Sofia digital Powering Smart Screens

HbbTV DASH DRM Reference Application HbbTV Webinar 13th June 2022



Brief history

- Development started around 2017 after it was recognized, that DASH DRM playback was a major interoperability issue
 - Commissioned by HbbTV IITF (Improving interoperability Task Force)
- Goal of the project was to offer a toolbox of tested and proven components enabling implementation of a widely tested and working DASH DRM Player application for HbbTV
- Project also offers "industry best-practice" tools for content creation
- First commit was made in May 2017, and a version was released for testing for IRT IOP workshop in July the same year under the MIT licence
- Now the project is celebrating its 5th birthday, and its development is managed by IITF biweekly calls



General Application structure

- All code released under MIT license in github, under HbbTV Association account: https://github.com/HbbTV-Association/ReferenceApplication
- Three live versions always available at https://refapp.hbbtv.org
 - Production
 - Updated three times per year, synced with HbbTV Test Suite Releases
 - Staging
 - Includes features stable enough for wide-spread early access testing
 - Testing
 - a "playground" for new features and ideas and development work
- Three profiles
 - "OIPF"
 - Uses AVObject and OIPF DRM object for video playback "HbbTV 1.5"
 - "HTML5"
 - Uses HTML5 video player and OIPF DRM object for video playback "HbbTV 2.0.x"
 - MSE-EME
 - Uses MSE-EME extensions and dash.js player for playback
 - Compatible with PC browsers, Xboxes, etc.
- DRM
 - Playready, Marlin, (Clearkey)
 - Expressplay and Microsoft test servers available
- Dasher tool and video library
 - For creating new test contents
 - Using pre-created clear video content (AVC+HEVC)
 - Video library available from https://refapp.hbbtv.org/videos



DASH DRM Reference Application versions and profiles



Collobaration with other projects

- MP4box, FFprobe and FFmpeg used for test content creation
- Closely following DASH-IF dash.js player especially for multiperiod DASH development and validation (Staging Ref App MSE-EME mode is using the latest released version)
- Closely following Microsoft Playready and Intertrust Expressplay teams for license acquisition and security level signalling development



Tests available in production

- Full HD playback, 4k playback
- Playready (cenc) Security Level 2000, single KID
- Multi-Audio testing
- In-band and out-of-band subtitles
- In-band events
- Traditional ad insertion
- Live DASH (livesim)
- Multiple moof/mdat tests

Tests available in staging & testing

- Staging
 - Playready SL3000 (single KID and multiple KIDs, for different levels of protection for video and audio as recommended by Microsoft & using MS server)
 - Static and live Multiperiod DASH for testing server-side ad insertion
 - Also transitions from non-DRM to DRM (ad content to main)
 - Subtitles with "gaps in timeline" tests
- Testing
 - Google Widewine HW & SW tests
 - SL3000 with Expressplay license server
- Coming (likely) later this year
 - Playready (cbcs)
 - Key rotation
 - Persistent licenses



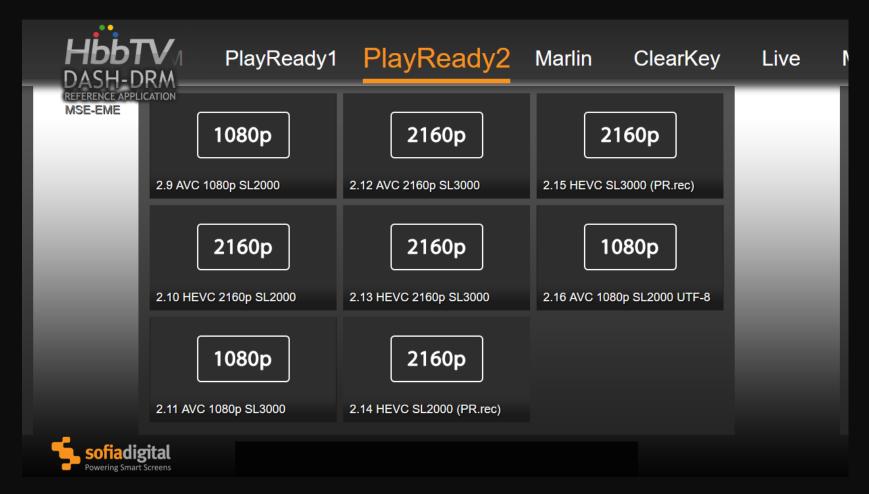
Test reports and analytics

- DASH DRM Reference App project produces a monthly test report offering a quick overview of current status of device implementations to HbbTV members
- Anonymized list with 70+ devices in active testing cycle
- All test cycles include the complete set of test tasks, monitoring also the robustness of old features as well as status of new ones
- Results offer insights to operators about the feasibility of introducing new features to network
- Monthly statistics are collected about the usage (on average 50-100 Gib/month, 4000 monthly visitors)
 - Total for 2021: 61 944 visitors / 1.1 TiB transferred

	Α	В	С	D	Е	F	G	Н	1	J	K
1	Model yea v			DRM ID		√ Subtitles	→ Audio Switch	→ Ad insertion	∨ Live	✓ Multiperiod (N	
		12	1.4.1	Playready	NOTOK	NOTOK	OK	OK	NOTOK	NOT OK	NOT OK
		74	1.5.1	Playready	OK	OK	OK	OK	OK	OK	NOT OK
		75	1.2.1	Playready	N/A	N/A	N/A	N/A	N/A	N/A	N/A
		76	1.5.1	Playready	N/A	NOT OK	NOT OK	NOT OK	OK	OK	OK
		77	1.5.1	Playready	OK	OK	OK	OK	OK	OK	OK
		78	1.5.1	Playready	OK	NOT OK	NOT OK	OK	NOT OK	NOT OK	NOT OK
		81	1.5.1	Playready	OK	OK	OK	OK	OK	OK	NOT OK
		82	1.4.1	Playready							
		83 / 84	1.5.1	Playready	OK	N/A	N/A	N/A	OK	OK	OK
		86	1.5.1	Playready	OK	NOT OK	OK	NOT OK	OK	OK	NOT OK
		89	1.5.1	Playready	OK	OK	OK	NOT OK	OK	OK	NOT OK
41	2021	90	1.5.1	Playready	OK	OK	OK	OK	OK	OK	NOT OK
		91	1.2.1	Playready	OK	NOT OK	NOT OK	OK	OK	N/A	NOT OK
43	2021	95	1.5.1	Playready	OK	OK	OK	OK	OK	OK	NOT OK
		97	1.5.1	Playready	OK	NOT OK	NOT OK	NOT OK	NOT OK	NOT OK	OK
		98	1.5.1	Playready	OK	OK	OK	NOT OK	OK	OK	OK
46	2019	99	1.5.1	Playready	OK	NOT OK	OK	NOT OK	NOT OK	OK	NOT OK
		101	1.5.1	Playready	OK	OK	OK	OK	OK	OK	OK
		105	1.5.1	Playready							
		106	1.5.1	Playready	N/A	NOT OK	NOT OK	NOT OK	OK	OK	NOT OK
		107	1.5.1	Playready	OK	OK	NOT OK	OK	OK	OK	NOT OK
51	2021	109	1.5.1	Playready	OK	NOT OK	OK	OK	OK	OK	OK
		110	1.5.1	Playready	OK	NOT OK	NOT OK	OK	OK	OK	NOT OK
		111	1.6.1	Playready	OK	OK	NOT OK	NOT OK	OK	OK	NOT OK
		112	1.5.1	Playready	OK	NOT OK	NOT OK	NOT OK	OK	OK	OK
		113	1.5.1	Playready	OK	OK	OK	OK	OK	OK	OK
		114	1.5.1	Playready	OK	OK	OK	OK	OK	NOT OK	OK
		116	1.5.1	Playready	OK	NOT OK	OK	NOT OK	NOT OK	OK	NOT OK
		117	1.5.1	Playready	OK	NOT OK	OK	NOT OK	OK	OK	OK
		118	1.5.1	Playready	OK	OK	OK	NOT OK	OK	OK	NOT OK
		120	1.5.1	Playready	OK	OK	OK	OK	OK	OK	OK
		122	1.2.1	Playready	N/A	N/A	N/A	N/A	N/A	N/A	N/A
		123	1.5.1	Playready	NOT OK	NOT OK	NOT OK	NOT OK	OK	OK	NOT OK
63	2022	124	1.5.1	Playready	OK	NOT OK	NOT OK	NOT OK	NOT OK	OK	NOT OK
64	2022	125	1.5.1	Playready	OK	OK	OK	OK	OK	NOT OK	OK
65	2022	126	1.5.1	Playready	OK	OK	OK	OK	OK	OK	OK



User interface



- Tests are divided into subcategories
- On-screen logger is available from the blue button
- Logs can be saved to a server (self-hosted version)
- All profiles can be accessed from the single UI (change mode selection)
- Easy-to-use UI
- Test tasks arranged in groups
- Clear feedback and result interpretation
- On-screen and server debug logging



Takeup & how to participate

- Application is under active maintenance and new features are always under consideration
- Development of the application is guided by the industry (questionnaires and direct feedback received via github app developers)
- Virtually all new devices coming to market are using the tool to verify correct functionality
- Issue bugs and feature requests to https://github.com/HbbTV-Association/ReferenceApplication/issues
- Next steps during 2022-2023
 - code and repository clean-up
 - Continuous testing with new devices in Sofia Digital zoo
 - Development of new features as mentioned in previous slides

