

# American National Standard

INCITS/ISO/IEC 23000-5:2011[2014]

(ISO/IEC 23000-5:2011, IDT)

*Information technology - Multimedia  
application format (MPEG-A) - Part 5: Media  
streaming application format*

**Developed by**



*Where IT all begins*



## INCITS/ISO/IEC 23000-5:2011[2014]

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## Information technology — Multimedia application format (MPEG-A) —

Part 5:

### Media streaming application format

*Technologies de l'information — Format pour application multimédia  
(MPEG-A) —*

*Partie 5: Format pour application de transmission multimédia en continu*

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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 23000-5 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 23000-5:2008), which has been technically revised.

ISO/IEC 23000 consists of the following parts, under the general title *Information technology — Multimedia application format (MPEG-A)*:

- *Part 1: Purpose for multimedia application formats* [Technical Report]
- *Part 2: MPEG music player application format*
- *Part 3: MPEG photo player application format*
- *Part 4: Musical slide show application format*
- *Part 5: Media streaming application format*
- *Part 6: Professional archival application format*
- *Part 7: Open access application format*
- *Part 8: Portable video application format*
- *Part 9: Digital Multimedia Broadcasting application format*
- *Part 10: Video surveillance application format*
- *Part 11: Stereoscopic video application format*
- *Part 12: Interactive music application format*

## Introduction

ISO/IEC 23000 adds to a sequence of International Standards that have been developed by JTC 1/SC 29. Parts of ISO/IEC 23000 are developed by selecting existing technologies from published JTC 1/SC 29/WG 11 International Standards and combining them into so-called "Multimedia Application Formats" or MAFs. In justified instances external standards or specifications may also be referenced.

ISO/IEC 23000 aims to serve clearly identified market needs by facilitating the swift development of innovative and standards-based multimedia applications and services. This application-driven process results in normative specifications of multimedia formats along with reference software implementation allowing interoperability at the application level.

This part of ISO/IEC 23000 is aimed at applications involving the distribution of governed media resources, metadata and related information streamed over a variety of delivery systems to Media Streaming Players, possibly members of a domain in which the content can be securely distributed once stored in a file. Typical examples of such applications are IPTV, Digital Broadcasting without a return channel and streaming of interactive video with embedded metadata and multimedia objects with presentation information.