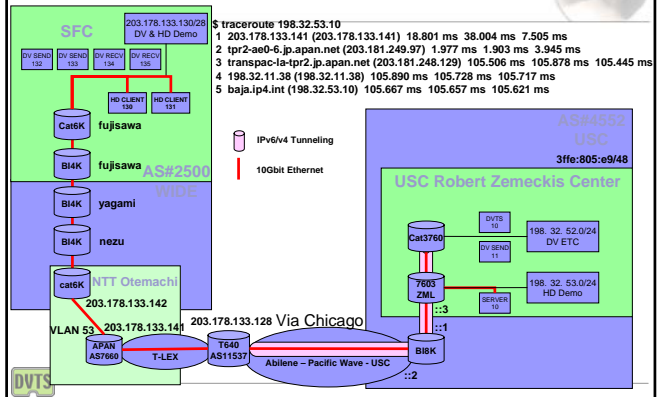
Baja System

- 3840x2800 QHD Display
 - Collaborative HD editing system for Digital Cinema
 - Raw HD Streaming
 - 1.2Gbps
- Demo at Robert Zemeckis Center
 - South California University
 - Sept 14th, 2004
- IPv6 network

HD Editing System (BAJA)



Network Topology



Two Uncompressed HD session

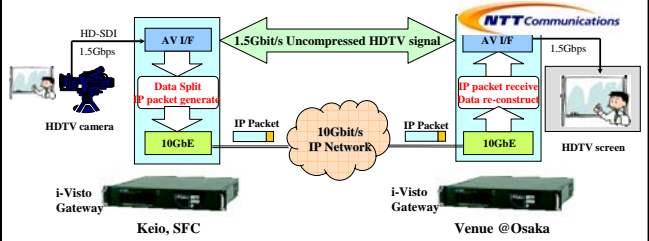
- 17th JAN Jun Murai's keynote session
 - SFC,Keio<- ->Venue
 - Uncompressed HD, DVTS
 - i-Visto by NTT
 - SFC--WIDE--JGN--Venue
- 18th JAN Larry Smarr's keynote session
 - University of Washington<- ->Venue
 - Uncompressed HD(Oneway:UW->Venue), Compressed HD, DVTS
 - iHD1500 by UWTV, NA3000 by NTT
 - UW--IEEAF--JGN--Venue



Real-time HD over IP with "i-Visto"

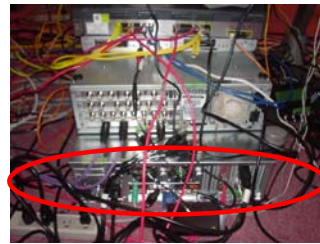
i-Visto[^oaibist] : Internet video studio system for HDTV production

Real-time transport system for high quality video signal over IP network such as uncompressed HDTV (1.5Gbps), SDTV (270Mbps) between multiple points which is provided by NTT Communications



iHD1500

- Real-time Uncompressed HDTV over IP transport system made by UWTV(University of Washington, Research Channel)
 - Intel Xeon 3.2GHz * 2
 - 2GB MEM
 - Intel PRO/1000 MT Dual
 - AJA Video XENA DXT (New Rev)
 - Windows XP Pro
 - cygwin



NA3000/HE1000/HD1000

- MPEG-2/HD Video transport system by NTT electronics (NEL)

- **NA3000**
 - Up to 4 MPEG-2 streams over IP network
 - Choose RTP/UDP and unicast/multicast
 - Variable packet size up to 32KByte
 - MPEG-2 input/output: DVB-ASI (to connect encoder/decoder)
 - MPEG-2 input: packet or burst, output: packet
- **HE1000**
 - Video input format:HD-SDI(SMPTE292M)
 - Video profile, level: MP@HL, 422P@HL
 - Video Format:1080i(1920x1080,29.97fps), 720p(1280x720,59.94fps)
 - Signal Format:4:2:0, 4:2:2 compress
 - Audio input method: AES/EBU
 - HD-MUX function
- **HD1000**
 - Video output Format: HD-SDI, Y,Pb,Pr
 - Video profile, level: MP@HL, 422P@HL
 - Audio output method: AES/EBU
 - HD-DEMUX function
 - Video Format:1080i, 720p, 480i(able to down convert)



Equipments @Venue



i-Visto



Barco DLP Projector



iHD1500/NA3000/DVTS



AV Control



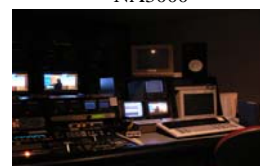
Equipments @UW



NA3000



iHD1500



AV Control room



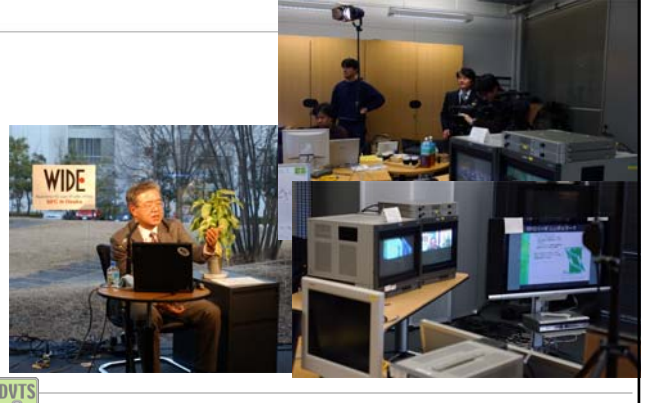
SDTV from Venue



Presenter's View @SFC



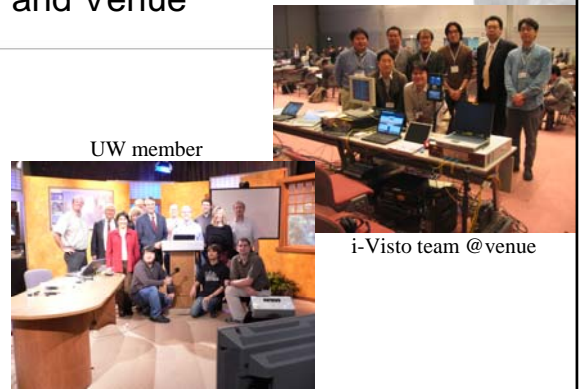
Site View @SFC



Main Theater



UW and Venue

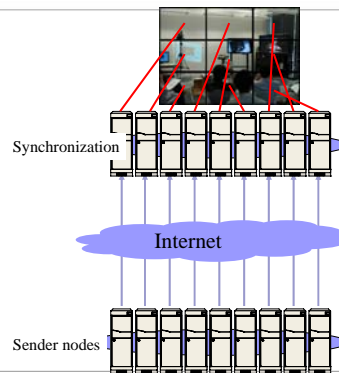


Multi-vision DVTS

- Multi-vision
 - Multiple Display
 - 3x3, 4x4
 - High resolution



M-DVTS



Technology Requirement

- Packet Streaming
- Synchronization
- Isochronous transport
- Jitter control
- Real time accessibility
- Collaborative packet flow control



@ Minimal Cost

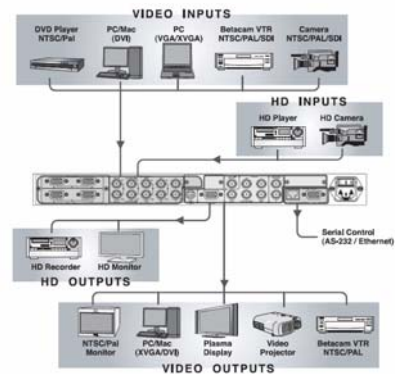


Higher Quality, Higher \$\$\$

- Higher resolution requires higher bandwidth
 - Equipment costs
 - HD Cameras
 - HD Video recorders...
- Low cost solutions
 - Using Media conversion unit (Media Scalar)
 - Indie 400
 - Conversion between
 - Composite, Component, IEEE1394, SD, HD, SDI...



Highly integrated video mixing and channeling



FYI

<http://www.sfc.wide.ad.jp/STREAM>
<http://www.dvts.jp/>

