

SMPTE STANDARD

D-Cinema Distribution Master — Additional Frame Rates Level AFR2 and Level AFR4 — Serial Digital Interface Signal Formatting



Table of Contents	Page
Foreword	2
Intellectual Property	2
1 Scope	3
2 Conformance Notation	3
3 Normative References	3
4 SDI Image Data Format Constraints	4
5 Virtual Interface Data Format	5
Annex A Progressive Segmented Frame System (Normative)	8
Annex B Bibliography (Informative)	9
Annex C Document Roadmap (Informative)	10

Foreword

SMPTE (the Society of Motion Picture and Television Engineers) is an internationally-recognized standards developing organization. Headquartered and incorporated in the United States of America, SMPTE has members in over 80 countries on six continents. SMPTE's Engineering Documents, including Standards, Recommended Practices and Engineering Guidelines, are prepared by SMPTE's Technology Committees. Participation in these Committees is open to all with a bona fide interest in their work. SMPTE cooperates closely with other standards-developing organizations, including ISO, IEC and ITU.

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SMPTE ST 428-19 was prepared by Technology Committee 21DC

Intellectual Property

At the time of publication no notice had been received by SMPTE claiming patent rights essential to the implementation of this Standard. However, attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. SMPTE shall not be held responsible for identifying any or all such patent rights.

1 Scope

This standard defines the formatting and constraints of the DCDM SMPTE 428-11 AFR Level 2 and AFR Level 4 image Pixel Structure for transmission over the 1.485 Gb/s dual link serial digital interface SMPTE 372M or 3 Gb/s interface SMPTE 424M. The Serial Digital Interface (SDI) container parameters for DCDM AFR Level 2 and AFR Level 4 are given in Table 1.

Table 1 – SDI container pixel array

AFR level	System nomenclature	X' Y' Z' samples per active line (S/AL)	Lines per container (AL/F)	Frame rate (Hz)	Interface sampling frequency f_s (MHz)	X' Y' Z' sample periods per total line (S/TL)	Interface total lines per frame
2	2048 x 1080/25/P	2048	1080	25	74.25	2640	1125
4	2048 x 1080/30/P	2048	1080	30	74.25	2200	1125

2 Conformance Notation

Normative text is text that describes elements of the design that are indispensable or contains the conformance language keywords: "shall", "should", or "may". Informative text is text that is potentially helpful to the user, but not indispensable, and can be removed, changed, or added editorially without affecting interoperability. Informative text does not contain any conformance keywords.

All text in this document is, by default, normative, except: the Introduction, any section explicitly labeled as "Informative" or individual paragraphs that start with "Note:"

The keywords "shall" and "shall not" indicate requirements strictly to be followed in order to conform to the document and from which no deviation is permitted.

The keywords, "should" and "should not" indicate that, among several possibilities, one is recommended as particularly suitable, without mentioning or excluding others; or that a certain course of action is preferred but not necessarily required; or that (in the negative form) a certain possibility or course of action is deprecated but not prohibited.

The keywords "may" and "need not" indicate courses of action permissible within the limits of the document.

The keyword "reserved" indicates a provision that is not defined at this time, shall not be used, and may be defined in the future. The keyword "forbidden" indicates "reserved" and in addition indicates that the provision will never be defined in the future.

A conformant implementation according to this document is one that includes all mandatory provisions ("shall") and, if implemented, all recommended provisions ("should") as described. A conformant implementation need not implement optional provisions ("may") and need not implement them as described.

3 Normative References

The following standards contain provisions which, through reference in this text, constitute provisions of this standard. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this standard are encouraged to investigate the possibility of applying the most recent edition of the standards indicated below.

SMPTE 428-1 2006, D-Cinema Distribution Master (DCDM) — Image Characteristics

SMPTE 428-11-2009, Additional Frame Rates for D-Cinema

4 SDI Image Data Format Constraints

4.1 The serial digital container is a fixed container size with a 2048 x 1080 pixel array. See Figure 1.

4.2 Within the serial digital container not all pixels will form the image as defined by SMPTE 428-11. Pixels not forming the image shall be called padding pixels and have a value of 010_h.

4.3 The center of the DCDM Image pixel array shall correspond to the center of the SDI container.

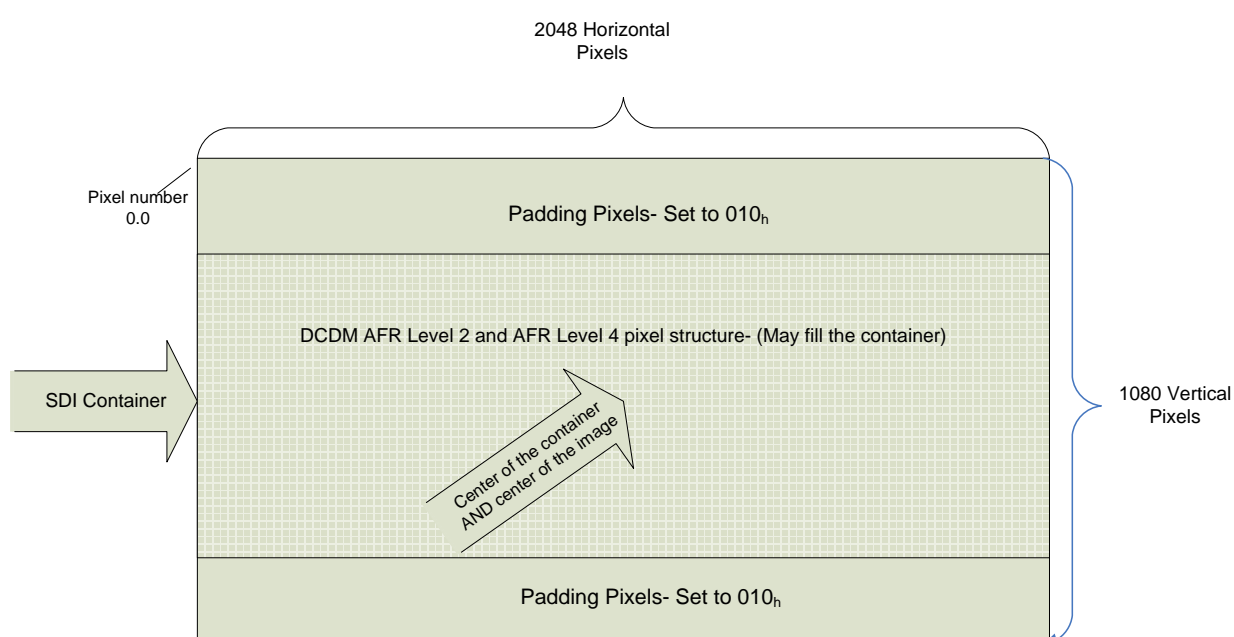


Figure 1 – Serial digital container

4.4 The DCDM AFR Level 2 and AFR Level 4 pixel image structure shall employ X' , Y' , Z' coding as defined in DCDM image pixel structure format, SMPTE 428-1.

4.5 X' Y' Z' code values shall be contained within the range of $FEF_h - 010_h$. Values that may exist in the source signal, beyond these defined limits shall be clipped.

4.6 Code values $FF0_h - FFF_h$ and $000_h - 00F_h$ are prohibited in the payload.

5 Virtual Interface Data Format

There shall be 3 data channels, X', Y', Z' each with identical data structures.

5.1 The data format at the virtual interface of each channel shall consist of synchronizing signals (EAV and SAV), the serial digital interface container, horizontal blanking and vertical blanking. See Figures 1 and 2.

5.2 The horizontal blanking area does not contain image pixels and shall be set to the padding pixel value of 010h.

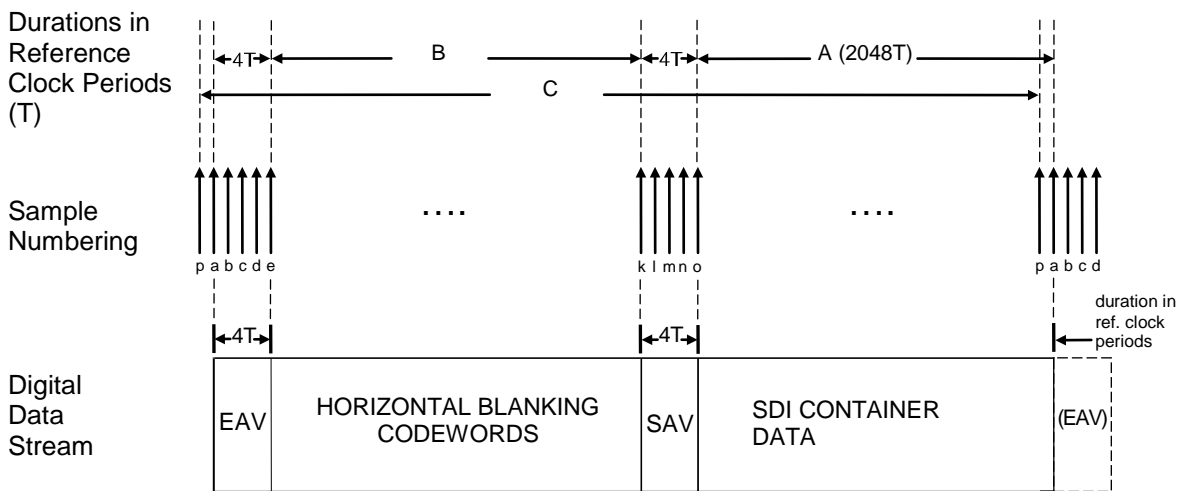


Figure 2 – Data Format – Interface horizontal line

Notes –

- 1 Horizontal axis not to scale.
- 2 A line of SDI container extends from the first word of EAV through the last word of container data.
- 3 The number of samples of the SDI container data (sample number 'o' through 'p' in Figure 2) is 2048. That is, the letter 'o' denotes sample number 0 and the letter 'p' denotes sample number 2047 in the SDI container.
- 4 The number of reference clock periods per second equals the interface sampling frequency

Table 2 – Values for SDI container array structure

AFR level	fps	Sample numbering											Durations in reference clock periods (T)		
		a	b	c	d	e	k	l	m	N	o	p	A	B	C
2	25	2048	2049	2050	2051	2052	2636	2637	2638	2639	0	2047	2048	584	2640
4	30	2048	2049	2050	2051	2052	2196	2197	2198	2199	0	2047	2048	144	2200

5.3 SAV (start of active video) and EAV (end of active video) digital synchronizing sequences shall define synchronization across the serial digital interface. Figures 1, 2 and 3 show the relationship of the SAV and EAV sequences to SDI container data.

5.4 An SAV or EAV sequence shall comprise four consecutive code words: a code word of all ones, a code word of all zeros, another code word of all zeros, and a code word including F (frame), V (vertical), H (horizontal), P3, P2, P1, and P0 (parity) bits. An SAV sequence shall be identified by having H = 0; EAV shall have H = 1 (Tables 3 and 4 show details of the coding).

5.5 Interface line numbers:

The interface shall have 1125 total number of lines, 1 thru 1125 inclusive. The vertical blanking area shall consist of lines 1 through 41 inclusive and lines 1122 through 1125 inclusive.

The vertical blanking area does not contain image pixels and shall be set to the padding pixel value of 010h.

The SDI Image container shall be 1080 lines, starting at line 42 (top of container) through 1121 (bottom of the container) inclusive.

5.6 In a progressive system, the EAV and SAV of all lines shall have F = 0;

- The EAV and the SAV of lines 1 through 41 inclusive and lines 1122 through 1125 inclusive shall have V = 1;
- The EAV and SAV of lines 42 through 1121 inclusive shall have V = 0.

5.7 In a PsF system:

- The EAV and SAV of lines 1 through 563 inclusive shall have F = 0. The EAV and SAV of lines 564 through 1125 inclusive shall have F = 1;
- The EAV and SAV of lines 1 through 20, lines 561 through 583, and lines 1124 and 1125 shall have V = 1;
- The EAV and the SAV of lines 21 through 560 and lines 584 through 1123 shall have V = 0.

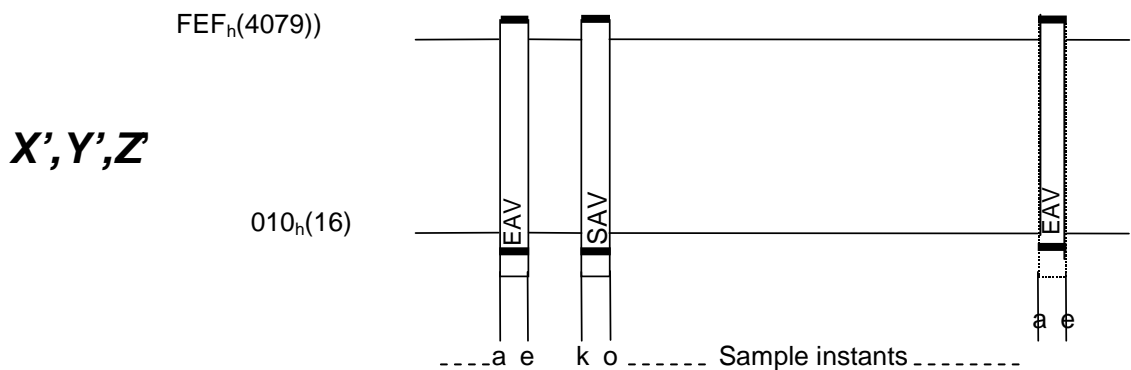


Figure 3 – Digital levels and timing

Table 3 – Timing reference codes¹

Bit number		11 (MSB)	10	9	8	7	6	5	4	3	2	1	0 (LSB)
Word	Value												
0	FFFh (4095)	1	1	1	1	1	1	1	1	1	1	1	1
1	000h (0)	0	0	0	0	0	0	0	0	0	0	0	0
2	000h (0)	0	0	0	0	0	0	0	0	0	0	0	0
3		1	F	V	H	P3	P2	P1	P0	0	0	0	0

Table 4 – Protection bits for SAV and EAV

Bit number	11	10	9	8	7	6	5	4	3	2	1	0
Function	1	F	V	H	P3	P2	P1	P0	0	0	0	0
	Fixed								Fixed	Fixed	Fixed	Fixed
0	1	0	0	0	0	0	0	0	0	0	0	0
1	1	0	0	1	1	1	0	1	0	0	0	0
2	1	0	1	0	1	0	1	1	0	0	0	0
3	1	0	1	1	0	1	1	0	0	0	0	0
4	1	1	0	0	0	1	1	1	0	0	0	0
5	1	1	0	1	1	0	1	0	0	0	0	0
6	1	1	1	0	1	1	0	0	0	0	0	0
7	1	1	1	1	0	0	0	1	0	0	0	0

¹ Terminology used in Table 3 is consistent with terminology used for television signals

Annex A Progressive Segmented Frame System (Normative)

A.1 A Progressive segmented Frame system shall transmit a progressive image as if it were an interlaced Image. This provides a means of carrying a progressive image as two equally divided segments mapped onto an interlace interface.

A.2 In a Progressive segmented Frame system, the assignment of lines within a progressive image shall be the same as that of an interlaced image. More specifically, the assignment of each even line of a progressive image shall correspond to lines 1 through 562 of a segmented frame system image, and each odd line of a progressive image shall correspond to lines 563 through 1125 of a segmented frame system image. The relationship of line N of a progressive system image and line M of a segmented frame system image shall be as shown by the following equation and as shown in Figure A.1.

$$M = N/2 \quad \text{where } N = 2, 4, 6, \dots, 1124$$

$$M = (N+1125)/2 \quad \text{where } N = 1, 3, 5, \dots, 1125$$

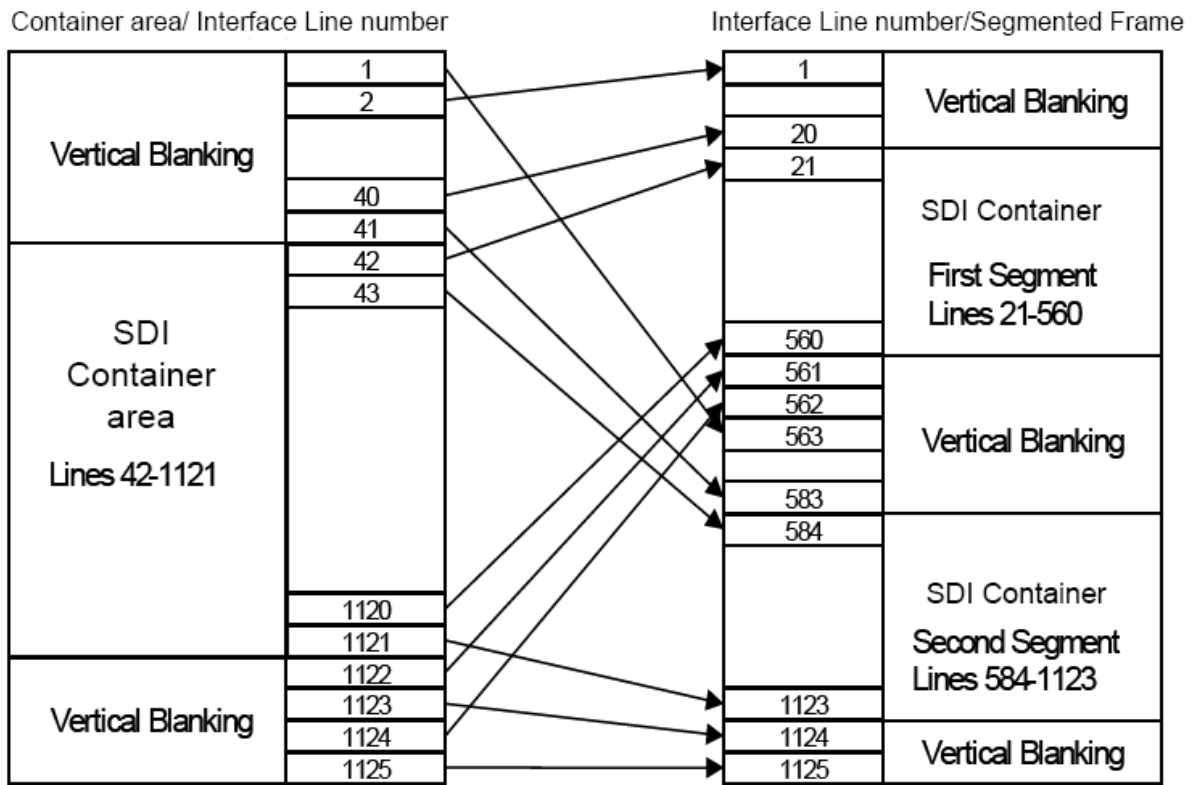


Figure A.1 – Progressive segmented Frame system

Annex B Bibliography (Informative)

SMPTE 292-2008, 1.5 Gb/s Signal/Data Serial Interface

SMPTE 372-2009, Dual Link 1.5 Gb/s Digital Interface for 1920 × 1080 and 2048 × 1080 Picture Formats

SMPTE 424M-2006, Television — 3 Gb/s Signal/Data Serial Interface

SMPTE 425-2008, 3 Gb/s Signal/Data Serial Interface — Source Image Format Mapping

Annex C Document Roadmap (Informative)

