

# RAVENNA & AES67 & ST2110



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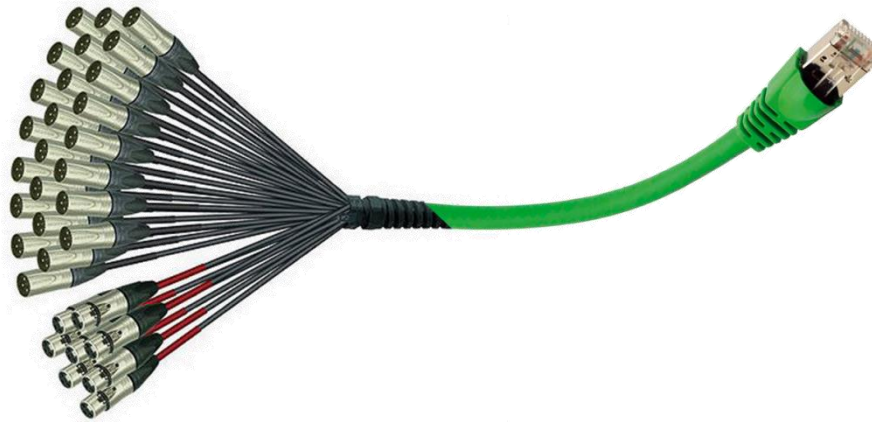
## What is RAVENNA?



# RAVENNA The IP-based Real-Time Media Network



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# RAVENNA

The IP-based Real-Time Media Network

Real-time **A**udio & **V**ideo **E**nhanced  
**N**ext-Generation **N**etwork **A**rchitecture

## Why RAVENNA?



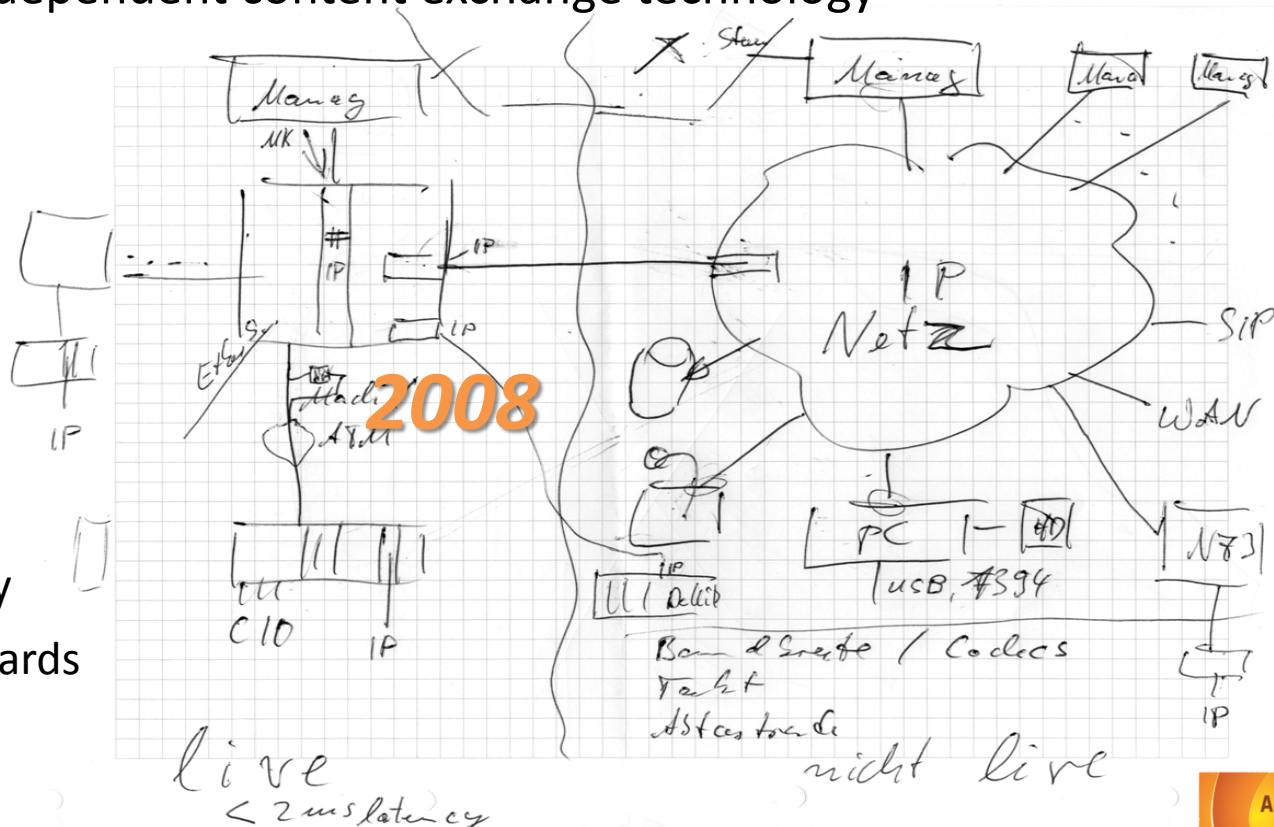
# RAVENNA

The IP-based Real-Time Media Network

Vision: a platform-independent content exchange technology

Requirements:

- scalable
- fast
- shareable
- flexible
- reliable
- routable
- non-proprietary
- based on standards







## *Why IP-based Networking?*

- General advantages of networking: Reliability, flexibility, versatility, accessibility, scalability, cost advantage, maintenance efficiency, ...
- Availability: IP-capable network equipment and infrastructure readily available and widely deployed
- Based on standards: IP standard protocols (the “internet protocols”) are widely supported (e.g. RTP/RTCP, RTSP, IGMP, SDP, DHCP, DNS etc.)
- Routing capability: content can be routed across campus networks and WAN connections without technology change
- Convergence: PCs can participate on the network without dedicated hardware
- Future-proof: IP-based services are growing into all areas of communication



## Existing Audio-over-IP solutions / technologies / initiatives:

Technology	Purveyor	Date introduced	Technical requirements matched?	Open technology?
Livewire	Telos/Axia	2003	☹️	☹️
Wheatnet-IP	Wheatstone	2005	☹️	☹️
Dante	Audinate	2006	😊	☹️
N/ACIP	EBU	2007	☹️	😊
AVB	IEEE, AVnu	2005	😊☹️☹️	😊

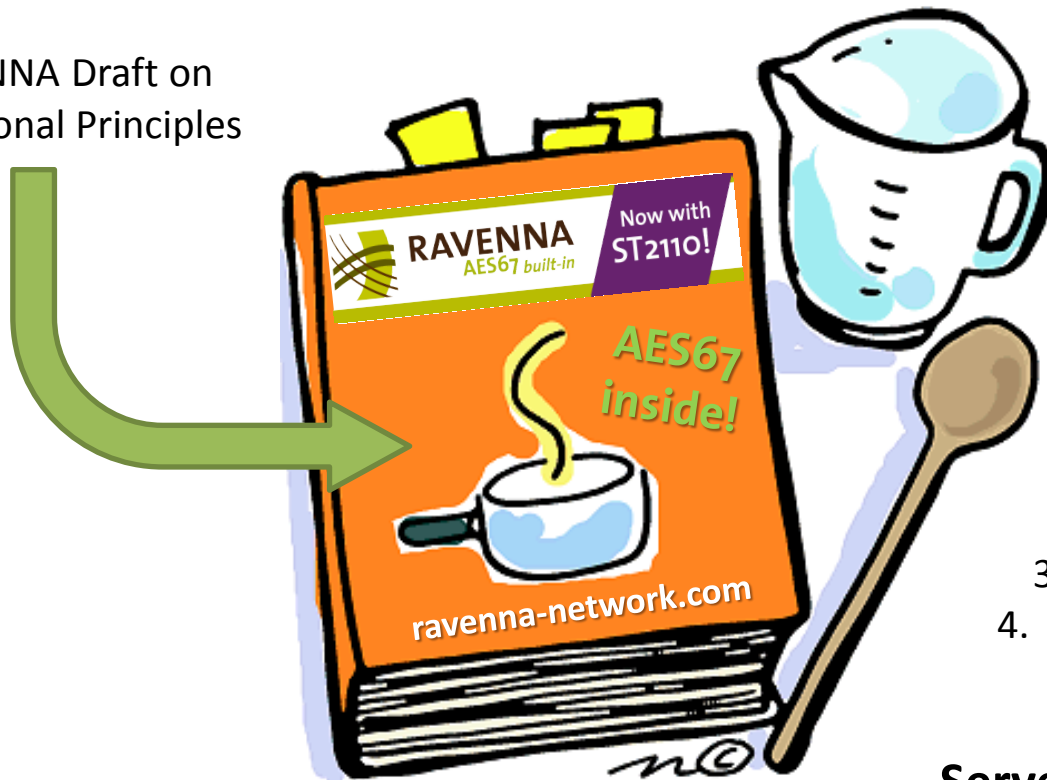


An “Open Technology” platform:

- Based on **technology publicly available**
  - ⇒ *No proprietary “black box” design*
- Utilizes **standard protocols**
  - ⇒ *Proven technology, widely supported*
- Designed to work on **existing networks**
  - ⇒ *No new network equipment required*
- **No proprietary licensing** policy
  - ⇒ No cost per channel, suits all performance needs
- Draft on operating principles **published** since June 10<sup>th</sup>, 2011

## What is **RAVENNA**?

RAVENNA Draft on  
Operational Principles



### Ingredients:

- 20 ml PTPv2
- 500 g RTP
- 1 pkt multicast
- 1 pinch of Bonjour

### Cooking order:

1. Stew PTP to order
2. Add RTP
3. Mingle with multicast
4. Add Bonjour on top

**Serve hot and Enjoy!**

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  - ⇒ *Anybody can implement / support RAVENNA technology*
- **Supported** by renowned companies from the ProAudio industry
  - ⇒ *Broad market acceptance*

## RAVENNA Partners (& AES67 Supporters):





## An “Open Technology” platform:

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- Active participation in AES X192 standardization TG
  - ⇒ **RAVENNA supports AES67 standard**

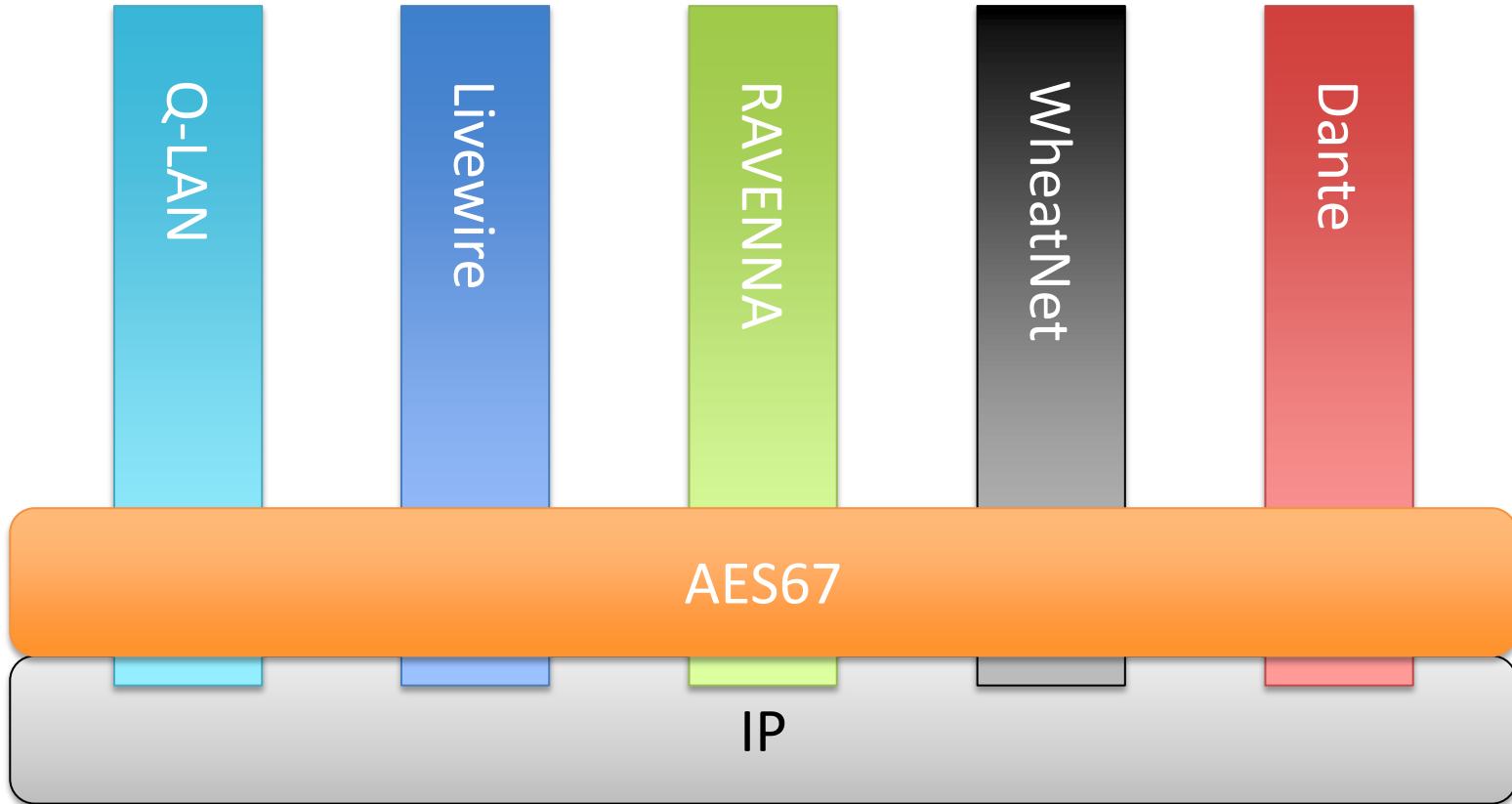


**AES67**

**AES67-~~2013~~ Standard for  
Audio Applications of Networks:  
*High-performance Streaming Audio-  
over-IP Interoperability***

published on September, 11th, 2013

# AES standard for audio applications of networks - High-performance streaming audio-over-IP interoperability





**AES67**



**RAVENNA**



## RAVENNA

+ Discovery

+ Redundancy

QoS three classes

+ classes adjustable

Media Format L16/L24 PCM

+ AES/EBU, DSD/DXD, Video

48 Samples per packet

+ 1, 6, 12, 64...

1-8 Audio channels

+ 64, 128...

Encoding 48kHz

+ 44.1, 96, 192, 384kHz...



AES67



**RAVENNA**  
*AES67 built-in*

+ Discovery

+ Redundancy

QoS three classes

+ classes adjustable

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48 Samples per packet

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More  
Features

More  
Options



AES67



# RAVENNA

*AES67 built-in*



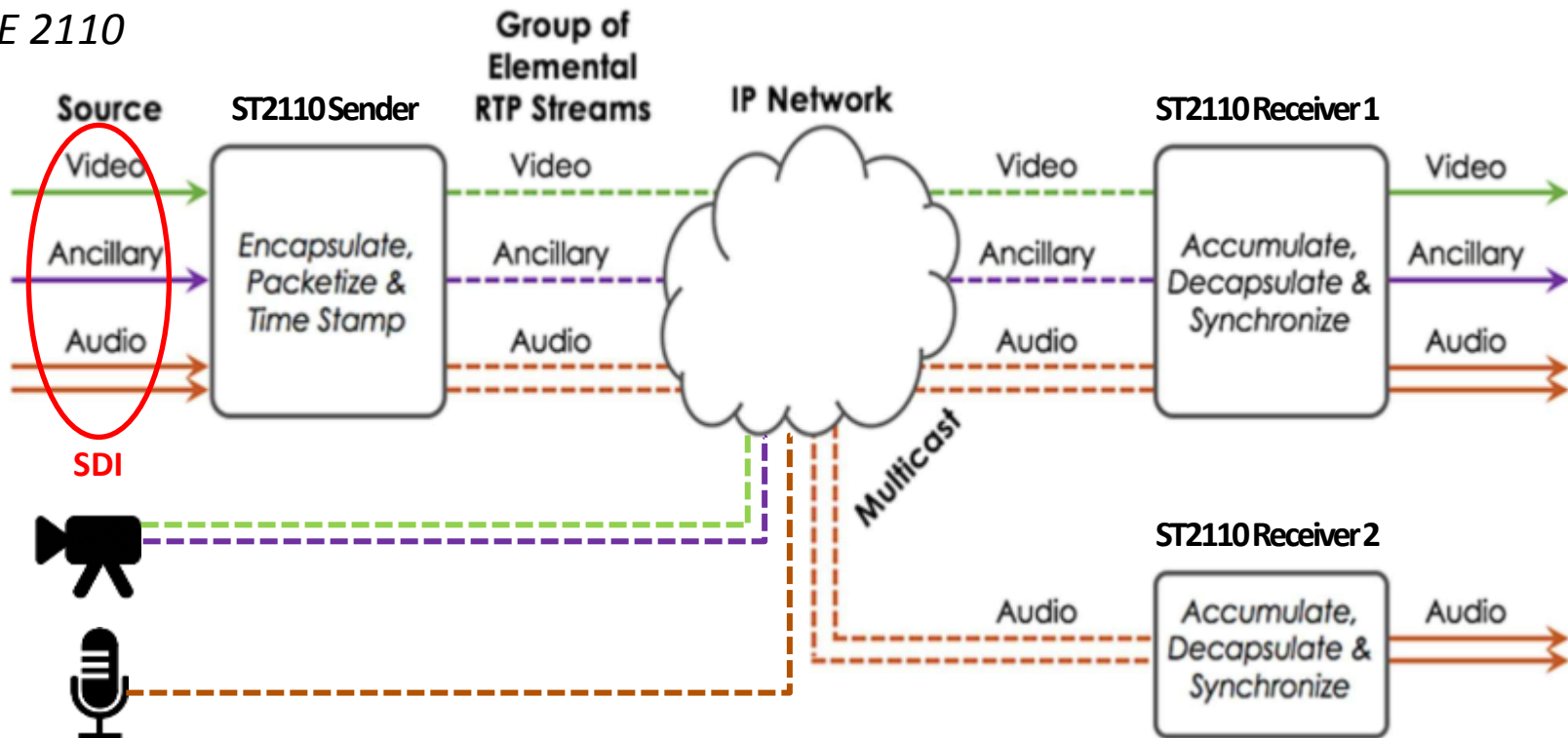


## *ST2110 - Professional Media over Managed IP Networks*

- Defines transport and synchronization of elementary essence streams (video, audio, ancillary data)
- Primarily targeting at live production applications
- References / builds on existing standards:
  - Timing: SMPTE 2059 (SMPTE PTP Profile)
  - Video: RFC 4175 (RTP Payload Format for Uncompressed Video)
  - Audio: AES67 & RAVENNA
  - Ancillary data: RFC 8331 (RTP Payload for SMPTE ST 291-1 Ancillary Data)



## SMPTE 2110



## *SMPTE 2110 - Professional Media over Managed IP Networks*

### **Document structure (audio):**

- 2110-**10**: System Timing & Definitions
  - defines transport layer and synchronization (SMPTE2059, clocks, RTP, SDP etc.)
- 2110-**30**: PCM Digital Audio
  - defines payload format for linear audio (AES67, constraints)
- 2110-**31**: AES3 Transparent Transport
  - defines payload format for non-linear audio (RAVENNA AM824)

## *SMPTE 2110 - Professional Media over Managed IP Networks*

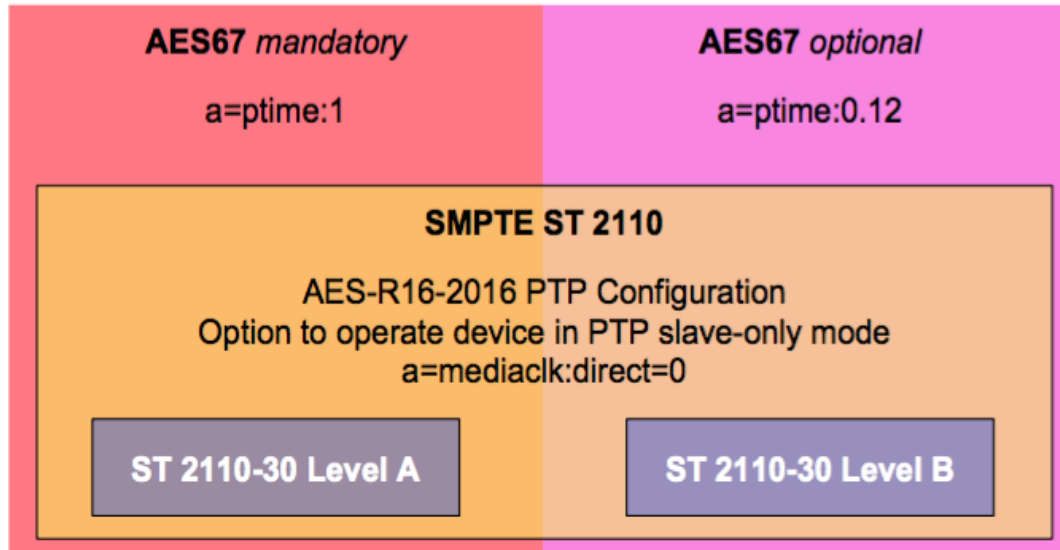
### **Document structure (linear PCM audio):**

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**AES67**  
**Constraints!**

## *SMPTE 2110 - Professional Media over Managed IP Networks*

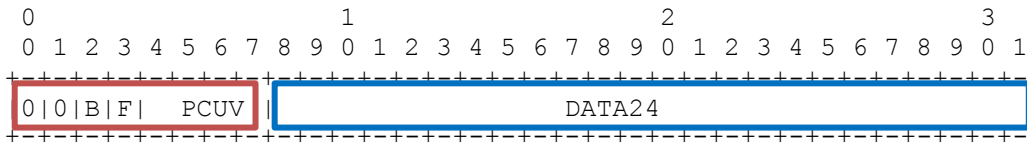
SMPTE ST 2110-30 is a subset of AES67,  
adding constraints to clocking and streaming



## SMPTE 2110 - Professional Media over Managed IP Networks

### 2110-31 – transparent transport of AES3 audio data

- Can transport any format which can be encapsulated in AES3
  - L24 PCM w/ AES3 subframe meta data (PCUV bits)
  - non-PCM audio and data formats as defined by SMPTE ST 337 / 338 (i.e. Dolby®E etc.)
- Builds on RAVENNA’s AM824 (IEC 61883-6) payload definition:
  - retains AES67 definitions for synchronization and RTP usage
  - uses 3 bytes for PCM24 + 1 byte for AES3 meta data



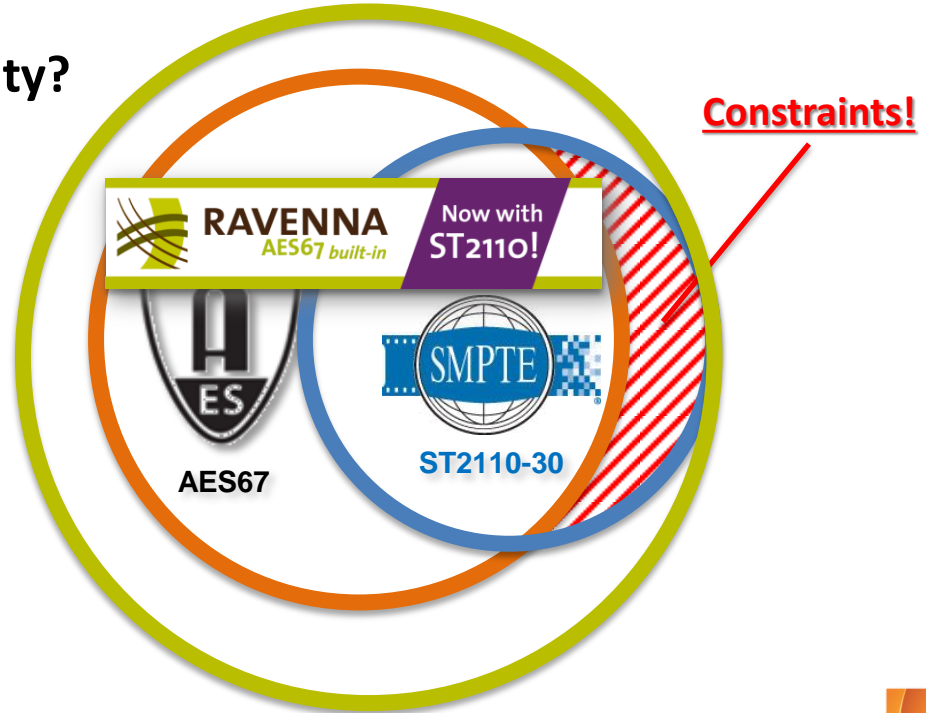
- RTP payload format signaled in SDP:
 

```
a=rtpmap:<pt> AM824/48000/<nchan>
```
- retains all other SDP parms

*SMPTE 2110 - Professional Media over Managed IP Networks*

**AES67 / ST2110 audio compatibility?**

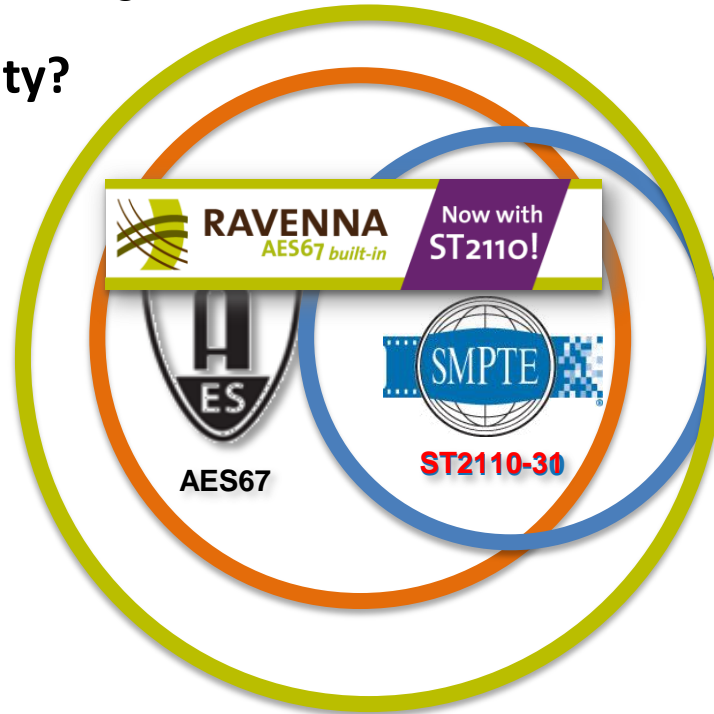
**24-bit PCM audio**



*SMPTE 2110 - Professional Media over Managed IP Networks*

**AES67 / ST2110 audio compatibility?**

**AES3 audio**



Thank you for your attention!

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