

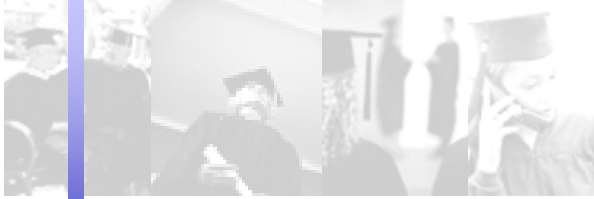
MPEG-21 Digital Item Adaptation FDAM/2

Dynamic and Distributed Adaptation

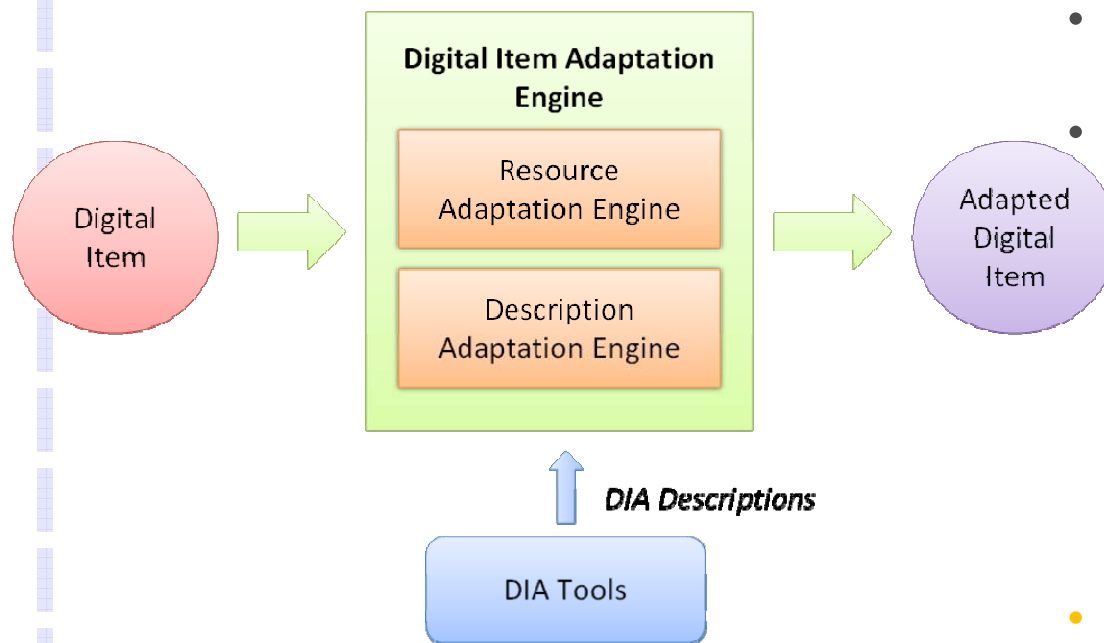
78th MPEG Meeting, Hangzhou, China

Editors: Christian Timmerer, Sylvain Devillers, and Michael Ransburg





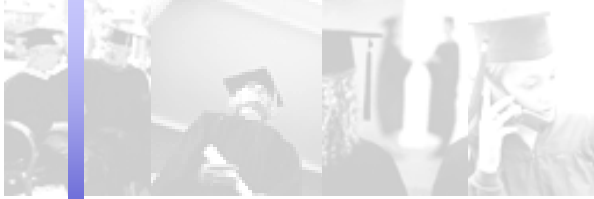
MPEG-21 DIA Overview



- Universal Multimedia Access in MPEG-21
 - DIA specifies the syntax and semantics of tools that assist in the adaptation of Digital Items
- DIA is used to satisfy transmission, storage and consumption constraints as well as Quality of Service management

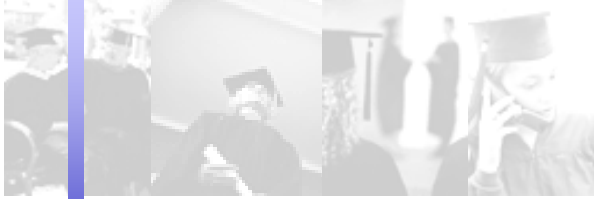
- **Published 2004-10-15**

Tools: Usage Environment Description (UED), Bitstream Syntax Description Language (BSDL), AdaptationQoS, Universal Constraints Description (UCD), Metadata Adaptability, Session Mobility, DIA Configuration



DIA Amd.1: Conversions and Permissions

- **Capabilities** → description of adaptation capabilities of a terminal
- **Conversion link** → description of adaptation operation (e.g., image cropping) and parameters of the adaptation (e.g., x-y offset, width and height of cropped region)
- **CrossConversionQoS** → relationship between different conversion options and its utility (e.g., transcoding, transmoding, transforming)
- **Permitted DIA changes / change conditions** → Rights expression must be used to enforce adaptations that are permissible, e.g., by content owners
 - EXAMPLE 1: Audio file can be played if the bit-rate is less than 64kbps
 - EXAMPLE 2: Video file can be played if the only format change is spatial resolution reduction that maintains aspect ratio and the spatial resolution is less than 352x240
- **Rights expression must also be used to protect user-sensitive info specified by DIA, e.g., user characteristics**
- **Published 2006-04-01**



DIA Amd.2: Dynamic and Distributed Adaptation

- **Dynamic Adaptation**

- Dynamic adaptation refers to the adaptation of Digital Items according to dynamically changing usage environments

EXAMPLE: The available bandwidth may drop during a streaming session and the Digital Item is consequently adapted to this new usage environment.

- **Distributed Adaptation**

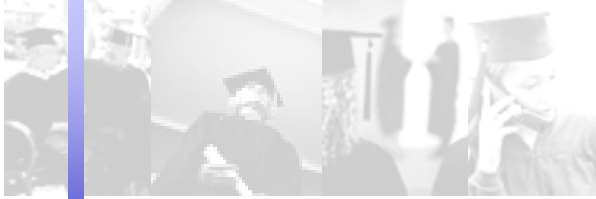
- Distributed adaptation refers to multiple adaptation steps successively performed on different MPEG-21 peers

EXAMPLE: A same resource may be successively adapted on a server, network node and/or terminal (e.g., multicast, session mobility).

- **Process Units**

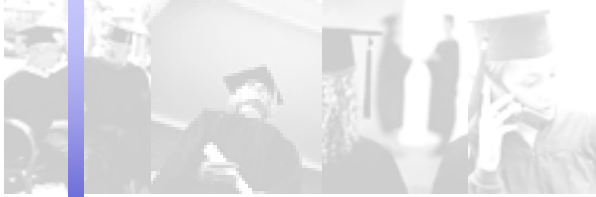
- A process unit is a well-formed XML fragment that can be consumed as such by the MPEG-21 peer, and to which a time information may be attached, indicating the point in time when it becomes available for consumption

NOTE: A process unit is a processing-oriented concept rather than a delivery-oriented concept. It does not depend on any encoding method used for delivering it.

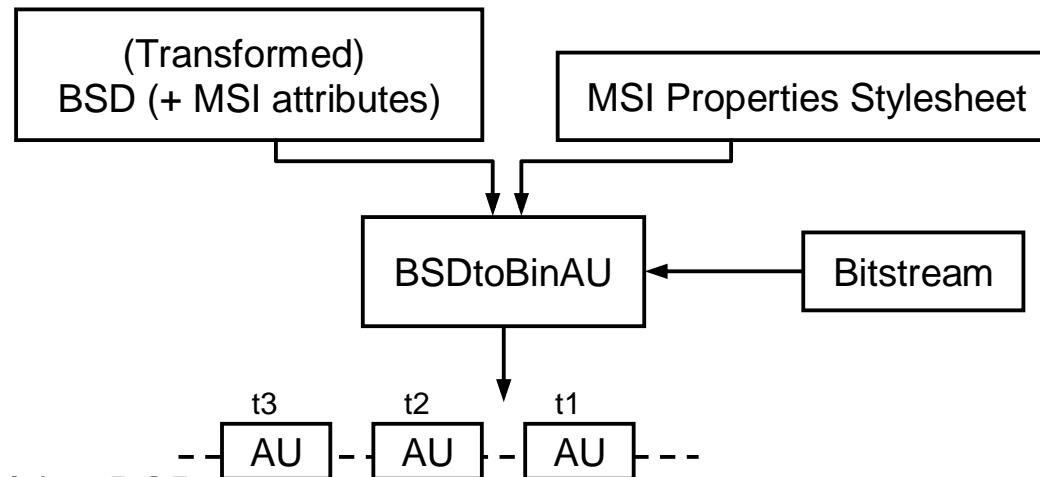


DIA Amd.2: Tools Overview

- **Minor additions to UED tool**
 - add'l codec capabilities, REL cap., minor updates to network cap., AdaptationQoS, ...
- **StreamingRefType**
 - signaling of buffer information required for streaming scenarios
- **Various updates on BSDL**
 - add'l data types and support for emulation prevention bytes
 - attributes for efficient context management
- **Media Resource Streaming Instructions**
 - Tool for enabling the streaming of bitstream described by a Bitstream Syntax Description (BSD)
- **XML Streaming Instructions**
 - Tool for describing Process Units and assigning time information to them
- **Properties Style Sheet**
 - Tool for dynamically applying media resource or XML streaming instructions to an XML document (i.e., BSD, AdaptationQoS)



Media Resource Streaming Instructions

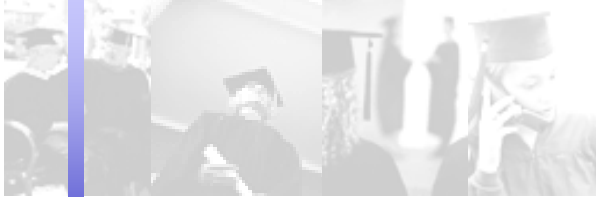


- **Input**

- Bitstream and its BSD
- Media resource streaming instructions: maybe embedded in the BSD or as external Properties Stylesheet

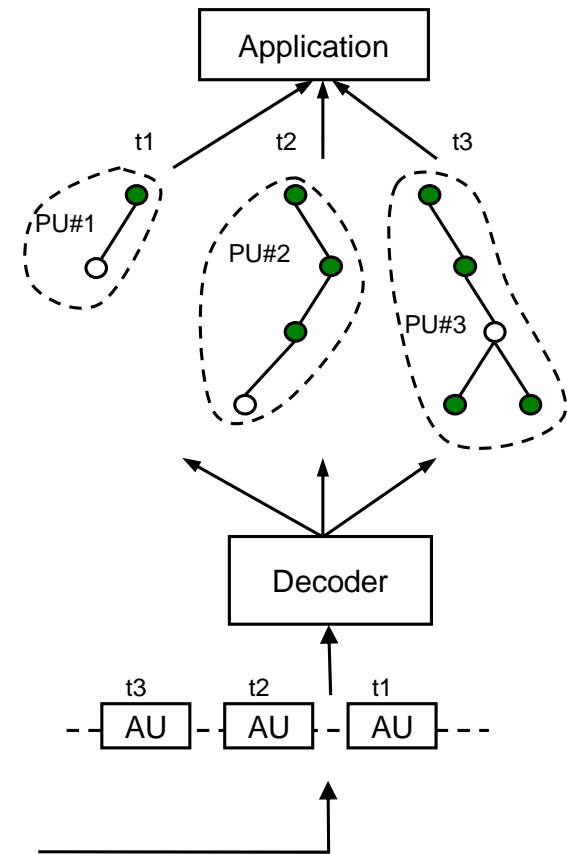
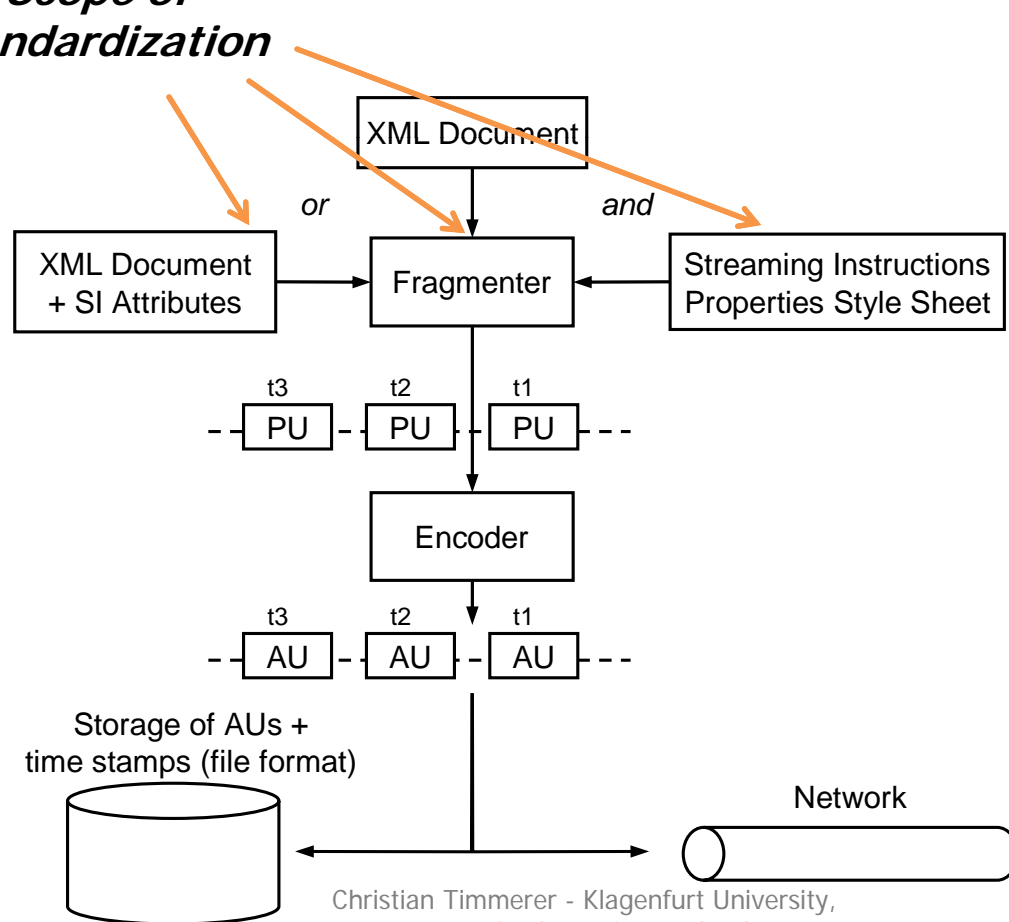
- **Output**

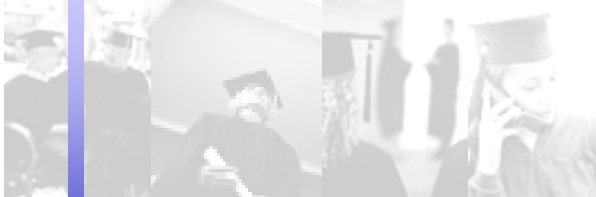
- Access units and possibly access unit parts with associated time stamps



XML Streaming Instructions

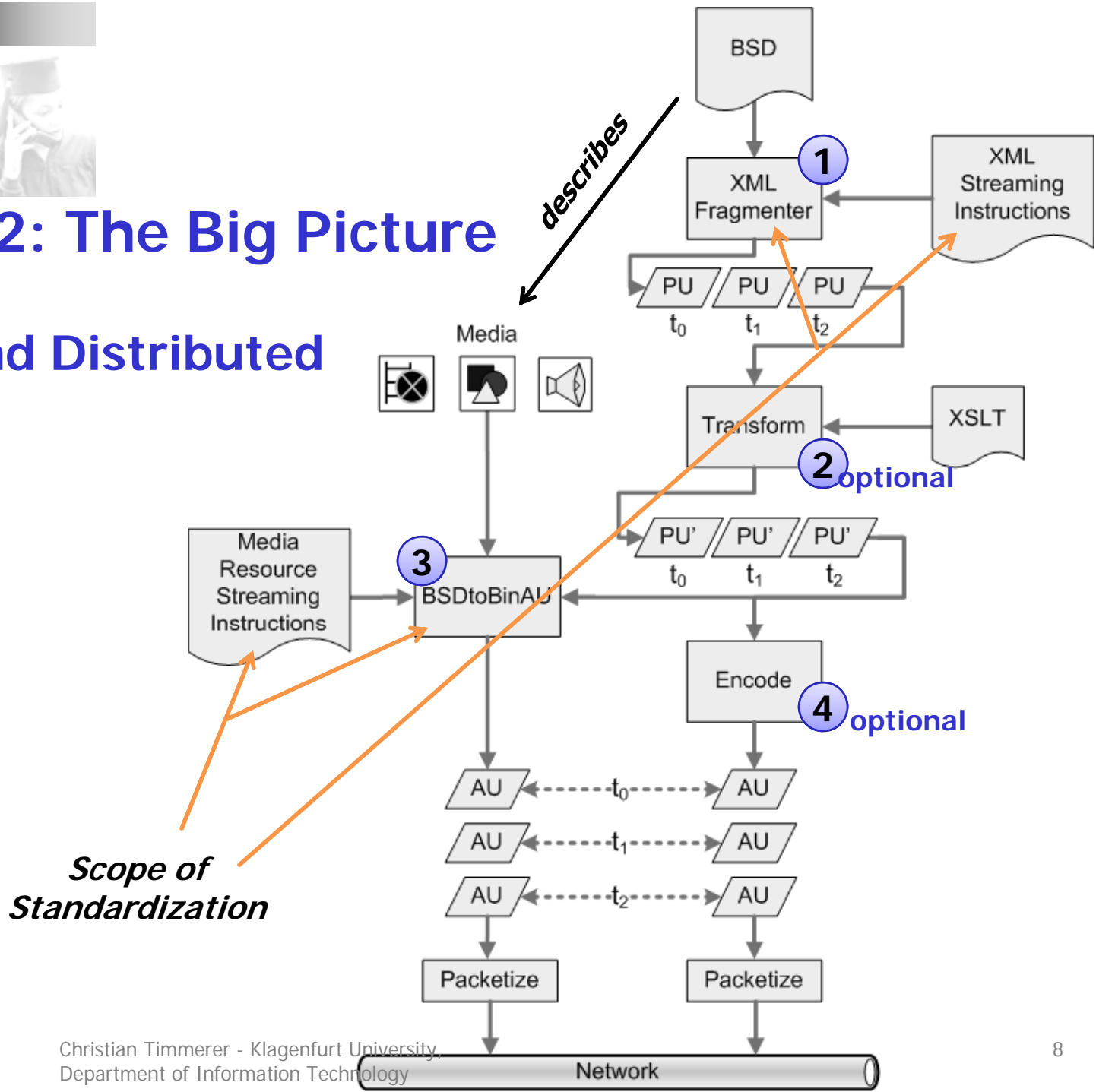
Scope of Standardization

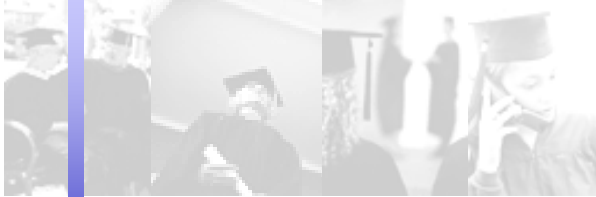




DIA Amd.2: The Big Picture

Dynamic and Distributed Adaptation





Thank you for your attention

questions, comments, etc. are welcome...

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