

MPEG Standards Enabling Universal Multimedia Access

MPEG-21 Multimedia Framework – Overview

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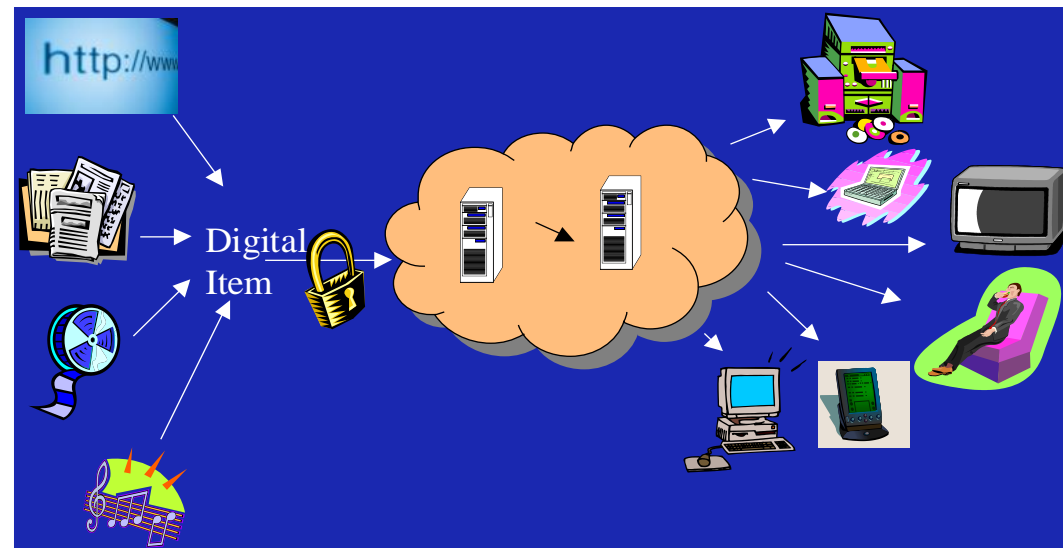
Acknowledgements:

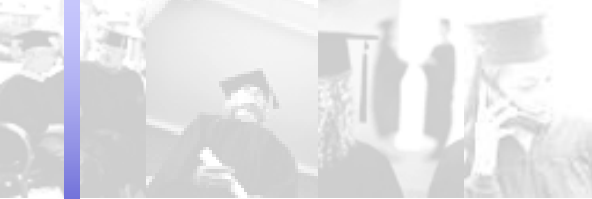
Ian Burnett, Fernando Pereira, Rik Van de Walle

MPEG-21 Vision

To enable **transparent and augmented use of multimedia resources across a wide range of networks, devices, user preferences, and communities, notably for trading (of bits).**

- **Assumption: every human is potentially a node of a network involving billions of ...**
 - content providers
 - value adders
 - packagers
 - service providers
 - consumers
 - resellers

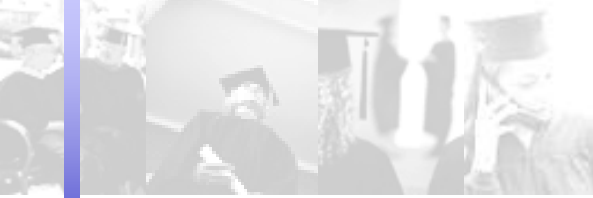




MPEG-21 Integration Goals

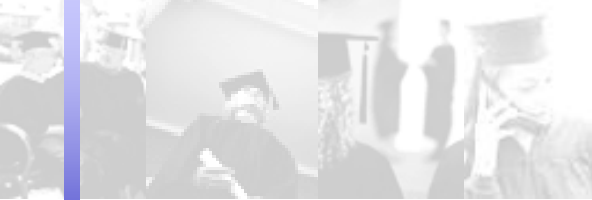
MPEG-21's goal is to create an **interoperable and integrated multimedia framework** in three steps:

- **Develop "big picture"**: understand how the components of the framework are related and identify where gaps in the framework exist
- **Fill the gaps**: develop new standard specifications where needed
- **Integrate**: achieve the integration of standards to support harmonized technologies for the management of multimedia content



Functions to Support

- **Content creation**
- **Content production**
- **Content distribution**
- **Content adaptation**
- **Content consumption and usage**
- **Content packaging**
- **Digital rights management**
- **Content identification and description**
- **Financial management**
- **User privacy**
- **Terminals and network resource abstraction**
- **Content representation**
- **Event reporting**



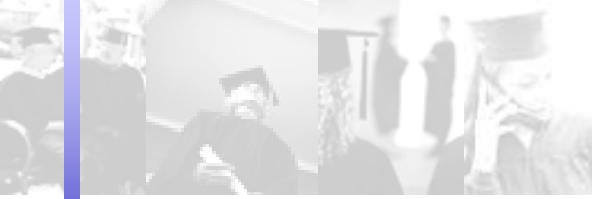
MPEG-21 Basic Concepts

What ? – Digital Items (DIs)

- A **Digital Item (DI)** is a structured digital object with a standard representation, identification, and metadata (e.g., digital rights) within the MPEG-21 framework. Digital Items are “the content”.

Who ? – Users

- A **User** is any entity that interacts in the MPEG-21 environment or makes use of a Digital Item. Users will assume rights and responsibilities according to their interaction with other Users.



What is a Digital Item ?

Digital Item = Resources + Metadata + Structure

Resources: individual assets, (distributed) content

Metadata: (distributed) data about or pertaining to the DI
or its resources

Structure: relationships among the parts of the DI

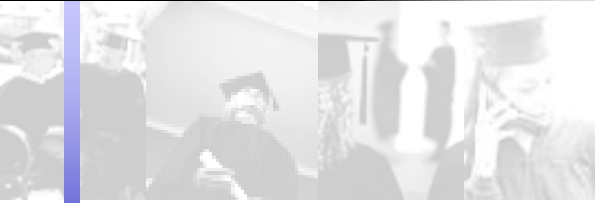
- **Tangibility:** content is more than “files on a disk”
- **Configurability:** can express options/augmentations for specific users, groups, locales, prices
- **Deliverability:** more automated, less end-user involvement



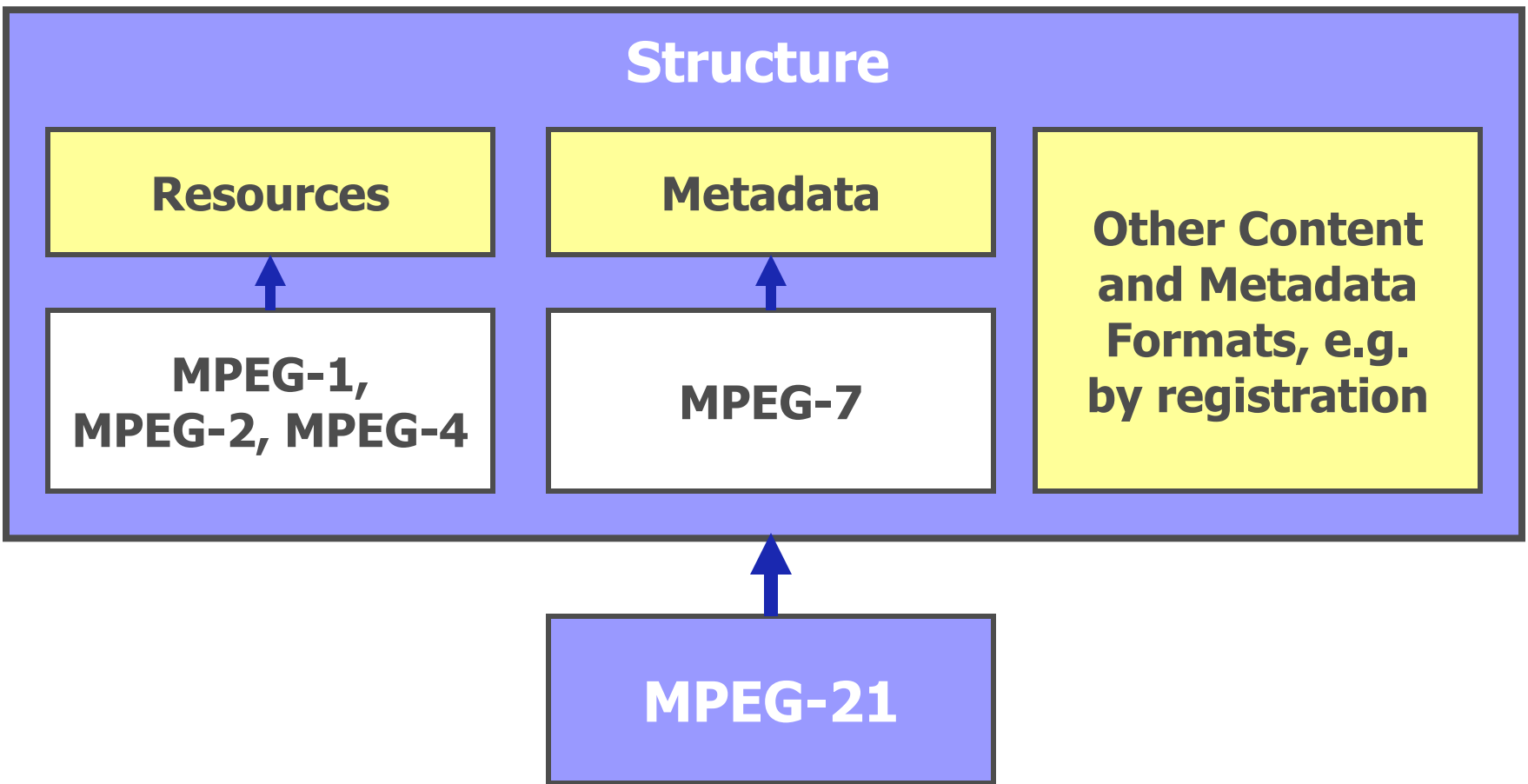
Digital Item: a Real Example

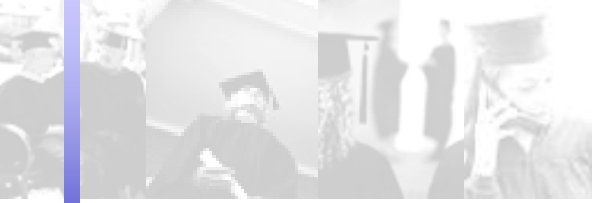


The DI is the fundamental unit for distribution and transaction within the MPEG-21 framework.



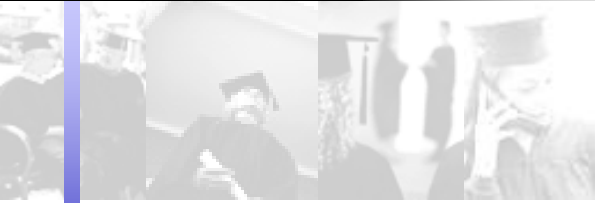
Digital Item: MPEG-based or not ...





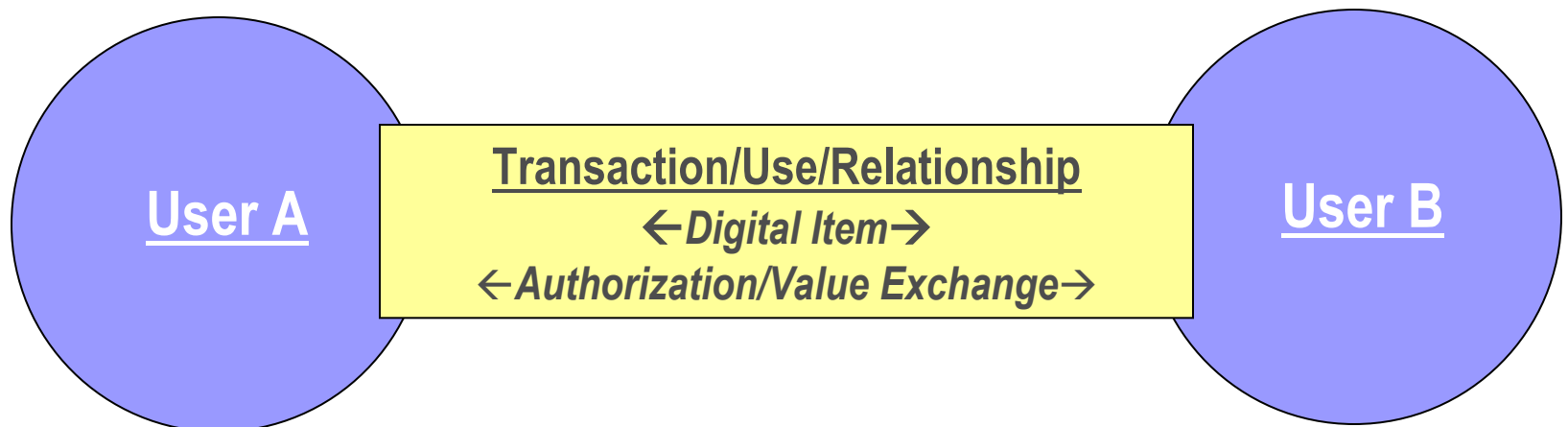
MPEG-21 Users

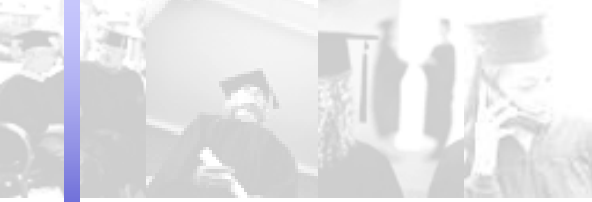
- MPEG-21 considers **all Users** of the multimedia infrastructure
- A User is **any entity** that interacts in the MPEG-21 environment or makes use of a **Digital Item**
 - Includes individuals, consumers, communities, organisations, corporations, consortia, governments and other standards bodies and initiatives around the world
 - Roles including creators, consumers, rights holders, content providers, distributors, etc; there is no technical distinction between providers and consumers
- All Users need to be able to express and manage their **interests** in Digital Items.



User Interaction

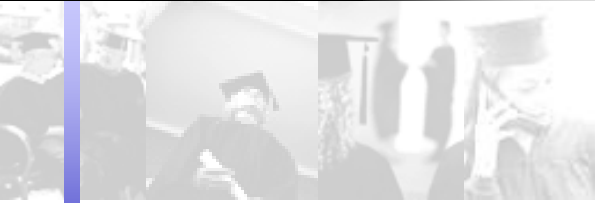
- MPEG-21 provides a framework in which **Users interact** and the object of the interaction is a **Digital Item**
- All parties that have a **requirement** within MPEG-21 to interact are categorized equally as **Users**
- Each **User** will assume specific **rights and responsibilities** according to their interaction with other **Users**



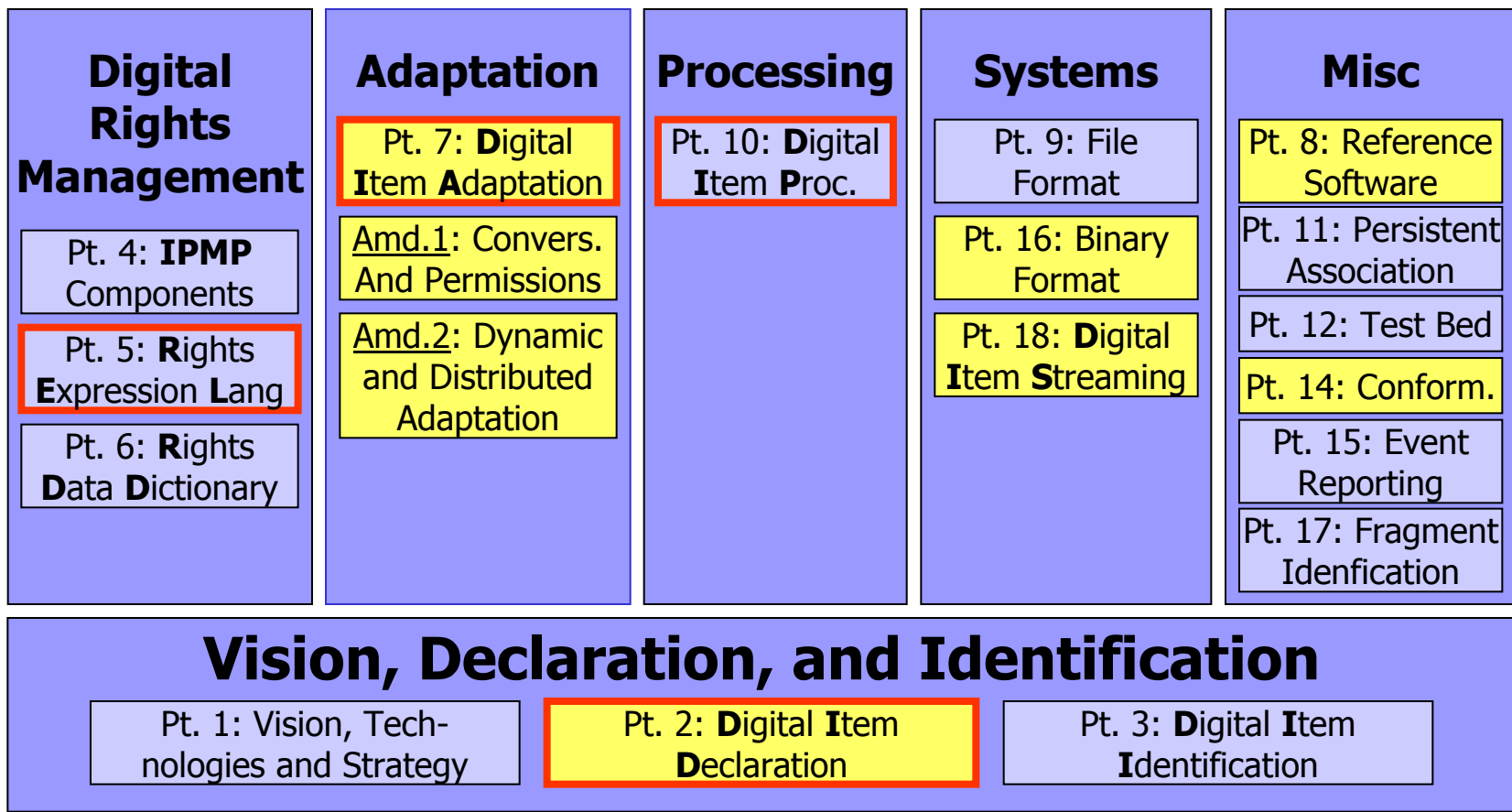


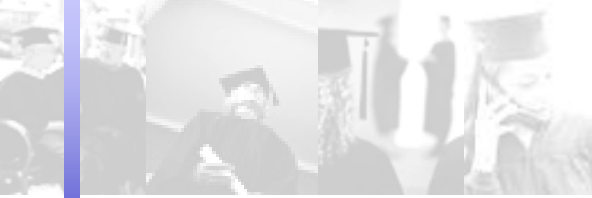
What Users Need to Do

- **Create content**
- **Provide content**
- **Archive content**
- **Rate content**
- **Enhance/adapt content**
- **Deliver content**
- **Aggregate content**
- **Syndicate content**
- **Retail sale of content**
- **Consume content**
- **Subscribe to content**
- **Regulate content**
- **Facilitate transactions that occur from any of the above**
- **Regulate transactions that occur from any of the above**



MPEG-21 organization (parts)





Digital Item Declaration (DID)

- **ISO/IEC 21000-2**
- **Why ?**
- **MPEG-21 solution: DID Language**



Why Declare DIs ?

Currently, multimedia applications are based on transfer/processing/presentation/... of:

- **Different media types, with different representations**
 - Still images (JPEG2000, GIF, PNG, ...)
 - Video (MPEG-4, QuickTime, ...) and audio (WAV, MP3, ...)
 - Text (txt, doc, ...)
 - ...
- **Metadata**
 - Descriptive information about actual data (MPEG-7, ...)
 - DRM information (e.g., copyright statement)
 - Configuration information
 - ...

But how do these elements relate to each other ? **Structure**



Structure in Digital Media: Example

aria title: Nessun Dorma
track number: 04

nessunDorma.txt type: lyrics composer: Giacomo Puccini opera: Turandot copyright: Ricordi & co ...	nessunDorma.mp3 type: audio format: mp3 duration: 200 s bitrate: 192 kbps copyright: EMI ...
---	--

... ..

ACA01039.jpg
 type: album cover art
 format: image/jpeg
 size: 300x400
 copyright: EMI
 ...

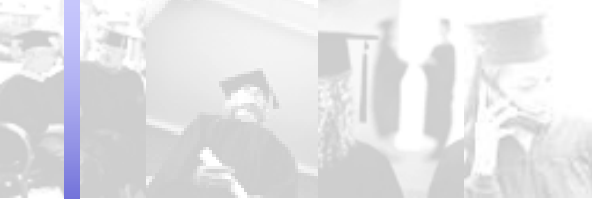
aria title: O mio babbino caro
track number: 07

babbinoCaro.doc type: lyrics composer: Giacomo Puccini opera: Gianni Schicci copyright: DECCA ...	babbinoCaro.wav type: audio format: wav duration: 170 s bitrate: 128 kbps copyright: DECCA ...
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... ..

title: concert recording
date: July 2003
location: Covent Garden
 ...

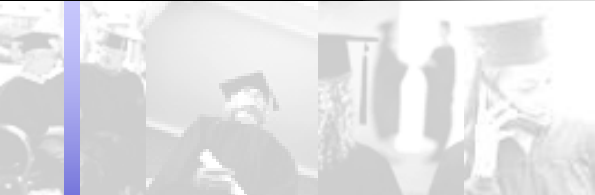
concert.mov type: concert video type: video/mov duration: 4500 s bitrate: 500 kbps size: 320x240 copyright: DECCA ...
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MPEG-21 Solution: DID Language

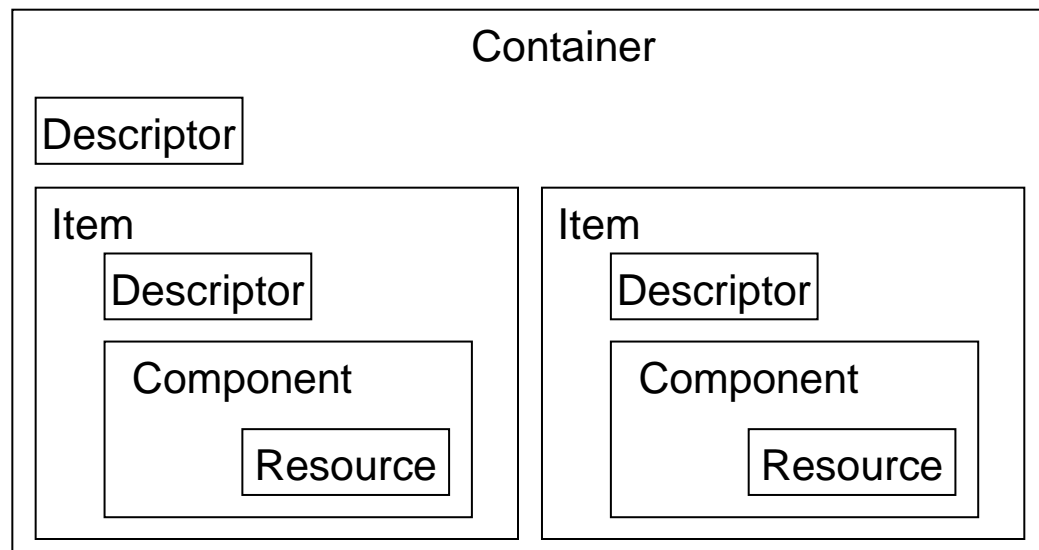
A Digital Item is ...

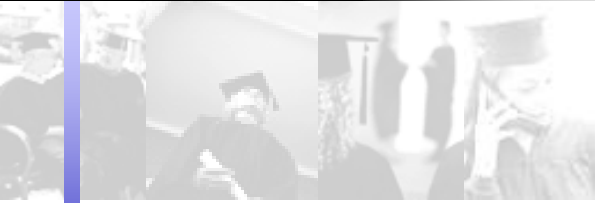
- **structured**, with a standard representation, identification, and metadata
 - Structure
 - Resources (e.g., MPEG-4, other/new formats)
 - Metadata (e.g., MPEG-7, other/new formats)
- the **fundamental unit of distribution and transaction** in the multimedia framework
- expressed by the **Digital Item Declaration Language (DIDL)**, based on XML schema



DID Language (DIDL)

- **Generic container structure**
- **Set of building blocks**
- **Expressed in XML**
- **Allows declaration of *any* Digital Item**



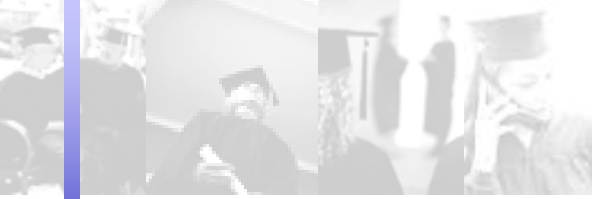


DID Example



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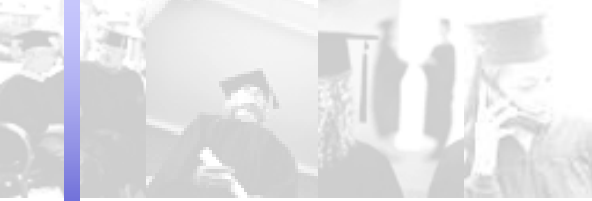
<DIDL>
  <Item>
    <Descriptor>
      <Statement mimeType="text/plain">
        Prokofiev: Romeo and Juliet
      </Statement>
    </Descriptor>
    <Item>
      <Descriptor>
        <Statement mimeType="text/plain">
          Valery Gergiev
        </Statement>
      </Descriptor>
      <Component>
        <Resource
          ref="Prokofiev_RnJ.mp3"
          type="audio/mp3" />
        </Component>
      </Item>
    ...
  </Item>
</DIDL>
    
```



DID Building Blocks

DID described in three normative sections:

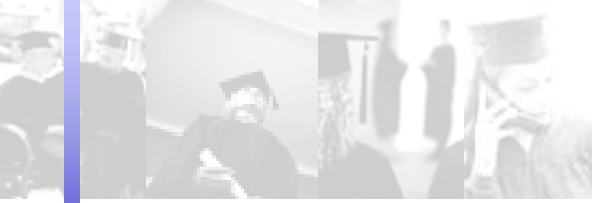
- **Model**
 - Describes set of abstract terms and concepts
 - Digital Item is the digital representation of "a work"
 - DI is the thing that is acted upon within the model
 - DIs are managed/handled/processed, described, exchanged, collected, ...
- **Representation**
 - DID elements are represented in XML
 - Normative description of their syntax and semantics
- **Schema**
 - Normative XML schema
 - Comprising entire grammar of the DID



DIDL Building Blocks

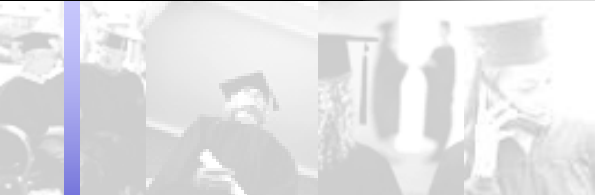
Variety of **elements** with different semantics and use:

- **Container**
- **Descriptor**
- **Item**
- **Component**
- **Resource**
- **Fragment**
- **Anchor**
- **Condition**
- **Choice**
- **Selection**
- **Predicate**
- **Assertion**
- **Annotation**
- **Statement**

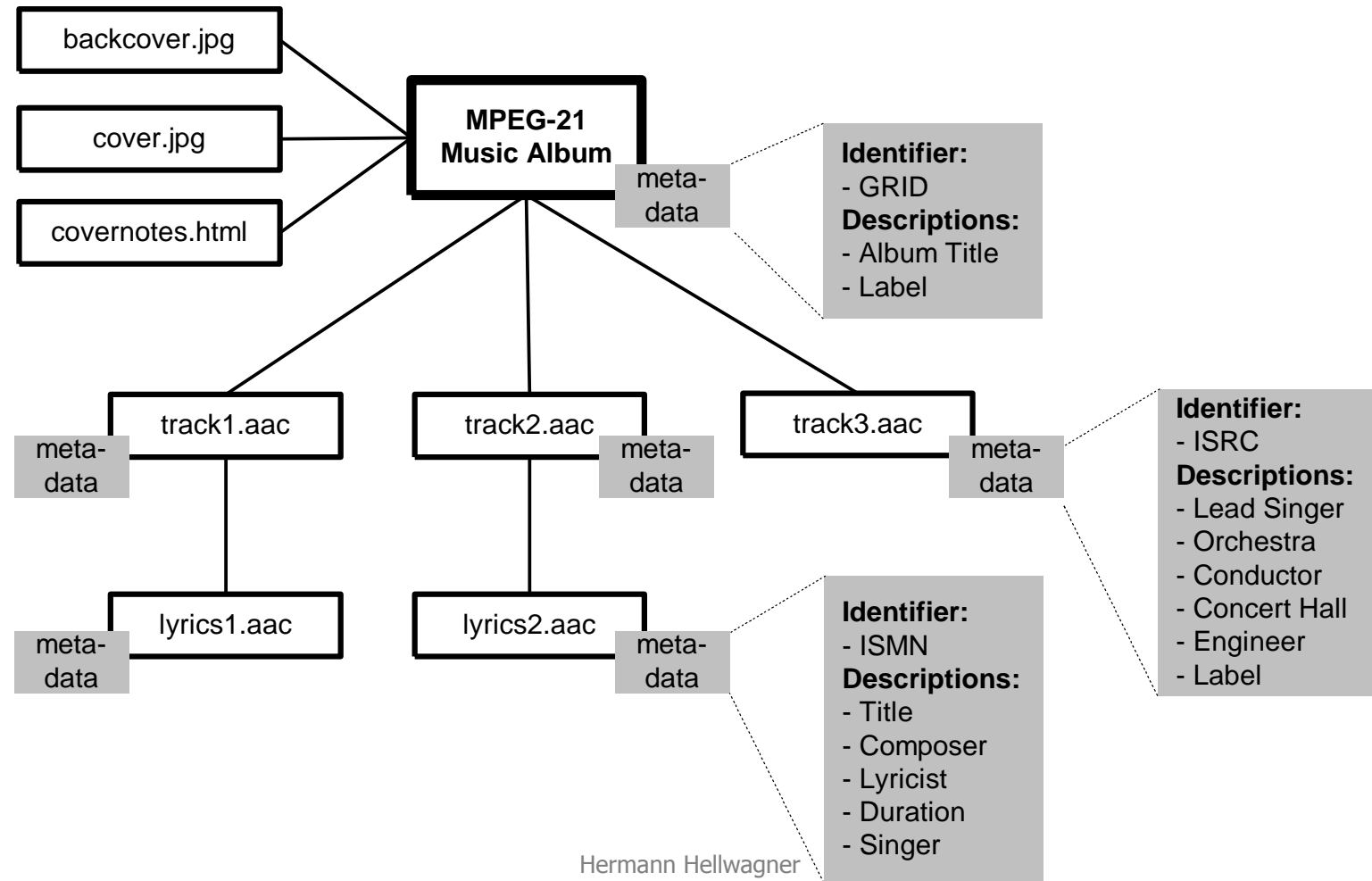


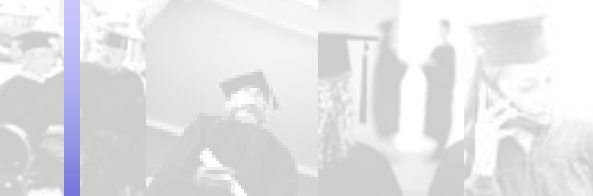
Digital Item Identification (DII)

- ISO/IEC 21000-3
- Scope: How to ...
 - uniquely identify DIs and parts thereof (including resources)
 - uniquely identify IP related to the DIs and parts thereof (e.g., abstractions)
 - uniquely identify Description Schemes
 - use identifiers to link DIs with related information such as descriptive metadata
 - identify different types of DIs
- Identifiers can be associated with DIs by including them in a *statement* element

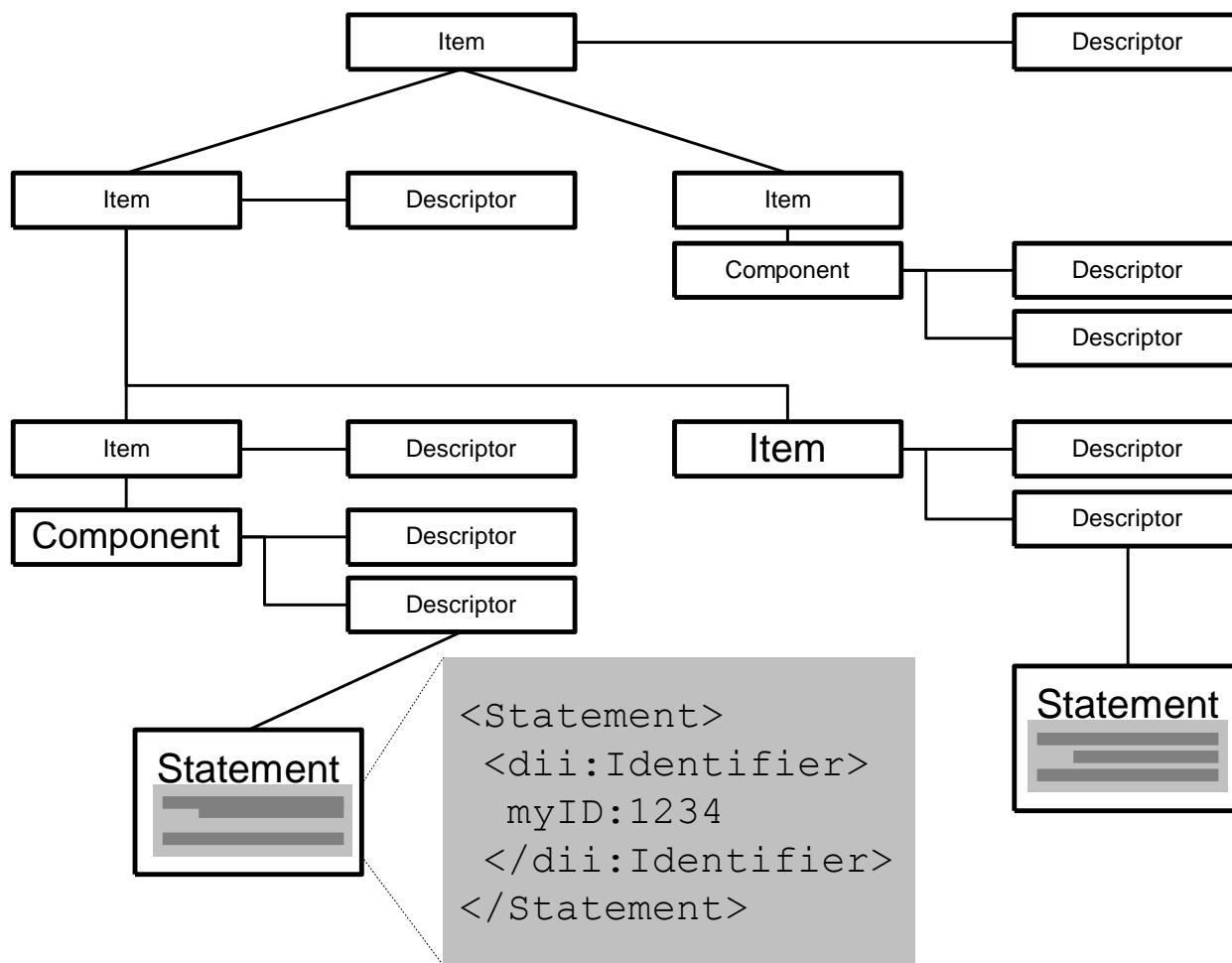


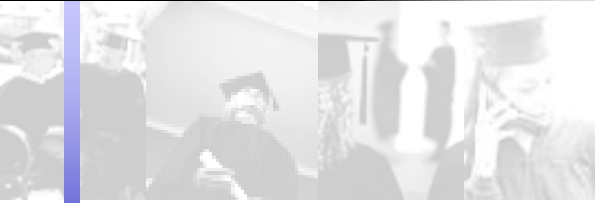
DII: Example





Relationship DID – DII

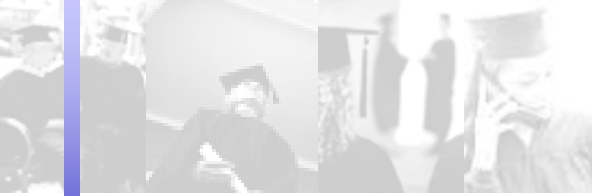




Digital Rights Mgmt. in MPEG-21

- **Rights Expression Language (REL)**
ISO/IEC FDIS 21000-5
- **Rights Data Dictionary (RDD)**
ISO/IEC FDIS 21000-6
- **Intellectual Property Management and Protection (IPMP)**
ISO/IEC 21000-4

A flavor only – the specifications run to hundreds of pages of definitions ...

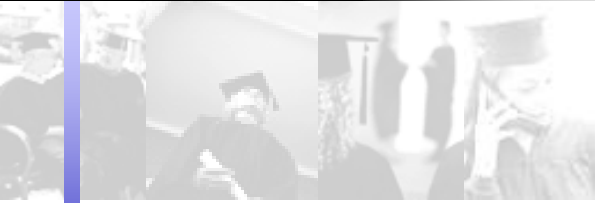


REL

REL := machine-readable language that can declare rights and permissions on digital resources

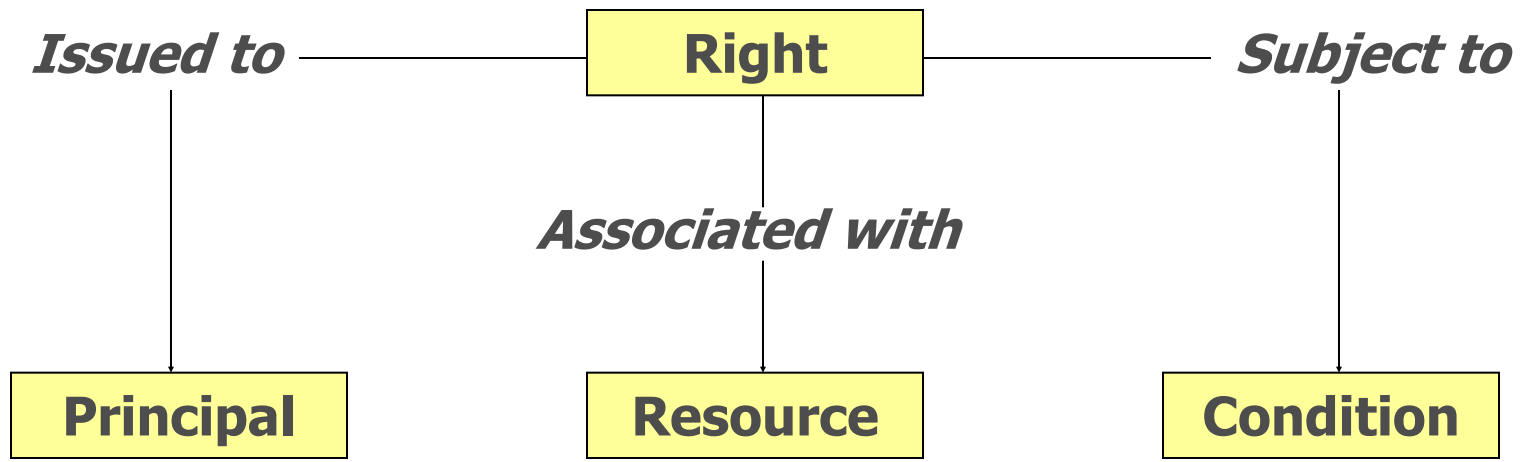
Goals:

- **Provide a standard way to express rights/interests**
 - For protection of digital contents
 - For privacy and use of personal data
- **Provide a standard way to express grants of rights**
 - Specify access and use of controls for digital content
 - Honor the rights, conditions, and fees specified
- **Support guaranteed end-to-end interoperability**



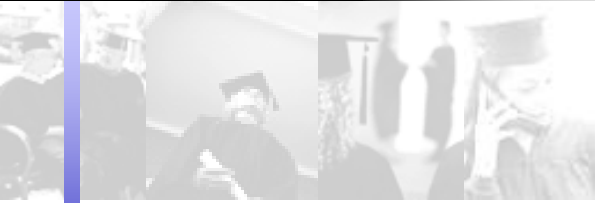
REL Data Model

- **Grant:** four basic entities and their relationship



Using this model, flexible rights expressions can be generated

- **License:** grant and issuer



REL Example

Grant: "John may play DI in 2003"

```

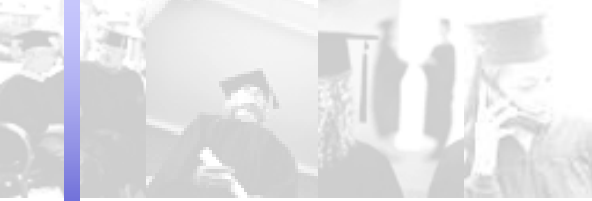
<license>
  <grant>
    <keyHolder licensePartId="John">...</keyHolder>
    <mx:play/>
    <mx:diReference>
      <mx:identifier>urn:grid:a1-abcde-1234567890-f</mx:identifier>
    </mx:diReference>
    <validityInterval>
      <notBefore>2003-01-01T00:00:00</notBefore>
      <notAfter>2003-12-31T23:59:59</notAfter>
    </validityInterval>
  </grant>
  <issuer>
    <keyHolder licensePartId="Xin">...</keyHolder>
  </issuer>
</license>

```

**Principal
 Right
 Resource**

Condition

Issuer



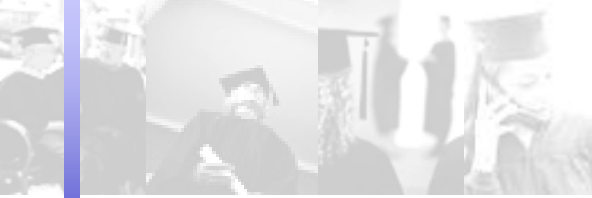
REL Basic Entities (1)

- **Principal:**

- Party identified by unique information
- E.g., **keyHolder**: someone possessing the private key corresponding to the public key specified

- **Right:**

- Action (or activity) or a class of actions that a principal may perform on or using the associated resource
- **Multimedia rights**: e.g., play, print, adapt digital media
- **Meta-rights** (rights relating to other rights): e.g., issue, obtain, revoke rights
- **PossessProperty**: claiming ownership of a property
-



REL Basic Entities (2)

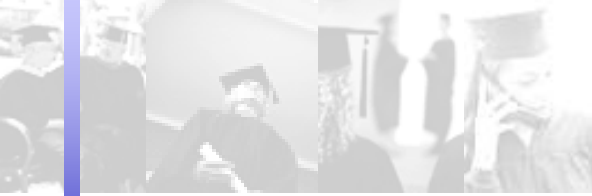
- **Resource:**

- **Digital resource (work):** e.g., music file, e-book
- **Service:** e.g., e-mail or B2B transaction service
- **DI reference:** to Container, Descriptor, Item, ... of a DI
- **Piece of information, property, collection** of resources
-

- **Condition:**

- **Time, fee, count, territory, freshness, integrity, marking, signed-by, ... conditions**
- **Existence is valid prerequisite rights, resource attribute specific conditions, ...**

–



RDD

RDD := set of clear, consistent, structured, integrated, uniquely identified terms to support REL

Goals:

- Provide a standard way to describe the semantics of terms based on their relations to other terms
- Support mapping/transformation of metadata from the terminology of one namespace (or authority) into that of another namespace (or authority)

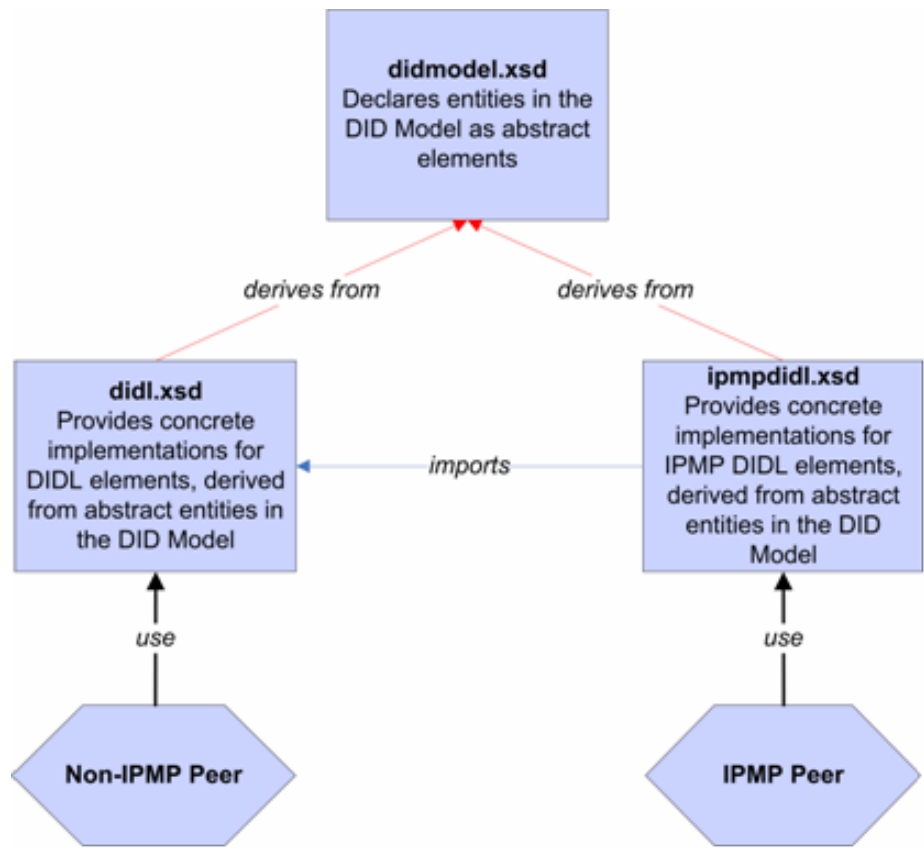


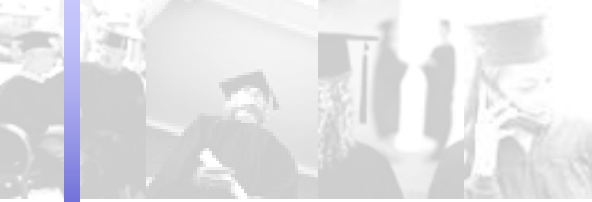
IPMP

IPMP := MPEG-21 DRM System

Goals:

- **Extend beyond MPEG-4 IPMP “hooks” to provide more interoperable and concrete IPMP system and tools**
- **Provide standardized ways for**
 - Protected representation of the DID model (encrypted, digitally signed, or otherwise governed)
 - Defining structures for expressing information relating to the protection of content, including tools, mechanisms, and licenses
- **Provide for integration of REL/RDD rights expressions**





IPMP Elements

- **ipmp:Identifier**

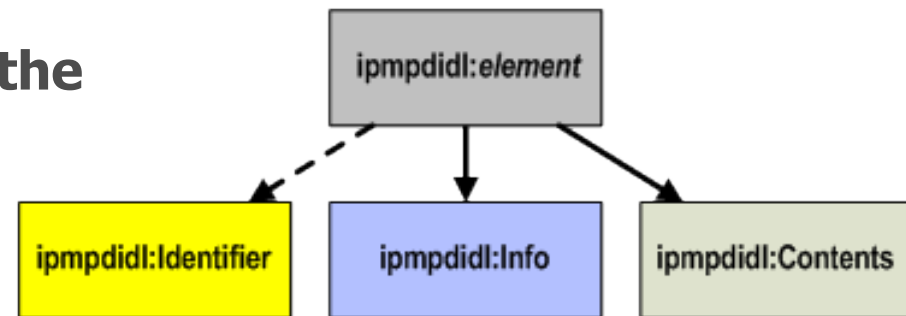
- Appropriate identifier for the protected representation
- E.g., **dii:Identifier**

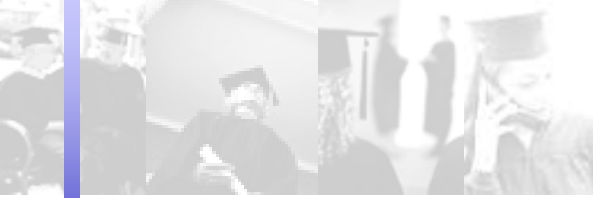
- **ipmp:Info**

- Information about the governance
- E.g., IPMP tools, rights expressions, signature

- **ipmp:Contents**

- The governed content
- E.g., **did:Item**, **did:Component**, ...

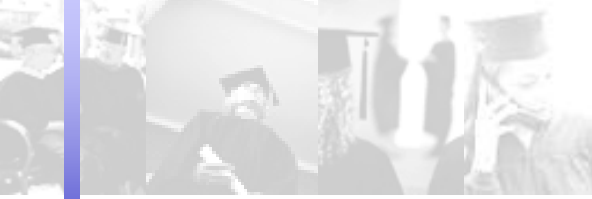




Digital Item Adaptation (DIA)

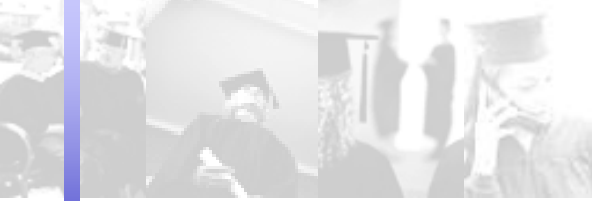
- **ISO/IEC FDIS 21000-7**

Christian



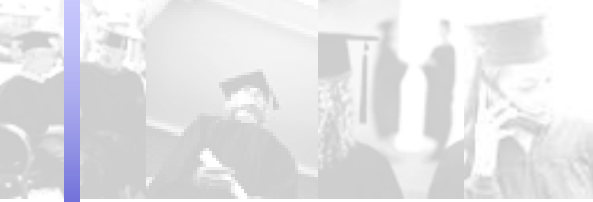
Digital Item Processing (DIP)

- **ISO/IEC CD 21000-10**
- **Why ?**
- **Idea/concepts**



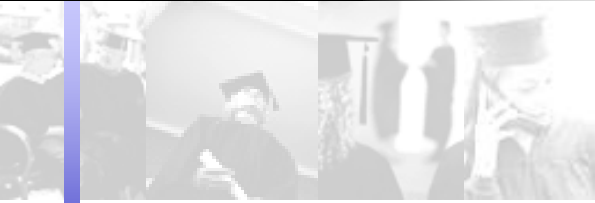
DIP: Motivation

- **Declaration of a Digital Item ...**
 - defines “structure” of the DI
 - is static
- **What happens when a DI arrives at a terminal ?**
So far – nothing !
- **Digital Item Processing/Methods allow Users to add functionality to a DI Declaration**
- **On receipt of a DID, ...**
 - list of **DI Methods** that can be applied to the Digital Item is presented to the User
 - User chooses a Method which is then **executed**

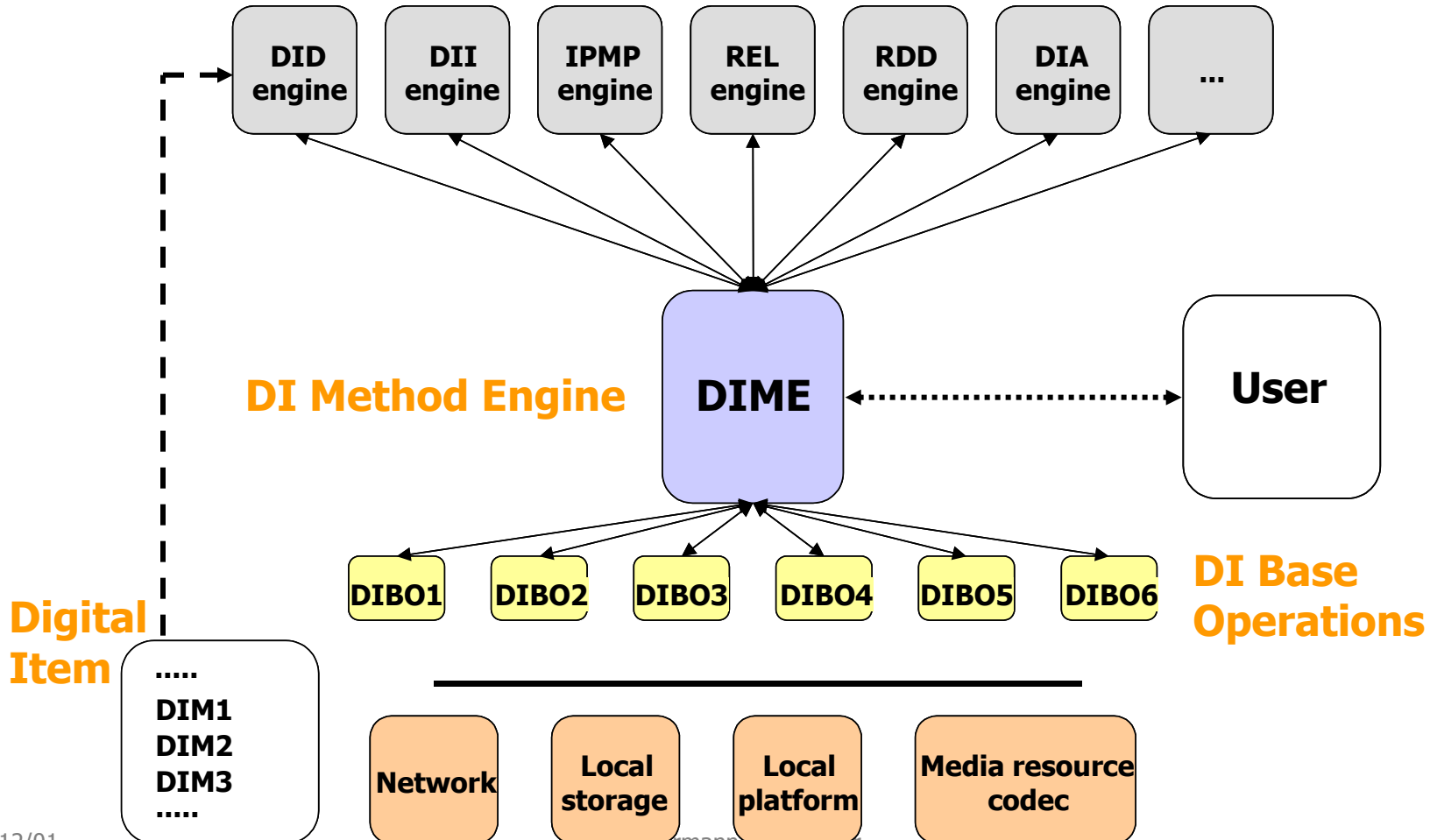


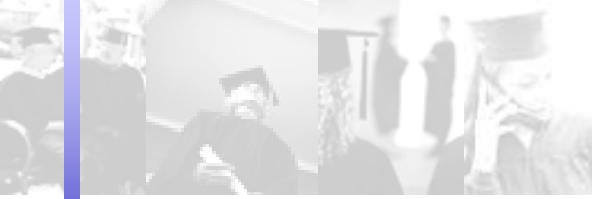
DIP: Scope

- **DI Methods provide a way for Users of the DI ...**
 - to select preferred procedures by which the DI should be handled
 - at the level of the DI itself
- **Example:**
 - Music Album DI
 - “AddTrack” DIM
- **NOT intended to be utilized for implementing the processing of media resources themselves !**



DIP: Current Model





DIMs and DIBOs and ...

Digital Item Methods (DIMs) := "a list of operations"

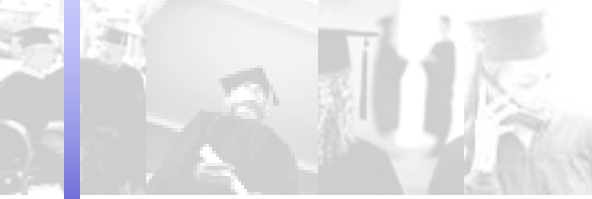
- Specified in normative language: **DIM Language (DIML)**
- One DIML has been chosen: ECMAScript

Digital Item Base Operations (DIBOs) :=

set of normative basic operations on which DIMs are built

- Analogous to standard library of functions of a prog. language
- Atomic operations
- Normative, high-level interface
- Implemented in any language
- Access to Multimedia Middleware API

Digital Item eXtension Operations (DIXOs)



References

- **Adopted MPEG standards → ISO/IEC**
<http://www.iso.org>
- **MPEG standards under development and working documents**
→ MPEG Website
<http://www.chiariglione.org/mpeg/index.htm>
- **I. Burnett, R. Koenen, F. Pereira, R. Van de Walle (eds.),**
***The MPEG-21 Book*, Wiley, 2006 (to appear)**