
**Information technology — Internet of
media things —**

**Part 1:
Architecture**

*Technologies de l'information — Internet des objets media —
Partie 1: L'architecture IoMT*

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT), see www.iso.org/iso/foreword.html.

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

A list of all parts in the ISO/IEC 23093 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

The ISO/IEC 23093 series provides an architecture and specifies application programming interfaces (APIs) and compressed representation of data flowing between media things.

The APIs for the media things facilitate discovering other media things in the network, connecting and efficiently exchanging data between media things. The APIs also provide means for supporting transaction tokens in order to access valuable functionalities, resources, and data from media things.

Media things related information consists of characteristics and discovery data, setup information from a system designer, raw and processed sensed data, and actuation information. The ISO/IEC 23093 series specifies data formats of input and output for media sensors, media actuators, media storages, media analysers, etc. Sensed data from media sensors can be processed by media analysers to produce analysed data, and the media analysers can be cascaded in order to extract semantic information.

This document does not specify how the process of sensing and analysing is carried out but specifies the interfaces between the media things. This document describes the architecture of systems for the internet of media things.

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Information technology — Internet of media things —

Part 1: Architecture

1 Scope

This document describes the architecture of systems for the internet of media things.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <http://www.electropedia.org/>

3.1 Internet of media things terms

3.1.1 audio

anything related to sound in terms of receiving, transmitting or reproducing it or of its specific frequency

3.1.2 camera

special form of an image capture device that senses and captures photo-optical signals

3.1.3 display

visual representation of the output of an electronic device or the portion of an electronic device that shows this representation, as a screen, lens or reticle

3.1.4 gesture

movement or position of the hand, arm, body, head or face that is expressive of an idea, opinion, emotion, etc.

3.1.5 haptics

input or output device that senses the body's movements by means of physical contact with the user

3.1.6 image capture device

device which is capable of sensing and capturing acoustic, electrical or photo-optical signals of a physical entity that can be converted into an image