







Ultra HD Forum MasterClass

lea

9:00: Welcome and Forum Update: David Price, Ericsson; Vice-Chair, Ultra HD Forum

Perspectives:

9:05: Update on the Network Owners Perspective; Thomas Edwards, Fox Networks9:20: Update on the SDO Perspective: Matthew Goldman, Ericsson9:35: Update on the CE Vendors' Perspective: Nick Colsey, Sony Electronics9:50: Update on the U.S. Broadcasters' Perspective: Lynn Claudy, NAB

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10:35: Roundtable Discussion: HDR deployment – When is it going to become a reality?

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11:00:Close



Quick Thoughts on UHD



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Thomas Edwards FOX Networks Engineering & Operations



20th Century Fox & UHD

- CTO Hanno Basse, President of UHD Alliance
- <u>All new 20CF movies</u> will be in UHD:
 - 4K, HDR, WCG
 - Ultra HD Blu-ray, or
 - Vidity Download (through mgo.com)









Fox on UHD For TV...



- Backwards "derivable" HDR/WCG needed
 - Single-thread production is required
- Excited about 1080p60 HDR/WCG especially for OTA broadcast
- 4K needed as well of course!





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Update on the SDO Perspective

Matthew Goldman Ericsson





ITU-R WP6C



- HDR TV: Draft Proposed Rec. ITU-R BT.[HDR-TV] Parameter values for high dynamic range television systems for production & international program exchange
 - 2 methods of representing HDR-TV signals
 - **Perceptual Quantization** (**PQ**): Achieves a very wide range of brightness levels for a given bit depth using a non-linear transfer function that is finely tuned to match the human visual system
 - **Hybrid Log-Gamma** (**HLG**): Offers a degree of compatibility with legacy displays by more closely matching the previously established television transfer curves
- **Report ITU-R BT.2390** *High dynamic range television for production and international programme exchange* (companion report to BT.[HDR-TV])
- Colour Gamut Tailoring: Preliminary Draft Proposed Report ITU-R BT.[2020to709] – Color conversion from Rec. ITU R BT.2020 to Rec. ITU-R BT.709



SMPTE

- **Drafts ST 2094-x** Content-Dependent Metadata for Color Volume Transformation of High Luminance and Wide Color Gamut Images (aka dynamic metadata)
- New project: *HDR and WCG Signaling on Streaming Interfaces* (e.g., over SDI, SVIP)



MPEG HEVC HDR "Fast Track"

Call for Evidence for HDR/WCG

- Input contributions showed that low bitrate applications did not perform as expected, including poor texture rendition, color shifts after compression, color boundary overflow & chroma sub-sampling issues
- CfE issued February 2015, with test results reviewed in July 2015
- January 2016: Decision made not to add new HDR tools to HEVC due to lack of significant improvements of candidate proposals over improved encode-side only techniques (no changes to bitstream syntax or reference decoder)
- 3 techniques improved the "anchors" (source images used in evaluation)
 - Luma Adjustment (Ericsson)
 - Preprocessing before encoding
 - Removes subsampling artifacts
 - Chroma QP Offset (Ericsson)
 - Encoder optimization
 - Removes chrominance artifacts
 - Luma QP Offset (Ericsson & Sharp)
 - Encoder optimization
 - Increases detail



Other Current Standards Activities

- CTA
 - Draft CTA-861-G A DTV Profile for Uncompressed High Speed Digital Interfaces (core of HDMI).
 - To add HDR dynamic metadata & HLG OETF to HDR support already in CTA-861.3
- UHD Alliance
 - UltraHD Premium specs and logo certification program
 - Broadcasting Sub-Group to consider the definition or recommendation of a reference display environment
- ATSC, DVB, SCTE, others ...
 - Standardizing the use of HDR/WCG in direct-to-home/consumer systems





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2016 Sony Television



HIGH DYNAMIC RANGE

Transcend Reality







HD

The HDR Industry Leader from Lens to Living Room











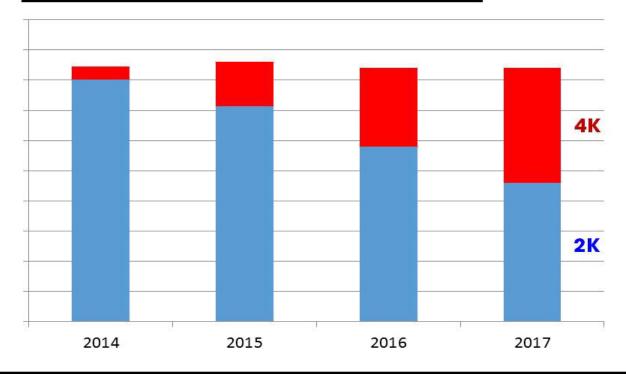






4K TV Industry Insight

Unit Market Trend





Picture Quality remains the #1 purchase decision criteria when choosing a new TV

4K & HDR are the natural choice for large screen TV customers

Based on Display Search, NPD, Sony analysis



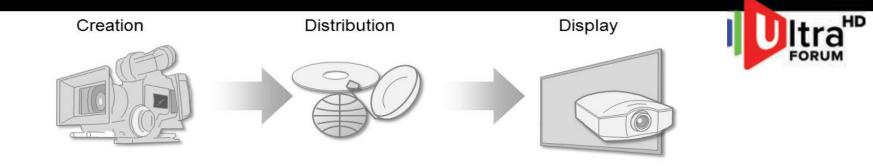
SONY

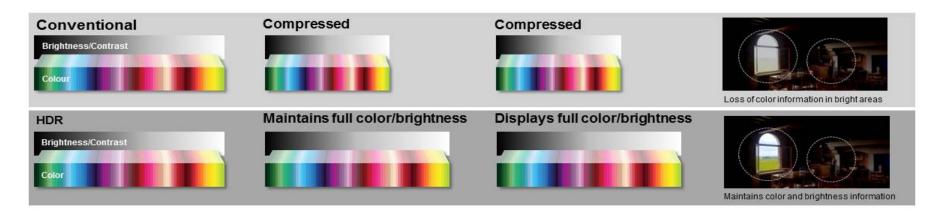
3 Keys Area of Picture Quality





4K HDR – Why do we need HDR?

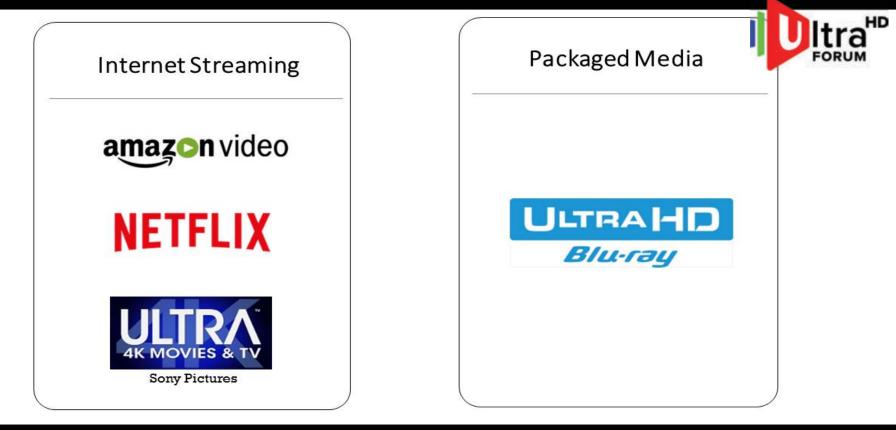




SONY



4K HDR - Where will we get it from?



SONY



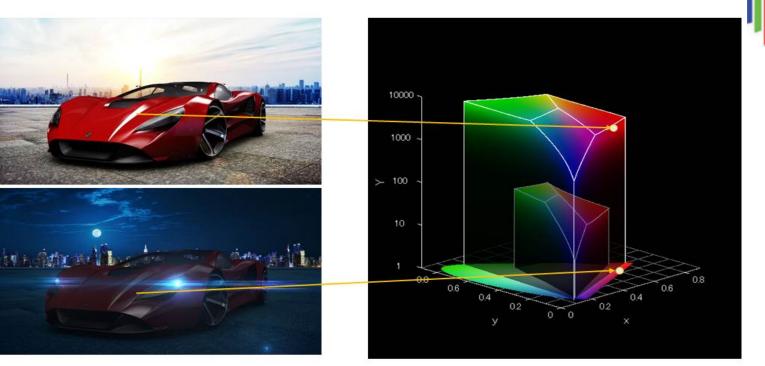
How Does a CE Company Differentiate & Compete?

PQ Element	Old Standard	New Standard	Sony's Technology
Clarity	Full HD 1080	4 K	AK X-Reality
Color	BT.709	BT.2020	Powered by
Contrast	SDR <u>S</u> tandard Dynamic <u>R</u> ange	HDR <u>H</u> igh Dynamic <u>R</u> ange	X-tended Dynamic Range 📧 Powered by

SONY



TRILUMINOS™ powered by X-1 Processor



Accurate Colors throughout the HDR brightness range

SONY





ra

FORUM

The performance benefits of a local dimming Direct LED with the slim profile of an Edge Lit LED TV

X-tended Dynamic Range 🛲



4K HDR – Slim Backlight Drive

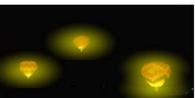




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HD

Then how do we get



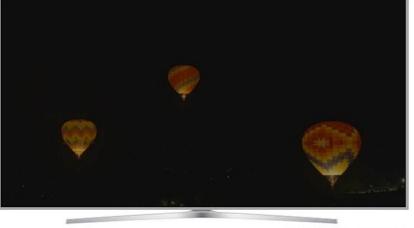
with Edge-lit LEDs?





4K HDR – Slim Backlight Drive

Slim Backlight Drive with Standed Dynamic Range



Simulated images

Conventional Local Dimming

SONY



Sony's Slim Backlight Drive with X-tended Dynamic Range PRO

Simulated images

HD

EOR





4K HDR - Slim Backlight Drive



X-tended Dynamic Range Pro Slim Backlight Drive X-tended Dynamic Range Pro Full Array Backlight







The 75X940D - Beautifully designed for brilliant pictures



75" 65X940D **Key Features** - 4K HDR 4K Processor X1 X1 -4K X-Reality PRO -Full Array LED TRILUMINOS Display 2 X-tended Dynamic Range PRO _ **Full Array Local Dimming** -Floating Style -

- Android TV androidty
- New Voice Remote _
- Cable management -



Cable Management



SONY







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U.S. Broadcasters' Perspective

Lynn Claudy

Senior Vice President, Technology





Ultra HD is a very attractive service to broadcasters...

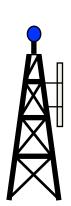


The DTV transition was straightforward



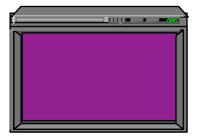
NTSC Signal





DTV Signal

0110010111011011010 1101110011010100010

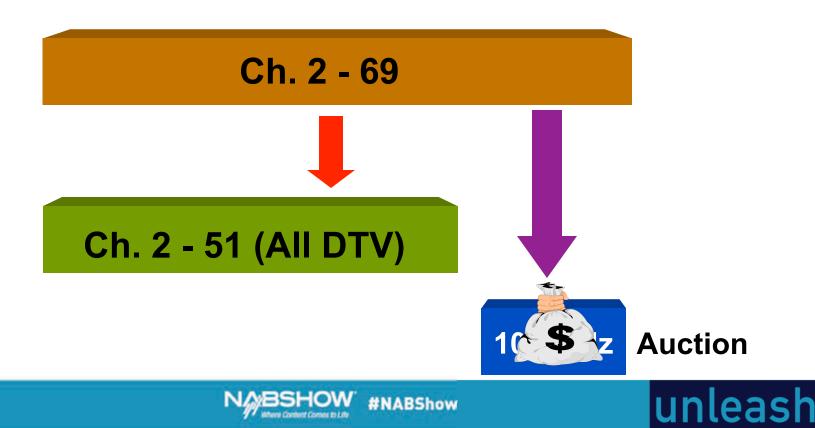






Television Spectrum Reallocation in the DTV Transition





The broadcast path to Ultra HD is ATSC 3.0

- MPEG-2 \rightarrow HEVC
- AC-3 5.1 audio → AC-4 immersive audio

→But ATSC 3.0 is not backward compatible with ATSC 1.0←











A very hypothetical case for a transition to ATSC 3.0







A very hypothetical case for a transition to ATSC 3.0

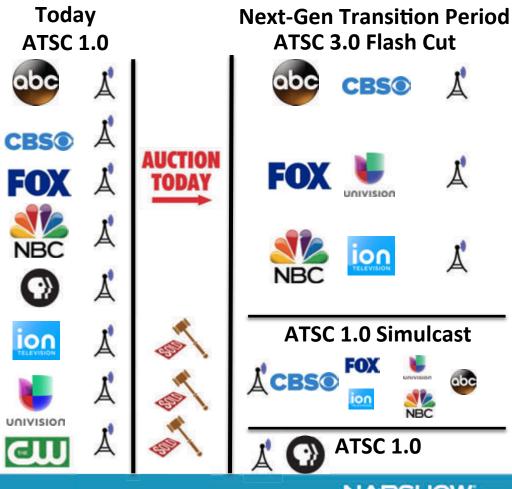








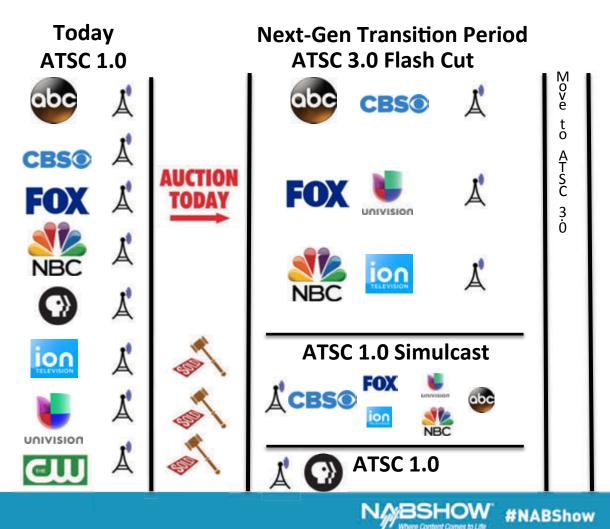




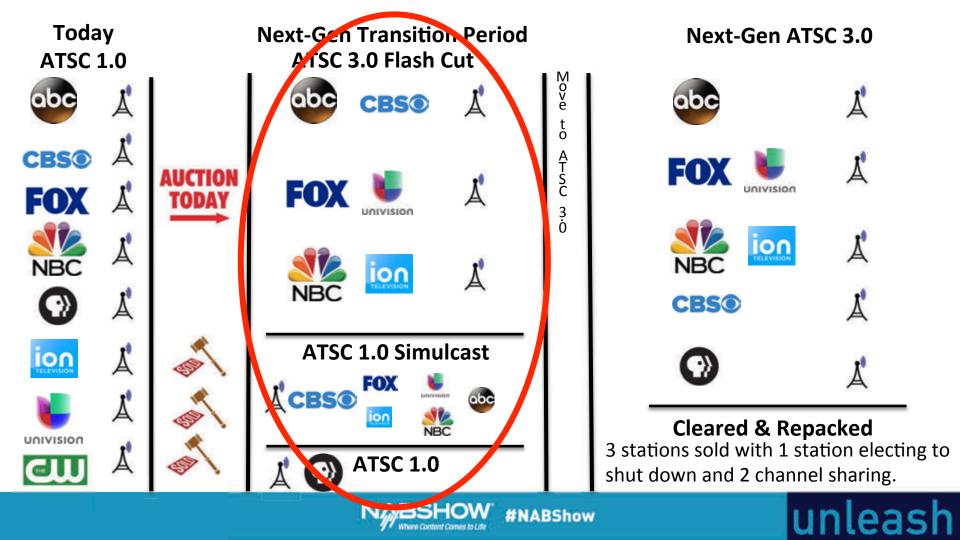
abc NA/BSHOW **#NABShow**

A





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Widespread broadcast of 4K/HDR/HFR/ WCG may be elusive during the ATSC 3.0 transition period



- There aren't likely to be enough broadcast bits available to cover the coding rates needed for 4K/HDR/HFR/WCG and maintain service to legacy receivers
- Which features have the most "bang for the bit?"
- 1080P60 with HDR/WCG may be the "sweet spot" for some broadcasters
- What are the optimum code rates? 6Mbps? 8Mbps?
 10Mbps?



Broadcasters are facing a number of challenges

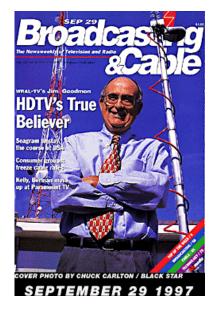




U.S. Broadcasters' Perspective on Ultra HD



We have been here before ...



"...[Y]ou will have a higher audience because it's going to be more dramatic, you're going to be more involved in it, the sound's going to be better, the picture's going to be better -- it's going to be better. **And better is better**."

James Goodmon, CEO, Capitol Broadcasting Interview in Broadcasting and Cable, September 29, 1997



U.S. Broadcasters' Perspective on Ultra HD



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Better is Better











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Phase A Guidelines Contents



- Phases, Timeframes, Use Cases
- Real-time Linear Services
 - End-to-end Workflow
- HDR/WCG Technologies
 - PQ, HLG
 - BT.709, BT.2020
 - Peak Brightness
 - SDR<>HDR Conversions
- Security Recommendations

- Production & Post Production
 - Pre-recorded Content
 - Live Content
- Distribution Supply Chain
 - Contribution
 - Primary Distribution
 - Final Distribution
 - Ad Insertions, Crawl Overlays
- Decoding & Rendering
- Backward Compatibility





UHD Phase A Definition

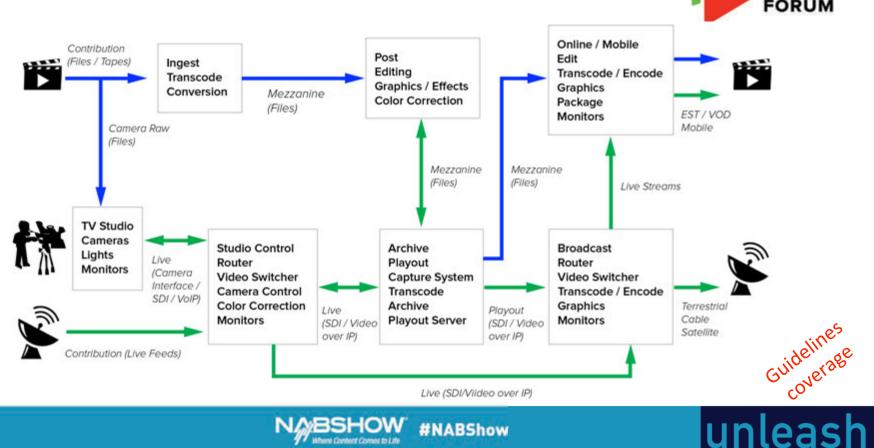
Spatial Resolution	1080p* or 2160p
Color Gamut	BT.709, BT.2020
Bit Depth	10-bit
Dynamic Range	SDR, PQ, HLG
Frame Rate**	24, 25, 30, 50, 60
Video Codec	HEVC, Main 10, Level 5.1 (single lyr)
Audio Channels	Stereo or 5.1 multi-channel audio
Audio Codec	AC-3, EAC-3, HE-ACC, AAC-LC
Captions/Subs Coding (in/	CTA-608/708, ETSI 300 743, ETSI
out formats)	300 472, SCTE-27, IMSC1



*1080p together with WCG and HDR fulfills certain use cases for UHD Phase A services and is therefore considered to be an Ultra HD format for the purposes of these guidelines. 1080p without WCG or HDR is considered to be an HD format. The possibility of 1080i or 720p plus HDR and WCG are not considered here. HDR and WCG for multiscreen resolutions may be considered in the future.

**Fractional frame rates for 24, 30 and 60 fps are included, but not preferred. Lower frame rates may be best applied to cinematic content. Guideines COVETABE





Production



UHD Phase A HDR and WCG



- HDR10 CTA definition
- PQ SMPTE ST 2084 definition
- PQ10 Ultra HD Forum definition
 PQ EOTF, BT.2020 color gamut, 10-bit depth
- HLG Draft New Rec. BT.[HDR-TV] definition
- HLG 0ETF, BT.2020 color gamut, 10-bit depth



SDR<>HDR and PQ<>HLG



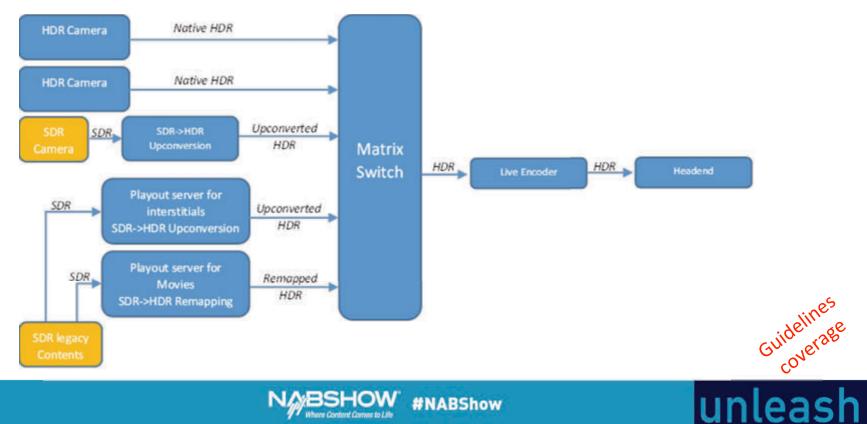
- Mechanisms used to convert or map
 - between SDR and HDR
 - between HDR technologies
- Use cases to illustrate
 - where in the distribution chain to convert
 - which conversion method to choose
 - peak brightness considerations





Mixing HDR with SDR





Where Content Comes to Life

Signaling and Metadata Carriage



- HDR10 metadata carriage
 - work-a-rounds where standards do not yet exist in the workflow
 - e.g. compensate for lack of HDR metadata carriage over SDI
- Signaling
 - transfer function
 - color container





"Glass to glass" Distribution Chain



- End-to-end workflow for real-time linear service
 - live and/or pre-recorded content
- Production > Broadcast Center > Service Provider > Consumer
- At each point in the chain describe:
 - compression technologies and bitrate ranges
 - metadata carriage options
 - audio
 - captions and subtitles
 - content manipulation: ad insertion, graphic overlays, etc.





Security



- Security requirements are evolving and solutions need to stay ahead of piracy techniques
- The Guidelines contain recommendations for a secure system in 2016, including
 - key size
 - encryption technologies





Decoding and Rendering



- Consumer decoding and rendering devices
- Key parameters to process UHD Phase A content
- Displays, STBs and Interfaces
 - identify UHD parameters not carried over HDMI 2.0a
 - timeline of standards development, equipment upgrade possibilities
- Rendering closed captions or graphic overlays





Backward Compatibility



- Address UHD displays that are SDR only
 - Some process BT.2020, others only BT.709
- Various backward compatibility options explained
 - Simulcast, Unicast, Down-conversions
- Options described in context depending on, e.g.:
 - PQ or HLG
 - Type of service provider
 - Quality requirements
 - STB footprint







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Ultra HD Forum Plugfest #1 Overview







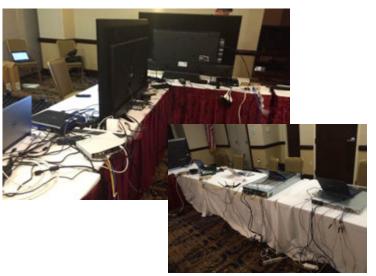


Plugfest #1 Overview

- The Ultra HD Forum held an inperson event, Plugfest #1, in Washington D.C. on March 29-30, 2016.
- Doing events such as this are part of the mission of the Ultra HD Forum and its Interoperability Working Group.
- Plugging together real Ultra HD products and seeing how they work, or not work, together. This helps accelerate adoption of Ultra HD.







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Plugfest #1 Participants and Scope

- It included 9 member companies, each bringing various equipment to test Ultra High Definition technology from professional capture to consumer display.
- It included HDR via HLG and PQ, live capture from camera, and various devices and displays.



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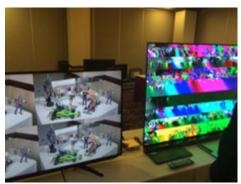


Plugfest #1 Focused on Action



- A confidential event for members. It was not a demo, it was about finding issues as well as confirming success.
- Due to Plugfest #1 some real products got updates.







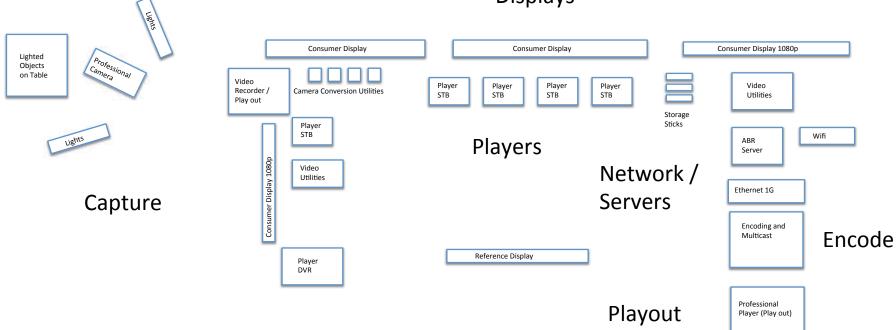
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Plugfest #1 Equipment Layout





NA#BSHOW

there Content Comes to Life

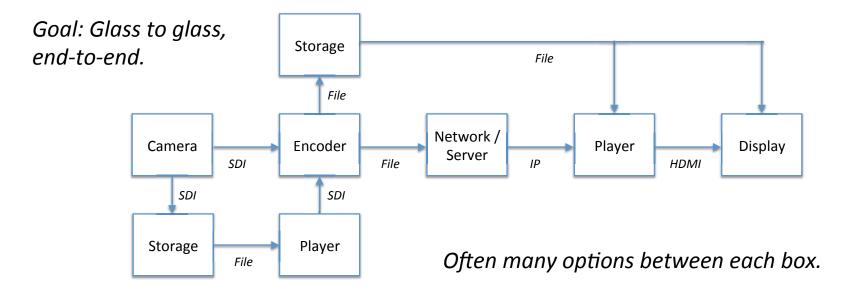
Displays

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Plugfest #1 General Workflow





Plugfest #1 Points to Share

- Former video constants are now variables with Ultra HD; and they ripple through the end-to-end workflow. It is more than a resolution increase.
 - 8 bit to 10 bit depth.
 - 709 to 2020 color space.
 - HDR signalling.
- If you can see the picture, it does not mean it is correct.
 - Important to understand your content.
 - Recognize meaningful areas.
 - Test signal usage.







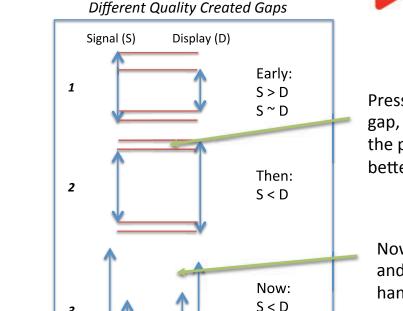






Plugfest #1 More to Share

- TV processing and modes have significant impact on the final picture.
 - Some dramatic changes, even more so then turning on HDR processing.
 - See sidebar on different quality gaps over time. It makes senses for this modes to exist, but now more complex, hence signaling is important.
- A broad content repository is important for testing.
 - The combinations have to be organized.
 - We came up with 12 content variations and 12 display variations to test. Still more to do.



S > D

S ~ D

Not to scale

3

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Pressure to fill the gap, it does make the picture look better.

Now variable gaps, and we need to handle the complexity.



Plugfest #1 Learning Together

- In addition to testing there were plenty of great discussions.
- In many ways it was also a workshop, and the event fostered more expertise in Ultra HD technology.
- Real world testing is invaluable at this stage to understand all the dynamics of Ultra HD technologies.





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Plugfest #1 What is next?



- Plugfest #2, #3, ..., #n.
- A more formal testing framework and more complete clip repository.
 - Tracking the profiles/settings through the workflow.
 - Report cards / results statistics.
- Continued integration with the end-to-end Ultra HD Forum Guidelines for Phase A, B, and beyond.
- Find patterns of Ultra HD trouble spots, and help members get through them.
- Work with industry liaisons to share the broader issues.
- Overall contribute to acceleration of Ultra HD products and services.







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