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Information technology — Internet of media things —

Part 1: Architecture

Technologies de l'information — Internet des objets media — Partie 1: Architecture

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Foreword

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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*.

This second edition cancels and replaces the first edition (ISO/IEC 23093-1:2020), which has been technically revised.

The main changes are as follows:

— use case description and the underlying technology.

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

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 and www.iec.ch/national-committees.

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.