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Information technology — Multimedia service platform technologies —

Part 2: MPEG extensible middleware (MXM) API

Technologies de l'information — Technologies de la plate-forme de services multimédia —

Partie 2: Intergiciel MPEG extensible (MXM) API

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Contents

Page

Foreword v
Introduction vi
1 Scope 1
2 Normative references 1
3 Terms, definitions and abbreviated terms 2
3.1 Terms and definitions 2
3.2 Abbreviated terms 3
4 Namespace conventions 4
4.1 Introduction 4
5 Common MXM interfaces and classes 8
6 MPEG-M Engines 9
6.1 Introduction 9
6.2 Technology Engines 9
6.2.1 Digital Item Engine 9
6.2.2 MPEG-21 File Format Engine 10
6.2.3 REL Engine 11
6.2.4 IPMP Engine 12
6.2.5 Media Framework Engine 12
6.2.6 Metadata Engine 16
6.2.7 Event Reporting Engine 17
6.2.8 Security Engine 18
6.2.9 Search Engine 19
6.2.10 Contract Engine 20
6.2.11 Overlay Engine 21
6.3 Protocol Engines 21
6.3.1 Base Protocol Engine 22
6.3.2 Authenticate Services APIs 24
6.3.3 Authorise Services APIs 24
6.3.4 Check With Services APIs 24
6.3.5 Create Services APIs 24
6.3.6 Deliver Services APIs 25
6.3.7 Describe Services APIs 25
6.3.8 Identify Services APIs 25
6.3.9 Negotiate Services APIs 26
6.3.10 Package Services APIs 26
6.3.11 Post Services APIs 26
6.3.12 Present Services APIs 26
6.3.13 Process Services APIs 26
6.3.14 Request Services APIs 26
6.3.15 Revoke Services APIs 27
6.3.16 Search Services APIs 27
6.3.17 Store Services APIs 28
6.3.18 Transact Services APIs 28
6.3.19 Verify Services APIs 28
6.4 MXM Orchestrator APIs 29
6.4.1 Introduction 29
6.4.2 DID Engine Orchestrator APIs 29
6.4.3 Identify Content Engine Orchestrator APIs 29
6.4.4 Identify User Engine Orchestrator APIs 29

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6.4.5 MF Orchestrator Engine APIs **29**

Annex A (normative) **MXM Configuration** **30**
A.1 Introduction **30**
A.2 Syntax the MXM Configuration Schema **30**
A.3 Semantic of the MXM Configuration Schema **32**
A.4 Example of a MXM Configuration File **34**

Bibliography **36**

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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.

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

ISO/IEC 23006-2 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC 23006-2:2011) which has been technically revised.

ISO/IEC 23006 consists of the following parts, under the general title *Information technology — Multimedia service platform technologies*:

— *Part 1: Architecture*

— *Part 2: MPEG extensible middleware (MXM) API*

— *Part 3: Conformance and reference software*

— *Part 4: Elementary services*

— *Part 5: Service aggregation*

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Introduction

ISO/IEC 23006 is a suite of standards that has been developed for the purpose of enabling the easy design and implementation of media-handling value chains whose devices interoperate because they are all based on the same set of technologies, especially MPEG technologies, accessible from the middleware APIs, elementary services and aggregated services.

ISO/IEC 23006 is referred to as MPEG Extensible Middleware (MXM) in its first edition, and it specifies an architecture (Part 1), an API (Part 2), a conformance and reference software (Part 3) and a set of protocols to which MXM Devices had to adhere (Part 4).

ISO/IEC 23006 is referred to as Multimedia Service Platform Technologies (also abbreviated as MPEG-M) in its second edition, and it conserves the architecture and design philosophy of the first edition, while stressing the Service Oriented Architecture character. It specifies also how to combine elementary services into aggregated services (Part 5).

ISO/IEC 23006 is subdivided in five parts:

Part 1 – Architecture: specifies the architecture that can be used as a guide to an MPEG-M implementation;

Part 2 – MPEG Extensible Middleware (MXM) Application Programming Interface (APIs) (the present document): specifies the middleware APIs;

Part 3 – Conformance and Reference Software: specifies conformance criteria and a reference software implementation with a normative value;

Part 4 – Elementary Services: specifies elementary service protocols between MPEG-M applications; and

Part 5 – Service Aggregation: specifies mechanisms enabling the combination of Elementary Services and other services to build Aggregated Services.

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Information technology — Multimedia service platform technologies — Part 2: MPEG extensible middleware (MXM) API

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1 Scope

This part of ISO/IEC 23006 specifies a set of Application Programming Interfaces (called for short MXM APIs) so that MPEG-M Applications running on an MPEG-M Device can access the standard multimedia technologies contained in its Middleware as MPEG-M Engines, as specified by ISO/IEC 23006-1.

The MXM APIs belong to two classes:

— the MPEG-M Engine APIs, i.e. the collection of the individual MPEG-M Engine APIs providing access to a single MPEG technology (e.g. video coding) or to a group of MPEG technologies where this is convenient;

— the MPEG-M Orchestrator API, i.e. the API of the special MPEG-M Engine (called Orchestrator Engine) that is capable of creating chains of MPEG-M Engines to execute high-level application calls such as "Play a video", as opposed to the typically low-level MPEG-M Engine API calls.

2 Normative references

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

ISO/IEC 23006-1, *Information technology — Multimedia service platform technologies — Part 1: Architecture*

ISO/IEC 23006-3, *Information technology — Multimedia service platform technologies — Part 3: Conformance and reference software*

ISO/IEC 23006-4, *Information technology — Multimedia service platform technologies — Part 4: Elementary services*

ISO/IEC 23006-5, *Information technology — Multimedia service platform technologies — Part 5: Service aggregation*

ISO/IEC 15938 (all parts), *Information technology — Multimedia content description interface*

ISO/IEC 21000 (all parts), *Information technology — Multimedia framework (MPEG-21)*

ISO/IEC 23000 (all parts), *Information technology — Multimedia application format (MPEG-A)*

ISO/IEC 23001 (all parts), *Information technology — MPEG systems technologies*

ISO/IEC 23002 (all parts), *Information technology — MPEG video technologies*

ISO/IEC 23003 (all parts), *Information technology — MPEG audio technologies*

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