# Latest news on 5G-MAG activities

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5G-MAG Vice-Chair



### Overarching Objectives of 5G-MAG

- Unlock the potential of 5G technologies for media by:
  - Understanding how 5G technologies can help the media industry in the production and distribution of media content & services
  - Driving consensus towards standardisation of relevant features
  - Lowering the barriers towards development and implementation
  - Supporting industry engagement from use cases to deployments
- 5G-MAG seeks collaboration with all stakeholders to pave the way for the creation of viable ecosystems

#### Media + ICT + Collaboration

### Production: Flexibility, Agility, Independence



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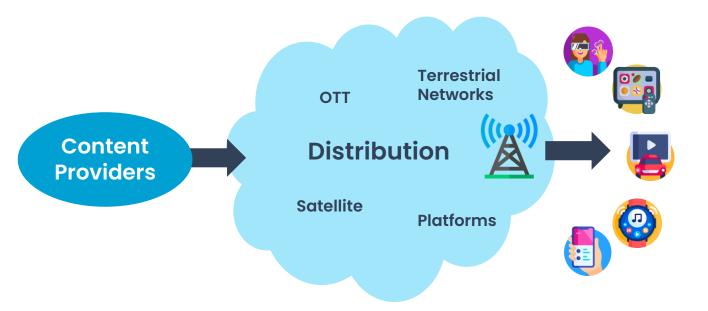
Ad-hoc and temporal setup SNPN & PNI-NPN **QoS** priorities **Dynamic QoS QoS** exposure D<sub>2</sub>D **UE on-boarding** Timing and synchronization **Low Latency** Cloud/Edge **Legacy devices** Web-based uplink/downlink streaming

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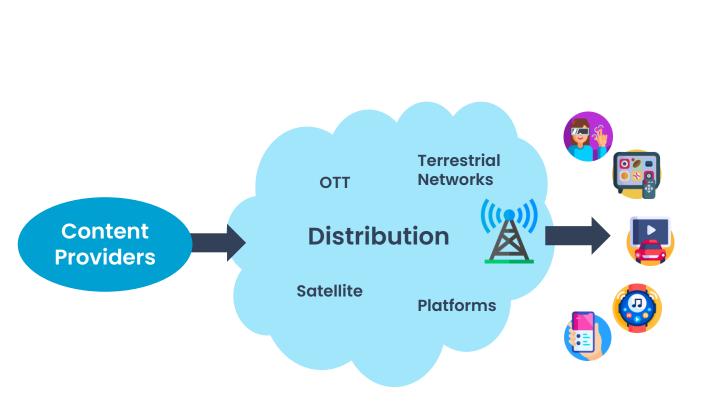


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### Distribution: Devices, Formats, Users

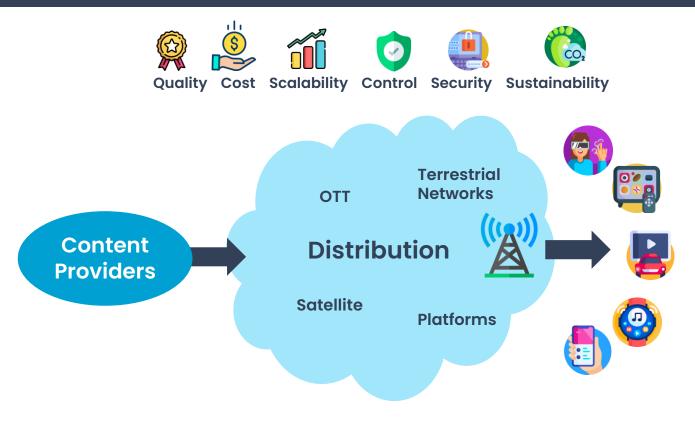


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### Opportunity: Global media & access technologies



Content Production
Services and Applications

Global technologies and APIs (formats, codecs, transport, networking)

Examples (non-exhaustive):



















Content Distribution
Services and Applications

Global technologies and APIs (formats, codecs, delivery, presentation)

Examples (non-exhaustive):













#### Internet & 5G-Based Access

#### 5G-MAG's member-driven activities

Transitioning technology into applications

Driving Industry Consensus Driving Standardization Driving Implementation







Proposing Use Cases

Creating Requirements

Assessing Opportunities

Tracking Standardization

Defining Architectures

**Profiling Specifications** 

**Developing Software** 

Supporting Developers

Creating Ecosystems



#### **Current Work Items**

WI#8 Feasibility Analysis of Audiovisual Production over 5G

WI#6 AV Production in 5G Non-Public Networks



WI#7 Emergency Alert System based on LTE-based 5G Broadcast

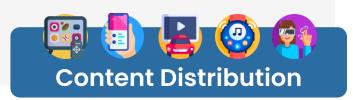
WI#5 Audio-Video Codecs and Protocols

WI#4 5G Multicast Broadcast Services

WI#3 5G Linear and On-Demand Streaming

WI#2 5G Media Distribution in Mobile Networks

WI#1 LTE-based 5G Terrestrial Broadcast



### Driving Industry Consensus (examples of on-going work)

#### Use Cases, Requirements, Architectures and Features

- High-level architectures for news-gathering, live production and music setups,...
- 3GPP technologies for streaming over Unicast, Broadcast, Multicast, Edge,...

#### **Ecosystem and Regulatory aspects**

- Global 5G roll-out driving equipment and device ecosystems
- Frequency bands suitable for media production scenarios, in particular for NPNs
  - Mid-bands below 6 GHz, Germany 3.7-3.8 GHz, UK 3.8-4.2 GHz, ..., mmWave bands
- Identification of suitable spectrum access frameworks (eLSA, CBRS, ...)
  - Time-limited and ad-hoc access vs long-term license, coordination requirements to maximize efficiency

#### **5G-MAG Explainers and Workshops**

- Workshops for industry engagement into 3GPP work items
- 5G-MAG Explainers on NPNs (SNPN & PNI-NPN)
- Linear TV and Radio with LTE-based 5G Broadcast
- Work in progress around 5G Media Streaming, MBS and AV Codecs



### Driving Standardization (examples of on-going work)

#### 3GPP SA4 Work Item on NPN4AVPROD



- Contributions by 5G-MAG members into TR 26.805 "Study on Media Production over 5G NPN Systems"; Annex A on 5G-MAG Workshops and Trials
- 5G-MAG to follow up on recommendation guidelines

#### ETSI 103 720 «5G Broadcast System for linear TV and radio services» ETSI

- Specification update to include enhancements from 3GPP Rel-17 specifications:
- Kanban Board

#### 3GPP TS 26.512 - 5G Media Streaming (5GMS); Protocols



- Bug fixing and detection of issues arising from spec implementation
- Kanban Board

#### 3GPP TS 26.346: MBMS; Application Programming Interface and URL

- Bug fixing and detection of issues arising from spec implementation
- Kanban Board

Contributions? <a href="https://github.com/5G-MAG/Standards/issues">https://github.com/5G-MAG/Standards/issues</a>



hub.5q-maq.com



### Driving Implementation (examples of on-going work)

#### Why 5G-MAG Reference Tools?

- Implementation-driven specs
- Testing, validation, verification and direct feedback to SDOs
- Lower the complexity of spec implementation for developers





#### **Open Community of Developers**

Open developers' community sponsored by 5G-MAG members



#### Reference **Implementations**

Reference implementation of 5G media platform components and features



#### Feedback to standards experts

Facilitating exchange between developers and standardization experts



#### **IPR-friendly License** Model

Developed to foster contributions, demos. testing, commercialization

#### **Current list of official contributors**

























### Driving Implementation (examples of on-going work)

B B C Reliable Video On-Demand over Mobile Networks with 5G Media Streaming

B B C Reliable Personalized Live Radio over Mobile Networks with 5MBS

5G Broadcast On-Demand with 5G Media Streaming

**■●Dolby Premium and Targeted Content Insertion** with **5G Media Streaming** 

Qualcom DVB-I over 5G Media Streaming

UNIVERSITAT POLITÈCNICA DE VALÈNCIA

Qualcom DVB-I Hybrid Service over 5G Broadcast and 5G Media Streaming

Qualcom Emergency Alerts and Media Services through 5G Broadcast

Contribution to LTE-based 5G Broadcast completion and Multicast-Broadcast Service (MBS) and satellite/NTN broadcast integration

## Join the development efforts in 2023!

5G Media Streaming
Dynamic network QoS policies
Event exposure framework
Media Streaming over eMBMS
Edge Applications for Streaming
5G Multicast Broadcast Services
eXtended Reality































DIME



(P)DTG

EPT























**■** Dolby

france-tv













plus 编











MEDIA BROADCAST



ORF OCS











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