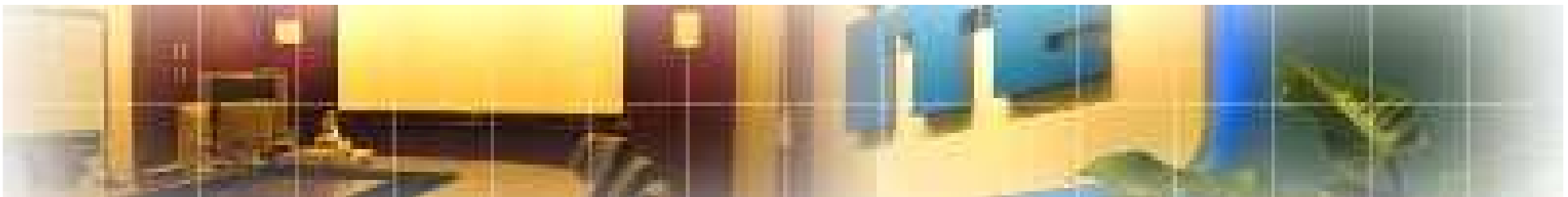


Challenges and Prospects of Digital Television

李宇旻



Outline

- What is Digital TV
- Why Digital TV
- Digital TV Physical Layer
- Challenges of Digital TV Reception
- Future of Digital TV

What is Digital TV

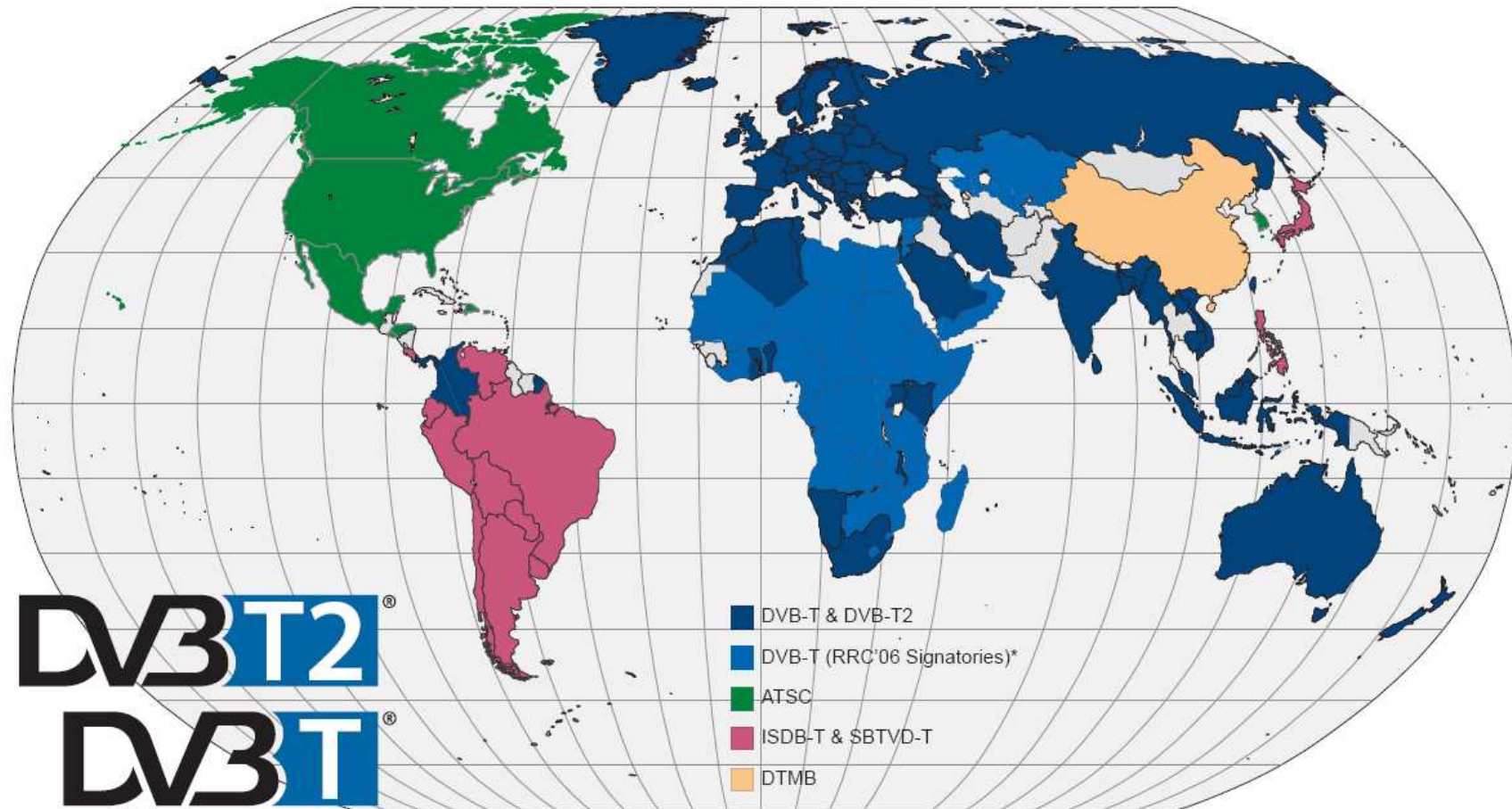
- Digitally broadcast TV programs using sophisticated modulation and coding schemes.
- More than one program can be carried on one carrier.
- 台灣的數位電視頻道：
 - 533 MHz – 中視 (3 programs)
 - 545 MHz – 公視 (3 programs)
 - 557 MHz – 民視 (3 programs)
 - 569 MHz – 公視 HiHD (1 program)
 - 581 MHz – 台視 (4 programs)
 - 593 MHz – 華視 (3 programs)

Why Digital TV

- 數位廣播電視是世界趨勢：
 - 技術面優勢：
 - 品質
 - HDTV quality is possible
 - CD quality 音質
 - 頻道數：一個頻道可播 4 至 5 個節目
 - 無鬼影, 抗雜訊佳
 - 高速移動接收的可能性
 - 單頻網 (Single Frequency Network) 的可能性
 - 政策面優勢：
 - 全球回收類比頻道
 - 大尺寸電視強制內建數位電視模組



Worldwide Digital TV Standards



Countries that have adopted or deployed.

*Signatories of the RRC'06 frequency plan for an all-digital environment based exclusively on DVB-T.

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Worldwide Digital TV Standards

■ 歐規 DVB-T

- 使用於歐洲, 南美洲, 澳洲, 亞洲
- COFDM based, MPEG2 video/audio
- 可移動接收, 可使用單頻網



■ 美規 ATSC-T

- 使用於北美洲
- 8-VSB based, MPEG2 video, AC-3 audio
- 不可移動接收, 不可使用單頻網

■ 日規 ISDB-T

- 使用於日本及南美洲
- COFDM based, MPEG2 video/audio, H.264 HD video/audio
- 可移動接收, 可使用單頻網

■ 中國 DTMB

- 使用於中國
- COFDM based, MPEG2 video/audio
- 可移動接收, 可使用單頻網

Digital TV Physical Layer

Key DTV Physical Layer Parameters

| | DVB-T | ISDB-T | DTMB | ATSC |
|---------------------|------------------------------|------------------------------|--------------------|------------------------|
| Channel Coding | Convolutional + Reed-Solomon | Convolutional + Reed-Solomon | LDPC | Trellis + Reed-Solomon |
| Interleaving | Frequency | Frequency and Time | Frequency and Time | Time Interleaving |
| Modulation | CP-OFDM | CP-OFDM | ZP-OFDM | Single-Carrier |
| Constellation | QPSK, 16QAM, 64QAM | DQPSK, QPSK, 16QAM, 64QAM | QPSK, 16QAM, 64QAM | 8-VSB |
| Data Prioritization | Hierarchical Transmission | Layered Transmission | | Enhanced Services |

DVB-T

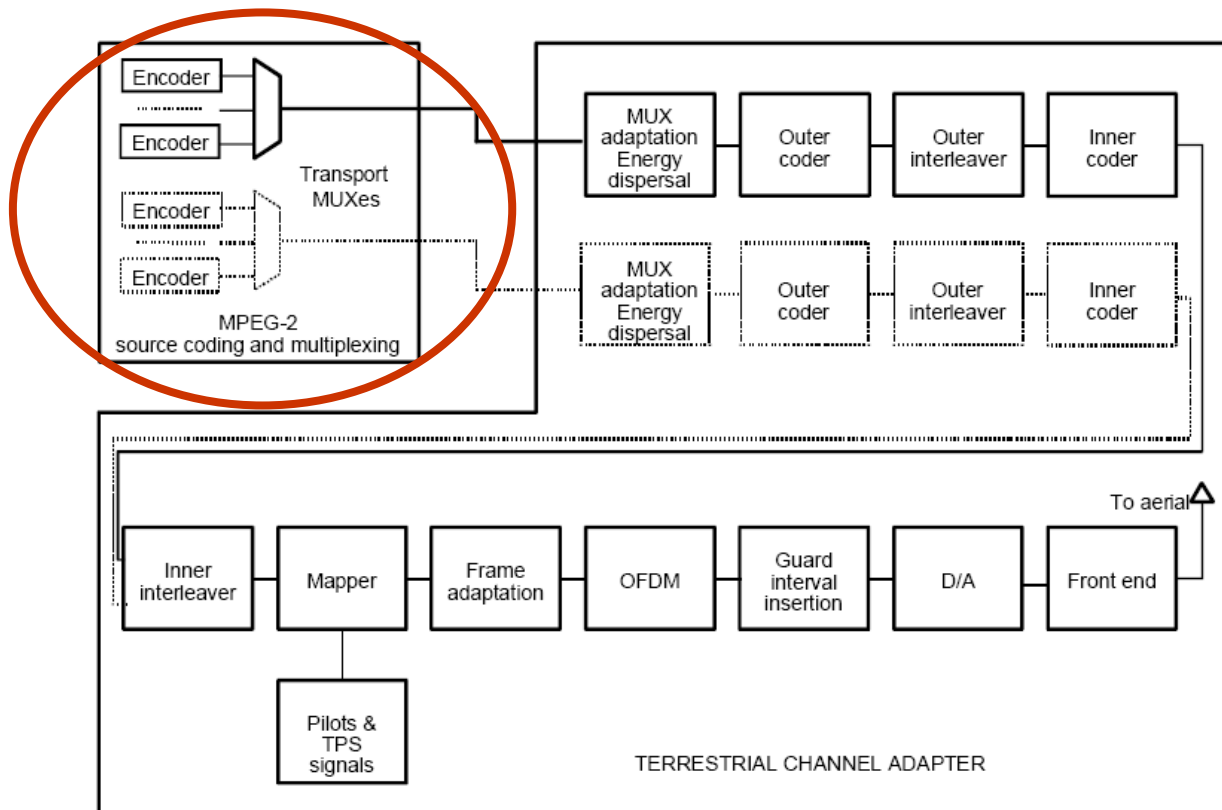
- DVB-T is the European terrestrial digital TV broadcasting standard
 - Video signal is MPEG-2 encoded.
 - Physical layer is coded OFDM-based
 - The physical layer of DVB-T is specified in EN 300-744.
- DVB-T is currently the most widely deployed digital TV standard.
 - In Europe and many other countries (including Taiwan), analog TV will be switched off between 2011 and 2015.
- DVB-T is also adopted in Taiwan
 - Currently there are 5 DVB-T carriers carrying 15 programs.

Advantages of DVB-T

- 高影像品質
- **CD quality** 音質
- 頻道數: 一個頻道可播 **4 至 5** 個節目
- 無鬼影, 抗雜訊佳
- 高速移動接收的可能性
- 單頻網 (**Single Frequency Network**)的可能性

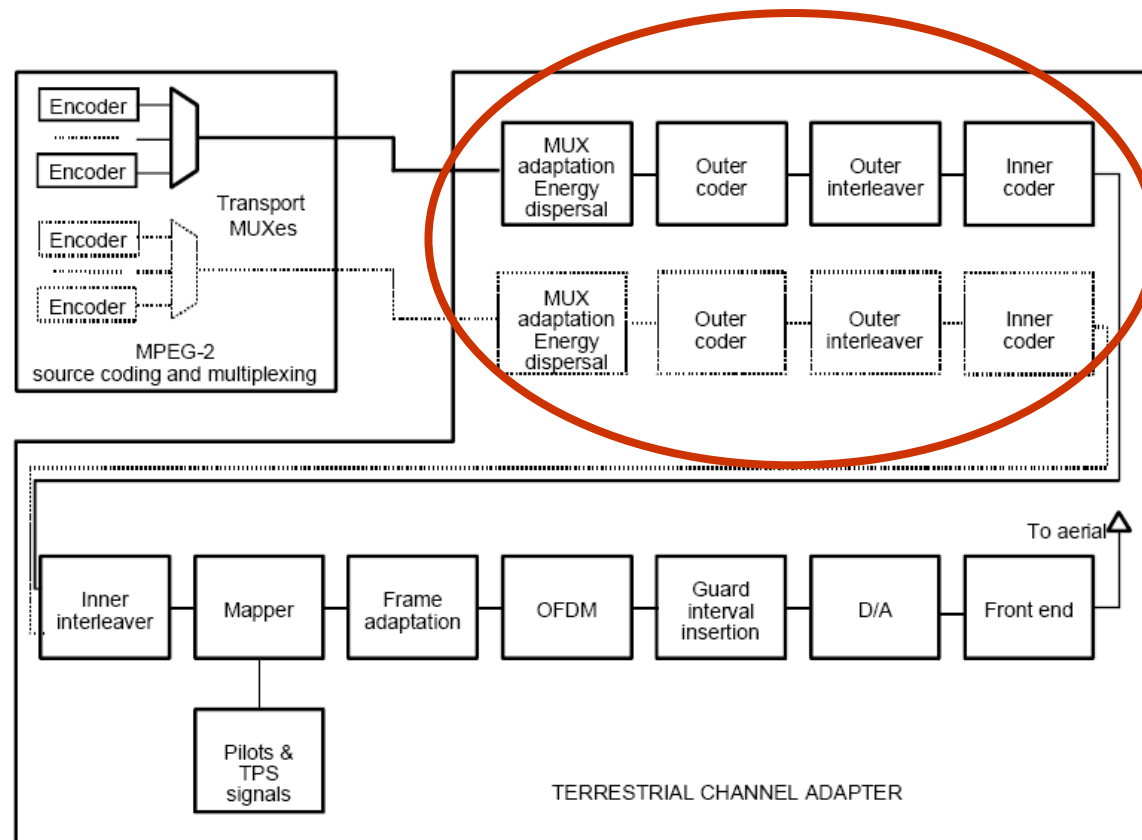
A/V Quality and Multiple Services

- DVB-T uses MPEG-2 encoding, thus providing **high-quality audio and video**.
- Multiplexing of digitally encoded video enables **multiple services (programs) on one RF channel**



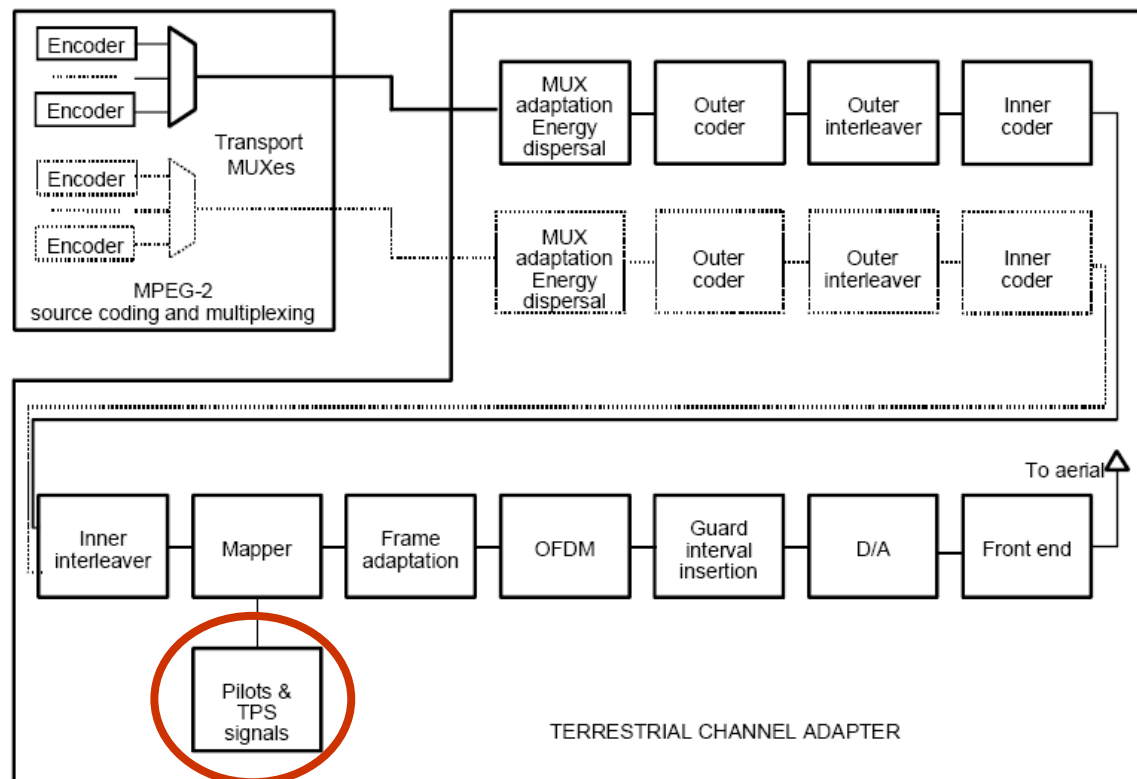
Enhanced Noise Immunity

- DVB-T uses error correction coding (channel coding) to enhance noise immunity.



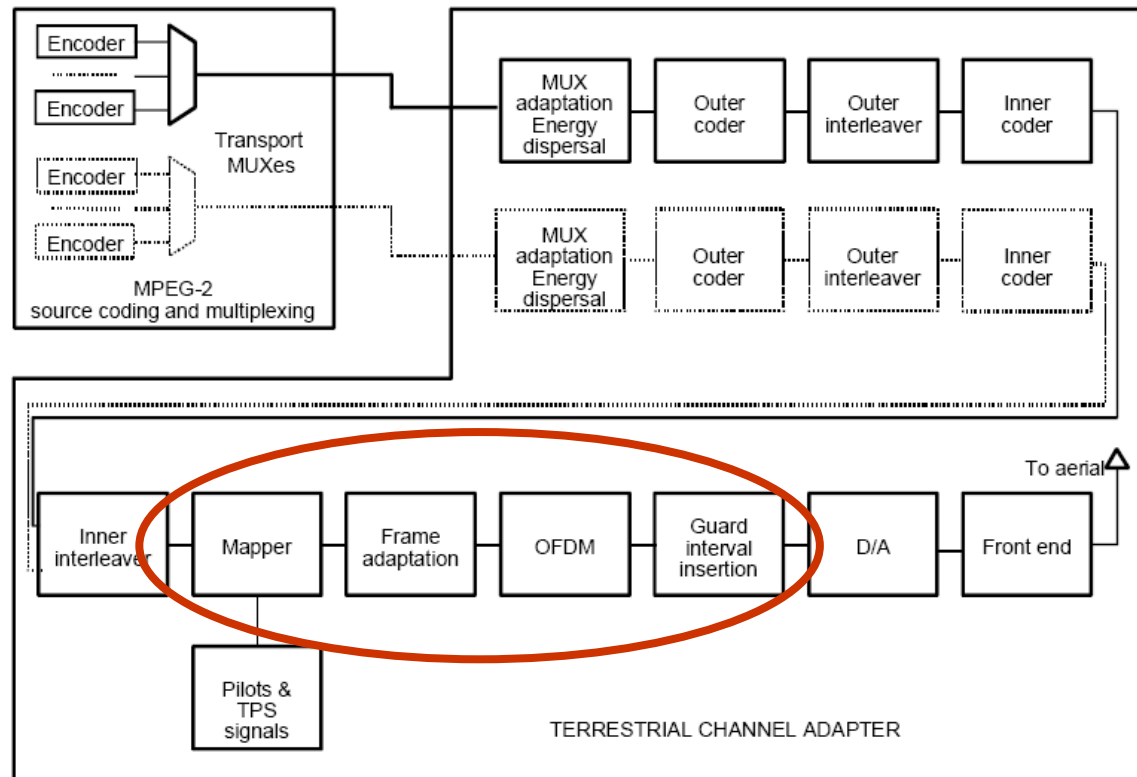
Possibility of Mobile Reception

- Periodic pilots and short symbol duration of DVB-T make mobile reception possible.



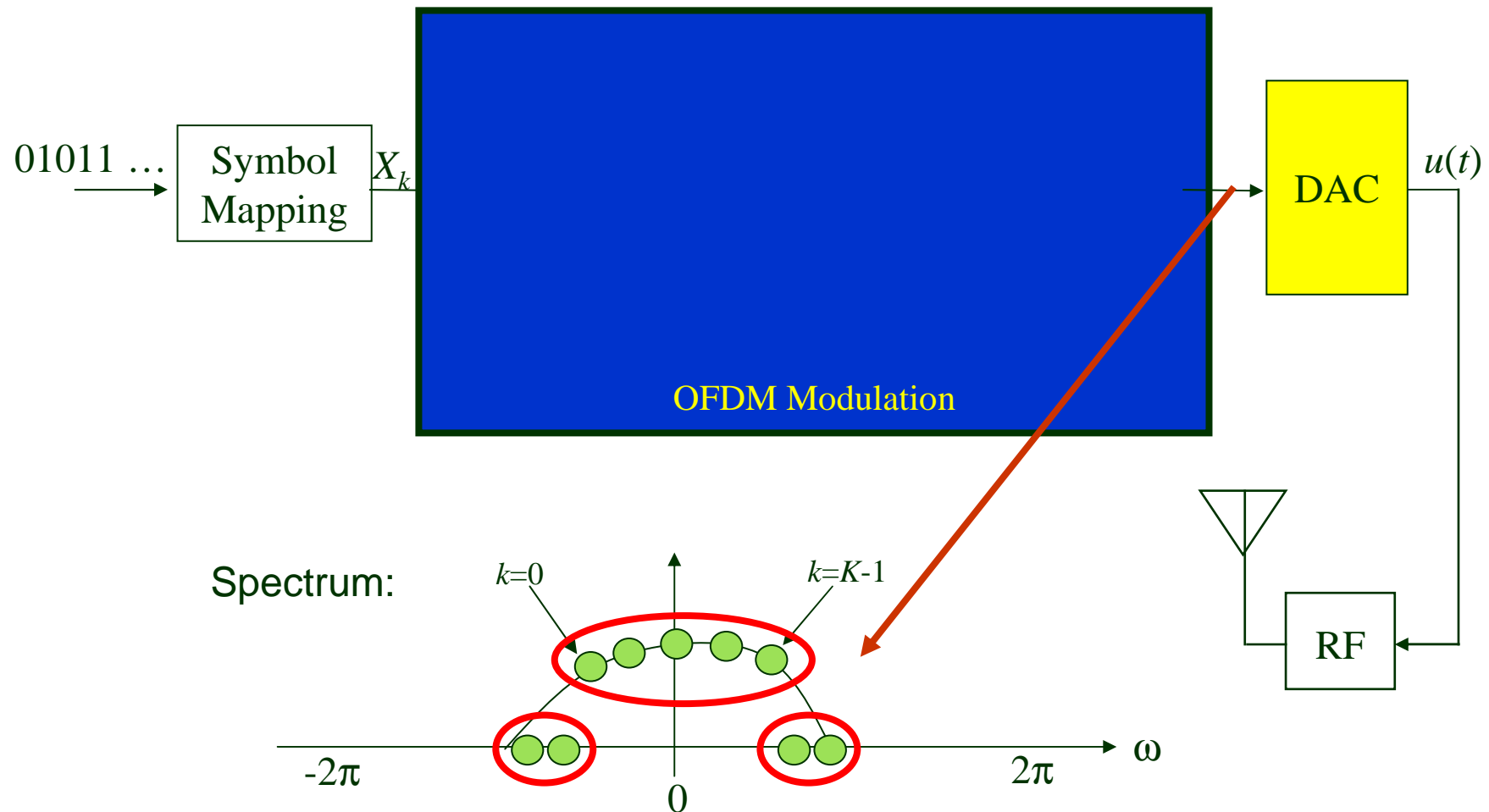
SFN Support

- DVB-T uses OFDM modulation, making SFN possible.



Orthogonal Frequency Division Multiplexing (OFDM)

- In OFDM, the transmitted data are loaded on N_u discrete subcarriers on the transmitted spectrum

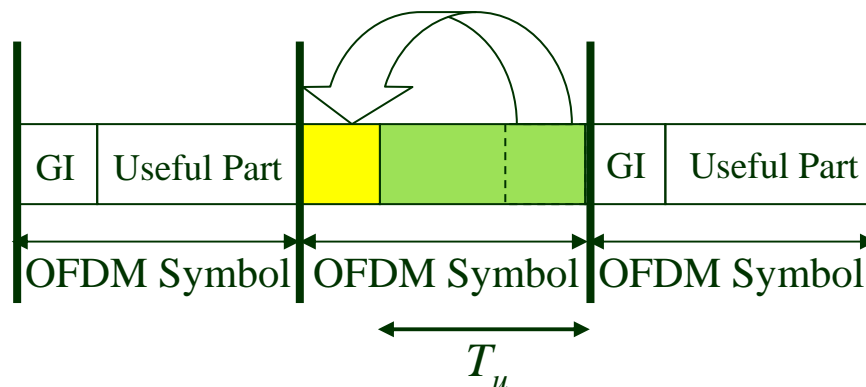


OFDM Parameters

- Number of sub-carriers N_u (FFT size)
- Length of the guard interval (GI)
- CP-OFDM or ZP-OFDM
- Length of the useful part (T_u)

The Guard Interval (GI)

- In OFDM, an OFDM symbol consists of the useful part and the GI.
 - For CP-OFDM, The GI is obtained by duplicating the last N_{GI} samples of the useful part.
 - For ZP-OFDM, the GI is stuffed with a known pattern(zeros or PRBS)
 - The guard interval is necessary for OFDM to work in single frequency networks (SFN)



OFDM Parameters

■ Comments

- **Longer GI supports longer channel**
 - Better SFN support
- **Shorter T_u has better inter-carrier interference (ICI) tolerance**
 - Better mobility support

OFDM Parameters

- Three possible number of sub-carriers in DVB-T
 - $N_u = 2048$
 - $N_u = 4096$
 - $N_u = 8192$

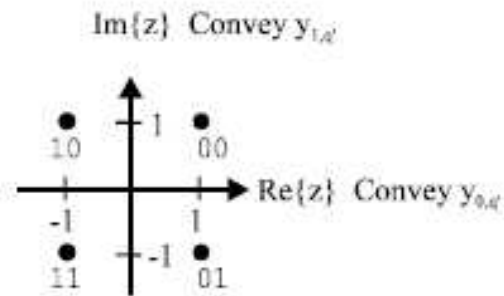
OFDM Parameters

- Four possible length of guard interval (GI) in DVB-T
 - $N_{GI} = N_u/4$
 - $N_{GI} = N_u/8$
 - $N_{GI} = N_u/16$
 - $N_{GI} = N_u/32$

Signal Constellations

- Possible constellations in DVB-T
 - QPSK
 - Uniform 16-QAM
 - Uniform 64-QAM
 - Non-Uniform 16-QAM with $\alpha=1$ (same as Uniform 16-QAM)
 - Non-Uniform 16-QAM with $\alpha=2$
 - Non-Uniform 16-QAM with $\alpha=4$
 - Non-Uniform 64-QAM with $\alpha=1$ (same as Uniform 64-QAM)
 - Non-Uniform 64-QAM with $\alpha=2$
 - Non-Uniform 64-QAM with $\alpha=4$

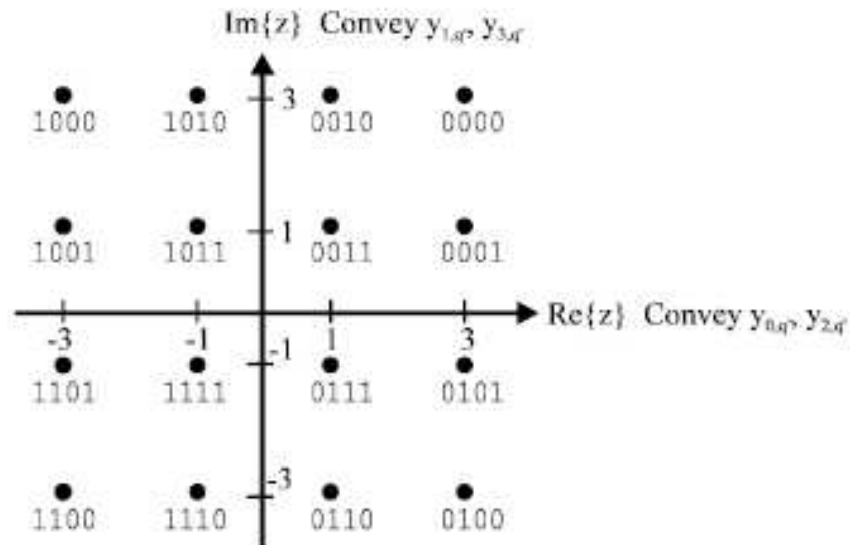
Uniform Constellations



QPSK

Bit ordering:

$y_{0,q} y_{1,q}$

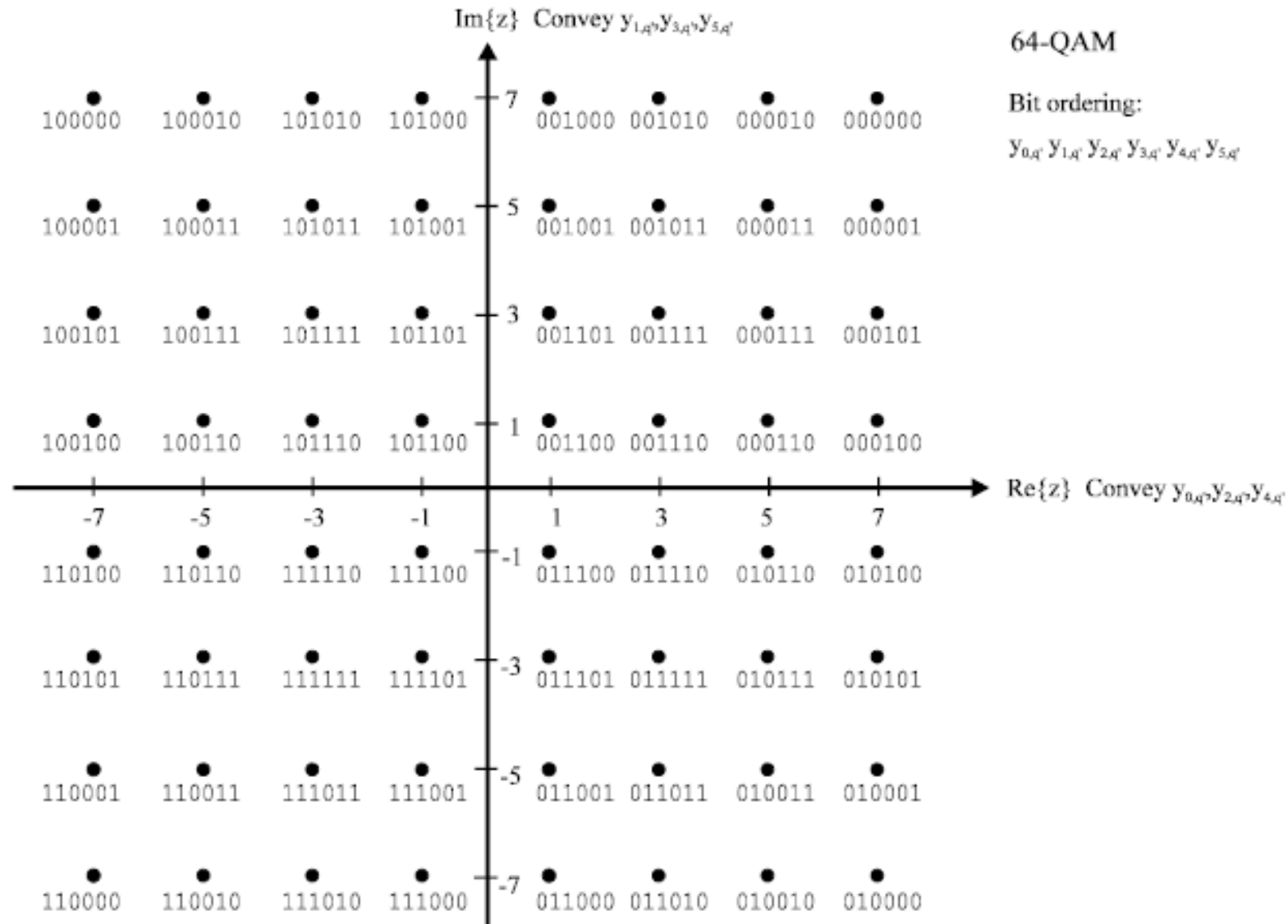


16-QAM

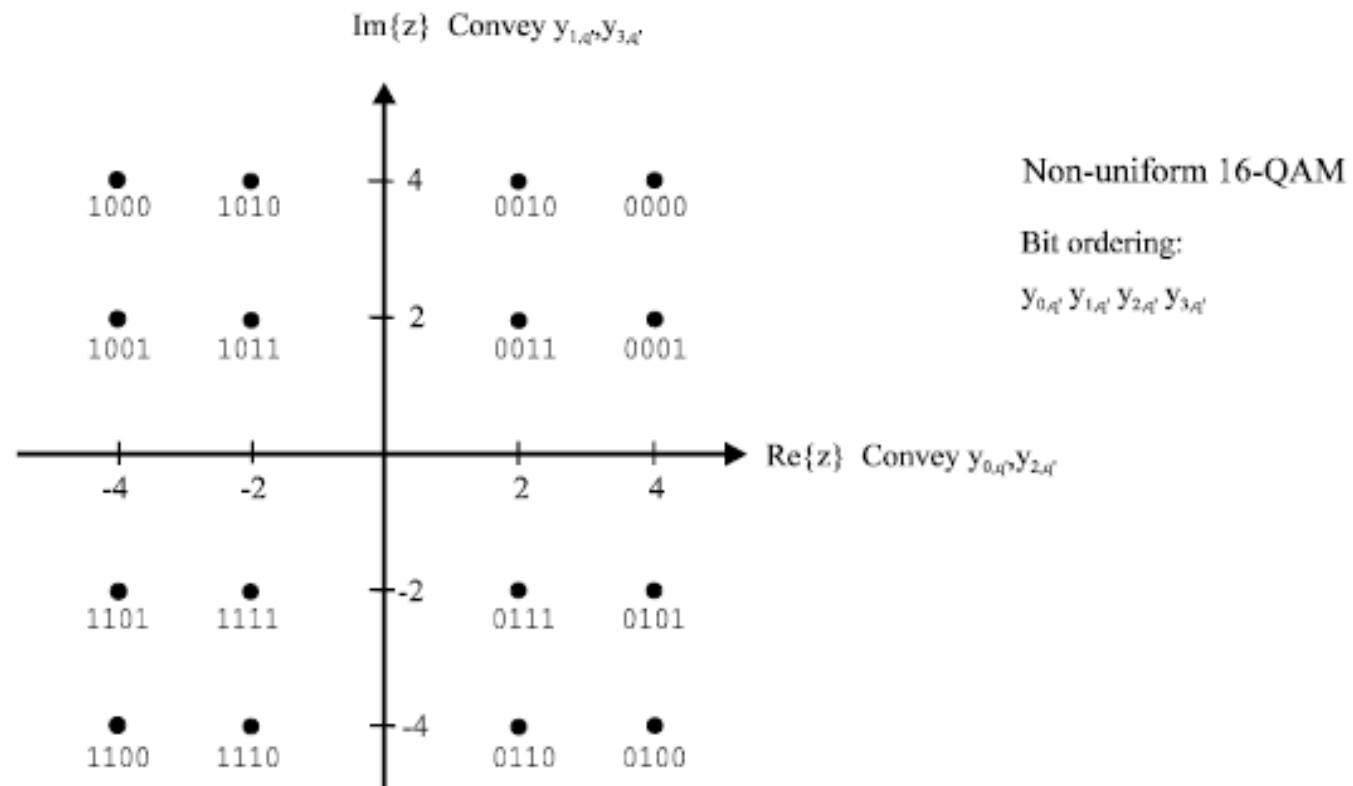
Bit ordering:

$y_{0,q} y_{1,q} y_{2,q} y_{3,q}$

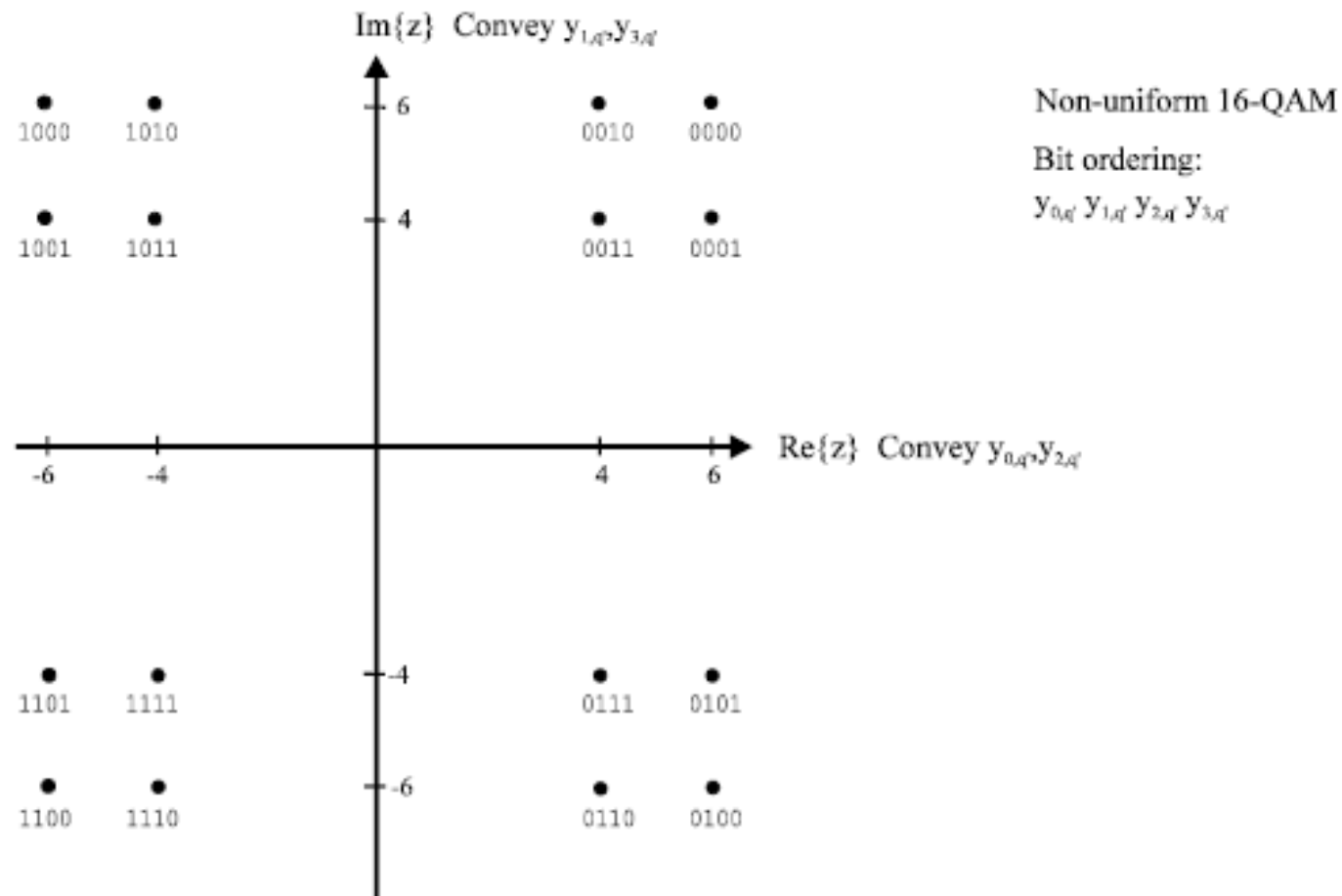
Uniform Constellations



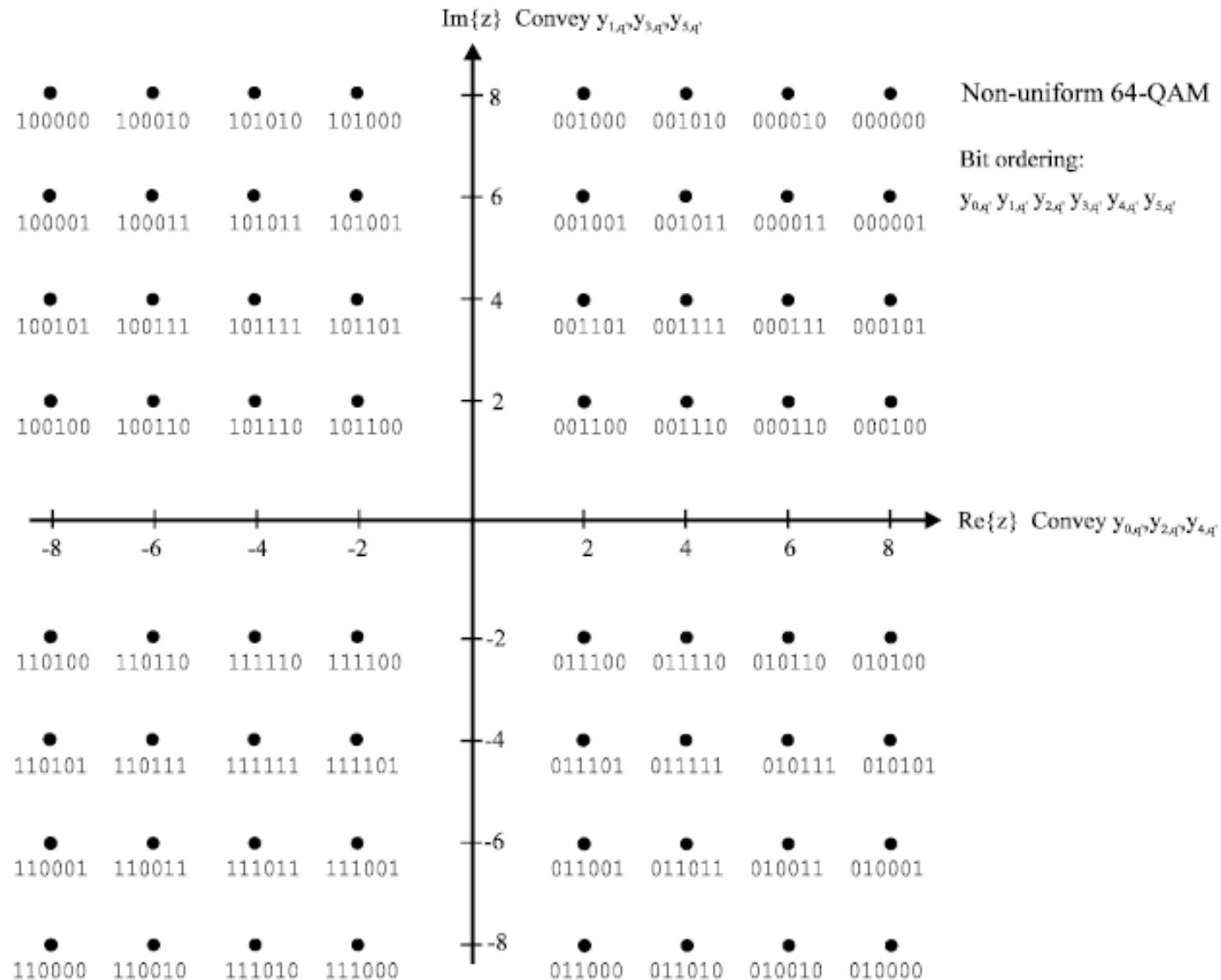
Non-Uniform Constellations



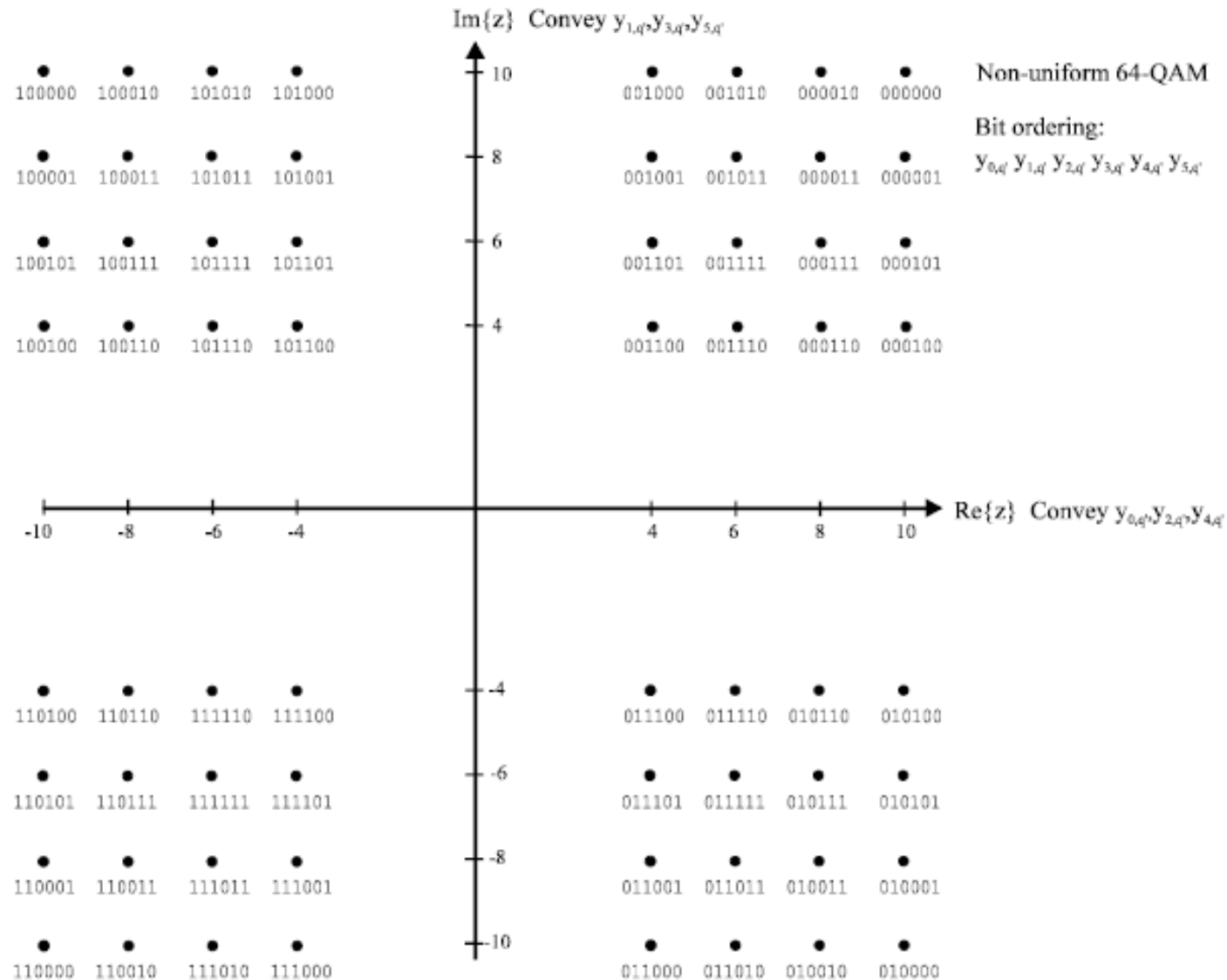
Non-Uniform Constellations



Non-Uniform Constellations



Non-Uniform Constellations



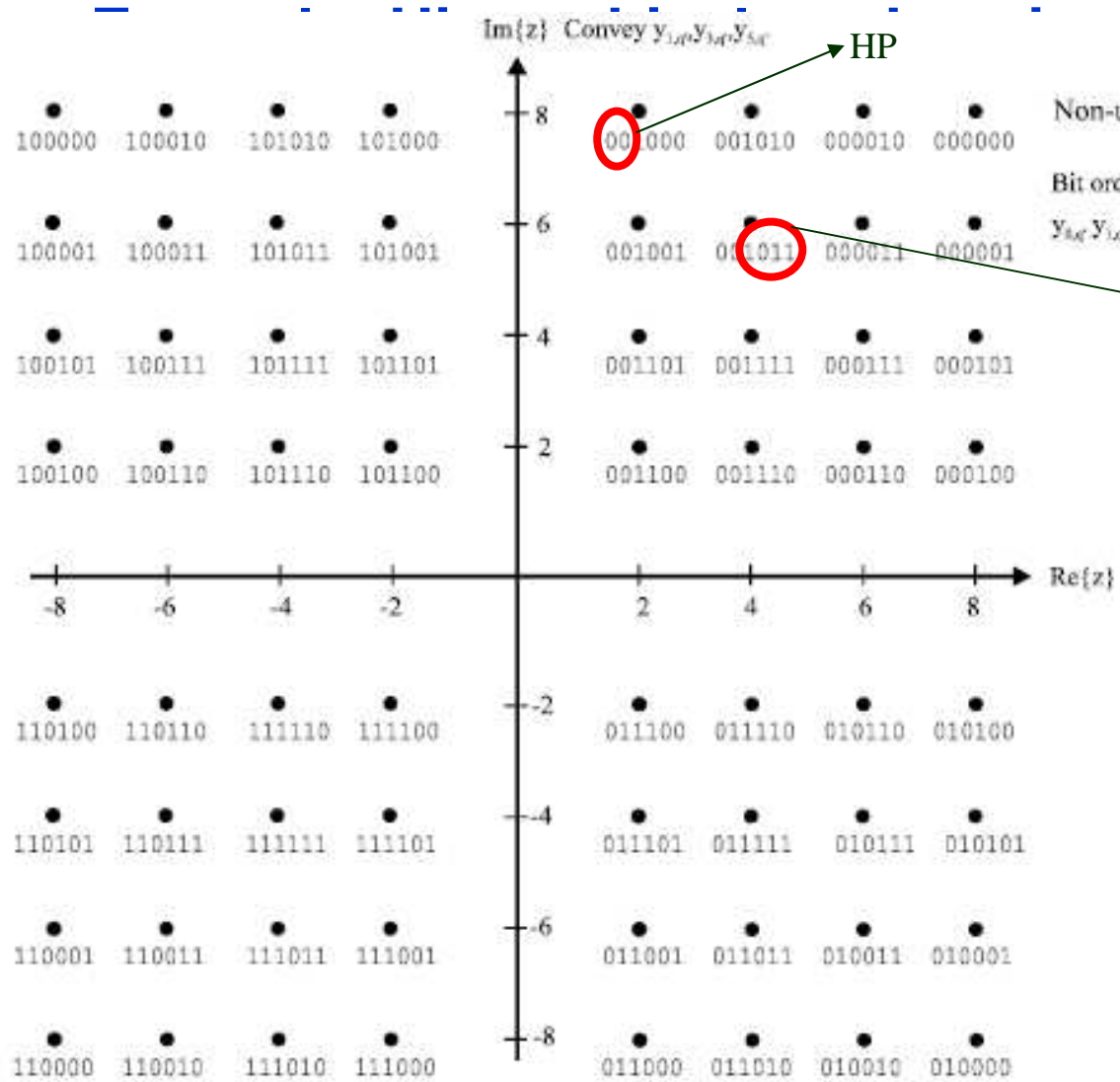
Hierarchical Symbol Mapping

- Two DVB-T transmission modes:
 - Non-Hierarchical transmission
 - Hierarchical transmission
- In non-hierarchical transmission, one transport stream (TS) is encoded and interleaved, and mapped onto uniform constellations.

Hierarchical Symbol Mapping

- In Hierarchical transmission, the same program content is source-encoded into independent high-priority (HP) and low-priority (LP) TS streams.
 - HP and LP streams are independently encoded and interleaved.
 - Only non-uniform constellations are used.
 - HP stream is mapped onto the first two bits of the constellation labels.
 - LP stream is mapped onto the remaining bits of the constellation labels.

Hierarchical Symbol Mapping



Effective constellation for HP is QPSK
Effective constellation for LP is 16QAM

Challenges of Digital TV Reception

Roots of All Evils

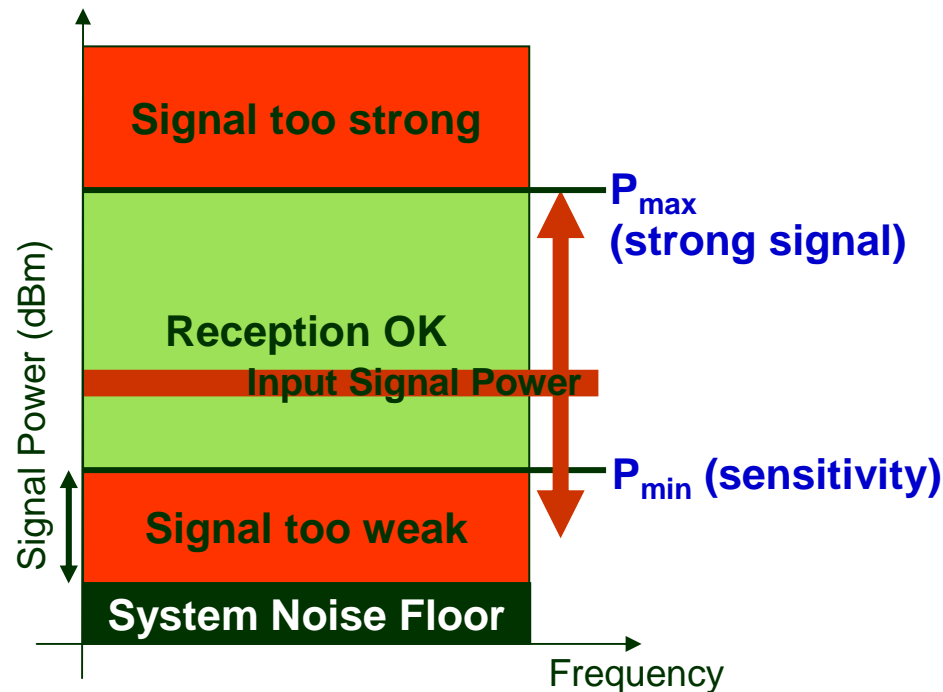
- **Difficulty of digital signal reception arises from the combination three major factors**
 - **Propagation loss**
 - **Multipath propagation**
 - **Interference**

Propagation Loss

- In free space, the power of the received signal is inversely proportional to d^2 , where d is the distance between the transmitter and receiver.
- In terrestrial applications, the power of the received signal is inversely proportional to d^n , where n is a number that depends on the environment.
- In typical wireless communications applications, we deal with very low signal power, e.g.,
 - -90dBm = 10^{-12} Watt (terrestrial DTV)
 - -120 dBm = 10^{-15} Watt (satellite signals)
- The very low signal power makes wireless communication receiver difficult to design.

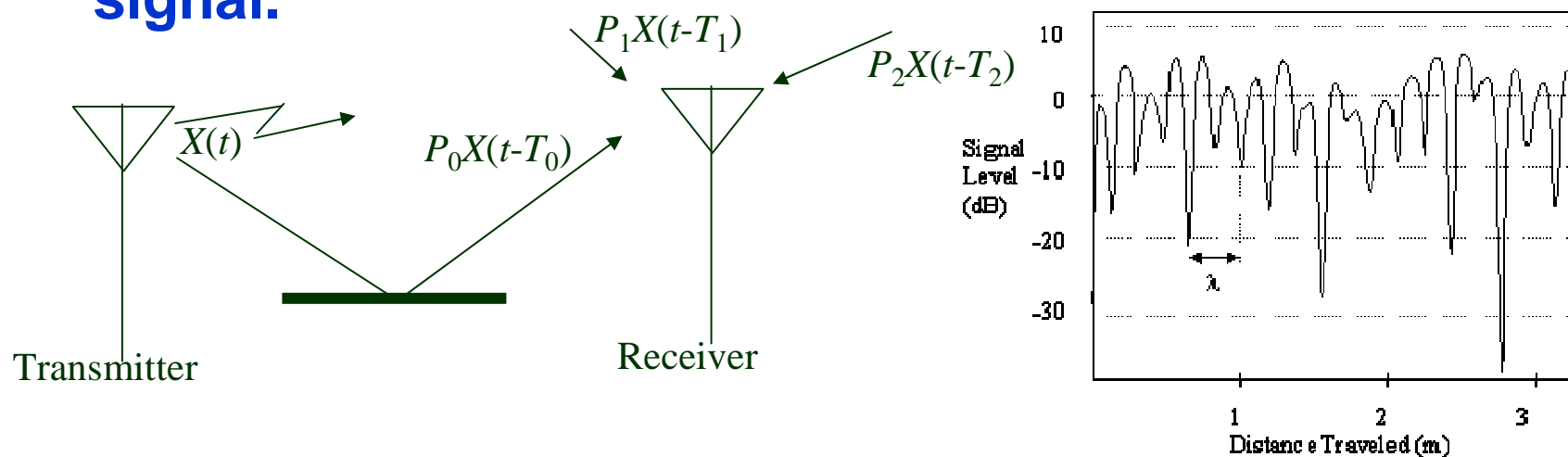
Receiver Sensitivity

- Receiver sensitivity is the minimum input power required for the receiver to work properly.
- The lower the number, the better the receiver (more sensitive)
- Typical numbers depend on application and receiver design.
 - -80dBm ~ -100 dBm for DVB-T, depending on the mode of transmission.



Multipath Propagation

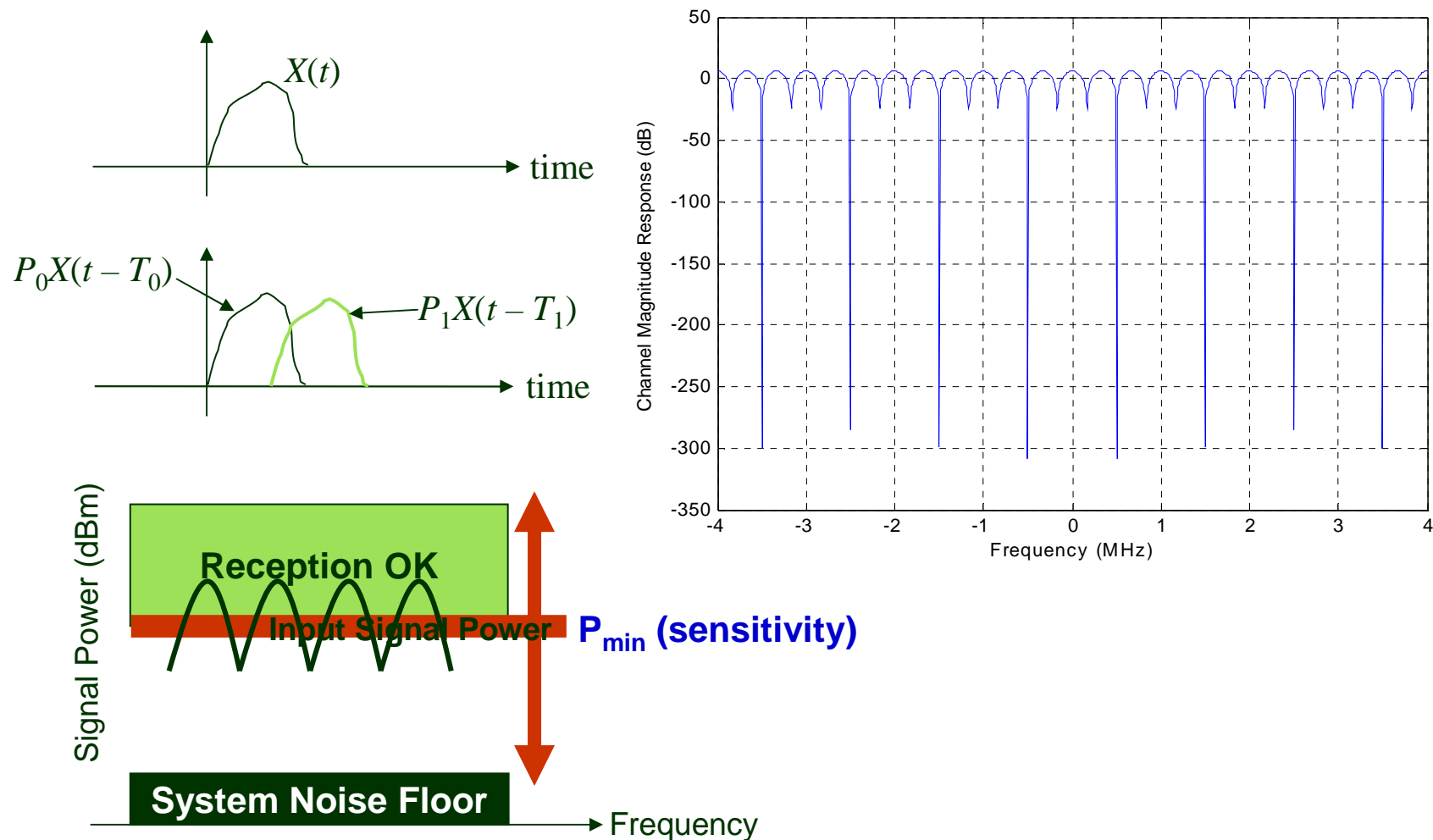
- Multipath propagation, also called “echoes”, is caused by multiple reflection of the transmitted signal.



- Two consequences of multipath propagation
 - Microscopic fading – constructive and destructive interference between echoes causes rapid spatial signal level fluctuation
 - Signal distortion, especially for wideband signals

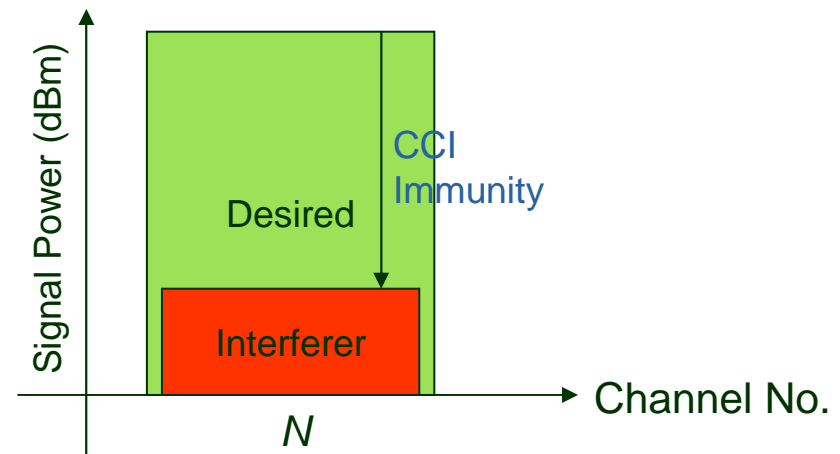
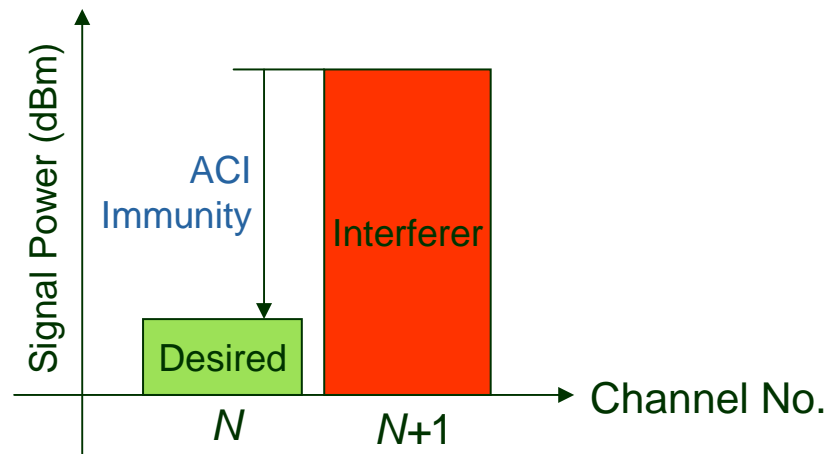
Multipath Fading

- Wideband signal distortion caused by multipath propagation is called frequency-selective fading



Interference

- Interference is caused by more than one transmitter transmitting at nearby (or the same) frequencies



The Future of Digital TV

“Next Generation” Digital TV Broadcast

■ DVB-H

- 前身: DVB-T
- COFDM based, H.264 video/AAC audio, IP datacast (IPDC)
- 省電技術: Time Slicing



■ T-DMB

- 前身: DAB
- COFDM based, H.264 video, raw MPEG4 data
- 省電技術: Bandwidth shrinking

■ MediaFLO

- Qualcomm proprietary, H.264 video
- COFDM based



“Next Generation” Digital TV Broadcast

■ ATSC-M/H

- 前身: ATSC
- 8-VSB based, H.264 AVC and SVC video, AAC audio
- 省電技術: Time Slicing
- 可移動接收



■ ISDB-T 1seg

- COFDM based, H.264 video
- 省電技術: Bandwidth shrinking
- 可移動接收



■ CMMB

- Based on STiMi
- COFDM based, H.264 video, AAC audio
- 省電技術: Time Slicing
- 可移動接收,

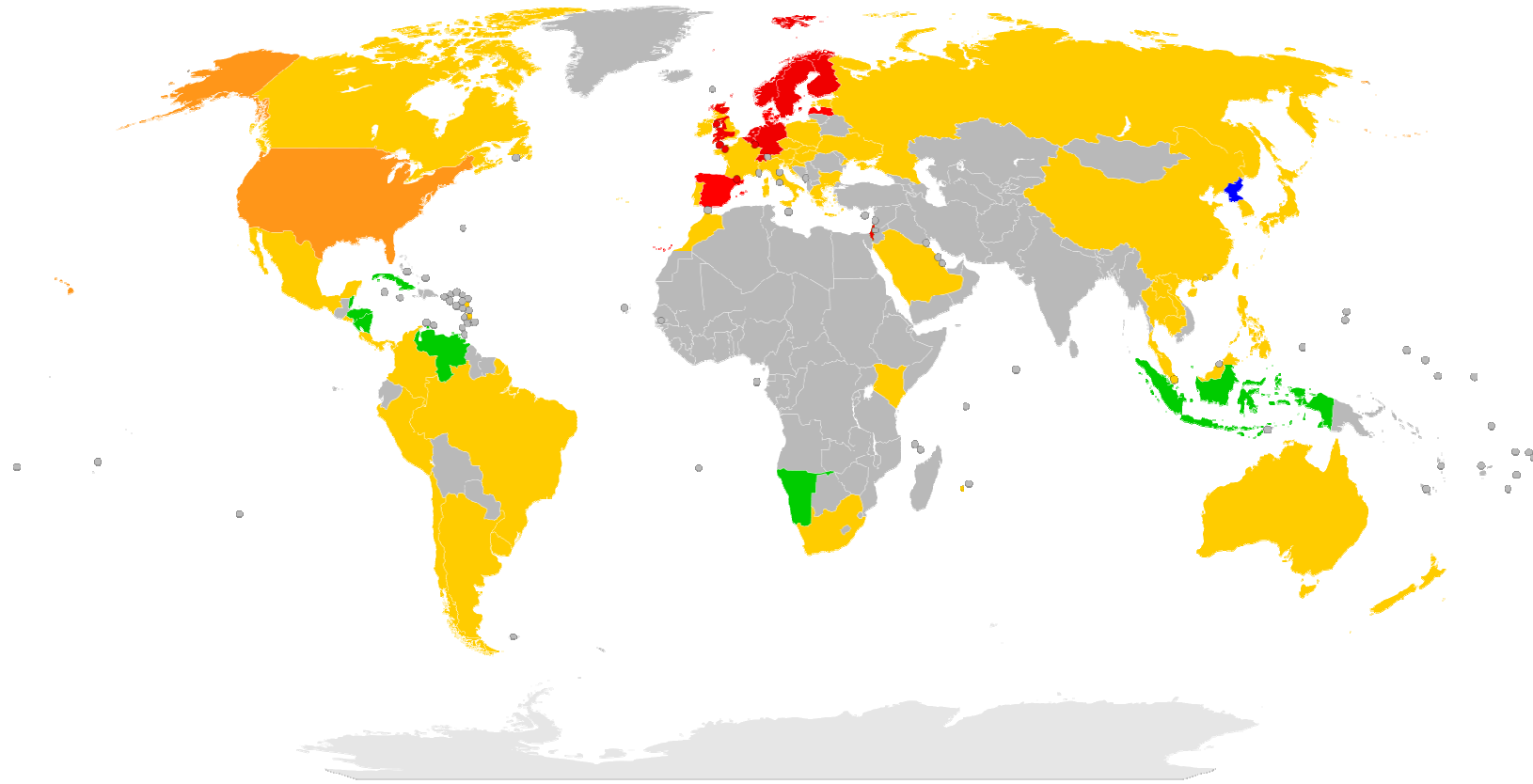


■ DVB-T2





- 前身: DVB-T
- Focuses on coverage improvement
 - MIMO
 - ST coding
 - Frequency hopping
- HD broadcasting.
- 移動接收難度高



Analog Switch-Off (ASO)



 Transition completed
 Transition completed for full-power stations only.

 Transition ongoing
 Transition not yet started
 No intention to transition
 No information