



# ATSC 3.0 STATUS UPDATE

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# Subjects To Discuss

- ❖ WHY 3.0?
- ❖ ON AIR
- ❖ LIGHTHOUSING
- ❖ MODCOD VARIABLES
- ❖ COVERAGE
- ❖ DATACASTING
- ❖ CONVERSION
- ❖ RECEIVERS
- ❖ DRM

# Why 3.0?

- ❖ Improved Video Codecs reduce bit rates and increase channel capacity
- ❖ Updated error correction improves receivability
- ❖ IP base files allow off the shelf hardware usage and simplified use case development
- ❖ App interface provides new multimedia experiences
- ❖ Mobile reception at high speeds possible
- ❖ Single Frequency Networks can expand coverage
- ❖ Best in the world coding and RF performance

# ATSC 3.0 Stations On-air

- ❖ 88 FULL POWERS
- ❖ 53 LPTV/CLASS A'S
- ❖ 17 CH6 LPTV FRANKEN'S





# Lighthousing

- ❖ **LIGHTHOUSING ON ATSC 1.0 OF PRIMARY STREAM REQUIRED**
- ❖ **MUST COVER 95% OF AREA COVERED**
- ❖ **MOST STATIONS NOW HAVE MANY PARTNERS TO ALLOW LIGHTHOUSING OF ALL STREAMS**
- ❖ **VERY FEW HAVE “EXCESS” 3.0 CAPACITY AVAILABLE**
- ❖ **LIMITED ABILITY TO EXPERIMENT**

# Modcod Variables: Modulation Rate

- ❖ Number of possible symbol choices each time period
  - ❖ QPSK (4 symbols) = most robust, lowest capacity, -6 to 11 dB SNR, 1.5 to 10 MB
  - ❖ 16QAM = very robust, limited capacity, -2 to 17 dB snr, 3 to 21 mB
  - ❖ 64QAM = fairly robust, moderate capacity, 1 to 22 dB snr, 5 to 31 mB
  - ❖ 256QAM = good robustness, good capacity, 3 to 27 dB snr, 6 to 41 MB
  - ❖ 1024QAM = poor robustness, high capacity, 5 to 32 dB SNR, 8 to 52 MB
  - ❖ 4096 QUAM = very high signal needed, HUGE capacity, 7 to 37 dB snr, 9 to 62 MB
- ❖ Nu = non uniform constellations optimize performance
- ❖ 1024 and 4096 not currently recommended for OTA use

# Modcod Variables: Code Rate & Length

- ❖ Defines amount of redundant data sent to ensure delivery
- ❖ Rate defined as  $\text{payload bits} / \text{total bits transmitted}$ 
  - ❖ 2/15 means 2 units of payload out of total = 13% payload, very robust
  - ❖ 13/15 means 13 units of payload out of total = 87% payload, not robust
- ❖ More coding (lower fraction) increases receivability in noise and channel variation = lower snr BUT reduces capacity = lower mb
- ❖ Code length = long for better snr performance but increased overhead, short for less power consumption, lower latency, mobile performance
- ❖ Interleaving reduces errors, through time diversity

# Modcod Variables: FFT Length

- ❖ Determines the maximum number of OFDM carriers
  - ❖ 8k FFT =  $\Delta F_c = 843\text{Hz} = 6913$  carriers
  - ❖ 16k FFT =  $\Delta F_c = 422\text{Hz} = 13,825$  carriers
  - ❖ 32k FFT =  $\Delta F_c = 211\text{Hz} = 27,649$  carriers
- ❖ Influences capacity, delay, and mobility tolerance
  - ❖ Smaller FFT = better mobile performance, lower efficiency
  - ❖ Larger FFT = better fixed reception, efficiency and delay tolerance



# Modcod Variables: PILOT PATTERNS

- ❖ Pilots estimate OTA channel performance
  - ❖ More pilots increase performance but decrease capacity
  - ❖ Less pilots decrease performance but increase capacity
  - ❖ Pilot spacing defines mobile speed tolerance
- ❖ Numbers relate to how many data cells are skipped in two directions
  - ❖  $D_x$  = pilot separation
    - ❖ Values = 2, 3, 4, 6, 8, 12, 16, 32
    - ❖ Higher # = less of them and therefore lower overhead
  - ❖  $D_y$  = # of symbols in sequence
    - ❖ Values = 2 or 4
    - ❖ Selection has a big effect on capacity
- ❖ SP3\_2 = 16.7% overhead, sp32\_4 = 0.8% overhead

# Modcod Variables: GUARD INTERVAL

- ❖ Prevents intersymbol interference from reflections/multipath/other TX's
- ❖ Significant benefit of OFDM modulation
- ❖ Longer intervals prevent interference over long echo distances
- ❖ Waves travel at  $5.4 \text{ u}_s/\text{mile}$
- ❖ Interval measured in samples from 192 to 4864, some examples
  - ❖ 192 = shortest =  $28 \text{ u}_s$  = approx. 5 miles, least pilots, least overhead 0.6 - 2.3%
  - ❖ 512 = short =  $74 \text{ u}_s$  = approx. 14 miles, less pilots, low overhead 1.5 – 5.9%
  - ❖ 768 = short =  $111 \text{ u}_s$  = approx. 21 miles, moderate pilots, moderate overhead 2.3 – 8.6%
  - ❖ 2048 = long =  $296 \text{ u}_s$  = approx. 55 miles, many pilots, higher overhead 5.9 – 20.0%

# Many Choices For Similar Bit Rates

❖ For 19 MB (ATSC 1.0 Bit Rate) these are possible:

❖ SNR = 11.5dB, Mod = 256QAM, Code = 9/15 long, FFT = 32k, SP = 8\_2, G/I = 1536, 222us      A good fixed service replacement ready for SFN's

❖ SNR = 11.8dB, Mod = 64QAM, Code = 9/15 short, FFT = 16k, SP = 12\_2, G/I = 512, 74us      Better mobile performance

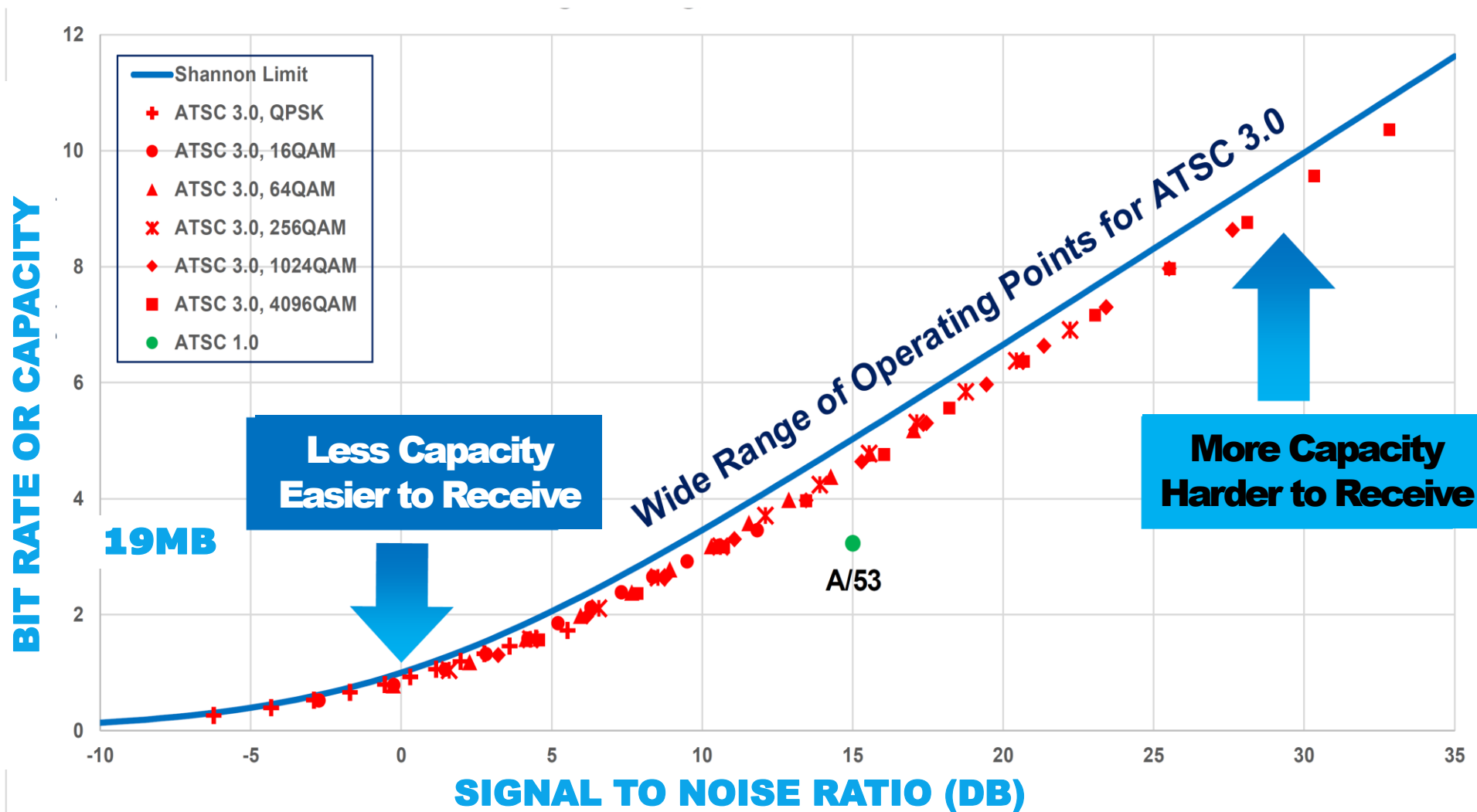
❖ SNR = 12.1dB, Mod = 256QAM, Code = 7/15 long, FFT = 32k, SP = 16\_2, G/I = 768, 111us      Another replacement, good error correction

- ❖ We used to spend \$\$\$\$\$ to increase ERP a few tenths of a dB and now we have a way to optimize and increase coverage quickly.
- ❖ ATSC 1.0 to 3.0 conversion at same bit rate is like doubling TX power
- ❖ 1.0 dB difference = 23% power difference
- ❖ 0.6 dB difference = 15% power difference
- ❖ 0.3 dB difference = 7% power difference

# Signal To Noise Ratio Versus Capacity

❖ Higher order modulation yields more capacity

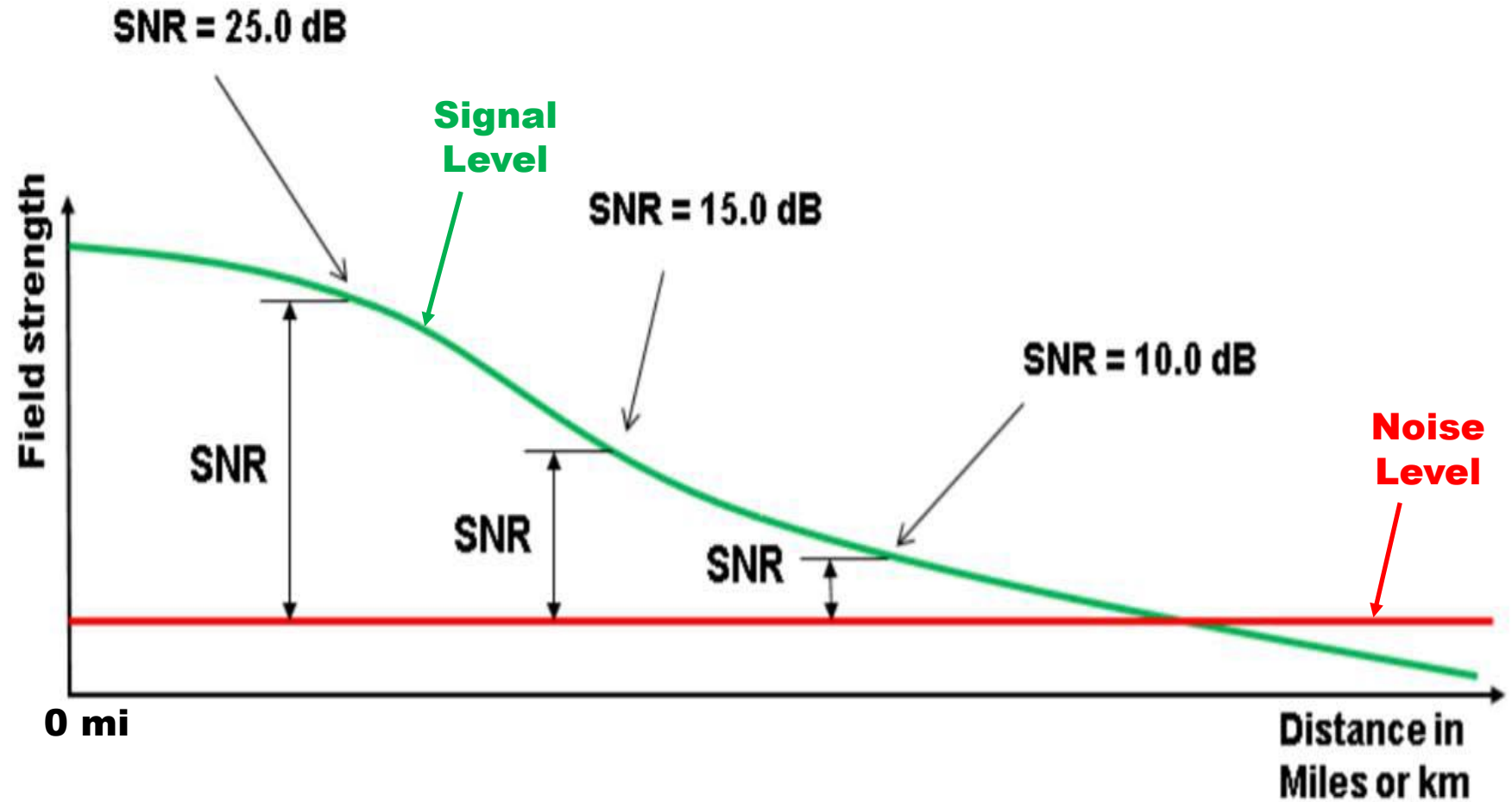
❖ Higher capacity takes more signal strength



the shannon limit describes the, can't get something for nothing tradeoff

# Signal To Noise Ratio Versus Coverage

- ❖ Signal levels decrease by distance squared from the transmitter
- ❖ For digital signals, reception occurs only above a given S/N ratio (SNR)



**this graph is the fundamental relationship to keep in mind**



# Coverage

**We don't know signal levels (dBU) needed for particular combination of receiver/antenna/location**

- ❖ **Outdoor/Car w/ short antenna**
- ❖ **Outdoor handheld w/ integrated antenna**
- ❖ **Indoor w/ external antenna**
- ❖ **Deep Indoor w/ integrated antenna**

**We need GASS<sub>E</sub>Rs = Generally Accepted Signal Strength Requirements**

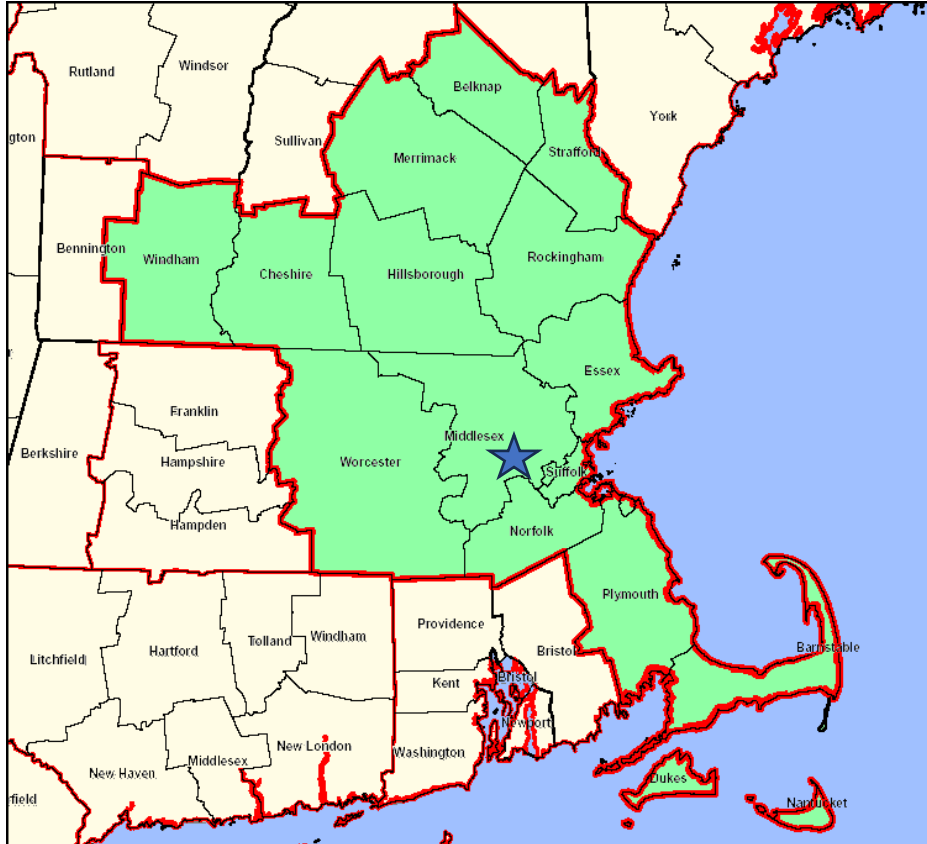
# Coverage

## **GASS<sub>E</sub>Rs = Generally Accepted Signal Strength Requirements**

- ❖ **Industry guidelines for predicting real world coverage to different devices and locations**
- ❖ **Assume certain real world environmental losses, receive antenna gains, and noise conditions**
- ❖ **More testing with real receivers is needed to agree on them**
- ❖ **Not established for 1.0**
- ❖ **More important for 3.0 and predicting receivability**

# Reference Station: Wuni Dt 27 Univision

## Some information:



- ❖ 3.0 host for wgbh, wbz, wcvb, wbts, wfxt, wwje, and wuni
- ❖ RF Channel = 27
- ❖ ERP = 400kw
- ❖ AMSL = 1434 ft
- ❖ Haat = 1168 ft
- ❖ Cardioid azimuth pattern facing Northeast

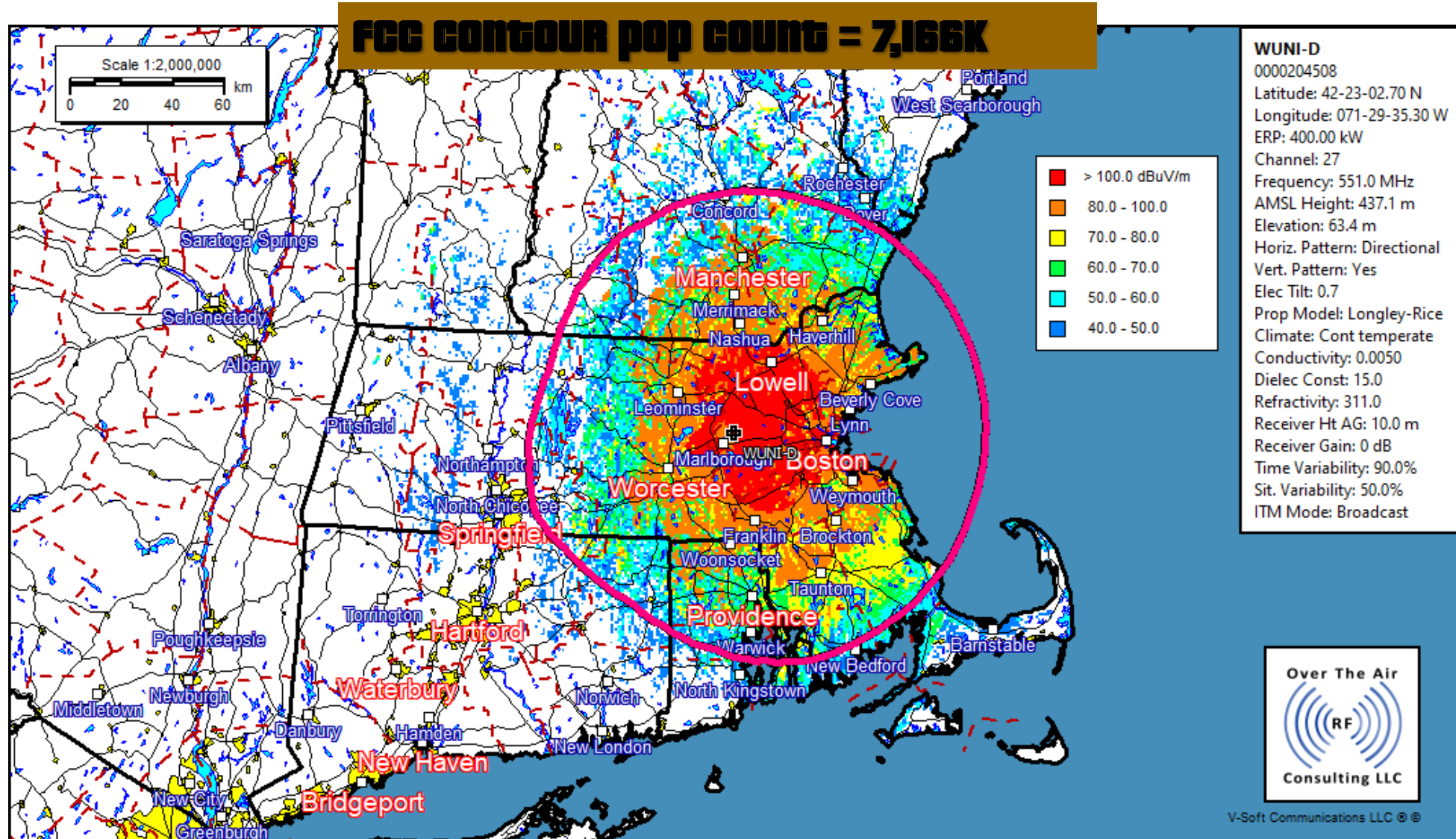
**BOSTON TV DMA = #9**



# Reference Station: WUNI Signal Strength

## ATSC 1.0

- ❖ Designed to deliver
- ❖ 19.2 Mb
- ❖ @ 15.2 dB SNR
- ❖ @ 41 dBu minimum signal strength
- ❖ to fixed antennas @ 10m

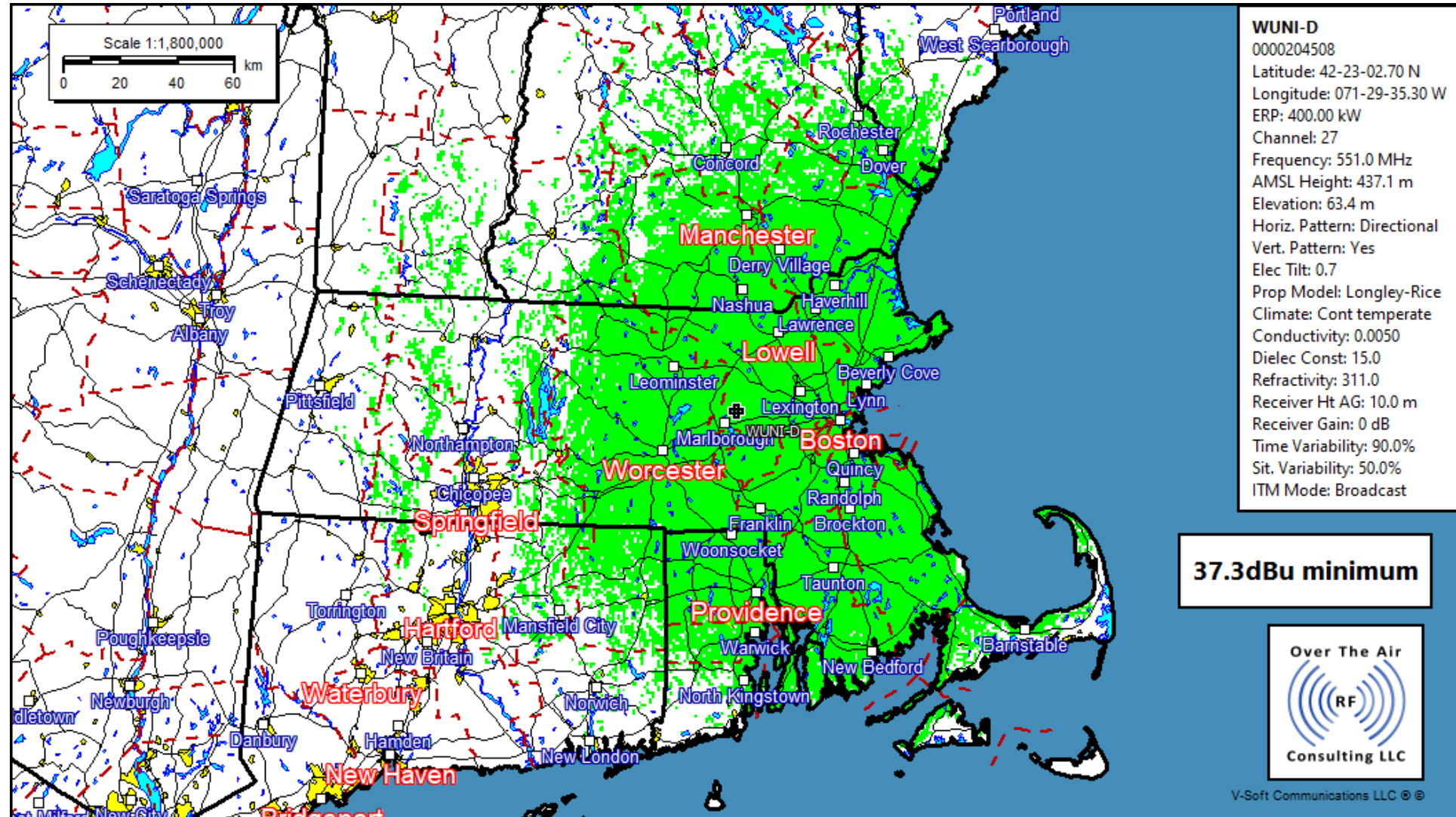


**Longley-Rice predicted 41 dbu pop count = 7,943K**



# 3.0 Replication of 1.0 Bit Rate @WUNI

- ❖ Data Rate = 19 Mb
- ❖ SNR = 11.5 dB awgn
- ❖ Mod = 64QAM
- ❖ Code = 9/15 long
- ❖ FFT = 32k
- ❖ SP = 8\_2
- ❖ G/I = 1536, 222us

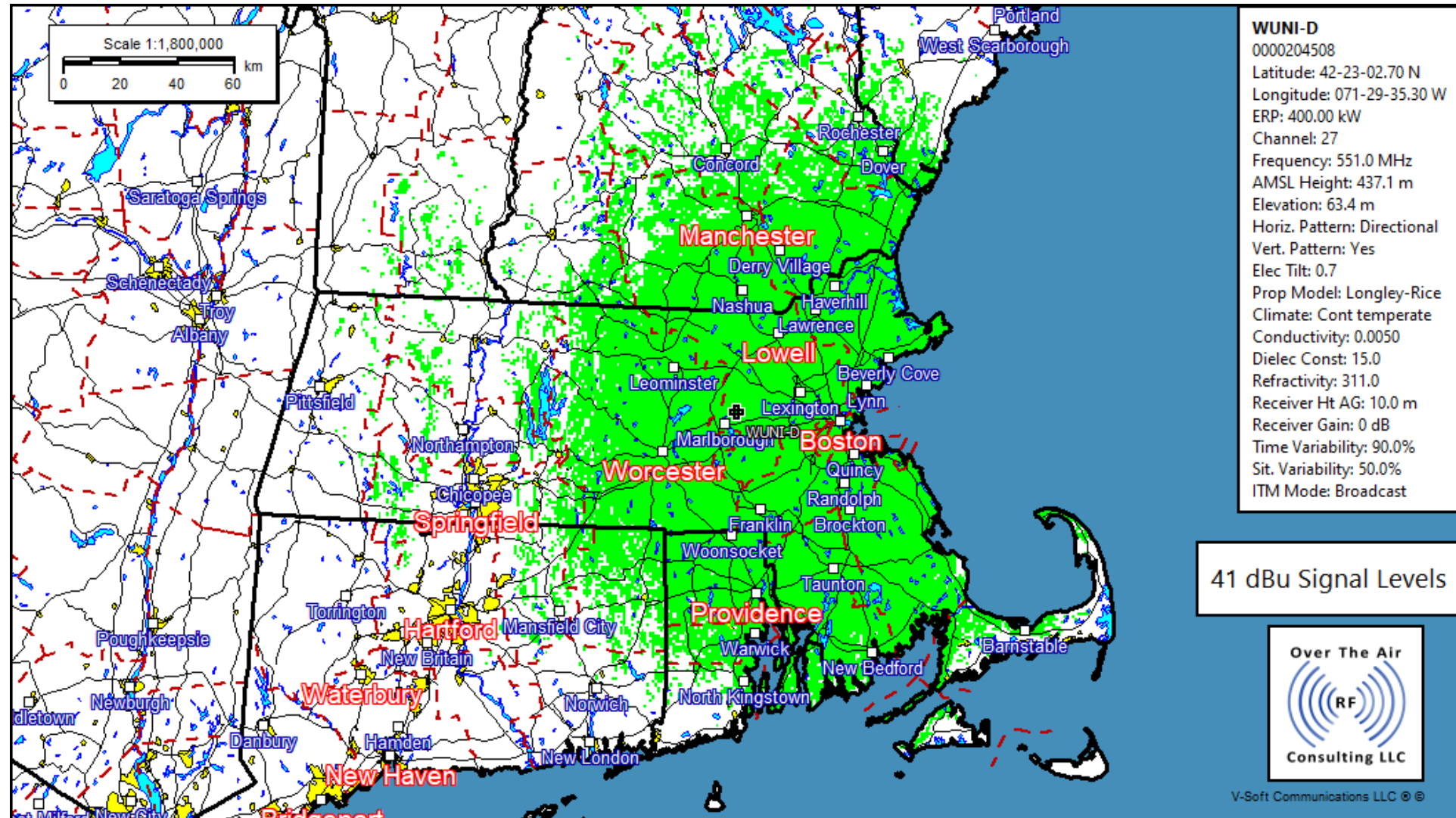


**Longley-Rice predicted 37.3dbu pop count = 8,114K**



# 3.0 Replication of 1.0 SNR @WUNI

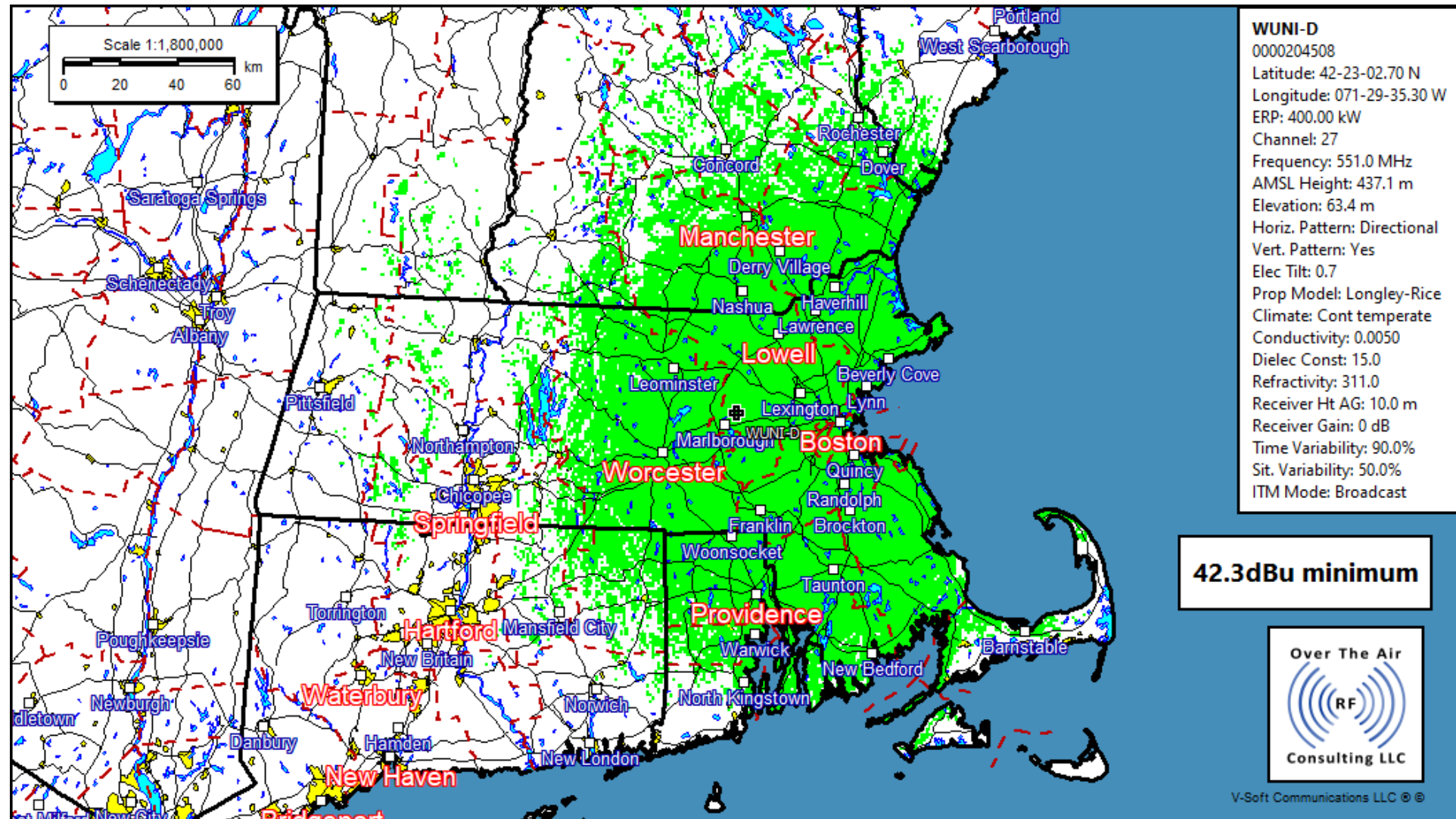
- ❖ Data Rate = 25 Mb
- ❖ SNR = 15.5 dB awgn
- ❖ Mod = 256QAM
- ❖ Code = 9/15 long
- ❖ FFT = 16k
- ❖ SP = 12\_4
- ❖ G/I = 1024, 148us



**Longley-Rice predicted 41 dbu pop count = 7,943K**

# Actual WUNI Configuration For 6 HD + 1 SD

- ❖ Data Rate = 28.6 Mb
- ❖ SNR = 17.1 dB awgn
- ❖ Mod = 256QAM
- ❖ Code = 10/15 long
- ❖ FFT = 32k
- ❖ SP = 24\_2
- ❖ G/I = 1024, 148us

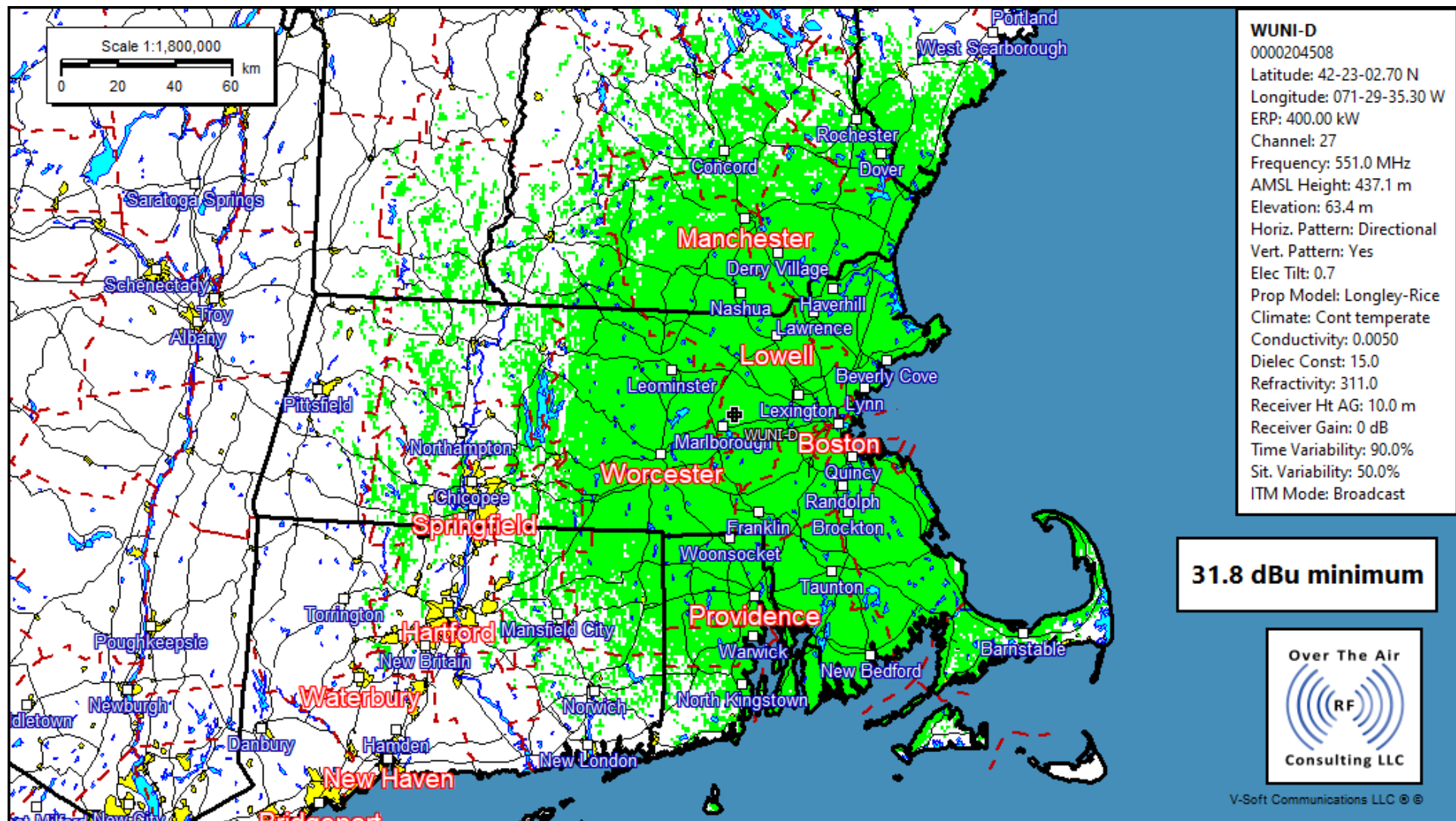


**Longley-Rice predicted 42.3 dbu pop count = 7,888K**



# Potential 2 HD + 1 SD CONFIGURATION

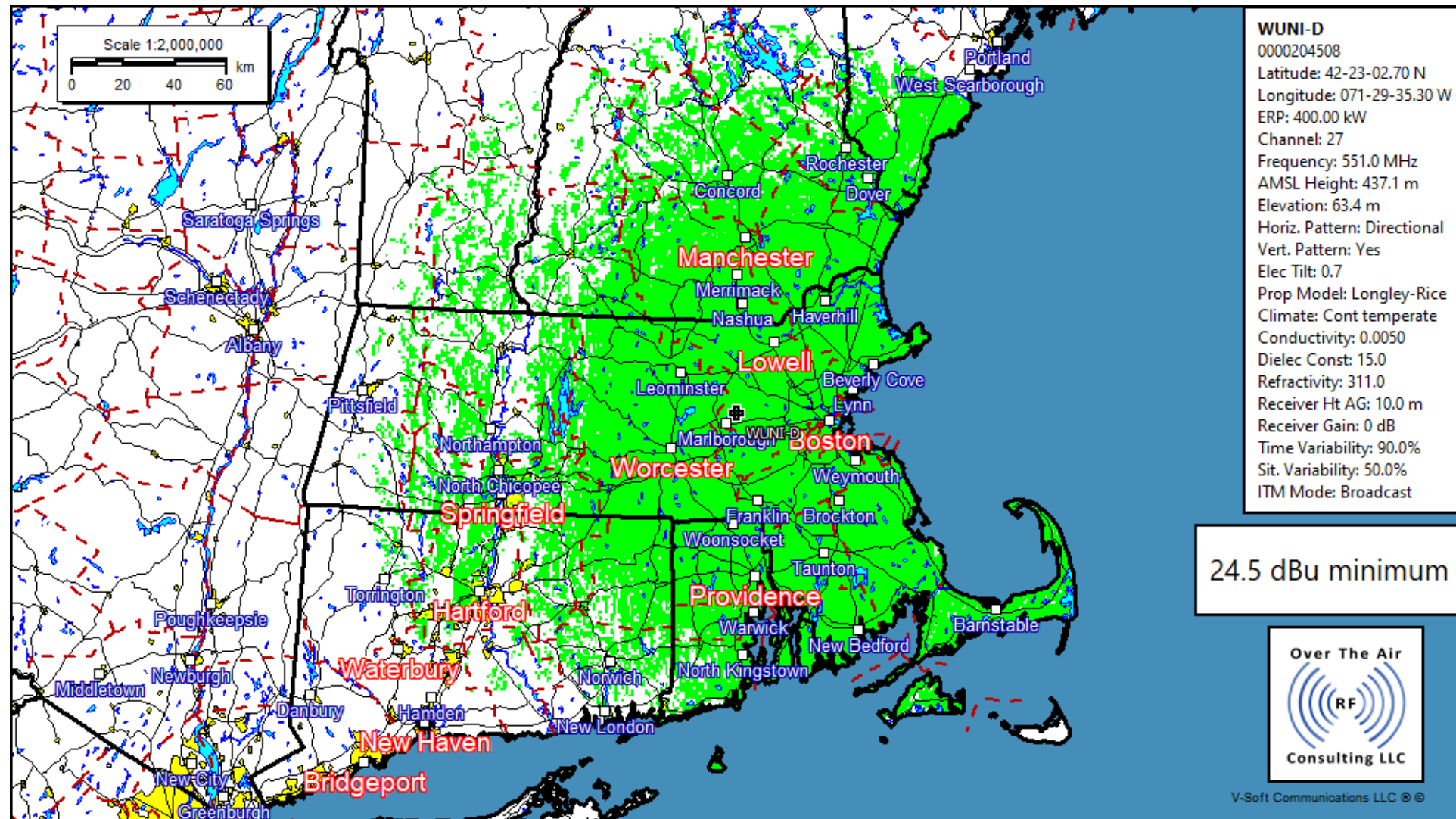
- ❖ Data Rate = 10.7 Mb
- ❖ SNR = 6.0 dB awgn
- ❖ Mod = 64QAM
- ❖ Code = 5/15 long
- ❖ FFT = 16k
- ❖ SP = 16\_2
- ❖ G/I = 384, 56us



**Longley-Rice predicted 31.8 dbu pop count = 8,414K**

# Potential Datacasting PLP Example

- ❖ Data Rate = 3.1 Mb
- ❖ SNR = -1.3 dB awgn
- ❖ Mod = QPSK
- ❖ Code = 5/15 short
- ❖ FFT = 8k
- ❖ SP = 6\_2
- ❖ G/I = 512, 74us



**Longley-Rice predicted 24.5 dbu pop count = 9,152K**

# Datacasting

- ❖ Uses excess 3.0 capacity for other business cases
  - ❖ Public safety
  - ❖ BPS Broadcast Positioning System
  - ❖ Car firmware/software updates
  - ❖ Road sign updates



# Conversion

❖ Encoding  
update

❖ Transmitter  
Issues

❖ Gateway

❖ Filter Issues

❖ Scheduler

❖ Antenna

❖ Exciter

Issues

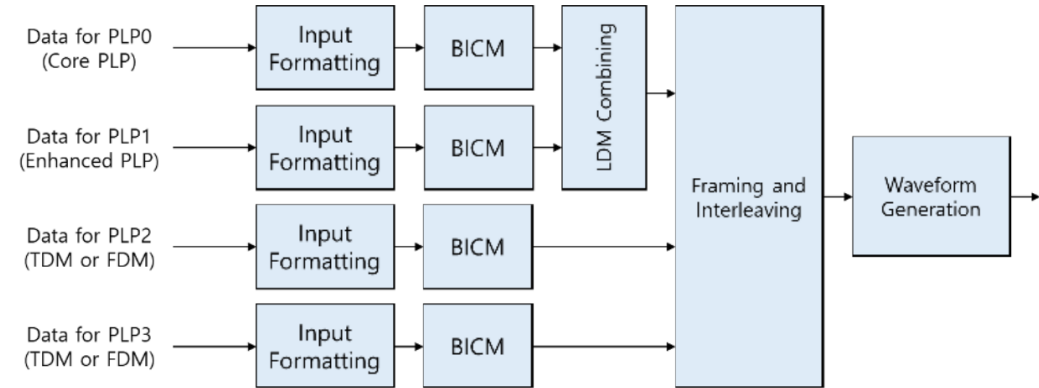
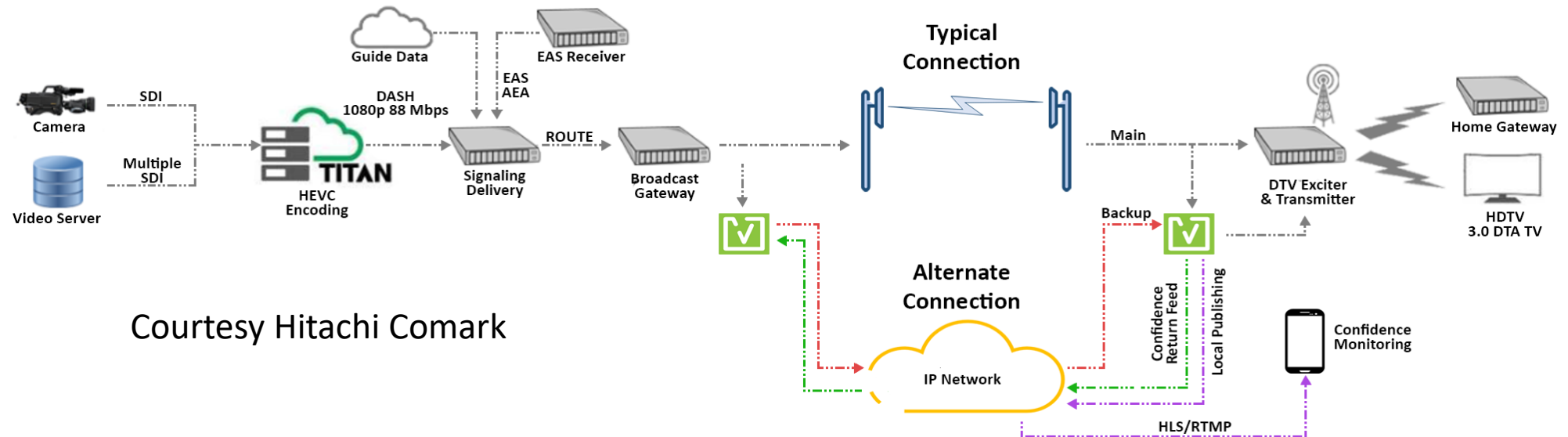


Figure 4.1 High level ATSC 3.0 physical layer protocol diagram enabling an example of multiple-PLP architecture.

Courtesy ATSC A/327 Recommended Practice



Courtesy Hitachi Comark

# Receivers

- ❖ More than 100 models now available
- ❖ Reported that more than 10,000 sold per day
- ❖ Total installed now more than 10 million
- ❖ Many different types
  - ❖ “TV Sets”
  - ❖ Dongles
  - ❖ HDMI Receivers
  - ❖ Wifi Gateways
  - ❖ Mobile and Portable

# DRM

- ❖ Digital rights management
- ❖ Meant to primarily protect content from spoofing and interruption
- ❖ Requires a key to unlock similar to most websites
- ❖ Not implemented in original receivers
- ❖ Has caused serious delays in receiver roll-outs

# THANK YOU FOR ATTENDING!

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