#### ITU-T Workshop on Bridging the Standardization Gap and Interactive Training Session

(Cyberjaya, Malaysia, 29 June – 1 July 2010)

### Implementation of DTT System Software Upgrade & Terrestrial 3DTV Trial Service in Korea

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#### Implementation of System Software Upgrade in Korea

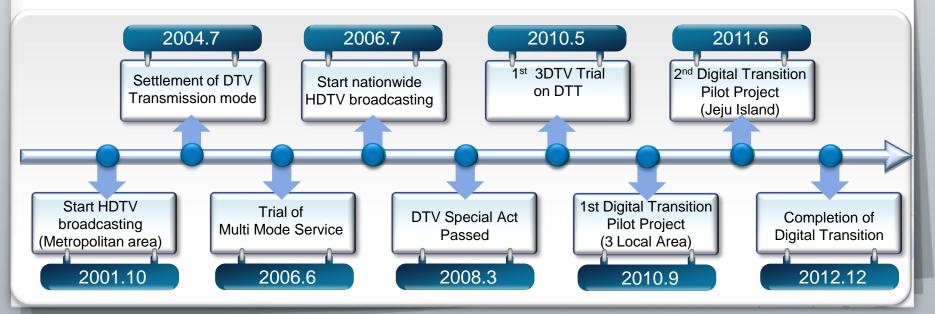
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### **Digital Terrestrial Broadcast in**

### Korea

- In 2001, started HDTV
- In 2006, Multicasting(Multi Mode Service) Trial Service
- In 2010, 3DTV Trial Service
- In 2012, Complete Digital Transition



### System Software Upgrade

#### Standards I DVB SSU(System Software Update)

Simple Profile

**KBS** 

- Based on ETSI standard TS102 006
- Enhanced Profile
  - Also based on ETSI standard TS102 006, includes simple profile.
  - Additional usage of UNT (Update Notification table).
  - Receivers get SSU-schedule information before real update.

#### UK OAD(over the air download)

- Developed before DVB-SSU specification was final
- Software upgrade mechanism is in use until now in UK.
- UK is migrating to DVB-SSU due to trouble of too many models in market

### System Software Upgrade Standards II

#### NorDig Unified Receiver specification

Nordig Members developed there own specification reffered to as "bootloading" when DVB-SSU standard did not exist at the time

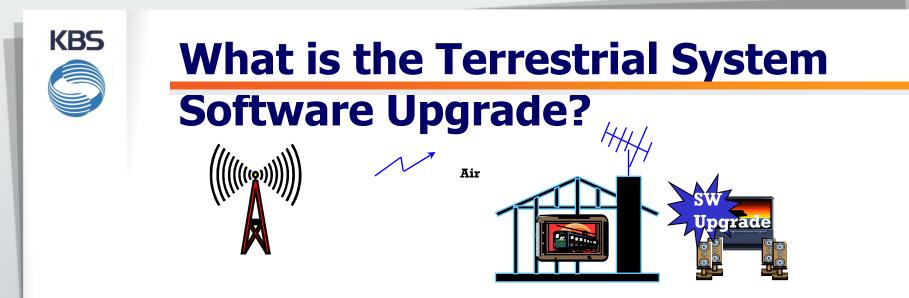
#### Proprietary Update Systems

**KBS** 

- Various private data formats are known.
- Not recommended because of :
  - Possibly bad side effects on other receivers in market

#### ATSC A/97 SDDS(Software Download Data Service)

ATSC Standard : a data service that may be used to download software to a terminal device using an MPEG-2 Transport Stream via an appropriate physical layer



#### using the DTT Network for DTT Receivers

- to update and upgrade of firmware, operating system software, device driver software, native application software, middleware and other types of software residing in devices, such as consumer DTV receivers
- to allow receiver manufacturers to dynamically upgrade their products in the field.

# KBS

### **Benefits of System Software Upgrade?**

#### For CE Manufacturers

- eliminate the need for an expensive product recall
- > chance for manufacturers to update receivers in case of emergency

#### For Broadcasters(also Network Operators in Korea)

- easy to launch new services
- chance for broadcasters to add new features
- eliminate the blocks to launch new services because of legacy product

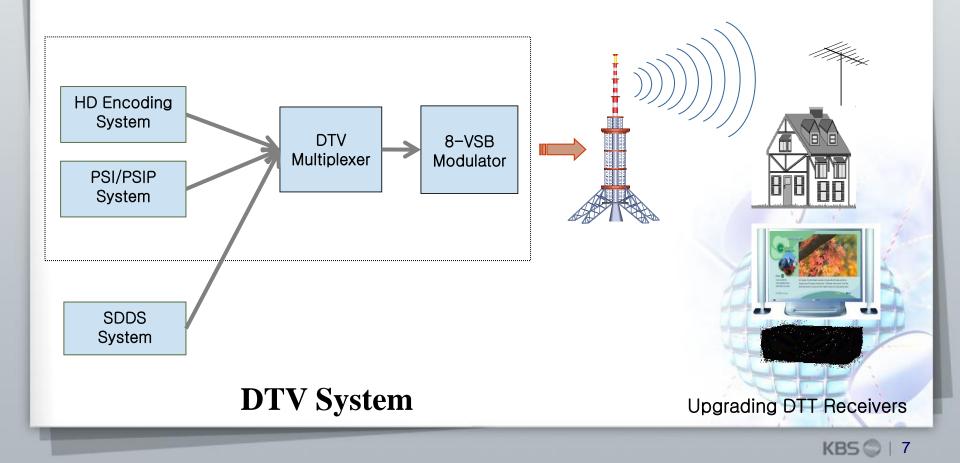
#### For Viewers

- benefit from new service offerings and functionality
- > can fix their products automatically





#### ATSC standards to download software using ATSC MPEG-2 Transport Stream.





### **SDDS Specifications**

- Based on the 2-layer download carousel scenario covered in the A/90 Data Broadcast standard, which was derived from ISO DSM-CC
- Top level signaling is accomplished by a new service type (0X05) in the Virtual Channel Table(VCT).
- Stream Type : 0x0B
- SDDS is signaled and contained within a special "virtual channel"
  - KBS2 7-99(hidden, hide guide Channel)
  - Not to be shown to Viewers



### **SDDS technology**

#### Announcement

the signaling of future times for the download

#### Signaling

the indication of what is being carried in the transport "now"

#### Encapsulation

the binding of the download payload to the transport



### **Protocol of SDDS Download**

#### 2-Layer Download Carousal

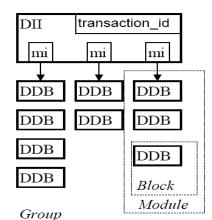
DownloadServerInitiate

DownloadInfoIndication

GroupInfoBytes

ModuleInfoBytes

DownloadDataBlock



1-layer Data Carousel

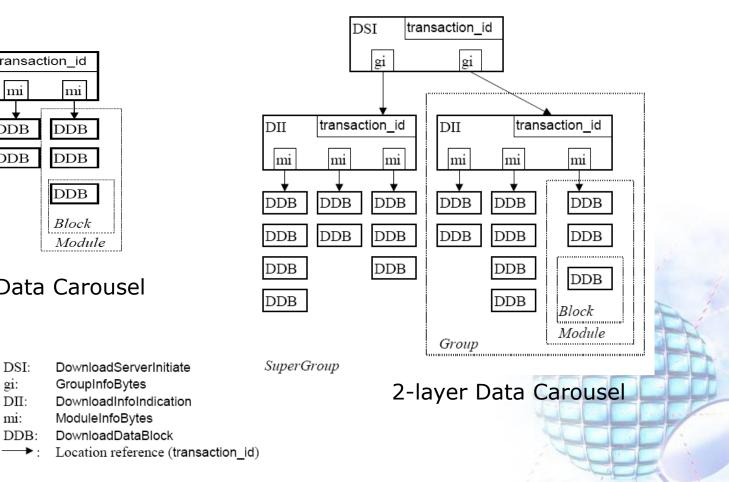
DSI

gi:

DII:

mi:

DDB:



KBS C | 10



### **SDDS Service Scenario**

## **Scenario 1:** A carousel broadcasts modules targeting a single device

- Typically used in an environment where there is no aggregator and a single manufacturer is creating a carousel to support only one hardware/software model.
- > The carousel targets a single hardware/software version at a time.
- Additional hardware/software versions would be supported by terminating the carousel and restarting with new announcement, signaling, and data.
- $\succ$  This is the simplest model.

Scenario 2: A carousel broadcasts modules targeting a multiple devices

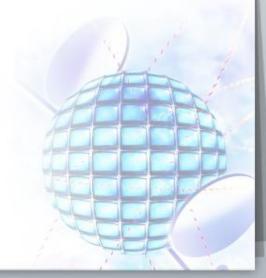
- Typically used in an environment where there is an aggregator supporting multiple manufacturers or where a single manufacturer would like to support multiple hardware/software versions on a single carousel.
- The carousel targets multiple hardware/software versions at a time.
- > Announcements are a critical part of the functionality of this scenario.



### **SDDS Service Scenario**

#### Scenario 3 : Multiple Carousels

- Typically used in an environment where there is a combination of aggregators and/or individual manufacturers all creating carousels for a single transport.
- Each virtual channel may contain carousel(s) of Scenario 1 or Scenario
   2.
- Multiple Virtual Channels containing carousels for software downloads may exist on a single transport

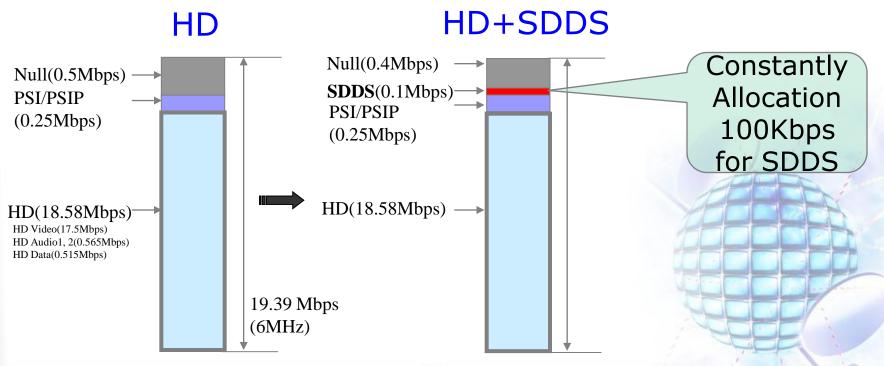




### **SDDS Bandwidth Allocation**

A various of bandwidth allocation for System Software Upgrade

- 20Kbps for France, 200Kbps for Sweden
- allocate100Kbps for SDDS in Korea

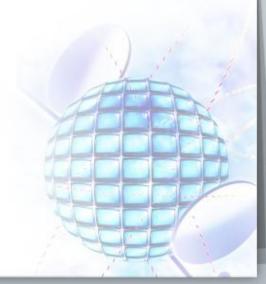


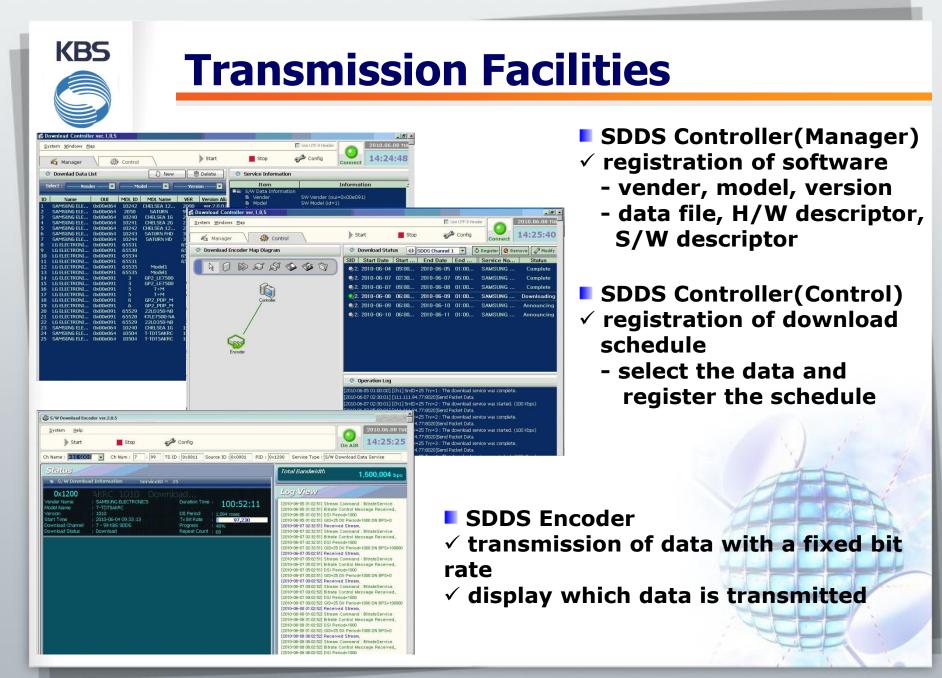


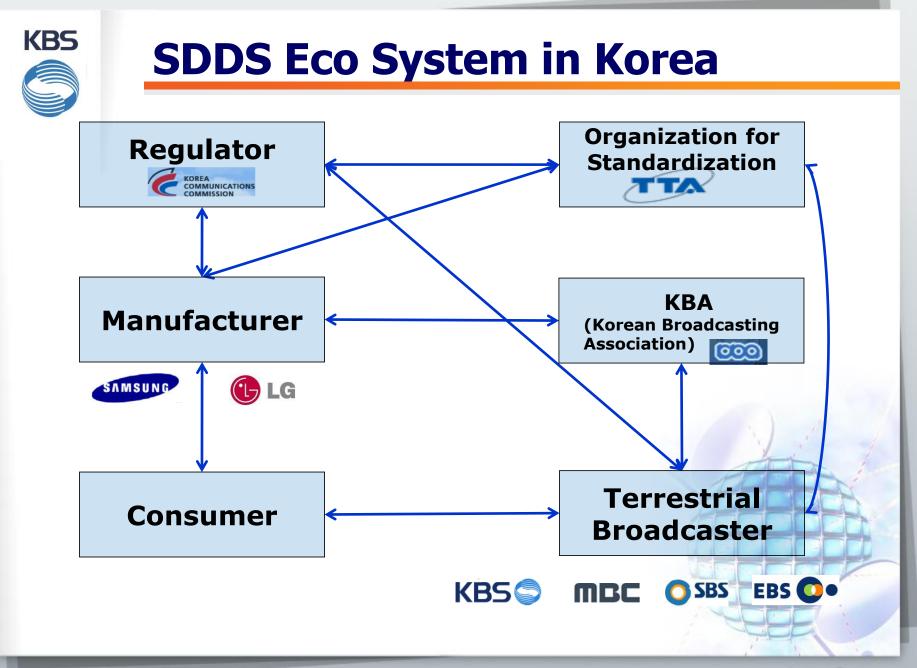
### **Test Facility**

- Test facility at KBS in Korea
- Take a test when manufacturers develop new models
- Certification is not yet settled in Korea
- Use same circumstances with real transmission facility











- Adopt standard for System Software Upgrade
- Build up relationship between broadcasters, regulator and manufacturers
  - > Agreement is Essential
- Find a solution to nationalize with a low cost



### **Terrestrial 3DTV Trial Service**

- **3DTV Delivering Technology**
- First Terrestrial 3DTV Trial Service in Korea
- Plans for Terrestrial 3D HDTV Trial Service in Korea







Left Eye

### **3DTV Delivering Technology**

#### SPATIAL COMPRESSION

Top & Bottom

Side-by-Side

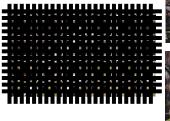
Line Interleave



**Right Eye** 



Right Eye









**Column Interleave** 

Checkerboard

Provides
legacy channel
compatibility but
reduced
picture resolution

Source : ATSC Annual Meeting 2009

KBS 🔘 | 19



### **3DTV Delivering Technology**

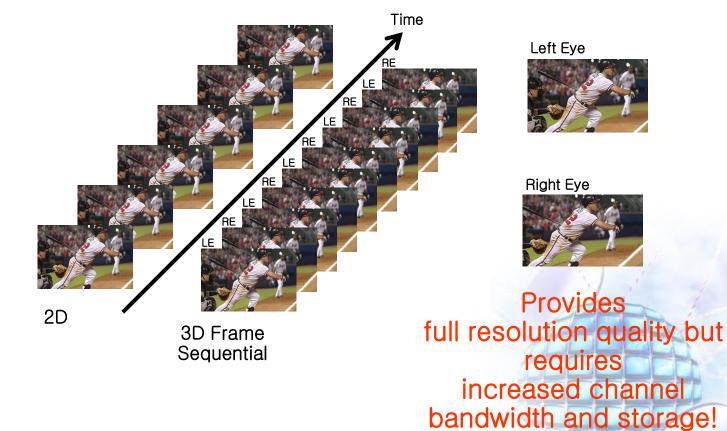
#### **TEMPORAL COMPRESSION**

Left Eye



**Right Eye** 





Source : ATSC Annual Meeting 2009



### **3DTV Delivering Technology**

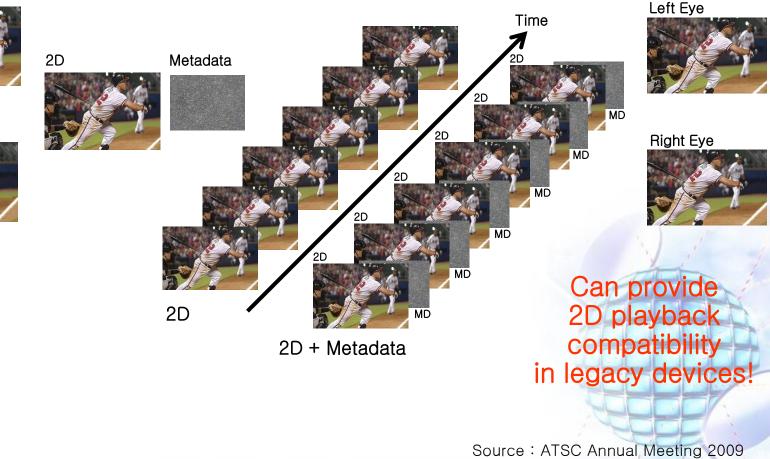
#### 2D + METADATA





**Right Eye** 







### **3DTV Delivering Technology**

### CORLOR CODING

**Right Eye** 

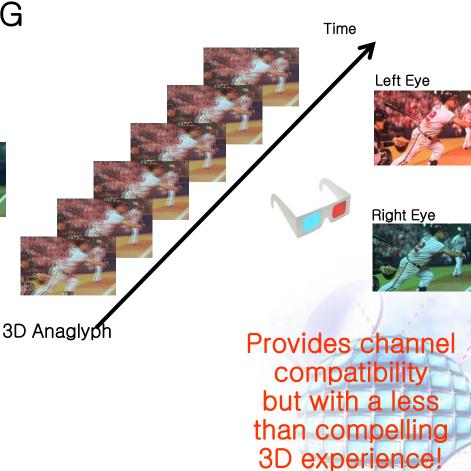
Left Eye

#### Left Eye



#### **Right Eye**





Source : ATSC Annual Meeting 2009

### **Terrestrial 3DTV Trial Service in**

### **Korea**

KBS

## World's first terrestrial 3DTV trial service by KBS on May 19<sup>th</sup>, 2010

- IAAF World Pre-Championship Meeting
- ➢ FIFA2010 World Cup Game on June 2010





### **Terrestrial 3DTV Trial Service in Korea**

#### Production(IAAF World Pre-Championship Meeting)

- Facilities : 3D stereoscopic cameras (KBS 1, 3ality 3, redrover 1)
- Specialist : 12 Stereographer
- Production mode : Side-by-side
- Live broadcast

**KBS** 





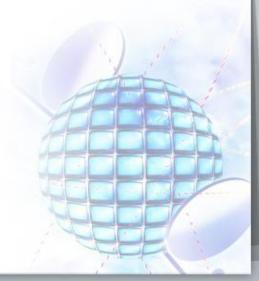
## KBS

### **Terrestrial 3DTV Trial Service in**

### Korea

#### Schedule of 3DTV broadcast

- ➤ May 20<sup>th</sup> June 10<sup>th</sup> : every day 3 hours
  - 7:00 pm 10:00 pm
  - Begin on May 19<sup>th</sup> with IAAF World Pre-Championship Meeting
- > June 11<sup>th</sup> July 12<sup>th</sup> : every day 19 hours
  - 6:00 am 1:00 am
  - During 2010 FIFA World Cup Game



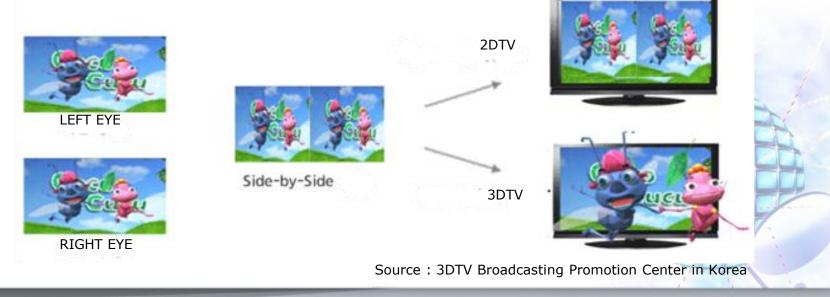
# KBS

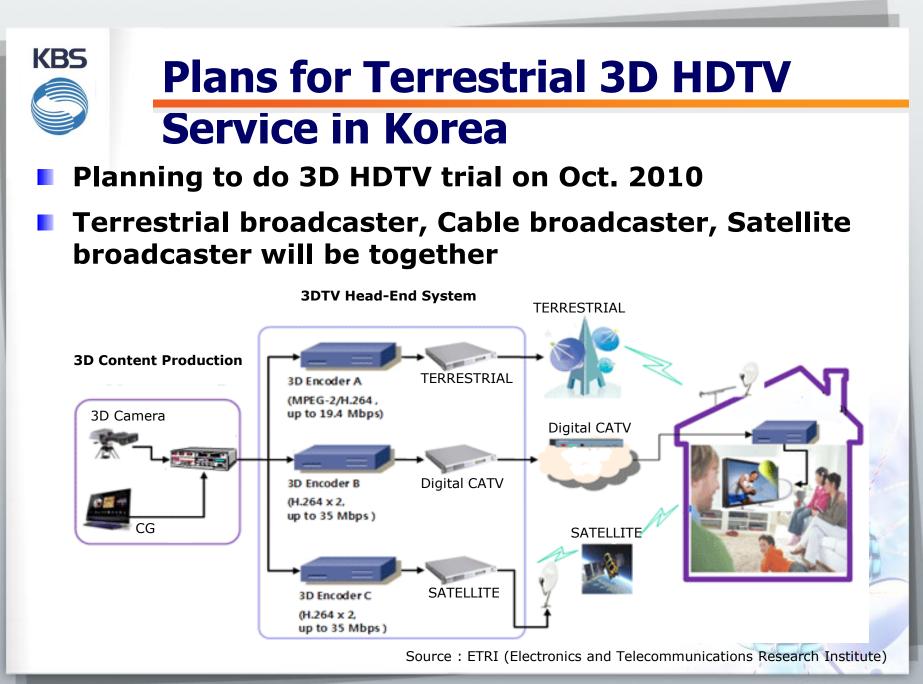
### **Terrestrial 3DTV Trial Service in**

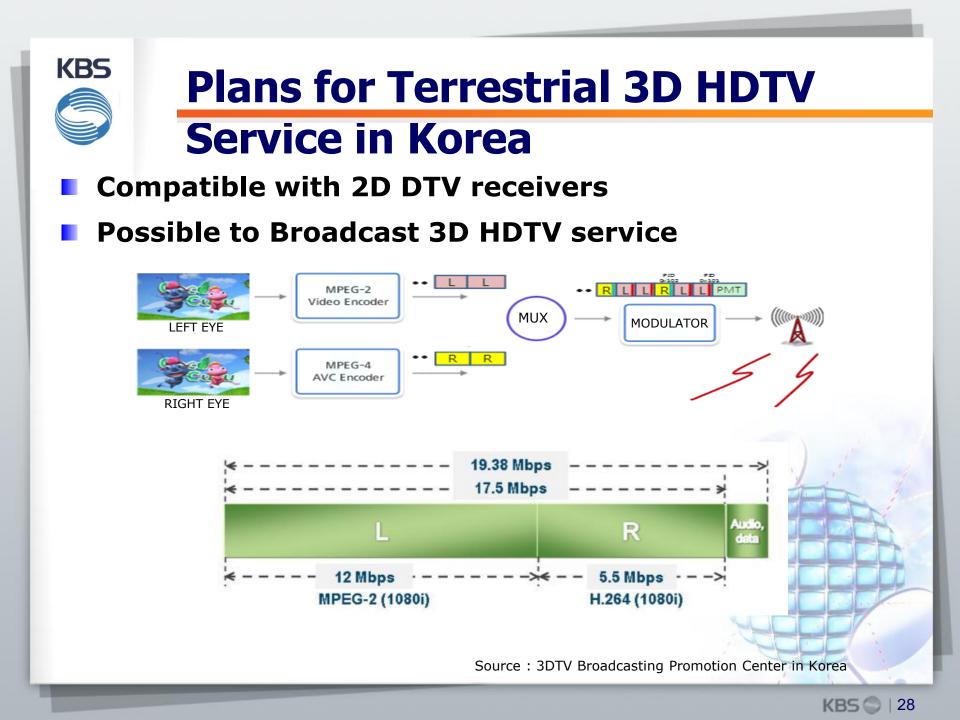
#### Transmission

Korea

- Need additional channel(Ch66)
- can use same transmitter system
- ➢ Not compatible with 2D DTV Receiver
- Side by side : Half resolution

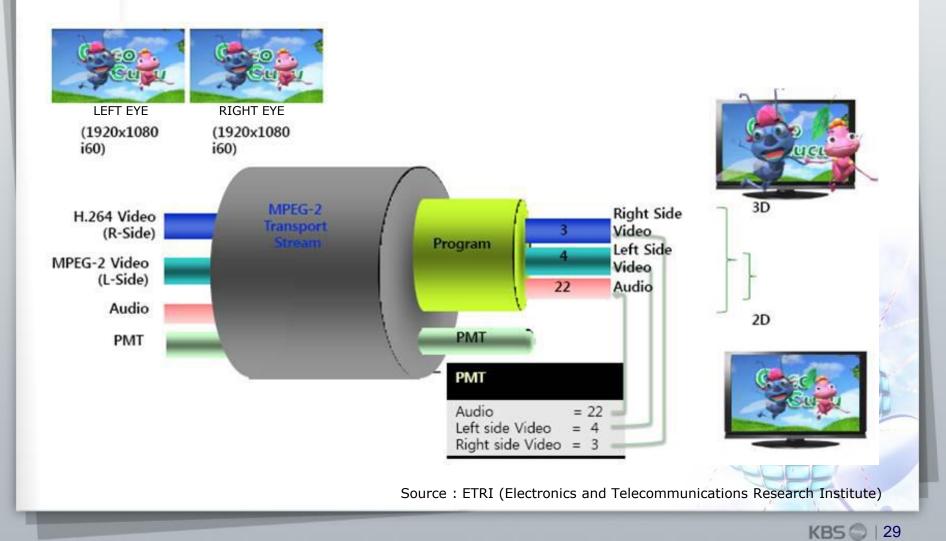








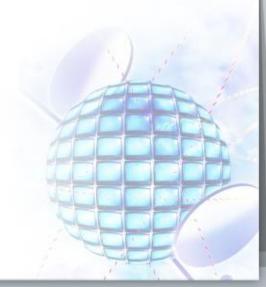
### Plans for Terrestrial 3D HDTV Service in Korea





### **In Conclusion**

- Digital Terrestrial Broadcast Service is constantly evolving.
- Increasing needs for fixing the software of products
- System Software Upgrade Service is Essential in Digital Era
- Low cost, High effect









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