
**Information technology — Coding
of audio-visual objects —**

Part 20:
**Lightweight Application Scene
Representation (LAsER) and Simple
Aggregation Format (SAF)**

*Technologies de l'information — Codage des objets audiovisuels —
Partie 20: Représentation de scène d'application allégée (LAsER) et
format d'agrégation simple (SAF)*

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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. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

ISO/IEC 14496-20 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology, Subcommittee SC 29, Coding of audio, picture, multimedia and hypermedia information*.

ISO/IEC 14496 consists of the following parts, under the general title *Information technology — Coding of audio-visual objects*:

- *Part 1: Systems*
- *Part 2: Visual*
- *Part 3: Audio*
- *Part 4: Conformance testing*
- *Part 5: Reference software*
- *Part 6: Delivery Multimedia Integration Framework (DMIF)*
- *Part 7: Optimized reference software for coding of audio-visual objects* [Technical Report]
- *Part 8: Carriage of ISO/IEC 14496 contents over IP networks*
- *Part 9: Reference hardware description* [Technical Report]
- *Part 10: Advanced Video Coding*
- *Part 11: Scene description and application engine*
- *Part 12: ISO base media file format*
- *Part 13: Intellectual Property Management and Protection (IPMP) extensions*
- *Part 14: MP4 file format*
- *Part 15: Advanced Video Coding (AVC) file format*
- *Part 16: Animation Framework eXtension (AFX)*

- *Part 17: Streaming text format*
- *Part 18: Font compression and streaming*
- *Part 19: Synthesized texture stream*
- *Part 20: Lightweight Application Scene Representation (LAsE_R) and Simple Aggregation Format (SAF)*
- *Part 21: MPEG-J GFX*
- *Part 22: Open Font Format*

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Introduction

ISO/IEC 14496-20 specifies syntax and semantics for:

- The Lightweight Application Scene Representation (LAsER), specified in Clause 6, which is a binary format for encoding 2D scenes and updates of scenes. The binary format and the scene representation (based on SVG Tiny), are both designed to be suitable for lightweight embedded devices such as mobile phones.
- A Simple Aggregation Format (SAF), specified in Clause 7, to efficiently and easily transport LAsER data together with audio and/or video content over various delivery channels. This multiplexing scheme is designed to be simple to implement and to allow efficient demultiplexing on low-end devices.

The International Organization for Standardization (ISO) and International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of a patent.

The ISO and IEC take no position concerning the evidence, validity and scope of this patent right.

The holder of this patent right has assured the ISO and IEC that he is willing to negotiate licences under reasonable and non-discriminatory terms and conditions with applicants throughout the world. In this respect, the statement of the holder of this patent right is registered with the ISO and IEC. Information may be obtained from the companies listed in Annex A.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights other than those identified in Annex A. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Information technology — Coding of audio-visual objects —

Part 20:

Lightweight Application Scene Representation (LAsER) and Simple Aggregation Format (SAF)

1 Scope

This International Standard defines a scene description format (LAsER) and an aggregation format (SAF) respectively suitable for representing and delivering rich-media services to resource-constrained devices such as mobile phones.

LAsER aims at fulfilling all the requirements of rich-media services at the scene description level. LAsER supports:

- an optimized set of objects inherited from SVG to describe rich-media scenes;
- a small set of key compatible extensions over SVG;
- the ability to encode and transmit a LAsER stream and then reconstruct SVG content;
- dynamic updating of the scene to achieve a reactive, smooth and continuous service;
- simple yet efficient compression to improve delivery and parsing times, as well as storage size, one of the design goals being to allow both for a direct implementation of the SDL as documented, as well as for a decoder compliant with ISO/IEC 23001-1 to decode the LAsER bitstream;
- an efficient interface with audio and visual streams with frame-accurate synchronization;
- use of any font format, including the OpenType industry standard; and
- easy conversion from other popular rich-media formats in order to leverage existing content and developer communities.

Technology selection criteria for LAsER included compression efficiency, but also code and memory footprint and performance. Other aims included: scalability, adaptability to the user context, extensibility of the format, ability to define small profiles, feasibility of a J2ME implementation, error resilience and safety of implementations.

SAF aims at fulfilling all the requirements of rich-media services at the interface between media/scene description and existing transport protocols:

- simple aggregation of any type of stream;
- signaling of MPEG and non-MPEG streams;
- optimized packet headers for bandwidth-limited networks;
- easy mapping to popular streaming formats;
- cache management capability; and
- extensibility.

SAF has been designed to complement LAsER for simple, interactive services, bringing:

- efficient and dynamic packaging to cope with high latency networks;
- media interleaving; and
- synchronization support with a very low overhead.

This International Standard defines the usage of SAF for LAsER content. However, LAsER can be used independently from SAF.

2 Normative References

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 13818-1, *Information technology — Generic coding of moving pictures and associated audio information — Part 1: Systems*

ISO/IEC 14496-1, *Information technology — Coding of audio-visual objects — Part 1: Systems*

ISO/IEC 14496-12, *Information technology — Coding of audio-visual objects — Part 12: ISO base media file format*

ISO/IEC 14496-18, *Information technology — Coding of audio-visual objects — Part 18: Font compression and streaming*

RFC 2045, *Multipurpose Internet Mail Extensions (MIME) Part one: Format of Internet message bodies*, <http://www.ietf.org/rfc/rfc2045.txt>

RFC 2326, *Real Time Streaming Protocol*, <http://www.ietf.org/rfc/rfc2326.txt>

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