

Transcending the Limits of Broadcasting

Integrated Services and Transparent Distribution

Roland Beutler



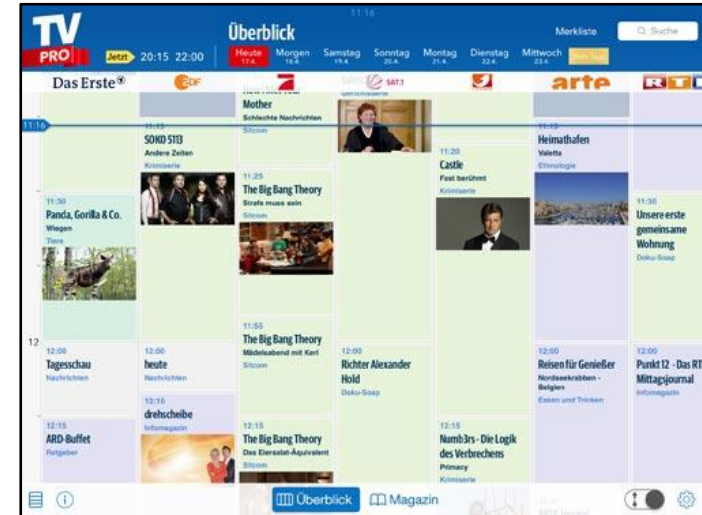
Broadcast Service Evolution

Once upon a time ...



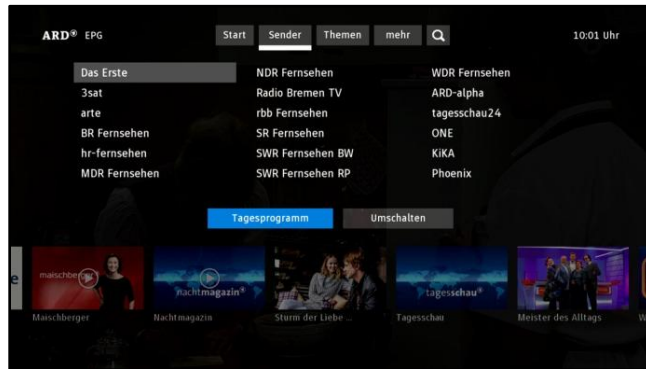
Broadcast Service Evolution

24/7 TV and Radio ...

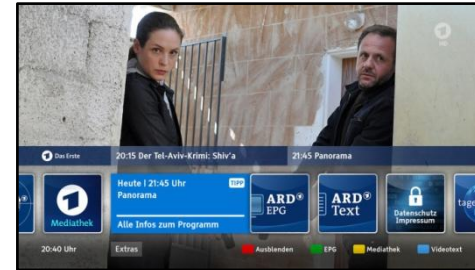


Broadcast Service Evolution

Adding nonlinear content ...



streaming embedded (ILS)



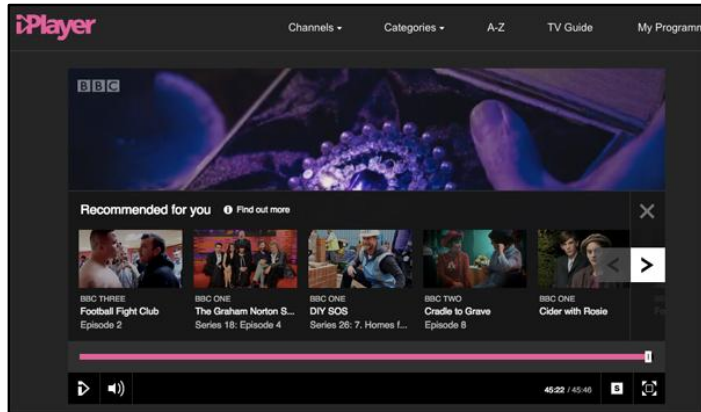
on-demand

HbbTV



Broadcast Service Evolution

Recommendations ...



Broadcast Service Evolution

Context awareness ...

TRADITIONAL MEDIA



Media is captured using traditional tools.



A linear programme is produced from the media.

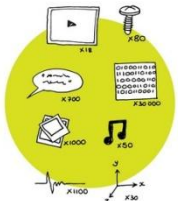


The programme is broadcast to everyone.



The same content is played back on all devices, resulting in compromises for some experiences.

OBJECT BASED MEDIA



Media is captured using new and traditional tools. Metadata is produced and recorded.



These are packaged as a collection of objects.



The objects are broadcast to everyone, accompanied by the metadata, which describes all the ways in which the objects can be assembled.



Individual devices in the home assemble objects according to the metadata, producing the best experience for the viewer in the context of their devices, environment, and preference.

Broadcast Service Evolution

Personalized ...

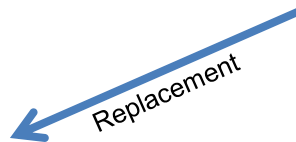


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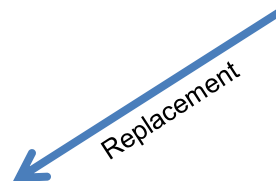


Broadcast Service Evolution

Personalized ...



...

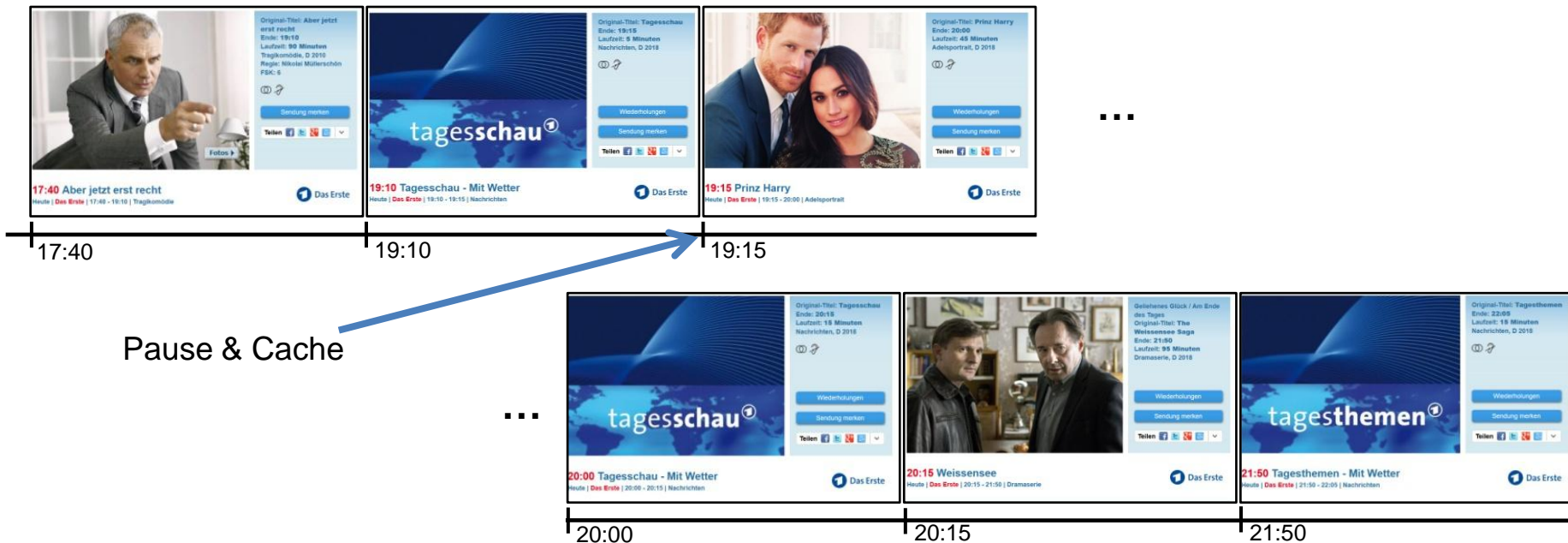


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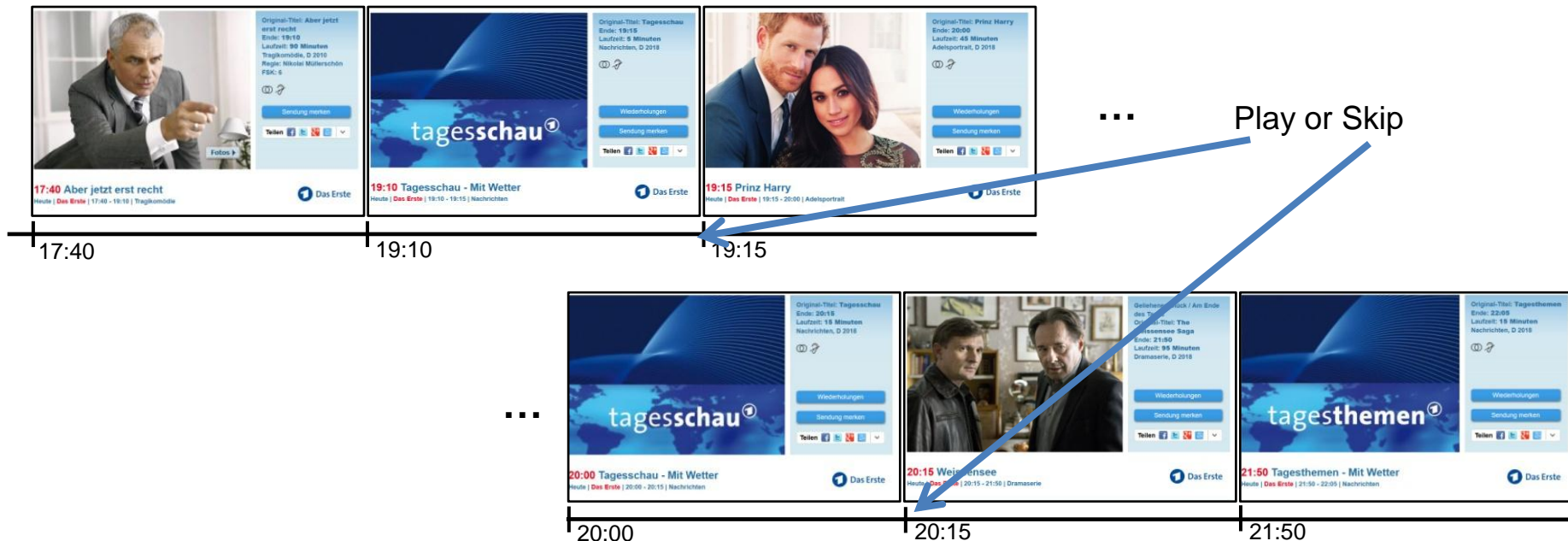
Broadcast Service Evolution

Personalized ...



Broadcast Service Evolution

Personalized ...



THE (!) Future Use Case for Media Consumption:

Automated Driving



Media Consumption



Exchange of Information



Recreation



Work

Features of Integrated Services

- everywhere, on every device, at any time
- completely transparent for user
- transcending the boundary between linear and nonlinear
- fully personalized
- unique entry point for users

Features of Integrated Services

- everywhere, on every device, at any time
 - network capabilities, coverage, distribution technologies, caching
- completely transparent for user
 - smart devices, access to networks, cost control
- transcending the boundary between linear and nonlinear
 - consistent production, metadata
- fully personalized
 - recommendations, data collection, context awareness
- unique entry point for users
 - branding issue, business policy

Back to Earth: Reality Check

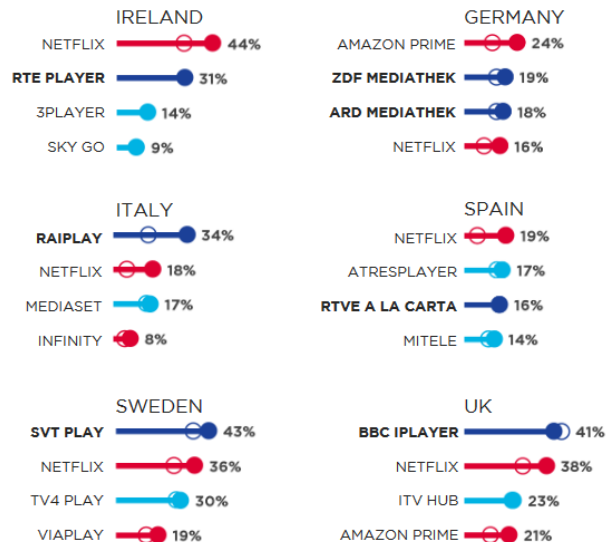
Back to Earth: Reality Check

- changing user habits and expectations
- on-demand usage rising

Public service media are among the leading providers of on-demand services

MONTHLY REACH OF VIDEO ON-DEMAND SERVICES (2015 / Q1 2017)

● PUBLIC SERVICE MEDIA ● COMMERCIAL / PAY TV ● SUBSCRIPTION VOD
○ 2015 ● Q1 2017



Note: The rankings above do not include video sharing platforms such as YouTube.
Source: GlobalWebIndex, in % of internet users 16-64

Source: EBU Media Intelligence Service - Media Consumer Trends 2017

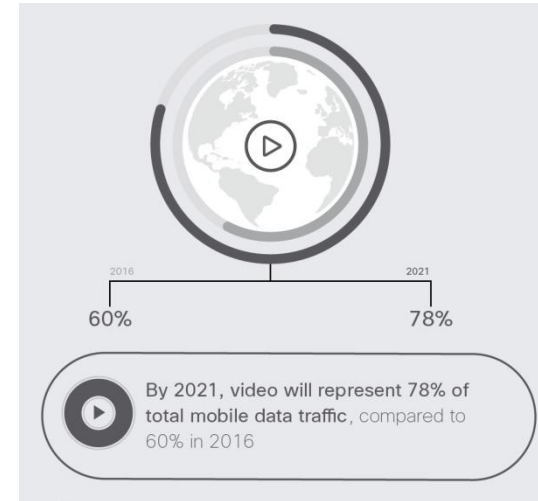
Back to Earth: Reality Check

- changing user habits and expectations
- on-demand usage rising
- relevance of mobile / personal devices increasing for consumption of AV services

More Users



More Video



Source: Cisco Visual Networking Index, 2017

Mobile TV on Smartphones

Data volume per month:

5 Gbyte = 40 Gbits

Data rate linear TV streams:

3.5 Mbits/s

Total usage time per month:

$40 \cdot 10^9 \text{ bits} / 3.5 \cdot 10^6 \text{ bits/s}$

$= 11.43 \cdot 10^3 \text{ s} = 3.17 \text{ h}$

How to enable the distribution of integrated services?

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needed:

- return channel
- unicast, multicast & broadcast modes
- network sharing
- seamless, dynamical re-routing
- terminals allowing access to networks
- caching solutions
- cloud services



How to enable the distribution of integrated services?

needed:

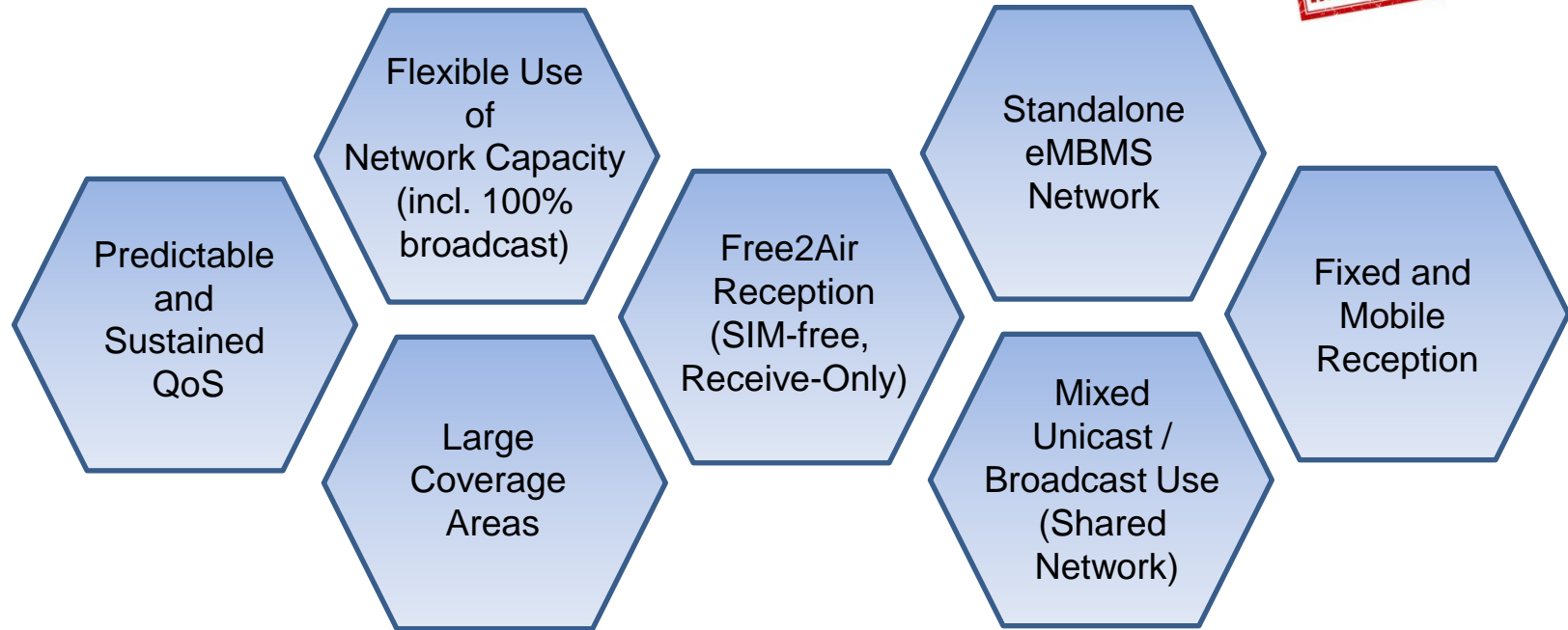
- return channel
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issues:

- broadcast technology not sufficient
- advanced wireless technology not ready
- roll-out of fixed broadband unclear
- rights issues for caching and cloud applications

A First Step: 3GPP Release 14



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- Release 14 was published summer 2017
- Release 14 refers to LTE
- Broadcaster's requirements incorporated
- Some gaps need to be closed
- Further LTE enhancements envisaged for Release 16

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Great Success!



5G the ultimate solution?

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Source: <https://www.youtube.com/watch?v=YJg02ivYzSs>

5G the ultimate solution?

What 5G is about



5G the ultimate solution?

- 5G is new telecommunication infrastructure
 - enhanced performance (data rate, latency, etc.)
 - new concepts (network slicing, network function virtualization, etc.)
- 5G is globally supported by industry, regulators and politics
- 5G is targeting new vertical market sector, i.e. the so-called „verticals“
- 5G's mass market adoption is years away

5G the ultimate solution?

3GPP TSG RAN Meeting 80 La Jolla, CA, USA June 11 th -15 th , 2018		RP-18xxxxx			
Source:	Qualcomm Incorporated				
Title:	New SID on NR mixed mode broadcast/multicast				
Document for:	Information				
Agenda Item:	10.1.1				
3GPP™ Work Item Description					
For guidance, see 3GPP Working Procedures , article 39; and 3GPP TR 21.900 . Comprehensive instructions can be found at http://www.3gpp.org/Work-Items					
Title:	SID on NR mixed mode broadcast/multicast				
Acronym:	FS_NR_MULT				
Unique identifier:					
1	Impacts				
Affects:	UICC apps	ME	AN	CN	Others (specify)
Yes		X	X	X	

NR MBMS study proposal

- cellular network
- terminals registered to base station
- dynamical switching between unicast and multicast (*and broadcast*)

5G the ultimate solution?

Open Questions

- Network coverage and how to provide it
- Where will the investments come from
- Who will operate 5G networks (i.e. only MNOs, or also other parties)
- Business models / business arrangements
- Regulatory conditions
- Costs for content / service provider and user

Business Arrangements are Key



All-embracing 5G Infrastructure means ...

... new markets

→ new customers

→ new requirements

→ new business arrangements

All-embracing 5G Infrastructure means ...

... new markets

→ new customers

→ new requirements

→ new business arrangements

→ role of stakeholders likely to change,
in particular MNOs

New Stakeholder Roles

... emerging new players in the distribution market

... cooperation of different infrastructures

... B2C models to be replaced by B2B models

Thank you very much for your attention!

Questions?

