



Need for Standardization













Home Entertainment Control

Today with IR	Today with RF
 Line of sight transmission Decades-old technology Short transmission distance Many consumers want devices hidden Field of vision limitations Remote needs to be pointed at IR receiver 	 No line-of-sight or field of vision limitations Control components behind walls or in cabinets Control over extended ranges
 Unidirectional unacknowledged transfers Unreliable communication Cannot send information to remote control or between components (DTV, set top box, etc.) 	 Bi-directional capability Reliable communications Send program guides, playlists stock quotes, etc to remote/components Allows for communications between devices Over-the-air firmware updates possible Remote locator
 Technology Challenge Plasma DTV contains high frequency inverter that obstructs IR signals LCD back lighting saturates DTV IR receiver 	 Faster more reliable communications − Transmit commands until received − Many times faster response than IR − Enables enhanced user interfaces − Touchpad or pointing capability
 Power consumption Multiple redundant transmissions for each command Higher TX power required to avoid interference created by plasma/LCD screens 	802.15.4 RF consumes 25% of the power used by IR solutions
 Requires manufacturer-specific IR databases Each product has its own commands Requires larger memory for storing lookup tables 	 Allows for true interoperability between vendors products



ZigBee RF4CE Use Cases

One step theater experience

- Simply insert a DVD into player
 - TV automatically selects correct input for viewing DVD
 - Surround sound system automatically switches to DVD listening mode
 - Remote control automatically switches modes to control DVD
 - Set top box and other components not needed switch off
 - Lights dim to desired setting
 - Curtains/shades close

Media Center Control

- Hardware typically in different room from entertainment center
- Contains content like music, photos and movies that is streamed to or from entertainment center
- Advanced remote control with LCD or DTV/STB GUI overlay capability allows for remote navigation of content

In System Remote Control Programming

- Remotes can ship without code and learn supported product features on initial power up
- Send firmware updates that add features or fix bugs after product ships



ZigBee RF4CE Technical Overview







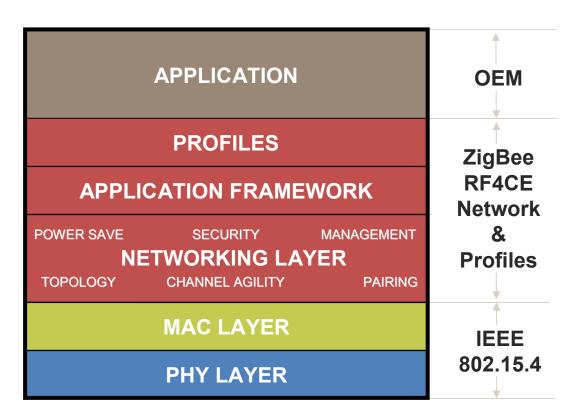






ZigBee RF4CE Overview

- Based on 2.4 GHz MAC/PHY IEEE 802.15.4 standard
- Networking layer is thin, flexible and future-proof
- Co-exists with other 2.4 GHz technologies
- Support for interoperability
- Support for secure communications
- Power save mechanisms implemented in network layer
- Simple and intuitive pairing mechanism
- Allow for vendor specific applications and transactions
- Support for many different applications





ZigBee RF4CE Node Types

Two Nodes Types

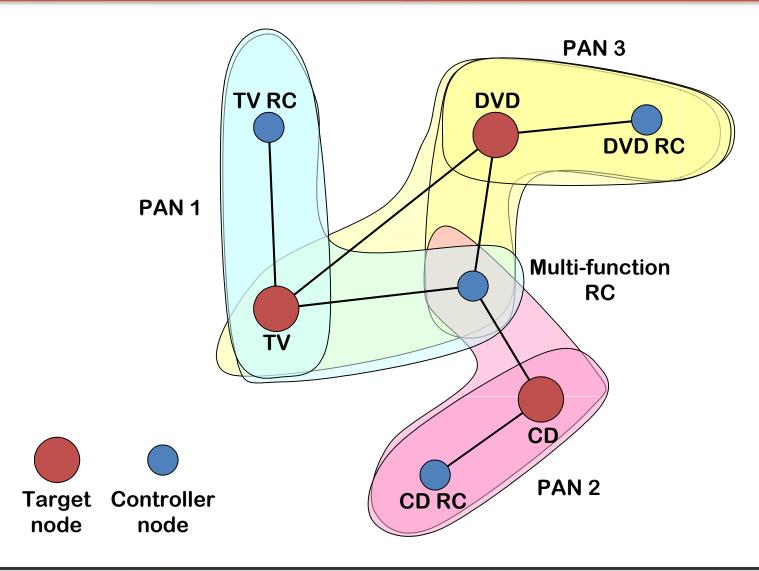
- Target Node
 - Network Startup
 - Full PAN Capability
 - Accepts or declines a pairing request
 - Makes decision on operating channel (frequency agility)
- Controller Node
 - Initiates pairing and discovery process to Target Nodes
 - Implements frequency agility
 - On-demand communication

ZigBee RF4CE Network Supports

- Multiple PANs
- Participation in multiple networks
- Low power "Power Save" mechanism built into network stack
- Supports multiple transmission options
- Support for multiple application profiles

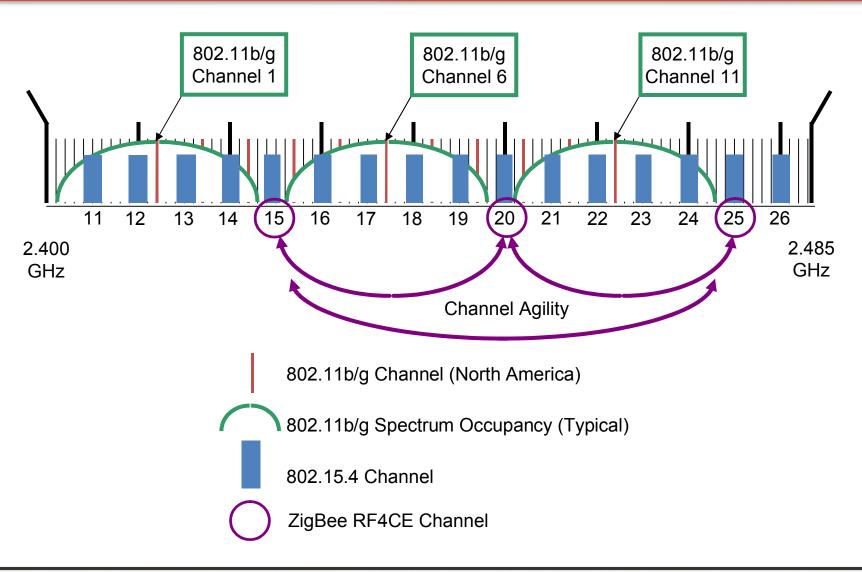


ZigBee RF4CE Network Topology





ZigBee RF4CE Frequency Agility





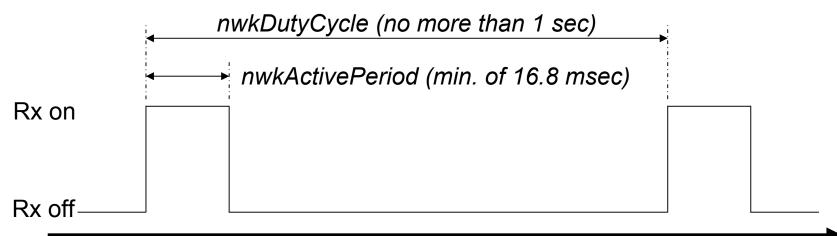
ZigBee RF4CE Security

- Security is established during pairing process
- Utilizes AES-128
 - Security mode: ENC-MIC-32
 - Data confidentiality (via payload encryption)
 - Data authentication (via Message Integrity Code)
 - Replay protection (via frame counter)
- Nodes use 128-bit link keys
 - Keys are generated automatically, if security is supported
 - Keys are stored in the pairing table
- Application can decide which transmissions require the use of security



ZigBee RF4CE Power Save Mechanism

- Two states for Power Save: Active & Standby
- Defined in network stack
- Controllers simply turn off when no buttons are being pressed
- Targets must also use power save when in standby
 - But must ensure a (human) reasonable reaction time
- Power saving utilizes
 - Active period during which the device wakes
 - Duty cycle at which device repeats active period
- Power saving mechanism is aligned with frequency agility





ZigBee RF4CE Application Profiles

- Defines pairing and discovery procedures
- Standardizes commands
- Ensures interoperability between devices
- First Applications Profile Consumer Electronics Remote Control (CERC)
 - Defines push button pairing process between controller and targer
 - The mechanism works in conjunction with the existing ZigBee RF4CE discovery and pairing mechanisms.
 - Discovery, pairing and security (as necessary) all take place via a single button push.
 - Defines commands for basic CE device control
 - User control pressed
 - User control repeated
 - User control released
 - User control pressed command carries HDMI CEC commands
 - Support for manufacture specific commands



