

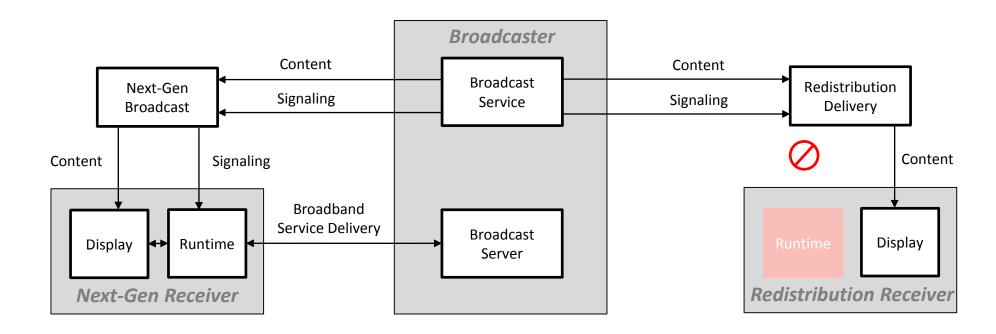
Open ACR: A Standards-Based Approach for Hybrid Broadcast/Broadband TV

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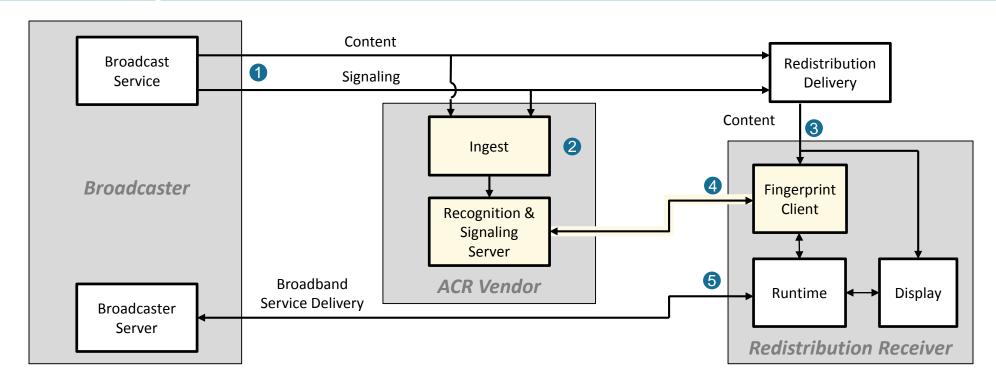
Many Redistribution Paths Do Not Carry Broadcaster Signaling



- ⇒ 90%+ of US viewers receive broadcast TV via redistribution
 - MVPD STB connected to TV via HDMI
 - Redistribution diversity increasing (OTT, CVP-2, mobile broadcast...)
- ➡ Many redistribution paths do not deliver signaling, making advaced services unavailable to viewers
- This obstacle exists in many regions of the world



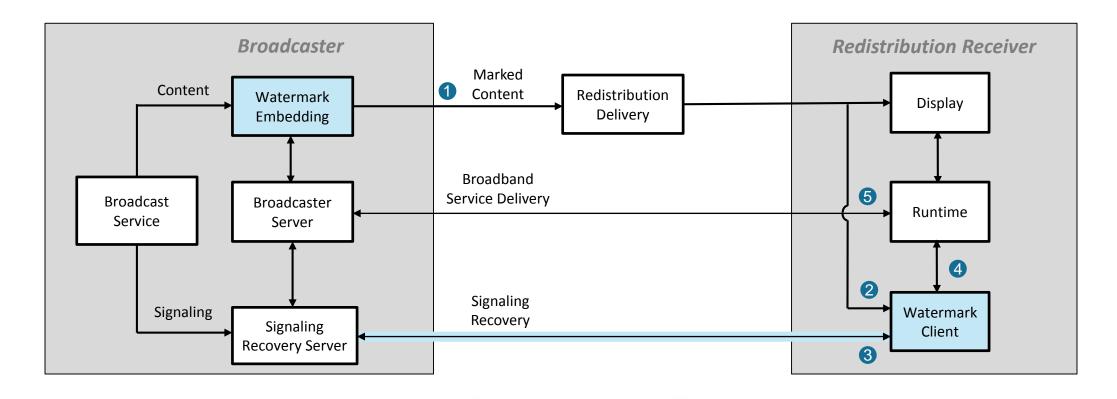
ACR Solution with Fingerprinting (ATSC 2.0 A/105)



- TV manufacturer selects ACR vendor with proprietary fingerprint technology
- ACR vendor manages proprietary service platform to ingest broadcasts and recognize and serve signaling to TVs
- □ Limitations:
 - Broadcaster has no involvement or control
 - TV manufacturer must adopt proprietary and closed technology
 - ACR vendor may modify broadcaster signaling and receives viewing data



ATSC Open ACR Architecture



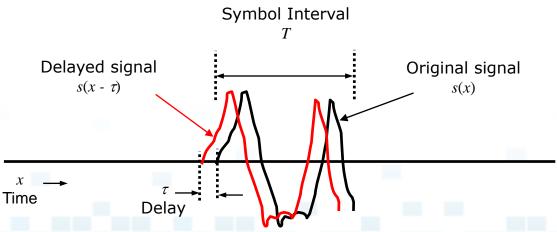
- Open emission specifications for audio and video watermarks carried in broadcast content
 - Receive server URLs, frame-accurate timestamps, and real-time event info with 1.5 second repetition/recovery rate
- Open network protocol specifications for receiver/broadcaster interaction with no ACR middleman
 - RESTful HTTP for low-cost scalability, web-equivalent privacy & security, all signaling delivery under broadcaster control



Audio Watermark Technology

- Differential autocorrelation modulation in 2.5 kHz-5 kHz frequency band
- 50-bit data payload transmitted every 1.5 seconds with error protection
- Perceptually transparent with EBU Broadcast Quality
- Reliable through cable / satellite / OTT redistribution channels to 32 kbps stereo, including during silence
- Supports timing recovery with 2ms accuracy
- Removable, modifiable, extensible via layering
- Publicly available example implementation

$$R(t,\tau) = \int_{t-T}^{t} s(x)s(x-\tau)dx$$





Video Watermark Technology

- Luminance modulation in video lines 1 and 2
- Multiple data rates supported (240 bits-per-frame and 480 bits-per-frame)
- 50-bit data payload transmitted every 1.5 seconds with error correction
- Additional data capacity allows direct delivery of signaling to offline receivers
- Reliable through cable / satellite / OTT redistribution channels to 2.5 Mb/s
- Removable, modifiable, extensible
- Publicly available example implementation

