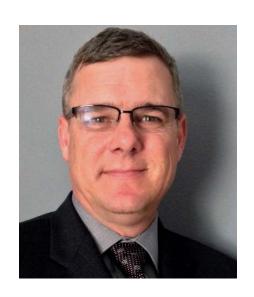
# HDBaseT vs. IP

Bob Ferguson, RCDD, CTS-I

Belden

Regional Sales Engineer

Broadcast and Audio Video Group



### System Support All Three

### **HDBaseT 5Play**<sup>™</sup>









Ethernet



Power 100W

\*5Play is a trademark of HDBaseT Alliance

Signals

#### **SDVoE**

- Video
- Control
- Audio
- Ethernet

**USB** 

PoE

*Need for speed – pushing the edge* 

### WHY HIGH END VIDEO

### **Bandwidth Demand**

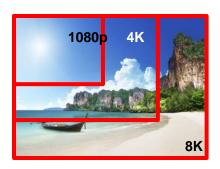
- Video makes up biggest user of bandwidth.
  - 82 percent of all consumer Internet traffic by 2021
- Video Bandwidth 4 factors
  - Pixels
  - Frame Rate
  - Color Sampling
  - Color Depth



### Pixels and Frame Rate

#### How many pixels?

- 1080P = 2,073,600 pixels
  - 1080 x 1920
- 4K UHD = 8,294,400 pixels
  - 2160 x 3840
- 8K UHDTV2 = 33,177,600 pixels
  - 4320 x 7680

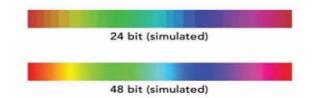


#### How many frames per second?

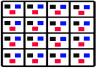
- 30 legacy
- 60 Standard
- 120 Cutting edge

### **Basics of Pixel**

- Each pixel 3 colors of light
  - Red / Green / Blue
- Color depth
  - Each can represent 8-16 bits
    - 8bits = 16 million choices
    - 16bits = 281 trillion



- High Dynamic Range (HDR)
- Color sub sampling
  - 4:4:4 Each pixel has it own
  - 4:2:0 Pixel share colors (1/2 data required)



4:4:4

Full bandwidth



4:2:0

½ bandwidth

### Matrix of Data Bandwidth

Image	Pixels	Frame	Color	Sampling	Bandwidth
1080P HD	2,073,600	30	8 Bits	4:4:4	1.87 Gbps
4K UHD	8,294,400	30	8 Bits	4:4:4	7.47 Gbps
4K UHD	8,294,400	60	8 Bits	4:2:0	7.47 Gbps
4K UHD	8,294,400	60	10 Bits	4:4:4	17.92 Gbps
8K UHDTV2	33,177,600	60	10 Bits	4:4:4	71.67 Gbps

FH x FW x FR x (CD+2) x 3 x CS

Add in more bandwidth for frame timing, audio, control

In the end it's all data and lots of it!

### THE PLAN



Organization which adds in the interpretation and creating standard for infrastructure for data.

#### **Credentialing Program**

- Registered Communications Distribution Designer (RCDD®)
- Registered Telecommunications Project Manager (RTPM)
- Cabling Installer Programs

#### **Standard**

- Bonding And Grounding
- Education Facilities
- Healthcare
- Intelligent buildings

### Standards vs Alliances

#### **Standards**

- Free to use
- Everyone chance for input
- Slow to change
- Resist change
- Good Interoperability









#### Alliance

- Pay to play or some incentive
- Limited participation
- Quick to change
- Limited Interoperability
- Cutting edge performance
- Tied to one technology







The SDVoE Alliance is a nonprofit consortium allowing software to define AV applications over Ethernet infrastructure.

- Founding Members
  - Aquantia
  - Christie
  - Netgear
  - Sony

- ZeeVee
- SemeTech ( Chipset Mfg.)
   Acquired Aptovision
- Belden is adopter member

# Technology Convergence

- The combination of technology on a single network (Ethernet)
- Lots of choose for IP convergence systems
  - Compatibility issue
  - Limitations on system
- SDVoE
  - Uncompressed 4K Video
  - 10 Gigabit
  - Compatibility goal with partners





The HDBaseT Alliance is a not-for-profit organization tasked with promoting and advancing HDBaseT technology as the global standard for ultra-high-definition, digital connectivity.

- Board Members
  - GM
  - LG
  - Samsung
  - Sony

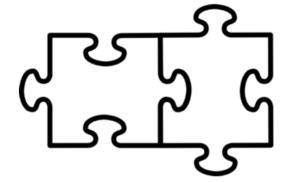
- Valens (Chipset MFG.)
- 190 Members
- HDBaseT 2.0 specification
- Belden is adopting member

### Infrastructure Convergence

- HDBaseT is based on category cabling
- Category UTP not enough for:
  - Higher bandwidth signals 4K and above
  - 330 feet distances
  - bundled cabling
- 1080P signal
  - Minimum Category 6A or Shielded F/UTP
- 4K and above
  - Specialty cables
  - Class F / Category 7A\*

### What HDBaseT IP Does

- Combines:
  - 10Gigabit Ethernet
  - HDBaseT signal
- Then signals is package together at 4 through 6 layers of OSI model



Getting the stream

### TO FIT INTO THE PIPE

# Video Quality Formula

### **Quality = Bandwidth / Latency**

What level quality you get is dependent on bandwidth (speed) and Latency (time) of the video data.

#### **Bandwidth**

- 1Gigabit Minimum
- 10 Gigabit 4K Better
- 40 /100 Gigabit Future



#### Latency

Buffering
 4k Movie – 100 Gigabits
 10 Mbps – 24 hours



### How to Address Bandwidth Issue

- Compression
  - There are lot of ways to compress video
  - Color Compression 4:2:0
  - Grouping areas data
  - Forward / Backward looking packets
- Error correction
  - Also takes time



- Compressing takes time
- Compression can leave artifacts or errors

# **Compression Chart**

Compression	Picture	Latency	Bandwidth
Uncompressed	Exceptional	Extreme low	Very high
1.5 – 3 to 1	Very good	Low	High
5 – 8 to 1	Good	Light	Good
20 to 1 *	Acceptable	Medium	Fair
100 to 1	Fair	High	Marginal

- Static pictures show more errors than moving pictures
- HDMI Standard for Picture quality 1 / Billion
- \*4K compression required for existing networks

### **CABLING FOR AV**

# **Cabling Choices**

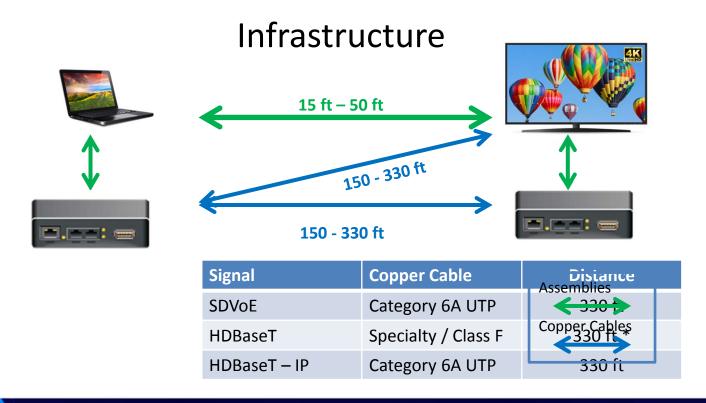
#### Ethernet – IP

- Assemblies (HDMI, DisplayPort, Etc...)
- Traditional Network UTP
  - Category 5e
  - Category 6
- Category 6A
  - 4K Video -
  - SDVoE and HDBaseT

#### **HDBaseT**

- Assemblies
   (HDMI, DisplayPort, Etc.. )
- 1080P signal
  - F/UTP Category Cables
  - UTP Category 6A
- 4K Signal
  - Special cables
  - Class F / Category 7A

Fiber cables are option for both for increase bandwidth and increase distance.



### Infrastructure



### Infrastructure



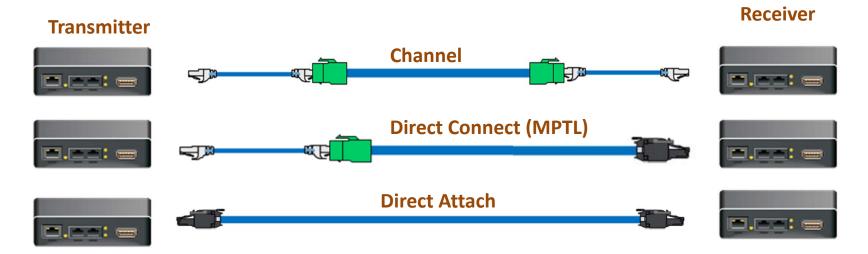
# **Daisy Chaining**



**Types of Connectors** 

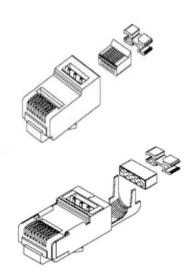
### MAKING THE CONNECTIONS

# Direct Attach vs Channel vs Direct Connect



# RJ45 Plug Issues

- "Ice Cube" Style
- Cheapest item in network cause most issues
- Time to terminate
- Error in termination
- Sized for specific cable
- Poor performance field term
- Cheap tools issues



# Field RJ45 Plugs Types

#### **Printed Circuit Board**

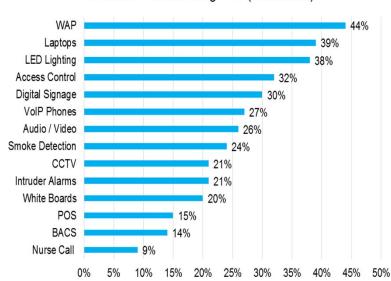
- Reliable performance
- Easy to terminate
- Error free
- Standard tools
- Larger size

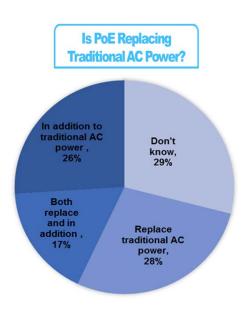


### **POWER IS THE NEW SIGNAL**

# PoE / POH Adoption

Installed Devices using PoE (12 months)





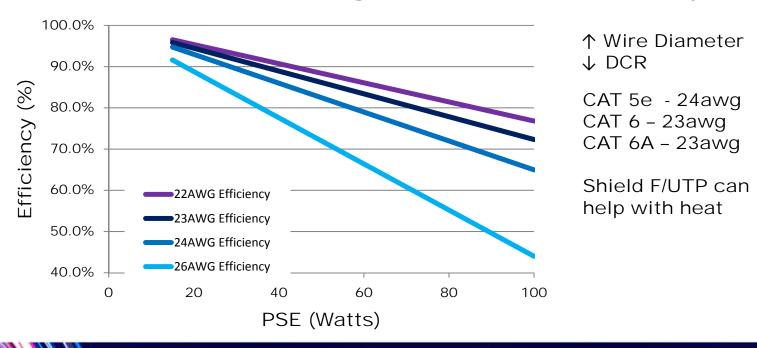
CONFERENCE & EXHIBITION
Orlando, FL | February 4-8

# PoE and POH Applications

Capability	POE / POH Type 1	POE/ POH Type 2	POE # 3 * POH Twin #2	PoH Twin #3	PoE Type 4*
PSE Minimum voltage	44V	50V	50V	50V	52V
PSE Minimum Out	15.4W	30W	60W	95W	90-99W
PD Maximum input Power	13 W	25.5W	51W	71.25W-95W **	68.3W-99W**
Low Minimum Power Signature	No	No	Yes (PoE) No (PoH	No	Yes
Support PSE classes ***	Class 0-3	Class 0-4	Class 0-6 (PoE) 0-4 (PoH)	Class 0-4	Class 7-8

<sup>\*</sup>PoE type 3 & 4 as defined in 802.3bt draft. \*\* Extended capability depends on cable quality, cable length, PSE output voltage and the ability to support Auto Class \*\*\* PoE PSE base Classes: 1 = 4W, 2 = 7W, 3 = 15.4W, 4 = 30W, 5 = 45W, 6 = 60W, 7 = 75W, 8 = 90W. Task force is considering the removal of class 7

# Wire Gauge and Efficiency



# **New Safety Codes**

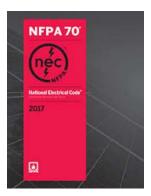
- Cable over 60 watts
  - 1) bundling

OR

- 2) have LP rating printed on cable
- Test done by UL Certification labs
- Not a performance measurement



- UL 4299 Specification: PoH
- Supports 100W power
- Performance with signal
- Part new certification program





# **Testing**

#### **Ethernet Work**

- Cable Analyzer
  - Test TIA standards
  - by Category Level
- Signal Tester
  - 1G 10G signal

#### **HDBaseT**

- Specialty Tester
  - Test signal
- Cable Analyzer
  - Category test not enough
  - Special parameter can be loaded

Using a Cable Analyzer to Testing to new wire layouts

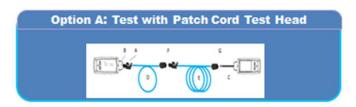
Direct Attach

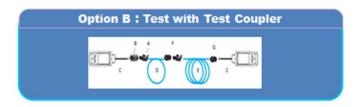
Direct Connect

Channel

### **Direct Connect Assemblies**

- Modular Plug Terminated Link (aka Direct Connect)
- Will meet PL tests
- Normative Annex
- Standard expected in 2018,
  - (TIA 568.2-D)





# SVDoE + / -

#### **Advantages**

- Support all AV signals
  - 4K video
  - Audio
  - Control
- IEEE standard based infrastructure
- Good at large networks
- Off the shelf switches / routers
- Low Latency across multiple hops
- Compatibility

#### Disadvantage

- New Technology
- Shares network with other traffic
- 6a cabling upgrade bandwidth
- Switches to support 10G
- Pricing within room
- Compatibility

# HDBaseT + /-

#### **Advantages**

- Support
  - 4K Video
  - Audio
  - Control
- Large installed base
- Low Latency
- Design small and mid size deployments
- Certified products program
- Compatibility

#### **Disadvantages**

- Not optimal for Category UTP infrastructure for high end requirements
- Requires separate infrastructure
- HDBaseT Switches
- Expensive for large deployments
- Compatibility

# HDBaseT over IP +/-

#### **Advantages**

- Support
  - 4K video
  - Audio
  - Control
- Blends HDBaseT with IP infrastructure
- IEEE standard based infrastructure
- Good at large networks
- Off the shelf switches / routers
- Compatibility

#### **Disadvantages**

- Shares network with other traffic
- 6A cabling upgrade bandwidth
- New technology
- Latency
- Compatibility

### **Conclusions**

- Lots of options we only looked at three of them
- What kind of video and quality do need
  - 4K video
  - How much latency is expectable
- Who is going to manage your AV System
  - IT Staff
  - AV Staff

- Distances from source to displays
- Size of installation
  - Within a signal room
  - Within a building
  - Within a campus / more
- Universal compatibility