



ST 2110 Software Based Solutions Making the Transition

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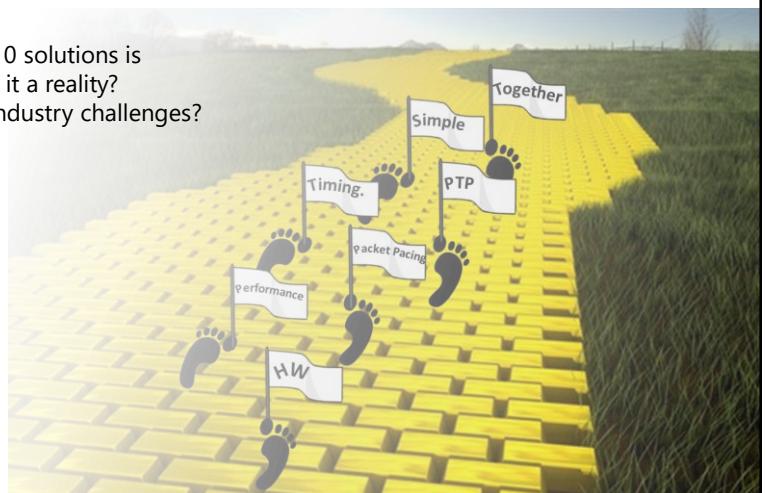
IP SHOWCASE THEATRE AT IBC – SEPT. 14-18, 2018

IP SHOWCASE THEATRE Agenda

- Yellow Brick Road to ST2110 Software based solution
- A sneak peek to the future

The move to software-based SMPTE ST 2110 solutions is happening – but what does it take to make it a reality?
How do you bridge over the old and new industry challenges?

Let's build a check list -





Selecting the right IP NIC

Step 1

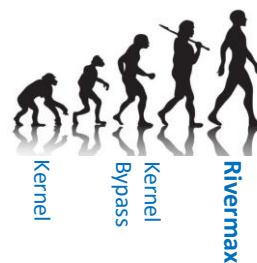
- NIC – All in the box
 - Standard: 40 years of IP networking
 - Flexibility: COTS infrastructure (NICs, Switches, Cables)
 - Scalability: Deployment in large data centers
 - Storage: Locally On Premise and Remote Cloud
 - Security: Built in HW defenses against security attacks
 - OS: Windows and Linux
 - Low Power: (<25W) and fit any PCI slot (any server ready)
 - Low Cost: reduced \$CPU - \$600 desktop can stream out 4K
 - **Future – Cloud ready (what is that?) , 8K (BW demands)**



Performance (The need for bits)

Step 2

- **The Requirements:**
 - More bandwidth – ~1.5Gbps (HD) to 12.5Gbps (4K 60FPS) streams
 - More Streams – Transmit and Receive more uncompressed streams
 - Low cost solution – Lower CPU utilization, Less space



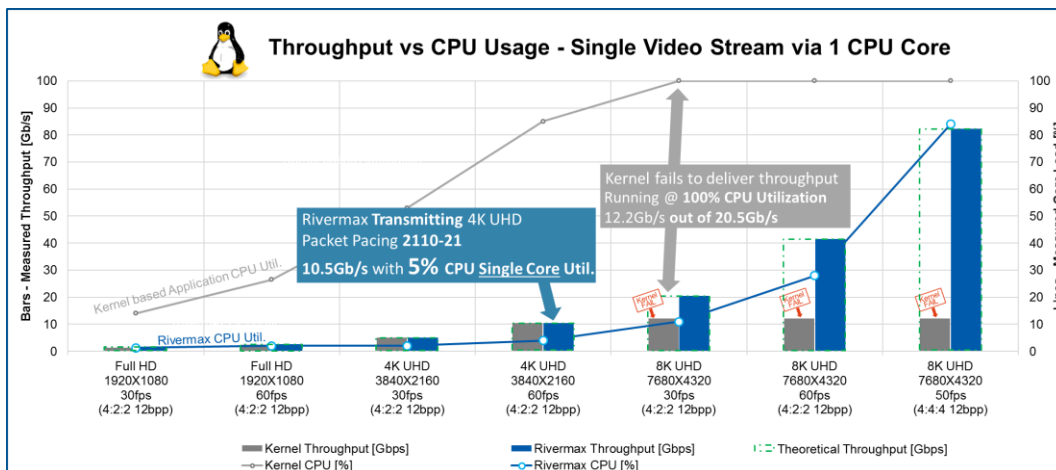
- **The Solution:**
 - Leave CPU for user application – 10Gbps 85% of 1 Core Vs. **5% of 1 Core with Rivermax**
 - Single core can drive up to 85Gbps (Windows and Linux)
 - Utilize NIC HW accelerators to increase performance and simplify the solution – i.e. RTP header insertion/stripping
 - Packet Aggregation – Reduce CPU latency by keeping application at frame/line(s) level and allow the NIC HW to assemble the frame/lines(s) in memory





Performance (The need for bits)

Step 2



SMPTTE2110-21 - Packet Pacing

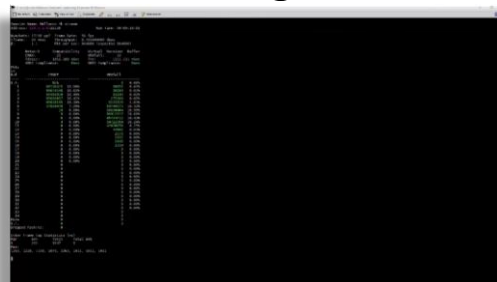
Step 3

• **The Requirements:**

- Compliance to SMPTTE2110-21 (Video Shaping) spec

• **The Solution:**

- Inter Packet Gap for 4K can be as low as 470nSec – Pacing must be done in HW
- Transmit using the NIC hardware Packet Pacing with no dependency on CPU Strength, OS interrupt level or Application
- No extra burden on the user application – clean wrapper to the HW through simple API
- How to verify that the solution is SMPTTE2110-21 compliant ?
 - We have built our own tool – **AnalyzeX** (Real time, multi streams, Linux, up to 4K)
 - Worked with EBU LIST , Nevia, Phabrix and JTNM Interop Events





SMPTE2110-20 – Timing Model

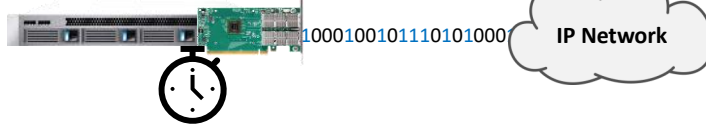


The Requirements:

- SMPTE ST 2059-1:2015 Generation and Alignment of Interface Signals to the SMPTE Epoch
- Support for 2110-20 TPNL (Narrow Linear Senders) and TPN (Narrow GAP Senders)

The Solution:

- The user application is committing a chunk of data with a time stamp indicating when it should be sent - $TVD = (N * Tframe) + Troffset$
- It's enough to indicate the time of the first packet/chunk in the frame
- Our requirement - Rivermax will free the application from real time restrictions making sure that the frame will be sent on the exact time



SMPTE2110-30 & SMPTE2110-40

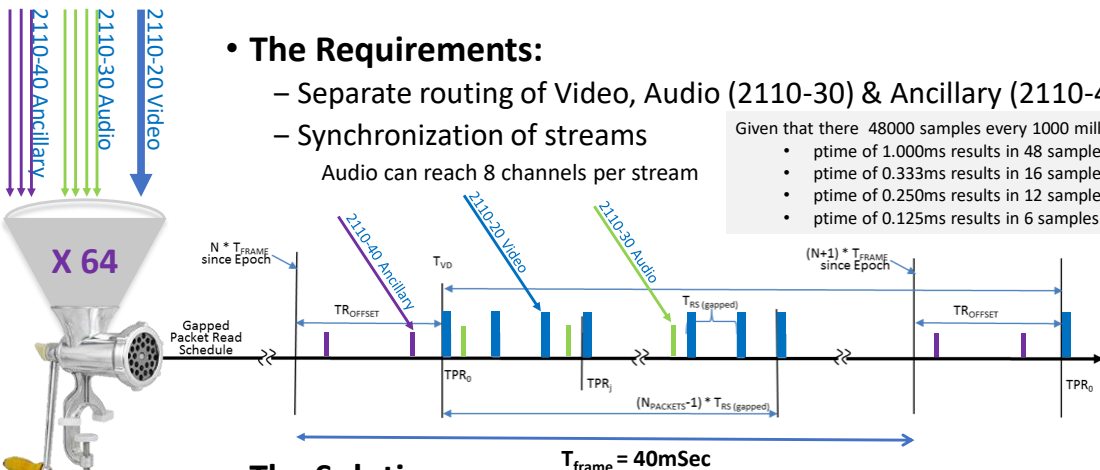


The Requirements:

- Separate routing of Video, Audio (2110-30) & Ancillary (2110-40) over IP
- Synchronization of streams

Audio can reach 8 channels per stream


- Given that there 48000 samples every 1000 milliseconds:
- ptime of 1.000ms results in 48 samples per datagram
 - ptime of 0.333ms results in 16 samples per datagram
 - ptime of 0.250ms results in 12 samples per datagram
 - ptime of 0.125ms results in 6 samples per datagram




The Solution:

- 2110-40 - very small BW is required – a delayed send
- 2110-30 – very similar to Video scheduling less frequent/data


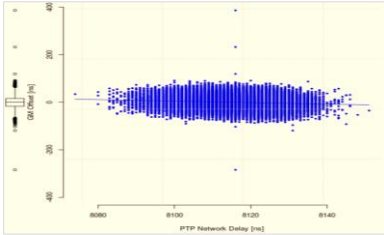





SMPTE ST 2110-10 2059/PTP




- **The Requirements:**
 - PTP client is needed in order to sync the server system time
 - Off the shelf, cross platform solutions with best accuracy
 - For each stream, sampling-time is set in the packet RTP time-stamp
- **The Solution:**
 - Best accuracy - The NIC provides HW time stamping at port level
 - Linux – HW PTP - easy to integrate and allow PTP time and PHC (Sync time system clock to the PTP hardware clock on the network card)
 - Windows – SW PTP (less accurate) – working with 3rd parties to enable Mellanox PHC synchronization








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Simplify It









Make everything as simple as possible but not simpler

- **The Requirements:**
 - The SW should be easy to use and allow fast integration
 - The SW should works on multiple OSs (Linux & Windows) and be agnostic to HW
- **The Solution:**
 - Working closely with the leaders in the industry to define the SDK API and content
 - There is no software without hardware – leveraging the availability of our NIC on Windows and Linux and also providing a cross platform solution
 - The Rivermax SDK is providing a wrapper to the NIC HW
 - Adaptive roadmap – provide ongoing SW releases with the required features
 - Link speed agnostic – Same software for all Link speeds 10/25/40/50/100/200GbE
 - The SDK is ready for the next generation NIC (**Future compatible**)



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Collaborate




- **The Requirements:**
 - A product that will fit the industry - connecting the Networking world to the Media and Entertainment world
- **The Solution:**
 - Our solution - work with the industry leaders:
 - Understand the industry leaders' needs and roadmap
 - Provide End 2 End solutions – NIC, Switch and cables
 - Fast response and quick solutions
 - Build joint solution and demos
 - **Be on time**







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Deliver It





- **Deliver a package with all the goodies - that will work in hours 😊**





My Check List

- IP Network Card
- Performance
- Packet Pacing
- 2110-21 Timing
- 2110-30 2110-40
- 2059/PTP
- Simple
- Partner

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A Sneak Peek To The Future - 2019

Step 10

- **More HW accelerators for the Media & Entertainment –**
 - Performance, Simplicity, Offload and Accuracy (i.e. 2022-7)
- **Virtualization**
 - Linux and Windows. Utilize Mellanox NIC's VM-support and adopt it to the M&E
- **Cloud**
 - Most deployed solution in the cloud (e.g. AZURE). Enable "bare metal" performance for a VM over SRIOV. The cloud is on the right path



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Thank You

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