



# IP over Satellite in Broadcast Communications

Ennes Workshop | October 5, 2012



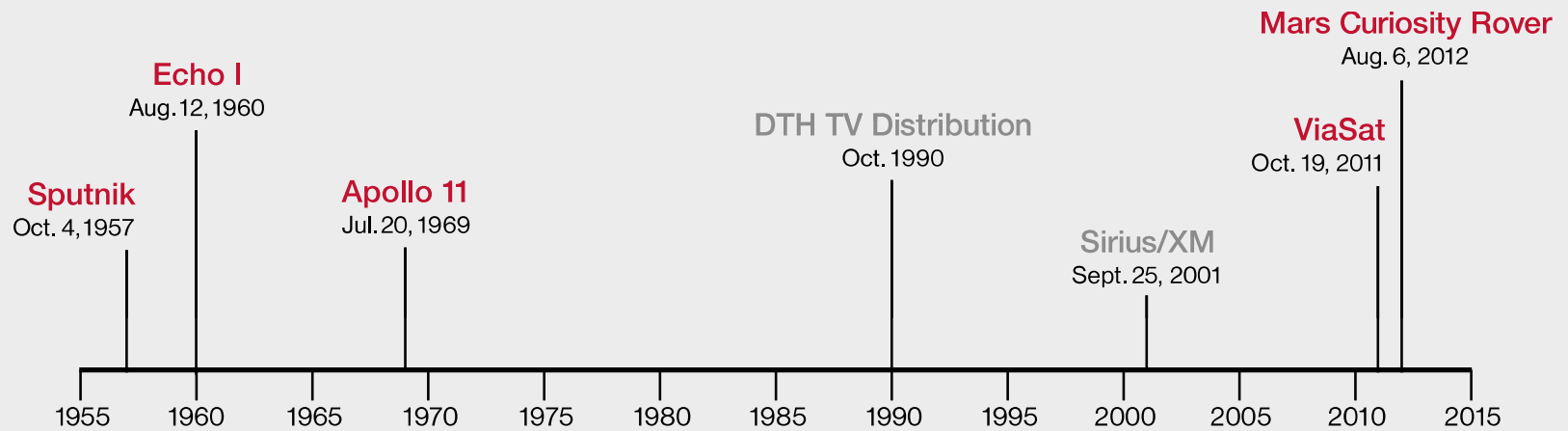
Provide broadcast engineers with insight into the benefits, issues, and challenges associated with using Internet Protocol (IP) over satellite

This discussion will cover:

- Brief history of space communications
- Introduction to satellite communications theory
- Introduction to IP
- Application of satellite IP to broadcasting



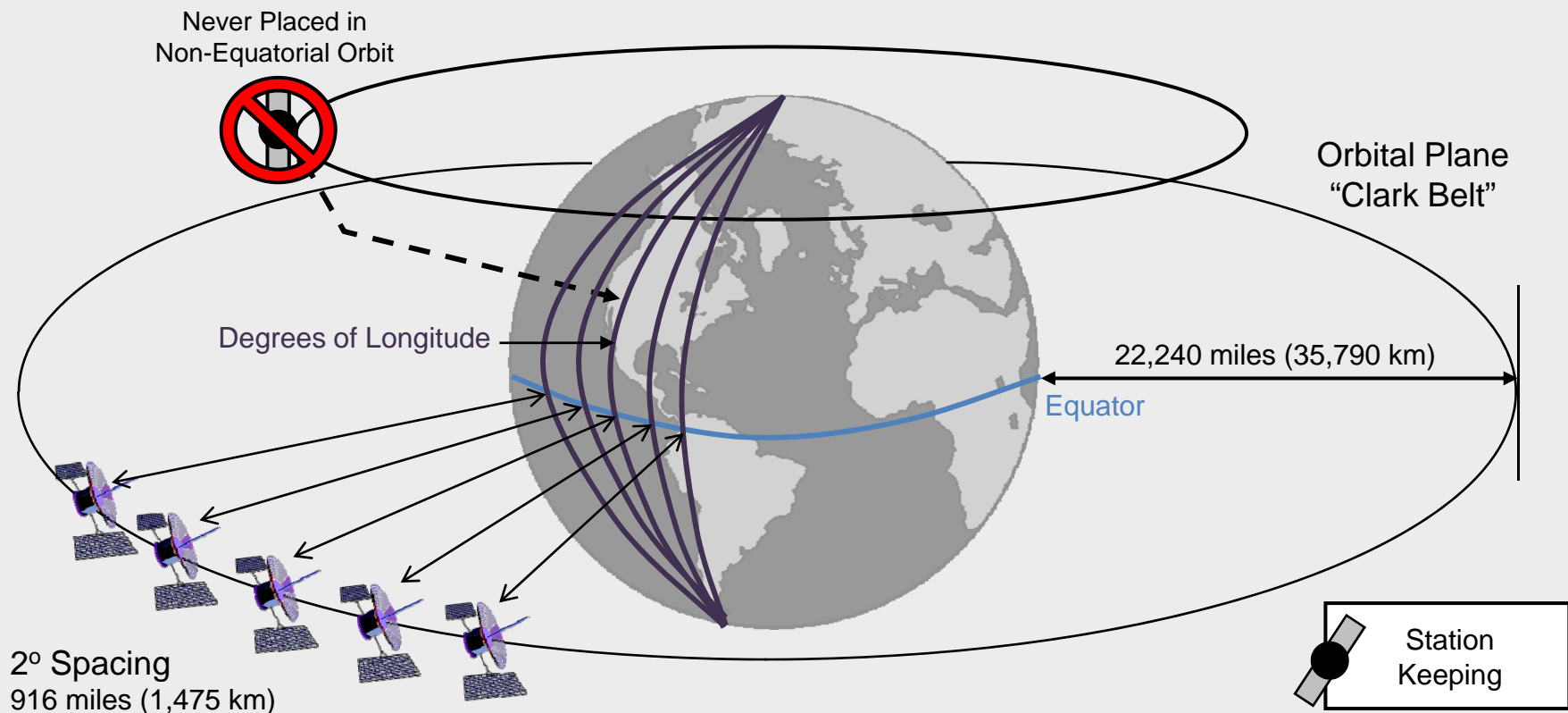
# Brief History of Space Communications



# Gale Crater Mars



# Geosynchronous Earth Orbit

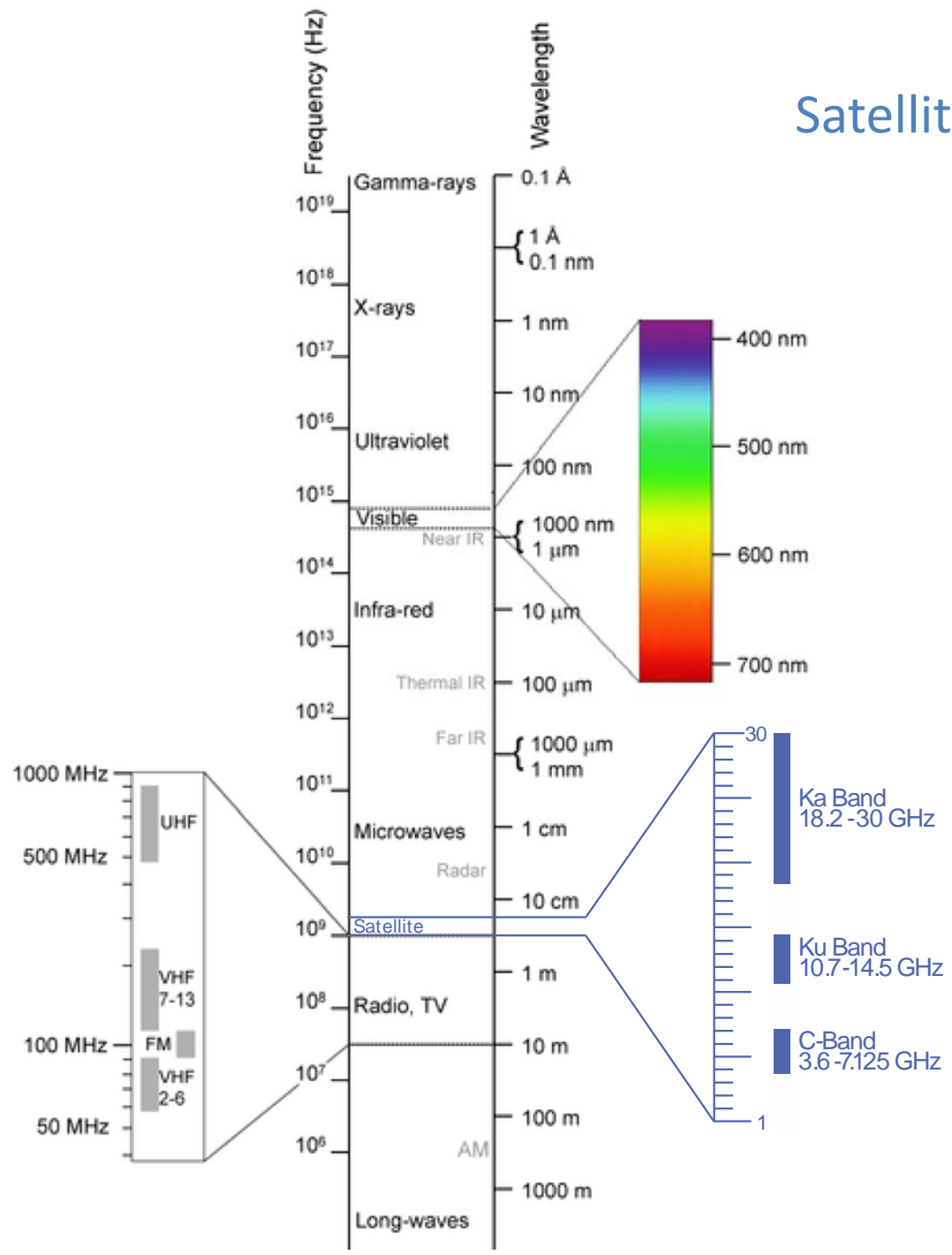


Orbital Circumference: 164,870 miles  
265,490 km  
Orbital Velocity: 6,870 mph  
11,060 kph

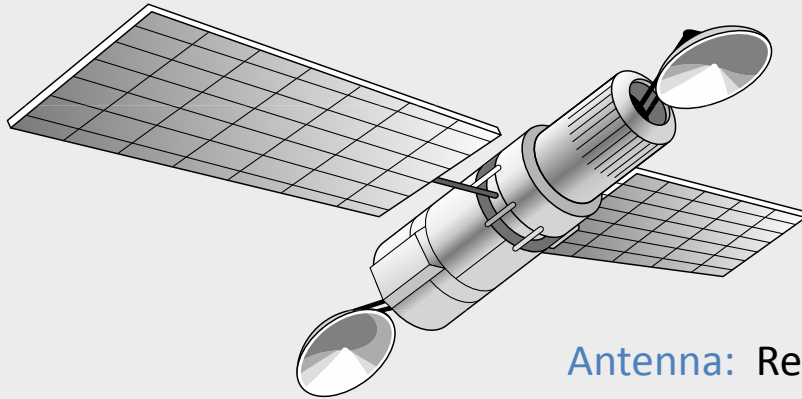
Geosynchronous orbit @ 0° Latitude, directly over the Equator  
Therefore, orbital position is reported in degrees of Longitude  
Typical orbital period = Earth rotation, 23hr 56min 4sec  
Satellite orbits in a 'figure-eight' when viewed from the ground



# Satellite Spectrum



## Satellite – Major Communications Components



**Antenna:** Receives composite spectrum across entire uplink

**Amplifier:** Receive side

**Transponders:** Typically many, with varied configurations

**Frequency Converter:** Mixer (per transponder)

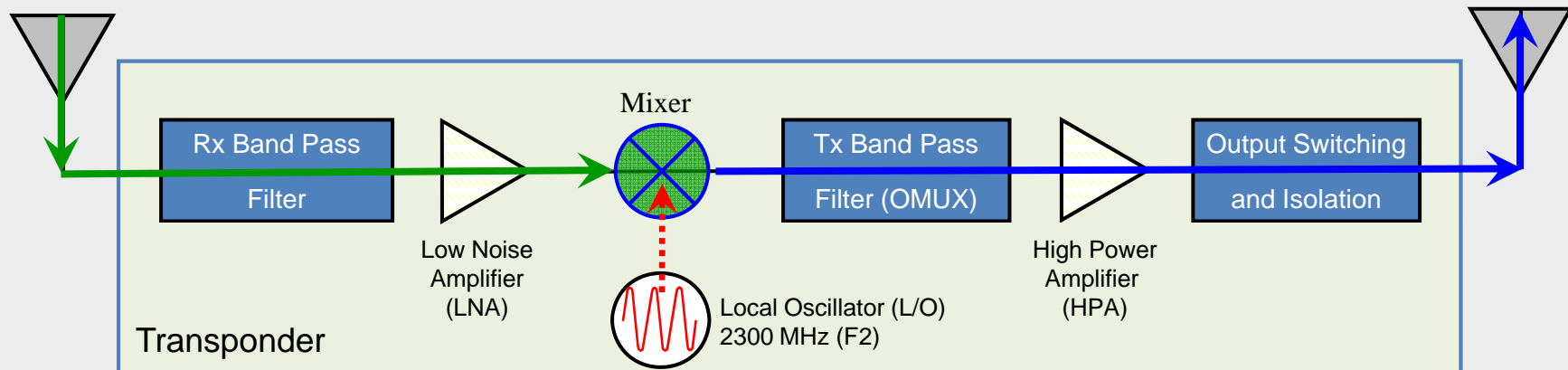
**Amplifier:** Transmit side

**Antenna:** Transmits downlink to receiving earth station

# Transponder Block Diagram

RX Antenna (Uplink)  
14.0-14.5 GHz (F1)

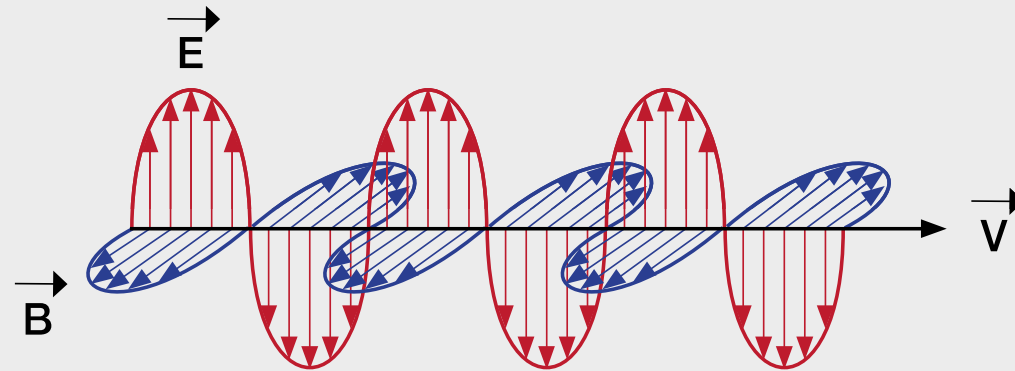
TX Antenna (Downlink)  
11.7- 12.2 GHz (F1-F2)



- Input, or Receive Band Pass Filter
- Low Noise Amplifier (LNA) acts as a low power pre-amplifier
- Mixer, or Frequency Down Converter
  - Includes Local Oscillator, or L/O
- Output filter (OMUX)
- High Power Traveling Wave Tube Amplifier (HPA or TWTA)
- Output isolation and switching



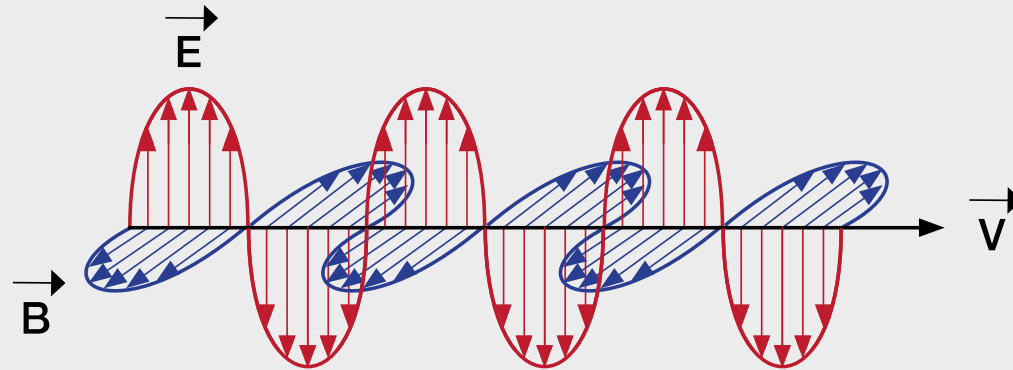
## Signal Polarization



Signal Polarization is a property of electromagnetic waves

- Three dimensions of electromagnetic waves
  - Frequency, amplitude, and phase
- A simple plane wave is two-dimensional
  - The plane is perpendicular to the direction the wave propagates
  - The electric vector can be decomposed into two orthogonal components (electric and magnetic)
    - Referred to 'horizontal' and 'vertical'
    - Simple harmonic (or carrier) wave, where the amplitude of the electric vector varies in a sinusoidal manner, these two components have EXACTLY the same frequency

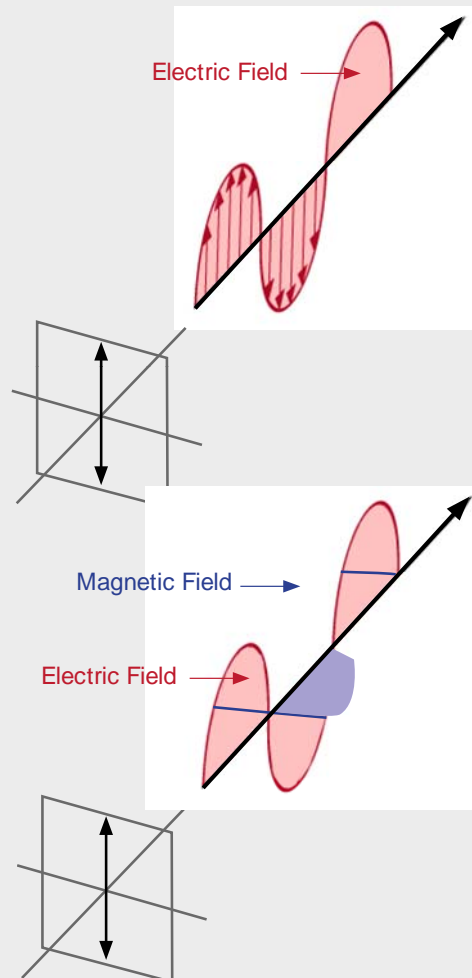
## Signal Polarization



These two components have other defining characteristics that can differ:

- Two vector components may not have the same amplitude
- Two vector components may not have the same phase, that is – they may not reach their maxima and minima at the same time in the fixed plane

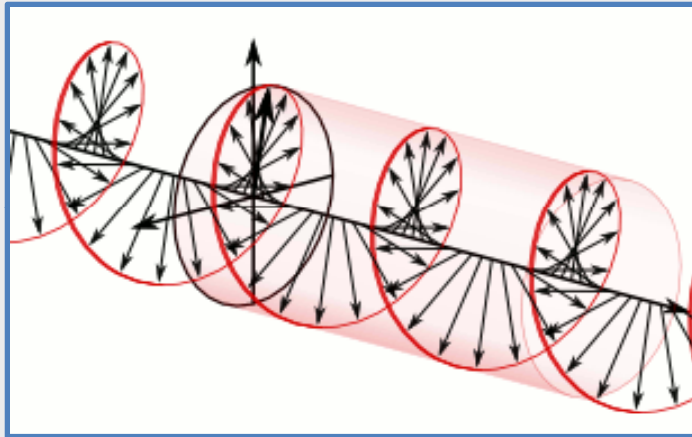
# Linear Signal Polarization



**Linear Polarization** occurs where the two vector components are in phase

- Direction of the electric vector in the plane, which is determined by the vector sum of the two orthogonal components, will always fall on a single line in the plane
- The direction depends on the relative amplitude of these two vector components
- Linear polarization can be in any angle in the plane, but once set, it never varies

## Circular Signal Polarization



**Circular Polarization** occurs where the two orthogonal components are exactly 90 degrees out of phase

- Both components have exactly the same amplitude
- One component is at zero (reference) when the other component is at maximum or minimum amplitude

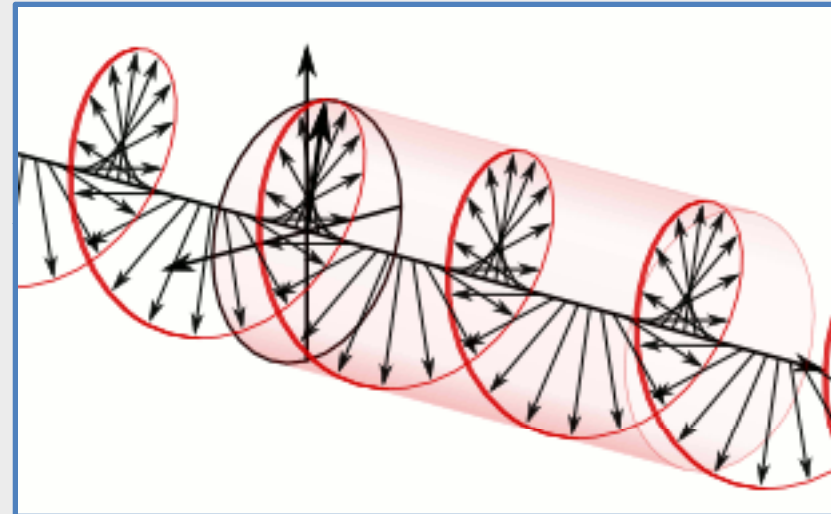
There are two possible phase relationships that satisfy this requirement:

- The x component can be 90 degrees ahead of the y component
- The x component can be 90 degrees behind the y component

## Circular Signal Polarization

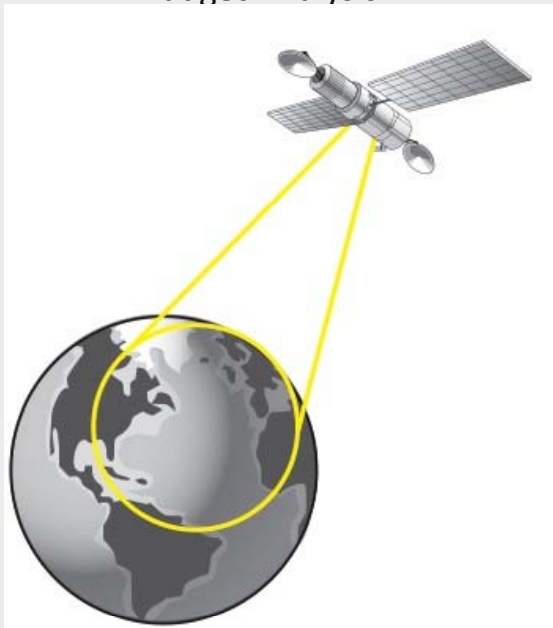
In this case, the electric vector in the plane formed by summing, the two components will rotate in a circle

- The direction of rotation will depend on which of the two phase relationships exists
- Depending on which way the electric vector rotates, there are two alternatives
  - Right-hand circular polarization
  - Left-hand circular polarization



## Satellite Link Budget

Link Budget Analysis



- The process of correctly sizing uplink and downlink paths
- Designed for a specified availability
- Must take into account:
  - Established satellite performance
  - Path Loss (22,300 miles in space)
  - Atmospheric effects (weather, ion storms, sunspots, etc.)
  - Frequency bands used (Ku, C, Ka)
  - Hub uplink antenna and amplifier performance
  - Downlink antenna size and receiver noise figure
- Assigns transponder uplink and downlink frequencies
- Link Budgets must account for any Mesh TDMA carrier requirements
- Remote site levels and commissioning process more critical than ever (Mesh)

There are a wide variety of carrier types

- Each has its own advantages
- The most common are:
  - SCPC      Single Channel per Carrier
  - TDMA      Time Division Multiple Access
  - D-TDMA    Deterministic Time Division Multiple Access
  - DVB-S     Digital Video Broadcasting – Satellite
  - DVB-S2    Digital Video Broadcasting – 2<sup>nd</sup> Generation

## Single Channel per Carrier - SCPC

- Term SCPC comes from older analog transmission technology, when a single satellite carrier could carry only one data channel
- Used for economical distribution of broadcast data, digital audio and video, as well as for full-duplex or two-way data, audio/video communications
  - User data is transmitted to the satellite continuously on a single satellite carrier
  - The satellite signal carrier may be received at
    - Single location, indicates a point-to-point link (SCPC-SCPC)
    - Many locations in a broadcast mode, provides connectivity among multiple, geographically-dispersed, point-to-multipoint sites (SCPC-TDMA)
- SCPC can be referred to as TDM, or Time Division Multiplexed Carrier
  - Multiple, co-located baseband input sources are 'multiplexed' together using Time as a controlling factor for a common output carrier





## Time Division Multiple Access - TDMA

TDMA is a mechanism for sharing a satellite uplink channel among multiple remotes

- Users have access to the whole channel bandwidth for small periods of time known as a time slots
- All users contend for available bandwidth based on QoS settings and other related priority control parameters
- Demand is requested by the remote site and is assigned by the network hub when bandwidth is available
- No mechanism to control time slot requests from remotes



## Deterministic Time Division Multiple Access – D-TDMA

Prevents collisions that can occur when multiple remotes transmit simultaneously

- Network timing provided by synchronized burst time plan
- Time slot assignments provide guaranteed delivery
- Improves throughput and reduces latency by reducing/eliminating retransmissions



# Digital Video Broadcasting – DVB-S2

## Enhanced DVB-S Standard

- Introduced IP transport including MPEG-4 audio/video
- Optimizes bandwidth utilization by dynamically changing transmission parameters
  - Adaptive Coding and Modulation (ACM)
  - Variable Coding and Modulation (VCM)
- Improved Forward Error Correction (FEC)
- Increases carrier performance around 30% over DVB-S



### IP is a Connectionless Protocol

- Specifies only Best Effort ; provides unreliable packet delivery
  - No retransmission of IP packets
  - Packets discarded if network resources are insufficient
- Source and destination IP facilities do not handshake
- Specifies the format of all data
- IP software performs the routing function
  - Packets are treated independently
  - Packets may take different paths through the network
- IP provides packet delivery service to Transport Layer protocols
  - IP provides common, consistent, universal addressing technique
  - IP defines set of rules that embody packet transmission and delivery
    - Specifies how routers should process packets (routing, ToS, precedence, fragmentation)
    - Specifies when and how to generate error messages (ICMP)
    - Specifies conditions that govern discard and/or duplication of packets (multicast)

# Transmission Control Protocol - TCP

## TCP is a Connection-Oriented Protocol

- Source and destination **MUST** agree to the transmission and reception of information **PRIOR** to the transfer of user traffic
  - Destination must agree to receive the information
  - All transmissions are acknowledged
- Dictates procedures to agree when transfer is complete
  - Specifies the format of information
  - Specifies acknowledgements that information was received
  - Specifies method to ensure information was received correctly
- Responsible for Flow Control
- Determines how a machine distinguishes between multiple destinations
- Provides guaranteed end-to-end delivery
- Provides recovery from errors, lost, and duplicated packets
- Retransmission is **REQUIRED** if acknowledgement is not received
- TCP and IP operate over dial-up, LAN, Optic, high and low speed WANs
- Latency must be overcome for TCP to be practical on satellite links



# Transmission Control Protocol - TCP

## TCP Multiplexes and Demultiplexes data to/from applications

- Must distinguish data flows between destinations
- Uses Port IDs and destination IP address to distinguish flow
  - A TCP Port is a queue into which TCP places data grams
- Employs connection abstractions such as:
  - Source/Destination Port(s)
  - Host Address:Port and/or Source Address:Port pairings
    - Source (65.168.20.1:100) – Destination (10.10.200.1:200)
    - Source and destination pairing to identify a data flow
  - Requires only one local port to accommodate many data flows for many local applications
- Encapsulates data traffic (IP Packet)
  - IP Packets are the payload
  - IP Packets are the single packets that traverse the network
    - In a routed network OSI Layer 3 packets live only point-to-point
    - Ethernet packets live only between adjacent ports



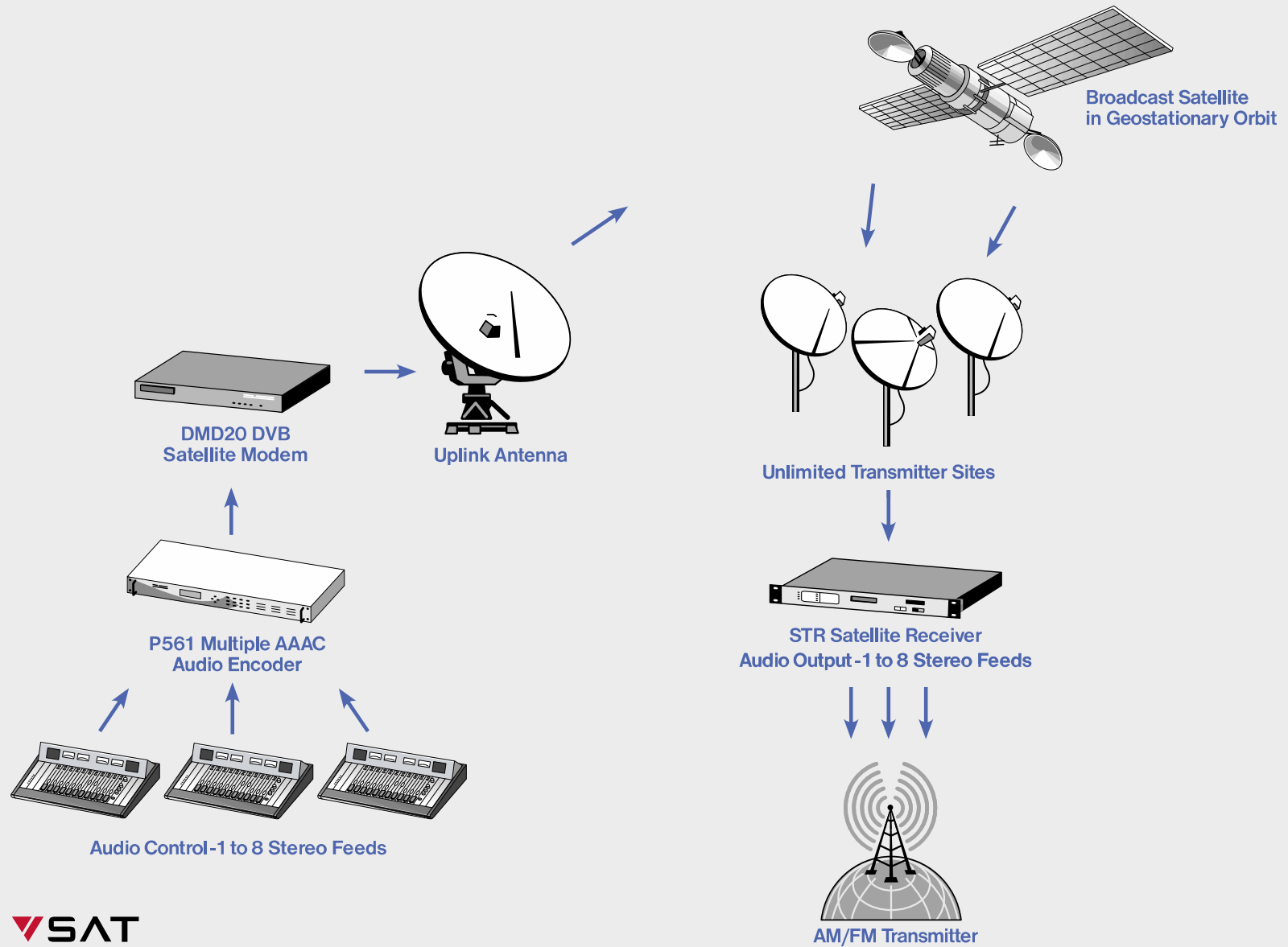
# User Datagram Protocol - UDP

## UDP is a Connectionless Service

- Best Effort packet delivery service
- Source sends information without respect to agreement by any destination to receive the information
- No acknowledgements provided by recipient
- No guarantee of delivery
  - If not 'received', missing packets are never resent
- Appropriate for real time applications such as voice/video

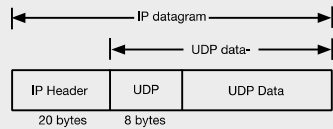
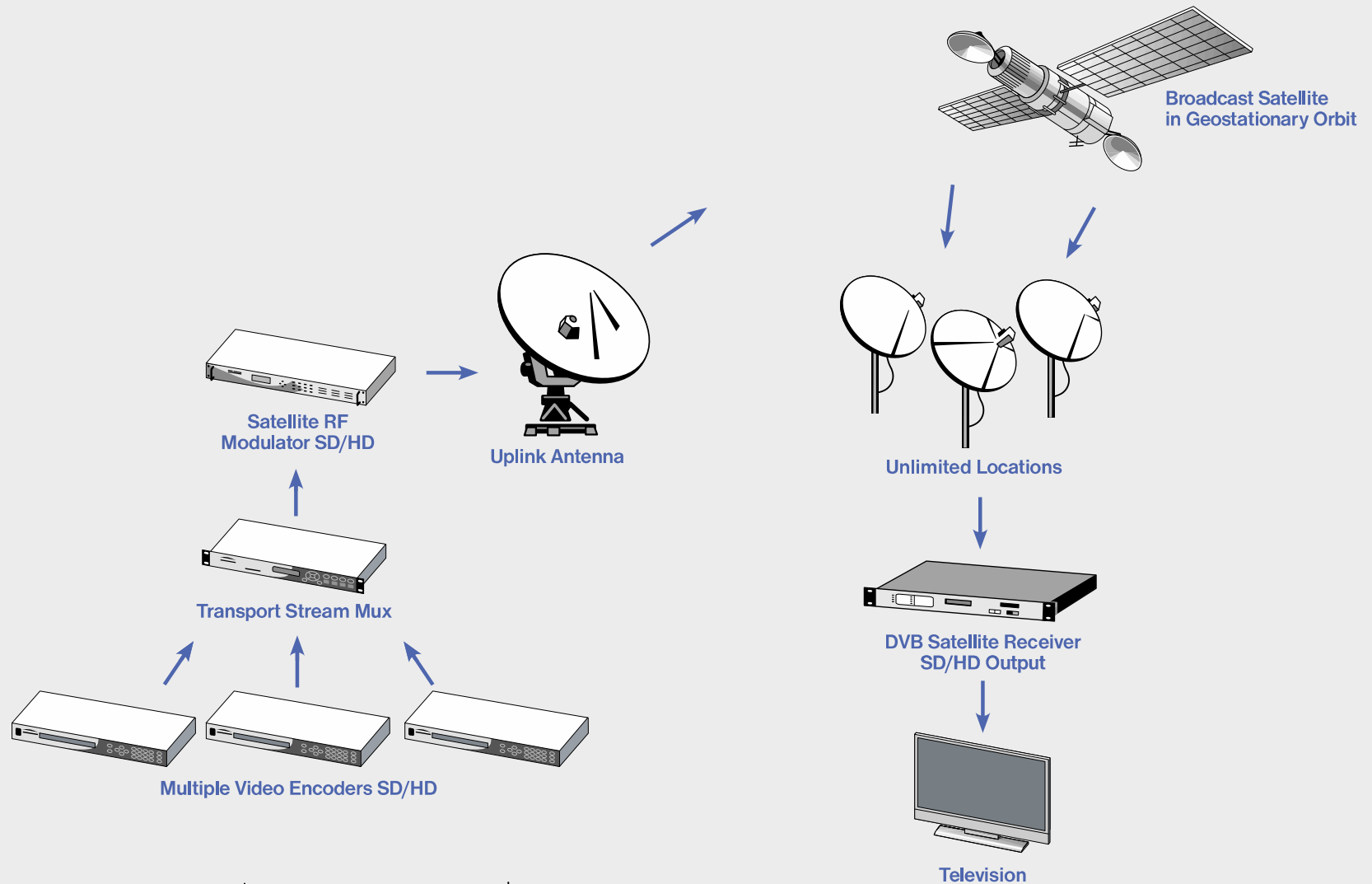


# DVB S or DVB S-2 Linear Delivery Block Diagram

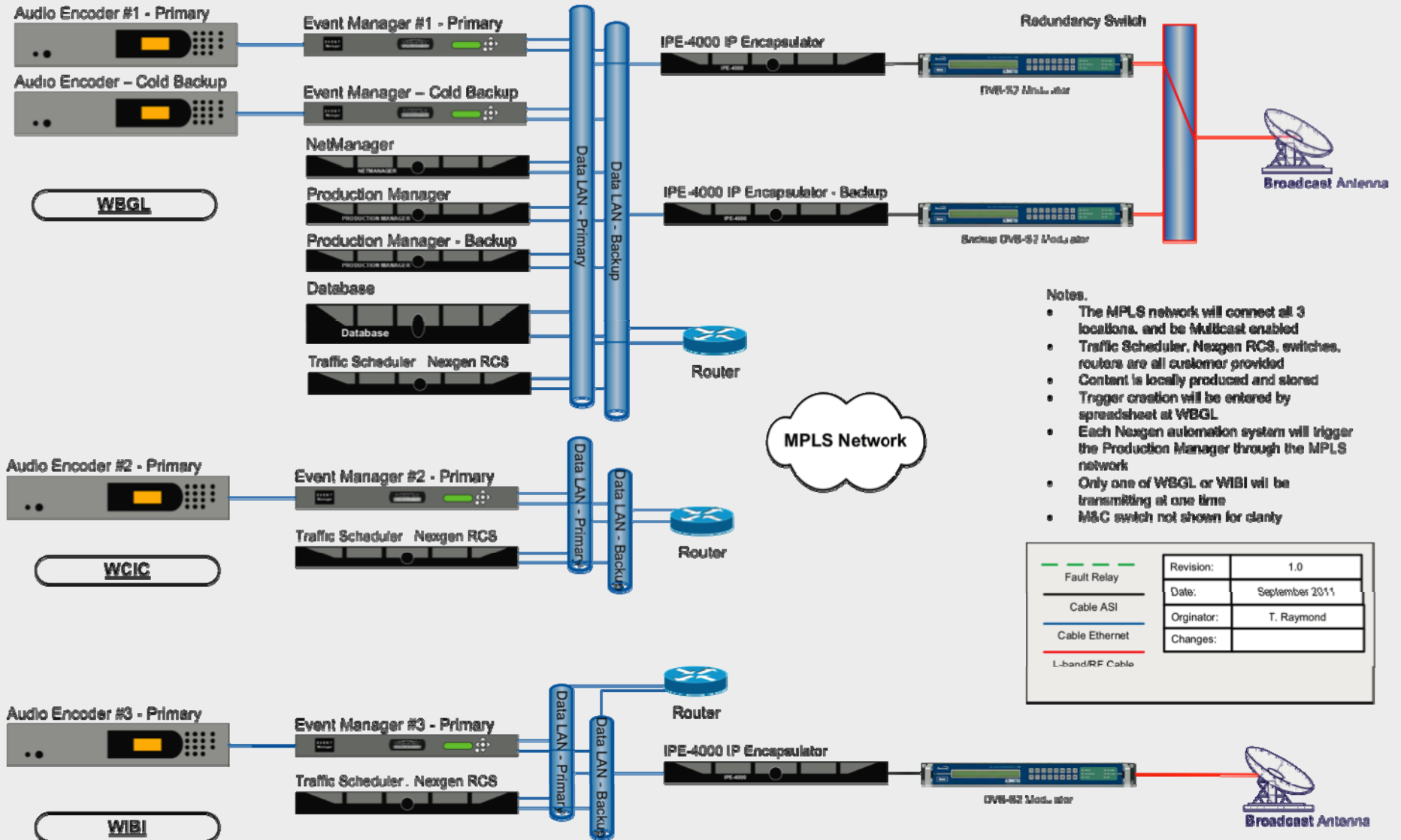




# DVB S or DVB S-2 HD/SD Linear System Block Diagram



# Pro Audio System Diagram



**Notes.**

- The MPLS network will connect all 3 locations, and be Multicast enabled
- Traffic Scheduler, Nextgen RCS, switches, routers are all customer provided
- Content is locally produced and stored
- Trigger creation will be entered by spreadsheet at WBGL
- Each Nextgen automation system will trigger the Production Manager through the MPLS network
- Only one of WBGL or WIBI will be transmitting at one time
- M&C switch not shown for clarity

Revision:	1.0
Date:	September 2011
Originator:	T. Raymond
Changes:	

# Pro Video System Diagram

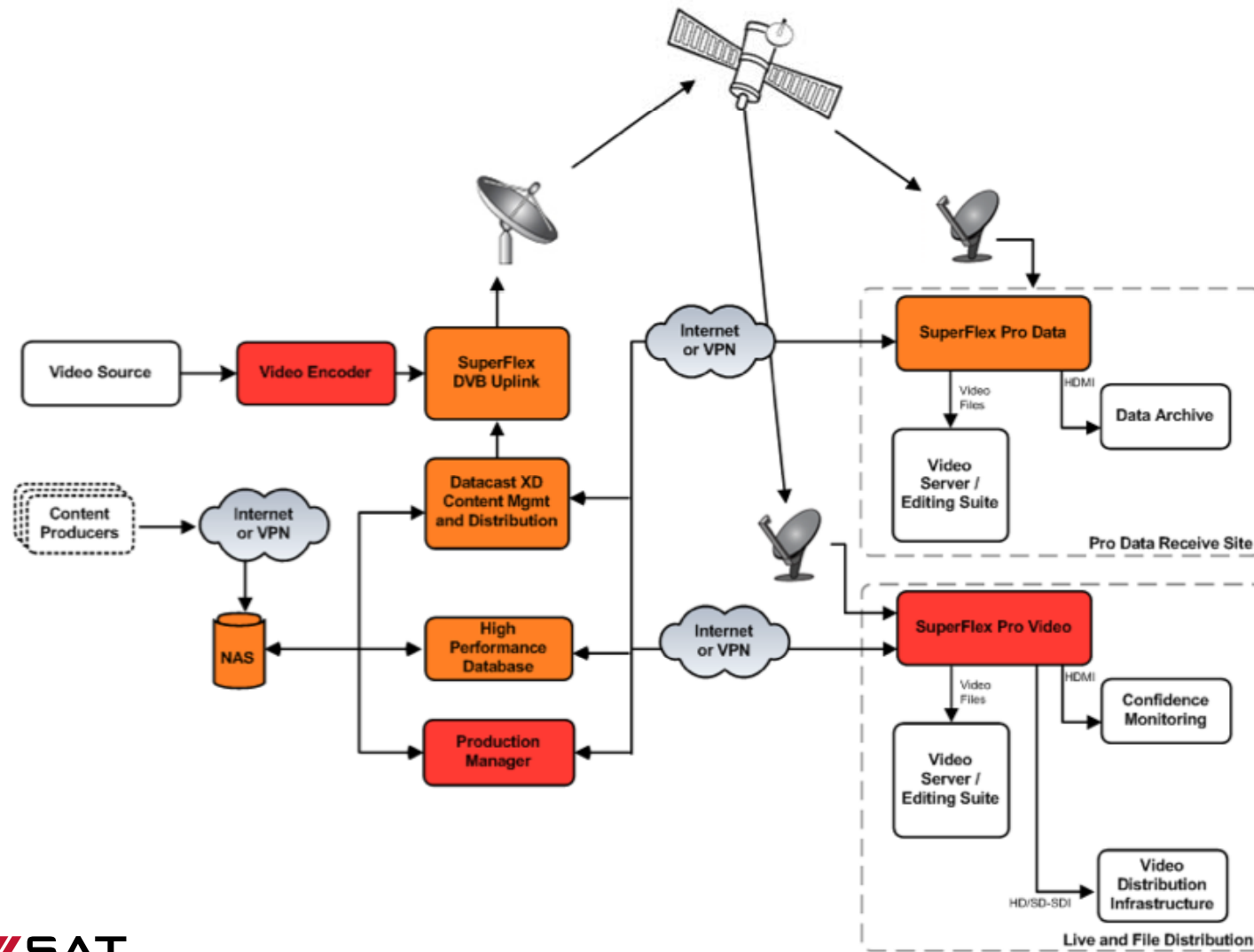


Diagram provided by International Datacasting.

### Aspects of delivering IP connectivity to a transmitter

- Geosynchronous satellite orbit
- Communications satellite components
- Polarized signals theory
- Carrier types
- IP/TCP/UDP
- IP in broadcast components



Thank you

