

UHD / HD Stat Mux

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When using the **MFSP** as the **Stat Mux controller**, if you have the same resolution for all services, then by 'scale' they will get the same bit rate in term of weighting (complexity will determine the actual rates of the services).

When you have a mixed Stat Mux configuration (in terms of mixed resolutions) specifically in terms of HD/UHD then you might find that the UHD is starved of bits (depending on the content).

This happened in a system that had 2 x HD sports and 1 x UHD sports. The video pool was 48Mb/s (no audios in the test system) and the services were configured as follows:

HD :

bMin - 750Kb/s

bMax - 12Mb/s

UHD :

bMin - 8Mb/s

bMax - 30Mb/s

In this above exmaple, the HD Sports Services were sitting close to, or at their bMax for a lot of the time, leaving the UHD service at around 24Mb/s, which for the UHD football content was not enough. We needed a way to balance the UHD/HD bit distribution.

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