



Broadcast and Multicast Demonstration **EuCNC / Global 5G Event** 





Co-funded by the Horizon 2020 programme of the European Union



THE DOOR TO A NEW
AGE OF IMMERSIVE
MEDIA DELIVERY FOR
EUROPE

### **MAIN OBJECTIVES**

### Point-to-multipoint capabilities

To develop broadcast and multicast capabilities for the standalone 5G New Radio and 5G Core Network.

### Adaptable and converged network architecture

Design a 5G converged network architecture combining fixed, mobile and terrestrial networks to dynamically and seamlessly switch between unicast, multicast and broadcast modes or use them in parallel.

### Innovative use cases demonstration

Develop proof-of-concept prototypes at Radio Access Network (RAN), core and content distribution level and experimentally demonstrate key innovations deve-loped in the project for the media and public warning verticals.

### **5G-XCAST @ EUCNC / GLOBAL 5G**



### 5G-XCAST - BOOTH 1

**DEMO 1** FORECASTER 5G: object-based broadcasting

**DEMO 2** Converged, autonomous MooD in fixed/mobile networks

**DEMO 3** Reliable multicast delivery in 5G networks

**DEMO 4** Multimedia public warning

**DEMO 5** Hybrid broadcast service with Multi-Link

### ▶ 5G-XCAST / SAT5G DEMO - BOOTH 12





# **FORECASTER 5G:**Object-Based Broadcasting

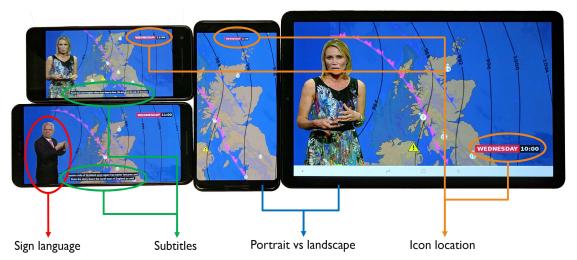


#### **OBJECTIVE**

To efficiently deliver high quality personalised media content to many users, with the aim to:

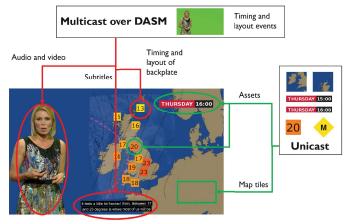
▶ Deliver an enhanced object-based audio/video media experience, in which the presentation of the content adapts to the user's environment, the user's preferences, the device's capabilities and includes personalisation.

▶ Reduce the cost of delivering high quality live media content to a large audience over IP by using a hybrid of multicast and unicast, seamlessly combined on the device.



- The demonstration shows an object-based weather forecasting application. The weather forecast is composed of objects (e.g. MPEG-DASH video, the weather map/symbols etc.), which are delivered over the University of Surrey 5G core either using multicast (in a pseudo-live manner) or using unicast.
  - ▶ The multicast objects are delivered by the Dynamic Adaptive Streaming over IP Multicast (DASM) system, developed by BBC R&D.



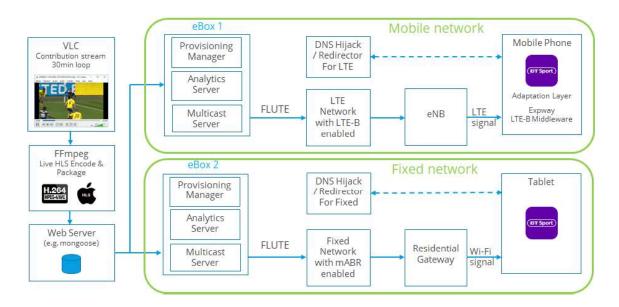




# Converged, Autonomous MooD in Fixed/Mobile Networks

This demonstrator showcases key features of the content distribution framework. In particular, it will show:

- ▶ The use of multicast/broadcast as an internal network optimisation, rather than as a service to be sold.
- ▶ The use of simple unicast interfaces with content service providers to simplify integration and facilitate adoption.
- ▶ How client applications do not require any modification to benefit from the use of multicast/broadcast.
- ▶ How the framework is applicable to both fixed and mobile networks.



### **BACKGROUND**

- ▶ Content Distribution Framework is a network agnostic framework being applicable to both fixed and mobile networks, along with future 5G converged networks.
- It enables existing unmodified unicast delivered services to benefit from the scalability and user experiences of broadcast delivery (MooD).
- It allows seamless switching between unicast and multicast/broadcast content delivery as the BT Sport audience size changes.
- ▶ This PoC shows the framework employed using LTE-B and Multicast ABR.





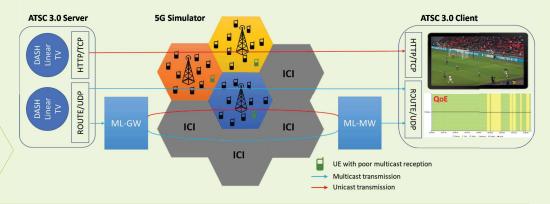






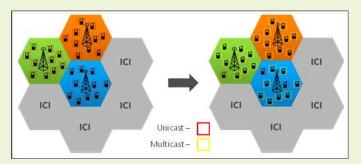
# Reliable Multicast Delivery in 5G Networks

- This demonstrator shows the gains in and trade-offs among resource consumption, spectrum efficiency, service coverage and QoE achieved by reliable multicast delivery for popular content distribution in 5G networks.
- ▶ The demonstration also highlights the effects of using application layer methods, such as DASH streaming and Multilink technology on the efficiency and reliability of multicast delivery.



- High quality multimedia content is transmitted by ATSC 3.0 server through 5G simulator that handles multilink functionality and acts as a forwarding entity for the ATSC 3.0 client via which the playback is shown.
- ▶ The improvements in terms of better RAN efficiency and user experience are visualized by the QoE Analytics Server and the 5G simulator.

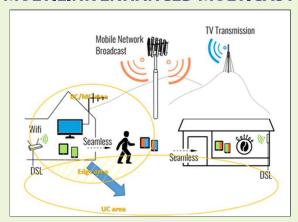
#### **UNICAST vs MULTICAST**



Unicast delivery of all content

Multicast delivery of popular content

### **MULTILINK ENHANCED MULTICAST**



Multilink by means of multicast session packet duplication into unicast









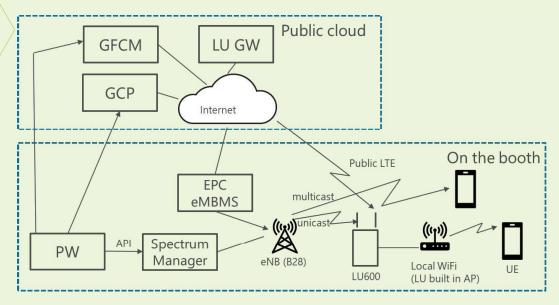


## **Multimedia Public Warning**

#### **OBJECTIVE:**

The Multimedia Public Warning system demonstrates the delivery of multimedia-based alerts.

- ▶ Multimedia content provides more illustrative information for the users.
- ▶ On the network side, multimedia content poses load to the network, as the alert should be transmitted as quickly as possible to all users in the area.
- For this kind of service broadcast technology is a perfect match.
- As it is not expected that all the terminals are broadcast reception capable, also other means of delivering the alert are required.

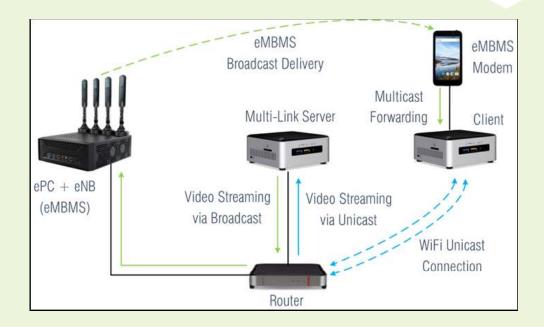


Dynamic spectrum management, multi-link and broadcast technologies are integrated in a system to demonstrate delivery of public warning multimedia alerts to the user equipment.

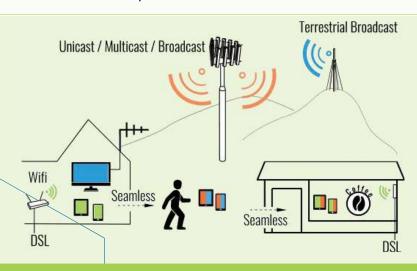




## **Hybrid Broadcast Service with Multi-Link**



- Improving reliability, bandwidth, mobility and traffic optimization by multi-link connectivity between different radio access technologies and networks.
- A virtual single broadband connection by the simultaneous use of multiple networks in a dynamic way.
- Moving from outdoor 4G/5G connectivity to indoor WiFi with a seamless viewing experience.
- Multi-Link protocol for enhanced broadcast delivery using ondemand video stream repair via unicast.

















**Project Coordinator:** 



**Technical Managers:** 





### Partners:

































