





AVnu Alliance Broadcast Advisory Council

#### **AVB Bandwidth Reservation**

Lee Minich, Lab X Technologies

Note: The Technical presentation portion of this session will be recorded and made available online to Broadcast Advisory Counsil members



## Welcome AVnu Alliance Broadcast Advisory Counsil



Lee Minich

AVnu Alliance, Chairman, Marketing Work Group

Lab X Technologies, President

Note: The Technical presentation portion of this session will be recorded and made available online to Broadcast Advisory Counsil members



### Agenda

- Brief background / context
- Technical presentation Bandwidth Reservation
- Open Discussion
- Logistics for Next Session





# What/Who is the AVnu Alliance?

- The industry consortium to lead the adoption of certified open standards-based AV networking
  - AVB (Audio/Video Bridging) is the first set of AV networking standards approved by the IEEE.
- A non-profit organization defining AVB certification and promotion
  - Members include major automotive, professional AV, consumer and silicon/platform manufacturers.
  - Member manufacturers are given access to test tools and plugfests in advance of submission for official AVnu interoperability certification.





# What is the importance of AVB in A/V networking?

- The AVB standards are written by the IEEE, the group that defines Ethernet
  - AVB is free of royalties and open for use by anyone
  - Network engineers have tools to accommodate AV requirements
- Precise and reliable, suitable for rigorous professional applications
  - Data pathway from source to destination is guaranteed
  - Low latency
  - Synchronized



#### Classic Audio and Video Distribution



Fixed number of channels per cable



Unidirectional



Point to Point



Industry specific infrastructure





## AVB improves the following in Ethernet:

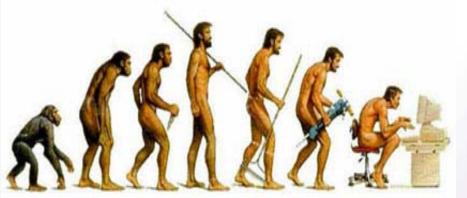
- Best-Effort Delivery Strategy
- Non-Deterministic





- No Concept of Isochronous Delivery
- Is Not Content-Aware

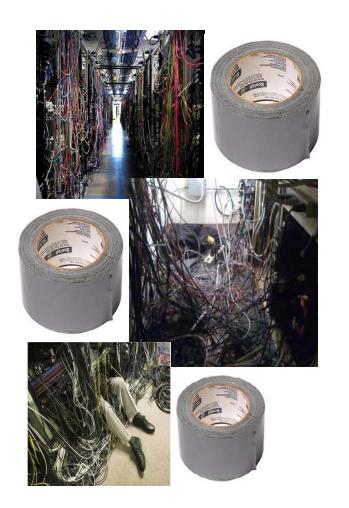








# Audio Video Bridging (AVB)















## **AVB Terminology**

- Stream A "pipe" that contains one or more channels of audio and/or video data in an AVB cloud
- Talker An entity in the AVB cloud that can send a stream
- Listener An entity in the AVB cloud that can receive a stream
- Controller An entity on the network which configures and connects Talkers and Listeners in an AVB network



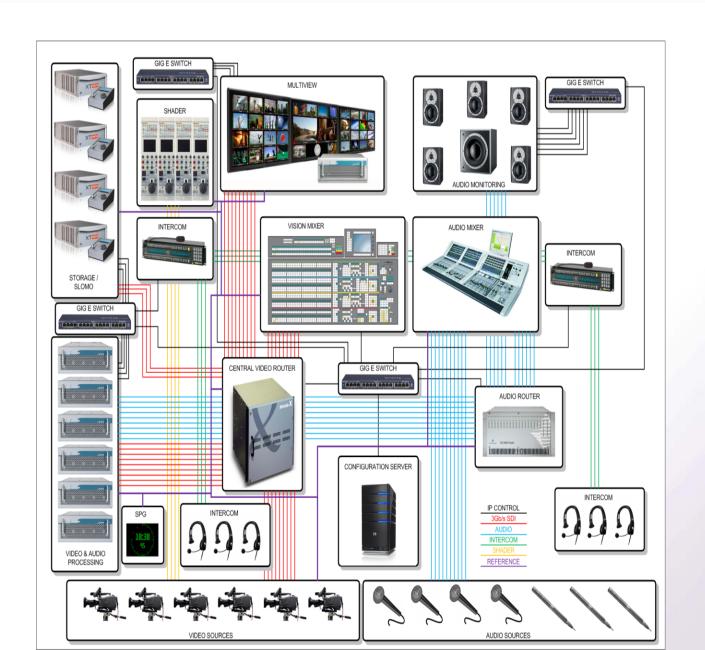
### **AVB Terminology**

 A Controller configures Streams (flow of AV media) between a Talker and Listener

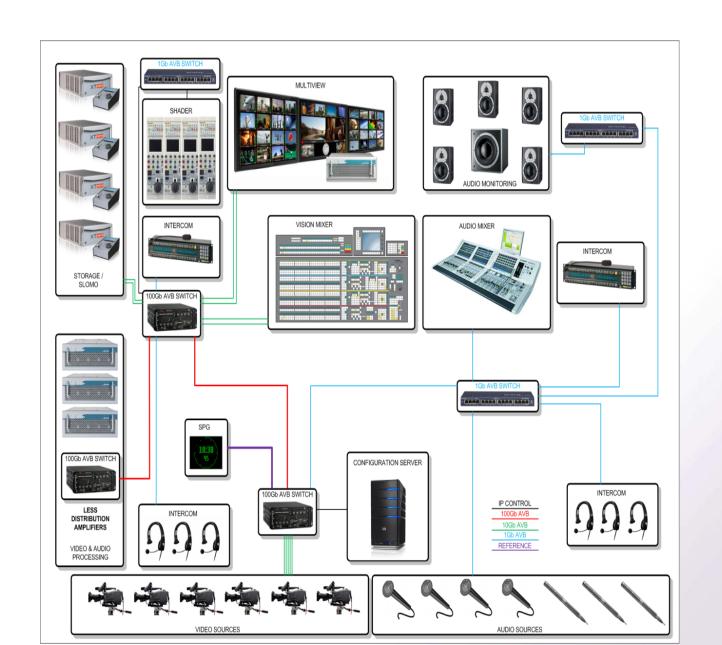


#### Todays (live) broadcast infrastructure AV





## Native AVB infrastructure (tomorrow) AVCDU







# Audio Video Bridging (AVB)

Bandwidth Reservation

Configuration

**Traffic Shaping** 

Time Synchronization





# Audio Video Bridging (AVB)

Bandwidth Reservation

802.1Q – 2012 802.1Q Forwarding and Queuing for Time-Sensitive Streams (FQTSS)

802.1Qat

**Stream Reservation Protocol-(SRP)** 



#### **Stream Reservation Protocol**





 Difference between Priority and Reservation



#### Stream Reservation Protocol

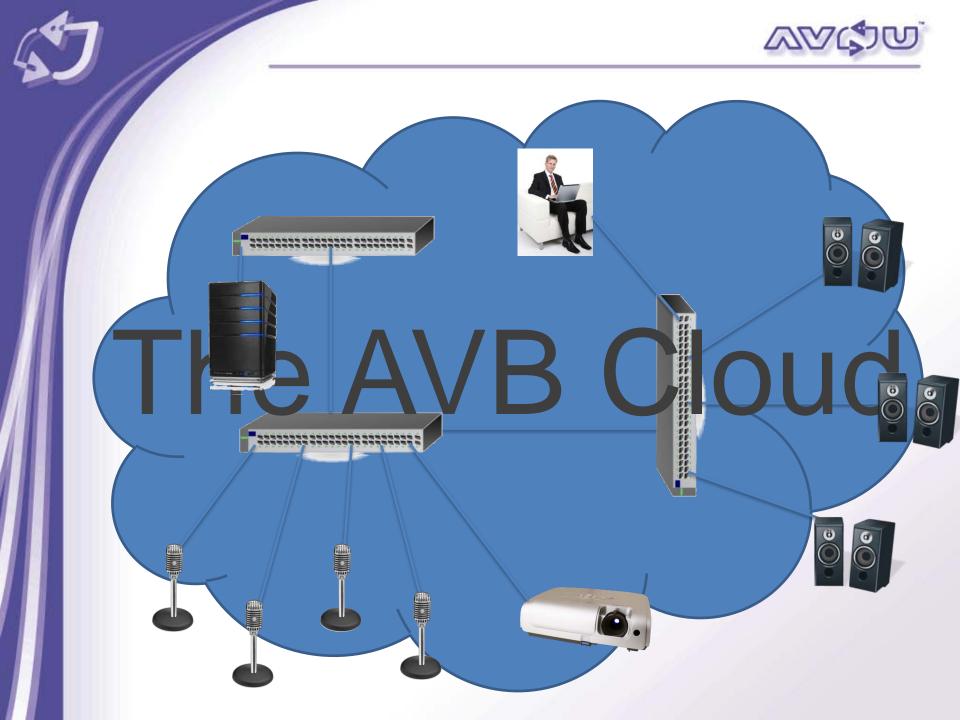
 Guarantees a "First Class Ticket" for your AV media



 Protects your network against rogue traffic / unauthorized devices

Automatic self configuration.
 An IT guy "In the Box"









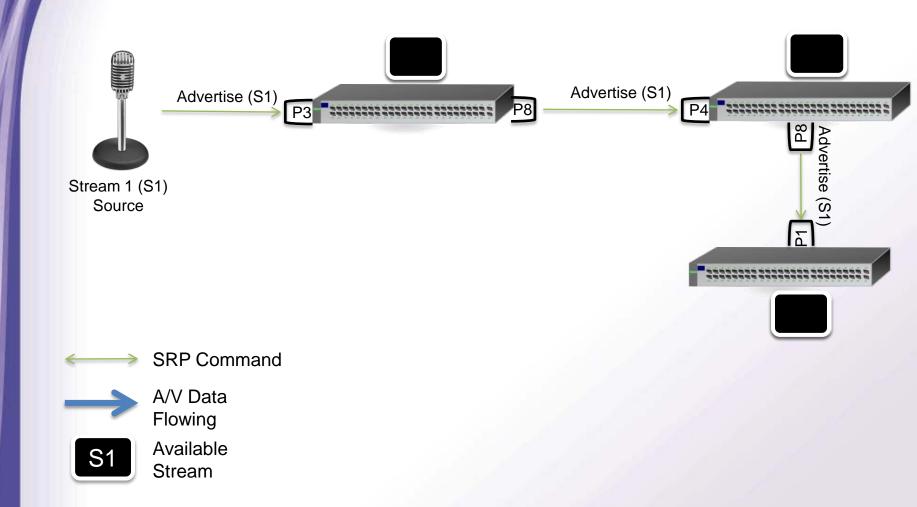
#### **Bandwidth Reservation Protocol**

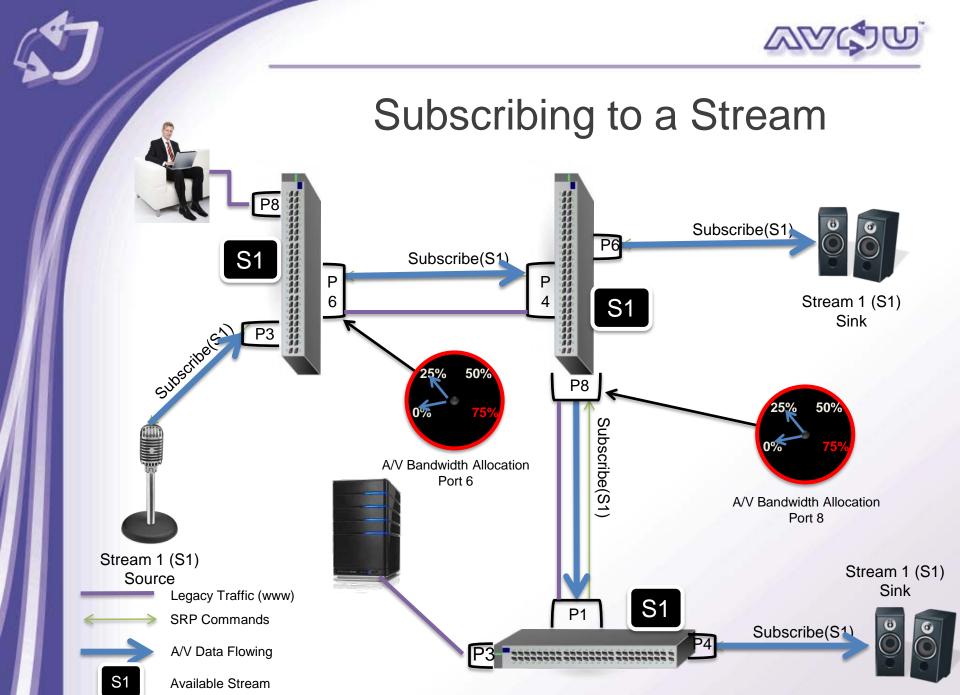
- Enables the cloud to self-manage its bandwidth allocations
- Talkers/Listeners request permission before streams are allowed to flow
- The cloud guarantees a portion of the bandwidth will be available for legacy traffic (per port)
- Priority-based reservations

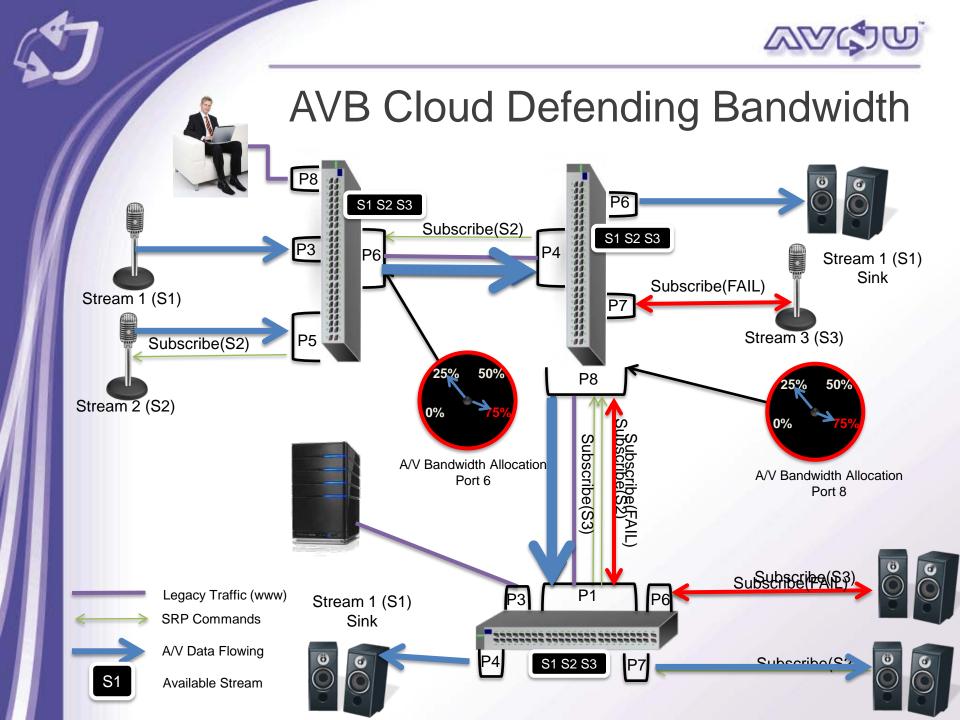




#### Advertising a stream









#### Stream Reservation Protocol

 Guarantees a "First Class Ticket" for your AV media



 Protects your network against rogue traffic / unauthorized devices



Automatic self configuration.
 An IT guy "In the Box"



# Open Discussion



- Next Session
  - Thursday, May 16 2013
  - 8 AM PDT (GMT-7)
  - Topic
    - "How Big do my pipes need to be?" Traffic Shaping & Infrastructure planning

Feedback on this session



# Thank You!

