

Convergenza fra Digital Terrestrial TV e servizi Broadband IP

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Visit:

http://it.sun.com/solutions/tv_digitale/index.html http://www.dttlab.it





Agenda

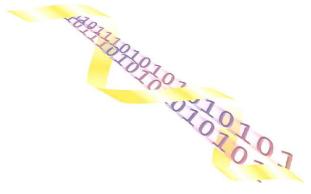
- DVB & MHP: the European standards for digital broadcasting
- Digital Television and interactivity
- Interactive services and data centers
- Best Practices and examples of MHP services.



Standardization



 The DVB consortium was created in Europe in 1993 and now has more than 300 partners like broadcasters, network operators and devices manufacturers distributed over 35 Countries



- The first adopted standard was the DVB format: a broadcasting solution based on the MPEG-2 standard.
- The java MHP stack was selected as the firmware for the receiving device









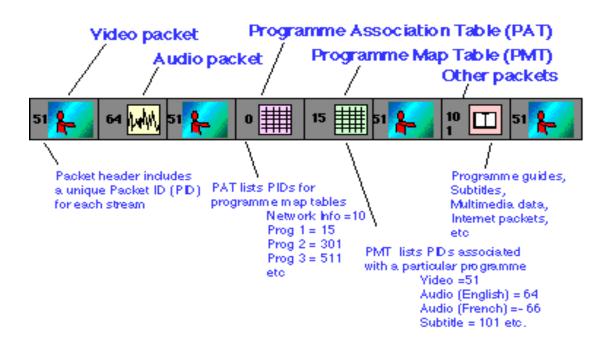


Digital television: multiple channels

Advantages of a digital signal adoption:

- Increase the number of digital broadcasted channels versus the analog signal.
- High definition tv broadcasting plus multiple audio tracks
- Data Service Distribution like interactive applications (associated with a video content) or raw data (i.e. IP stream)

TV Stream





... and ONE set top box

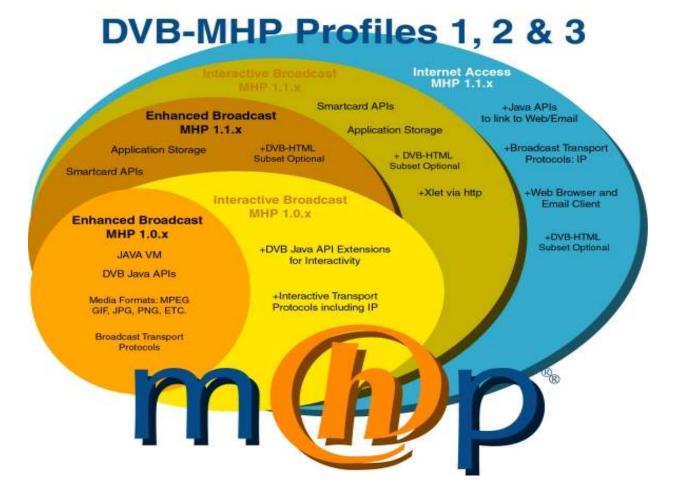
 The basic architecture requires a Set Top Box that decodes the contents broadcasted by several television providers and that present them to the users along with some interactive applications

The ADB "classic" Set top box





Java-MHP: the standard of the DVB applications





Interactive TV

- The migration from analog TV to digital TV will coincide with the passing from a non interactive TV to an interactive one. This obviously is the aspect most perceived from the users
- It is possible to envision 4 profiles to show up all the potentialities of digitalinteractive TV

Enhanced TV
Interactive TV
Internet on TV
Personal TV (embedded video rec)



Enhanced TV

 This operational mode allow users to directly interact with the program they are watching. Besides the video display, the set top boxes are able to interpret also application contents broadcasted by TV networks and show them to users in the form of services usable through the remote control tv



All the data and the application itself are broadcasted with the TV stream so the service is available to the users even when off-line (no TCP/IP links)

examples:

- FPG
- Television news
- Forecasts of the weather
- Real Time Sports Statistics



Examples of Interactive TV

In this operational mode the set top box establishes a TCP-IP connection with a "web portal" like service center that hosts the server side business logic related to the TV applications.

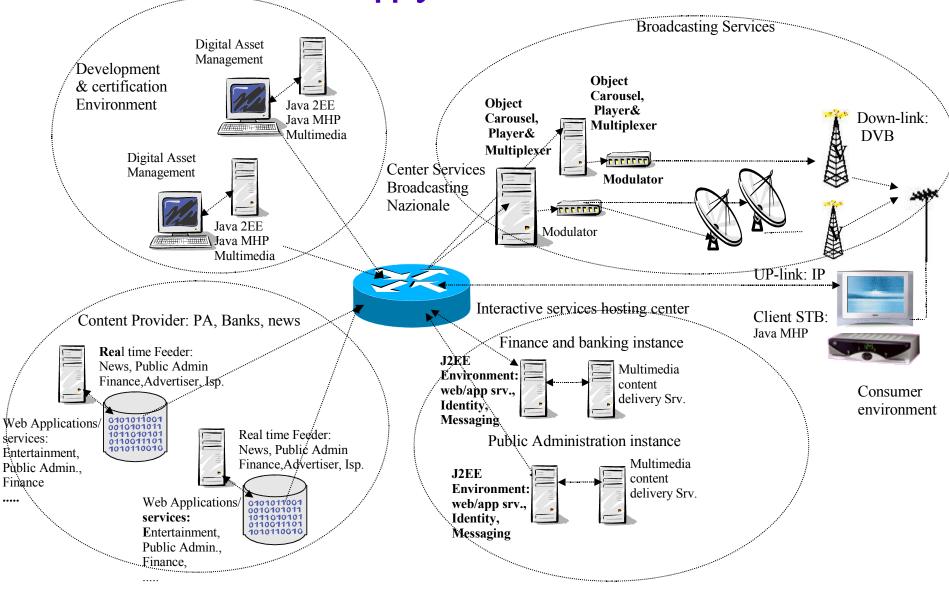
This profile will enable the user to execute real time transactions like:

- On demand contents related to the topics showed in video
- T-commerce (auctions and "special offerings")
- TV Home banking
- Mailing and instant messaging
- Videogames





Interactive TV services "supply" chain Architecture





DVB-T: a transport tool for the Java-MHP applications

A **Object Carousel** is a transport system:

- Defined by MPEG-2 (ISO-13818-6) Standard
- •It transmits binary data like a file system in cyclic way
- •It was selected from the MHP organization as transport system

A file system containing the application and data (i.e. .jar and .xml files)

The file system id converted into an Object Carousel

Cyclical Playout Parameter:

of the Object - size,

of the Object Carousel

bit/rate,

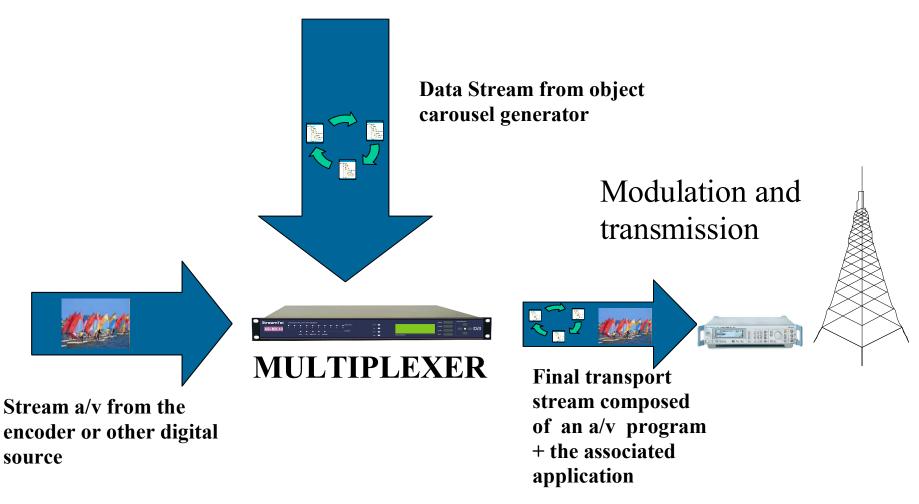
- repetition rate



The receiver must sincronize with the beginning of a new transmission cycle of the carousel in order to download the file system that is contained in the stream



Injection of the Java-MHP carousel into the TV DVB-Mpeg2 stream



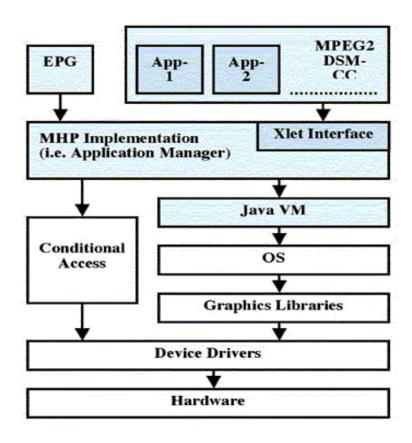


Multimedia Home Platform Architecture

The MHP terminals are equipped with a network interface, that allows the applications running in the box, to establish bidirectional IP connections for the access to standard IP networks.

The technology adopted for the network interface is usually:

- Modem V90
- ADSL
- GSM/GPRS
- Ethernet

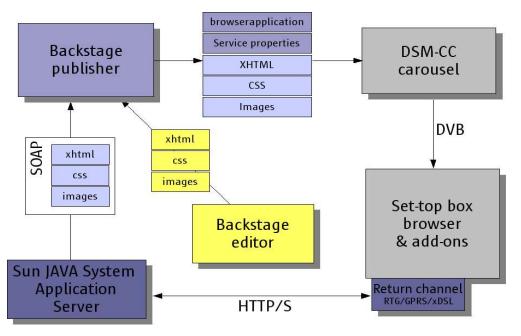




Interactive services architecture

Based and "hosted" on the Java Enterprise System platform:

- J2EE Back-end services:
 - Web and Application Services
 - Network Identity Services
 - Messaging services
- Client Development:
 - Stand alone client (RAD tool)
 - Micro browser
 - Rich client
 - Client components





Advanced User Experience

- •Stream events
- Video on demand
- •Client side interactivity (i.e. arcade games)





Reference Implementation



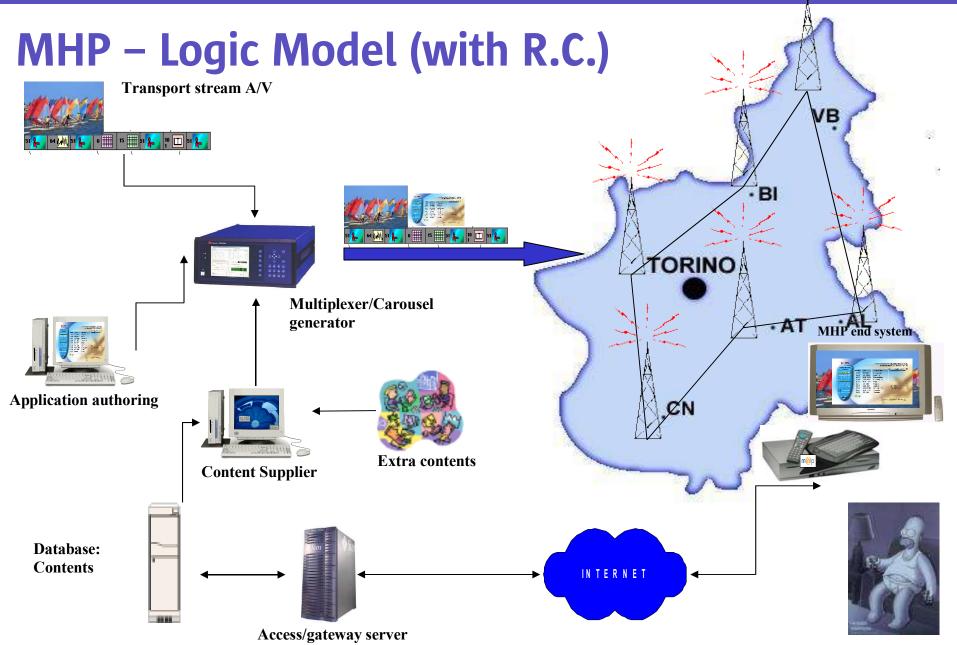
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Advantages of Java-MHP model



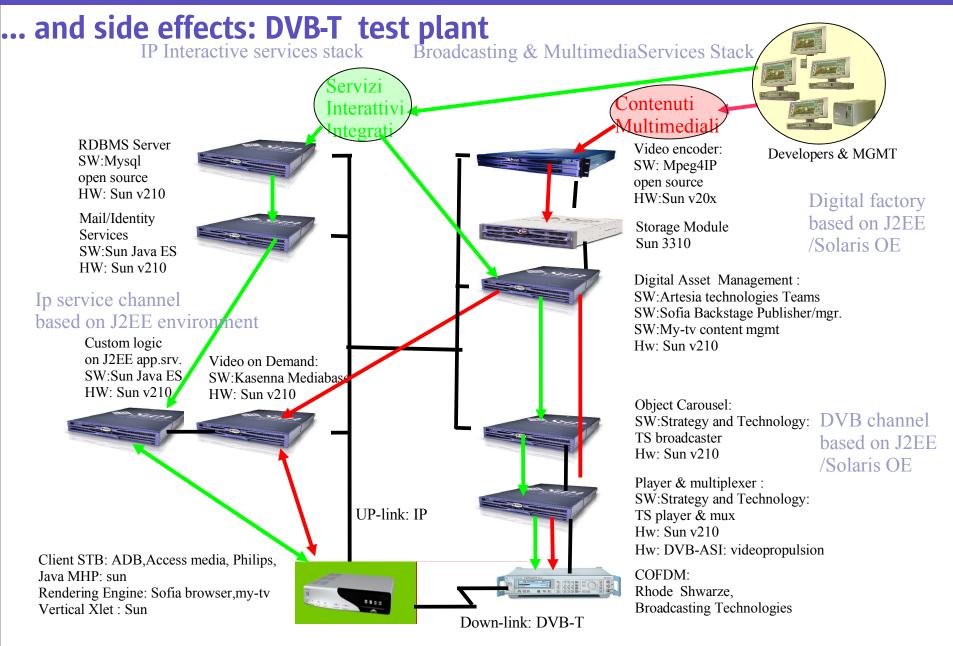
- Independent developers
- Different Service Providers
- Several applications areas

Standard Interface DVB-MHP



- Independent
 Implementations
- Different Hardware
- Different Software
- All type of terminals (low-end/high-end STB)







DVB-T/MHP services design principles and lessons learned

- DO NOT try to bring the Internet on the TV:
 - There is no need of a "copy" of internet
 - The interface is simpler (The monitor is not good enough, as well as the remote control)
 - The audience is larger (and even You are not good enough, at least when laying on your armchair)





DVB-T: the added value

- Re-use the existing and proven technologies and infrastructure,
- But bring instead the TV users to Internet Services:
 - Selected
 - Simplified
 - Interactive
 - Ready to use
- No need to bootstrap, install, configure, update, virus-scan, ...: a "mainframe" just to get to the weather forecast...
- Convenience will drive the adoption



Example of DVB-T/MHP pilot service: infotainment, multi-hall reservation

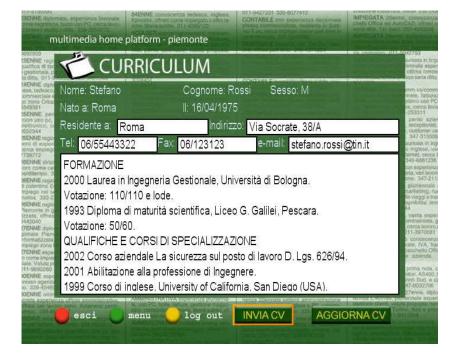






Example of DVB-T/MHP pilot service: "job seeker" (as an example of citizen interaction with Public Administration)







Example of DVB-T/MHP pilot service: message service integrated with: e-mails, SMS, MMS







The future is

- •DVB- H: Digital Video Broadcasting for Handhelds: it uses less power in receiving client than its big brother, DVB-T, and allows the receiving device to move freely while receiving the transmission, thus making it ideal for mobile phones and handheld computers to receive digital TV broadcasting over the digiTV network ("without using mobile phone networks at all").
- •Open Source MHP community, italian i-force labs will offer a real TV development and test environment for selected projects

•Smart cards not only for Conditional access to TV channels but to authenticate the user and digital signing of transactions

Nokia's 7700 with support for DVB-H





Questions & Answers



Comunità degli sviluppatori italiani sulla TV Digitale:

Attivato il servizio "tienimi informato" per sapere tutto sui prossimi passi, iniziative ed altro sulla comunità

https://it.sun.com/secure/newsletter_developer_digital_tv.html

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