

# **Grand Alliance System Flexibility ...and What it Means to Broadcasters**

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## **Outline**

- **Grand Alliance HDTV system flexibility**
- **What it Means to Broadcasters  
(Some concepts for flexible use)**
- **Conclusions**

## **Introduction**

- **Powerful flexibility has been designed into the Grand Alliance HDTV system**
- **This flexibility can be taken advantage of immediately at the introduction of HDTV to provide multiple program services**
- **Other business opportunities for data delivery will likely develop over time**
- **Since the performance of compression encoders will continue to improve over time, there will be increased opportunities for flexibility in the future**

# HDTV System Layers

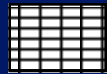
Picture Layer



1920 x 1080  
1280 x 720  
60,30, 24 Hz

Multiple Picture Formats and Frame Rates

Video Compression Layer



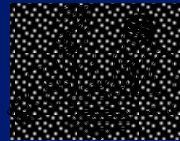
Data Headers



Motion Vectors



Chroma and Luma DCT Coefficients



Variable Length Codes

MPEG-2 compression syntax

Transport Layer

Packet Headers

Flexible delivery of data



MPEG-2 packets

Transmission Layer



8-VSB

## **Basic Principles**

- 1. Packetization allows the channel capacity given to different services to be allocated (fixed or dynamic)**
- 2. Picture format and frame rate impact the bit rate (preference will depend on the type of program)**
- 3. Compression is scene-dependent (some pictures require fewer bits to encode than others)**

# Transport Packet Stream

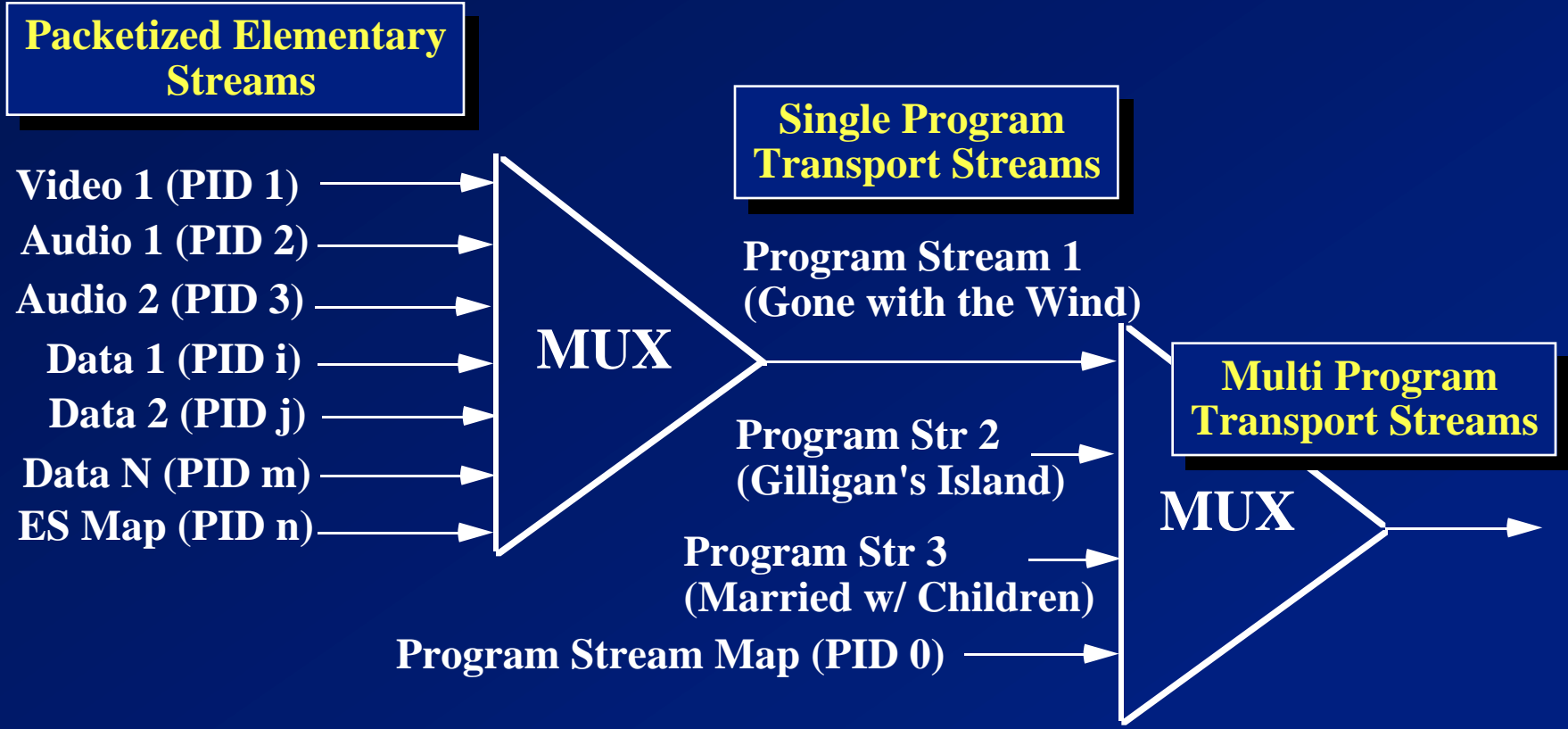
*..many services can be dynamically multiplexed and delivered to the viewer...*

**4 Byte  
Packet Header**



- All packet types carry one type of data, identified by a PID
- Various data types are multiplexed into the packet stream
- PID eliminates backward compatibility problems - receivers ignore packet types that they cannot process

# System Level Multiplex



PID0 (program\_association\_table) =>  
PID (program\_map\_table) =>  
PIDs of elementary bitstreams

## **Channel Capacity Allocation**

- **Fixed Bit Rates for each service**
- **Opportunistic Data - send non-time-critical aux data as a variable video bit rate with a target "quality level" allows**
- **Pre-Packaged Mix - a carefully produced mix of video, audio and aux data constructed to deliver a certain amount of aux data within a certain amount of time (e.g., commercials)**



*Grand Alliance*

# **GA Hardware Control**

# HDTV Picture Formats

## Spatial

## Temporal

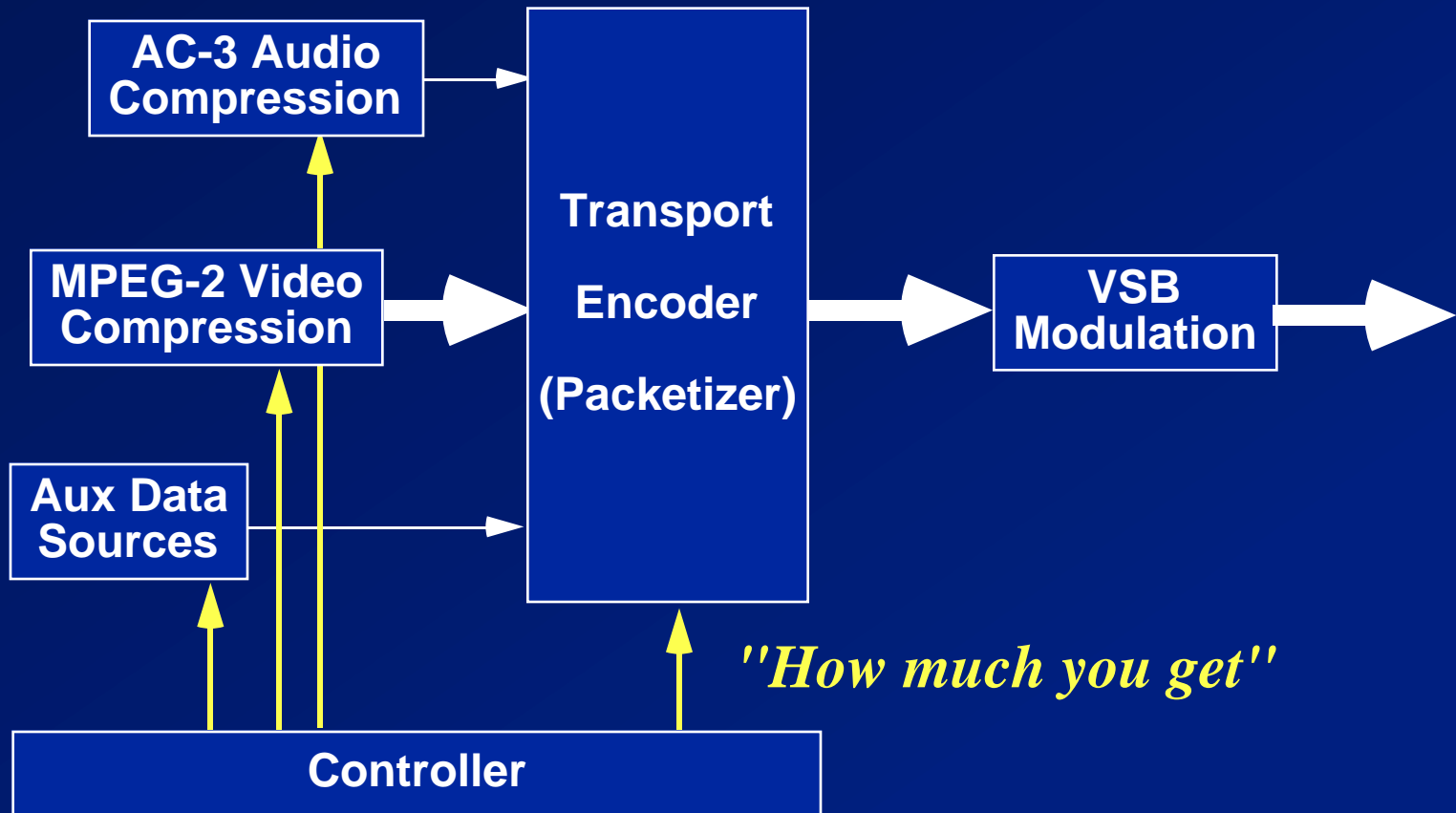
<b>1920 x 1080</b> (square pixels)	<b>59.94 / 60</b> <b>29.97 / 30</b> <b>23.97 / 24</b>	<b>interlaced</b> <b>progressive</b> <b>progressive</b>
<b>1280 x 720</b> (square pixels)	<b>59.94 / 60</b> <b>29.97 / 30</b> <b>23.97 / 24</b>	<b>progressive</b> <b>progressive</b> <b>progressive</b>

- **Every HDTV receiver will decode and display a picture for *all* of these transmitted formats**
- **The display itself is a receiver implementation option**

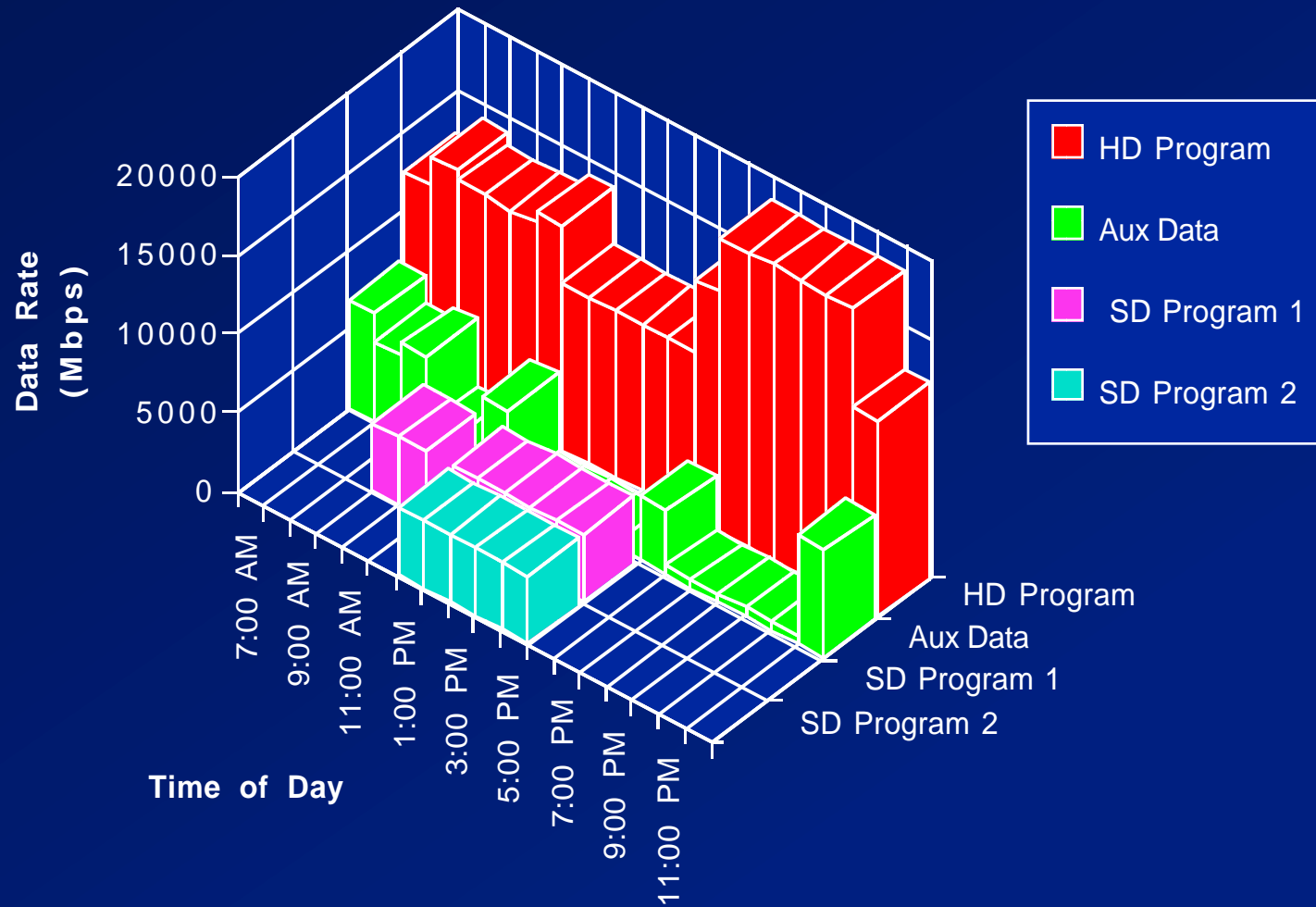
# Format - Potential Impact on Data Rate

<u>Material</u>	<u>Format</u>	<u>FrameRate</u>	<u>Data Rate</u>
Sports	1920 x 1080	60 i	18.3
	1280 x 720	60 p	18.3
Drama/Sitcom	1920 x 1080	30 p	≈17
	1280 x 720	30 p	≈16
Movies	1920 x 1080	24 p	≈15
	1280 x 720	24 p	≈14
Newsroom	1920 x 1080	30 p	≈14
	1280 x 720	30 p	≈13
Still picture	1920 x 1080	30 p	≈6
	1280 x 720	30 p	≈5

# System Control for Fixed Bit Rate



# Flexible Use: Time of Day Variability



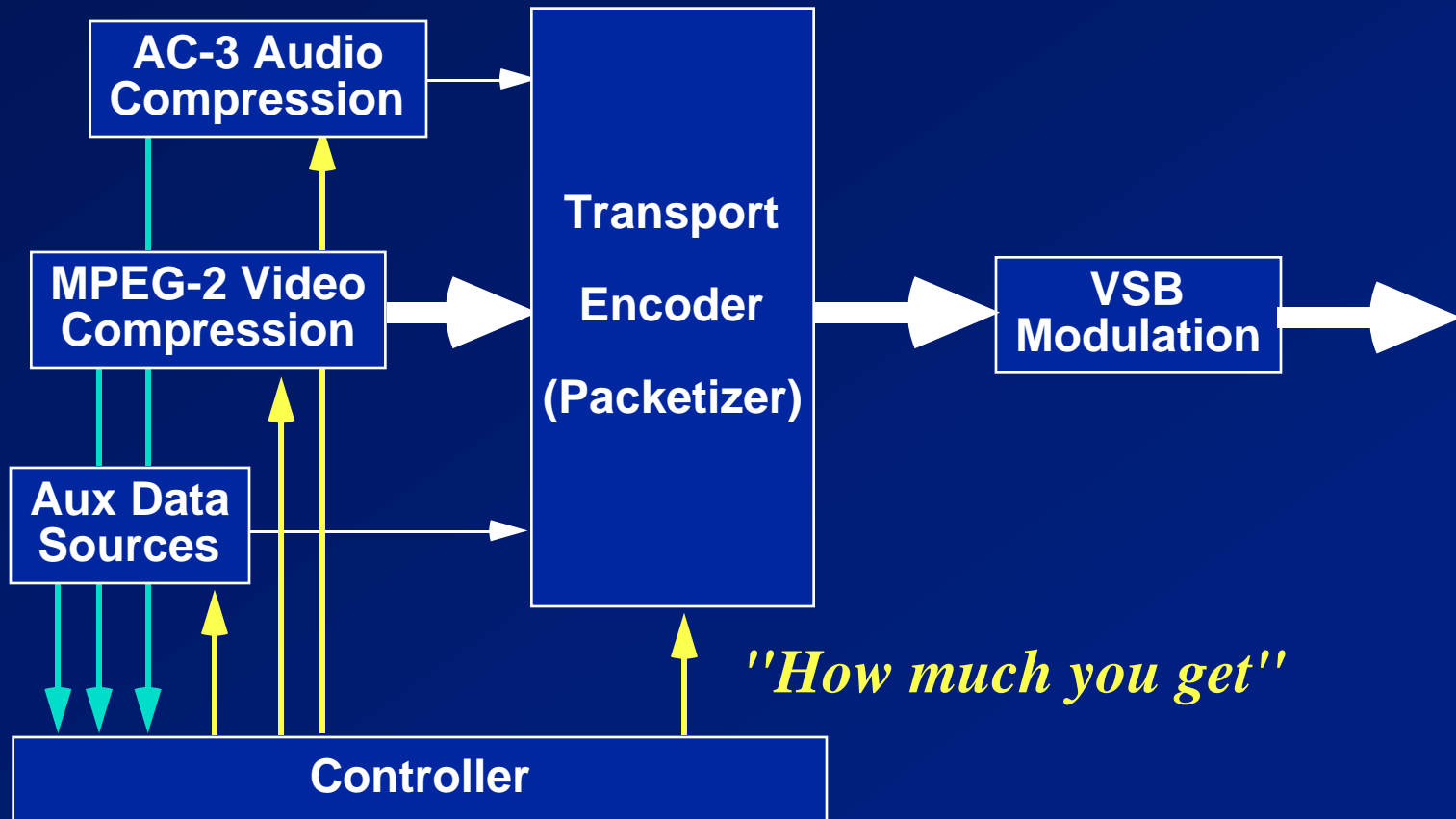
## **Different Scenes - Impact on Data Rate**

*...a look at diversity within the 1920 x 1080 / 60 / 2:1 format...*

- **Sports (18.3 Mbps)**
- **Interview (14 Mbps)**
- **Runners (11 Mbps)**
- **GA logo (6 Mbps)**

**These are preliminary, highly subjective results**

# System Control for Opportunistic Data

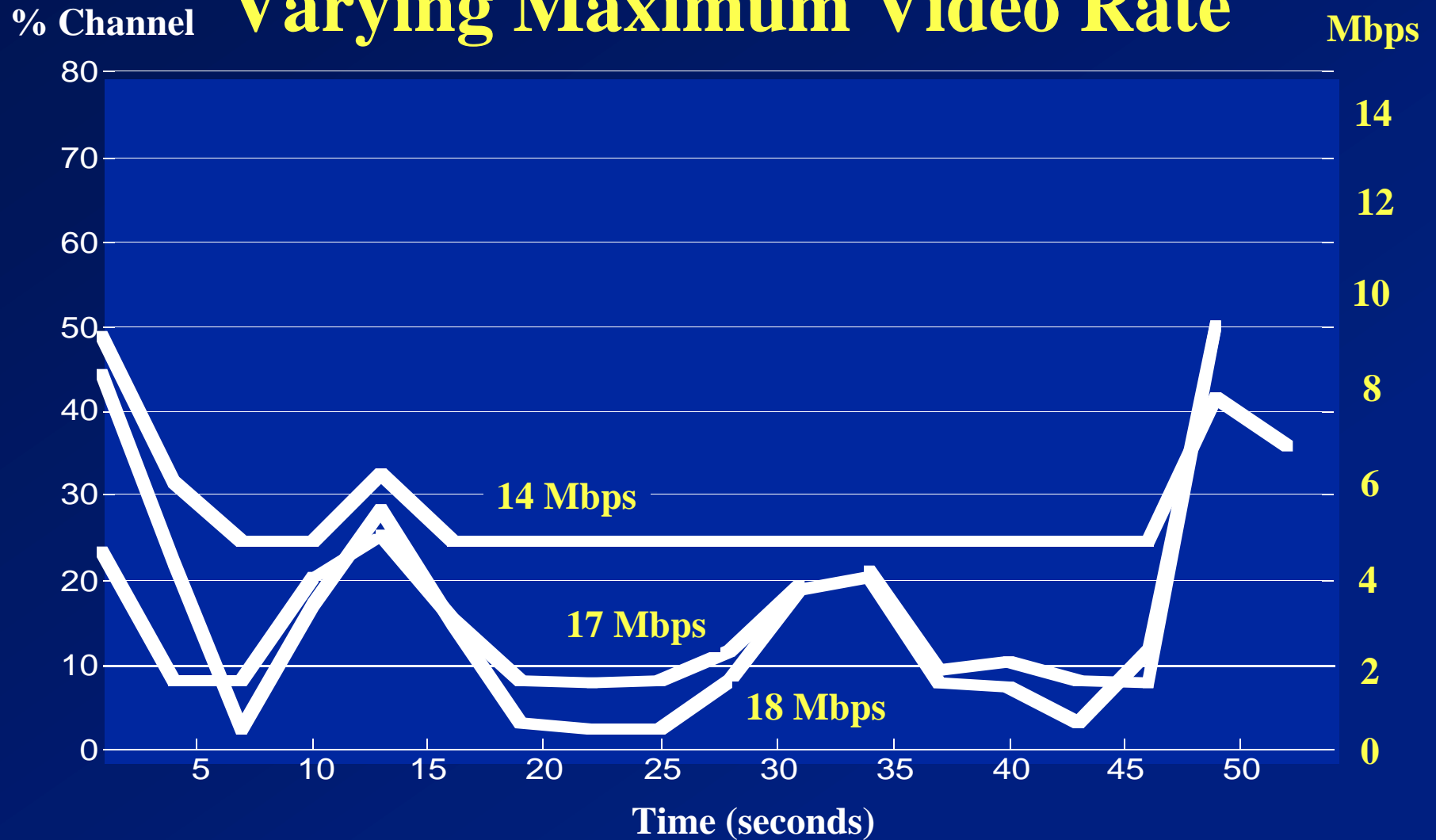


*"How much you get"*

*"How much I need"*

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# Opportunistic Data Capacity: Varying Maximum Video Rate



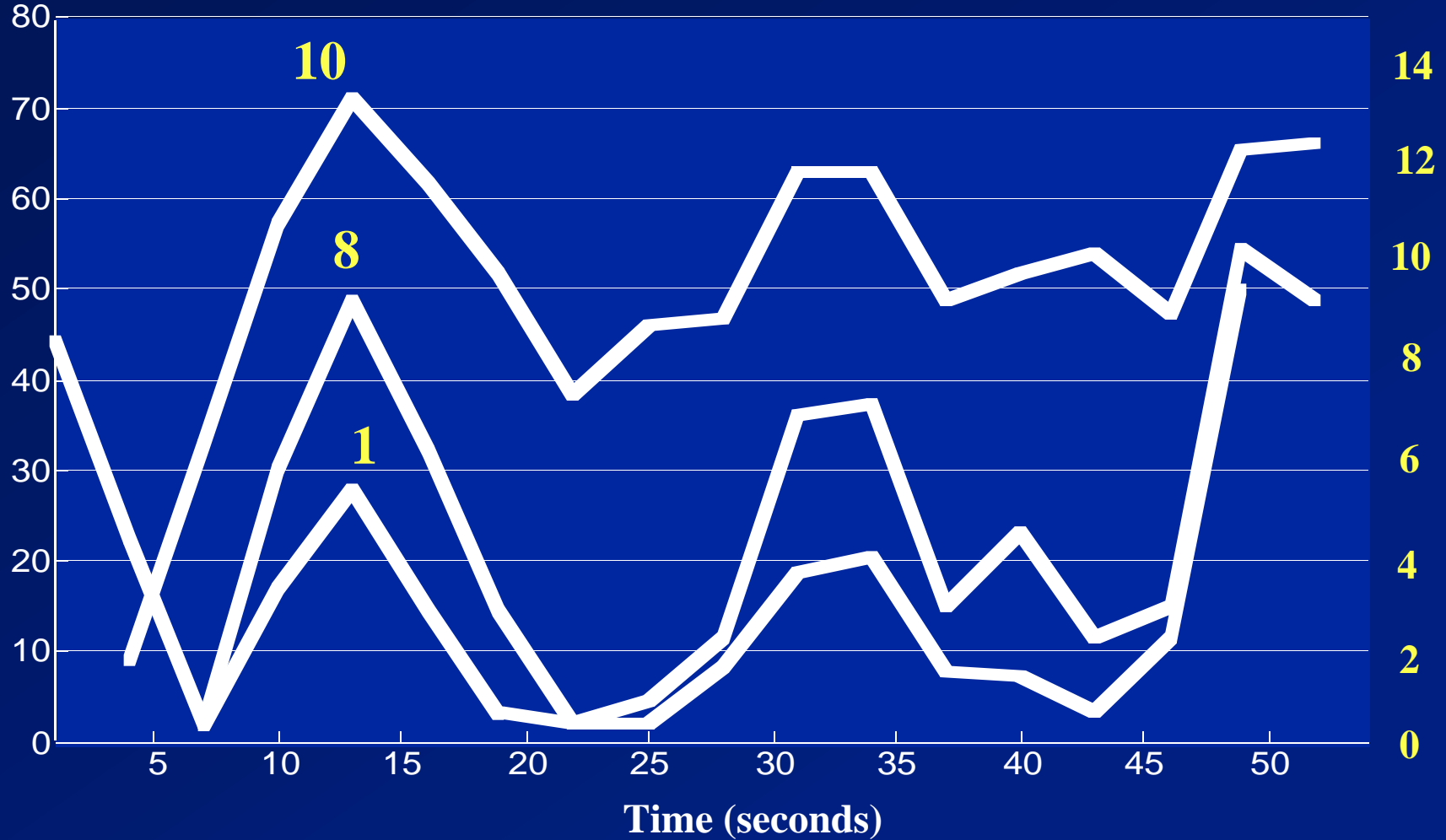


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# Opportunistic Data Capacity: Varying Minimum mQuant

% Channel

Mbps



# **Opportunistic Data Conclusion**

**Create Opportunistic Data capacity by:**

**Making the easy scenes less good**

**NOT BY**

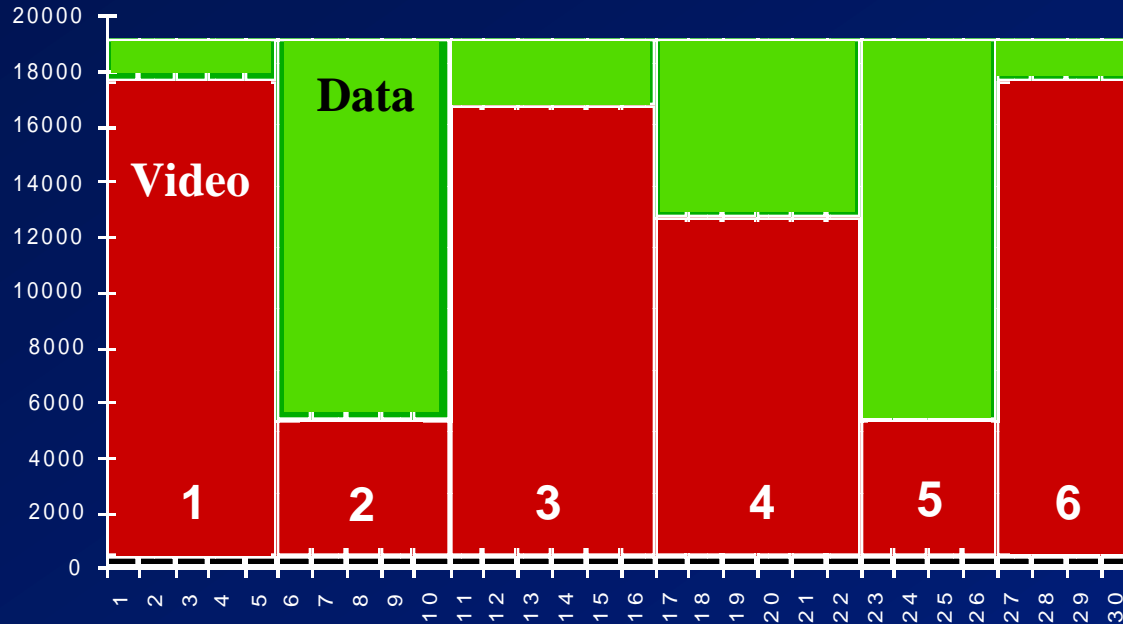
**Making the hard scenes any worse**

## **Pre-Packaged Mix: Delivering Supplemental Data**

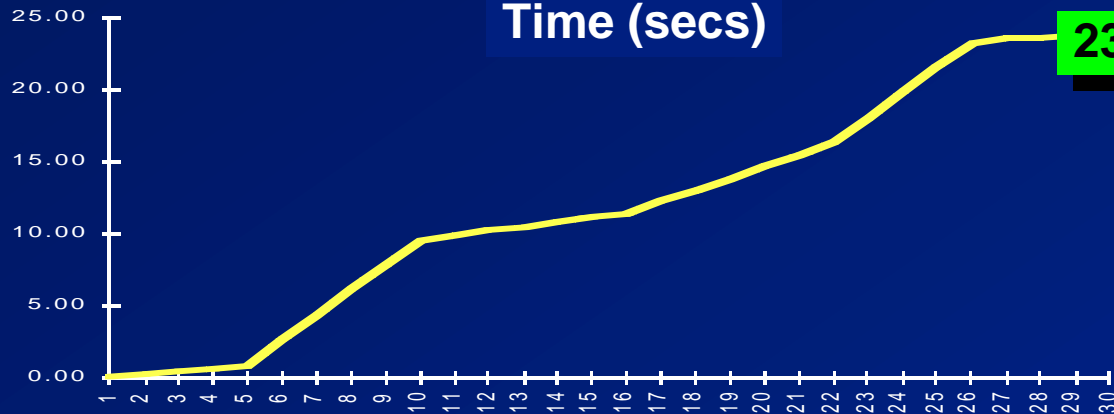
- **The amount of data required to encode any particular scene to a given level of quality can vary, but it does not have to be left to chance**
- **The picture quality vs. data capacity tradeoff can be managed on a scene-by-scene basis as part of the production process**
- **For example, each 30 sec. commercial can be produced to deliver supplemental data for later viewer interaction**

# A Commercial Storyboard

Data Rate



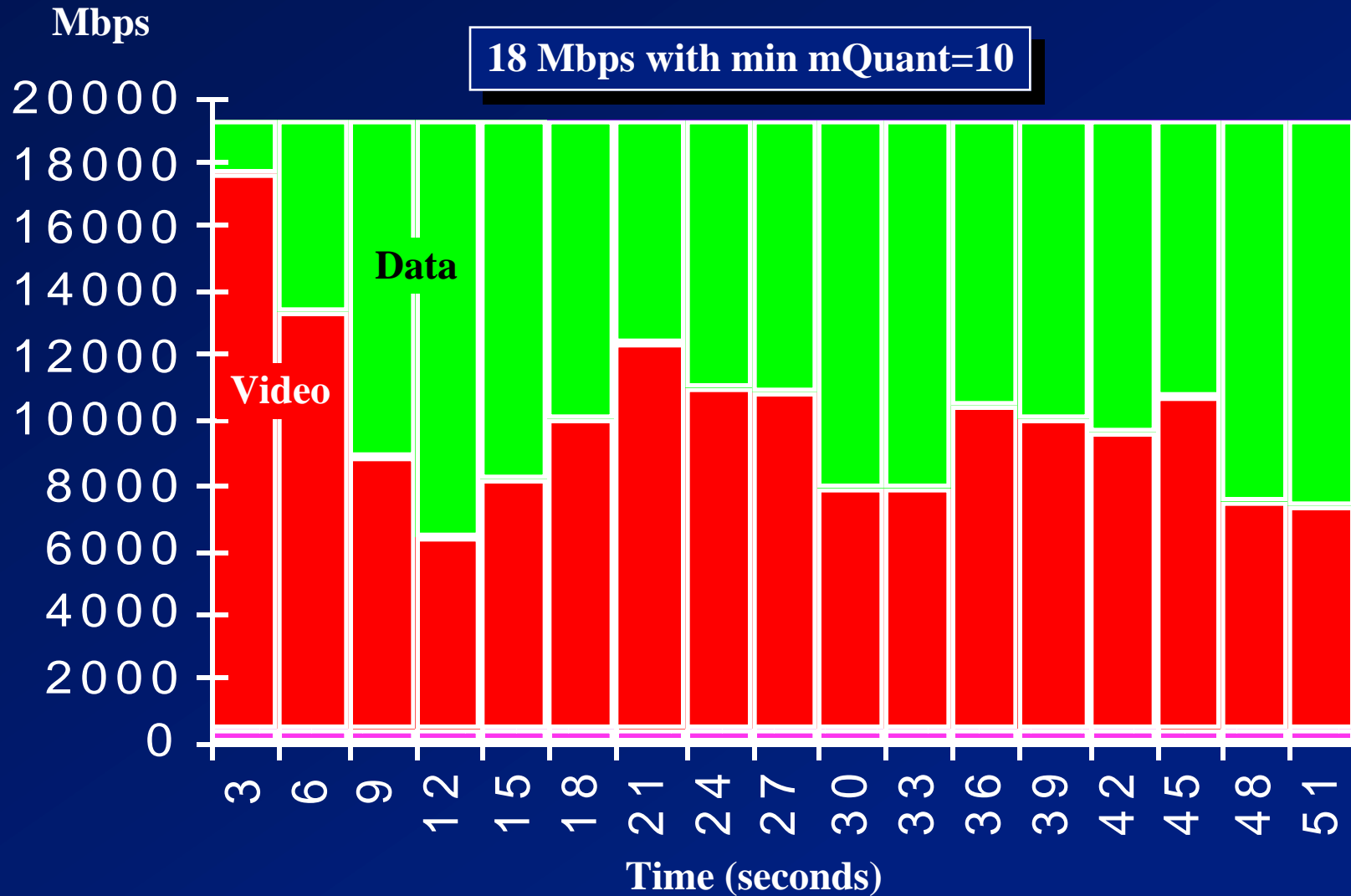
Time (secs)



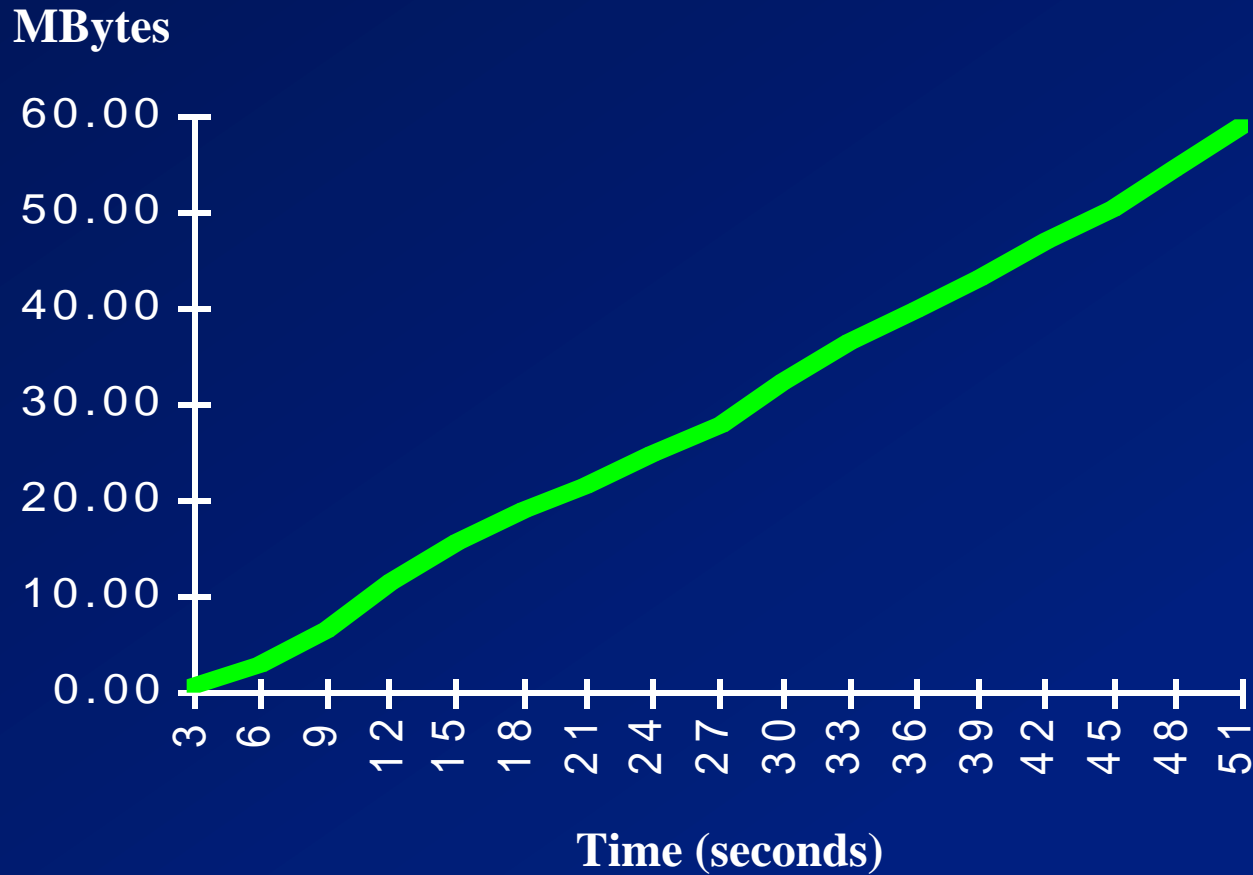
23 MBytes

1. Action scene - car moving on curvy road
2. Still picture - car and logo
3. Action scene - car coming head on!
4. Soothing scene - luxurious car interior
5. Logo
6. Action scene - car zooming away

# Car Commercial Demo Data

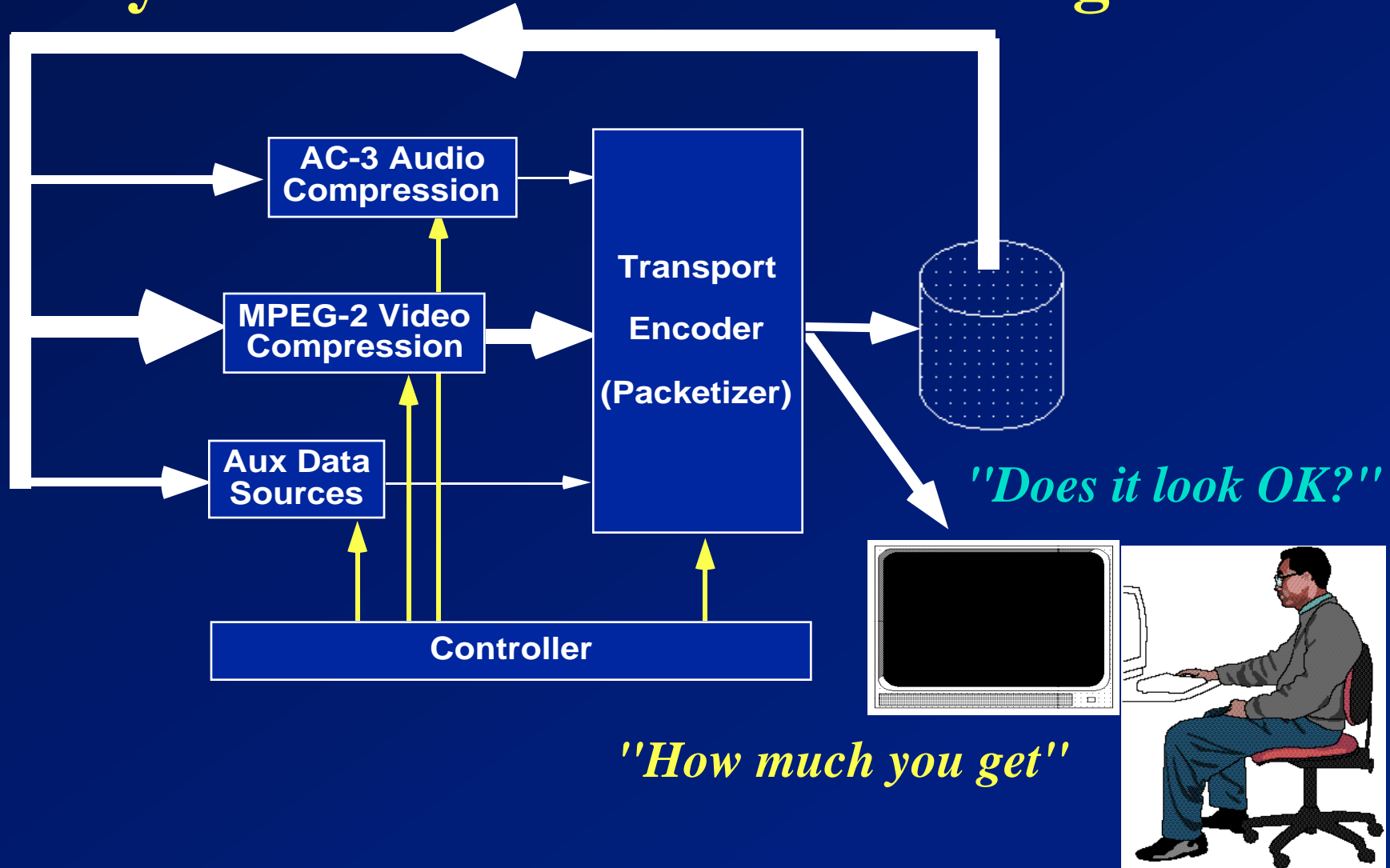


# Car Commercial Demo Cumulative Data



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# System Control for Pre-Packaged Mix



## **Service Flexibility**

*...HDTV - and a whole lot more...*

- **Many kinds of TV service, varying by time of day**
  - **HDTV**
  - **HDTV + 1-2 low resolution programs**
- **New advertising approaches**
  - **interactive brochures**
  - **catalogues**
- **Data broadcasting services**
  - **news, weather, sports, traffic...**
  - **computer software, CDs...**
- **Other media delivery**
  - **many audio programs**



## **Conclusions**

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## **Special Thanks**

- **John Maillot (AT&T)**
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- **Paul Lyons (Sarnoff)**