## V matrix Software-defined ip core ROUTING, PROCESSING & MULTI-VIEWING PLATFORM





## FLEXIBLE FORCEFUL FUTURE-PROOF

## V matrix **INTRODUCTION**



**PROUDLY SUPPORTING** 



## V matrix SOFTWARE-DEFINED IP CORE ROUTING, **PROCESSING & MULTI-VIEWING PLATFORM**

Some call it cloud, some call it virtualization – we call it: V\_matrix. The V\_\_matrix ecosystem scales linearly from tens to thousands This new IP broadcast video core infrastructure product will of I/O and processing functions, which make it ideal for any size change your idea of what a broadcast facility looks like from legacy live broadcast facility, small or large. Capabilities easily scale as to future, quickly transforming any broadcast installation into a well. An entire production workflow can be remapped in minutes flexible, future-proof production facility, addressing a wide range when requirements change from production to production. The of workflows and supporting your transition to a totally IP-based functionality of any processing blade can be exchanged, enabling environment. V\_\_matrix is the first of its kind. Free from the system capabilities to easily be modified or upgraded to address restrictions of legacy hardware platforms, it offers a completely your constantly changing business requirements. The V\_matrix virtualized real-time routing and processing infrastructure. Instead pool of generic processing blades provides ultimate flexibility; with of connecting single-purpose modular products in elaborate software-defined functionality they can be configured and called production chains the V\_matrix is based on the data center upon to handle the peaks and troughs of seasonal production principles of flexibility, fabric computing and COTS economics demands and with Lawo's innovative licensing model, Virtual and makes these available to any live production broadcast Modules can be assigned to a particular processing blade or be environment. Whether in an OB truck, a TV studio or a broadcast stored in an on-site license server allowing for unprecedented operation center, V\_matrix creates a fully virtualized facility flexibility. infrastructure.

The V\_matrix ecosystem is based on generic, high-capacity FPGA-based processing blades upon which Virtual Modules (VM) are loaded to create the functionality required. Multiple cores are connected through redundant 40GE (or 4x 10GE) Ethernet interfaces to an IP network to form a distributed IP routing and processing matrix that provides frame-accurate, clean switching just like a legacy baseband matrix.



### OUR DEFINITION OF FUTURE-PROOF: SOFTWARE-DEFINED HARDWARE

The V\_\_matrix ecosystem can be divided into two parts: the physical and the virtual. The physical consists of the C100 processing blade and associated hardware which provides the compute and processing capacity of the platform. Simply put: the more compute power you have the more functions you can run.

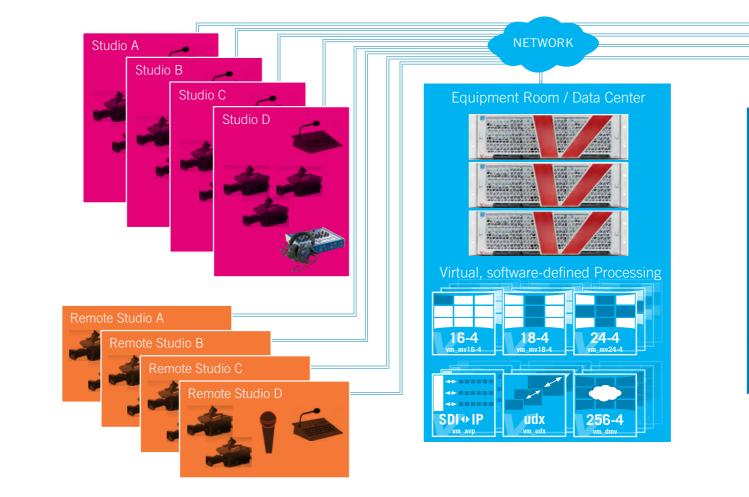
The virtual world is centered around the software which defines the functionality of the platform. The software packages are called Virtual Modules (VM) and in the V\_matrix they allow the function-agnostic core processing hardware to build complex workflows by simply running the appropriate VM. I.e. typical broadcast processing functionality normally only found in dedicated hardware is instead defined by the various VMs.

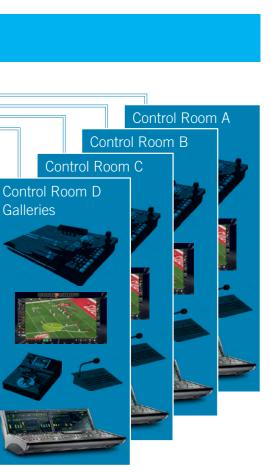
### V\_\_matrix KEY FEATURES

- World's 1<sup>st</sup> virtualized broadcast ecosystem with software defined functionality based on high-capacity generic compute modules
- Unified routing, processing & multi-viewing core infrastructure
- Support for source-timed and destination-timed deterministic frame-accurate clean switching
- Distributed processing over multiple networked processing blades
- Seamless SDI to IP migration utilizing one unified control system (VSM)
- High-density IP conversion for legacy SDI equipment (up to 160 I/O in 3RU)
- Optimum utilization of resources: Significantly reduced footprint, power consumption, spare pooling and cabling
- Sophisticated multi-layer redundancy for signal, network, control and hardware layers
- Designed for both decentralized operation and data center style centralized operation
- Fully based on open standards in-line with the AIMS roadmap: ST2110-10/20/30/40, ST2022-6/-7, ST2042 (VC-2), AES67

Therefore, the abilities of the system and the functionality of the signal chains are no longer defined by the hardware and its physical interconnectivity, but rather by the VMs and the way the control system connects multiple VMs together over a COTS IP network to build workflows and processing chains. And as all functions can easily be changed and all VMs are connected to each other over the IP network, these workflows and processing chains can easily be changed on-the-fly during runtime as demands change. Since V\_matrix is a fully IP-based platform, the C100 processing not only game-changing in increasing the flexibility of broadcast blade can be placed anywhere there is an IP network. It can installations in OB trucks, fly-away kits or studios – it delivers a be decentralized and spread over one or more facilities or truly future-proof core infrastructure based on open standards centralized in a core facility or OB truck. A hybrid approach is with significantly less rack-space, less power consumption and also possible where some core equipment is kept on-site while fewer restrictions for broadcast operations. a pool of processing power is kept in a remote data center. In a nutshell: V\_matrix opens the door to an entire format This decentralized approach allows for example the technical operation center to be situated in a purpose-built data center and function agnostic infrastructure that finally provides broadcasters the flexibility and capability to cope with the outside of town where space, power and cooling is inexpensive, while talent and studios can be in another area. V\_matrix is challenges of the future.

### Broadcast Orchestration with vsmSTUDIO





## V\_\_\_\_matrix SYSTEM OVERVIEW

### LIMITED COMPONENTS, LIMITLESS POSSIBILITIES





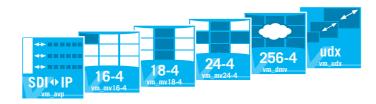
#### V\_\_\_matrix FRAMES

The V\_matrix frames provide power and protected housing for the V\_matrix processing blades. Each frame has a dedicated 1GE management port that provides connectivity for control and monitoring to all installed processing modules of the frame. Although the V\_matrix ecosystem is designed for IEEE1588 / PTP synchronization, each frame also has a central video reference input (blackburst or tri-level) that optionally distributes sync to each card slot if required.

V\_matrix frames are available in 1RU, 2RU and 3RU versions with slots for 2, 5 or 8 C100 processing blades respectively. A 2RU Silent Frame for two V\_matrix C100 processing blades is available for applications in noise-sensitive places such as control rooms or audio booths.

#### V\_matrix C100 PROCESSING BLADE

The C100 processing blade forms the powerful epicenter of the V\_matrix ecosystem and is the generic compute core upon which all the various virtual modules are loaded. Each blade has dual front-serviceable 40GE QSFP+ ports for connectivity to redundant IP core switches. In addition, each C100 module has a dedicated 1GE management port, a USB port for saving and loading configurations and a mini-USB serial console port. The C100 processing blade slots in from the front of the V\_matrix frame into the midplane and optionally into a rear-mounted I/O interface plate. In combination with Lawo's VSM Broadcast Control and SMART System Monitoring and Realtime Telemetry solutions, invisible, multiple C100 processing blades form a fully scalable, large, distributed routing and processing ecosystem with software-defined functions, workflows and signal chains.



#### V\_\_matrix\_vm VIRTUAL MODULES

The V\_matrix Virtual Modules are the brains and intelligence of the V\_matrix system allowing the user to build elaborate signal chains fulfilling all processing requirements in a fully virtualized environment. As all V\_matrix core functionality resides in the software-based Virtual Modules, the platform is prepared from the start for the development of many more processing functions.

#### V MATRIX REAR-PLATE I/O MODULES

The V\_\_matrix rear-plate I/O modules provide additional interfaces on the back of the processing blade. These rearplates house a variety of application-specific physical interface connectors in order to provide connectivity to legacy broadcast equipment such as baseband video and audio components. All IP native processing functions are automatically handled from the dual front mounted 40GE QSFP+ ports. The design of the V\_matrix platform allows the processing blade to be replaced from the front without touching any of the physical connectors on the back, greatly simplifying maintenance.

Like C100 processing blades, rear-plate I/O modules are hot swappable.

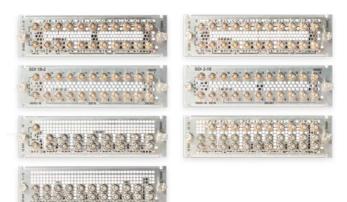
#### AVAILABLE REAR PLATES:

Rear plate	BNC connectors	12G/3G/HD/ SD inputs	12G/3G/HD/ SD outputs	3G/HD/SD inputs
io_bnc_10+10	22	5	5	5
io_bnc_2+18	22	1	9	1
io_bnc_18+2	22	9	1	9
io_bnc_2+2+16	22	0	0	2
io_bnc_11+11	22	11	11	0
io_bnc_16+16	32	11	11	5
io_bnc_16_BiDi	16	0	0	0

(\*) Can be configured as either inputs or outputs.

#### VSM IP BROADCAST CONTROL SYSTEM

Lawo's Virtual Studio Manager (VSM) Control System forms the orchestration and control layer of the V\_matrix platform. VSM enables operators to switch and route signal flows in both the IP and the SDI domain. With support for a wide range of 3<sup>rd</sup> party equipment, VSM is the perfect control system to integrate a V\_ matrix platform to any legacy broadcast environment. Its intuitive and customizable user interface allows operators to continue working in a familiar environment while underneath, production capabilities can gradually migrate to an IP infrastructure at a pace that makes sense both logistically and economically.



 $^{\ast}$  The BNC connectors can also be configured for MADI interfacing (48kHz, 64 channels) by adding the +madi option for vm\_avp.

3G/HD/SD outputs	Bidirectional <sup>*</sup> 12G/3G/HD/SD	Bidirectional <sup>*</sup> 3G/HD/SD	Analog Ref. input	Ref. Loop
5	0	0	Yes	Yes
9	0	0	Yes	Yes
1	0	0	Yes	Yes
2	0	16	Yes	Yes
0	0	0	—	—
5	0	0	—	—
0	16	0	Yes	Yes

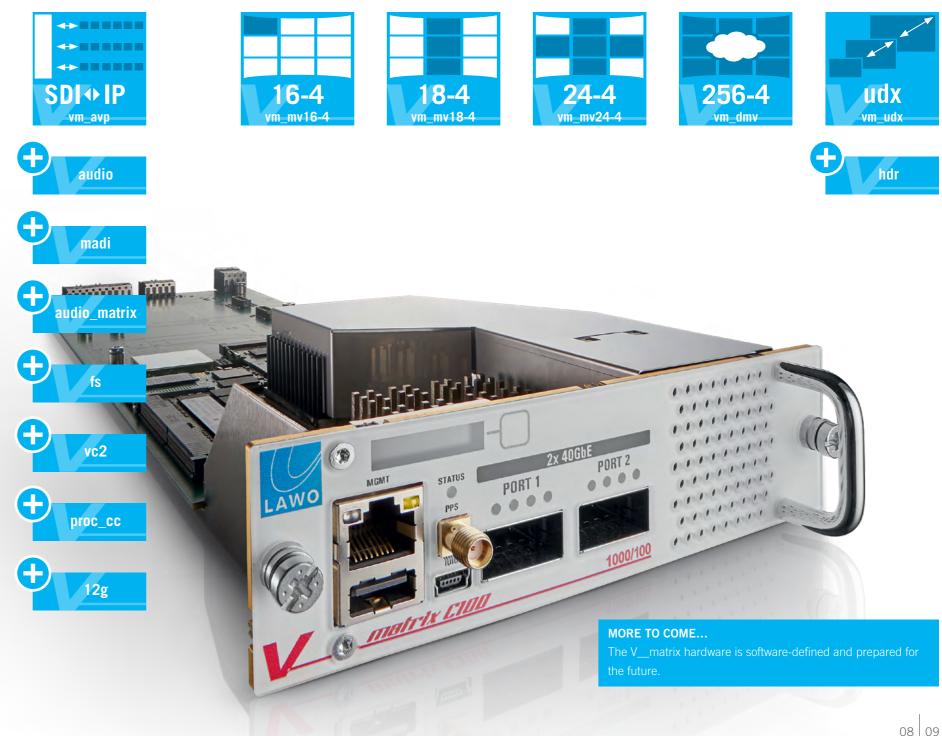


## V\_\_\_matrix VIRTUAL MODULES

## Virtual Modules FLEXIBLE SIGNAL CHAINS – FOR TODAY, TOMORROW & BEYOND

If the processing blades are the muscle, the Virtual Modules are the brain of the V\_matrix platform. Combining VMs together allows the creation of complete production chains fulfilling all broadcast requirements in a fully virtualized environment. As all functions of the V\_matrix ecosystem are software-defined it is the ultimate future-proof platform. Changing the functionality of your broadcast plant is as easy as changing the software modules loaded onto the processing blades. By cascading multiple VMs together, the V\_matrix scales linearly up to thousands of SDI I/O and audio/video processing functions for unparalleled scalability, flexibility, versatility and cost-efficiency.

The current line-up of V\_matrix Virtual Modules includes:



## 4K/HDR Streaming & Processing

vm\_avp – SDI-to-IP Gateway and more



The V\_\_matrix vm\_avp virtual module is a versatile audio and video processing software application that provides routing, processing and glue functionality for the V\_\_matrix eco-system when loaded on a C100 processing blade.

As base functionality the vm\_avp app provides encapsulation and de-encapsulation of 3G, HD and SD-SDI (ST2022-6/7 only) to IP ST2022-6 and ST2110-20/21/30/31/40. With its base functionality, vm\_avp is the logical choice for both gateway and purely IP-based A/V processing, providing up to 160 SDI<->IP conversions in 3RU.

vm\_avp includes ST2022-7 seamless protection switching as standard, IP stream format conversion and frame accurate video switching using destination-timed clean and quiet switching (MBB & BBM) with audio V-fade during switching.

Designed as a complete IP infrastructure solution the vm\_avp app also provides a multitude of audio and video processing functions. When combined with the +AUDIO license option vm\_ avp adds audio shuffling and routing as well as audio sample rate conversion and audio gain. If you need even more the +AUDIO\_MATRIX license option increases the amount of audio transceivers to 128TX and 88RX and an internal audio router of up to 5,312 by 5,312.

Users who need to exchange audio signals with a MADI environment can install the +MADI option and conveniently switch BNC connector(s) on the rear plates from SDI to MADI operation.

The +FS license option enables frame syncing functionality and delay for video as well as sample-rate conversion and delay for audio. +FS provides a pool of 24 video and 64 audio delay-instances that can be used for both IP and SDI sources and destinations. The +PROC\_CC license option enables a pool of 8 RGB/YUV color correction engines.

With the +VC2 license option the vm\_avp virtual module gets 20x VC-2/DiracPro ultra low latency video codecs @3G. This SMPTE standardized and open codec originally developed by BBC provides visually lossless compression at ratios between 2.5-4.4:1 with less than 20 lines of end-to-end delay. This makes it a great option for 4K/UHD or in remote production applications where bandwidth is limited but minimal delay is crucial.

### **KEY FEATURES**

- High density IP/SDI gateway with up to 160 conversions in 3RU
- 4K/HDR 12G-SDI encap/decap to ST2110 as well as conversion between quad-link (2SI) and single-link
- Up to 5,312x5,312 mono audio matrix with full audio embedding/de-embedding and shuffling between SDI/IP, IP/IP and SDI/SDI with ST2110-30/-31/RAVENNA/AES67.
- Provides common glue and processing functionality such as framesync, RGB/YUV color correction, audio gain and test signal generation
- 20 instances of VC-2/DiracPro ultra low latency codec enables high quality ultra-low latency compression
- Designed for WAN environments with hitless merge protection and large receive buffers
- Built-in programming, configuration and streaming telemetry capabilities

 Deeply integrated management and control through Lawo VSM makes operation imperceptible from a traditional baseband environment while maintaining all of the benefits of an IP system

### **OPTIONS**



Option for vm\_avp that adds embedding/ de-embedding and shuffling of audio

from both IP and baseband I/O with sample rate conversion. Provides 40 TX and 40 RX instances of RAVENNA/AES67/ ST2110-30/-31 streaming and an audio crossbar of 512 x 512. Level adjustments, x/y-fades on all outputs.



Option for vm\_avp that allows to use BNC inputs and outputs for interfacing

with MADI signals (AES10, 48kHz, 64 channels).

Daudio\_matrix

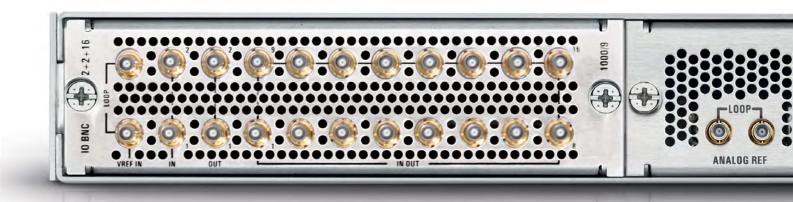
In addition to the specifications of the +audio option, the +audio\_matrix option

provides a total of 88RX and 128TX instances of RAVENNA/ AES67/ST2110-30/-31 streaming and an increased audio crossbar of up to 5,312 x 5,312.



Adds framesync, frame phaser, sample rate conversion and audio/video delay

functionality for both IP and baseband video inputs. Pool of approx. 30 seconds @3G assignable across the 24 video delay instances (a 12G 4K signal uses 4 instances). Pool of approx. 49 seconds @16chan@48kHz assignable across 64 audio delay instances). Also provides Dolby-E auto-alignment functionality.





Option for vm\_avp that adds visually lossless VC2/DiracPro ultra-low latency

encoding and decoding (each 20 pooled instances @ 3G-SDI; one 12G 4K signal uses 4 instances). ST2042 low-delay profile with RAW headers. Compression configurable between 2.50/3.33/4.00/4.44 to 1. Latency < 20 lines



Option for vm\_avp that adds YUV & RGB color correction, test pattern generator/

inserter, and test tone generator. 8 pooled @ 3G-SDI (one 12G 4K signal uses 4 instances).



Option for vm\_avp that adds support for 12 Gbps video standards (2160p 23.97

10 11

6;24;25;29.97;50;59.94;60Hz SMPTE ST2081,2082). Also provides cross conversion capabilities between UHDTV1 Single-Link and Quad-Link (2SI).

## 

## 4K/HDR Format Converter

vm\_udx - IP Up/Down/Cross and Color Space Converter



The V\_\_matrix vm\_udx virtual module is a software application (app) that provides format conversion between SD, HD, 3G and UHD formats in the V\_\_matrix eco-system when loaded on a C100 core processing blade. In addition to up, down and cross

conversion the vm\_udx also provides audio embedding/deembedding, proc amp and RGB/YUV color correction and color space conversion (SDR to/from HDR) functionality.

Fundamentally designed with IP networking in mind the vm\_udx app natively supports both ST2022-6 and ST2110-20 IP video as well as ST2110-30/-31/AES67 and Ravenna IP audio streams. Conversion between IP video and IP audio standards is also possible, e.g. ST2022 to ST2110. To ensure high availability ST2022-7 hitless protection switching is natively supported.

The vm\_udx app provides a format conversion engine capable of processing four SD, HD, 3G or one UHD path for IP and/or SDI signals.

Each path provides audio embedding/de-embedding/shuffling functionality. Audio gain, delay and sample rate conversion can be accessed through independent processing blocks, which can be inserted at any point of the processing chain. Equally, eight instances of broadcast quality RGB and YUV color correction and video proc are also available as processing blocks for use by any video source whether it's SDI or IP and available both preand post-format conversion. The +HDR option enables four instances of SDR<->HDR color space conversion using 3D LUTs. A large selection of LUTs especially developed for live production are included and custom LUTs can also be uploaded and used. The included LUTs allow for conversion between SDR and HDR in HLG and PQ.



With the optional io\_bnc rear-plates for the C100, connection to legacy SD-, HD-, 3G- and UHD-SDI is possible. The vm\_udx supports both single-link 12G-SDI as well as quad-link (2SI).



The +hdr option adds professional quality High Dynamic Range (HDR) to

Standard-Dynamic Range (SDR) conversion using 3D LUTs for both HLG and PQ formats to the vm\_udx app.



### **KEY FEATURES**

- Four instances of up/down/cross conversion between SD/HD/4K (1 instance when converting to/from 4K)
- HDR <-> SDR conversion with 3D LUTs via the +HDR option
- Audio matrix with full audio embedding/de- embedding and shuffling between SDI/IP, IP/IP and SDI/SDI with ST2110- 30/-31/ RAVENNA/AES67 support
- Includes RGB/YUV color correction and proc-amp
- 4K 12G-SDI single-link inputs/outputs when combined with the io\_bnc rear-plates
- Built-in programming, configuration and streaming telemetry capabilities
- Deeply integrated management and control through Lawo vsmStudio provides baseband-like operation while maintaining all benefits of an IP system

## V\_\_\_matrix VIRTUAL MODULES: MULTIVIEWER

## **4K Multiviewer**

### vm\_mv16-4, vm\_mv18-4 & vm\_mv24-4



The vm\_mv24-4, vm\_mv18-4 and vm\_mv16-4 virtual modules are software applications (apps) for the V\_\_matrix C100 core processing blade and provide high quality multiviewer functionality.

Capable of handling both IP and SDI sources these apps monitor uncompressed 4K, 3G, HD and SD video as well as both embedded and discrete audio while generating pixel perfect mosaics with ultra-low latency.

The vm\_mv24-4 app can monitor up to 24 simultaneous sources from a combination of IP or SDI video while the vm mv18-4 and vm\_mv16-4 can monitor 18 and 16 sources respectively. All three multiviewer apps can generate up to 4x 3G output heads (or 1 @ 4K) and scale and display any source on any output head without limitation. The same source can be displayed on multiple output heads at different resolutions. The output heads can be configured as either 4x 3G or 1x 4K and output over IP as ST2110/2022 or SDI via the modular I/O rear-plate.



The V\_\_\_matrix multiviewer apps were designed to be controlled by Lawo's groundbreaking touch operated configuration system "theWall". This unique HTML5 based GUI makes mosaic configuration with borders, colors, UMDs, tally etc. a simple case of drag and drop.

## Distributed 4K IP Multiviewer

### $vm\_dmv - WORLD'S \ 1^{\text{ST}} \ FLEXIBLY \ EXPANDABLE \ MULTIVIEWER$



Lawo's vm\_dmv is the next-generation multiviewer solution for Lawo's V\_matrix IP routing & processing platform. It turns the V\_matrix C100 software-defined processing blade into a distributed, infinitely expandable, true IP multiviewer.

The vm\_dmv is based on a distributed architecture where multiple modules

network together. These modules could be hosted together in the same V\_\_matrix frame, in different frames or even at different geographical locations. Basically anywhere as long as they are networked together via IP.

Every vm\_dmv has an input stage capable of receiving up to 24 sources of any combination of 4K/3G/HD/SD which is limited only by the physical connectors (up to 18 SDI inputs) or network I/O (2x 40GbE). These sources are downscaled by the vm\_dmv and returned to the network as Lawo LiveView<sup>™</sup> IP streams.

In parallel to the input stage, every vm\_dmv also features an output stage capable of creating up to four 3G mosaics (or one 4K mosaic) with up to 64 PiPs each. The output stage compiles a mosaic from the appropriate LiveView<sup>™</sup> streams needed, automatically taking into account the size the user requests for the PiPs. The output stage can use LiveView<sup>™</sup> streams that it has



generated from its own input stage or subscribe to other LiveView<sup>™</sup> streams on the network.

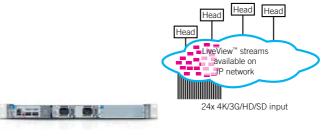
As any vm\_dmv can use any LiveView<sup>™</sup> stream from any other vm\_dmv on the network, it scales linearly with each vm\_dmv app that is added to the network which results in an "infinitely" expandable and distributed multiviewer. Adding more heads or sources is a simple matter of adding C100 blades running the vm\_dmv app.

The result is not only the world's 1<sup>st</sup> expandable multiviewer: this solution significantly reduces rack-space, weight and power-consumption. In addition, Lawo's V\_matrix platform is already renowned for its software-defined functionality where C100 blades can be retasked at run-time by loading different virtual modules.

### **KEY FEATURES**

- Broadcast-quality low-latency IP and SDI multiviewer app for V\_matrix C100 core processing blades
- Support for IP and SDI sources in 4K, 3G, HD and SD\* (\*not via ST2110) — rear plate/format dependent
- Designed for monitoring of IP video and audio with support for ST2022 and ST2110
- Intuitive control via the touch-supported HTML5 GUI in "theWALL"
- Creates 4 mosaic output heads at 3G or 1 mosaic output head at 12G
- Support for high-density mosaic layouts with up to 64 PiPs per 3G or UHD head
- Unique LiveView<sup>™</sup> signal distribution allows for bandwidthoptimized resource sharing across multiple mosaics
- Output heads can be streamed as IP (ST2022 or ST2110) or SDI (using an optional C100 I/O rear plate). In addition, all heads are available as LiveView<sup>™</sup> streams for display in other vm\_dmv heads

Unique cluster solution manages all sources and heads in an IP cloud for unparalleled system architecture and scaling flexibility



### 24-4

1RU 1x V\_matrix C100 processing blade

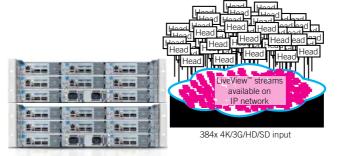
Input Stage: up to 24 x4k/3G/HD/SD signals Mipmaps created and available: 24 Output Stage: 4x heads with max. 64 sources/PIPs each



### 96-16

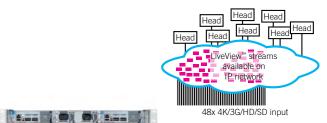
2RU 4x V\_matrix C100 processing blades (in same frame, different frames, or at geographically distant locations)

Input Stage: up to 96 x4k/3G/HD/SD signals Mipmaps created and available: 96 Output Stage: 16x heads with max. 64 sources/PIPs each



### 384-64

6RU 16x V\_matrix C100 processing blades (in same frame, different frames, or at geographically distant locations) Input Stage: up to 384x 4k/3G/HD/SD signals Mipmaps created and available: 384 Output Stage: 64x heads with max. 64 sources/PIPs each

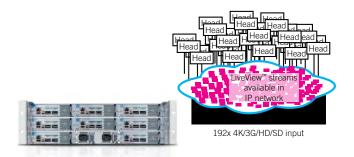




### 48-8

1RU

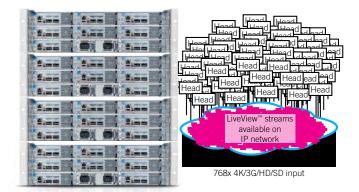
Input Stage: up to 48 x4k/3G/HD/SD signals Mipmaps created and available: 48 Output Stage: 8x heads with max. 64 sources/PIPs each



### 192-32

3RU

8x V\_matrix C100 processing blades (in same frame, different frames, or at geographically distant locations) Input Stage: up to 192x 4k/3G/HD/SD signals Mipmaps created and available: 192 Output Stage: 32x heads with max. 64 sources/PIPs each



### 768-128

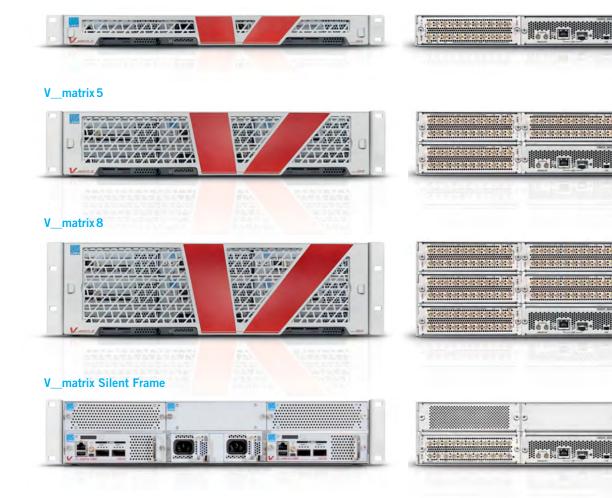
#### 12RU

**32x V\_\_matrix C100 processing blades** (in same frame, different frames, or at geographically distant locations) Input Stage: up to 768x 4k/3G/HD/SD signals Mipmaps created and available: 768 Output Stage: 128x heads with max. 64 sources/PIPs each

### HARDWARE OVERVIEW

Building a V\_matrix solution is incredibly simple. Just choose the number of processing modules and associated Virtual Modules needed to meet your requirements and then populate them into the frame-size that works best for your application, be it a stagebox, an OB truck, a studio or a broadcast operations data center.

### V\_matrix 2



### V matrix 2 – FRONT VIEW (with front cover)



### V\_matrix 2 - FRONT VIEW (without front cover)



### V\_matrix 2 – REAR VIEW



- Secure lock 1
- Integrated cable duct 2
- 3 1 Gigabit Ethernet (control & monitoring)
- USB port 4
- 5 Mini-USB as serial console port
- 2x 40 Gigabit Ethernet (QSFP+) 6
- 7 Fan

- 8 Redundant power supplies (hot-swappable)
- Video reference input & loop-thru (blackburst or tri-level) 9

\* V\_matrix\_io10+10. Actual input/output configuration depends on type of I/O card. \*\* The BNC connectors can also be configured for MADI interfacing (48kHz, 64 channels) by adding the +madi option for vm\_avp.

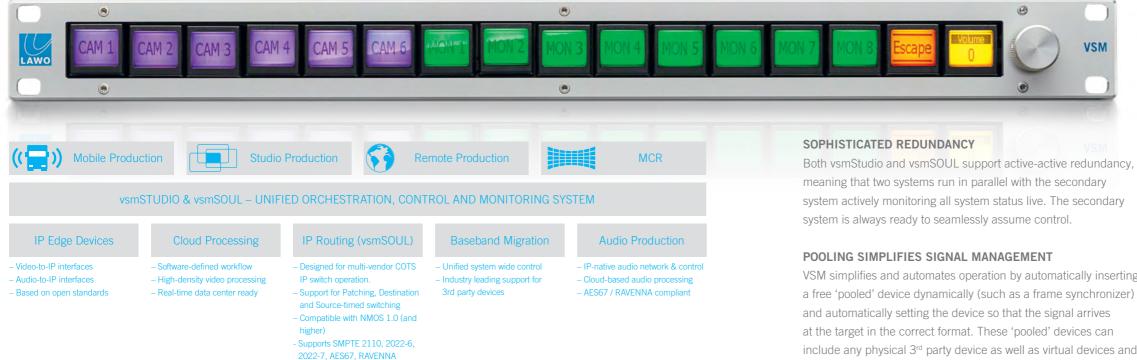
- 10\* 5x SDI inputs (12G/3G/HD/SD)\*\*
- 11\* 5x SDI inputs (3G/HD/SD)\*
- 12\* 5x SDI outputs (12G/3G/HD/SD)\*\*
- 13\* 5x SDI outputs (3G/HD/SD)\*\*
- 14 Video reference input & loop-thru; blackburst or tri-level distributed via backplane to all I/O modules in a frame
- 15 1x 1 Gigabit Ethernet available through RJ45 or SFP+ for control and monitoring (allows centralized access to all core processing blades in a frame)

## V matrix CONTROL, ORCHESTRATION AND MONITORING

## VSM and vsmSOUL

### UNIFIED CONTROL AND ORCHESTRATION OF

V\_matrix, IP AND LEGACY SDI



VSM is the ideal orchestration system for broadcasters with legacy baseband infrastructures that are considering expanding into SDN and IP with a hybrid IP/SDI plant. With support for more protocols and devices than any other control system on the market, VSM makes transitioning from SDI to IP a seamless, step by step process at your own pace without disruption for the operators.

For control of the V\_\_matrix, Lawo's Seamless Orchestration and Unification Layer (vsmSOUL) is the ideal orchestration manager and deeply integrated with the V\_matrix. vsmSOUL manages the routing of audio and video streams across any vendor IP network and is compatible across individual interfaces and technical solutions from 3<sup>rd</sup> party sources.

### HITLESS MERGE

A network with vsmSOUL guarantees Hitless Merge (SMPTE 2022-7). This requires that a signal is packaged in two different streams and travels two separated networks, with vsmSOUL acknowledging both branches and stream addresses. Operationally, it appears that a single crosspoint is presented, but with two alarms, two sources and two multicast addresses.

### **ROUTING STATE RECOVERY**

In case of a system failure or reboot, vsmSOUL can recall the network's routing status. After a reboot, inconsistencies in stream flows are indicated and can be corrected.

VSM simplifies and automates operation by automatically inserting a free 'pooled' device dynamically (such as a frame synchronizer) include any physical 3<sup>rd</sup> party device as well as virtual devices and functions of the V\_matrix. As broadcast operations are mission critical, if one of the currently used pooled devices should fail, VSM will automatically re-route the signal to another spare device without user intervention.

### "BOXING" MAKES TRUCKS OR STUDIOS HANDY AS BOXES

As resources become centralized, system capabilities dramatically increase in size, thus becoming difficult to manage. Virtualizing temporary setups of both physical and virtual resources in V\_matrix, which can then be recalled to any studio environment in a preset, simplifies resource management even for the largest of systems. "Boxing" the resources into virtual environments means moving complete productions from one studio to another is as simple as one button push – workflow optimization at its best! Any available studio now becomes a backup for a production even if equipment is different - the ultimate disaster/recovery solution.

### KEY FEATURES OF vsmSTUDIO AND vsmSOUL

- Perfect integration with Lawo V units
- A single control interface for numerous devices learn one not many
- Dynamic router and IP tie line management that includes transparent Tally logic
- "Boxing" complete studios allows fast switching to emergency backup studios on the fly
- Automatic resource management with administration and user rights
- Combine hardware and software control interfaces for simplified control
- Virtual signal paths provide unbeatable speed and flexibility for a constantly changing environment
- Bundle different signal types together logically to route multiple signals from a device at the press of a button
- Simple and flexible control panel design to adapt to or optimize existing production workflows
- Strong redundancy architecture designed for 24/7 non-stop operation
- Sophisticated SNMP and alarm management to avoid problems before they become critical
- Northbound abstraction of the network through standard router protocols
- Switch-API support southbound, with access to multicast routing
- Agnostic to various switching mechanisms. Supported switching modes: Patching, Make-before-break, Breakbefore-make...
- Supports ST2110, ST2022-6, ST2022-7, AES67, RAVENNA
- Intuitive GUI for fast configuration



### V MATRIX FRAMES

### **CENTRALIZED VIDEO REFERENCE INPUT**

Ix Analog genlock high definition trilevel sync SMPTE-274M/296M or Analog Genlock SD 1V BB SMPTE-170M/318M or SDI, 1x reference loop-back

### CENTRALIZED MANAGEMENT PORTS

1x RJ45 100/1000Base-T, 1x SFP slot

### FRAME MECHANICS

- DIMENSIONS: (H x W x D): 44/88/132 mm, (1/2/3 RU) x 482 mm (19") x 535 mm (21")
- WEIGHT: V\_matrix2: 5 kg (11 lb), V\_matrix5: 7 kg (15.5 lb), V\_matrix8: 8kg (18lb)
- INDICATORS: 2x power status per PSU
- POWER: Connector: 2x IEC redundant, Input Voltage: nominal 100-240V, AC +/- 10%, 50/60Hz, Hot swappable: Yes
- MAX. CONSUMPTION: V\_matrix2 < 400 W, V\_matrix5 <</p> 1,000 W, V\_\_matrix8 < 1,000 W

### C100 PROCESSING BLADE

### **INTERFACES**

• 2x QSFP+: Each configurable as 40GE Ethernet or 4x 10GE Ethernet, 1x RJ45 100/1000Base-T Dedicated management port, 1x USB Console port, 1x PPS pulse per second output

### VIDEO REFERENCE

IEEE1588 PTPv2 / SDI / Analog Video Ref (Tri-Level, BB) / IP Vid-stream

### PROCESSING

- Max. 36 Gbps of incoming (RX) traffic when in SPS mode or 54 Gbps when in discrete mode.
- Max. 40 Gbps of outgoing (TX) traffic when in SPS mode or 80 Gbps when in discrete mode.

### MANAGEMENT AND MONITORING

- PROTOCOLS: HTTP, SNMPv2 & v3, WS/JSON API, Syslog, User interface: Embedded HTML5 user interface, Management interface: Out-of-band and in-band management with guaranteed min bandwidth for inband management & control
- INDICATORS: 1x status LED, 4x status LED: per QSFP+ port, 1x OLED status display: monochrome display with touch point

### ENVIRONMENTAL SPECIFICATIONS

- OPERATING TEMPERATURE: 0°C to +30°C (+32°F to +86°F)
- STORAGE TEMPERATURE: -20°C to +70°C (-4°F to +158°F)
- RELATIVE HUMIDITY: < 90% non-condensing,</p>
- VENTILATION/AIR-FLOW: front-to-back cooling, prerequisite airflow > 26 gbm/h per C100 blade, max 320 gbm
- NOISE EMISSION: < 58 dBA per C100 processing blade,</p>
- ELECTROMAGNETIC ENVIRONMENT: E2 (EN55103-1,-2)

### I/O REAR PLATES

### CONNECTORS:

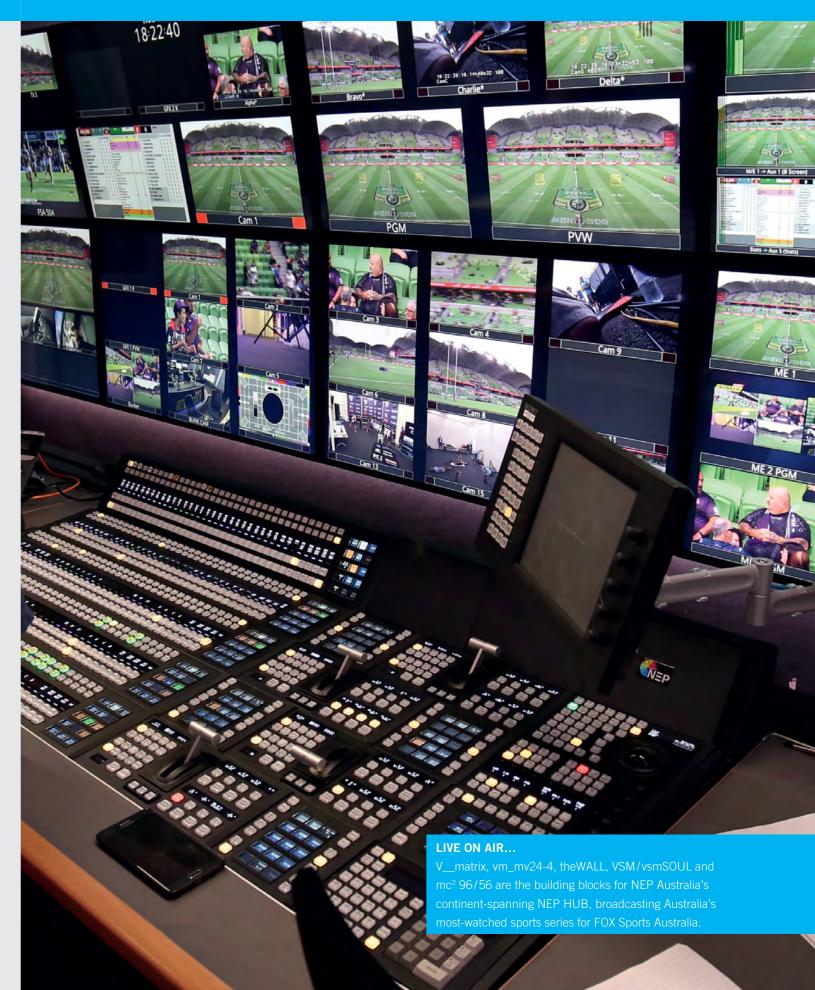
• Micro BNC connectors. See page 7 for the number of connectors, the formats they support and whether they support analog reference signals

### **RETURN LOSS:**

SD: > 15dB; HD: > 15dB; 3G-HD: >15dB 5MHz-1.485GHz, >10dB 1.485GHz-2.97GHz

### CABLE LENGTH:

SD: >350 m (using Belden1694A), HD: >180 m (using Belden 1694A), 3G-HD: >120 m (using Belden1694A)



# V\_\_\_\_matrix

### SOFTWARE-DEFINED IP CORE ROUTING, PROCESSING & MULTI-VIEWING PLATFORM

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