

### IPTV DAN MODERN BROADCASTING

Jaringan Komputer 2

# APA ITU IPTV

Masih dalam pengembangan

Siaran TV digital menggunakan teknologi jaringan computer, seperti Internet Protokol (http, rtsp, igmp)

Sebuah siaran televisi identic dengan QoS (selalu on, reliable)

Bisa berupa siaran "live" atau "di-rekam sebelumnya" (on-demand)

Biasanya diatur dengan system jaringan tertutup

Contoh : Indihome, MNC, FirsMedia, Virgin TV dll.

## IPTV TRANSMISSION



IPTV supports two kinds of services:



1. Multicast IPTV, which consists of an emitter which sends the same content to multiple

receivers the same time.

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Unicast IPTV, which also consists of an emitter which sends TV content to multiple receivers.

In contrast to multicast IPTV every receiver receives different content. This kind of service can be used to send personalized TV content, e.g. video on demand.

## **REAL-TIME TRANSPORT STREAMING PROTOCOL**





Multicast IPTV enables a TV content provider to send TV content to many subscribers at the same time router only once. Similarly to regular TV, multicast IPTV supports multiple channels and sends them at the same time.

IPTV does not broadcast to a user all channels at the same time.

IPTV divides channels into groups and sends to each user the group that contains the requested channel.

The user can switch between channels at any time.

### MULTICAST

### **MULTICAST SERVICE**



### UNICAST

Unicast IPTV sends a given TV content to a given user. Video on Demand is a typical service of

• IPTV, which enables a user to request a specific movie and to receive it on his TV set.

Contrary to multicast IPTV, unicast IPTV does not save bandwidth, since the server must send the content once for each user.

Unicasting can be extremely demanding on the server if multiple streams must be generated by the media server and transmitted over the network.

### **UNICAST SERVICE**



How to capture/create IPTV



#### IPTV over the network cloud



### Protocols

- http
- rtsp
- igmp



Common IPTV/VOD models

#### 4A - COMMON MODELS Server Side Video / Client Side Application



Contains:

- application code previously downloaded

### 4B – COMMON MODELS Server Side Video / Server Side App



contains:

- no storage in the box

### 4C - COMMON MODELS

#### Client Side App / Client Side Video

# Set Top Box/PVR

contains:

- application code previously downloaded

- video previously downloaded

Disadvantages -Inability to leverage server for capacity.

Advantages

-Quick seamless transitions between video and scenes. -Store app locally and take box from a to b (i.e. to a friends house)

### 4D - COMMON AD Fesr Video / Client Side Application



contains:

- application code previously downloaded

- video streamed from other pcs/boxes

Advantages

-Leverage other PC/settops with the same video for speedy download **Middlewares on devices** 

