



IP Live

Production System

Protocols, Standards & Jargon Buster

SONY



Leading the Standards

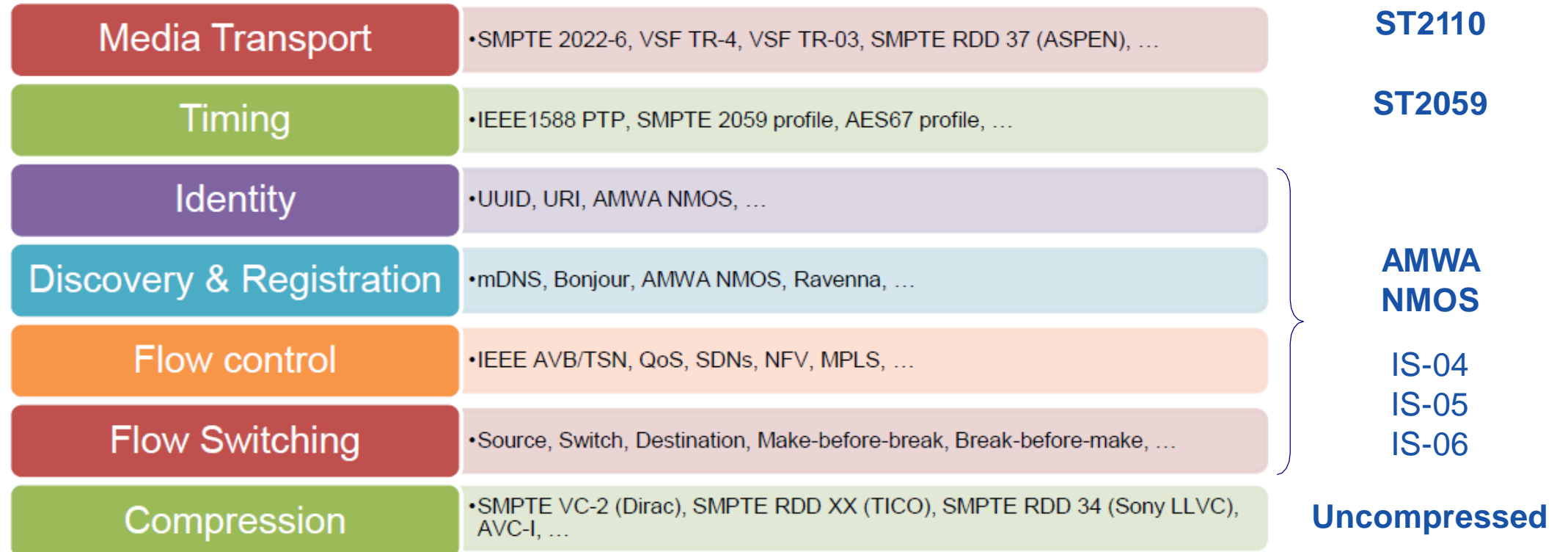
Sony is key member of the Joint Taskforce on Networked Media funded by EBU, SMPTE & VSF back in 2013.

As active member of SMPTE & principle board member of AMWA, **Sony has led the standardization** of SMPTE ST2059 and latest work on SMPTE ST2110 and AMWA NMOS specifications with sharing Open Source code of its IS-04 implementations.



EBU's 7 Layers for Interoperability

THE KEY PLANES OF INTEROPERABILITY* AND THE MANY STANDARDS**



ST2110 Family overview

Standard	Description	Status
ST2110-10	Overall (System Timing and Definition)	Published (Sept/2017)
ST2110-20	Uncompressed Video Transfer	Published (Sept/2017)
ST2110-21	Packet Delivery Timing / Shaping	Published (Nov/2017)
ST2110-22	Compressed Video Transfer(Constant Bit-Rate)	DP(Document Publication) Ballot
RP2110-23	ST2110-20 Multiple Stream Transfer	Pre-FCD comments review
ST2110-30	PCM Audio Transfer (AES67)	Published (Sept/2017)
ST2110-31	AES-3 Audio Transfer	Published (Jun/2018)
ST2110-40	ST291 Ancillary Data Transfer	Published (Apr/2018)
ST2110-41	General Metadata Transfer	Project statement review
ST2110-42	SDP Transfer by ST2110-41	Project statement review
ST2022-7	Redundancy (Hitless failover) for RTP stream	Published (Now under reviewing for update)
ST2059-1	Relationship between Video frame and PTP time	Published (2015)
ST2059-2	SMPTE profile for IEEE1588/PTP	Published (2015)

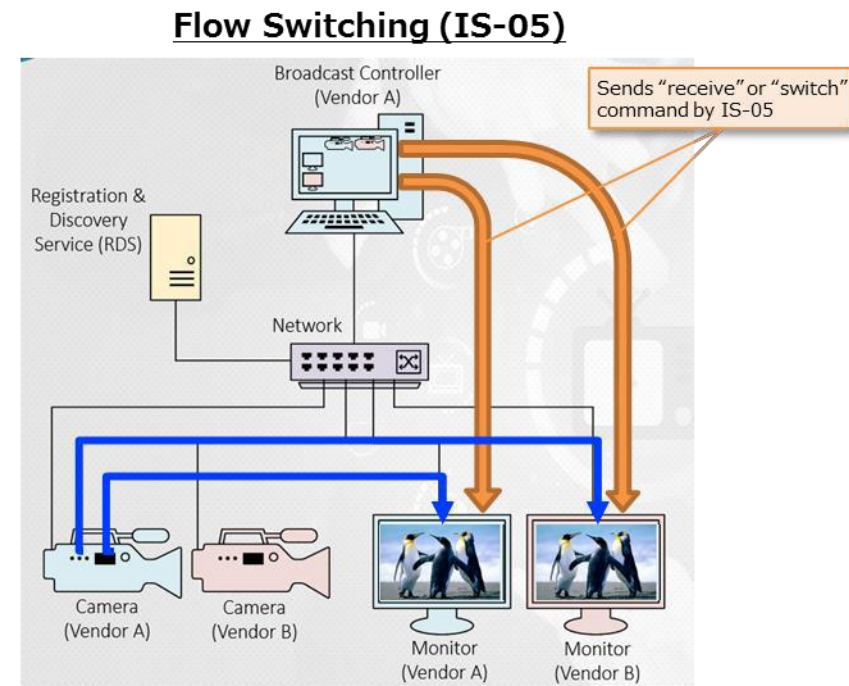
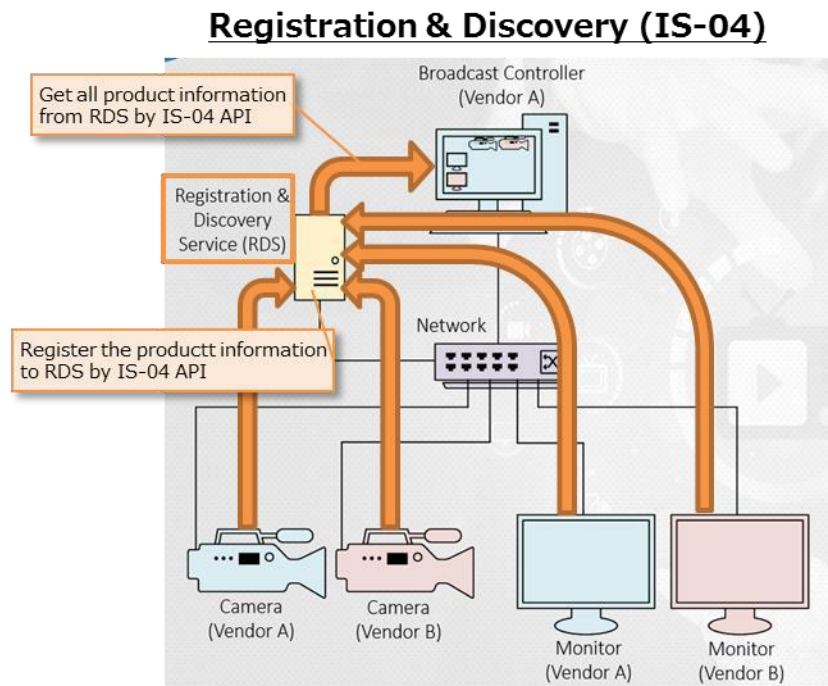
NMOS Family overview

NMOS	Description	Latest Ver.	Status
IS-04	Discovery & Registration	v1.2	Released in Oct 2017
IS-05	Connection Management (cross-point switching)	V1.0	Released in Oct 2017
IS-06	Network Control (topology discovery)	V1.0	Released in Oct 2018
IS-07	Event and Tally	N/A	Discussion open
IS-08	Audio Mapping	N/A	New Discussion

NMOS IS-04 & IS-05

IS-04 defines Registration & Discovery of devices (senders &/or receivers)

IS-05 defines flow switching between sender/receivers



This APIs realize the "multiple-vendor" system