

# ZyPerHD Network Requirements



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## Basic elements of ZyPerHD communication

ZyPerHD uses layer 2 / layer 3 IPV4 protocols

### IP Address allocation

IP Addresses for the ZyPerHD will automatically assign a Link-Local address in the 169.254.x.x range.

### Ports

The following Ports are used by the ZyPerHD and the ZyPer Management Platform

#### ZyPer Management Platform

Maestro (GUI): TCP port 80

Telnet: TCP port 24

SSH: TCP port 22

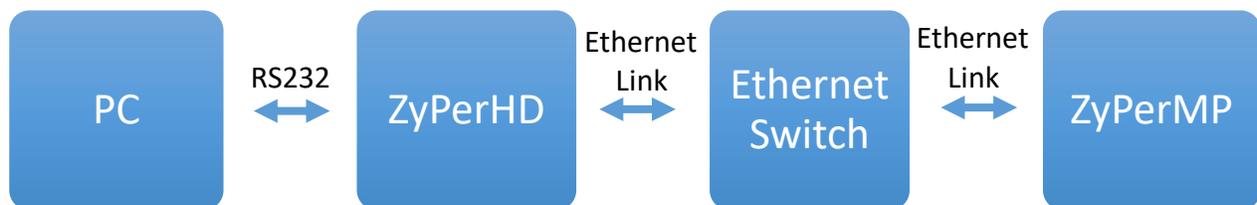
FTP: (default) TCP ports 20 and 21

FTP: (passive) TCP ports 21 and some port >1023

#### Between ZyPer Management Platform and ZyPerHD Units

General communications: UDP port 12345 and 12346

**Note:** The RS232 connection only has “device to server” support. So the server uses the TCP Port 24 for general communication with the devices and to read the input that was sent on the RS232 to the device.



### Video and Audio (multicast)

The focus of ZyPerHD is transporting high resolution video and audio data across 1 Gb Ethernet networks. A typical video data stream consumes twenty megabits per second, depending on its resolution format. In order to manage this bandwidth, the basis of ZyPerHD’s AV transmission protocol is multicasting. This way, these high data rate streams are only sent through ports across links where they are needed. Some of the most serious considerations for network deployment – especially in multi- switch environments – are around ensuring that

the network is setup to handle this properly. Bandwidth management is a key design consideration. Any significant loss of data (due to oversubscription or other reason) will result in visible on-screen problems. Ensuring that high data rate streams are routed *only* where they are needed is critical.

### Control: RS-232 (unicast with some optional multicast and broadcast)

ZyPerHD carries various low-speed control communications as well. These signals are typically triggered by a user-facing control system and are used to control things like turning on and off a display. RS-232 and CEC signals are included here. These packets are typically sparse, and data rates are in kilobits per second. The data packets are always unicast between the ZyPer Management Platform and ZyPerHD endpoints. Sometimes the communication is directly between endpoints.

### Discovery (Broadcast)

ZyPerHD runs its own auto-discovery mechanism. It relies on broadcast communication between all endpoints and the ZyPer Management Platform.

### Switch selection and network topology

ZyPerHD is compatible with any 1 Gb Ethernet switch that has Layer 2/3 “non-blocking” switching capabilities. Support for multicast, IGMP v2 with IGMP snooping is required. IGMP v2 fast-leave is recommended.

When IGMP v2 fast-leave is configured, when the device receives a leave message, it immediately stops forwarding to that port.

Most switches’ default behavior is to broadcast multicast packets. Watch out for this and make sure to enable multicast and IGMP before trying to use ZyPerHD.

### Regarding “stackable switches”

A stackable switch works with other stackable switches to present themselves as one cohesive “single switch.” The entire system can be easily configured from a single IP address. This type of system is compatible with ZyPerHD, but note that bandwidth must still be managed. Typically, a system of stackable switches is *not* fully non-blocking, meaning that there will be bottlenecks (often 10 Gb links

between switches with 24, 48, or more 1 Gb ports). Bandwidth demands of the ZyPerHD system must be compared against the user requirements (how much video must be routed over the stacking ports to meet the user requirements) and all this must be considered in the design of the system’s connectivity.

**Note:** This is only truly a consideration in deployments with hundreds of endpoints. A single non-blocking 1Gb Switch can handle 50 multicast streams and the 10Gb link between switches could handle 500 streams.

### Regarding “leaf-spine”

Leaf-spine comes into play when number of endpoints surpasses the size of a single switch. ZyPerHD devices connect to leaf switches and leaf switches connect to spine switches. Leafs mesh into spines meaning that every leaf is connected to every spine. This is compatible with ZyPerHD but like for Stackable switches, bandwidth has to be managed where the limiting factor will be the trunk bandwidth between leaves and spines.

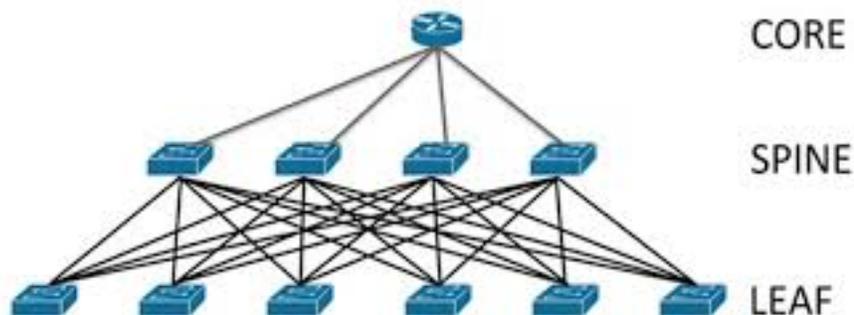


Figure: Illustration of leaf-spine topology

### Multicast management

In order to minimize overall bandwidth consumption, ZyPerHD relies on multicast routing for distributing audio and video data. The basic idea is to *only* send AV data through switch ports where it is needed.

*Important note: the switch must be configured to drop any packets from a multicast stream with no subscribers. Some switches could treat such packets as broadcast and impact the bandwidth and performance of the entire network.*

## Multicast source addresses

The ZyPerHD transmitter units will automatically select an available multicast source address. Each transmitter will be assigned one source address. This address is used for:

- Video, including the embedded audio from an HDMI source and downscaled video for preview.

The multicast address cannot be manually changed by the user.

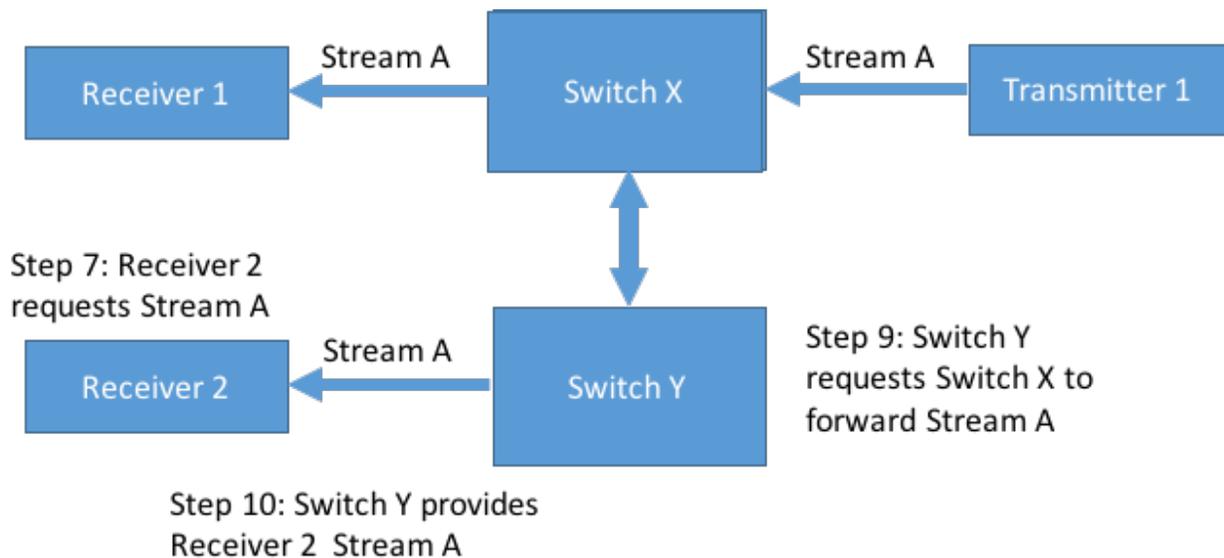
## Multicast routing management

In a single switch environment, IGMP suffices to enable the switch to understand which traffic must be routed to which ports. In a ZyPerHD system, the switch will only route a transmitted video to those ports where a ZyPerHD receiver has requested a particular stream. In a multi-switch environment, higher-level protocols must be employed so that “switch X” can understand which streams are demanded by receivers connected to “switch Y.”

The basic communication flow is:

1. Switch X is connected to switch Y via a 10 Gb trunk link. No video traffic is currently passing between them.
2. Transmitter 1 is connected directly to switch X, and sending stream A into that switch.
3. Switch X needs to notify switch Y that stream A exists. Stream A still does not traverse the trunk link.
4. Receiver 1 is also connected directly to switch X, and makes an IGMP request to switch X for stream A.
5. Switch X begins routing stream A to receiver 1, who displays the video signal. Still there is NO video traffic across the trunk port between switches.
6. ZyPerHD receiver 2 is connected directly to switch Y.
7. ZyPerHD receiver 2 requests stream A by issuing an IGMP request to switch Y (which receiver 1 is connected to directly).
8. Switch Y realizes that it does not have access to stream A, but switch X has notified switch Y about stream A.
9. Switch Y sends a request to switch X to provide stream A across the trunk link.

10. Switch X complies, begins routing stream A across the trunk link to Switch Y, and switch Y begins providing stream A to receiver 2.
11. Later, if receiver 2 releases his IGMP subscription to stream A (and no other receivers on switch Y have requested stream A), then stream A should be removed from the trunk link.



The implementation of these higher-level protocols is vendor specific. One example of such a protocol is Protocol Independent Multicast (PIM), implemented by Extreme Networks and others.

## Network performance issues

### Bandwidth management

The ZyPerHD video system has no tolerance for link oversubscription. Lost packets translate to lost pixels on screen. Video data is transmitted via UDP, so there is no retransmission (since retransmitted packets would be too late anyway). Any significant loss of data will result in significant image problems on screen. The easiest solution is to design a fully non-blocking network. This is relatively straightforward for smaller systems, with affordable “top of rack” switches ranging to around 100 non-blocking ports. Beyond that size, blade-based systems of non-blocking switches exist, but can be expensive. A spine and leaf architecture

may be more affordable, and also may fit more neatly in the physical layout of the network.

To design a cost-efficient system, the video routing use cases must be carefully considered and weighed against bandwidth availability.

### Bandwidth Use Summary

The ZyPerHD can transmit AV data from multiple sources simultaneously over the 1 Gb Ethernet port. These sources include: HDMI (Video and Audio), RS-232 port and CEC data. Maximum bandwidth of each port is shown below:

ZyPerHD Port	Maximum Bandwidth
HDMI (Video + Audio)	20 Mbits/sec (1920x1080)
RS-232	115 Kbits/sec
CEC via HDMI	1 Kbit/sec

## Appendix 1: Recommended Switches

The following 1Gbit switches are recommended for use with the ZyPerHD. Please note this is not an all-inclusive list. There are many other switches available that will function with the ZyPerHD.

Manufacturer	Model #	Number of 1Gbit Ports	Notes
Netgear	M4300-28G	24	Includes two 10Gbit RJ45 and two 10Gbit SFP+ Ports
Netgear	M4300-52G	48	Includes two 10Gbit RJ45 and two 10Gbit SFP+ Ports
Netgear	M4300-28G-PoE+	24	Supports PoE
Netgear	M4300-52G-PoE+	48	Supports PoE
Netgear	S3300-28X	24	Includes two 10Gbit RJ45 and two 10Gbit SFP+ Ports
Netgear	S3300-52X	48	Includes two 10Gbit RJ45 and two 10Gbit SFP+ Ports
Netgear	S3300-28X-PoE+	24	Supports PoE
Netgear	S3300-52X-PoE+	48	Supports PoE
Netgear	GS728TP	24	Supports PoE
Arista	7010T-48	52	Includes four 10Gbit SFP+ ports

## Appendix 2: Switch Configuration Options

Some Switches will work directly out of the box with zero configuration required. Nearly all switches however will provide the user some ability to customize the configuration. The list below includes various switch configuration options that ZeeVee has encountered. Look for these or similar options when configuring your switch.

1. Enable IGMP Snooping
  - a. Must be enabled
2. Enable IGMP Snooping on VLAN used by ZyPerHD
  - a. Must be enabled when all ports default to VLAN1
3. Filter/Drop unregistered Multicast traffic
  - a. If not applied, the behavior of the switch will be to broadcast multicast packets if the switch has no known destination for that packet.
  - b. Must be enabled if found
4. Unregistered Multicast Flooding
  - a. Must be disabled if found
5. Filter Unregistered Multicast (different wording than number 4 above)
  - a. Must be enabled if found
6. Disable IGMP Query
7. Disable IGMP Query on VLAN used by ZyPerHD
8. Set IGMP Version to IGMP V2
  - a. Must be set if found
9. Enable FASTLEAVE on port X
  - a. Should be enabled, if found
10. Enable FASTLEAVE for VLAN used by ZyPerHD
  - a. Should be enabled if found
11. Disable Multicast Storm Control on **Netgear ProSafe XS708T**. (*Security-Traffic Control-Storm Control-Status=Disable*)

### Appendix 3: Maximum Transmission Distance

The table below details the maximum transmission distance between either directly connected ZyPerHD units or between the ZyPerHD and a Network Switch.

Cable / Transmission Type	Maximum Distance
Category 5	Not supported
Category 5e	55m (180 ft)
Category 6 UTP	55m (180 ft)
Category 6 STP	100m (330 ft)
Category 6A UTP	100m (330 ft)
Category 7	100m (330 ft)

UTP = Unshielded Twisted Pair

STP = Shielded Twisted Pair