

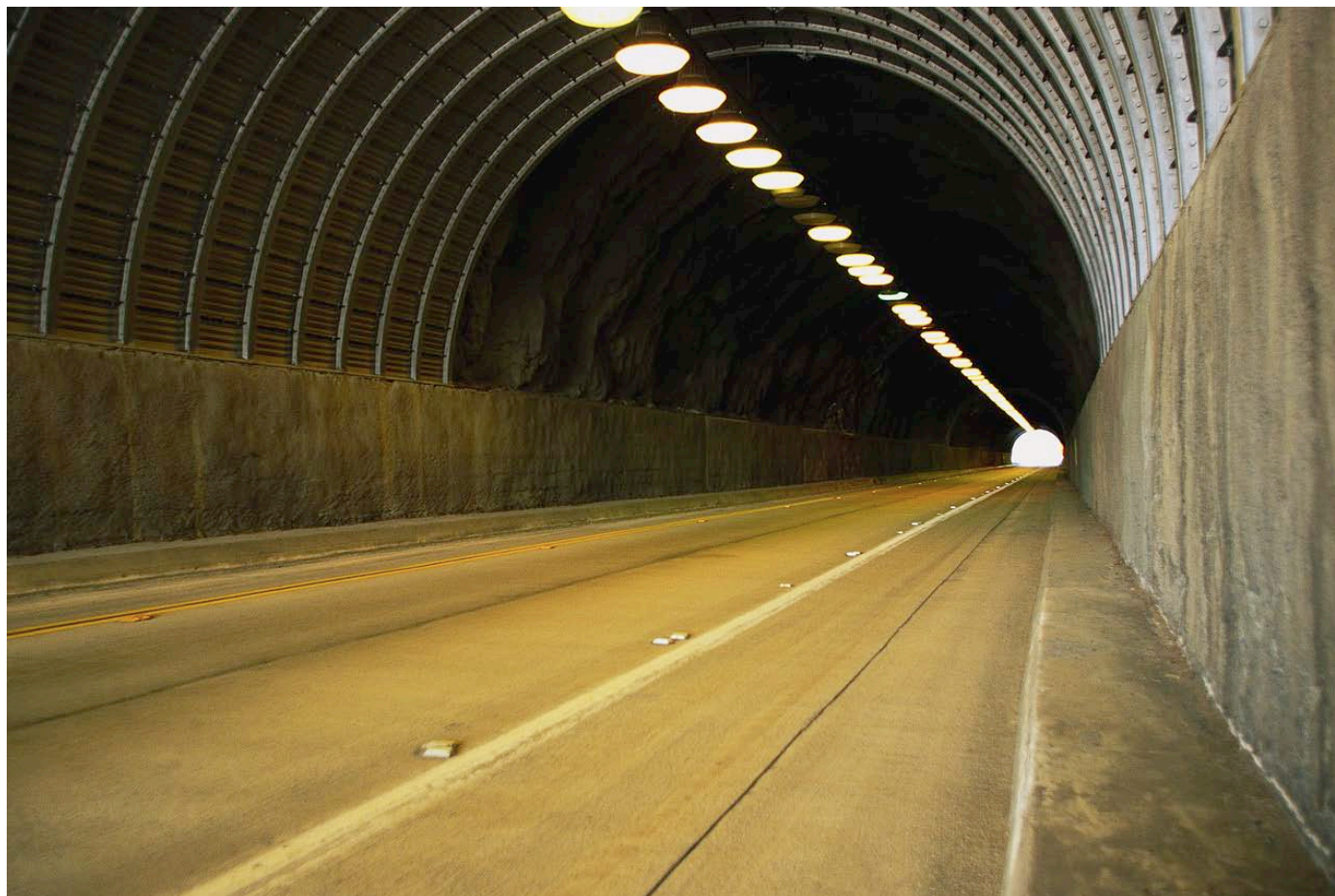
EBU webinar on MXF

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Welcome...



Agenda

MXF basics

MXF issues in daily use

MXF work in SP/HIPS

Update on standardisation activities (SMPTE)



MXF history

EBU/SMPTE task force – final report 1998

User requirements for an open, standardised, flexible and extensible **wrapper format** that supports audiovisual **essence** and **metadata**

First SMPTE standards in 2004

New standards are added, old ones are being revised/ammended

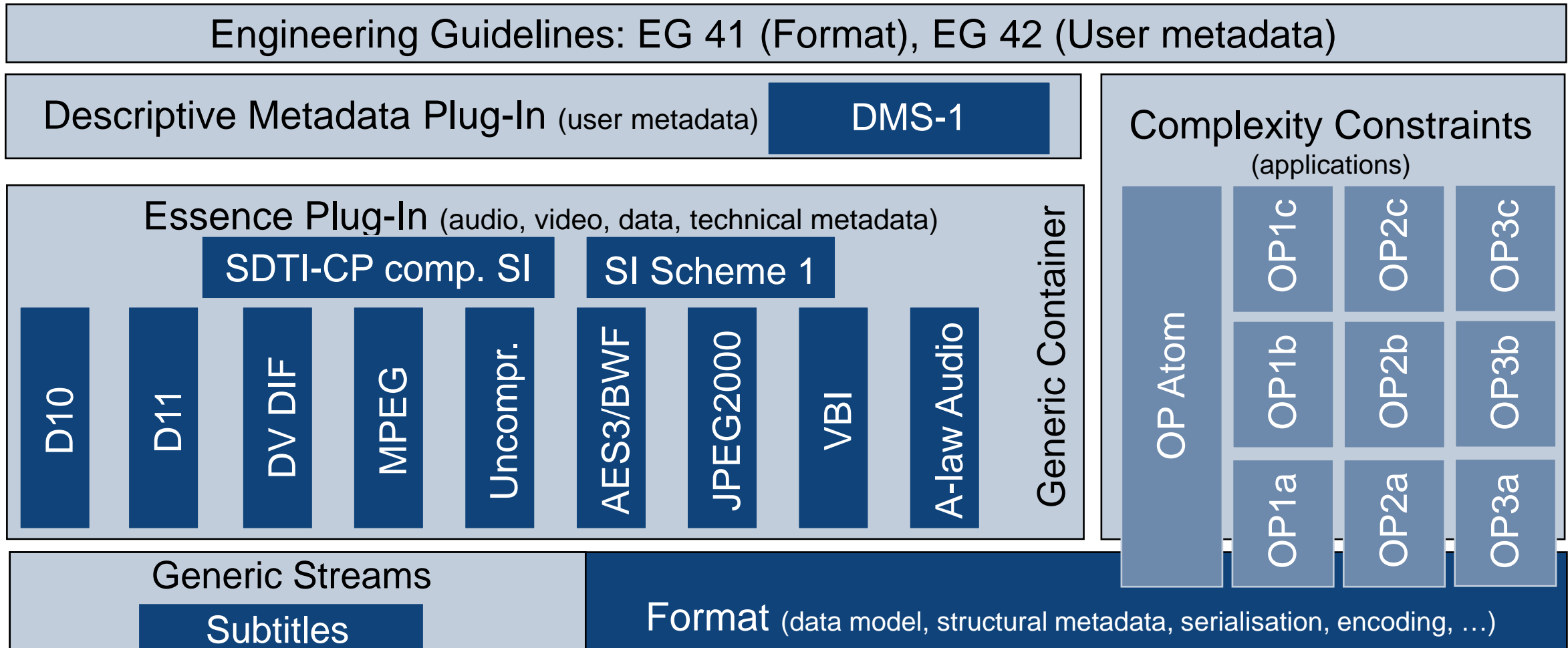
Latest developments: <http://mxf.irt.de/information/specification/>

First products on the market 2003

Camcorder support since 2005

HD in MXF since ~2007

MXF suite of standards

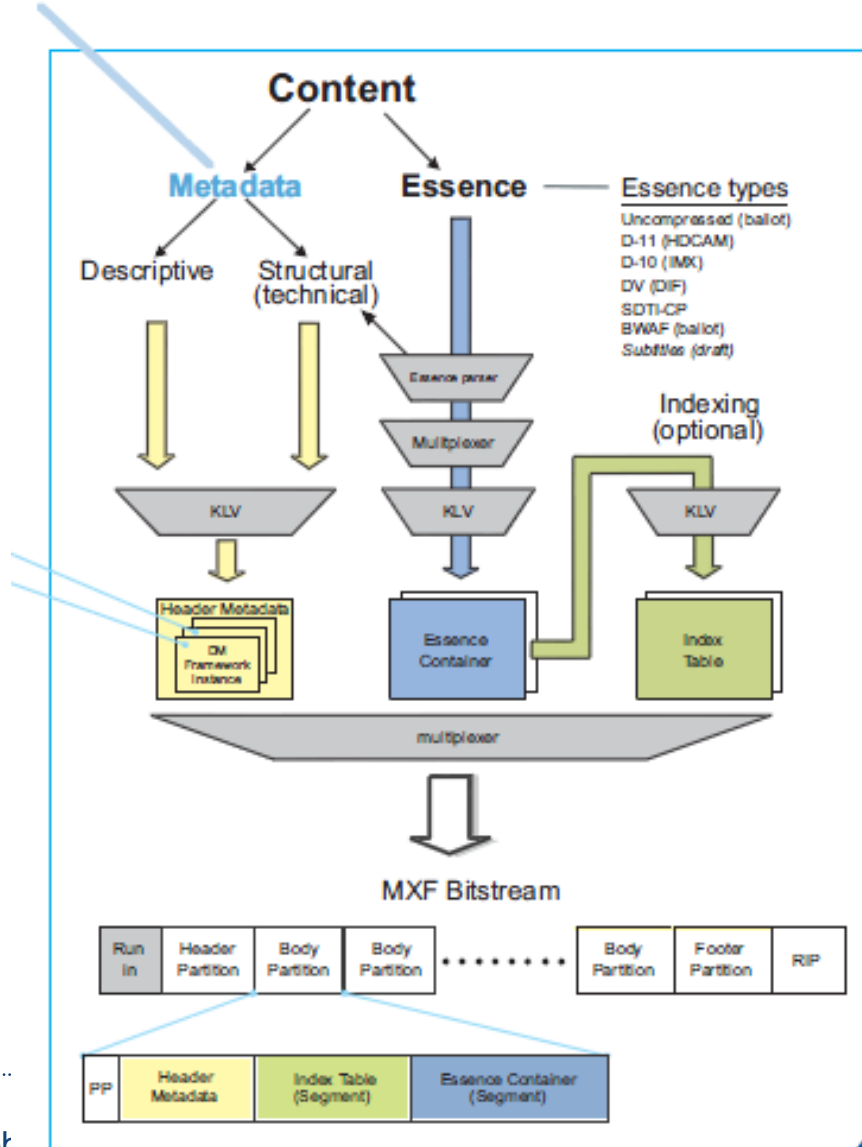


Building an MXF file

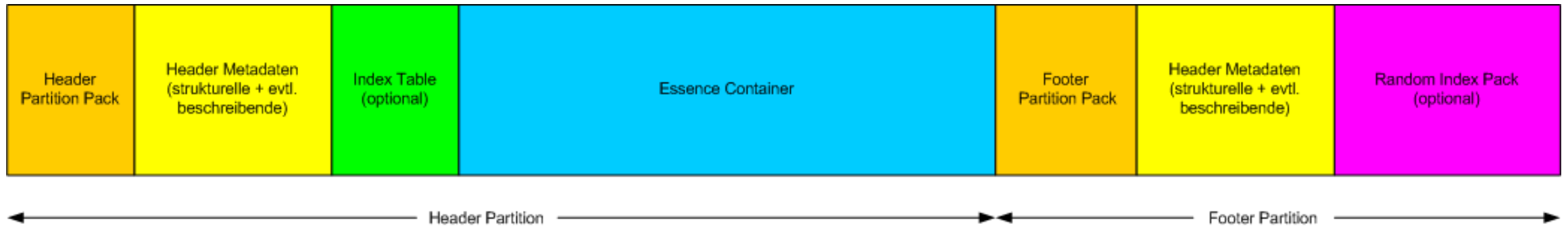
An MXF file consists of Essence and Metadata.
The diagram below illustrates the building blocks of a generic method to generate an MXF file.

MXF Encoder Example

Three components:
Header Metadata
Index Tables
Essence Container



MXF file example

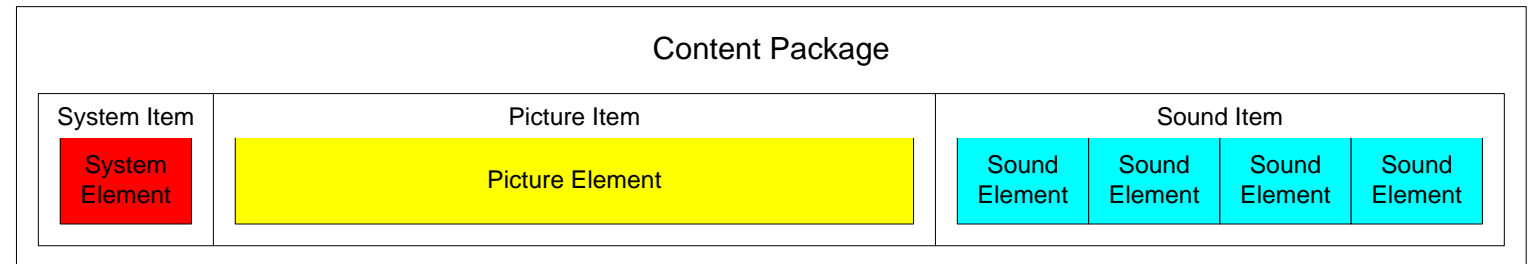


Example of a commonly used and simple MXF file structure.

What is an Essence Container?

Storage location

internal or external



Structure

Essence Container consists of **Content Packages**

Content Package consists of **Items** (System, Picture, Sound, Data)

Item consists of **Elements** (1 Element = 1 KLV packet when frame wrapping)

System Item

Informationen about the structure of the Content Package
Timecode

Picture / Sound / Data / Compound Item

Picture, audio and data essence

Compound = multiplexed stream (e.g. DIF, MPEG-TS...)

128 elements max

Excursion KLV encoding

Key Length Value (KLV)

Key (16 Byte) = Identification of packets

Length (4 Byte) = Length of payload

Value = the payload itself

Guarantees extensibility

SMPTE 336M

Visualisation

Case 1) „Length“ value is too small

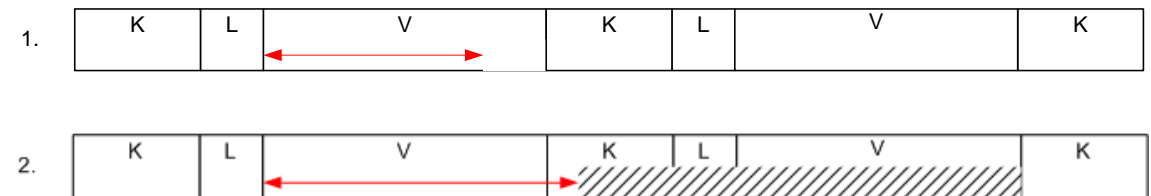
Case 2) „Length“ value is too big

„Dark metadata“

KLV key is not known to the MXF decoder

Decoder can skip dark Metadata

Dark Metadata and/or Dark Essence can be transported transparently

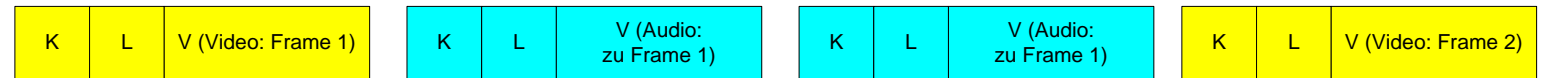


←→ Angegebene Länge
 // Non-KLV Data

Frame-based vs. Clips based wrapping

Frame-based wrapping

One frame per KLV packet
e.g. XDCAM



Clip-based wrapping

Complete stream in one KLV packet
e.g. P2



Custom wrapping

Other fragmentation (e.g. one GOP per KLV packet)

Agenda

MXF basics

MXF issues in daily use

MXF work in SP/HIPS

Update on standardisation activities (SMPTE)



What are the reasons for interop issues?

MXF is a toolbox

(Too) many options in the MXF specifications

It is quite a challenge to build a robust decoder

There are still broken files around

Please help to bug vendors to produce 100% compliant files

Things are getting better

HD in MXF is progressing much faster than SD



Operational issues

Even if the files are interchanged successfully, there are operational issues to be solved...

3 examples:

Timecode

Subtitles

Multi-channel audio

SP/HIPS is working on them

MXF issues – Timecode

Timecode is crucial for television production since a long time!
It is an accurate address for frames. Many systems rely on this.

Place (Metadata, System Item, Essence)

Type

SMPTE 12M – e.g. 10:00:00:00

Frame counter – e.g. 900.000 (= 10:00:00:00 @25fps)

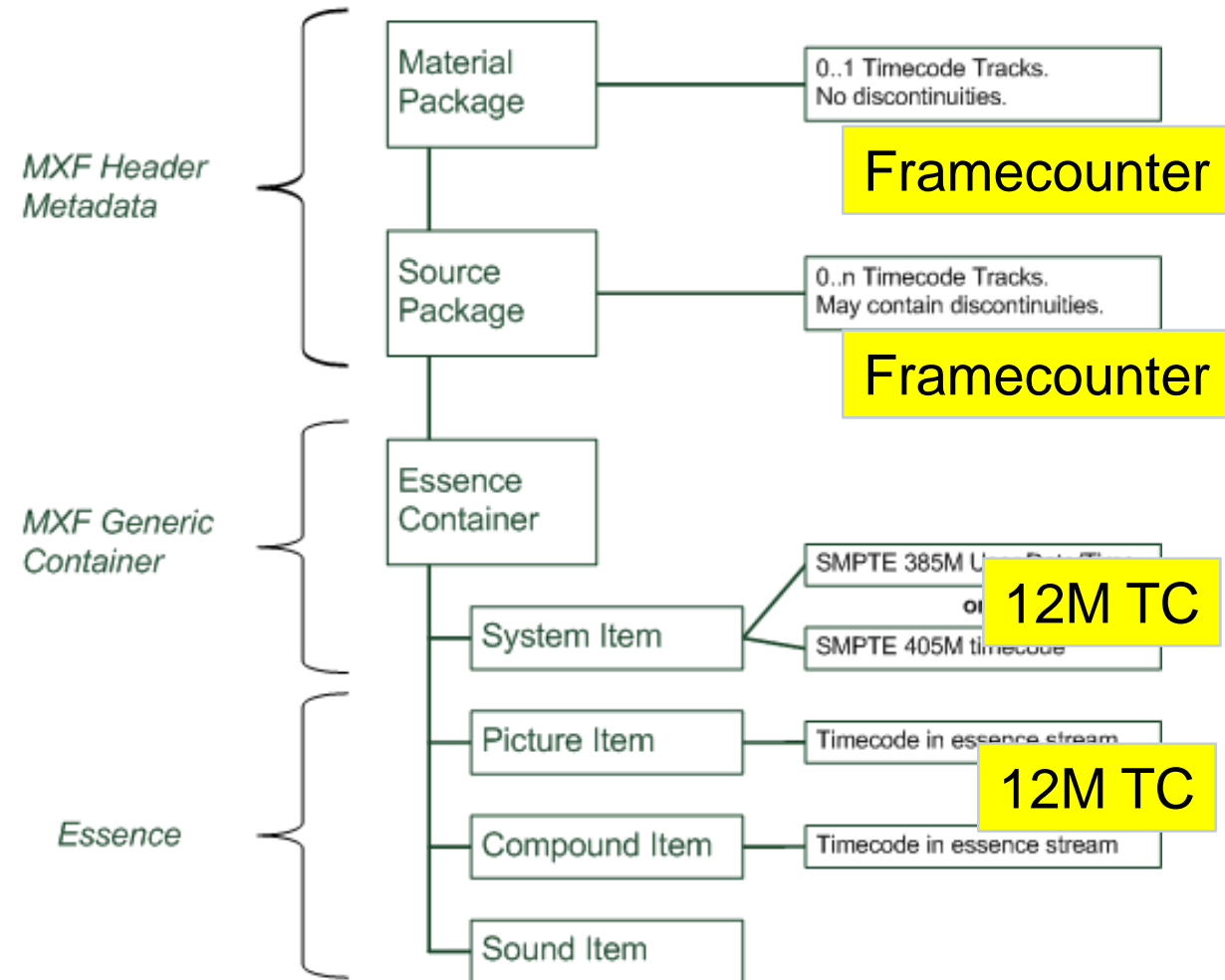
Characteristic

Support for discontinuities?

Support for user bits and binary group data?

MXF issues – Timecode

Place
Type
Characteristics



MXF issues – Timecode

Overview table

	Place	Type	Discontiuities	UG / BGD
Material Package	In Header Metadata	Frame counter	No	No
Source Package	In Header Metadata	Frame counter	Yes	No
System Item	In every edit unit	SMPTE 12M	Yes	Yes
Picture / Compound Item	In every edit unit	SMPTE 12M	Yes	Yes

UG = user groups

BGD = binary group data

MXF issues – Timecode

Need for clarification and rules

In order to reach predictable behaviour

In order to better interoperability

EBU R122-2007

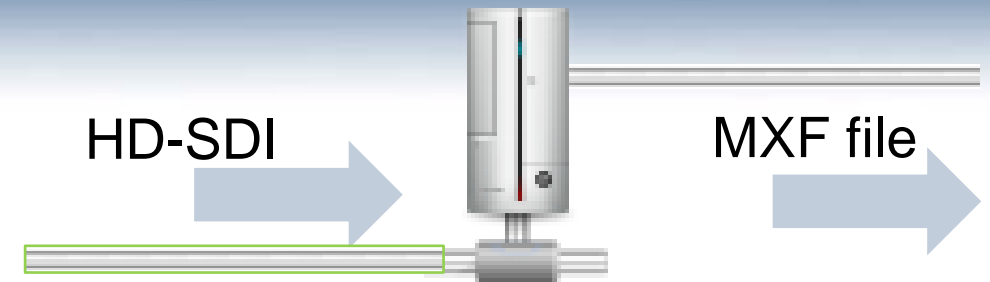
Rules for MXF encoders

Rules for MXF decoders

Includes a documentation template

For planning departments, system integrators, manufacturers

MXF issues – Timecode



Rules for MXF **encoder** (e.g. ingest station)

1. Timecode source must be selectable
 - VITC, LTC, ATC, control TC, preset TC
2. Timecode source must go into...
 - Source Package (frame accurat)
 - Material Package (no discontinuities)

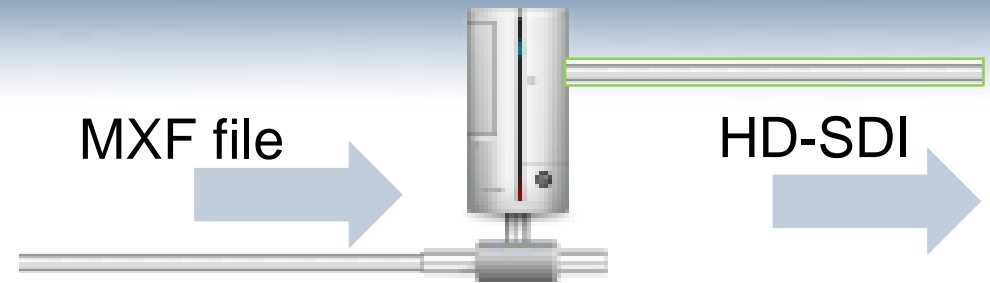
For frame-wrapped mapping...

- System Item (frame accurat)
- Not into the essence streams

For clip-wrapped mapping...

- Into the picture essence stream

MXF issues - Timecode



Rules for MXF **decoder** (e.g. playout server)

1. Playable Timecode must be taken from Primary Package
 - Material Package (OP1a)
 - Source Package (OP Atom)
2. Playable Timecode must go into...
 - LTC, VITC, ATC, extra API...

MXF issues - Timecode

Need for an updated version of EBU R122 in 2010

... support for higher framerates (30+ fps)

- Frame counters have no problem (Header Metadata)
- But SMPTE 12M only supports only up to 30 fps

=> Problem in System/Picture Item Timecode

=> use only half the edit rate, e.g. 25 fps instead of 50 fps

=> use of the field mark flag: 10:00:00:00* for SMPTE 12M timecodes

- Adding of HD codecs (AVC-I, DNxHD, MPEG-2 long GOP, J2K...)

MXF issues – Subtitles

Definitions

Captions

Subtitles

Open vs. closed

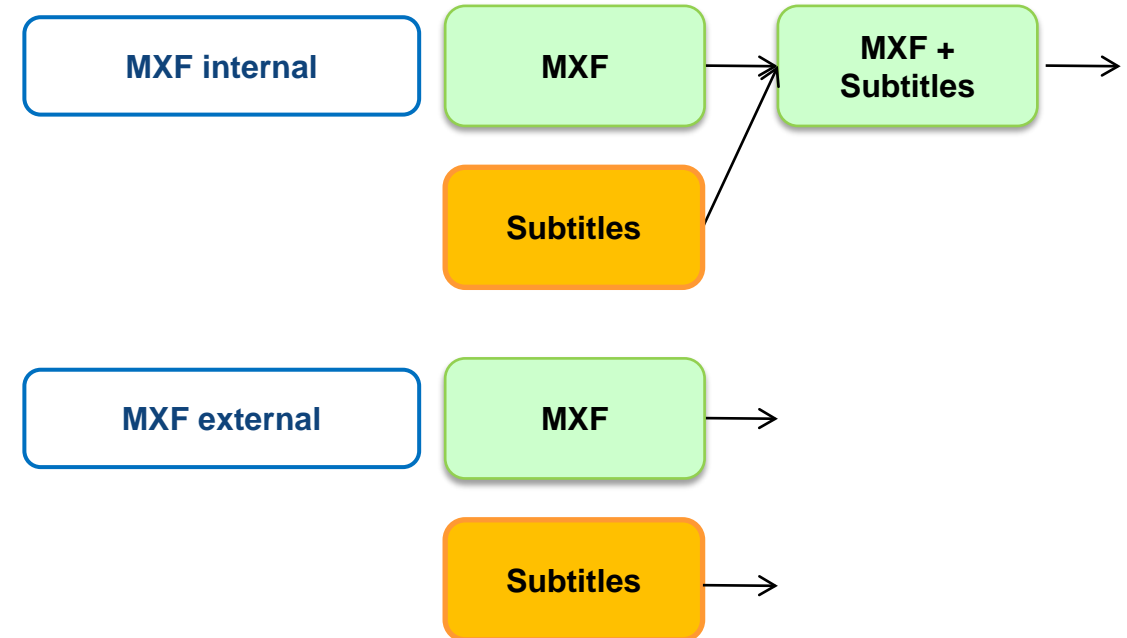
MXF internal

MXF external

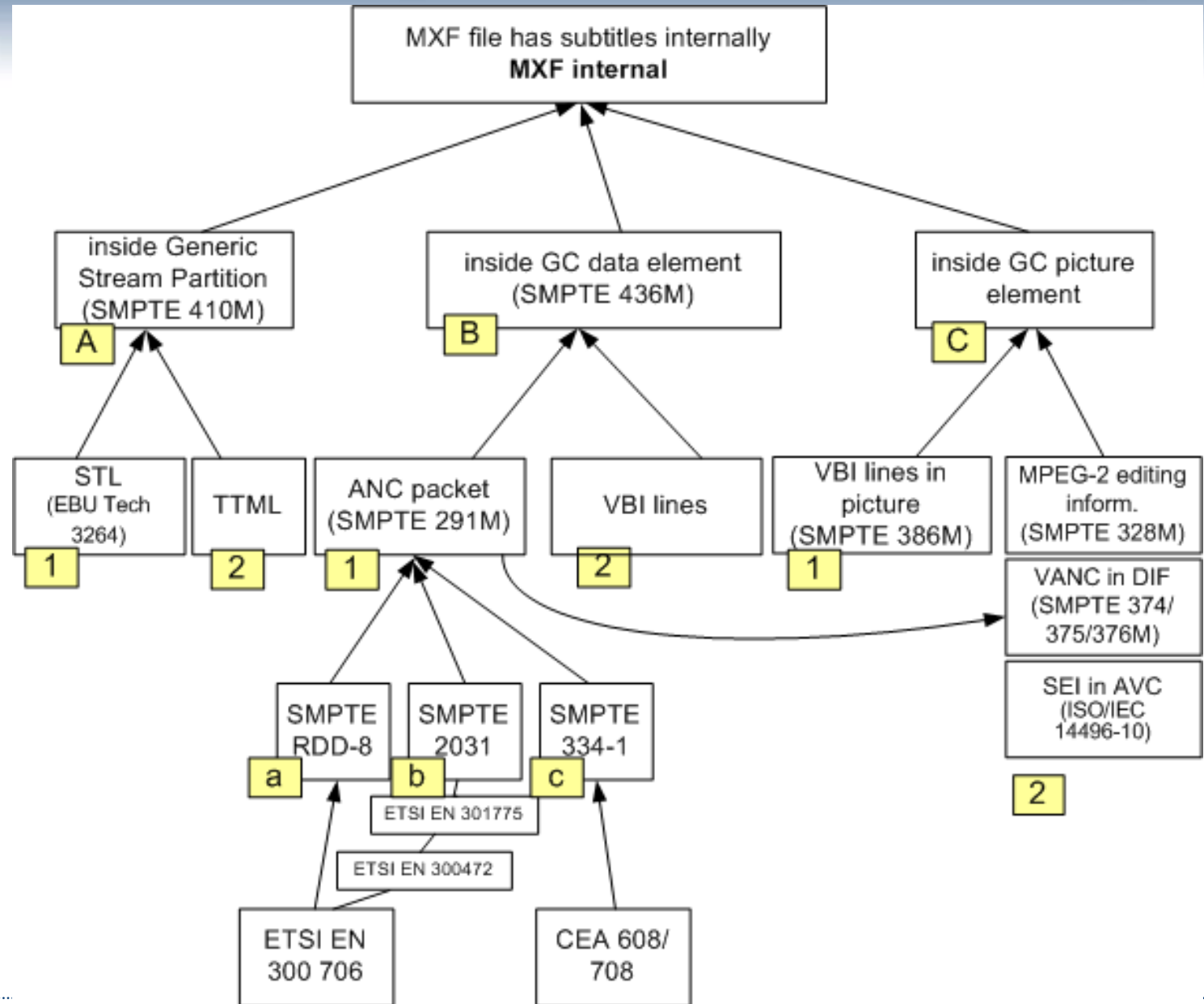
Subtitle formats

STL (binary, EBU Tech 3264)

TTML/DFXP (XML-based, EBU profile currently developed)



Subtitles – MXF internal



Subtitles – MXF internal

Inside one Generic Stream Partition



Could be STL or DFXP as one blob

Inside Generic Container Data Elements



ANC packets holding Subtitle data

Subtitles – MXF internal

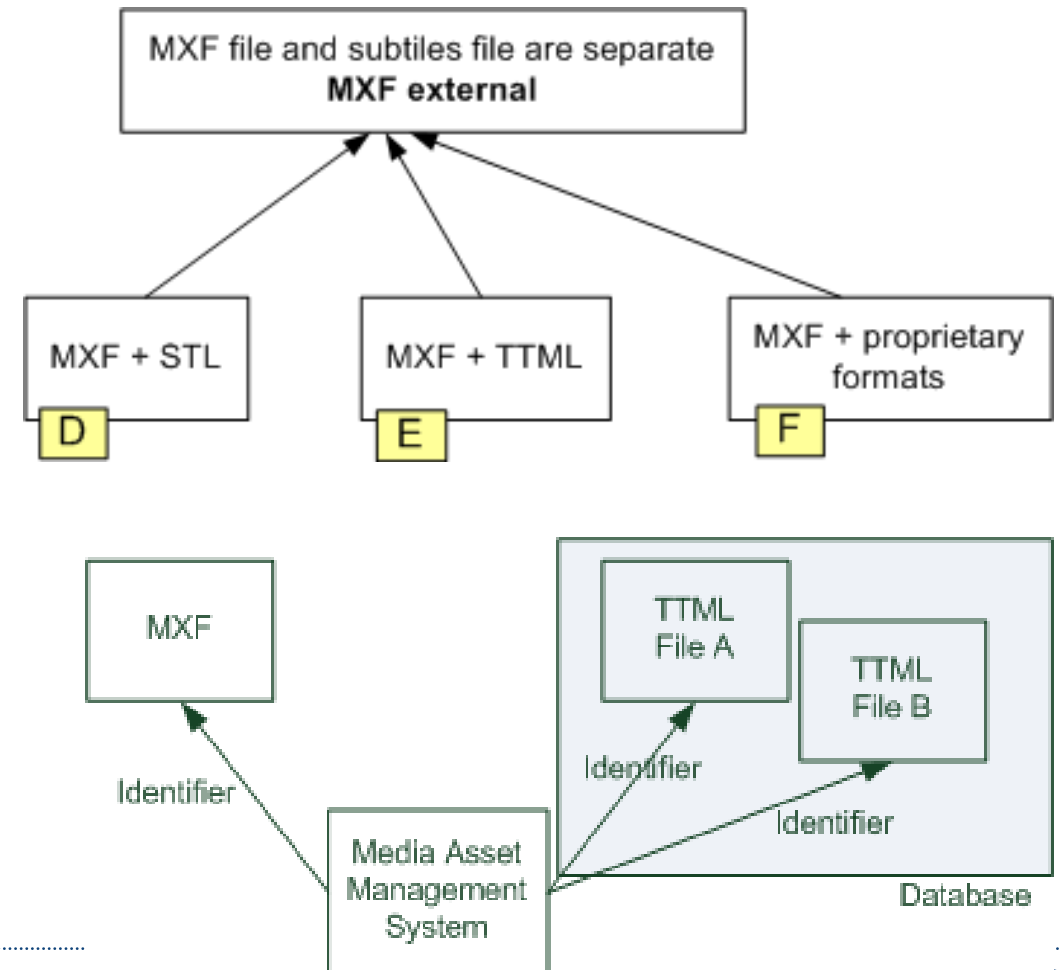
Use Case	STL in SMPTE 410 (A.1)	TTML in SMPTE 410 (A.2)	SMPTE 436M (B.1)
Partial restore	-	-	+
Streaming	-	-	+
Adding subtitles to growing file	-	-	+
"Low latency" play-back	+	+	+
Editing	+	+	+
Easy to add/remove subtitles	+	+	-
Easy to add multiple languages	+	+	-
Late binding	+	+	-
Migrating from MXF external to MXF internal	+	+	-
Indicating the language	+	+	-

Subtitles – MXF external

Recommendations

Use TTML/DFXP instead of STL
 EC-I-DFXP is currently working
 on an EBU DFXP profile

Linking mechanism has to be
 established between the MXF
 and subtitle file
 Links shall be provided by a
 central MAM system



MXF and multi channel audio

There is need for MCA support

Yesterday 4 channels

Today 8 channels

Tomorrow 16+ channels

MXF is not limited, but there are products...

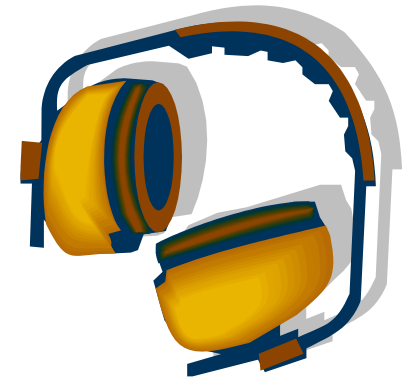
Pitfalls

When transcoding (HDCAM SR -> XDCAM)

When performing audio post processing on a different machine

When playing out on physical media

When exchanging files with other broadcasters



MXF and multi channel audio

What users desperately need:

1. Flexible labeling mechanism for audio tracks inside MXF files. (SMPTE is working on it...)
2. Support for 16+ audio channels in MXF equipment. Especially in post-production / playout / archive
3. Warning and a choice to select a sub-set of audio channels in case of fewer supported audio channels



Current MXF standardisation activities

- Multi Channel Audio in MXF (ongoing)
- STL in MXF (ongoing)
- 3D (stereographic pictures) in MXF (ongoing)
- VC-2 in MXF (started)
- TIFF in MXF (almost done) => Cinema DNG project
- MXF streaming (ongoing)
- SMPTE 377 amendment 1 (complete)
- Numerous 5-year reviews (ongoing)



SP/HIPS work on MXF

- Timecode in MXF – R122 has been updated
 - Subtitles in MXF – Recommendation is almost done
 - Multi Channel Audio – Communicate user's needs
 - Discussion about an EBU MXF profile
-
- If you are interested in these topics and would like to contribute actively, please join us:
http://tech.ebu.ch/groups/phips_mxf



For more information...

http://tech.ebu.ch/groups/phips_mxf

<http://mxf.irt.de>

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Thanks a lot! - Questions?

