TVX-in-Industry Introducing IP Technology into Broadcasting

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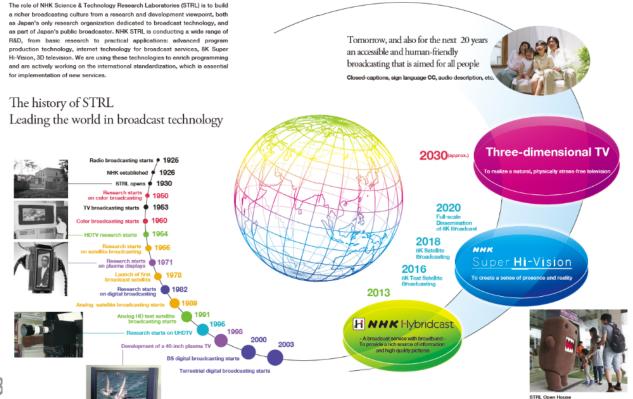
Outline

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Global platform for broadcasting services
Conclusions & What's next



Company Introduction

- NHK, Nippon Hoso Kyokai (Japan Broadcasting Corporation), is Japan's only public broadcaster.
- NHK Science & Technology Research Laboratories (STRL) is the sole research institute in Japan specializing in broadcasting technology.

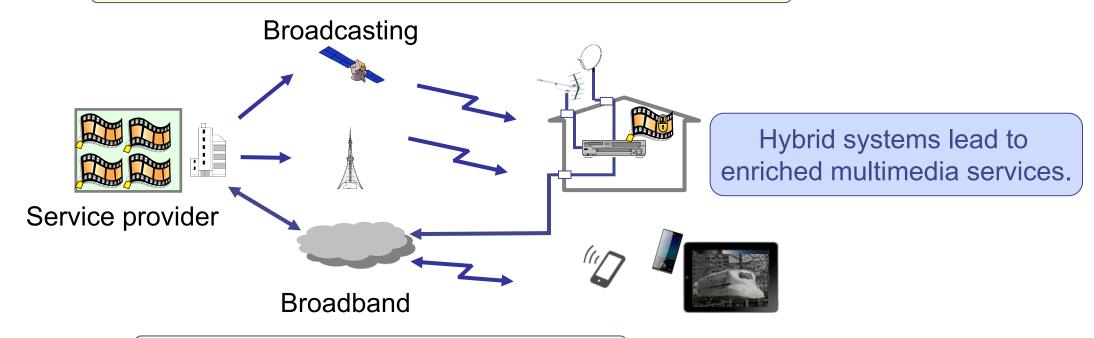




The Problem

 The difference of protocols between broadcasting and broadband is big hurdle to harmonize them.

Stable, Point to Multi Point, Simultaneous, Unidirectional

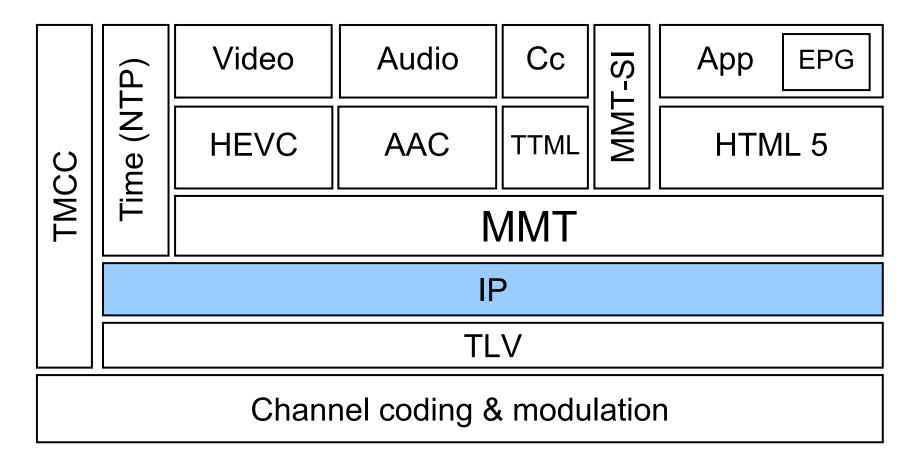


Point to Point, Bidirectional, Congested



The Challenge: Introducing IP into broadcasting

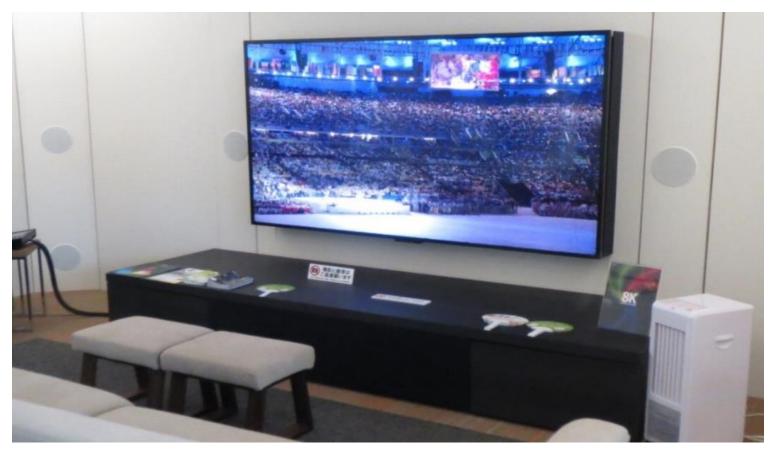
For harmonization with broadband,
 IP is introduced for delivery of audio and video in broadcasting





Developed ISDB-S3 for 4K-8K services

- ISDB-S3 4K-8K test services are now in progress.
- Various TV sets and tuners will be widely sold in 2018.

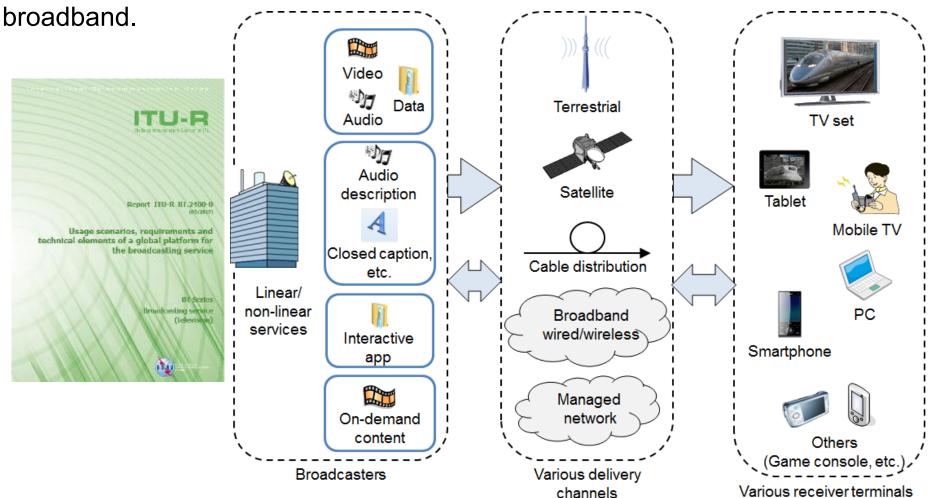




Global platform for broadcasting services

Report ITU-R BT.2400 "Global platform for broadcasting services" is produced.

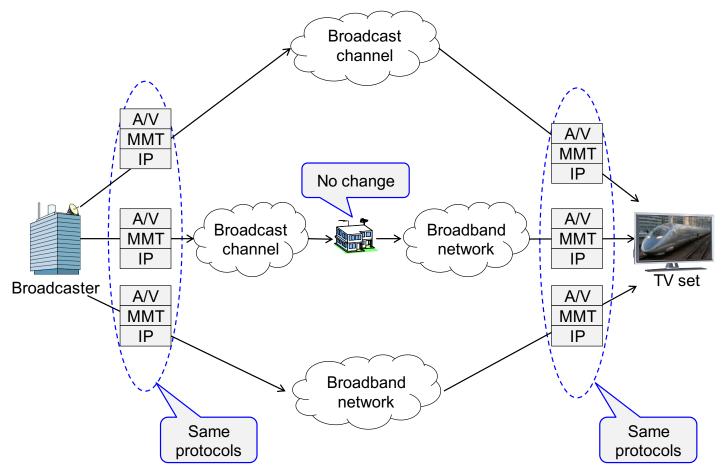
IP-based broadcasting would be one way for harmonization between broadcast and





Implementation of Global platform

• IP-based broadcasting services can be delivered on broadband without making any changes to the services, such as by transcoding or replacing encryption.





Delivery of 8K over broadcast and broadband

IP-based 8K content over broadcast was stably received through broadband.

Item	Configuration
IP version	IPv6
Transport protocol	MMTP/UDP
IP packet size	Max. 1.5 KB
Audio format	Two channels
coding	MPEG-4 AAC LC
Video format	7680×4320/59.94/P
coding	HEVC Main 10 profile



Content server



Receiver



Conclusions & What's next

- 8K services have already been launched by IP-based systems.
- Immersive media like 360° video requires higher resolution than 2D video.
 - 30K x 15K for 360° images is required for viewers not to perceive a pixel structure.
- IP-based systems would easily deliver immersive media including VR/360°.

