

Current context

- Orange Spain agreements allow to provide contents in catchup TV for channels broadcasted on Orange TV, but only few contents are proposed.
- OSP already operates a catchup service "TV à la carta" (also available through the EPG browsing past programs), but:
 - the catalog is operated manually (content ingestion & EPG)
 - content not available after program is over in live

Introduction of automatic catch-up

Objective:

- Live video channels, recorded entirely for 7 day period
- Catch-up content automatically provisioned from this recording (no manual ingestion needed)
- The catch-up content is available near-live, whereas with manual catch-up and EPG ingestion takes time
- Transparent migration in user experience, as all content will be available to the user via either Tv à la Carta or the EPG grid.

What is the VSPP?

VSPP is a storage/packaging/transcoding component developed by Fabrix (now Ericsson);

- It allows the storage of live video content for a determined period of time; Resiliency is assured by breaking sharing the assets of different nodes. In case of individual node failure, all information will be kept.
- Live channels are recorded in a rolling buffer for a set period of seven days.
- It features just-in-time packaging/encryption of the content with a key provided by various KMS vendors.
- Catch-up content can then be delivered from the storage clusters either directly to the user or through a CDN.

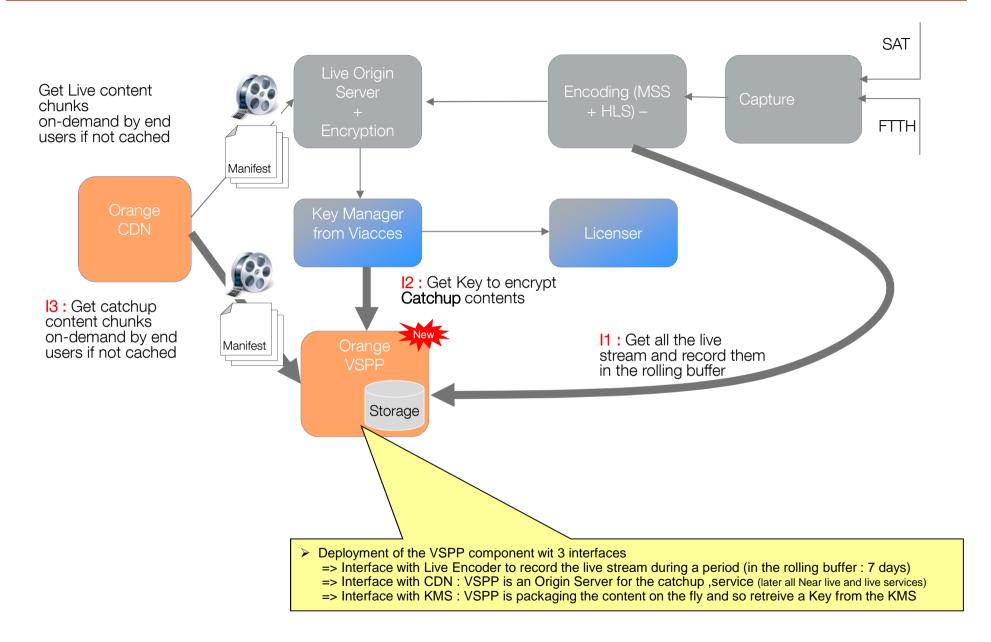
Recording features facilitated by VSPP

Catch-up: See a program that has ended (yesterday's episode from a TV series)

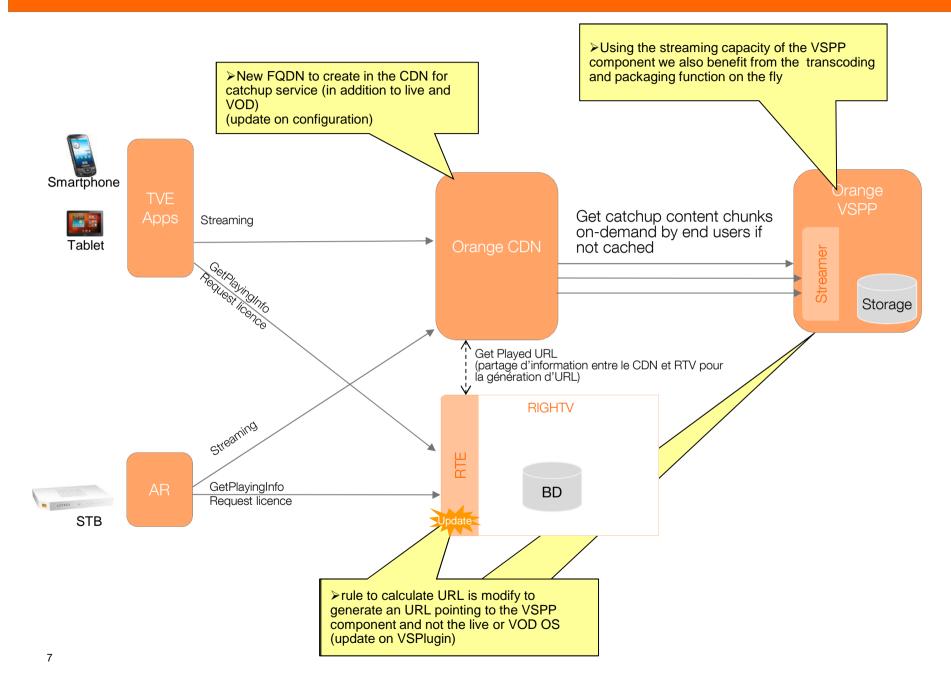
Start-over: Go back to the beginning of a program currently shown on Live TV.

nPVR: Programmable recording of a future program, to be at the user's disposal for the next 60 days after shown on TV.

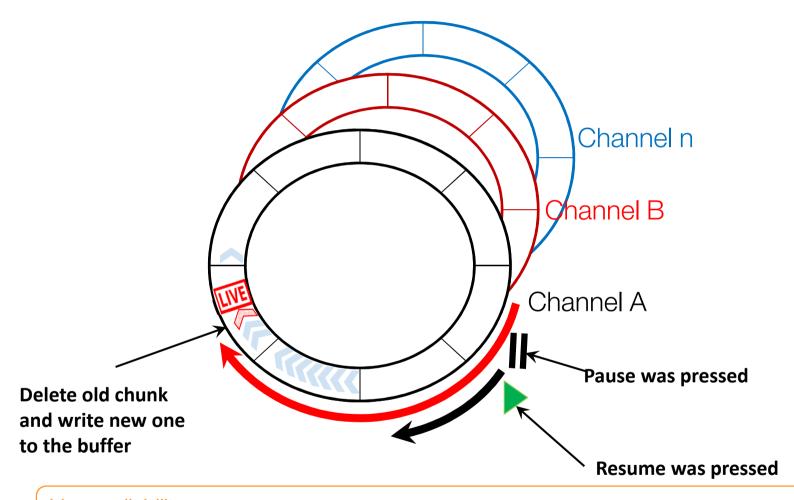
Series catch-up: All episodes in a TV series will be stored (as a VOD) for up to one year.



Static view



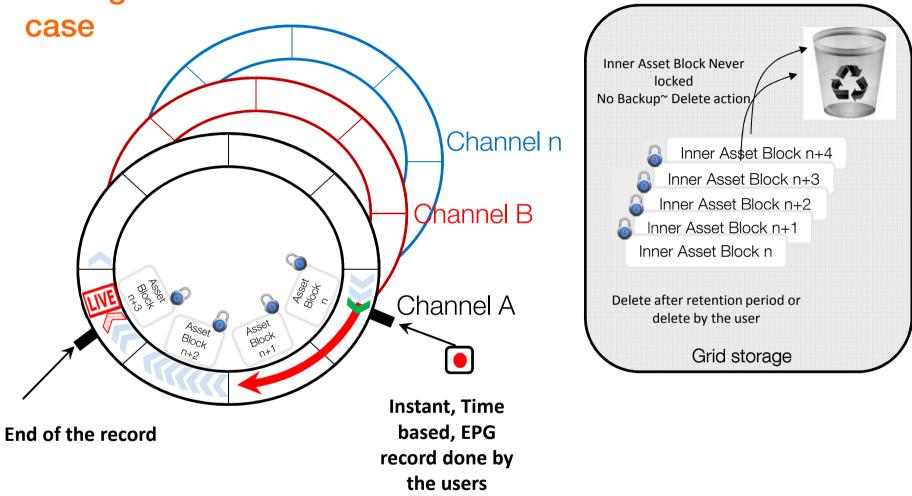
Rolling Buffer model - Pause Live TV use case



Live availability

- -In CDVR level, the live program is available after 2 GOPs (GOP: Group of successive pictures. Ex: 25 Pictures per second → GOP of 2s = 50 pictures)
- The rolling buffer erases automatically the oldest chunk after the configured retention period.
- -No storage into the grid

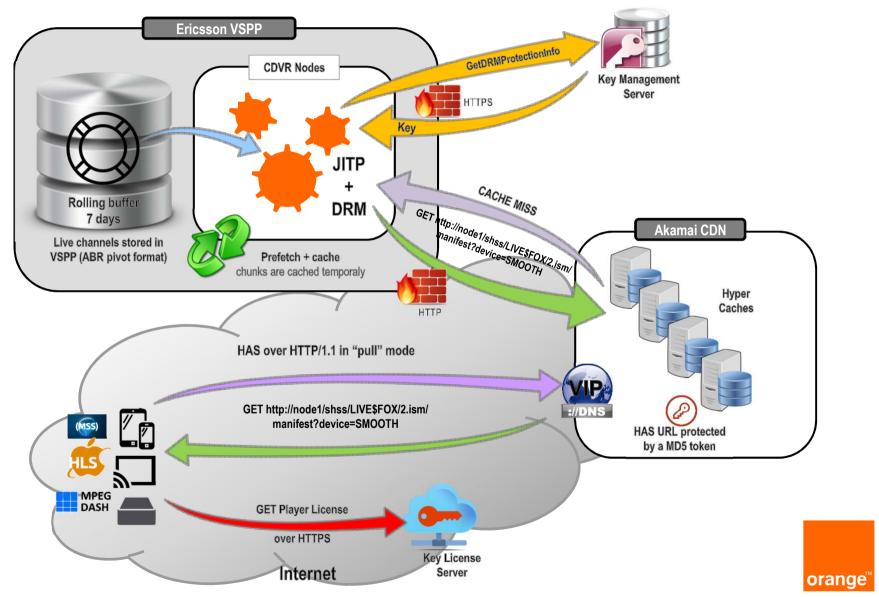
Rolling Buffer model and Inner Asset Block - Record TV use



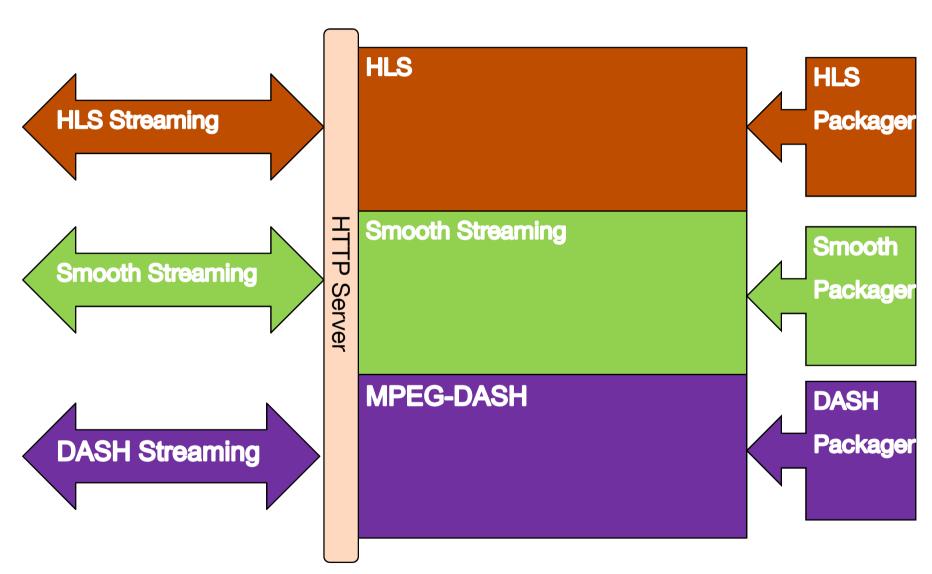
The Asset Block

- -The asset corresponding to X Chunks for several minutes. The asset duration is fixed 30 minutes. (best trade off for accessing Database)
- The asset is locked and stored into the CDVR over x days (example of retention period)

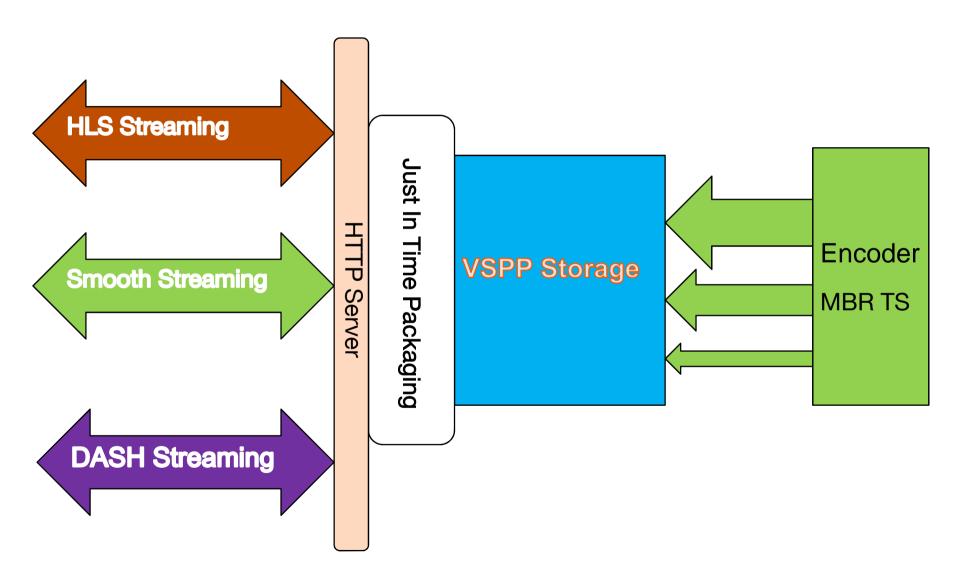
JITP: Just In Time Packaging + DRM



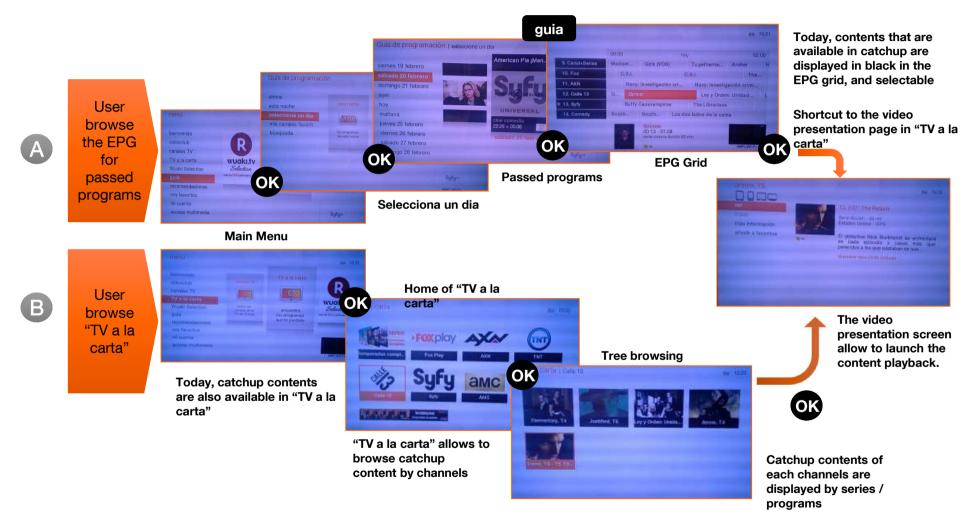
Traditional OTT system



VSPP using JITP (just-in-time packaging)

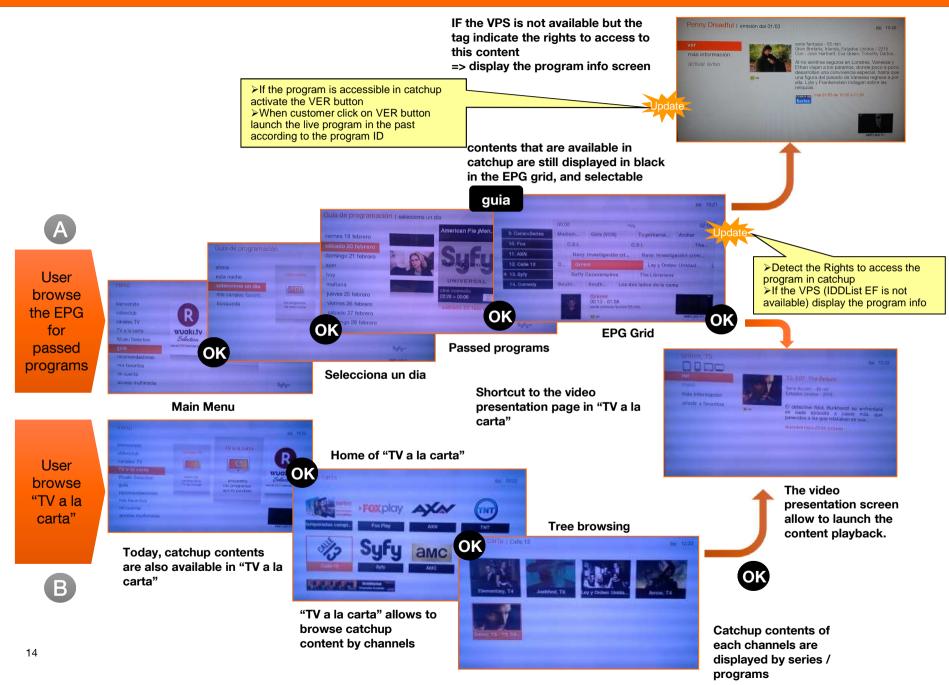


Current user experience for catchup TV within OSP*



*This is the current user experience in production for catchup contents that are manually provisioned into RiGHTv by OSP contractors.

Evolution on user experience for catchup TV from the EPG



Back Evolution

In new architecture, VSPP enabler:

- > Records all the live stream (automatic catchup recording)
- > Streams this content

<u>Impact on existing components:</u>

CMS:

- > The EPG metadata flags a certain program as catch-up enabled;
- Specific XML to describe the VPS to associate to the catchup content without the media video (as the content is stored by VSPP)

Future evolutions

Though the current focus of this One-Roof workshop is the integration of automatic catch-up with all components, through tweaks in the apps/RAs, the VSPP component can be easily used to provide Start-Over and later NPVR features

Questions?



Thank you! orange