

# **Guidelines for Implementation: DASH-IF Interoperability Points**

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**DASH Industry Forum**

***Version 4.42***





# 1 Scope

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2 The scope of the DASH-IF InterOperability Points (IOPs) defined in this document is to provide support for  
3 high-quality video distribution for over the top services using H.264/AVC and H.265/HEVC. Both live and  
4 on-demand services are supported. The specified features enable relevant use cases including on-demand,  
5 live services, ad insertion, trick modes, seek preview, content protection and subtitling. Extensions for multi-  
6 channel audio and next generation audio with different codecs as well as extensions to video different  
7 codecs and Ultra High Definition are defined.

8 Any identified bugs or missing features may be submitted through the DASH-IF issue tracker at [https://gi-  
9 treports.com/issue/Dash-Industry-Forum/DASH-IF-IOP](https://gitreports.com/issue/Dash-Industry-Forum/DASH-IF-IOP).

10 Note that version 4.42 is published as an add on to v4.01, but with the next version it is expected that a  
11 either a multipart version or a restructured version will be generated, with a major editorial updates. The  
12 new version is expected to be available by the endfall of 20172018.

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25 bility of test material, please check <http://www.dashif.org>.

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## 4 Acronyms, abbreviations and definitions

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5 For acronyms, abbreviations and definitions refer to ISO/IEC 23009-1 [4]. Additional definitions may be provided in the context of individual sections.

7 In addition, the following abbreviations and acronyms are used in this document:

8	AAC	Advanced Audio Coding
9	AFD	Active Format Description
10	AST	Availability Start Time
11	AVC	Advanced Video Coding
12	BL	Base Layer
13	BMFF	Base Media File Format
14	CDN	Content Delivery Network
15	CEA	Consumer Electronics Association
16	CT	Composition Time
17	DECE	Digital Entertainment Content Ecosystem
18	DRM	Digital Rights Management
19	DSI	Decoder Specific Information
20	DT	Decode Time
21	DTV	Digital Television
22	DVB	Digital Video Broadcasting
23	DVS	Digital Video Subcommittee
24	ECL	Entitlement Control License
25	EDL	Encoding Decision List
26	EL	Enhancement Layer
27	EME	Encrypted Media Extension
28	EML	Entitlement Management License
29	EPT	Earliest Presentation Time
30	FCC	Federal Communications Commission
31	GOP	Group-of-Pictures
32	HD	High-Definition

---

1	HDR	High Dynamic Range
2	HDR10	DASH-IF HDR 10 bit
3	HDMI	High-Definition Multimedia Interface
4	HE-AAC	High Efficiency AAC
5	HEVC	High-Efficiency Video Coding
6	KID	common Key Identifier
7	IAB	International Advertising Bureau
8	IDR	Instantaneous Decoder Refresh
9	IOP	InterOperability Point
10	ISO	International Standards Organization
11	HDR	High Dynamic Range
12	HEVC	High Efficiency Video Coding
13	HFR	High Frame Rate
14	HTTP	HyperText Transport Protocol
15	MBT	Minimum Buffer Time
16	MHA	MPEG-H 3D Audio
17	MPEG	Moving Pictures Experts Group
18	MUP	Minimum Update Period
19	NAL	Network Abstraction Layer
20	OTT	Over-The-Top
21	PCM	Pulse Code Modulation
22	PIFF	Protected Interoperable File Format
23	PPS	Picture Parameter Set
24	PQ	Perceptual Quantization
25	PS	Parametric Stereo
26	PT	Presentation Time
27	PTO	Presentation Time Offset
28	PVR	Personal Video Recorder
29	RFC	Request for Comments
30	SAP	Stream Access Point
31	SAET	Segment Availability End Time
32	SAST	Segment Availability Start Time
33	SBR	Spectral Band Replication
34	SCTE	Society of Cable Telecommunications Engineers

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1	SD	Standard Definition
2	SDR	Standard Dynamic Range
3	SEI	Supplemental Enhancement Information
4	SMPTE	Society of Motion Picture and Television Engineers
5	SPD	Suggested Presentation Delay
6	SPS	Sequence Parameter Set
7	TSB	Time Shift Buffer depth
8	TT	Timed Text
9	TTML	Timed Text Markup Language
10	UHD	Ultra-High Definitions
11	URL	Universal Resource Location
12	UTC	Universal Time Clock
13	UUID	Universally Unique Identifier
14	VAST	Video Ad Serving Template
15	VES	Video Elementary Stream
16	VP9	Video Project 9
17	VPS	Video Parameter Set
18	VUI	Video Usability Information
19	WCG	Wide Colour Gamut

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# 1 References

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2 Notes:

- 3 1) If appropriate, the references refer to specific versions of the specifications. However, implementers are  
4 encouraged to check later versions of the same specification, if available. Such versions may provide  
5 further clarifications and corrections. However, new features added in new versions of specifications are  
6 not added automatically.  
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15 Note: this document is superseded by reference [4], but maintained as the initial version of  
16 this document is provided in the above reference.

17 [4] ISO/IEC 23009-1:2014 Information technology -- Dynamic adaptive streaming over  
18 HTTP (DASH) -- Part 1: Media presentation description and segment formats. Including:

19 ISO/IEC 23009-1:2014/Cor 1:2015

20 ISO/IEC 23009-1:2014/Cor 2:2015

21 ISO/IEC 23009-1:2014/Cor 3:2017

22 ISO/IEC 23009-1:2014/Amd 1:2015 High Profile and Availability Time Synchronization

23 ISO/IEC 23009-1:2014/Amd 2:2015 Spatial relationship description, generalized URL  
24 parameters and other extensions

25 ISO/IEC 23009-1:2014/Amd 3:2016 Authentication, MPD linking, Callback Event, Pe-  
26 riod Continuity and other Extensions.

27 ISO/IEC 23009-1:2014/Amd 4:2016 Segment Independent SAP Signalling (SISSI),  
28 MPD chaining, MPD reset and other extensions [Note: Expected to be published by ~~endmid~~ of  
29 [2017/2018](#). The Study of DAM is available in the MPEG output document w16221.]

30 All the above is expected to be rolled into a third edition of ISO/IEC 23009-1 as:

31 ISO/IEC 23009-1:2017 Information technology -- Dynamic adaptive streaming over  
32 HTTP (DASH) -- Part 1: Media presentation description and segment formats. [Note: Ex-  
33 pected to be published by ~~endmid~~ of [2017/2018](#). The draft third edition is available in the MPEG output  
34 document w1467.]

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1

## 2 1. Introduction

3 This document defines DASH-IF's InterOperability Points (IOPs). The document includes IOPs  
 4 for only this version of the document. For earlier versions, please refer to version 1 [1] and version  
 5 2 [2] of this document. DASH-IF recommends to deprecate the IOPs in previous versions and  
 6 deploy using one of the IOPs and extensions in this document.

7 As a historical note, the scope of the initial DASH-AVC/264 IOP, issued with version 1 of this  
 8 document [1] was the basic support high-quality video distribution over the top. Both live and on-  
 9 demand services are supported.

10 In the second version of this document [2], HD video (up to 1080p) extensions and several multi-  
 11 channel audio extensions are defined.

12 In this third version of the DASH-IF IOP document, two new DASH-264/AVC IOPs are defined.  
 13 Detailed refinements and improvements for DASH-IF live services and for ad insertion were added  
 14 in these IOPs. One of these IOP is the superset of the simpler one. Additionally, two corresponding  
 15 IOPs are defined to also support HEVC [19]. In both cases, AVC and HEVC, the more advanced  
 16 IOP adds additional requirements on the DASH client to support segment parsing to achieve en-  
 17 hancement of live services. This structuring separates the Media Profiles from DASH features.

18 In the fourth version, beyond minor improvements, corrections and alignment with MPEG-DASH  
 19 third edition, the key additions are extensions for next generation audio and UHD/HDR video.

20 This document defines the IOPs in [Table 1](#) and Extensions in [Table 2](#). The Implementation Guide-  
 21 line's version in which each IOP or Extension was added is also provided in the tables.

22 Note that all version 1 IOPs are also defined in version 2 and therefore referencing version [2] is  
 23 sufficient.

24

**Table 1 DASH-IF Interoperability Points**

Interoperability Point	Identifier	Ver- sion	Refer- ence
<b>DASH-AVC/264</b>	<a href="http://dashif.org/guidelines/dash264">http://dashif.org/guidelines/dash264</a>	1.0	[2], 6.3
<b>DASH-AVC/264 SD</b>	<a href="http://dashif.org/guidelines/dash264#sd">http://dashif.org/guidelines/dash264#sd</a>	1.0	[2], 7.3
<b>DASH-AVC/264 HD</b>	<a href="http://dashif.org/guidelines/dash264#hd">http://dashif.org/guidelines/dash264#hd</a>	2.0	[2], 8.3
<b>DASH-AVC/264 main</b>	<a href="http://dashif.org/guidelines/dash264main">http://dashif.org/guidelines/dash264main</a>	3.0	8.2
<b>DASH-AVC/264 high</b>	<a href="http://dashif.org/guidelines/dash264high">http://dashif.org/guidelines/dash264high</a>	3.0	8.3
<b>DASH-IF IOP simple</b>	<a href="http://dashif.org/guidelines/dash-if-simple">http://dashif.org/guidelines/dash-if-simple</a>	3.0	8.4
<b>DASH-IF IOP main</b>	<a href="http://dashif.org/guidelines/dash-if-main">http://dashif.org/guidelines/dash-if-main</a>	3.0	8.5

25

26 Note that all extensions defined in version 2 of this document are carried over into version 3 with-  
 27 out any modifications. In order to maintain a single document, referencing in [Table 2](#) is restricted  
 28 to this document.

29

**Table 2 DASH-IF Interoperability Point Extensions**

Extension	Identifier	Ver- sio n	Section

<u><a href="http://dashif.org/guidelines/dashif#ec-3">DASH-IF multichannel audio extension with Enhanced AC-3</a></u>	<a href="http://dashif.org/guidelines/dashif#ec-3">http://dashif.org/guidelines/dashif#ec-3</a>	2.0	9.4.2.3
<u><a href="http://dashif.org/guidelines/dashif#mlpa">DASH-IF multichannel extension with Dolby TrueHD</a></u>	<a href="http://dashif.org/guidelines/dashif#mlpa">http://dashif.org/guidelines/dashif#mlpa</a>	2.0	9.4.2.3
<u><a href="http://dashif.org/guidelines/dashif#dtsc">DASH-IF multichannel audio extension with DTS Digital Surround</a></u>	<a href="http://dashif.org/guidelines/dashif#dtsc">http://dashif.org/guidelines/dashif#dtsc</a>	2.0	9.4.3.3
<u><a href="http://dashif.org/guidelines/dashif#dtsh">DASH-IF multichannel audio extension with DTS-HD High Resolution and DTS-HD Master Audio</a></u>	<a href="http://dashif.org/guidelines/dashif#dtsh">http://dashif.org/guidelines/dashif#dtsh</a>	2.0	9.4.3.3
<u><a href="http://dashif.org/guidelines/dashif#dtse">DASH-IF multichannel audio extension with DTS Express</a></u>	<a href="http://dashif.org/guidelines/dashif#dtse">http://dashif.org/guidelines/dashif#dtse</a>	2.0	9.4.3.3
<u><a href="http://dashif.org/guidelines/dashif#dts1">DASH-IF multichannel extension with DTS-HD Lossless (no core)</a></u>	<a href="http://dashif.org/guidelines/dashif#dts1">http://dashif.org/guidelines/dashif#dts1</a>	2.0	9.4.3.3
<u><a href="http://dashif.org/guidelines/dashif#mps">DASH-IF multichannel audio extension with MPEG Surround</a></u>	<a href="http://dashif.org/guidelines/dashif#mps">http://dashif.org/guidelines/dashif#mps</a>	2.0	9.4.4.3
<u><a href="http://dashif.org/guidelines/dashif#heaac-mc51">DASH-IF multichannel audio extension with HE-AACv2 level 4</a></u>	<a href="http://dashif.org/guidelines/dashif#heaac-mc51">http://dashif.org/guidelines/dashif#heaac-mc51</a>	2.0	9.4.5.3
<u><a href="http://dashif.org/guidelines/dashif#heaac-mc71">DASH-IF multichannel audio extension with HE-AACv2 level 6</a></u>	<a href="http://dashif.org/guidelines/dashif#heaac-mc71">http://dashif.org/guidelines/dashif#heaac-mc71</a>	2.0	9.4.5.3
<u><a href="http://dashif.org/guidelines/dashif#ac-4">DASH-IF multichannel extension with AC-4</a></u>	<a href="http://dashif.org/guidelines/dashif#ac-4">http://dashif.org/guidelines/dashif#ac-4</a>	3.1	9.4.2.3
<u><a href="http://dashif.org/guidelines/dashif#mhal">DASH-IF multichannel audio extension with MPEG-H 3D Audio</a></u>	<a href="http://dashif.org/guidelines/dashif#mhal">http://dashif.org/guidelines/dashif#mhal</a>	3.2	9.4.6.3
<u><a href="http://dashif.org/guidelines/dash-if-uhd#4k">DASH-IF UHD HEVC 4k</a></u>	<a href="http://dashif.org/guidelines/dash-if-uhd#4k">http://dashif.org/guidelines/dash-if-uhd#4k</a>	4.0	10.2
<u><a href="http://dashif.org/guidelines/dash-if-uhd#hdr-pq10">DASH-IF HEVC HDR PQ10</a></u>	<a href="http://dashif.org/guidelines/dash-if-uhd#hdr-pq10">http://dashif.org/guidelines/dash-if-uhd#hdr-pq10</a>	4.0	10.3
<u><a href="http://dashif.org/guidelines/dash-if-uhd#hdr-pq10">DASH-IF UHD Dual-Stream (Dolby Vision)</a></u>	<a href="http://dashif.org/guidelines/dash-if-uhd#hdr-pq10">http://dashif.org/guidelines/dash-if-uhd#hdr-pq10</a>	4.1	10.4
<u><a href="http://dashif.org/guidelines/dashif#vp9">DASH-IF VP9 HD</a></u>	<a href="http://dashif.org/guidelines/dashif#vp9">http://dashif.org/guidelines/dashif#vp9</a>	4.1	11.3.1
<u><a href="http://dashif.org/guidelines/dash-if-uhd#vp9">DASH-IF VP9 UHD</a></u>	<a href="http://dashif.org/guidelines/dash-if-uhd#vp9">http://dashif.org/guidelines/dash-if-uhd#vp9</a>	4.1	11.3.2
<u><a href="http://dashif.org/guidelines/dash-if-uhd#vp9-hdr">DASH-IF VP9 HDR</a></u>	<a href="http://dashif.org/guidelines/dashif#vp9-hdr">http://dashif.org/guidelines/dashif#vp9-hdr</a>	4.1	11.3.3
	<a href="http://dashif.org/guidelines/dash-if-uhd#vp9-hdr">http://dashif.org/guidelines/dash-if-uhd#vp9-hdr</a>		

1

<u><a href="http://dashif.org/guidelines/dashif#mpeg-h-3da">Test cases and test vectors for DASH AVC/264 IOPs are provided in</a></u>	<a href="http://dashif.org/guidelines/dashif#mpeg-h-3da">http://dashif.org/guidelines/dashif#mpeg-h-3da</a>	4.2	9.4.6.3
---	---	-----	---------

[31]. The conformance and reference software for DASH-IF IOPs is provided in [32] (based on the MPEG conformance software). DASH-IF Identifiers for different categories can be found online [33]. Note that technologies included in this document and for which no test and conformance material is provided, are only published as a candidate technologies, and may be removed if no test material is provided before releasing a new version of this guidelines document. DASH-IF multi-channel audio extension with MPEG-H 3D Audio

1  
2 In addition to the Interoperability points in [Table 1](#) and extensions in [Table 2](#), this document also  
3 defines several other identifiers and other interoperability values for functional purposes as docu-  
4 mented in [Table 3](#).

5  
6 **Table 3 Identifiers and other interoperability values defined in this Document**

Identifier	Semantics	Type	Section
<a href="http://dashif.org/identifiers/vast30">http://dashif.org/identifiers/vast30</a>	Defines an event for signalling events of VAST3.0	Event	5.6
<a href="http://dashif.org/guidelines/trickmode">http://dashif.org/guidelines/trickmode</a>	Defines a trick mode Adaptation Set.	Functionality	3.2.9
<a href="http://dashif.org/guidelines/clearKey">http://dashif.org/guidelines/clearKey</a>	Defines name space for the Laurl element in W3C	Namespace	7.6.2.4
<a href="http://e2719d58-a985-b3c9-781a-b030af78d30e">e2719d58-a985-b3c9-781a-b030af78d30e</a>	UUID for W3C Clear Key with DASH	Content Protection	7.6.2.4
<a href="http://dashif.org/guidelines/last-segment-number">http://dashif.org/guidelines/last-segment-number</a>	Signaling last segment number	Functionality	4.4.3.6
<a href="http://dashif.org/guidelines/thumb-nail_tile">http://dashif.org/guidelines/thumb-nail_tile</a>	Signalling the availability of the thumbnail tile adaptation set	Functionality	6.2.6

7  
8 Note that all identifiers are collected at [and http://dashif.org/identifiers/](http://dashif.org/identifiers/) and external identifiers are  
9 encouraged to be DASH-IF supports these guidelines with test and conformance tools;

- 1     • DASH-IF conformance software is available for use online at <http://dashif.org/conformance.html> [32]. The software is based on an open-source code. The frontend source code  
2     and documentation is available at: <https://github.com/Dash-Industry-Forum/Conformance-Software>. The backend source code is available at: <https://github.com/Dash-Industry-Forum/Conformance-and-reference-source>.
- 3     • DASH-IF test assets (features, test cases, test vectors) along with the documentation are  
4     available at <http://testassets.dashif.org> [31].
- 5     • DASH Identifiers for different categories can be found at <http://dashif.org/identifiers/> [33]. DASH-IF supporters are encouraged that external identifiers are submitted for documentation there as well. Note also that DASH-IF typically tries to avoid defining identifiers. Identifiers in *italics* are subject to discussion with other organizations and may be deprecated in a later version.

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6     Technologies included in this document and for which no test and conformance material is pro-  
7     vided, are only published as a candidate technology and may be removed if no test material is  
8     provided before releasing a new version of this guidelines document.

## 16    **2. Context and Conventions**

### 17    **2.1. Relation to MPEG-DASH and other DASH specifications**

18    Dynamic Adaptive Streaming over HTTP (DASH) is initially defined in the first edition of  
19    ISO/IEC 23009-1 which was published in April 2012 and some corrections were done in 2013 [1].  
20    In May 2014, ISO/IEC published the second version of ISO/IEC 23009-1 [4] that includes additional  
21    features and provide additional clarifications. The initial two versions of this document  
22    where based on the first edition of ISO/IEC 23009-1. This version is based on the second edition  
23    of ISO/IEC 23009-1, i.e. ISO/IEC 23009-1:2014 including Cor.3 and Amd.3 [4]. This means that  
24    also for all interoperability points that were initially defined in earlier versions of the document,  
25    also now the second edition serves as the reference. Backward-compatibility across different edition  
26    is handled by MPEG-DASH in ISO/IEC 23009-1 [4]. Note that this document also refers to  
27    technologies in draft corrigenda and draft amendments of MPEG. For this version, in particular  
28    Draft Amd.4 of ISO/IEC 23009-1:2014, and Draft Cor.3 of ISO/IEC 23009-1:2014 are of relevance.

29  
30    This document was generated in close coordination with DVB-DASH [42]. The tools and features  
31    are aligned to the extent considered reasonable. To support implementers, this document attempts  
32    to highlight any differences and/or further restrictions or extensions when compared to DVB-  
33    DASH. However, as a disclaimer, this coverage is not considered complete.

### 34    **2.2. Compatibility and Extensions to Earlier Versions**

#### 35    **2.2.1. Summary of Version 3 Modifications**

36    Version 3 of this document applies the following modifications compared to version 2 [2]:

- 37     • Reference to the second edition of ISO/IEC 23009-1 including amendment 1 and cor.1 [4],  
38     as well as Amendment 3 [4].
- 39     • Add an explicit statement in DASH-264/AVC to forbid time code wrap around
- 40     • Definition on the usage of key words in clause 2.3.

- 
- 1     • Add more constraints on the usage of Trick Modes for improved interoperability in clause  
2       3.2.9.
- 3     • Add more constraints on the Representations in one Adaptation Set in clause 3.2.10, espe-  
4       cially for the case when the bitstream switching is true.
- 5     • Add additional details on the usage of HTTP in clause 3.4.
- 6     • Add H.265/HEVC as a codec and create IOPs for inclusion of this codec.
- 7     • Add CEA-608/708 closed captioning in SEI messages in clause 6.4.3.
- 8     • Detailed description of simple and main live operation, with the latter including segment  
9       parsing in clause 4.
- 10    • Detailed description of server-based and app-based ad insertion in clause 5
- 11    • General editorial updates and clarifications
- 12    • Updates and clarification to clause 7 on DRM and common encryption.
- 13    • Update to references
- 14    • Relaxation of the audio encoding requirements in clause 6.3.2.
- 15    • Add clarification on the usage of the minimum buffer time and bandwidth in clause 3.2.8.
- 16    • Add an informative clause on the timing model of DASH in clause 3.2.7.
- 17    • Relax the use of the 'lmsg' brand for signaling the last segment in clause 3.6.
- 18    • Simplification of the codecs table.
- 19    Version 3.1 of this document applies the following modifications compared to version 3
- 20    • Further updates to references
- 21    • Several editorial corrections and clarifications
- 22    • Obsolete reference to RFC2616 and refer to the new set of RFCs for HTTP/1.1
- 23    • A clause is added on how to operate with transforming proxies and other adaptation mid-  
24       dle-boxes in clause 3.4.4.
- 25    • Considerations on how to operate at the live edge for a live service
- 26    • The addition of the availability time offset to the description of the live service.
- 27    • The explicit exclusion of on-request based xlink for dynamic services.
- 28    • Clarifications of HEVC signaling for DASH in [Table 18](#) based on feedback from MPEG.
- 29    • Clarify relation between SMPTE-TT and IMSC1 in clause 6.4.2 and 6.4.4.
- 30    • Add extension for audio codec AC-4.
- 31    Version 3.2 of this document applies the following modifications compared to version 3.1
- 32    • Further updates to references.
- 33    • Several editorial corrections and clarifications.
- 34    • Small clarification updates on the timing model in clause 3.2.7.
- 35    • Added support for switching across Adaptation Sets, in particular for H.264/AVC and  
36       H.265/HEVC switching in clause 3.8.

- 
- 1     • Added a clarification on the value of @audioSamplingRate for AAC SBR in clause  
2       6.3.2.  
3     • Added a clause on the use of HTTPS with DASH in clause 7.2.  
4     • Moved the test DRM to the test vector document 7.  
5     • Added support for key rotation in clause 7.  
6     • Add extension for MPEG-H audio in clause 9.

7   Version 3.3 of this document applies the following modifications compared to version 3.2

- 8     • Identifiers are summarized in the [Introduction](#) 1.  
9     • References are updated  
10    • Several editorial corrections and clarifications are applied  
11    • Guidelines and permitted attributes when converting a live service to on-demand are doc-  
12      mented, for details see clause 4.6.2.  
13    • Added clarification on the format of remote elements in alignment with DCOR.3 of  
14      ISO/IEC 23009-1:2014 [4].  
15    • Addressed the differentiation of different content types through mime types, codecs and  
16      Roles rather than the use @contentType. See clause 3.2.13 for more details.  
17    • Added guidelines on how to use clear keys in the context of DASH, see clause 7.7.  
18    • Provided guidelines on the timing model when using side-car subtitle files in DASH, see  
19      clause 6.4.4.  
20    • Update period continuity to align with ISO/IEC 23009-1:2014/Amd.3 [4].  
21    • Update the callback event to align with ISO/IEC 23009-1:2014/Amd.3 [4].  
22    • Update the MPD anchors to align with ISO/IEC 23009-1:2014/Amd.3 [4].  
23    • Take into account the updated in ISO/IEC 23009-1:2014/DCOR.3 [4].

24   Version 4.0 of this document applies the following modifications compared to version 3.3

- 25    • References are updated  
26    • Several editorial corrections and clarifications are applied  
27    • Update Adaptation Set Switching to align with ISO/IEC 23009-1:2014/Amd.3 [4].  
28    • Add a recommendation on the setting of **Period@start** in case of multi-period content  
29      in clause 4.3.3.3.1.  
30    • Add an external Representation Index for On-demand content in clause 3.2.1.  
31    • Add Period connectivity to multi-period content to align with ISO/IEC 23009-  
32      1:2014/Amd.3 [4] in clause 3.2.12.  
33    • Add clarifications and further recommendations and restriction to the use of the Time Syn-  
34      chronization in clause 4.7.  
35    • Align Early Terminated Period with ISO/IEC 23009-1:2014/Amd.3 [4] in clause 4.8.3.  
36    • Removal of interoperability requirements for CEA-708 in clause 6.4.3.4.  
37    • References to EIDR and Ad-ID for Asset Identifiers in clause 5.5.1.  
38    • Addition of W3C Clear Key with DASH in clause 7.6.2.4.

- 
- 1     • Addition of guidelines for trick modes in live services in clause 4.10.  
2     • Addition of UHD/HDR Extensions in clause 10.  
3 Version 4.1 of this document applies the following modifications compared to version 4.0  
4     • Several editorial fixes and updates.  
5     • Guidelines for Robust Live Services in clause 4.11.  
6     • Updates to W3C Clear Key usage in clause 7.6.2.4.  
7     • Addition of last segment number signaling in clause 4.4.3.5 and 4.4.3.6.  
8     • Addition of Dolby Vision dual layer in clause 10.4 and referenced Annexes  
9     • Seek Preview and Thumbnail Navigation in clause 3.2.9 and clause 6.2.6  
10    • Clarification on **AudioChannelConfiguration** element in clause 6.3.3.2  
11    • Annotation and client model for content selection defined in clause 3.9.  
12    • Remote referencing and use of query parameters for ad insertion in clause 5.3.2.1.3 and  
13    5.3.5, respectively.  
14    • Default KID Clarifications in clause 7.5.3.4.  
15    • Addition of VP9 Video to DASH-IF IOP in clause 11.  
16    • Updates to the references and separation of informative and normative references.  
17    • Client and DRM System Interactions in clause 7 and in particular in clause 7.7.9

18 Version 4.2 of this document applies the following modifications compared to version 4.1

- 19    • Several editorial fixes and updates.  
20    • Updates to the usage of HTTPS in clause 7.2 and replacing RFC 2818 with RFC 5246.  
21    • Clarification on initialization range for on-demand content in clause 3.2.1.  
22    • Clarifications on permitted updates in MPD updates in clause 4.4.3.3.  
23    • Clarifications to MPD Content Protection Constraints in clause 7.7.2.  
24    • Addition of Reference Resolution in clause 3.2.15.  
25    • Removal of Representation Index as it is not defined for ISO BMFF until now.  
26    • Addition of a clause that clarifies how a live service can be changed to an On-demand  
27    service using the same MPD URL in clause 4.6.4.  
28    • Clarification on the SegmentTemplate substitution parameters in clause 4.3.2.2.8.

29  
30 **2.2.2. Backward-Compatibility Considerations**

31 Generally, content can be offered such that it can be consumed by version 2 and version 3 clients.  
32 In such a case the restricted authoring should be used and it should be accepted that version 2  
33 clients may ignore certain Representations and Adaptation Sets. Content Authors may also con-  
34 sider the publication of two MPDs, but use the same segment formats.

35 In terms of compatibility between version 2 and version 3, the following should be considered:

- 36    • The backward-compatibility across MPEG editions is handled in the second edition of  
37    ISO/IEC 23009-1 [4].

- 
- 1     • General clarifications and updates are added  
2     • Further restrictions on content authoring compared to version 2 are:  
3         ○ forbid time code wrap around  
4         ○ the usage of DRM, especially the Content Protection element  
5         ○ constraints on trick mode usage  
6         ○ additional constraints on the usage of HTTP  
7         ○ Adaptation Set constraints  
8     • Relaxations are:  
9         ○ Permit usage of additional subtitling format based on CEA-608/708  
10         ○ the audio encoding requirements for HE-AACv2  
11         ○ permit to not use of the '1msg' brand for signaling the last segment  
12         ○ the ability to signal bitstream switching set to true  
13         ○ the use of remote elements with Xlink

## 14   **2.3. Use of Key Words**

### 15   **2.3.1. Background**

16 DASH-IF generally does not write specifications, but provides and documents guidelines for im-  
17 plementers to refer to interoperability descriptions. In doing so, the DASH-IF agreed to use key  
18 words in order to support readers of the DASH-IF documents to understand better how to interpret  
19 the language. The usage of key words in this document is provided below.

### 20   **2.3.2. Key Words**

21 The key word usage is aligned with the definitions in RFC 2119 [44], namely:

- 22     • SHALL: This word means that the definition is an absolute requirement of the specifica-  
23         tion.
- 24     • SHALL NOT: This phrase means that the definition is an absolute prohibition of the  
25         specification.
- 26     • SHOULD: This word means that there may exist valid reasons in particular circumstan-  
27         ces to ignore a particular item, but the full implications must be understood and carefully  
28         weighed before choosing a different course.
- 29     • SHOULD NOT: This phrase means that there may exist valid reasons in particular cir-  
30         cumstances when the particular behavior is acceptable or even useful, but the full implica-  
31         tions should be understood and the case carefully weighed before implementing any be-  
32         havior described with this label.
- 33     • MAY: This word means that an item is truly optional. One vendor may choose to include  
34         the item because a particular marketplace requires it or because the vendor feels that it  
35         enhances the product while another vendor may omit the same item.

36 These key words are attempted to be used consistently in this document, but only in small letters.

### 37   **2.3.3. Mapping to DASH-IF Assets**

38 If an IOP document associates such a key word from above to a content authoring statement then  
39 the following applies:

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- 
- 1     • SHALL: The conformance software provides a conformance check for this and issues an  
2       *error* if the conformance is not fulfilled.  
3     • SHALL NOT: The conformance software provides a conformance check for this and issues  
4       *an error* if the conformance is not fulfilled.  
5     • SHOULD: The conformance software provides a conformance check for this and issues a  
6       *warning* if the conformance is not fulfilled.  
7     • SHOULD NOT: The conformance software provides a conformance check for this and  
8       issues a *warning* if the conformance is not fulfilled.  
9     • SHOULD and MAY: If present, the feature check of the conformance software documents  
10      a feature of the content.

11   If an IOP document associates such a key word from above to a DASH Client then the following  
12   applies:

- 13     • SHALL: Test content is necessarily provided with this rule and the reference client imple-  
14       ments the feature.
- 15     • SHALL NOT: The reference client does not implement the feature.
- 16     • SHOULD: Test content is provided with this rule and the reference client implements the  
17       feature unless there is a justification for not implementing this.
- 18     • SHOULD NOT: The reference client does not implement the feature unless there is a jus-  
19       tification for implementing this.
- 20     • MAY: Test content is provided and the reference client implements the feature if there is a  
21       justification this.

## 22   **2.4. Definition and Usage of Interoperability Points**

### 23   **2.4.1. Profile Definition in ISO/IEC 23009-1**

24   MPEG DASH defines formats for MPDs and Segments. In addition MPEG provides the ability to  
25   further restrict the applied formats by the definition of *Profiles* as defined on clause 8 of ISO/IEC  
26   23009-1 [4]. Profiles of DASH are defined to enable interoperability and the signaling of the use  
27   of features.

28   Such a profile can also be understood as permission for DASH clients that implement the features  
29   required by the profile to process the Media Presentation (MPD document and Segments).

30   Furthermore, ISO/IEC 23009-1 permits external organizations or individuals to define restrictions,  
31   permissions and extensions by using this profile mechanism. It is recommended that such external  
32   definitions be not referred to as profiles, but as *Interoperability Points*. Such an interoperability  
33   point may be signalled in the @profiles parameter once a URI is defined. The owner of the  
34   URI is responsible to provide sufficient semantics on the restrictions and permission of this in-  
35   teroperability point.

36   This document makes use of this feature and provides a set of Interoperability Points. Therefore,  
37   based on the interoperability point definition, this document may be understood in two ways:

- 38     • a collection of content conforming points, i.e. as long as the content conforms to the re-  
39       strictions as specified by the IOP, clients implementing the features can consume the con-  
40       tent.

- 
- 1     • a client capability points that enable content and service providers for flexible service pro-  
2         visioning to clients conforming to these client capabilities.

3 This document provides explicit requirements, recommendations and guidelines for content au-  
4         thoring that claims conformance to a profile (by adding the `@profiles` attribute to the MPD) as  
5         well as for clients that are permitted to consume a media presentation that contains such a profile.

#### 6 **2.4.2. Usage of Profiles**

7 A Media Presentation may conform to one or multiple profiles/interoperability points and con-  
8         forms to each of the profiles indicated in the `MPD@profiles` attribute is specified as follows:

9 When `ProfA` is included in the `MPD@profiles` attribute, the MPD is modified into a profile-  
10         specific MPD for profile conformance checking using the following ordered steps:

- 11     1. The `MPD@profiles` attribute of the profile-specific MPD contains only `ProfA`.  
12     2. An **AdaptationSet** element for which `@profiles` does not or is not inferred to in-  
13         clude `ProfA` is removed from the profile-specific MPD.  
14     3. A Representation element for which `@profiles` does not or is not inferred to include  
15         `ProfA` is removed from the profile-specific MPD.  
16     4. All elements or attributes that are either (i) in this Part of ISO/IEC 23009 and explicitly  
17         excluded by `ProfA`, or (ii) in an extension namespace and not explicitly included by  
18         `ProfA`, are removed from the profile-specific MPD.  
19     5. All elements and attributes that “may be ignored” according to the specification of `ProfA`  
20         are removed from the profile-specific MPD.

21 An MPD is conforming to profile `ProfA` when it satisfies the following:

- 22     1. `ProfA` is included in the `MPD@profiles` attribute.  
23     2. The profile-specific MPD for `ProfA` conforms to ISO/IEC 23009-1  
24     3. The profile-specific MPD for `ProfA` conforms to the restrictions specified for `ProfA`.

25 A Media Presentation is conforming to profile `ProfA` when it satisfies the following:

- 26     1. The MPD of the Media Presentation is conforming to profile `ProfA` as specified above.  
27     2. There is at least one Representation in each Period in the profile-specific MPD for `ProfA`.  
28     3. The Segments of the Representations of the profile-specific MPD for `ProfA` conform to  
29         the restrictions specified for `ProfA`.

#### 30 **2.4.3. Interoperability Points and Extensions**

31 This document defines Interoperability Points and Extensions. Both concepts make use of the pro-  
32         file functionality of ISO/IEC 23009-1.

33 Interoperability Points provide a basic collection of tools and features to ensure that content/service  
34         providers and client vendors can rely to support a sufficiently good audio-visual experience. Ex-  
35         tensions enable content/service providers and client vendors to enhance the audio-visual experi-  
36         ence provided by an Interoperability Point in a conforming manner.

37 The only difference between Interoperability Points and Extensions is that Interoperability Points  
38         define a full audio-visual experience and Extensions enhance the audio-visual experience in typi-  
39         cally only one dimension.

1 Examples for the usage of the @profiles signaling are provided in Annex A of this document.

## 2 **3. DASH-Related Aspects**

### 3 **3.1. Scope**

4 DASH-IF Interoperability Points use ISO base media file format [7] based encapsulation and pro-  
5 vide significant commonality with a superset of the ISO BMFF On-Demand, the ISO BMFF Live  
6 profile, and the ISO BMFF Common Profile as defined in ISO/IEC 23009-1 [4], sections 8.3, 8.4  
7 and 8.10, respectively. DASH-IF IOPs are intended to provide support for on-demand and live  
8 content. The primary constraints imposed by this profile are the requirement that each Represen-  
9 tation is provided in one of the following two ways

- 10     • as a single Segment, where Subsegments are aligned across Representations within an Ad-  
11       aptation Set. This permits scalable and efficient use of HTTP servers and simplifies seam-  
12       less switching. This is mainly for on-demand use cases.  
13     • as a sequence of Segments where each Segment is addressable by a template-generated  
14       URL. Content generated in this way is mainly suitable for dynamic and live services.

15 In both cases (Sub)Segments begin with Stream Access Points (SAPs) of type 1 or 2 [7], i.e. regular  
16 IDR frames in case of video. In addition, (Sub)Segments are constrained so that for switching  
17 video Representations within one Adaptation Set the boundaries are aligned without gaps or over-  
18 laps in the media data. Furthermore, switching is possible by a DASH client that downloads, de-  
19 codes and presents the media stream of the come-from Representation and then switches to the go-  
20 to Representation by downloading, decoding and presenting the new media stream. No overlap in  
21 downloading, decoding and presentation is required for seamless switching of Representations in  
22 one Adaptation Set.

23 Additional constraints are documented for bitstream switching set to true as well as special case  
24 such as trick modes, etc.

### 25 **3.2. DASH Formats**

#### 26 **3.2.1. Introduction**

27 This section introduces the detailed constraints of the MPD and the DASH segments in a descrip-  
28 tive way referring to ISO/IEC 23009-1 [4]. The DASH-based restrictions have significant com-  
29 monality with the ISO BMFF Live and On-Demand profiles from the MPEG-DASH specification.  
30 Specifically:

- 31     • Segment formats are based on ISO BMFF with fragmented movie files, i.e. (Sub)Segments  
32       are encoded as movie fragments containing a track fragment as defined in ISO/IEC 14496-  
33       12 [7], plus the following constraints to make each movie fragment independently de-  
34       codable:  
35             • Default parameters and flags shall be stored in movie fragments ('tfhd' or 'trun'  
36               box) and not track headers ('trex' box)  
37             • The 'moof' boxes shall not use external data references, the flag 'default-base-  
38               is-moof' shall also be set (aka movie-fragment relative addressing) and data-  
39               offset shall be used, i.e. base-data-offset-present shall not be used (fol-  
40               lows ISO/IEC 23009-1 [4]).

- 
- 1     • Alignment with ISO BMFF Live & On-Demand Profiles, i.e. within each Adaptation Set  
2         the following applies  
3             • Fragmented movie files are used for encapsulation of media data  
4             • (Sub)Segments are aligned to enable seamless switching

5 Beyond the constraints provided in the ISO BMFF profiles, the following additional restrictions  
6 are applied.

- 7     • IDR-like SAPs (i.e., SAPs type 2 or below) at the start of each (Sub)Segment for simple  
8         switching.  
9     • Segments should have almost equal duration. The maximum tolerance of segment duration  
10         shall be  $\pm 50\%$  and the maximum accumulated deviation over multiple segments shall be  
11          $\pm 50\%$  of the signaled segment duration (i.e. the @duration). Such fluctuations in actual  
12         segment duration may be caused by for example ad replacement or specific IDR frame  
13         placement. Note that the last segment in a Representation may be shorter according to  
14         ISO/IEC 23009-1 [4].

15         Note 1: If accurate seeking to specific time is required and at the same time a fast  
16         response is required one may use On-Demand profile for VoD or the **SegmentTimeline**  
17         based addressing. Otherwise the offset in segment duration compared to the actual media  
18         segment duration may result in a less accurate seek position for the download request,  
19         resulting in some increased initial start-up.

20         Note 2: The maximum tolerance of segment duration is also addressed in ISO/IEC  
21         23009-1:2014/Cor.3 [4] and once approved, a reference to the specification may  
22         replace the above text.

- 23     • If the **SegmentTimeline** element is used for the signaling of the Segment duration, the  
24         timing in the segment timeline shall be media time accurate and no constraints on segment  
25         duration deviation are added except the maximum segment duration as specified in the  
26         MPD. However, despite the usage of the **SegmentTimeline**, it is not encouraged to  
27         use varying Segment durations. The **SegmentTimeline** element should only be used  
28         in order to signal occasional shorter Segments (possibly caused by encoder processes) or  
29         to signal gaps in the time line.  
30     • only non-multiplexed Representations shall be used, i.e. each Representation only contains  
31         a single media component.  
32     • Addressing schemes are restricted to  
33         • templates with number-based addressing  
34         • templates with time-based addressing  
35         • For on-demand profiles, the Indexed Media Segment as defined in ISO/IEC 23009-1  
36         [4], clause 6.3.4.4: shall be used. In this case either the @indexRange attribute shall  
37         be present or the **RepresentationIndex** element shall be present. Only a single  
38         sidx box shall be present.

39         Note 1: the external Representation Index was Indices are considered beneficial, but  
40         are only addeddefined for MPEG-2 TS at this stage. DASH-IF reached out to  
41         ISO/IEC to clarify the applicability to ISO BMFF based media segments and ex-  
42         pects to add this feature in the second edition [4]. If compatibility to v2.0 or earlier a

1            ~~later version of this document is necessary, the external Representation Index shall~~  
2            ~~not be used.~~[the IOP Guidelines](#).

3            Note 2: The ~~latter~~single sidx restriction was introduced in version 3 of this docu-  
4            ment based on deployment experience and to enable alignment with DVB DASH.

5            Note 3: If only the movie header is desired, for example for initial capability  
6            checks, then downloading at most the first 1000 bytes of the Media Segment is  
7            sufficient for all DASH-IF test vectors as available by the end of 2017.

- 8            • In case multiple Video Adaptation Sets as defined in 3.2.13 are offered, exactly one video  
9            Adaptation Set shall be signaled as the main one unless different Adaptation Sets contain  
10          the same content with different quality or different codecs. In the latter case, all Adaptation  
11          Sets with the same content shall be signaled as the main content. Signaling as main content  
12          shall be done by using the Role descriptor with @schemeIdUri="urn:mpeg:dash:role:2011" and @value="main".  
13  
14          • The content offering shall adhere to the presence rules of certain elements and attributes as  
15          defined section 3.2.4.

16         It is expected that a client conforming to such a profile is able to process content offered under  
17          these constraints. More details on client procedures are provided in section 3.3.

### 18         **3.2.2. Media Presentation Description constraints for v1 & v2 Clients**

#### 19         **3.2.2.1. Definition according to ISO/IEC 23009-1**

20         This section follows a description according to ISO/IEC 23009-1. In section 3.2.2.2, a restricted  
21          content offering is provided that provides a conforming offering.

22         NOTE: The term "ignored" in the following description means, that if an MPD is provided  
23          and a client that complies with this interoperability point removes the element that may be  
24          ignored, then the MPD is still complying with the constraints of the MPD and segments as  
25          defined in ISO/IEC 23001-9, section 7.3.

26         The MPD shall conform to the ISO Base Media File Format Common profile as defined on  
27          ISO/IEC 23009-1:2014/Amd.1:2015 [4], section 8.9, except for the following issues:

- 28            • Representations with @mimeType attribute application/xml+ttml shall not be ig-  
29            nored.

30         In addition, the Media Presentation Description shall conform to the following constraints:

31            — **Representation** elements with a @subsegmentStartsWithSAP value set to 3  
32          may be ignored.

33            — **Representation** elements with a @startsWithSAP value set to 3 may be ignored.

34            — If a Period contains multiple Video Adaptation Sets as defined in 3.2.13 then at least one  
35          Adaptation Set shall contain a Role element <Role schemeI-  
36          dUri="urn:mpeg:dash:role:2011" value="main"> and each Adaptation Set  
37          containing such a **Role** element shall provide perceptually equivalent media streams.

#### 38         **3.2.2.2. Simple Restricted Content Offering**

39         A conforming MPD offering based on the ISO BMFF Live Profile shall contain

- 
- 1     • **MPD**@type set to static or set to dynamic.  
2     • **MPD**@profiles includes urn:mpeg:dash:profile:isoff-live:2011  
3     • One or multiple Periods with each containing one or multiple Adaptation Sets and with  
4     each containing one or multiple Representations.  
5     • The Representations contain or inherit a **SegmentTemplate** with \$Number\$ or  
6     \$Time\$ Identifier.  
7     • @segmentAlignment set to true for all Adaptation Sets  
8

9     A conforming MPD offering based on the ISO BMFF On-Demand Profile shall contain

- 10    • **MPD**@type set to static.  
11    • **MPD**@profiles includes urn:mpeg:dash:profile:isoff-on-demand:2011  
12    • One or multiple Periods with each containing one or multiple Adaptation Sets and with  
13    each containing one or multiple Representations.  
14    • @subSegmentAlignment set to true for all Adaptation Sets  
15

### 16    **3.2.3. Segment format constraints**

17    Representations and Segments referred to by the Representations in the profile-specific MPD for  
18    this profile, the following constraints shall be met:

- 19    — Representations shall comply with the formats defined in ISO/IEC 23009-1, section 7.3.  
20    — In Media Segments, all Segment Index ('sidx') and Subsegment Index ('ssix') boxes, if  
21    present, shall be placed before any Movie Fragment ('moof') boxes.

22    Note: DVB DASH [42] permits only one single Segment Index box ('sidx') for the entire Segment. As this constraint is not severe in the content offering, it is strongly recommended to offer content following this constraint.

- 24    — If the **MPD**@type is equal to "static" and the **MPD**@profiles attribute includes  
25    "urn:mpeg:dash:profile:isoff-on-demand:2011", then  
26      — Each Representation shall have one Segment that complies with the Indexed Self-Initializing  
27      Media Segment as defined in section 6.3.5.2 in ISO/IEC 23009-1.  
28      — Time Codes expressing presentation and decode times shall be linearly increasing with in-  
29      creasing Segment number in one Representation. In order to minimize the frequency of time  
30      code wrap around 64 bit codes may be used or the timescale of the Representation may be  
31      chosen as small as possible. In order to support time code wrap around, a new Period may be  
32      added in the MPD added that initiates a new Period in order to express a discontinuity.

---

1    **3.2.4. Presence of Attributes and Elements**

2    Elements and attributes are expected to be present for certain Adaptation Sets and Representations  
3    to enable suitable initial selection and switching. Simple rules are provided in this section. A de-  
4    tailed description of multi-track content offering is provided in clause 3.9.

5    Specifically the following applies:

- 6    • For any Video Adaptation Sets as defined in 3.2.13 the following attributes shall be present  
7         o @maxWidth (or @width if all Representations have the same width)  
8         o @maxHeight (or @height if all Representations have the same height)  
9         o @maxFrameRate (or @frameRate if all Representations have the same frame  
10          rate)  
11         o @par

12      Note: The attributes @maxWidth and @maxHeight should be used such that they  
13      describe the target display size. This means that they may exceed the actual largest size  
14      of any coded Representation in one Adaptation Set.

- 15         o The attributes @minWidth and @minHeight should not be present. If present,  
16          they may be smaller than the smallest @width or smallest @height in the Adap-  
17          tation Set.

- 18    • For any Representation within a Video Adaptation Sets as defined in 3.2.13 the following  
19          attributes shall be present:

- 20         o @width, if not present in **AdaptationSet** element  
21         o @height, if not present in **AdaptationSet** element  
22         o @frameRate, if not present in **AdaptationSet** element  
23         o @sar

24      Note: @width, @height, and @sar attributes should indicate the vertical and horizontal  
25      sample count of encoded and cropped video samples, not the intended display size in pixels.

- 26    • For Adaptation Set or for any Representation within an Video Adaptation Sets as defined  
27          in 3.2.13 the attribute @scanType shall either not be present or shall be set to "pro-  
28          gressive".  
29    • For any Audio Adaptation Sets as defined in 3.2.13 the following attributes shall be present  
30         o @lang  
31    • For any Representation within an Audio Adaptation Sets as defined in 3.2.13 the following  
32          elements and attributes shall be present:  
33         o @audioSamplingRate, if not present in **AdaptationSet** element  
34         o **AudioChannelConfiguration**, if not present in **AdaptationSet** element

---

1    **3.2.5. MPD Dimension Constraints**

2    No constraints are defined on MPD size, or on the number of elements. However, it should be  
3    avoided to create unnecessary large MPDs.

4       Note: DVB DASH [42] adds MPD dimension constraints in section 4.5 of their specification. In order to conform  
5       to this specification, it is recommended to obey these constraints.

6    **3.2.6. Generic Metadata**

7    Generic metadata may be added to MPDs based on DASH. For this purpose, the Essential Property  
8    Descriptor and the Supplemental Property Descriptor as defined in ISO/IEC 23009-1 [4], clause  
9    5.8.4.7 and 5.8.4.8.

10   Metadata identifiers for content properties are provided here: <http://dashif.org/identifiers>.

12   However, it is not expected that DASH-IF clients support all metadata at  
13   <http://dashif.org/identifiers> unless explicitly required.

14   **3.2.7. DASH Timing Model**

15   **3.2.7.1. General**

16   According to ISO/IEC 23009-1, DASH defines different timelines. One of the key features in  
17   DASH is that encoded versions of different media content components share a common timeline.  
18   The presentation time of each access unit within the media content is mapped to the global com-  
19   mon presentation timeline for synchronization of different media components and to enable seam-  
20   less switching of different coded versions of the same media components. This timeline is referred  
21   as Media Presentation timeline. The Media Segments themselves contain accurate Media Presen-  
22   tation timing information enabling synchronization of components and seamless switching.

23   A second timeline is used to signal to clients the availability time of Segments at the specified  
24   HTTP-URLs. These times are referred to as **Segment availability times** and are provided in wall-  
25   clock time. Clients typically compare the wall-clock time to Segment availability times before  
26   accessing the Segments at the specified HTTP-URLs in order to avoid erroneous HTTP request  
27   responses. For static Media Presentations, the availability times of all Segments are identical. For  
28   dynamic Media Presentations, the availability times of segments depend on the position of the  
29   Segment in the Media Presentation timeline, i.e. the Segments get available and unavailable over  
30   time.

31   | [Figure 1](#) provides an overview of the different timelines in DASH and their relation. The diagram  
32   shows three Periods, each of the Periods contains multiple Representations (for the discussion it is  
33   irrelevant whether these are included in the same Adaptation Set or in different ones).

34   Specifically, the following information is available in the MPD that relates to timing:

- 35   • **MPD@availabilityStartTime**: the start time is the anchor for the MPD in wall-  
36   clock time. The value is denoted as *AST*.

- 37   • **Period@start**: the start time of the Period relative to the MPD availability start time.  
38   The value is denoted as *PS*.

- 39   • **Representation@presentationTimeOffset**: the presentation time offset of the  
40   Representation in the Period, i.e. it provides the media time of the Representation that is

1 supposed to be rendered at the start of the Period. Note that typically this time is either  
2 earliest presentation time of the first segment or a value slightly larger in order to ensure  
3 synchronization of different media components. If larger, this Representation is presented  
4 with short delay with respect to the Period start.

5 In addition, with the use of the **Representation@duration** or **Representation.Seg-  
6 mentTimeline** the MPD start time for each segment and the MPD duration for each segment  
7 can be derived. For details refer to ISO/IEC 23009-1 as well as section 4.

8 According to [Figure 1](#), the AST is a wall-clock time. It provides an anchor to all wall-clock time  
9 computation in the MPD. The sum of the **Period@start** of the first Period and the AST provides  
10 the Period start time **PST1** value in wall-clock time of the first Period.

11 The media timeline origin for tracks in ISO Media files is defined to be zero. Each Representation  
12 is assigned a presentation time offset, either by the value of the attribute **Represen-  
13 tation@presentationTimeOffset** or by default set to 0. The value of this attribute is de-  
14 noted as PTO. It is normally the case that for complete files sequenced as Periods this value is 0.  
15 For “partial” files or live streams, **@presentationTimeOffset** indicates the media compo-  
16 sition/presentation time of the samples that synchronize to the start of the Period. **@presenta-  
17 tionTimeOffset** for the live stream will usually not be zero because the encoders are usually  
18 started prior to presentation availability, so the media timestamps on the first available Segments  
19 will have increased since the encoders started. Encoding timestamps may be set to UTC (as though  
20 the encoder was turned on 1/1/1970 at midnight). Representations in Periods of live content typi-  
21 cally have the same **@presentationTimeOffset** as long as the media is continuously en-  
22 coded, because UTC time and media time increase at the same rate and maintain the same offset.

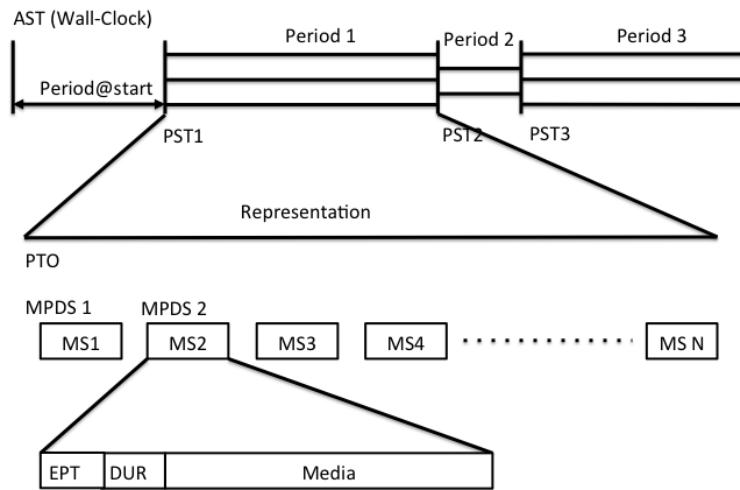


Figure 1 Overview Timing Model

25 Within a Representation, each Segment is assigned an MPD start time and MPD duration accord-  
26 ing to ISO/IEC 23009-1 (more details for dynamic services are provided in section 4). These two

1 values can be computed from the MPD and provide approximate times for each segment that are  
2 in particular useful for random access and seeking.

3 In addition, each segment has an internal sample-accurate presentation time. Therefore, each seg-  
4 ment has a media internal earliest presentation time *EPT* and sample-accurate presentation dura-  
5 *DUR*.

6 For each media segment in each Representation the MPD start time of the segment should approx-  
7 imately be *EPT - PTO*. Specifically, the MPD start time shall be in the range of *EPT - PTO -*  
8  $0.5*DUR$  and *EPT - PTO + 0.5\*DUR* according to the requirement stated above.

9 Each Period is treated independently. Details on processing at Period boundaries are provided in  
10 ISO/IEC 23009-1. One example is, that for time code wrap-around a new Period is expected to be  
11 added that restarts at presentation time 0.

12 The value of **Period@start** for an ad can be chosen to coincide with an insertion point in the  
13 live stream by setting **Period@start** to a presentation time duration equal to the UTC time  
14 difference between **@availabilityStartTime** and the scheduled encoding time of the in-  
15 sertion point in the live stream.

### 16 3.2.7.2. Static Media Presentations

17 For static media presentations, all Segments shall be available at time *AST*. This means that a  
18 DASH client may use the information in the MPD in order to seek to approximate times.

### 19 3.2.7.3. Dynamic Media Presentations

20 For dynamic media presentations, segments get available over time. The latest time they shall be  
21 available is at the sum of PST (which is *AST + Period@start*), MPD start time and MPD  
22 duration. The latter is added in order to take into account that at the server a segment typically  
23 needs to be completed prior to its availability. For details refer to section 4.

## 24 3.2.8. Bandwidth and Minimum Buffer Time

25 The MPD contains a pair of values for a bandwidth and buffering description, namely the Mini-  
26 mum Buffer Time (MBT) expressed by the value of **MPD@minBufferTime** and bandwidth (BW)  
27 expressed by the value of **Representation@bandwidth**. The following holds:

- 28 • the value of the minimum buffer time does not provide any instructions to the client on  
29 how long to buffer the media. The value however describes how much buffer a client  
30 should have under **ideal** network conditions. As such, MBT is not describing the burstiness  
31 or jitter in the network, it is describing the burstiness or jitter in the **content encoding**. To-  
32 gether with the BW value, it is a property of the content. Using the "leaky bucket" model,  
33 it is the size of the bucket that makes BW true, given the way the content is encoded.
- 34 • The minimum buffer time provides information that for each Stream Access Point (and in  
35 the case of DASH-IF therefore each start of the Media Segment), the property of the stream:  
36 If the Representation (starting at any segment) is delivered over a constant bitrate channel  
37 with bitrate equal to value of the BW attribute then each presentation time *PT* is available  
38 at the client latest at time with a delay of at most *PT + MBT*.
- 39 • In the absence of any other guidance, **the MBT should be set** to the maximum GOP size  
40 (coded video sequence) of the content, which quite often is identical **to the maximum**  
41 **segment duration** for the live profile or the **maximum subsegment duration** for the On-

1 Demand profile. The *MBT* may be set to a smaller value than maximum (sub)segment du-  
2 ration, but should not be set to a higher value.

3 In a simple and straightforward implementation, a DASH client decides downloading the next  
4 segment based on the following status information:

- 5 • the currently available buffer in the media pipeline, *buffer*
- 6 • the currently estimated download rate, *rate*
- 7 • the value of the attribute @minBufferTime, *MBT*
- 8 • the set of values of the @bandwidth attribute for each Representation *i*, *BW[i]*

9 The task of the client is to select a suitable Representation *i*.

10 The relevant issue is that starting from a SAP on, the DASH client can continue to playout the  
11 data. This means that at the current time it does have *buffer* data in the buffer. Based on this model  
12 the client can download a Representation *i* for which  $BW[i] \leq rate * buffer / MBT$  without emptying  
13 the buffer.

14 Note that in this model, some idealizations typically do not hold in practice, such as constant bitrate  
15 channel, progressive download and playout of Segments, no blocking and congestion of other  
16 HTTP requests, etc. Therefore, a DASH client should use these values with care to compensate  
17 such practical circumstances; especially variations in download speed, latency, jitter, scheduling  
18 of requests of media components, as well as to address other practical circumstances.

19 One example is if the DASH client operates on Segment granularity. As in this case, not only parts  
20 of the Segment (i.e., MBT) needs to be downloaded, but the entire Segment, and if the MBT is  
21 smaller than the Segment duration, then rather the segment duration needs to be used instead of  
22 the MBT for the required buffer size and the download scheduling, i.e. download a Representation  
23 *i* for which  $BW[i] \leq rate * buffer / max\_segment\_duration$ .

### 24 **3.2.9. Trick Mode Support**

25 Trick Modes are used by DASH clients in order to support fast forward, seek, rewind and other  
26 operations in which typically the media, especially video, is displayed in a speed other than the  
27 normal playout speed. In order to support such operations, it is recommended that the content  
28 author adds Representations at lower frame rates in order to support faster playout with the same  
29 decoding and rendering capabilities.

30 However, Representations targeted for trick modes are typically not suitable for regular playout.  
31 If the content author wants to explicitly signal that a Representation is only suitable for trick mode  
32 cases, but not for regular playout, the following is recommended:

- 33 • add one or multiple Adaptation Sets that that only contains trick modes Representations
- 34 • annotate each Adaptation Set with an **EssentialProperty** descriptor or **Supple-**  
**35 mentalProperty** descriptor with URL "<http://dashif.org/guidelines/trickmode>" and the @value the value of @id attribute of the Adaptation Set  
36 to which these trick mode Representations belong. The trick mode Representations must  
37 be time-aligned with the Representations in the main Adaptation Set. The value may also  
38 be a white-space separated list of @id values. In this case the trick mode Adaptation Set is  
39 associated to all Adaptation Sets with the values of the @id.

- 
- 1     • signal the playout capabilities with the attribute @maxPlayoutRate for each Representation  
2       in order to indicate the accelerated playout that is enabled by the signaled codec  
3       profile and level.  
4     • If the Representation is encoded without any coding dependency on the elementary stream  
5       level, i.e. each sample is a SAP type 1, then it is recommended to set the @codingDe-  
6       pendency attribute to FALSE.  
7     • If multiple trick mode Adaptation Sets are present for one main Adaptation Set, then suf-  
8       ficient signaling should be provided to differentiate the different trick mode Adaptation  
9       Sets. Different Adaptation Sets for example may be provided as thumbnails (low spatial  
10      resolution), for fast forward or rewind (no coding dependency with @codingDepend-  
11      ency set to false and/or lower frame rates), longer values for @duration to improve  
12      download frequencies or different @maxPlayoutRate values. Note also that the  
13      @bandwidth value should be carefully documented to support faster than real-time  
14      download of Segments.

15   If an Adaptation Set is annotated with the **EssentialProperty** descriptor with URI  
16   "<http://dashif.org/guidelines/trickmode>" then the DASH client shall not select  
17   any of the contained Representations for regular playout.

18   For trick modes for live services, the same annotation should be used. More details on service  
19   offerings are provided in section 4.10.

### 20   **3.2.10. Adaptation Set Constraints**

#### 21   **3.2.10.1. Introduction**

22   Content in one Adaptation Set is constrained to enable and simplify switching across different  
23   Representations of the same source content. General Adaptation Set constraints allow sequencing  
24   of Media Segments from different Representations ("bitrate switching") prior to a single audio or  
25   video decoder, typically requiring the video decoder to be reset to new decoding parameters at the  
26   switch point, such as a different encoded resolution or codec profile and level.

27   Bitstream Switching Adaptation Set constraints allow a switched sequence of Media Segments to  
28   be decoded without resetting the decoder at switch points because the resulting Segment stream is  
29   a valid track of the source type, so the decoder is not even aware of the switch. In order to signal  
30   that the Representations in an Adaptation Set are offered under these constraints, the attribute **Ad-**  
31   **adaptationSet@bitstreamSwitching** may be set to **true**. When **Adaptation-**  
32   **Set@bitstreamSwitching** attribute is set to **TRUE**, the decoder can continue decoding with-  
33   out re-initialization. When **@bitstreamSwitching** is set to **FALSE**, seamless switching  
34   across Representations can be achieved with re-initialization of the decoder. Content authors  
35   should set **AdaptationSet@bitstreamSwitching** to **TRUE** only if the content does not  
36   need the decoder to be re-initialized.

37   In the following general requirements and recommendations are provided for content in an Adap-  
38   tation Set in section 3.2.10.2 and specific requirements when the bitstream switching is set to true  
39   in section 3.2.10.3.

---

1   **3.2.10.2. General**

2   General Adaptation Set constraints require a client to process an Initialization Segment prior to the  
3   first Media Segment and prior to each Media Segment selected from a different Representation (a  
4   “bitrate switch”).

5   Adaptation Sets shall contain Media Segments compatible with a single decoder that start with  
6   SAP type 1 or 2, and in time aligned Representations using the same @timescale, when multiple  
7   Representations are present.

8   Edit lists in Initialization Segments intended to synchronize the presentation time of audio and  
9   video should be identical for all Representations in an Adaptation Set.

10   Note: Re-initialization of decoders, decryptors, and display processors on some clients during  
11   bitrate switches may result in visible or audible artifacts. Other clients may evaluate the differences  
12   between Initialization Segments to minimize decoder reconfiguration and maintain seamless  
13   presentation equal to the encoded quality.

14   Additional recommendations and constraints may apply for encryption and media coding. For  
15   details, please check the relevant sections in this document, in particular section 6.2.5 and 7.7.5.

16   **3.2.10.3. Bitstream Switching**

17   A bitstream switching Adaptation Set is optimized for seamless decoding, and live streams that  
18   may change encoding parameters over time. A bitstream switching Adaptation Set may process an  
19   Initialization Segment one time from the highest bandwidth Representation in the Adaptation Set,  
20   and then process Media Segments from any other Representation in the same Adaptation Set with-  
21   out processing another Initialization Segment. The resulting sequence of an Initialization Segment  
22   followed by time sequenced Media Segments results in a valid ISO BMFF file with an elementary  
23   stream similar to a transport stream.

24   For all Representations within an Adaptation Set with @bitstreamSwitching='true':

- 25         • the Track\_ID shall be equal for all Representations  
26         • Each movie fragment shall contain one track fragment

27   Note: Multiple Adaptation Sets may be included in an MPD that contain different subsets of the available  
28   Representations that are optimized for different decoder and screen limitations. A Representation may be  
29   present in more than one Adaptation set, for example a 720p Representation that is present in a 720p Adap-  
30   tion Set may also be present in a 1080p Adaptation Set. The 720p Representation uses the same Initializa-  
31   tion Segments in each Adaptation Set, but the 1080p Adaptation Set would require decoder and display con-  
32   figuration with the 1080p Initialization Segment.

33   Additional recommendation and constraints may apply for encryption and media coding. For de-  
34   tails, please see below.

35   **3.2.11. Media Time Information of Segment**

36   The earliest presentation time may be estimated from the MPD using the segment availability start  
37   time minus the segment duration announced in the MPD.

38   The earliest presentation time may be accurately determined from the Segment itself.

39   If the Segment Index is present than this time is provided in the earliest\_presentation\_time field of the Segment Index. To determine the presentation time in the Period, the  
40   value of the attribute @presentationTimeOffset needs to be deducted.  
41

1 If the Segment Index is not present, then the earliest presentation time is deduced from the ISO  
2 BMFF parameters, namely the movie fragment header and possibly in combination with the information  
3 in the Initialization Segment using the edit list.

4 The earliest presentation time in the Period for a Segment can be deduced from the decode time  
5 taking also into account the composition time offset, edit lists as well as presentation time offsets.

6 Specifically the following is the case to determine the earliest presentation time assuming that no  
7 edit list is present in the Initialization Segment:

- 8 - If the SAP type is 1, then the earliest presentation time is identical to the sum of the decode  
9 time and the composition offset of the first sample. The decode time of the first sample is  
10 determined by the base media decode time of the movie fragment.  
11 - If the SAP type is 2, the first sample may not be the sample with the earliest presentation  
12 time. In order to determine the sample with the earliest presentation time, *this sample* is  
13 determined as the sample for which the sum of the decode time and the composition offset  
14 is the smallest within this Segment. Then the earliest presentation time of the Segment is  
15 the sum of the base media decode time and the sum of the decode time and the composition  
16 offset for *this sample*. Such an example is shown below.

17 In addition, if the presentation time needs to be adjusted at the beginning of a period, then the  
18 `@presentationTimeOffset` shall be used in order to set the presentation that is mapped to  
19 the start of the period. Content authoring shall be such that if edit lists are ignored, then the client  
20 can operate without timing and lip sync issues. In the following examples, there is a sequence of  
21 I, P, and B frames, each with a decoding time delta of 10. The segmentation, presentation order  
22 and storage of the samples is shown in the table below. The samples are stored with the indicated  
23 values for their decoding time deltas and composition time offsets (the actual CT and DT are  
24 given for reference). The re-ordering occurs because the predicted P frames must be decoded  
25 before the bi-directionally predicted B frames. The value of DT for a sample is always the sum of  
26 the deltas of the preceding samples. Note that the total of the decoding deltas is the duration of  
27 the media in this track.

28 Example with closed GOP and SAP Type = 1:

29

Segment	/-	--	--	--	--	--	--	/-	--	--	--	--	--	--\	
	I1	P4	B2	B3	P7	B5	B6	I8	P1	B9	B1	P1	B1	B13	
Presenta-tion Order	==	I1	B2	B3	P4	B5	B6	P7	==	I8	B9	B10	P11	B12	B13
P14	==														
Base media decode time	0							70							
Decode delta	10	10	10	10	10	10	10	10	10	10	10	10	10	10	
DT	0	10	20	30	40	50	60	70	80	90	10	11	12	130	
EPT	10							80							
Composition time offset	10	30	0	0	30	0	0	10	30	0	0	30	0	0	
CT	10	40	20	30	70	50	60	80	11	90	10	14	12	130	

1

2 Example with closed GOP and SAP Type = 2:

3

Segment	/--	--	--	--	--	--\	/-	--	--	--	--\				
	I3	P1	P2	P6	B4	B5	I9	P7	P8	P12	B10	B11			
Presenta-tion Order	==	P1	P2	I3	B4	B5	P6	==	P7	P8	I9	B10	B11	P12	==
Base media decode time	0							60							
Decode Delta	10	10	10	10	10	10		10	10	10	10	10	10		
DT	0	10	20	30	40	50		60	70	80	90	100	110		
EPT	10							70							
Composition time offset	30	0	0	30	0	0		30	0	0	30	0	0		
CT	30	10	20	60	40	50		90	70	80	120	100	110		

4

5 Example with closed GOP and SAP Type = 2 and negative composition offset:

6

Segment	/--	--	--	--	--	--\	/-	--	--	--	--\				
	I3	P1	P2	P6	B4	B5	I9	P7	P8	P12	B10	B11			
Presenta-tion Order	==	P1	P2	I3	B4	B5	P6	==	P7	P8	I9	B10	B11	P12	==
Base media decode time	0							60							
Decode Delta	10	10	10	10	10	10		10	10	10	10	10	10		
DT	0	10	20	30	40	50		60	70	80	90	100	110		
EPT	0							60							
Composition offset	20	-10	-10	20	-10	-10		20	-10	-10	20	-10	-10		
CT	20	0	10	50	30	40		80	60	70	110	90	100		

7

8

9 For additional details refer to ISO/IEC 14496-12 [7] and ISO/IEC 23009-1 [1].

10

### 3.2.12. Content Offering with Periods

12 Content may be offered with a single Period. If content is offered with a single Period it is suitable  
 13 to set PSTART to zero, i.e. the initialization segments get available at START on the server.  
 14 However, other values for PSTART may be chosen.

1 Note: This is aligned with Amd.3 of ISO/IEC 23009-1:2014 [4] and may be referenced in  
2 a future version of this document.

3 Content with multiple Periods may be created for different reasons, for example:

- 4 • to enable splicing of content, for example for ad insertion,
- 5 • to provide synchronization in segment numbering, e.g. compensate non-constant segment
- 6 durations
- 7 • to remove or add certain Representations in an Adaptation Set,
- 8 • to remove or add certain Adaptation Sets,
- 9 • to remove or add content offering on certain CDNs,
- 10 • to enable signalling of shorter segments, if produced by the encoder.
- 11 • for robustness reasons as documented in detail in section 4.8.

12 Periods provide opportunities for resync, for ad insertion, for adding and removing Representations.  
13 However, in certain circumstances the content across Period boundaries is continuous and  
14 in this case, continuous playout of the client is expected.

15 In certain circumstances the Media Presentation is offered such that the next Period is a continuation  
16 of the content in the previous Period, possibly in the immediately following Period or in a  
17 later Period (e.g after an advertisement Period had been inserted), in particular that certain media  
18 components are continued.

19 The content provider may express that the media components contained in two Adaptation Sets in  
20 two different Periods are associated by assigning equivalent Asset Identifiers to both Periods and  
21 by identifying both Adaptation Sets with identical value for the attribute @id. Association expresses  
22 a logical continuation of the media component in the next Period and may for example be used  
23 by the client to continue playing an associated Adaptation Set in the new Period.

24 In addition, two Adaptation Sets in one MPD are period-continuous if all of the following holds:

- 25 • The Adaptation Sets are associated.
- 26 • The sum of the value of the @presentationTimeOffset and the presentation duration of all Representations in one Adaptation Set are identical to the value of the @presentationTimeOffset of the associated Adaptation Set in the next Period.
- 27 • If Representations in both Adaptation Sets have the same value for @id, then they shall have functionally equivalent Initialization Segments, i.e. the Initialization Segment may be used to continue the play-out of the Representation. The concatenation of the Initialization Segment of the first Period, if present, and all consecutive Media Segments in the Representation in the first Period and subsequently the concatenation with all consecutive Media Segments in the Representation of the second Period shall represent a conforming Segment sequence as defined in 4.5.4 conforming to the media type as specified in the @mimeType attribute for the Representation in the first Period. Additionally, the @mimeType attribute for the Representation in the next Period shall be the same as one of the first Period.

39 Media Presentations should signal period-continuous Adaptation Sets by using a supplemental descriptor on Adaptation Set level with @schemeIdUri set to "urn:mpeg:dash:period-continuity:2015" with

- 
- 1     • the @value of the descriptor matching the value of an @id of a Period that is contained  
2       in the MPD,  
3     • the value of the **AdaptationSet**@id being the same in both Periods.

4 MPD should signal period-continuous Adaptation Sets if the MPD contains Periods with identical  
5 Asset Identifiers.

6 There exist special cases, for which the media in one Adaptation Set is a continuation of the pre-  
7 vious one, but the timestamps are not continuous. Examples are timestamp wrap around, encoder  
8 reset, splicing, or other aspects. Two Adaptation Sets in one MPD are period-connected if all con-  
9 ditions from period-continuity from above hold, except that the timestamps across Period bound-  
10 aries may be non-continuous, but adjusted by the value of the @presentationTimeOffset  
11 at the Period boundary. However, for example the Initialization Segment is equivalent within the  
12 two Adaptation Sets. Media Presentations should signal period-connected Adaptation Sets by us-  
13 ing a supplemental descriptor on Adaptation Set level with @schemeIdUri set to  
14 "urn:mpeg:dash:period-connectivity:2015".

15 Note that period continuity implies period connectivity.

16 The content author should use period-continuity signaling or period-connectivity signaling if the  
17 content follows the rules. The client should exploit such signals for seamless user experience  
18 across Period boundaries.

19 For details on content offering with multiple Periods, please refer to the requirements and recom-  
20 mendations in section 4 and 5.

### 21     3.2.13. Adaptation Set Media Type

22 In contrast to MPEG-DASH which does not prohibit the use of multiplexed Representations, in  
23 the DASH-IF IOPs one Adaptation Set always contains exactly a single media type. The following  
24 media types for Adaptation Sets are defined:

- 25     - Video Adaptation Set: An Adaptation Set that contains visual information for display to  
26       the user. Such an Adaptation Set is identified by @mimeType="video/mp4". For  
27       more details on the definition of media type video, refer to RFC 4337 [66]. The DASH-IF  
28       IOP restrict the usage of video/mp4 to only @codecs values as defined in this  
29       specification.
- 30     - Audio Adaptation Set: An Adaptation Set that contains sound information to be rendered  
31       to the user. Such an Adaptation Set is identified by @mimeType="audio/mp4". For  
32       more details on the definition of media type video, refer to RFC 4337 [66]. The DASH-IF  
33       IOP restrict the usage of audio/mp4 to only @codecs values as defined in this  
34       specification.
- 35     - Subtitle Adaptation Set: An Adaptation Set that contains visual overlay information to be  
36       rendered as auxiliary or accessibility information. Such an Adaptation Set is identified by  
37       @mimeType="application/mp4", a Role descriptor with @schemeIdUri="urn:mpeg:dash:role:2011" and @value="subtitle" and, an @codecs  
38       parameter as defined in [Table 21](#) or "application/ttml+xml".

- 1        - Metadata Adaptation Set: An Adaptation Set that contains information that is not  
2        expected to be rendered by a specific media handler, but is interpreted by the application.  
3        Such an Adaptation Set is identified by @mimeType="application/mp4" and an  
4        appropriate sample entry identified by the @codecs parameter.
- 5        The media type is used by the DASH client in order to identify the appropriate handler for  
6        rendering. Typically, the DASH client selects at most one Adaptation Set per media type. In  
7        addition, the DASH client uses the string included in the @codecs parameter in order to identify  
8        if the underlying media playback platform can play the media contained in the Representation.

### 9        3.2.14. Seek Preview and Thumbnail Navigation

10      Seek preview and thumbnail navigation provide DASH clients the possibility to implement thumb-  
11      nals for UI scrubbing. This may be implemented using a separate video Adaptaion Set and using  
12      trick mode features as defined in clause 3.2.9. However, this feature may be relatively complex to  
13      implement in a player and requires double video decoders. In a simpler approach, a sequence of  
14      image tiles may be used, each with multiple thumbnails to provide such thumbnails. An interop-  
15      erable solution is provided in clause 6.2.6.

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### 16        3.2.15. Reference Resolution

17      The reference resolution as defined in ISO/IEC 23009-1 [4], clause 5.6.4, shall apply. According  
18      to this

- 19        - URLs at each level of the MPD are resolved according to RFC3986 with respect to the  
20        BaseURL element specified at that level of the document or the level above in the case  
21        of resolving base URLs themselves (the document “base URI” as defined in RFC 3986  
22        Section 5.1 is considered to be the level above the MPD level).
- 23        - If only relative URLs are specified and the document base URI cannot be established ac-  
24        ording to RFC3986 then the MPD should not be interpreted.
- 25        - URL resolution applies to all URLs found in MPD documents.

## 26        3.3. Client Implementation Requirements and Guidelines

### 27        3.3.1. Overview

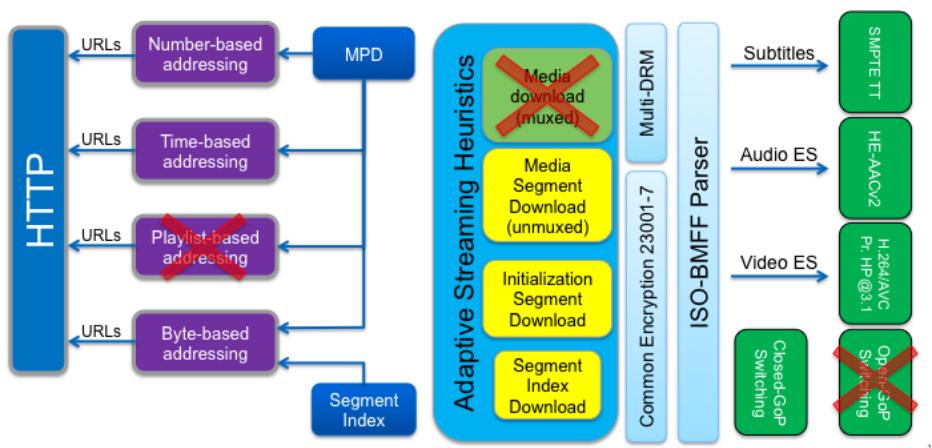
28      The DASH-related aspects of the interoperability point as defined in section 3.2 can also be un-  
29      derstood as permission for DASH clients that only implement the features required by the descrip-  
30      tion to process the Media Presentation (MPD document and Segments). The detailed DASH-re-  
31      lated client operations are not specified. Therefore, it is also unspecified how a DASH client ex-  
32      actly conforms. This document however provides guidelines on what is expected for conformance  
33      to this interoperability point. A minimum set of requirements is collected in section 3.3.4.

### 34        3.3.2. DASH Client Guidelines

35      The DASH-related aspects in DASH-IF IOPs as well as for the ISO BMFF based On-Demand and  
36      Live profiles of ISO/IEC 23009-1 are designed such that a client implementation can rely on rela-  
37      tively easy processes to provide an adaptive streaming service, namely:

- 38        • selection of the appropriate Adaptation Sets based on descriptors and other attributes

- 1     • initial selection of one Representation within each adaptation set  
 2     • download of (Sub)Segments at the appropriate time  
 3     • synchronization of different media components from different Adaptation Sets  
 4     • seamless switching of representations within one Adaptation Set



6     Figure 2 DASH aspects of a DASH-AVC/264 client compared to a client supporting the union of DASH ISO  
 7     8     BMFF live and on-demand profile.

9     Figure 2 shows the DASH aspects of a DASH-AVC/264 client compared to a client supporting all  
 10    features of the DASH ISO BMFF Live and On-Demand profile. The main supported features are:  
 11    • support of HTTP GET and partial GET requests to download Segments and Subsegments  
 12    • three different addressing schemes: number and time-based templating as well as byte  
 13    range based requests.  
 14    • support of metadata as provided in the MPD and Segment Index  
 15    • download of Media Segments, Initialization Segments and Segment Index  
 16    • ISO BMFF parsing  
 17    • synchronized presentation of media components from different Adaptation Sets  
 18    • switching of video streams at closed GOP boundaries

### 19    3.3.3.    Seamless switching

20    The formats defined in section 3.2 are designed for providing good user experience even in case  
 21    the access bandwidth of the DASH Segment delivery or the cache varies. A key functionality is  
 22    the ability that the DASH client can seamlessly switch across different Representations of the same  
 23    media component. DASH clients should use the common timeline across different Representation  
 24    representing the same media component to present one Representation up to a certain time  $t$  and  
 25    continue presentation of another Representation from time  $t$  onwards. However, in practical im-

1 implementations, this operation may be complex, as switching at time  $t$  may require parallel down-  
2 load and decoding of two Representations. Therefore, providing suitable switching opportunities  
3 in regular time intervals simplifies client implementations.

4 The formats defined in section 3.2 provide suitable switching opportunities at (sub)segment bound-  
5aries.

#### 6 **3.3.4. DASH Client Requirements**

7 In order to ensure a minimum level of interoperability, a DASH-IF conforming client shall at least  
8 support the following features:

- 9     • The DASH client, if it switches, shall provide a seamless experience. A DASH shall be  
10    able to switch seamlessly at (sub)segment boundaries according to the definition in  
11    ISO/IEC 23009-1 [4], clause 4.5.1.
- 12    • If the scheme or the value for the following descriptor elements are not recognized and no  
13    equivalent other descriptor is present, the DASH client shall ignore the parent element:
  - 14       ○ **FramePacking**
  - 15       ○ **Rating**
  - 16       ○ **EssentialDescriptor**
  - 17       ○ **ContentProtection**

### 18 **3.4. Transport and Protocol-Related Issues**

#### 19 **3.4.1. General**

20 Servers and clients operating in the context of the interoperability points defined in this document  
21 shall support the normative parts of HTTP/1.1 as defined in RFC 7230 [21], RFC 7231 [22], RFC  
22 7232 [23], RFC 7233 [24], and RFC 7234 [25].

23 Specific requirements and recommendations are provided below.

24 Note: IETF recently obsoleted RFC 2616 and replaced it with the six RFCs referred above.  
25 The changes are generally text clarifications and in some cases, additional constraints to  
26 address security or interoperability issues. Each new RFC contains details of the changes  
27 compared to RFC2616. The IETF strongly recommends to reference and use the new RFCs  
28 that collectively replace RFC2616. This version of DASH-IF IOP addresses this aspect.

29

30 MPEG-DASH explicitly permits the use of https as a scheme and hence, HTTP over TLS as a  
31 transport protocol as defined in RFC [28185246](#) [65]. For more details refer to section 7.2.

#### 32 **3.4.2. Server Requirements and Guidelines**

33 HTTP Servers serving segments should support suitable responses to byte range requests (partial  
34 GETs).

35 If an MPD is offered that contains Representations conforming to the ISO BMFF On-Demand  
36 profile, then the HTTP servers offering these Representations shall support suitable responses to  
37 byte range requests (partial GETs).

38 HTTP Servers may also support the syntax using Annex E of 23009-1 using the syntax of the  
39 second example in Annex E.3,

40 **BaseUrl@byteRange="\$base\$?\$query\$&range=\$first\$-\$last\$"**

---

1   **3.4.3. Client Requirements and Guidelines**

2   Clients shall support byte range requests, i.e. issue partial GETs to subsegments as defined in RFC  
3   7233 [24]. Range requests may also be issued by using Annex E of 23009-1 using the syntax of  
4   the second example in Annex E.3,

5         `BaseUrl@byteRange="$base$?$query$&range=$first$-$last$"`

6   Clients shall follow the reaction to HTTP status and error codes as defined in section A.7 of  
7   ISO/IEC 23009-1.

8   Clients should support the normative aspects of the HTTP state management mechanisms (also  
9   known as Cookies) as defined in RFC 6265 [41] for first-party cookies.

10   **3.4.4. Transforming Proxies and Other Adaptation Middleboxes**

11   A number of video transcoding proxies (aka "middleboxes") are already deployed on the wider  
12   Internet may silently transcode Representations. Specifically: a middlebox may see a video/mp4  
13   response, transcode that video into a different format (perhaps using a lower bitrate or a different  
14   codec), then forward the transcoded video to the DASH client. This will break MPD and/or Seg-  
15   ment Index based byte range operations, as those ranges are generally not valid in the transcoded  
16   video.

17   If such a threat is possible, one of the following approaches may be considered in order to prevent  
18   proxies from transcoding DASH Representations:

- 19         1. serve Media Presentations using encryption (e.g., HTTP over TLS, segment encryption or  
20             content protection),
- 21         2. serve Representations with Cache-Control: "no-transform"

22   In all cases the operational impacts on caching and implementations should be considered when  
23   using any of the above technologies.

24   In order to prevent middleboxes to manipulate the MPD, e.g. removing certain Representations or  
25   Adaptation Sets, the MPD may be securely transported by appropriate means, e.g. HTTPS.

26   **3.5. Synchronization Considerations**

27   In order to properly access MPDs and Segments that are available on DASH servers, DASH serv-  
28   ers and clients should synchronize their clocks to a globally accurate time standard. Specifically it  
29   is expected that the Segment Availability Times as computed from the MPD according to ISO/IEC  
30   23009-1 [4], section 5.3.9.5 and additional details in ISO/IEC 23009-3 [6], section 6.4 are accu-  
31   rately announced in the MPD.

32   Options to obtain timing for a DASH client are for example:

- 33         • Usage of NTP or SNTP as defined in RFC5905 [40].
- 34         • The Date general-header field in the HTTP header (see RFC 7231 [22] section 7.1.1.2)  
35             represents the date and time at which the message was originated, and may be used as an  
36             indication of the actual time.

37   Anticipated inaccuracy of the timing source should be taken into account when requesting seg-  
38   ments close to their segment availability time boundaries.

39   More details on advanced synchronization support is provided in section 4.7.

---

1    **3.6. Considerations for Live Services**

2    For interoperability aspects of live services, please refer to section 4.

3    **3.7. Considerations on Ad Insertion**

4    For interoperability aspects for ad insertion use cases, please refer to section 5.

5    **3.8. Switching across Adaptation Sets**

6    Note: This technology is expected to be available in ISO/IEC 23009-1:2014/Amd.4:2016 [4], section 5.3.3.5. Once published by MPEG, this section is expected to be replaced by a reference to the MPEG-DASH standard.

9    Representations in two or more Adaptation Sets may provide the same content. In addition, the content may be time-aligned and may be offered such that seamless switching across Representations in different Adaptation Sets is possible. Typical examples are the offering of the same content with different codecs, for example H.264/AVC and H.265/HEVC and the content author wants to provide such information to the receiver in order to seamlessly switch Representations (as defined in ISO/IEC 23009-1, clause 4.5.1) across different Adaptation Sets. Such switching permission may be used by advanced clients.

16   A content author may signal such seamless switching property across Adaptation Sets by providing a Supplemental Descriptor along with an Adaptation Set with @schemeIdUri set to urn:mpeg:dash:adaptation-set-switching:2016 and the @value is a comma-separated list of Adaptation Set IDs that may be seamlessly switched to from this Adaptation Set.

20   If the content author signals the ability of Adaptation Set switching and as @segmentAlignment or @subsegmentAlignment are set to TRUE for one Adaptation Set, the (Sub)Segment alignment shall hold for *all* Representations in *all* Adaptation Sets for which the @id value is included in the @value attribute of the Supplemental descriptor.

24   As an example, a content author may signal that seamless switching across an H.264/AVC Adaptation Set with **AdaptationSet@id="264"** and an HEVC Adaptation Set with **AdaptationSet@id="265"** is possible by adding a Supplemental Descriptor to the H.264/AVC Adaptation Set with @schemeIdUri set to urn:mpeg:dash:adaptation-set-switching:2016 and the @value="265" and by adding a Supplemental Descriptor to the HEVC Adaptation Set with @schemeIdUri set to urn:mpeg:dash:adaptation-set-switching:2016 and the @value="264".

31   In addition, if the content author signals the ability of Adaptation Set switching for

- 32     - any Video Adaptation Set as defined in 3.2.13 then the parameters as defined in section 3.2.4 for an Adaption Set shall also hold for all Adaptation Sets that are included in the @value attribute.
- 35     - any Audio Adaptation Set as defined in 3.2.13 then the parameters as defined in section 3.2.4 for an Adaption Set shall also hold for all Adaptation Sets that are included in the @value attribute.

38   Note that this constraint may result that the switching may only be signaled with one Adaptation Set, but not with both as for example one Adaptation Set signaling may include all spatial resolutions of another one, whereas it is not the case the other way round.

---

## 1    **3.9. Annotation and Client Model for Content Selection**

### 2    **3.9.1. Introduction**

3    Beyond the ability to provide multiple Representations of the same media component in one Ad-  
4    aptation Set, DASH MPDs also provide the functionality to annotate Adaptation Sets, such that  
5    clients can typically select at most one Adaptation Set for each media type, based on the encoding  
6    and description provided in the MPD. The selection is based on client capabilities, client prefer-  
7    ences, user preferences and possibly also interactive signalling with the user. Typically, the sig-  
8    nalling and selection is independent of the codec in use. This clause provides requirements and  
9    recommendations for labelling Adaptation Sets, if multiple tracks are offered. Note that there may  
10   be cases that multiple Representations from different Adaptation Sets per media type are chosen  
11   for playback, for example if there is a dependency across Representations. In other cases, a DASH  
12   client may be asked to select more than one Adaptation Set per media type based on application  
13   decisions.

14   Multiple Adaptation Sets may be offered to provide the same content in different encodings, for  
15   example different codecs; or different source formats, for example one Adaptation Set encoded  
16   from a standard dynamic range master and another encoded from a high dynamic range video  
17   master. Alternatively, Adaptation Sets may describe different content, for example different lan-  
18   guages, or different camera views of the same event that are provided in a synchronized presenta-  
19   tion in one MPD.

20   Proper labelling of Adaptation Sets in MPDs conforming to DASH-IF IOPs is essential in order to  
21   enable consistent client implementations. In addition, also a model is needed on how the client  
22   makes use of the annotation for a content authors to understand the expected effect of the labelling  
23   on playback.

### 24   **3.9.2. Adaptation Set Labeling Options for Selection**

25   DASH in ISO/IEC 23009-1 [4] provides many options for labelling Adaptation Sets. In order to  
26   provide more consistency in the context of DASH-IF, [Table 4](#) provides a restricted subset of labels  
27   for which DASH-IF IOPS provide interoperability, i.e. on how they are expected to be used by the  
28   content authors and how they are expected to be used by clients. The table provides information  
29   specific for each media type.

30   It is expected that DASH clients following the DASH IOPs recognize the descriptors, elements,  
31   and attributes as documented in [Table 4](#).

32   Other organizations may define additional descriptors or elements, as well as processing models  
33   for clients.

34   **Table 4 Adaptation Set Attributes and Elements and Usage in DASH-IF IOPs (see ISO/IEC 23009-1 [4])**

Attribute or Element	Use for media type	Detailed Usage in DASH-IF IOPs
<b>General Attributes and Elements for any media type</b>		
@profiles	O	See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9. If not present, it is inherited from the MPD or Period. This may be used for example to signal extensions for new media profiles in the MPD.

<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
		At least one of the values defined in Table 1 and Table 2 of this document shall be present, or inferred from MPD or Period higher-level.
@group	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>The attribute may be used and shall be different at least for different media type.</p> <p>If present, the value shall be greater than 0. For all Adaptation Sets in the same group, the Group shall be the same.</p> <p>Only one Representation in a Group is intended to be presented at a time. However, two or multiple groups of the same media type may exist, if the content author expects simultaneous presentation of two or more Representation of the same media type.</p>
@selectionPriority	OD default=1	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>This attribute should be used to dis-ambiguate Adaptation Sets within one group for selection and expresses the preference of the MPD author on selecting Adaptation Sets for which the DASH client does make a decision otherwise. Examples include two video codecs providing the same content, but one of the two provides higher compression efficiency and is therefore preferred by the MPD author.</p>
<b>ContentProtection</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>If this element is present, then the content is protected.</p> <p>If not present, no content protection is applied.</p> <p>For details and usage please refer to clause 7.</p>

<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
<b>EssentialProperty</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9</p> <p>specifies information about the containing element that is considered essential by the Media Presentation author for processing the containing element.</p> <p>The following schemes are expected to be recognized by a DASH-IF client independent of the media type:</p> <ul style="list-style-type: none"> <li>• <a href="http://dashif.org/guidelines/trick-mode">http://dashif.org/guidelines/trick-mode</a> (see clause 3.2.9)</li> </ul>
<b>SupplementalProperty</b>		<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9</p> <p>specifies information about the containing element that is considered supplemental by the Media Presentation author for processing the containing element. In no case this information is used for differentiation, the information may be used by a DASH client for improved operation.</p> <p>The following schemes are expected to be recognized by a DASH-IF client independent of the media type:</p> <ul style="list-style-type: none"> <li>- urn:mpeg:dash:adaptation-set-switching:2016 (see clause 3.8)</li> <li>- <a href="http://dashif.org/guidelines/trick-mode">http://dashif.org/guidelines/trick-mode</a> (see clause 3.2.9)</li> <li>- urn:mpeg:dash:period-continuity:2015 (see clause 3.2.12)</li> <li>- urn:mpeg:dash:period-connectivity:2015 (see clause 3.2.12)</li> </ul>
<b>Viewpoint</b>	0 ... N	<p>Provides the ability to indicate that media differentiates by a different ViewPoint.</p> <p>If not present, no view point is assigned and no differentiation is taken.</p> <p>For detailed usage of this descriptor, see below.</p>
<b>Label</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>This element enables to provide a textual description of the content. This element should be used if content author expects that clients supports UI for selection. However, this element must not be used as the sole differentiating element as at start-up no user interaction is available.</p>
<b>Attributes and Elements for media type "Video"</b>		
@mimeType	M	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>Shall be set to "video/mp4".</p>
@codecs	M	See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.

<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
		<p>This provides the codec that is used for the Adaptation Set. It expresses the codec that is necessary to playback all Representations in one Adaption Set.</p> <p>The following codecs are expected to be recognized by a DASH-IF client:</p> <ul style="list-style-type: none"> <li>• Codecs in <a href="#">Table 17</a></li> <li>• Codecs in <a href="#">Table 19</a></li> </ul>
@par	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>shall be present, if the display aspect ratio is a differentiating parameter in the MPD.</p>
@maxWidth	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>This attribute should be present to express the maximum width in samples after decoder sample cropping of any Representation contained in the Adaptation Set.</p> <p>The value should be the maximum horizontal sample count of any SPS in the contained bitstream.</p>
@maxHeight	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>This attribute should be present to express the maximum height in pixel of any Representation contained in the Adaptation Set.</p> <p>The value should be the maximum horizontal sample count of any SPS in the contained bitstream.</p>
@maxFrameRate	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>This attribute should be present to express the maximum frame rate, i.e. the maximum value of any entry in the Decoder configuration record of the signaled frame rate, if constant frame rate is provided. contained in the Adaptation Set.</p>
@scanType	OD Default: progressive	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>This value is expected to be not present. If present, it is expected to be set to "progressive".</p>
<b>EssentialProperty</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>specifies information about the containing element that is considered essential by the Media Presentation author for processing the containing element.</p> <p>The following schemes are expected to be recognized by a DASH-IF client for video:</p> <ul style="list-style-type: none"> <li>• urn:mpeg:mpegB:cicp:&lt;Parameter&gt; as defined in ISO/IEC 23001-8 [49] and &lt;Parameter&gt; one of</li> </ul>

<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
		the following: ColourPrimaries, TransferCharacteristics, or MatrixCoefficients
<b>Accessibility</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>In DASH-IF IOPs two schemes for accessibility are defined.</p> <ul style="list-style-type: none"> <li>- the Role scheme as defined by MPEG-DASH should be used as defined in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011</li> </ul> <p>The DASH role scheme and with the following values is expected to be recognized by a DASH-IF client for media type “video” together with the Accessibility descriptor:</p> <ul style="list-style-type: none"> <li>o sign</li> <li>o captions</li> </ul> <ul style="list-style-type: none"> <li>- the scheme when CEA-608 is used as defined in clause 6.4.3.3, with @schemeIdURI set to "urn:scte:dash:cc:cea-608:2015"</li> </ul>
<b>Role</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>In DASH-IF IOPs only the Role scheme as defined by MPEG-DASH should be used as defined in ISO/IEC 23009-1 [4], 5.8.5.5, urn:mpeg:dash:role:2011</p> <p>The DASH role scheme and with the following values is expected to be recognized by a DASH-IF client for media type “video” together with the Role descriptor:</p> <ul style="list-style-type: none"> <li>- caption</li> <li>- subtitle</li> <li>- main</li> <li>- alternate</li> <li>- supplementary</li> <li>- sign</li> <li>- emergency</li> </ul> <p>If not present, the role is assumed to be main</p>
<b>Attributes and Elements for media type “Audio”</b>		
@mimeType	M	See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.

<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
		Shall set to "audio/mp4".
@codecs	M	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>This provides the codec that is used for the Adaptation Set. It expresses the codec that is necessary to playback all Representations in one Adaption Set.</p> <p>The following codecs are expected to be recognized by a DASH-IF client:</p> <ul style="list-style-type: none"> <li>• Codecs in <a href="#">Table 20</a></li> <li>• Codecs in <a href="#">Table 23</a></li> <li>• Codecs in <a href="#">Table 24</a></li> <li>• Codecs in <a href="#">Table 25</a></li> <li>• Codecs in <a href="#">Table 26</a></li> <li>• Codecs in <a href="#">Table 27</a></li> </ul> <p>Note: additional values need to be added with new codecs being added</p>
@lang	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>The language should be present.</p> <p>If not present, the language is unknown or no language applies.</p>
@audioSamplingRate	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>This attribute may be present to support output devices that may only be able to render specific values.</p>
<b>AudioChannelConfiguration</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>specifies information about the Audio channel configuration.The following schemes are expected to be recognized by a DASH-IF client for audio:</p> <ul style="list-style-type: none"> <li>• urn:mpeg:dash:23003:3:audio_channel_configuration:2011 as defined in ISO/IEC 23009-1 [4], 5.8.5.4</li> <li>• urn:mpeg:mpgb:cicp:ChannelConfiguration as defined in ISO/IEC 23001-8 [49]</li> <li>• tag:dolby.com,2014:dash:audio_channel_configuration:2011 as defined at <a href="http://dashif.org/identifiers/audio-source-data/">http://dashif.org/identifiers/audio-source-data/</a></li> </ul> <p>Note: Annotation may be different for other codecs and may be updated</p>
<b>EssentialProperty</b>	0 ... N	See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.

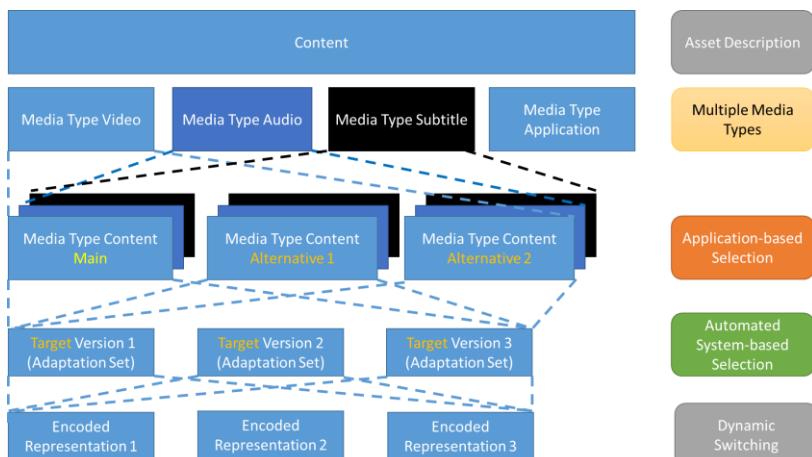
<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
		<p>specifies information about the containing element that is considered essential by the Media Presentation author for processing the containing element.</p> <p>The following schemes are expected to be recognized by a DASH-IF client for audio:</p> <ul style="list-style-type: none"> <li>• urn:mpeg:dash:audio-receiver-mix:2014 as defined in ISO/IEC 23009-1, clause 5.8.5.7.</li> </ul>
<b>Accessibility</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>In DASH-IF IOPs only the Role scheme as defined by MPEG-DASH should be used as defined in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011</p> <p>The DASH role scheme and with the following values is expected to be recognized by a DASH-IF client for media type “audio” together with the Accessibility descriptor:</p> <ul style="list-style-type: none"> <li>• description</li> <li>• enhanced-audio-intelligibility</li> </ul>
<b>Role</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>In DASH-IF IOPs only the Role scheme as defined by MPEG-DASH should be used as defined in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011</p> <p>The DASH role scheme and with the following values is expected to be recognized by a DASH-IF client for media type “audio” together with the Accessibility descriptor:</p> <ul style="list-style-type: none"> <li>- main</li> <li>- alternate</li> <li>- supplementary</li> <li>- commentary</li> <li>- dub</li> <li>- emergency</li> </ul> <p>If not present, the role is assumed to be main</p>
<b>Rating</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>DASH-IF IOPs do not define a Rating scheme. If present, Adaptation Sets using this descriptor may be ignored by the DASH-IF IOP clients.</p>
<b>Attributes and Elements for media type “Subtitle”</b>		
@mimeType	M	See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.

<b>Attribute or Element</b>	<b>Use for media type</b>	<b>Detailed Usage in DASH-IF IOPs</b>
		Shall set to "application/mp4" or "application/ttml+xml"
@codecs	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.7.2 Table 9.</p> <p>This provides the codec that is used for the Adaptation Set. It expresses the codec that is necessary to playback all Representations in one Adaption Set.</p> <p>The following codecs are expected to be recognized by a DASH-IF client:</p> <ul style="list-style-type: none"> <li>• Codecs in <a href="#">Table 21</a></li> </ul> <p>Note: more need to be added with new codecs being added.</p>
@lang	O	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>The language should be present.</p> <p>If not present, the language is unknown or no language applies.</p>
<b>Accessibility</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>In DASH-IF IOPs only the Role scheme as defined by MPEG-DASH should be used as defined in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011</p> <p>The DASH role scheme and with the following values is expected to be recognized by a DASH-IF client for media type "subtitle" together with the Accessibility descriptor:</p> <ul style="list-style-type: none"> <li>- caption</li> <li>- sign</li> </ul>
<b>Role</b>	0 ... N	<p>See ISO/IEC 23009-1 [4], clause 5.3.3.2 Table 5.</p> <p>In DASH-IF IOPs only the Role scheme as defined by MPEG-DASH should be used as defined in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011</p> <p>The DASH role scheme and with the following values is expected to be recognized by a DASH-IF client for media type "subtitle" together with the Accessibility descriptor:</p> <ul style="list-style-type: none"> <li>- main</li> <li>- alternate</li> <li>- subtitle</li> <li>- supplementary</li> <li>- commentary</li> <li>- dub</li> <li>- description</li> </ul>

Attribute or Element	Use for media type	Detailed Usage in DASH-IF IOPs
		<ul style="list-style-type: none"> <li>- emergency</li> </ul> <p>If not present, the role is assumed to be main</p>

### 1    3.9.3.      Content Model

2 In order to support the content author in providing content in a consistent manner, Figure 1 pro-  
3 vides a conceptual content model for DASH content in one Period of an MPD. The content may  
4 be described by an Asset Identifier as a whole and may contain different media types, video, audio,  
5 subtitle and application types. Signalling of media types is out of scope for this section, for details  
6 refer to section 3.2.12.



**Figure 3 Content Model for DASH Multitrack**

9 Within each media type, the content author may want to offer different alternative content that are  
10 time-aligned, but each alternative represents different content. Automatic selection of the alterna-  
11 tive content is not expected to be done by the DASH client as the client would not have sufficient  
12 information to make such decisions. However, the selection is expected to be done by communi-  
13 cation with an application or the user, typically using a user interface appropriate for selection.

14 However, in the absence of this external communication, or at startup, the DASH client still needs  
15 to playback content and therefore benefits from information of what is the default content. Such  
16 signalling should be provided by the content author. Such default content is referred to as main  
17 content, whereas any content that is not main is referred to as alternative. There may be multiple  
18 alternatives which may need to be distinguished. We define *main* and *alternative* content. Exam-  
19 ples for such are synchronized camera views of one master content. The main camera view is  
20 provided as main content, all other views as alternative content.

1 Furthermore, it may be that content of different media type is linked by the content author, to  
2 express that two content of different media type are preferably played together. We define *associated*  
3 content for this purpose. As an example, there may be a main commentator associated with  
4 the main camera view, but for a different camera view, a different associated commentary is pro-  
5 vided.

6 In addition to semantical content level differentiation, each alternative content may be prepared  
7 with different target versions, based on content preparation properties (downmix, subsampling,  
8 translation, suitable for trick mode, etc.), client preferences (decoding or rendering preferences,  
9 e.g. codec), client capabilities (DASH profile support, decoding capabilities, rendering capabili-  
10 ties) or user preferences (accessibility, language, etc.). In simple AV playout and in the absence of  
11 guidance from an application, a content author expects that the DASH client selects at most one  
12 target version for each Group taking into account its capabilities and preferences and the capabil-  
13 ities and preferences of the media subsystem. However, an application may obviously select mul-  
14 tiple Groups and playout different video Adaptation Sets to support for example picture-in-picture,  
15 multi-angle and so on.

16 In addition, the content author may also provide priorities for target versions, if the receivers sup-  
17 port multiple of those. Typical examples are that the content is prepared for H.264/AVC and  
18 H.265/HEVC capable receivers, and the content author prefers the selection of the H.265/HEVC  
19 version as its distribution is more efficient. A device supporting both decoders may then choose  
20 the one with higher priority signalled by the content author. In a similar version, the same content  
21 may be provided in different languages. In this case, it can still be expected that the language can  
22 be automatically selected by the client, so it is assigned to a target version. Again, a content author  
23 may express priorities on languages, for example preferring the native language over a dubbed  
24 one. Languages may be considered as alternative content as well, but as long as automatic selection  
25 can be provided, it may be considered as different target versions. Hence for each content of one  
26 media type, different *target versions* may exist and the annotation of the content expressed that it  
27 is expected that automated selection can be done. Each target version is preferably accumulated in  
28 one Adaptation Set, with exceptions such as scalable codecs.

29 Finally, in the content model, each of the target version typically has multiple Representations that  
30 are prepared to enable dynamic switching. This aspect is outside the scope of this section as switch-  
31 ing by the client is expected to be done independent of the media type as well as the target version,  
32 primarily using the bandwidth and possibly abstract quality information. However, the signalling  
33 on the target versions may provide information on how to distribute the available bitrate across  
34 different media types.

35 Based on this content model and the available elements, attributes and descriptors from [Table 4](#),  
36 requirements and recommendations are provided for Adaptation Set Signalling to address main  
37 and alternative content, associated content as well as different target versions. Based on the sig-  
38 nalling, a client decision model is developed that may serve a content provider as a reference client  
39 to test if the annotation provided in the MPD provides the proper results.

---

1   **3.9.4. Signalling Requirements and Recommendations**

2   **3.9.4.1. General**

3   Assuming the content author can map its content to the above content model, this section provides  
4   signalling requirements and recommendations for such content, such that the content author can  
5   expect proper playback of its content for DASH-IF IOP clients

6   In general, if multiple Adaptation Sets for one media types are provided, sufficient information  
7   should be provided such that a DASH client make proper selections, either automatically com-  
8   municating with its platform or in communication with the application/user.

9   **3.9.4.2. Alternative Content Signalling**

10   If a Period contains alternative content for one media type, then the alternatives should be differ-  
11   entiated. In addition, one of the alternatives should be provided as main content. The main content  
12   is intended to be selected by the client in the absence of any other information, e.g. at startup or if  
13   the annotation of the content cannot be used.

14   *Main content* is signaled by using the Role descriptor with Role scheme as defined by MPEG-  
15   DASH in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011 with value set to main.  
16   *Alternative content* is signaled by using the Role descriptor with Role scheme as defined by  
17   MPEG-DASH in ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011 with value set to  
18   alternative. If an Adaptation Set does not include either of the two signals, it is assumed to  
19   be *main content*.

20   The alternative content may be selected by the client, if the client does have the capability to select  
21   alternatives, typically by either communicating with the application or with the user. If main and  
22   alternative content is provided in the Media Presentation, then alternative content shall be signaled  
23   by at least one of the two:

- 24   - a **ViewPoint** descriptor. If **ViewPoint** is used for differentiation, then at least each  
25   alternative Adaptation Set of the same media type shall include a **ViewPoint** with the  
26   same value for @schemeIdURI. The content is differentiated by different values for  
27   the @value attribute in the descriptor for different content.
- 28   - a **Label** element. If **Label** is used for differentiation, then at least each alternative Ad-  
29   aptation Set shall include a **Label** with the same value for @id. The content is differ-  
30   entiated by different values for the **Label** element.

31   A **ViewPoint** descriptor is typically used if a target application (identified by the the value for  
32   @schemeIdURI) is expected that can make use of the values in the ViewPoint descriptor. A  
33   **Label** element is typically used if the DASH client can provide a user interaction.

34   **3.9.4.3. Associated Content Signalling**

35   For associated content of different media types, the **ViewPoint** descriptor is used. If different  
36   media types all belong to one alternative content, they share the same View Point descriptor, i.e.  
37   the same value for @schemeIdURI and for @value. Note also that even if the DASH client  
38   does not understand the value for @schemeIdURI it would still obey the rules for associated

1 selection. The DASH client may for example use the labels of different video alternatives for selection,  
2 and play the audio according to ViewPoint association.

3 **3.9.4.4. Media-type Independent Target Version Annotation**

4 Adaptation Sets within one media type and alternative content shall differ by at least by one of the  
5 following annotation labels

- 6 - @profiles,
- 7 - **ContentProtection** (need to provide some details on what the options are: present,  
8 not-present, different schemes) ➔ work with content protection task force
- 9 - **EssentialProperty** (not-present, trickmode, a media type specific value, unknown  
10 value, which may be extended)
- 11 - Any of those documented in section 3.10.4.5 for media type video, section 3.10.4.6 for  
12 media type audio and 3.10.4.7 for media type subtitle.

13 Adaptation Sets with elements **EssentialProperty** not using any of the permitted values in  
14 this document should not be present.

15 In addition, Adaptation Sets within one media type and alternative content should differ by different  
16 values of @selectionPriority. If not present or non-differentiating values are provided,  
17 then the content author should expect a random selection of Adaptation Sets in case it is able to  
18 handle multiple Adaptation Sets within one media type and alternative content.

19 **3.9.4.5. Video Target Version Annotation**

20 Video Adaptation Sets of one alternative content shall differ by at least by one of the following  
21 annotation labels:

- 22 • @codecs: specifies the codecs present within the Representation. The codecs parameters  
23 shall also include the profile and level information where applicable.
- 24 • @maxWidth and @maxHeight specifies the horizontal and vertical visual presentation  
25 size of the video media type
- 26 • @maxFrameRate specifies the maximum frame rate of the video media type
- 27 • **EssentialProperty**: specifies information about the containing element that is con-  
28 sidered essential by the Media Presentation author selecting this component.
  - 29 • The following different options exist: not-present; generic parameters from above;  
30 list in Table 1; unknown value, which may be extended
- 31 • Accessibility descriptor with
  - 32 • Role scheme as defined by MPEG-DASH in ISO/IEC 23009-1, 5.8.5.5,  
33 urn:mpeg:dash:role:2011 with value set to sign, caption or sub-  
34 title. The presence of caption or subtitle signals open (“burned in”) captions or  
35 subtitles.

- 
- 1           • the scheme when CEA-608 is used as defined in clause 6.4.3.3, with  
2            @schemeIdURI set to "urn:scte:dash:cc:cea-608:2015" indicating  
3            the use of CEA-608 captions carried in SEI messages.

4      Adaptation Sets with elements **Rating** and **FramePacking** as well with @scanType not set  
5      to progressive should not be present.

6      The content author should use the @selectionPriority attribute in order to express prefer-  
7      ence for video selection. If captions are burned in with video Adaptation Set, and other video  
8      Adaptation Sets are available as well, the content author should use the @selectionPriority  
9      to indicate the selection priority of this Adaptation Set compared to others without burned in cap-  
10     tions.

11     **3.9.4.6.     Audio Target Version Annotation**

12    Audio Adaptation Sets of one alternative content shall differ by at least by one of the following  
13    annotation labels:

- 14       • @codecs: specifies the codecs present within the Representation. The codecs parameters  
15        shall also include the profile and level information where applicable.

- 16       • @lang: specifies the dominant language of the audio

- 17            • If not present, the language is unknown or no language applies

- 18       • @audioSamplingRate specifies the maximum sampling rate of the content

- 19            • If not present, the audio sampling rate is unknown

- 20       • The **AudioChannelConfiguration** specifies support for output devices that may  
21        only be able to render specific values. This element should be present.

- 22            • If no **AudioChannelConfiguration** is present, then this value is unknown.

- 23       • If the codec is anyone in [Table 20](#), [Table 25](#), [Table 26](#) or [Table 27](#), then any of the  
24        following may be used

- 25            • urn:mpeg:dash:23003:3:audio\_channel\_configura-  
26            tion:2011 as defined in ISO/IEC 23009-1 [1], 5.8.5.4

- 27            • urn:mpeg:mpegB:cicp:ChannelConfiguration as defined in  
28            ISO/IEC 23001-8 [49]

- 29       • If the codec is ec-3 or ac-4 according to [Table 23](#), then the following shall be used

- 30            • tag:dolby.com,2014:dash:audio\_channel\_configura-  
31            tion:2011" as defined at <http://dashif.org/identifiers/audio-source-data/>  
32            (see section 9.2.1.2)

- 33       • If the codec is anyone in [Table 24](#), then refer to DTS specification 9302K62400  
34       [39]

- 
- 1     • **EssentialProperty**: specifies information about the containing element that is con-  
2     sidered essential by the Media Presentation author selecting this component.  
3         • The following different options exist: not-present; generic parameters from above;  
4             unknown value, which may be extended  
5         • Accessibility descriptor with Role scheme as defined by MPEG-DASH in ISO/IEC  
6             23009-1, 5.8.5.5, urn:mpeg:dash:role:2011 with value set to `description`  
7             or `enhanced-audio-intelligibility`.

8 Note that Adaptation Sets with element **Rating** may be ignored by the client and should therefore  
9 only be used if the content provider has knowledge that clients can process the applied Rating  
10 scheme.

#### 11     **3.9.4.7. Subtitle Target Version Annotation**

12 Subtitle Adaptation Sets of one alternative content shall differ by at least by one of the following  
13 annotation labels:

- 14     • `@codecs`: specifies the codecs present within the Representation. The codecs parameters  
15     shall also include the profile and level information where applicable.  
16     • `@lang`: specifies the language of the subtitle  
17         • If not present, the language is unknown or no language applies  
18     • **EssentialProperty**: specifies information about the containing element that is con-  
19     sidered essential by the Media Presentation author selecting this component.  
20         • The following different options exist: not-present; generic parameters from above;  
21             unknown value, which may be extended  
22         • Accessibility descriptor with Role scheme as defined by MPEG-DASH in ISO/IEC  
23             23009-1, 5.8.5.5, urn:mpeg:dash:role:2011 with value set to `description`  
24             or `caption`.

#### 25     **3.9.4.8. Other Annotation, Auxiliary Data**

26 In addition to selection relevant data, the Adaptation Set may also signal additional auxiliary in-  
27 formation. Auxiliary information is expressed by

- 28     - The Role descriptor with the Role scheme as defined by MPEG-DASH as defined in  
29         ISO/IEC 23009-1, 5.8.5.5, urn:mpeg:dash:role:2011 with the following values:  
30             o `caption`  
31             o `subtitle`  
32             o `main`  
33             o `alternate`  
34             o `supplementary`

- 
- 1           o sign  
2           o emergency  
3           o dub
- 4 - The Supplemental descriptor with the @schemeIdURI and @value pairs:
- 5           o Trickmode: @schemeIdURI set to "http://dashif.org/guide-  
6           lines/trickmode" and the @value the value of @id attribute of the Adap-  
7           tation Set to which these trick mode Representations belong.
- 8           o Period-continuous Adaptation Sets by using Aa @schemeIdUri set to  
9           "urn:mpeg:dash:period-continuity:2015" with the @value of the  
10           descriptor matching the value of an @id of a Adaptation Set that is contained in  
11           the MPD,
- 12           o Period-connected Adaptation Sets by using Aa @schemeIdUri set to  
13           "urn:mpeg:dash:period-connectivity:2015" with the @value of  
14           the descriptor matching the value of an @id of a Adaptation Set that is contained  
15           in the MPD,
- 16           o Switching across Adaptation Sets: @schemeIdUri set to  
17           urn:mpeg:dash:adaptation-set-switching:2016 and the @value  
18           is a comma-separated list of Adaptation Set IDs that may be seamlessly switched  
19           to from this Adaptation Set.

20 **3.9.5. Client Processing Reference Model**

21 **3.9.5.1. Introduction**

22 The following client model serves two purposes:

- 23 - In the absence of other information, the following client model may be implemented in a  
24 DASH client for the purpose of selection of Adaptation Set for playout
- 25 - A content author may use the model to verify that the annotation is properly done in or-  
26 der to get the desired client behaviour.

27 In the model it is assumed that the client can get sufficient information on at least the following  
28 properties:

- 29 - For each codec in the @codecs string, the DASH client can get information if the me-  
30 dia playback platform can decode the codec as described in the string. The answer  
31 should be yes or no.
- 32 - For each DRM system in the **ContentProtection** element string, the DASH client  
33 can get information if the media playback platform can handle this Content Protection  
34 scheme as described in the string. The answer should be yes or no.
- 35 - the DASH client can get information on the media playback platform and rendering ca-  
36 pabilities in terms of

- 
- 1           ○ the maximum spatial resolution for video that can be handled  
2           ○ the maximum frame rate for video that can be handled  
3           ○ the audio channel configuration of the audio system  
4           ○ the audio sampling rate of the audio system  
5        - the preferred language of the system  
6        - Accessibility settings for captions, subtitles, audio description, enhanced audio intelligi-  
7           bility,  
8        - Potentially preferences on media playback and rendering of the platform

9 Note of any of these functionalities are not fulfilled, then it may still be functional, but it may not  
10 result in the full experience as provided by the content author. As an example, if the DASH client  
11 cannot determine the preferred language, it may just use the selection priority for language selec-  
12 tion.

13 **3.9.5.2. Generic Processing Model**

14 The DASH client uses the MPD and finds the Period that it likes to join, typically the first one for  
15 On-Demand content and the one at the live edge for live content. In order to select the media to be  
16 played, the DASH client assumes that the content is offered according to the content model above.

- 17     1. The DASH client looks for *main content*, i.e. any Adaptation Set with annotation  
18        **Role@schemeIdURI="urn:mpeg:dash:role:2011"** and  
19        **Role@value="alternative"** is excluded initially for selection. Note that in this  
20        model it is assumed that immediate startup is desired. If the DASH client wants to go  
21        over the alternatives upfront before starting the service, then the sequence is slightly dif-  
22        ferent, but still follows the remaining principles.
- 23     2. DASH Client checks each Adaptation Set for the supported capabilities of the platform
  - 24        • Codec support
  - 25        • DRM support
  - 26        • Rendering capabilitiesIf any of the capabilities are not supported, then the Adaptation Set is excluded from the selection process.
- 27     3. The DASH client checks if it supports for CEA-608 rendering as defined in clause  
28        6.4.3.3. If not supported, any accessibility descriptor with is **@schemeI-**  
29        **dURI="urn:scte:dash:cc:cea-608:2015"** removed. Note that the Adaptation  
30        Set is maintained as it may used for regular video decoding.
- 31     4. DASH Client checks is there are any specific settings for accessibility in the user prefer-  
32        ences
  - 33        • If captions are requested by the system, the DASH client extracts

- 
- 1           • all video Adaptation Sets that have an **Accessibility** descriptor as-
  - 2           signed with either the @schemeIdURI="urn:mpeg:dash:role:2011" and @value="caption" or
  - 3           @schemeIdURI="urn:scte:dash:cc:cea-608:2015"
  - 4           (burned-in captions and SEI-based), as well as
  - 5
  - 6           • all subtitle Adaptation Sets that have an **Accessibility** de-
  - 7           scriptor assigned with either the @schemeIdURI="urn:mpeg:dash:role:2011" and @value="caption"
  - 8
  - 9           • and makes those available for Adaptation Sets that can be selected
  - 10           by the DASH client for caption support.
  - 11
  - 12           • If multiple caption Adaptation Sets remain, the DASH client removes all
  - 13           Adaptation Sets from the selection that are not in the preferred language, if
  - 14           language settings are provided in the system. If no language settings in the
  - 15           system are provided, or none of the Adaptation Sets meets the preferred
  - 16           languages, none of the Adaptation Sets are removed from the selection.
  - 17           Any Adaptation Sets that do not contain language annotation are removed,
  - 18           if any of the remaining Adaptation Sets provides proper language settings.
  - 19
  - 20           • If still multiple caption Adaptation Sets remain, then the ones with the
  - 21           highest value of @selectionPriority is chosen.
  - 22           • If still multiple caption Adaptation Sets remain, then the DASH client
  - 23           makes a random choice on which caption to enable.
  - 24
  - 25           • else if no captions are requested
    - 26           • the **Accessibility** element signaling captions may be removed from
    - 27           the Adaptation Set before continuing the selection.
  - 28
  - 29           • If sign language is requested
    - 30           • all video Adaptation Sets that have an **Accessibility** descriptor as-
    - 31           signed with @schemeIdURI="urn:mpeg:dash:role:2011" and
    - 32           @value="sign" are made available for sign language support.
  - 33
  - 34           • else if no sign language is requested
    - 35           • the Adaptation Set signaling sign language with the **Accessibility**
    - element may be removed from the Adaptation Set before continuing the
    - selection.
  - 36
  - 37           • If audio descriptions are requested
    - 38           • all video Adaptation Sets that have an **Accessibility** descriptor as-
    - 39           signed with @schemeIdURI="urn:mpeg:dash:role:2011" and

`@value="description"` are made available for audio description support.

- else if no audio descriptions are requested
    - the Adaptation Set signaling audio descriptions with the **Accessibility** element may be removed from the Adaptation Set before continuing the selection.
  - If enhanced audio intelligibility is requested
    - all audio Adaptation Sets that have an **Accessibility** descriptor assigned with `@schemeIdURI="urn:mpeg:dash:role:2011"` and `@value="enhanced-audio-intelligibility"` are made available for enhanced audio intelligibility support.
  - else if no enhanced audio intelligibility is requested
    - the **Accessibility** element may be removed from the Adaptation Set before continuing the selection.

5. If video rendering is enabled, based on the remaining video Adaptation Sets the client selects one as follows:

- Any Adaptation Set for which an Essential Descriptor is present for which the scheme or value is not understood by the DASH client, is excluded from the selection
  - Any Adaptation Set for which an Essential Descriptor is present for which the scheme is <http://dashif.org/guidelines/trickmode>, is excluded from the initial selection
  - If still multiple video Adaptation Sets remain, then the ones with the highest value of @selectionPriority is chosen.
  - If still multiple video Adaptation Sets remain, then the DASH client makes a choice for itself, possibly on a random basis.
  - Note that an Adaptation Set selection may include multiple Adaptation Sets, if Adaptation Set Switching is signaled. However, the selection is done for only one Adaptation Set.

6. If audio rendering is enabled, based on the remaining audio Adaptation Sets the client selects one as follows:

- Any Adaptation Set for which an Essential Descriptor is present for which the scheme or value is not understood by the DASH client, is excluded from the selection

- 
- 1       • If multiple audio Adaptation Sets remain, the DASH client removes all Adaptation Sets from the selection that are not in the preferred language, if language settings are provided in the system. If no language settings in the system are provided, or none of the Adaptation Sets meets the preferred languages, none of the Adaptation Sets are removed from the selection. Any Adaptation Set that does not contain language annotation are removed, if any of the remaining Adaptation Sets provides proper language settings.
- 2       • If still multiple audio Adaptation Sets remain, then the ones with the highest value
- 3           of `@selectionPriority` is chosen.
- 4       • If still multiple audio Adaptation Sets remain, then the DASH client makes a
- 5           choice for itself, possibly on a random basis.
- 6       • Note that an Adaptation Set may include multiple Adaptation Sets, if Adaptation
- 7           Set Switching or receiver mix is signaled. However, the selection is done for only
- 8           one Adaptation Set.
- 9       7. If subtitle rendering is enabled, based on the subtitle Adaptation Sets the client selects
- 10           one as follows:
- 11           • Any Adaptation Set for which an Essential Descriptor is present for which the
- 12           scheme or value is not understood by the DASH client, is excluded from the se-
- 13           lection
- 14           • If multiple subtitle Adaptation Sets remain, the DASH client removes all Adaptation Sets from the selection that are not in the preferred language, if language settings are provided in the system. If no language settings in the system are provided, or none of the Adaptation Sets meets the preferred languages, none of the Adaptation Sets are removed from the selection. Any Adaptation Set that does not contain language annotation are removed, if any of the remaining Adaptation Sets provides proper language settings.
- 15           • If still multiple subtitle Adaptation Sets remain, then the ones with the highest
- 16           value of `@selectionPriority` is chosen.
- 17           • If still multiple subtitle Adaptation Sets remain, then the DASH client makes a
- 18           choice for itself, possibly on a random basis.
- 19       8. If the DASH client has the ability to possibly switch to alternative content, then alterna-
- 20           tive content may be selected either through the **Label** function or the **ViewPoint**
- 21           functionality. This selection may be done dynamically during playout and the DASH cli-
- 22           ent is expected to switch to the alternative content. Once all alternative content is se-
- 23           lected, the procedures following from step 2 onwards apply.
- 24       9. At Period boundary a DASH client initially looks for a Period continuity or connectivity,
- 25           i.e. does the Period include an Adaptation Set that is a continuation of the existing one. If
- 26           not present it will go back to step 1 and execute the decision logic.

---

## 1    4. Live Services

### 2    4.1. Introduction

3    MPEG-DASH [1] provides several tools to support live services. This section primarily provides  
4    requirements and recommendations for both, content authoring as well as client implementations.

5    For this purpose, this section

- 6         • clarifies and refines details of interoperability points when used with the features available  
7         in the 2012 edition of MPEG-DASH with respect to different service configurations and  
8         client implementations.  
9         • defines one new interoperability point in order to address content authoring and client re-  
10        quirements to support a broad set of live services based on the features defined in the sec-  
11        ond edition (published 2014) of MPEG-DASH as well certain amendments thereof.

12      The main features and differences of these two modes are provided in the following [Table 5](#):

13      **Table 5 Main features and differences of simple and main live services**

Feature	Simple	Main
<b>Support of MPD@type</b>	static, dynamic	static, dynamic
<b>MPD updates</b>	yes	yes
<b>MPD updated triggered</b>	by MPD attribute minimum update pe- riod	by Inband Event messages in the segments.
<b>URL generation</b>	based on MPD	based on MPD and segment infor- mation
<b>Timeline gaps</b>	based on MPD and for entire content	may be signalled individually for each Representation
<b>Segments starts with</b>	closed GOP	closed GOP
<b>Support of Simple Live</b>	Yes	No
<b>Support of Main Live</b>	Yes	Yes

14  
15      To support the definition of the interoperability points, architectures and use cases were collected.  
16      These are documented in Annex B.

### 17    4.2. Overview Dynamic and Live Media Presentations

18      DASH Media Presentations with **MPD@type** set to "dynamic" enable that media is made avail-  
19      able over time and its availability may also be removed over time. This has two major effects,  
20      namely

- 21         1. The content creator can announce a DASH Media Presentation for which not all content  
22         is yet available, but only gets available over time.  
23         2. Clients are forced into a timed schedule for the playout, such that they follow the sched-  
24         ule as desired by the content author.

25      Dynamic services may be used for different types of services:

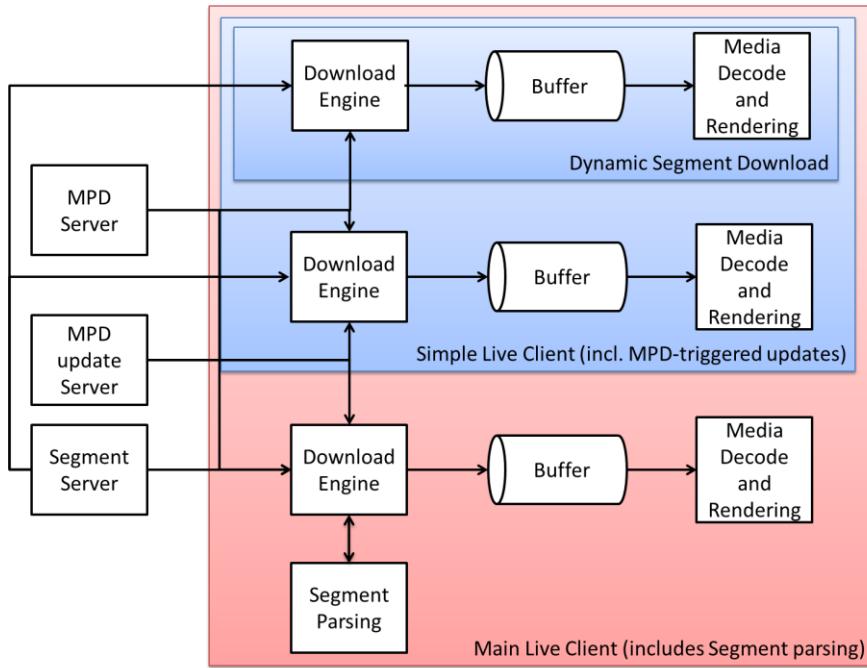
- 
- 1     1. **Dynamic Distribution of Available Content:** Services, for which content is made available as dynamic content, but the content is entirely generated prior to distribution. In this case the details of the Media Presentation, especially the Segments (duration, URLs) are known and can be announced in a single MPD without MPD updates. This addresses use cases 2 and 3 in Annex B.
- 2     2. **MPD-controlled Live Service:** Services for which the content is typically generated on the fly, and the MPD needs to be updated occasionally to reflect changes in the service offerings. For such a service, the DASH client operates solely on information in the MPD. This addresses the use cases 4 and 5 in Annex B.
- 3     3. **MPD and Segment-controlled Live:** Services for which the content is typically generated on the fly, and the MPD may need to be updated on short notice to reflect changes in the service offerings. For such a service, the DASH client operates on information in the MPD and is expected to parse segments to extract relevant information for proper operation. This addresses the use cases 4 and 5, but also takes into account the advanced use cases.

16    Dynamic and Live services are typically controlled by different client transactions and server-side signaling.

18    For initial access to the service and joining the service, an MPD is required. MPDs may be accessed at join time or may have been provided earlier, for example along with an Electronic Service Guide. The initial MPD or join MPD is accessed and processed by the client and the client having an accurate clock that is synchronized with the server can analyze the MPD and extract suitable information in order to initiate the service. This includes, but is not limited to:

- 23    • identifying the currently active Periods in the service and the Period that expresses the live edge (for more details see below)
- 25    • selecting the suitable media components by selecting one or multiple Adaptation Sets. Within each Adaptation Set selecting an appropriate Representation and identifying the live edge segment in each Representations. The client then issues requests for the Segments.

29    The MPD may be updated on the server based on certain rules and clients consuming the service are expected to update MPDs based on certain triggers. The triggers may be provided by the MPD itself or by information included in Segments. Depending on the service offering, different client operations are required as shown in [Figure 4](#).



**Figure 4 Different Client Models**

The basic functions of a live client described in this document are as follows:

1. **Dynamic Segment Download:** This function creates a list of available Segments based on a single MPD and joins the service by downloading Segments at the live edge or may use the Segments that are available in the time shift buffer.
2. **Simple Live Client:** This client includes the dynamic segment download function and enables updates of the MPD based on information in the MPD in order to extend the Segment list at the live edge. MPDs are refetched and revalidated when the currently available MPD expires, i.e. an expired MPD can no longer be used for Segment URL generation.
3. **Main Live Client:** This client includes all features of the simple Live DASH client. In addition it generates Segment URLs and it updates the MPD based on information in the

- 
- 1 Segments if the service offering provides this feature. MPDs are refetched and revali-  
2 dated when the currently available MPD expires based on expiry information in the Seg-  
3 ments.
- 4 Requirements and recommendations for the dynamic segment download functions are defined in  
5 in section 4.3.
- 6 Requirements and recommendations for simple live service offerings and corresponding clients  
7 are defined in section 4.4.
- 8 Requirements and recommendations for main live service offerings and corresponding clients are  
9 defined in section 4.5.
- 10 Requirements and recommendations when offering live services as on-demand are provided in  
11 section 4.6.
- 12 Requirements and recommendations for client-server timing synchronization are defined in sec-  
13 tion 4.7.
- 14 Requirements and recommendations for robust service offerings and corresponding clients are  
15 defined in section 4.8.
- 16 Interoperability Aspects are defined in section 4.9.

## 17 **4.3. Dynamic Segment Download**

### 18 **4.3.1. Background and Assumptions**

19 The dynamic segment download function is a key component of live services, In addition, the  
20 dynamic segment download function may also be used for scheduling a playout. In the remainder  
21 of this subsection, it is assumed that the client has access to a single instance of an MPD and all  
22 information of the entire Media Presentation is contained in the MPD.

23 We refer to this service as dynamic service as the main feature is that the Segments are made  
24 available over time following the schedule of the media timeline.

25 Dynamic services are primarily documented in order to provide insight into the timing model of  
26 Segment availabilities. This forms the basis for live services and explains the key concepts and  
27 rules for Segment availabilities.

### 28 **4.3.2. Preliminaries**

#### 29 **4.3.2.1. MPD Information**

30 If the Media Presentation is of type dynamic, then Segments have different Segment availability  
31 times, i.e. the earliest time for which the service provider permits the DASH client to issue a re-  
32 quest to the Segment and guarantees, under regular operation modes, that the client gets a 200 OK  
33 response for the Segment. The Segment availability times for each Representation can be com-  
34 puted based on the information in an MPD.

| 35 For a dynamic service the MPD should at least contain information as available in [Table 6](#). Infor-  
36 mation included there may be used to compute a list of announced Segments, Segment Availability  
37 Times and URLs.

- 1 Assume that an MPD is available to the DASH client at a specific wall-clock time *NOW*. It is  
 2 assumed that the client and the DASH server providing the Segments are synchronized to wall-  
 3 clock, either through external means or through a specific client-server synchronization. Details  
 4 on synchronization are discussed in section 4.7.  
 5 Assuming synchronization, the information in the MPD can then be used by the client at time *NOW*  
 6 to derive the availability (or non-availability) of Segments on the server.

7 **Table 6 -- Information related to Segment Information and Availability Times for a dynamic service**

MPD Information	Status	Comment
<b>MPD@type</b>	mandatory, set to "dynamic"	the type of the Media Presentation is dynamic, i.e. Segments get available over time.
<b>MPD@availabilityStartTime</b>	mandatory	the start time is the anchor for the MPD in wall-clock time. The value is denoted as <i>AST</i> in the following.
<b>MPD@mediaPresentationDuration</b>	mandatory (for the considered use cases)	provides the duration of the Media Presentation.
<b>MPD@suggestedPresentationDelay</b>	optional, but recommended	suggested presentation delay as delta to segment availability start time. The value is denoted as <i>SPD</i> . Details on the setting and usage of the parameter is provided in the following.
<b>MPD@minBufferTime</b>	mandatory	minimum buffer time, used in conjunction with the @bandwidth attribute of each Representation. The value is denoted as <i>MBT</i> . Details on the setting and usage of the parameter is provided in the following.
<b>MPD@timeShiftBufferDepth</b>	optional, but recommended	time shift buffer depth of the media presentation. The value is denoted as <i>TSB</i> . Details on the setting and usage of the parameter is provided in the following.
<b>Period@start</b>	Mandatory for the first Period in the MPD	the start time of the Period relative to the MPD availability start time.
<b>Representation@availabilityTimeOffset</b>	Optional default	The offset in availability time for this Representation. It may also be available on a Base URL or default. For

		more details refer to section 4.3.2.2.5. NOTE: the value of "INF" implies availability of all segments starts at <b>MPD@availabilityStartTime</b>
<b>SegmentTemplate@media</b>	mandatory	The template for the Media Segment assigned to a Representation.
<b>SegmentTemplate@startNumber</b>	optional default	number of the first segment in the Period assigned to a Representation
<b>SegmentTemplate@timescale</b>	optional default	timescale for this Representation.
<b>SegmentTemplate@duration</b> <b>SegmentTemplate.SegmentTimeline</b>	exactly one of <b>SegmentTemplate@duration</b> or <b>SegmentTemplate.SegmentTimeline</b> must be present per Representation.	the duration of each Segment in units of a time.

1   **4.3.2.2.   Segment Information Derivation**

2   **4.3.2.2.1.   Introduction**

3   Based on an MPD including information as documented in [Table 6](#) and available at time *NOW* on  
 4   the server, a synchronized DASH client derives the information of the list of Segments for each  
 5   Representation in each Period. This section only describes the information that is expressed by the  
 6   values in the MPD. The generation of the information on the server and the usage of the infor-  
 7   mation in the client is discussed in section 4.3.3 and 4.3.4, respectively.

8   MPD information is provided in subsection 4.3.2.2.3. The Period based information is documented  
 9   in sub-section 4.3.2.2.4, and the Representation information is documented in sub-section  
 10   4.3.2.2.5.

11   **4.3.2.2.2.   Definitions**

12   The following definitions are relevant and aligned with ISO/IEC 23009-1:

- 13   • available Segment is a Segment that is accessible at its assigned HTTP-URL. This means  
 14   that a request with an HTTP GET to the URL of the Segment results in a reply of the  
 15   Segment and 2xx status code.
- 16   • valid Segment URL is an HTTP-URL that is promised to reference a Segment during its  
 17   Segment availability period.
- 18   • *NOW* is a time that is expressing the time on the content server as wall-clock time. All  
 19   information in the MPD related to wall-clock is expressed as a reference to the time *NOW*.

20   **4.3.2.2.3.   MPD Information**

21   For a dynamic service without MPD updates, the following information shall be present and not  
 22   present in the MPD (also please refer to [Table 6](#)):

- 23   • The **MPD@type** shall be set to "dynamic".

- 
- 1     • The **MPD@mediaPresentationDuration** shall be present, or the **Period@dura-**  
2       tion of the last Period shall be present.  
3     • The **MPD@minimumUpdatePeriod** shall not be present.

4 Furthermore, it is recommended to provide a value for **MPD@timeShiftBufferDepth** and  
5 **MPD@suggestedPresentationDelay**.

#### 6 4.3.2.2.4. Period Information

7 Each Period is documented by a **Period** element in the MPD. An MPD may contain one or more  
8 Periods. In order to document the use of multiple Periods, the sequence of Period elements is  
9 expressed by an index  $i$  with  $i$  increasing by 1 for each new Period element.

10 Each regular Period  $i$  in the MPD is assigned a

- 11     • Period start time  $PSwc[i]$  in wall-clock time,  
12     • Period end time  $PEwc[i]$ , in wall-clock time.

13 Note: An MPD update may extend the Period end time of the last regular Period. For details refer to section 4.4.

14 The Period start time  $PSwc[i]$  for a regular Period  $i$  is determined according to section 5.3.2.1 of  
15 ISO/IEC 23009-1:

- 16     • If the attribute **@start** is present in the **Period**, then  $PSwc[i]$  is the sum of **AST** and the  
17       value of this attribute.  
18     • If the **@start** attribute is absent, but the previous **Period** element contains a **@dura-**  
19       tion attribute then the start time of the Period is the sum of the start time of the previous  
20       Period  $PSwc[i]$  and the value of the attribute **@duration** of the previous Period. Note  
21       that if both are present, then the **@start** of the new Period takes precedence over the  
22       information derived from the **@duration** attribute.

23 The Period end time  $PEwc[i]$  for a regular Period  $i$  is determined as follows:

- 24     • If the Period is the last one in the MPD, the time  $PEwc[i]$  is obtained as  
25       ○ the sum of **AST** and Media Presentation Duration **MPDur**, with **MPDur** the value  
26       of **MPD@mediaPresentationDuration** if present, or the sum of  $PSwc[i]$  of  
27       the last Period and the value of **Period@duration** of the last Period.  
28     • else  
29       ○ the time  $PEwc[i]$  is obtained as the Period start time of the next Period, i.e.  $PEwc[i] = PSwc[i+1]$ .

#### 31 4.3.2.2.5. Representation Information

32 Based on such an MPD at a specific time **NOW**, a list of Segments contained in a Representation  
33 in a Period  $i$  with Period start time  $PSwc[i]$  and Period end time  $PEwc[i]$  can be computed.

34 If the **SegmentTemplate.SegmentTimeline** is present and the **SegmentTem-**  
35 **plate@duration** is not present, the **SegmentTimeline** element contains  $N_s$  **S** elements  
36 indexed with  $s=1, \dots, N_s$ , then let

37     •  $ts$  the value of the **@timescale** attribute

- 
- 1     • *ato* is the value of the @availabilityTimeOffset attribute, if present. Otherwise it  
 2       is zero.  
 3     • *t[s]* be the value of @t of the *s*-th **S** element,  
 4     • *d[s]* be the value of @d of the *s*-th **S** element  
 5     • *r[s]* be,  
 6        ○ if the @r value is greater than or equal to zero  
 7           ■ one more than the value of @r of the *s*-th **S** element. Note that if @r is  
 8           smaller than the end of this segment timeline element, then this Repre-  
 9           sentation contains gaps and no media is present for this gap.  
 10      ○ else  
 11           ■ if *t[s+1]* is present, then *r[s]* is the ceil of  $(t[s+1] - t[s])/d[s]$   
 12           ■ else *r[s]* is the ceil of  $(PEwc[i] - PSwc[i] - t[s]/ts)*ts/d[s]$ )  
 13 If the **SegmentTemplate**@duration is present and the **SegmentTemplate.Seg-**  
 14 **mentTimeline** is not present, then  
 15     •  $N_s=1$ ,  
 16     • *ato* is the value of the @availabilityTimeOffset attribute, if present. Otherwise it  
 17       is zero.  
 18     • *ts* the value of the @timescale attribute  
 19     • *t[s]* is 0,  
 20     • the *d[s]* is the value of @duration attribute  
 21     • *r[s]* is the ceil of  $(PEwc[i] - PSwc[i] - t[s]/ts)*ts/d[s]$ )  
 22 Note that the last segment may not exist and  $r[s]$  is one less than this computation provides.  
 23 For more details, refer to clause 4.4.3.6.  
 24 **4.3.2.6. Media Time Information of Segment**  
 25 Each Media Segment at position  $k=1,2, \dots$  for each Representation has assigned an earliest media  
 26 presentation time  $EPT[k,r,i]$  and an accurate segment duration  $SDUR[k,r,j]$ , all measured in media  
 27 presentation time.  
 28 The earliest presentation time may be estimated from the MPD using the segment availability start  
 29 time minus the segment duration announced in the MPD.  
 30 The earliest presentation time may be accurately determined from the Segment itself.  
 31  
 32 For details on the derivation of the earliest presentation time, see section 3.2.11.  
 33 **4.3.2.7. Segment List Parameters**  
 34 For each Period *i* with Period start time  $PSwc[i]$  and Period end time  $PEwc[i]$  and each Represen-  
 35 tation *r* in the Period the following information can be computed:  
 36     • the presentation time offset described in the MPD,  $o[i,r]$   
 37     • the availability time offset of this Representation,  $ato[r]$   
 38     • the number of the first segment described in the MPD,  $k1[i,r]$   
 39     • the number of the last segment described in the MPD,  $k2[i,r]$

- 
- 1     • segment availability start time of the initialization segment  $SAST[0,i,r]$   
 2     • segment availability end time of the initialization segment  $SAET[0,i,r]$   
 3     • segment availability start time of each media segment  $SAST[k,i,r]$ ,  $k=k1, \dots, k2$   
 4     • segment availability end time of each media segment  $SAET[k,i,r]$ ,  $k=k1, \dots, k2$   
 5     • adjusted segment availability start time  $ASAST[0,i,r]$ ,  $k=0, k1, \dots, k2$   
 6     • segment duration of each media segment  $SD[k,i,r]$ ,  $k=k1, \dots, k2$   
 7     • the URL of each of the segments,  $URL[k,i,r]$
- 8 In addition,  
 9     • the latest available Period  $i[NOW]$  and the latest segment available at the server  $k[NOW]$   
 10    can be computed. This segment is also referred to as *live edge segment*.  
 11    • the earliest available Period  $i^*[NOW]$  and the earliest segment available at the server  
 12     $k^*[NOW]$  can be computed.
- 13 Based on the above information, for each Representation  $r$  in a Period  $i$ , the segment availability  
 14 start time  $SAST[k,i,r]$ , the segment availability end time of each segment  $SAET[k,i,r]$ , the segment  
 15 duration of each segment  $SD[k,i,r]$ , and the URL of each of the segments,  $URL[k,i,r]$  within one  
 16 Period  $i$  be derived as follows using the URL Template function  $URLTemplate(Replace-$   
 17  $mentString, Address)$  as documented in subsection 4.3.2.2.8:
- 18    •  $k=0$   
 19    •  $SAST[0,i,r] = PSwc[i]$   
 20    •  $ASAST[0,i,r] = PSwc[i] - ato$   
 21    • for  $s=1, \dots Ns[i,r]$ 
  - $k = k + 1$
  - $SAST[k,i,r] = PSwc[i] + (t[s,i,r] + d[s,i,r] - o[i,r])/ts$
  - $ASAST[k,i,r] = SAST[k,i,r] - ato$
  - $SD[k,i,r] = d[s,i,r]/ts$
  - $SAET[k,i,r] = SAST[k,i,r] + TSB + d[s,i,r]/ts$
  - if **SegmentTemplate@media** contains \$Number\$
    - $Address = @startNumber$
    - $URL[k,i,r] = URLTemplate($Number$, Address)$
 22    else
 23
  - $Address = t[s,i,r]$
  - $URL[k,i,r] = URLTemplate($Time$, Address)$
 24    • for  $j = 1, \dots, r[s,i,r]$ 
  - $k = k + 1$
  - $SAST[k,i,r] = SAST[k-1,i,r] + d[s,i,r]/ts$
  - $ASAST[k,i,r] = SAST[k,i,r] - ato$
  - $SAET[k,i,r] = SAST[k,i,r] + TSB + d[s,i,r]/ts$
  - $SD[k,i,r] = d[s,i,r]/ts$

- 
- 1           ■ if **SegmentTemplate**@media contains \$Number\$
  - 2            ■ *Address* = *Address* + 1
  - 3            ■ *URL*[*k,i,r*] = URLTemplate (\$Number\$, *Address*)
  - 4           else
  - 5            ■ *Address* = *Address* + *d[s,i,r]*
  - 6            ■ *URL*[*k,i,r*] = URLTemplate (\$Time\$, *Address*)
  - 7       • *k2[i,r]* = *k*
  - 8       • *SAET[0,i,r]* = *SAET[k2[i,r],i,r]*

9 Note that not all segments documented above may necessarily be accessible at time *NOW*, but only  
10 those that are within the segment availability time window.

11 Hence, the number of the first media segment described in the MPD for this Period, *k1[i,r]*, is the  
12 smallest *k*=1, 2, ... for which *SAST[k,i,r]* >= *NOW*.

13 The latest available Period *i[NOW]* is the Period *i* with the largest *PEwc[i]* and *PEwc[i]* is smaller  
14 than or equal to *NOW*.

15 The latest available segment *k[NOW]* available for a Representation of Period *i[NOW]* (also the  
16 live edge segment) is the segment with the largest *k*=0,1,2,... such that *SAST[k,i,r]* is smaller than  
17 or equal to *NOW*. Note that this contains the Initialization Segment with *k*=0 as not necessarily any  
18 media segment may yet be available for Period *i[NOW]*. In this case, last media segment  
19 *k2[i[NOW]-1,r]*, i.e., the last media segment of the previous Period is the latest accessible media  
20 Segment.

21 However, if the @availabilityTimeOffset is present, then the segments for this Represen-  
22 tation are available earlier than the nominal segment availability start time, namely at *ASAST[k,i,r]*.

#### 4.3.2.2.8. URL Generation with Segment Template

24 The function URL Template function URLTemplate(ReplacementString, Address) gen-  
25 erates a URL. For details refer to ISO/IEC 23009-1 [1], section 5.3.9.4. Once the Segment is gen-  
26 erated, processing of the Base URLs that apply on this segment level is done as defined in ISO/IEC  
27 23009-1, section 5.6.

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28 For the avoidance of doubt, only %0[width]d is permitted and no other identifiers. The reason  
29 is that such a string replacement can be easily implemented without requiring a specific library.

#### 4.3.2.2.9. Synchronized Playout and Seamless Switching

31 In order to achieve synchronized playout across different Representations, typically from different  
32 Adaptation Sets, the different Representations are synchronized according to the presentation time  
33 in the Period. Specifically, the earliest presentation time of each Segment according to section  
34 4.3.2.2.6 determines the playout of the Segment in the Period and therefore enables synchronized  
35 playout of different media components as well as seamless switching within one media component.

### 4.3.3. Service Offering Requirements and Guidelines

#### 4.3.3.1. General Service Offering Requirements

38 For dynamic service offerings, the MPD shall conform to DASH-IF IOP as defined in section 3  
39 and shall at least contain the mandatory information as documented in [Table 6](#).

- 
- 1 If such an MPD is accessible at time *NOW* at the location **MPD . Location**, then
- 2     • all Segments for all Representations in all Periods as announced in an MPD shall be  
3         available latest at the announced segment availability start time  $SAST[k,i,r]$  at all  
4         URLs  $[k,i,r]$  as derived in section 4.3.2.2;
- 5     • all Segments for all Representations in all Periods as announced in an MPD shall at least  
6         be available until the announced segment availability end time  $SAET[k,i,r]$  at all  
7         URLs  $[k,i,r]$  as derived in section 4.3.2.2;
- 8     • for all Media Segments for all Representations in all Periods as announced in an MPD the  
9         Segment in this Period is available prior to the sum of Period start, earliest presentation  
10        time and segment duration, i.e.  $SAST[k,i,r] \leq PSw[i] + SD[k,r,i] + EPT[k,r,i]$ ;
- 11     • if a Media Segments with segment number  $k$  is delivered over a constant bitrate channel  
12         with bitrate equal to value of the @bandwidth attribute then each presentation time  $PT$   
13         is available at the client latest at time with a delay of at most  $PT + MBT$ .

14 **4.3.3.2. Dynamic Service Offering Guidelines**

15 **4.3.3.2.1. Introduction**

16 In order to offer a simple dynamic service for which the following details are known in advance,

- 17     • start at wall-clock time START,  
18     • exact duration of media presentation PDURATION,  
19     • location of the segments for each Representation at "[http://example.com/\\$RepresentationID\\$/\\$Number\\$](http://example.com/$RepresentationID$/$Number$)",

21 a service provider may offer an MPD as follows:

22 **Table 7 – Basic Service Offering**

MPD Information	Value
<b>MPD@type</b>	dynamic
<b>MPD@availabilityStartTime</b>	START
<b>MPD@mediaPresentationDuration</b>	PDURATION
<b>MPD@suggestedPresentationDelay</b>	SPD
<b>MPD@minBufferTime</b>	MBT
<b>MPD@timeShiftBufferDepth</b>	TSB
<b>MPD . BaseURL</b>	" <a href="http://example.com/">http://example.com/</a> "
<b>Period@start</b>	PSTART
<b>Representation@bandwidth</b>	BW
<b>SegmentTemplate@media</b>	"\$RepresentationID\$/\$Number\$"
<b>SegmentTemplate@startNumber</b>	1
<b>SegmentTemplate@duration</b>	SDURATION

23 Note that the setting of capitalized parameters is discussed in section 4.3.3.2.2.

1 According to the work-flow shown in Annex B:

- 2     • the MPD is generated and published prior to time START such that DASH clients may  
3       access it prior to the start of the Media Presentation.  
4     • no redundant tools are considered.  
5     • the encoder and the segmenter generate segments of duration SDURATION and publish  
6       those on the origin server, such that they are available at URL[k] latest at their announced  
7       segment availability start time SAST[k].

8 Based on the details in section 4.3.2.2, the Segment Information is derived as:

- 9     • k1 = 1  
10    • k2 = ceil (PDURATION / SDURATION)  
11    • for k = 1, ..., k2  
12        ◦ SAST[k] = START + PSTART + k \* SDURATION  
13        ◦ SAET[k] = SAST[k] + TSB + SDURATION  
14        ◦ SD[k] = SDURATION  
15        ◦ URL[k] = http://example.com/\$RepresentationID\$/k  
16    • The segment availability times of the Initialization Segment are as follows:  
17        ◦ SAST[0] = START + PSTART  
18        ◦ SAET[0] = SAET[k2]

19 **4.3.3.2.2. Basic Parameter Settings**

20 In the following recommendations are provided for the

- 21     • Time Shift Buffer Depth (TSB):  
22        ◦ If the content should be consumed at the live edge, then the time shift buffer depth  
23        should be set short. However, the TSB should not be smaller than the recommended  
24        value of 4\*SDURATION and 6 seconds in media time in order for the client to do  
25        some prebuffering in more difficult network conditions.  
26        ◦ If no restrictions on the accessibility of the content are provided, then the TSB may  
27        be set to a large value that even exceeds PDURATION.  
28     • Suggested Presentation Delay (SPD)  
29        ◦ If synchronized play-out with other devices adhering to the same rule is desired  
30        and/or the service provider wants to define the typical live edge of the program,  
31        then this value should be provided. The service provider should set the value taking  
32        into account at least the following:  
33            ▪ the desired end-to-end latency  
34            ▪ the typical required buffering in the client, for example based on the net-  
35            work condition  
36            ▪ the segment duration SDURATION  
37            ▪ the time shift buffer depth TSB  
38        ◦ A reasonable value may be 2 to 4 times of the segment duration SDURATION, but  
39        the time should not be smaller than 4 seconds in order for the client to maintain  
40        some buffering.  
41     • Segment Duration (SDURATION)

1       ○ The segment duration typically influences the end-to-end latency, but also the  
2       switching and random access granularity as in DASH-264/AVC each segment  
3       starts with a stream access point which can also be used as a switch point. The  
4       service provider should set the value taking into account at least the following:

- 5              ■ the desired end-to-end latency
- 6              ■ the desired compression efficiency
- 7              ■ the start-up latency
- 8              ■ the desired switching granularity
- 9              ■ the desired amount of HTTP requests per second
- 10             ■ the variability of the expected network conditions

11       ○ Reasonable values for segment durations are between 1 second and 10 seconds.

12       • Minimum Buffer Time (MBT) and bandwidth (BW)

- 13              ○ the value of the minimum buffer time **does not provide any instructions to the**  
14              **client on how long to buffer the media.** This aspect is covered in 4.3.4.4. The  
15              value describes how much buffer a client should have under **ideal** network condi-  
16              tions. As such, MBT is not describing the burstiness or jitter in the network, it is  
17              describing the burstiness or jitter in the **content encoding**. Together with the BW  
18              value, it is a property of the content. Using the "leaky bucket" model, it is the size  
19              of the bucket that makes BW true, given the way the content is encoded.
- 20              ○ The minimum buffer time provides information that for each Stream Access Point  
21              (and in the case of DASH-IF therefore each start of the Media Segment), the prop-  
22              erty of the stream: If the Representation (starting at any segment) is delivered over  
23              a constant bitrate channel with bitrate equal to value of the BW attribute then each  
24              presentation time PT is available at the client latest at time with a delay of at most  
25               $PT + MBT$ .
- 26              ○ In the absence of any other guidance, the MBT **should be set** to the maximum GOP  
27              size (coded video sequence) of the content, which quite often is identical **to the**  
28              **maximum segment duration.** The MBT may be set to a smaller value than maxi-  
29              mum segment duration, but should not be set to a higher value.

30       In a simple and straightforward implementation, a DASH client decides downloading the next  
31       segment based on the following status information:

- 32              • the currently available buffer in the media pipeline, *buffer*
- 33              • the currently estimated download rate, *rate*
- 34              • the value of the attribute @minBufferTime, *MBT*
- 35              • the set of values of the @bandwidth attribute for each Representation *i*, *BW[i]*

36       The task of the client is to select a suitable Representation *i*.

37       The relevant issue is that starting from a SAP on, the DASH client can continue to playout the  
38       data. This means that at the current time it does have *buffer* data in the buffer. Based on this model  
39       the client can download a Representation *i* for which  $BW[i] \leq rate * buffer / MBT$  without emptying  
40       the buffer.

41       Note that in this model, some idealizations typically do not hold in practice, such as constant bitrate  
42       channel, progressive download and playout of Segments, no blocking and congestion of other  
43       HTTP requests, etc. Therefore, a DASH client should use these values with care to compensate

1 such practical circumstances; especially variations in download speed, latency, jitter, scheduling  
2 of requests of media components, as well as to address other practical circumstances.

3 One example is if the DASH client operates on Segment granularity. As in this case, not only parts  
4 of the Segment (i.e., MBT) needs to be downloaded, but the entire Segment, and if the MBT is  
5 smaller than the Segment duration, then rather the segment duration needs to be used instead of  
6 the MBT for the required buffer size and the download scheduling, i.e. download a Representation  
7  $i$  for which  $BW[i] \leq rate * buffer / max\_segment\_duration$ .

8 For low latency cases, the above parameters may be different.

9 **4.3.3.2.3. Example**

10 Assume a simple example according to [Table 10](#).

11 **Table 8 – Basic Service Offering**

<b>MPD Information</b>	<b>Value</b>
<b>MPD@type</b>	dynamic
<b>MPD@availabilityStartTime</b>	START
<b>MPD@mediaPresentationDuration</b>	43sec
<b>MPD@suggestedPresentationDelay</b>	15sec
<b>MPD@minBufferTime</b>	5sec
<b>MPD@timeShiftBufferDepth</b>	25sec
<b>MPD.BaseURL</b>	"http://example.com/"
<b>Period@start</b>	0
<b>SegmentTemplate@media</b>	"\$RepresentationID\$/Number\$"
<b>SegmentTemplate@startNumber</b>	1
<b>SegmentTemplate@duration</b>	5sec

12 Based on the derivation in section 4.3.3.2.1, the following holds:

- 13     •  $k1 = 1, k2 = 9$   
14     • for  $k = 1, \dots, k2$   
15         ○  $SAST[k] = START + k * 5\text{sec}$   
16         ○  $SAET[k] = SAST[k] + 30\text{sec}$   
17         ○  $URL[k] = http://example.com/1/k$   
18     • The segment availability times of the Initialization Segment are as follows:  
19         ○  $SAST[0] = START$   
20         ○  $SAET[0] = START + 75\text{ sec}$

21 [Figure 5](#) shows the availability of segments on the *server* for different times *NOW*. In particular,  
22 before START no segment is available, but the segment URLs are valid. With time *NOW* advancing,  
23 segments get available.



Figure 5 Segment Availability on the Server for different time NOW (blue = valid but not yet available segment, green = available Segment, red = unavailable Segment)

#### 4.3.3.3. Content Offering with Periods

##### 4.3.3.3.1. General

For content offered within a Period, and especially when offered in multiple Periods, then the content provider should offer the content such that actual media presentation time is as close as possible to the actual Period duration. It is recommended that the Period duration is the maximum of the presentation duration of all Representations contained in the Period.

A typical Multi-Period Offering is shown in [Table 9](#). This may for example represent a service offering where main content provided in Period 1 and Period 3 are interrupted by an inserted Period 2.

Table 9 Multi-Period Service Offering

MPD Information	Value
<b>MPD@type</b>	dynamic
<b>MPD@availabilityStartTime</b>	START
<b>MPD@mediaPresentationDuration</b>	PDURATION
<b>MPD@suggestedPresentationDelay</b>	SPD
<b>MPD@minBufferTime</b>	MBT
<b>MPD@timeShiftBufferDepth</b>	TSB
<b>MPD.BaseURL</b>	" <a href="http://example.com/">http://example.com/</a> "
<b>Period@start</b>	PSTART
<b>SegmentTemplate@media</b>	"1/\$RepresentationID\$/Number\$"

<b>SegmentTemplate@startNumber</b>	1
<b>SegmentTemplate@duration</b>	SDURATION1
<b>Period@start</b>	PSTART2
<b>Representation@availabilityTimeOffset</b>	ATO2
<b>SegmentTemplate@media</b>	"2/\$RepresentationID\$/Number\$"
<b>SegmentTemplate@startNumber</b>	1
<b>SegmentTemplate@duration</b>	SDURATION2
<b>Period@start</b>	PSTART3
<b>SegmentTemplate@media</b>	"1/\$RepresentationID\$/Number\$"
<b>SegmentTemplate@startNumber</b>	STARTNUMBER2
<b>SegmentTemplate@duration</b>	SDURATION1
<b>SegmentTemplate@presentationTimeOffset</b>	PTO

- 1 The work flow for such a service offering is expected to be similar to the one in section 4.3.2.2.1.  
 2 Based on the details in section 4.3.2.2, the Segment Information is derived as:

- 3     • Period 1
- 4         ○ PSwc[1] = START + PSTART
- 5         ○ PEwc[1] = START + PSTART2
- 6         ○ k1 = 1
- 7         ○ k2 = ceil((PSTART2-PSTART1)/SDURATION)
- 8         ○ for k = 1, ..., k2
- 9                 ■ SAST[k] = PSwc[1] + k\*SDURATION
- 10                 ■ SAET[k] = SAST[k] + TSB + SDURATION
- 11                 ■ SD[k] = SDURATION
- 12                 ■ URL[k] = http://example.com/1/\$RepresentationID\$/k
- 13         ○ SAST[0] = PSwc[1]
- 14         ○ SAET[0] = SAET[k2]
- 15     • Period 2
- 16         ○ PSwc[2] = START + PSTART2
- 17         ○ PEwc[2] = START + PSTART3
- 18         ○ k1 = 1
- 19         ○ k2 = ceil((PSTART3-PSTART2)/SDURATION2)
- 20         ○ for k = 1, ..., k2
- 21                 ■ SAST[k] = PSwc[2] + k\*SDURATION2
- 22                 ■ ASAST[k] = SAST[k] - ATO2
- 23                 ■ SAET[k] = SAST[k] + TSB + SDURATION2
- 24                 ■ SD[k] = SDURATION2
- 25                 ■ URL[k] = http://example.com/2/\$RepresentationID\$/k
- 26         ○ SAST[0] = PSwc[2]
- 27         ○ SAET[0] = SAET[k2]

- 
- 1     • Period 3  
 2       ○ PSwc[3] = START + PSTART3  
 3       ○ PEwc[3] = START + PDURATION  
 4       ○ k1 = 1  
 5       ○ k2 = ceil( (PDURATION-PSTART3) / SDURATION1 )  
 6       ○ for k = 1, ..., k2  
 7           ■ SAST[k] = PSwc[3] + k\*SDURATION1  
 8           ■ SAET[k] = SAST[k] + TSB + SDURATION1  
 9           ■ SD[k] = SDURATION1  
 10           ■ URL[k] = "http://example.com/1/\$RepresentationIDs/(k+STARTNUMBER2-1)"  
 11  
 12       ○ SAST[0] = PSwc[3]  
 13       ○ SAET[0] = SAET[k2]

14 Note that the number  $k$  describes position in the Period. The actual number used in the segment

15 template increased by the one less than the actual start number.

16 In order to ensure that the attribute **Period@start** can accurately document the duration of the  
 17 previous Period and to avoid that the player may fall into a loop searching for a Segment in the  
 18 wrong Period, it is recommended to accurately document the **Period@start** time. In order to  
 19 fulfill this, it is recommended to use video track time scale to document the exact duration of the  
 20 Period. A media time scale of at most 90 kHz is recommended and may be represented by the  
 21 **xs:duration** type of **Period@start**.

#### 22 4.3.3.3.2. Continuous Period Offering

23 Continuous Period offering as defined in section 3.2.12 may be used. If multiple periods are of-  
 24 fered primarily for robustness or MPD changes, the continuous period should be used by the con-  
 25 tent author to provide seamless experiences for the user. If the condition of continuous timelines  
 26 is not fulfilled, but all other conditions, then period-connectivity may be used as defined in section  
 27 3.2.12.

#### 28 4.3.3.4. Content Offering with Segment Timeline

##### 29 4.3.3.4.1. Basic Operation

30 In order to offer a dynamic service that takes into account

- 31     • variable segment durations
- 32     • gaps in the segment timeline of one Representation,

33 the Segment timeline as defined in ISO/IEC 23009-1, section 5.3.9.6 may be used as an alternative  
 34 to the **@duration** attribute as shown in section 4.3.3.2.

35 **Table 10 – Service Offering with Segment Timeline**

<b>MPD Information</b>	<b>Value</b>
<b>MPD@type</b>	dynamic
<b>MPD@availabilityStartTime</b>	START
<b>MPD@mediaPresentationDuration</b>	PDURATION

<b>MPD@suggestedPresentationDelay</b>	SPD
<b>MPD@minBufferTime</b>	MBT
<b>MPD@timeShiftBufferDepth</b>	TSB
<b>MPD.BaseURL</b>	"http://example.com/"
<b>Period@start</b>	PSTART
<b>SegmentTemplate@media</b>	"\$RepresentationID\$/Number\$"
<b>SegmentTemplate@startNumber</b>	1
<b>SegmentTemplate.SegmentTimeline</b>	t[i], n[i], d[i], r[i]

1 According to the work-flow shown in Annex B:

- 2     • the MPD is generated and published prior to time START such that DASH clients may  
 3       access it prior to the start of the Media Presentation.  
 4     • no redundant tools are considered.  
 5     • the encoder and the segmenter generally should generate segments of constant duration  
 6       SDURATION and publish those on the origin server, such that they are available at URL[k]  
 7       latest at their announced segment availability start time SAST[k]. However, the server may  
 8       offer occasional shorter segments for encoding optimizations, e.g. at scene changes, or  
 9       segment gaps (for details see section 6). If such an irregular segment is published the MPD  
 10      needs to document this by a new **S** element in the segment timeline.

11 If the segment timeline is used and the \$Time\$ template is used, then the times in the MPD shall  
 12 accurately present media internal presentation times.

13 If the segment timeline is and the \$Number\$ template is used, then the MPD times shall at most  
 14 deviate from the earliest presentation time documented in the MPD by 0.5sec.

15 Based on these considerations, it is not feasible to operate with a single MPD if the content is not  
 16 yet known in advance. However, pre-prepared content based on the segment timeline may be of-  
 17 fered in a dynamic fashion. The use of the Segment Timeline is most suitable for the case where  
 18 the MPD can be updated. For details refer to section 4.4.

#### 19     **4.3.3.4.2. Basic Parameter Settings**

20 The parameters for TSB and SPD should be set according to section 4.3.3.2.2. The segment dura-  
 21 tion SDURATION may be set according to section 4.3.3.2.2, but it should be considered that the  
 22 service provider can offer shorter segments occasionally.

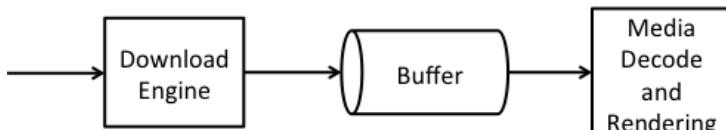
#### 23     **4.3.3.5. Joining Recommendation**

24 By default, an MPD with **MPD@type="dynamic"** suggests that the client would want to join  
 25 the stream at the live edge, therefore to download the latest available segment (or close to, depend-  
 26 ing on the buffering model), and then start playing from that segment onwards.

27 However there are circumstances where a dynamic MPD might be used with content intended for  
 28 playback from the start, or from another position. For example, when a content provider offers  
 29 ‘start again’ functionality for a live program, the intention is to make the content available as an  
 30 on-demand program, but not all the segments will be available immediately.

1 This may be signalled to the DASH client by including an MPD Anchor, with either  
 2   • the `t` parameter, or  
 3   • both the `period` and `t` parameter, in the MPD URL provided to the DASH client, or  
 4   • the `POSIX` parameter, for details refer to Amd.3 of ISO/IEC 23009-1:2014 [4][4].  
 5 The format and behaviour of MPD Anchors is defined in section C.4 of ISO/IEC 23009-1. Specifi-  
 6 cally the `POSIX` parameter is defined in Amd.3 of ISO/IEC 23009-1:2014 [4].  
 7 For example to start from the beginning of the MPD the following would be added to the end of  
 8 the MPD URL provided to the DASH client:  
 9         `#t=0`  
 10 Or to start from somewhere other than the start, in this case 50 minutes from the beginning of the  
 11 period with Period ID “`program_part_2`”:  
 12         `#period=program_part_2&t=50:00`  
 13 Starting from a given UTC time can be achieved using the POSIX clock with `t` parameter. For  
 14 example, starting playback from Wed, 08 Jun 2016 17:29:06 GMT would be expressed as  
 15         `#t=posix:1465406946`  
 16         `#t=posix:now` stands for “live edge”  
 17 Notes:  
 18         • as per section C.4 of ISO/IEC 23009-1 the time indicated using the `t` parameter is as per  
 19             the field definition of the W3C Media Fragments Recommendation v1.0 section 4.2.1.  
 20         • the period ID has to be URL encoded/decoded as necessary and needs to match one of the  
 21             `Period@id` fields in the MPD.  
 22 Where an MPD Anchor is used it should refer to a time for which segments are currently available  
 23 in the MPD.

**4.3.4. Client Operation, Requirements and Guidelines**  
**4.3.4.1. Basic Operation for Single Period**  
 A DASH client is guided by the information provided in the MPD. A simple client model is shown  
 in [Figure 6](#).



**Figure 6 Simple Client Model**

Assume that the client has access to an MPD and the MPD contains the parameters in [Table 6](#), i.e.  
 it consumes a dynamic service with fixed media presentation duration.

- 1 In addition in the following for simplicity it is assumed that the MPD only contains a single Period  
 2 with period start time  $PSwc[i]$  and the MPD-URL does not include any fragment parameters ac-  
 3 cording to section 4.3.3.5.
- 4 The following example client behavior may provide a continuous streaming experience to the user:
- 5   1) The client parses the MPD, selects a collection of Adaptation Sets suitable for its environ-  
 6     ment based on information provided in each of the **AdaptationSet** elements.  
 7   2) Within each Adaptation Set it selects one Representation, typically based on the value of  
 8     the @bandwidth attribute, but also taking into account client decoding and rendering  
 9     capabilities.  
 10   3) The client creates a list of accessible Segments at least for each selected Representation  
 11     taking into account the information in the MPD as documented in [Table 6](#) and the current  
 12     time *JOIN* in the client and in particular the segment closest to the live edge referred to the  
 13     *live edge segment*. For details refer to section 4.3.4.2.  
 14   4) The client downloads the initialization segment of the selected Representations and then  
 15     accesses the content by requesting entire Segments or byte ranges of Segments. Typically  
 16     at any time the client downloads the next segment at the larger of the two: (i) completion  
 17     of download of current segment or (ii) the Segment Availability Start Time of the next  
 18     segment. Note that if the @availabilityTimeOffset is present, then the segments  
 19     may be downloaded earlier, namely at the adjusted segment availability start time. Based  
 20     on the buffer fullness and other criteria, rate adaptation is considered. Typically the first  
 21     media segment that is downloaded is the *live edge segment*, but other decisions may be  
 22     taken in order to minimize start-up latency. For details on initial buffering, refer to section  
 23     4.3.4.4.  
 24   5) According to [Figure 6](#) media is fed into buffer and at some point in time, the decoding and  
 25     rendering of the media is kicked off. The downloading and presentation is done for the  
 26     selected Representation of each selected Adaptation. The synchronization is done using  
 27     the presentation time in the Period as documented in section 4.3.2.9. For synchronized  
 28     playout, the exact presentation times in the media shall be used.  
 29     Once presentation has started, the playout process is continuous. The playout process ex-  
 30     pects media to be present in the buffer continuously. If the **MPD@suggestedPresen-**  
 31     **tationDelay** is present, then this value may be used as the presentation delay *PD*. If  
 32     the **MPD@suggestedPresentationDelay** is not present, but the client is expected  
 33     to consume the service at the live edge, then a suitable presentation delay should be se-  
 34     lected, typically between the value of @minBufferTime and the value of  
 35     @timeShiftBufferDepth. It is recommended that the client starts rendering the first  
 36     sample of the downloaded media segment *k* with earliest presentation time *EPT(k)* at  
 37      $PSwc[i] + (EPT(k) - o[r,i]) + PD$ . For details on selecting and minimizing end-to-end la-  
 38     tency as well as the start-up latency, see section 4.3.4.4.  
 39   6) The client may request Media Segments of the selected Representations by using the gen-  
 40     erated Segment list during the availability time window.

- 
- 1           7) Once the presentation has started, the client continues consuming the media content by  
 2           continuously requesting Media Segments or parts of Media Segments and playing content  
 3           that according to the media presentation timeline. The client may switch Representations  
 4           taking into updated information from its environment, e.g. change of observed throughput.  
 5           In a straight-forward implementation, with any request for a Media Segment starting with  
 6           a stream access point, the client may switch to a different Representation. If switching at  
 7           a stream access point, the client shall switch seamlessly at such a stream access point.  
 8           8) With the wall-clock time *NOW* advancing, the client consumes the available Segments. As  
 9           *NOW* advances the client possibly expands the list of *available* Segments for each Repre-  
 10           sentation in the Period according to the procedures specified in 4.3.4.2.  
 11           9) Once the client is consuming media contained in the Segments towards the end of the  
 12           announced media in the Representation, then either the Media Presentation is terminated,  
 13           a new Period is started (see subsection 4.3.4.3) or the MPD needs to be refetched. For  
 14           details on MPD updates and refetching, please refer to section 4.4.

15          **4.3.4.2. Determining the Segment List**

16          For a single Period content the client determines the available Segment List at time *NOW* according  
 17          to section 4.3.2.2.7 taking into account the simplified offering in [Table 7](#) as

- 18           •  $k_1 = 1$   
 19           •  $k_2 = \text{ceil}(\text{PDURATION}/\text{SDURATION})$   
 20           •  $\text{SAST}[k] = \text{START} + \text{PSTART} + k * \text{SDURATION}$  for  $k = 0, 1, \dots, k_2$   
 21           •  $\text{ASAST}[k] = \text{SAST}[k] - \text{ATO}$   
 22           •  $\text{SAET}[k] = \text{SAST}[k] + \text{TSB} + \text{SDURATION}$  for  $k = 1, \dots, k_2$   
 23           •  $\text{SAET}[0] = \text{SAET}[k_2]$   
 24           •  $\text{SD}[k] = \text{SDURATION}$   
 25           •  $\text{URL}[k] = \text{http://example.com/$RepresentationID$}/k$   
 26           •  $k[NOW] = \text{MIN}(\text{floor}((\text{NOW} - \text{START} - \text{PSTART})/\text{SDURATION}), k_2)$   
 27           •  $k^*[NOW] = \text{MAX}(k_1, \text{floor}((\text{NOW} - \text{START} - \text{PSTART} - \text{TSB})/\text{SDURATION}))$

28          Note that if  $k[NOW]$  is 0, then only the Initialization Segment is available. The live edge segment  
 29          if provided as  $k[NOW]$ . If the `@availabilityTimeOffset` is present, then the segments for  
 30          this Representation may be downloaded from  $\text{ASAST}[k]$  onwards.

31          **4.3.4.3. Multi-Period Content**

32          In an extension to the description in section 4.3.4.1 assume now that the client has access to an  
 33          MPD and the MPD contains content with multiple Periods, for example following the parameters  
 34          in [Table 9](#). The start time of each Period is computed as period start time  $\text{PSwc}[i]$ . and the MPD-  
 35          URL does not include any fragment parameters according to section 4.3.3.5.

36          In an extension of bullet 3 in section 4.3.4.1,

37           the client creates a list of accessible Segments at least for each selected Representation  
 38           taking into account the information in the MPD as documented in [Table 6](#) and the current  
 39           time *NOW* in the client and in particular the segment closest to the live edge referred to the  
 40           *live edge segment*.

1 For this it needs to take into account the latest Period  $i[NOW]$ . The latest Period and the  
2 latest segment are obtained as follows with  $i^*$  the index of the last Period.:  
3

- if  $NOW \leq PSwc[1]$ 
  - no segment is yet available
- else if  $NOW > PSwc[i^*]$ 
  - the last one and the latest segment is available is  $k2[i^*]$
- else if  $NOW > PSwc[i^*] + TSB$ 
  - no segment is available any more
- else if  $PSwc[1] < NOW \leq PEwc[i^*]$ 
  - $i'$  the such that  $PSwc[i'] < NOW \leq PEwc[i']$
  - $k[NOW] = \text{MIN}(\text{fLOOR}((NOW - PEwc[i'] - PSwc[i']) / SDURATION[i']), k2)$
- Note again that if  $k[NOW] = 0$ , then only the Initialization Segment is available. If the Period is not the first one, then the last available Media Segment is the last Media Segment of the previous Period.

16 In an extension of bullet 9 in section 4.3.4.1,

17 the client consumes media in one Period. Once the client is consuming media contained in  
18 the Segments towards the end of the announced media in the Representation, and the Rep-  
19 presentation is contained not in the last Period, then the DASH clients generally needs to  
20 reselect the Adaptation Sets and a Representation in same manner as described in bullet 1  
21 and 2 in section 4.3.4.1. Also steps 3, 4, 5 and 6 need to be carried out at the transition of  
22 a Period. Generally, audio/video switching across period boundaries may not be seamless.  
23 According to ISO/IEC 23009-1, section 7.2.1, at the start of a new Period, the playout  
24 procedure of the media content components may need to be adjusted at the end of the pre-  
25 ceding Period to match the *PeriodStart* time of the new Period as there may be small over-  
26 laps or gaps with the Representation at the end of the preceding Period. Overlaps (respec-  
27 tively gaps) may result from Media Segments with actual presentation duration of the me-  
28 dia stream longer (respectively shorter) than indicated by the Period duration. Also in the  
29 beginning of a Period, if the earliest presentation time of any access unit of a Representa-  
30 tion is not equal to the presentation time offset signalled in the *@presentation-  
31 TimeOffset*, then the playout procedures need to be adjusted accordingly.

32 The client should play the content continuously across Periods, but there may be implica-  
33 tions in terms of implementation to provide fully continuous and seamless playout. It may  
34 be the case that at Period boundaries, the presentation engine needs to be reinitialized, for  
35 example due to changes in formats, codecs or other properties. This may result in a re-  
36 initialization delay. Such a re-initialization delay should be minimized. If the Media  
37 Presentation is of type dynamic, the addition of the re-initialisation delay to the playout  
38 may result in drift between the encoder and the presentation engine. Therefore, the playout  
39 should be adjusted at the end of each Period to provide a continuous presentation without  
40 adding drift between the time documented in the MPD and the actual playout, i.e. the dif-  
41 ference between the actual playout time and the Period start time should remain constant.

1        If the client presents media components of a certain Adaptation Set in one Period, and if  
2        the following Period has assigned an identical Asset Identifier, then the client should iden-  
3        tify an associated Period and, in the absence of other information, continue playing the  
4        content in the associated Adaptation Set.

5        If furthermore the Adaptation Sets are period-continuous, i.e. the presentation times are  
6        continuous and this is signalled in the MPD, then the client shall seamlessly play the con-  
7        tent across the Period boundary under the constraints in section 4.3.3.3.2. The presentation  
8        time offset should be ignored. Most suitably the client may continue playing the Repre-  
9        sentation in the Adaptation Set with the same @id, but there is no guarantee that this Repre-  
10        sentation is available. In this case the client shall seamlessly switch to any other Repre-  
11        sentation in the Adaptation Set.

12        If otherwise the Adaptation Sets are period-connected and this is signaled in the MPD, then  
13        the client should avoid re-initializing media decoders. The client should inform the media  
14        decoder on a timeline discontinuity obeying the value of @presentationTimeOff-  
15        set attribute, but it may continue processing the incoming Segments without re-initializ-  
16        ing the media decoder. The presentation time offset should be used to seamlessly play the  
17        content across the Period boundary under the constraints in section 4.3.3.3.2.

18        **4.3.4.4. Joining, Initial Buffering and Playout Recommendations**

19        **4.3.4.4.1. General**

20        A DASH client should start playout from:

- The time indicated by the MPD Anchor, if one is present
- The live edge, if there is no MPD Anchor and **MPD@type="dynamic"**.

23        **4.3.4.4.2. Joining at the live edge**

24        For joining at the live edge there are basically two high-level strategies:

- Every client participating in the service commits to the same presentation delay (PD) rela-  
tive to the announced segment availability start time at start-up and in continuous presen-  
tation, possibly using one suggested by the Content Provider and then attempts to minimise  
start-up latency and maintain the buffer. The content provider may have provided the  
**MPD@suggestedPresentationDelay** (SPD) or may have provided this value by  
other means outside the DASH formats. The content author should be aware that the client  
may ignore the presence of **MPD@suggestedPresentationDelay** and may choose  
its own suitable playout scheduling.
- The client individually picks the presentation delay (PD) in order to maximize stable qual-  
ity and does this dependent on its access, user preferences and other considerations.

35        In both cases the client needs to decide, which segment to download first and when to schedule  
36        the playout of the segment based on the committed PD.

37        A DASH client would download an available segment and typically render the earliest presentation  
38        time EPT( $k$ ) of the segment at  $PSwC[i] + (EPT(k) - o[r, l]) + PD$ . As PD may be quite large, for  
39        example in order to provision for downloading in varying bitrate conditions, and if a segment is  
40        downloaded that was just made available it may result in larger start up delay.

1 Therefore, a couple of strategies may be considered as a tradeoff of for start-up delay, presentation  
2 delay and sufficient buffer at the beginning of the service, when joining at the live edge:

- 3 1. The client downloads the next available segment and schedules playout with delay  $PD$ .  
4 This maximizes the initial buffer prior to playout, but typically results in undesired long  
5 start-up delay.
- 6 2. The client downloads the latest available segment and schedules playout with delay  $PD$ .  
7 This provides large initial buffer prior to playout, but typically results in undesired long  
8 start-up delay.
- 9 3. The client downloads the earliest available segment that can be downloaded to schedules  
10 playout with delay  $PD$ . This provides a smaller initial prior to playout, but results in rea-  
11 sonable start-up delay. The buffer may be filled gradually by downloading later segments  
12 faster than their media playout rate, i.e. by initially choosing Representations that have  
13 lower bitrate than the access bandwidth.

14 In advanced strategies the client may apply also one or more of the following:

- 15 1. Actual rendering may start not with the sample of the earliest presentation time, but the  
16 one that matches as closely as possible  $PSw[i] + (PT - o[r,i]) + PD$  equal to  $NOW$ .
- 17 2. The client may start rendering even if only a segment is downloaded partially.

18 Also if the `@availabilityTimeOffset` is present and the segment has an adjusted segment  
19 availability start time, then the segments may be downloaded earlier.

#### 20 4.3.4.5. Requirements and Recommendations

21 In summary, a client that access a dynamic MPD shall at least obey the following rules:

- 22 • The client shall be able to consume single Period and multi-Period content
- 23 • If multi-period content is offered in a seamless manner, the client shall play seamlessly  
24 across Period boundaries.

#### 25 4.3.5. Additional DVB-DASH alignment aspects

26 For alignment with DVB-DASH [42], the following should be considered:

- 27 • Reasonable requirements on players around responding to response codes are provided in  
28 DVB DASH in section 10.8.6.
- 29 • Further guidelines on live edge aspects are provided in DVB DASH section 10.9.2.

30 DVB DASH also provides recommendations in order to apply weights and priorities to different  
31 networks in a multi Base URL offering in section 10.8.2.1.

#### 32 4.3.6. Considerations on live edge

33 Detecting the live edge segment in DASH as well as providing a sanity check for the MPD author  
34 on the correctness of the offering may be achieved for example by the following means:

- 35 • If the MPD contains a `@publishTime` attribute with value `PUBT`, then at the publication  
36 of the MPD all Segments according to the computation in section 4.3.4.2 and 4.3.4.3 with  
37  $NOW$  set to `PUBT` shall be available.

- 
- 1     • If the MPD contains a `@publishTime` attribute with value `PUBT` and a Representation  
2       contains a Segment timeline with the `@r` attributed of the last `s` element being non-nega-  
3       tive, then the last Segment describe in this Segment timeline shall have a Segment availa-  
4       bility start time smaller than `PUBT` and the sum of the segment duration and the segment  
5       availability start time shall be larger than `PUBT`.

6     A DASH client should avoid being too aggressive in requesting segments exactly at the computed  
7       segment availability start time, especially if it is uncertain to be fully synchronized with the server.  
8     If the DASH client observes issues, such as 404 responses, it should back up slightly in the re-  
9       quests.

10    In addition, for a content authoring to avoid too aggressive requests and possible 404 responses,  
11       the content author may schedule the segment availability start time in the MPD with a small safety  
12       delay compared to the actual publish time. This also provides the content author a certain amount  
13       of flexibility in the publishing of Segments. However, note that such safety margins may lead to  
14       slightly increased end-to-end latencies, so it is a balance to be taken into account.

## 15    **4.4. Simple Live Service Offering including MPD Updates**

### 16    **4.4.1. Background and Assumptions**

17    If many cases, the service provider cannot predict that an MPD that is once offered, may be used  
18       for the entire Media Presentations. Examples for such MPD changes are:

- 19     • The duration of the Media Presentation is unknown  
20     • The Media Presentation may be interrupted for advertisements which requires proper splic-  
21       ing of data, for example by adding a Period  
22     • Operational issues require changes, for example the addition of removal of Representations  
23       or Adaptation Sets.  
24     • Operational problems in the backend, for example as discussed in section 4.8.  
25     • Changes of segment durations, etc.

26    In this case the MPD typically only can describe a limited time into the future. Once the MPD  
27       expires, the service provider expects the client to recheck and get an updated MPD in order to  
28       continue the Media Presentation.

29    The main tool in MPEG-DASH is Media Presentation Description update feature as described in  
30       section 5.4 of ISO/IEC 23009-1. The MPD is updated at the server and the client is expected to  
31       obtain the new MPD information once the determined Segment List gets to an end.

32    If the MPD contains the attribute `MPD@minimumUpdatePeriod`, then the MPD in hand will  
33       be updated.

34    According to the clustering in section 4.2, we distinguish two different types of live service offer-  
35       ings:

- 36     • MPD controlled live service offering: In this case the DASH client typically frequently  
37       polls the MPD update server whether an MPD update is available or the existing MPD can  
38       still be used. The update frequency is controlled by MPD based on the attribute `MPD@min-`  
39       `imumUpdatePeriod`. Such a service offering along with the client procedures is shown  
40       in section 4.4.2.

- MPD and segment controlled offerings. In this case the DASH client needs to parse segments in order to identify MPD validity expirations and updates on the MPD update server. MPD expiry events as described in section 5.10 of ISO/IEC 23009-1 "are pushed" to the DASH client as parts of downloaded media segments. This offering along with the client procedures is shown in section 4.5.

This section describes the first type of offering. In section 4.5 the MPD and segment controlled offerings are described. Under certain circumstances a service offering may be provided to both types of clients. An overview how such a service offering may be generated is shown in Annex A.

#### 4.4.2. Preliminaries

#### **4.4.2.1. MPD Information**

As the MPD is typically updated over time on the server, the MPD that is accessed when joining the service as well as the changes of the MPD are referred to as MPD instances in the following.

This expresses that for the same service, different MPDs exist depending on the time when the service is consumed.

Assume that an MPD instance is present on the DASH server at a specific wall-clock time *NOW*. For an MPD-based Live Service Offering, the MPD instance may among others contain information as available in [Table 11](#). Information included there may be used to compute a list of announced Segments, Segment Availability Times and URLs.

**Table 11 – Information related to Live Service Offering with MPD-controlled MPD Updates**

MPD Information	Status	Comment
<b>MPD@type</b>	mandatory, set to "dynamic"	the type of the Media Presentation is dynamic, i.e. Segments get available over time.
<b>MPD@availabilityStartTime</b>	mandatory	the start time is the anchor for the MPD in wall-clock time. The value is denoted as AST.
<b>MPD@minimumUpdatePeriod</b>	mandatory	this field is mandatory except for the case where the <b>MPD@mediaPresentationDuration</b> is present. However, such an MPD falls then in an instance as documented in section 4.3.
<b>Period@start</b>	mandatory	the start time of the Period relative to the MPD availability start time. The value is denoted as PS.
<b>SegmentTemplate@media</b>	mandatory	the template for the Media Segment

<b>SegmentTemplate@startNumber</b>	optional default	the number of the first segment in the Period. The value is denoted as <i>SSN</i> .
<b>SegmentTemplate@duration</b>		the duration of each Segment in units of a time. The value divided by the value of <b>@timescale</b> is denoted as <i>MD[k]</i> with $k=1, 2, \dots$ . The segment timeline may contain some gaps.
<b>SegmentTemplate.SegmentTimeline</b>	exactly one of <b>SegmentTemplate@duration</b> or <b>SegmentTemplate.SegmentTimeline</b> must be present	

#### **1      4.4.2.2.      Segment Information Derivation**

2 Based on an MPD instance including information as documented in [Table 11](#) and available at time  
3 *NOW* on the server, a DASH client may derive the information of the list of Segments for each  
4 Representation in each Period.

If the Period is the last one in the MPD and the **MPD@minimumUpdatePeriod** is present, then the time  $PEwc[i]$  is obtained as the sum of *NOW* and the value of **MPD@minimumUpdatePeriod**.

8 Note that with the MPD present on the server and *NOW* progressing, the Period end time is ex-  
9 tended. This issue is the only change compared to the segment information generation in section  
10 4.3.2.2.

### 11    4.4.2.3.    Some Special Cases

12 If the **MPD@minimumUpdatePeriod** is set to 0, then the MPD documents all available seg-  
13 ments on the server. In this case the @r count may be set accurately as the server knows all avail-  
14 able information.

#### **15    4.4.3.    Service Offering Requirements and Guidelines**

#### 16 4.4.3.1 General

17 The same service requirements as in section 4.3.3.1 hold for any time *NOW* the MPD is present  
18 on the server with the interpretation that the Period end time *Pewc[i]* of the last Period is obtained  
19 as the sum of *NOW* and the value of **MPD@minimumUpdatePeriod**.

20 In order to offer a simple live service with unknown presentation end time, but only a single Period  
21 and the following details are known in advance,

- start at wall-clock time START,
  - location of the segments for each Representation at "[http://example.com/\\$RepresentationIDs/\\$NumberS](http://example.com/$RepresentationIDs/$NumberS)".

<sup>25</sup> a service provider may offer an MPD with values according to Table 12.

**Table 12 – Basic Service Offering with MPD Updates**

MPD Information	Value
<b>MPD@type</b>	dynamic

<b>MPD@availabilityStartTime</b>	START
<b>MPD@publishTime</b>	PUBTIME1
<b>MPD@minimumUpdatePeriod</b>	MUP
<b>MPD.BaseURL</b>	"http://example.com/"
<b>Period@start</b>	PSTART
<b>SegmentTemplate@media</b>	"\$RepresentationID\$/Number\$"
<b>SegmentTemplate@startNumber</b>	1
<b>SegmentTemplate@duration</b>	SDURATION

- 1 According to the work-flow shown in Annex B,
- 2     • the MPD is generated and published prior to time START such that DASH clients may  
 3       access it prior to the start of the Media Presentation. The MPD gets assigned a publish time  
 4       PUBTIME1, typically a value that is prior to START + PSTART  
 5     • no redundant tools are considered.  
 6     • the encoder and the segmenter generate segments of duration SDURATION and publish  
 7       those on the origin server, such that they are available at URL[k] latest at their announced  
 8       segment availability start time SAST[k].
- 9 Based on the details in section 4.3.2.2 and 4.4.2.2, the Segment Information can be derived at each  
 10 time NOW by determining the end time of the Period  $PE_{wc}[1] = NOW + MUP$ .
- 11 The service provider may leave the MPD unchanged on the server. If this is the case the Media  
 12 Presentation may be terminated with an updated MPD that
- 13     • adds the attribute **MPD@mediaPresentationDuration** with value PDURATION  
 14     • removes the attribute **MPD@minimumUpdatePeriod**  
 15     • changes the **MPD@publishTime** attribute to PUBTIME2
- 16 The MPD must be published latest at the end of the Media Presentation minus the value of MUP,  
 17 i.e.  $PUBTIME2 \leq START + PSTART + PDURATION - MUP$ . [For details to convert such a terminated live service into an on-demand service, refer to clause 4.6.](#)
- 19 The minimum update period may also be changed during an ongoing Media Presentation. Note  
 20 that as with any other change to the MPD, this will only be effective with a delay in media time of  
 21 the value of the previous MUP.
- 22 The principles in this document also holds for multi-period content, for which an MPD update may  
 23 add a new Period. In the same way as for signalling the end of the Media Presentation, the publish  
 24 time of the updated MPD with the new period needs to be done latest at the start of the new Period  
 25 minus the value of the **MPD@minimumUpdatePeriod** attribute of the previous MPD.
- 26 Track fragment decode times should not roll over and should not exceed  $2^{53}$  (due to observed  
 27 limitations in ECMAScript). Two options may be considered:
- 28     • the timescale value should be selected that the above mentioned issues are avoided. 32 bit  
 29       timescales are preferable for installed-base of browsers.

- 1     • if large track timescale values are required and/or long-lasting live sessions are setup, this  
2       likely requires the use of 64 bit values. Content authors should use 64 bit values for track  
3       fragment decode times in these cases, but should not exceed to  $2^{53}$  to avoid truncation  
4       issues.

5     **4.4.3.2. Setting the Minimum Update Period Value**

6     Setting the value of the minimum update period primarily affects two main service provider aspects: A short minimum update period results in the ability to change and announce new content  
7       in the MPD on shorter notice. However, by offering the MPD with a small minimum update period,  
8       the client requests an update of the MPD more frequently, potentially resulting in increased uplink  
9       and downlink traffic.

10    A special value for the minimum update period is 0. In this case, the end time of the period is the  
11      current time *NOW*. This implies that all segments that are announced in the MPD are actually  
12      available at any point in time. This also allows changing the service provider to offer changes in  
13      the MPD that are instantaneous on the media timeline, as the client, prior for asking for a new  
14      segment, has to revalidate the MPD.

15    **4.4.3.3. Permitted Updates in an MPD**

16    According to section clause 5.4 of ISO/IEC 23009-1, when the MPD is updated

- 17     • the value of **MPD@id**, if present, shall be the same in the original and the updated MPD;  
18     • the values of any **Period@id** attributes shall be the same in the original and the updated  
19       MPD, unless the containing **Period** element has been removed;  
20     • the values of any **AdaptationSet@id** attributes shall be the same in the original and  
21       the updated MPD unless the containing **Period** element has been removed;  
22     • any Representation with the same @id and within the same Period as a Representation  
23       appearing in the previous MPD shall provide functionally equivalent attributes and ele-  
24       ments, and shall provide functionally identical Segments with the same indices in the cor-  
25       responding Representation in the new MPD.

26    In addition, updates in the MPD only extend the timeline. This means that information provided  
27      in a previous version of the MPD shall not be invalidated in an updated MPD. For failover cases,  
28      refer to section 4.8.

29    In order to make the MPD joining friendly and to remove data that is available in the past, any  
30      segments that have fallen out of the time shift buffer may no longer be announced in the MPD. In  
31      this case, the Period start may be moved by changing one or both, **MPD@availabilityStartTime** and  
32      **Period@start**. However, this requires that the **@startNumber**, **@presenta-**  
33      **tionTimeOffset** and **S** values need to be updated such that the Segment Information accord-  
34      ing to section 4.3.2.2.6 is not modified over an MPD update.

35    **MPD@availabilityStartTime** and **Period@start** shall not be changed over MPD up-  
36      dates.

37    If Representations and Adaptations Sets are added or removed or the location of the Segments is  
38      changed, it is recommended to update the MPD and provide Adaptation Sets in a period-continu-  
39      ous manner as defined in section clause 4.3.3.3.2.

40    **Formatted:** Font: Times New Roman

1 DASH clients operating in real-time playout are expected to use the **Period@id** for consistency  
2 across MPD updates in order to find the respective playing Period.

3 **4.4.3.4. Usage of Segment Timeline**

4 If the Segment Timeline is used and @minimumUpdatePeriod greater than 0, then

- 5     • the operation as described in section 4.3.3.4 applies, and for all Representations that use  
6       the Segment Timeline:  
7           ○ the @r value of the last **S** element of the last regular Period shall be a negative  
8            value,  
9           ○ only \$Number\$ template shall be used,  
10     • an MPD may be published for which the additional **S** elements are added at the end. An  
11       addition of such **S** element shall be such that clients that have not updated the MPD can  
12       still generate the Segment Information based on the previous MPD up to the Period end  
13       time. Note that this may lead that such clients have a different segment availability time,  
14       but the availability time may be corrected once the MPD is updated.

15 An example for such an offering is shown in [Table 13](#) where the RVALUE needs to be increased  
16 by 1 for each newly published segment.

17 **Table 13 – Service Offering with Segment Timeline and MUP greater than 0**

MPD Information	Value
<b>MPD@type</b>	dynamic
<b>MPD@availabilityStartTime</b>	START
<b>MPD@publishTime</b>	PUBTIME1
<b>MPD@minimumUpdatePeriod</b>	MUP > 0
<b>MPD.BaseURL</b>	"http://example.com/"
<b>Period@start</b>	PSTART
<b>SegmentTemplate@media</b>	"\$RepresentationID\$/\${Time}\$"
<b>SegmentTemplate@d</b>	SDURATION
<b>SegmentTemplate.SegmentTimeline.S@r</b>	-1

18 **4.4.3.5. Last Segment Message**

19 The content author may signal the last segment of a Representation by using the **lmsg** brand in  
20 the segment. If **lmsg** is signaled in the Representation, the @segmentProfiles attribute for  
21 this Representation should signal the '**lmsg**' brand for this Representation. If the @segmentPro-  
22 files includes the '**lmsg**' brand for a Representation, then the '**lmsg**' brand shall be included  
23 for the last segment of the Representation in a Period.

24 For non-live MPDs, i.e. @minimumUpdatePeriod not present, and if the **lmsg** is signaled in  
25 the MPD, the DASH client should search for the **lmsg** brand at at least the last two Segments of  
26 a Period, and not request Segments that are later than the one for which the **lmsg** brand was  
27 provided. The player may also parse every Segment for lmsg.

1 For live MPDs, i.e. @minimumUpdatePeriod is present, if the @segmentProfiles contains the 'lmsg' brand for a certain Representation, then the 'lmsg' brand for signaling the last segment shall be applied for any content with **MPD**@minimumUpdatePeriod present and the **MPD**@type="dynamic".

5 DASH clients operating based on such an MPD and consuming the service at the live edge typically need to request a new MPD prior to downloading a new segment. However, in order to minimise MPD requests and resulting traffic load, the client may use one or more of the following optimisations:

- 9 • If the client fetches the MPD using HTTP, the client should use conditional GET methods  
10 as specified in RFC 7232 [23] to reduce unnecessary network usage in the downlink.
- 11 • If the @segmentProfiles contains the 'lmsg' brand clients may also rely on the  
12 'lmsg' message and request a new MPD only in case a segment is received with an  
13 'lmsg' brand. Otherwise the client may use template constructions to continue determining  
14 the URL and the segment availability start time of segments.

15 If the attribute **MPD**@minimumUpdatePeriod is set to a value greater than 0 then all Segments  
16 with availability start time less than the sum of the request time and the value of the **MPD**@mini-  
17 mumUpdatePeriod will eventually get available at the advertised position at their computed  
18 segment availability start time. Note that by providing a **MPD**@minimumUpdatePeriod is set  
19 to a value greater than 0, DASH servers reduce the polling frequency of clients, but at the same  
20 time cannot expect that clients will request an updated MPD to be informed on changes in the  
21 segment URL constructions, e.g. at the start of a new Period.

#### 22 **4.4.3.6. Signalling the last segment number in Period**

23 As indicated in clause 4.3.2.2, the content provider may not offer the last segment that is signaled  
24 in the MPD. If this is the case, the content provider should signal that the last segment is not the  
25 one indicated in the MPD.

26 At least the following three options may be considered:

- 27 - Use the lmsg signalling as defined in clause 4.4.3.5.
- 28 - Use the Segment Timeline with @r value greater or equal to 0.

29 Add a Supplemental Descriptor with @schemeIdUri set to [http://dashif.org/guide-](http://dashif.org/guide-lines/last-segment-number)  
30 [lines/last-segment-number](http://dashif.org/guide-lines/last-segment-number) with the @value set to the last segment number.

31

#### 32 **4.4.4. MPD-based Live Client Operation based on MPD**

33 In an extension to the description in section 4.3.4.1 and section 4.3.4.3, the client now has access  
34 to an MPD and the MPD contains the **MPD**@minimumUpdatePeriod, for example following  
35 the parameters in [Table 12](#). The start time of each Period is computed as period start time  $PSw[i]$   
36 and the MPD-URL does not include any fragment parameters according to section 4.3.3.5.

37 The client fetches an MPD with parameters in [Table 11](#) access to the MPD at time FetchTime,  
38 at its initial location if no **MPD.Location** element is present, or at a location specified in any  
39 present **MPD.Location** element. FetchTime is defined as the time at which the server pro-  
40 cesses the request for the MPD from the client. The client typically should not use the time at  
41 which it actually successfully received the MPD, but should take into account delay due to MPD

1 delivery and processing. The fetch is considered successful either if the client obtains an updated  
2 MPD or the client verifies that the MPD has not been updated since the previous fetching.

3 If the client fetches the MPD using HTTP, the client should use conditional GET methods as specified  
4 in RFC 7232 [23] to reduce unnecessary network usage in the downlink.

5 In an extension of bullet 3 in section 4.3.4.1 and section 4.3.4.3

6 the client creates a list of accessible Segments at least for each selected Representation  
7 taking into account the information in the MPD as documented in [Table 11](#) and the current  
8 time *NOW* by using the Period end time of the last Period as *FetchTime* + MUP.

9 In an extension of bullet 9 in section 4.3.4.1 and section 4.3.4.3,

10 the client consumes media in last announced Period. Once the client is consuming media  
11 contained in the Segments towards the end of the announced Period, i.e. requesting segments  
12 with segment availability start time close to the validity time of the MPD defined as  
13 *FetchTime* + MUP, then the DASH client needs to fetch an MPD at its initial  
14 location if no **MPD.Location** element is present, or at a location specified in any present  
15 **MPD.Location** element.

16 If the client fetches the updated MPD using HTTP, the client should use conditional GET  
17 methods as specified in in RFC 7232 [23] to reduce unnecessary network usage in the  
18 downlink.

19 The client parses the MPD and generates a new segment list based on the new *FetchTime*  
20 and MUP of the updated MPD. The client searches for the currently consumed Adaptation  
21 Sets and Representations and continues the process of downloading segments based on the  
22 updated Segment List.

## 23 **4.5. MPD and Segment-based Live Service Offering**

### 24 **4.5.1. Preliminaries**

#### 25 **4.5.1.1. MPD Information**

26 In order to offer a service that relies on both, information in the MPD and in Segments, the Service  
27 Provider may announce that Segments contains inband information. An MPD as shown in Table  
28 9 provides the relevant information. In contrast to the offering in Table 6, the following information is different:

- 30 • The **MPD@minimumUpdatePeriod** is present but is recommended to be set to 0 in order  
31 to announce instantaneous segment updates.
- 32 • The **MPD@publishTime** is present in order to identify different versions of MPD instances.
- 33 • all Representations of all audio Adaptation Sets or if audio is not present, of all video Adaptation Sets, shall contain an **InbandEventStream** element with @scheme\_id\_uri  
34 = "urn:mpeg:dash:event:2012" and @value either set to 1 or set to 3. The **In-**  
35 **bandEventStream** element with @scheme\_id\_uri =  
36 "urn:mpeg:dash:event:2012" and @value either set to 1 or set to 3 may be pre-  
37 sent in all Representations of all Adaptation Sets.
- 38
- 39

- 1     • **InbandEventStream** element with @scheme\_id\_uri =  
 2       "urn:mpeg:dash:event:2012" and @value either set to 1 or set to 3 shall only be  
 3       signaled on Adaptation Set level.

4     The information included there may be used to compute a list of announced Segments, Segment  
 5       Availability Times and URLs.

6              **Table 14 – Service Offering with MPD and Segment-based Live Services**

<b>MPD Information</b>	<b>Status</b>	<b>Comment</b>
<b>MPD@type</b>	mandatory, set to "dynamic"	the type of the Media Presentation is dynamic, i.e. Segments get available over time.
<b>MPD@publishTime</b>	mandatory	specifies the wall-clock time when the MPD was generated and published at the origin server. MPDs with a later value of @publishTime shall be an update as defined in 5.4 to MPDs with earlier @publishTime.
<b>MPD@availabilityStartTime</b>	mandatory	the start time is the anchor for the MPD in wall-clock time. The value is denoted as <i>AST</i> .
<b>MPD@minimumUpdatePeriod</b>	mandatory	recommended/mandate to be set to 0 to indicate that frequent DASH events may occur
<b>Period@start</b>	mandatory	the start time of the Period relative to the MPD availability start time. The value is denoted as <i>PS</i> .
<b>AdaptationSet.InbandEvent-Stream</b>	mandatory	if the @schemeIdUri is urn:mpeg:dash:event:2014 and the @value is 1, 2 or 3, then this described an Event Stream that supports extending the validity of the MPD.
<b>SegmentTemplate@media</b>	mandatory	the template for the Media Segment

<b>SegmentTemplate@startNumber</b>	optional default	The number of the first segment in the Period. The value is denoted as <i>SSN</i> .
<b>SegmentTemplate@duration</b>	exactly one of <b>SegmentTemplate@duration</b> or <b>SegmentTemplate.SegmentTimeline</b>	the duration of each Segment in units of a time. The value divided by the value of @timescale is denoted as <i>MD[k]</i> with k=1, 2, ... The segment timeline may contain some gaps.

1    **4.5.1.2. Segment Information Derivation**

2    Based on an MPD instance including information as documented in [Table 11](#) and available at time  
 3    *NOW* on the server, a DASH client may derive the information of the list of Segments for each  
 4    Representation in each Period.  
 5    If the Period is the last one in the MPD and the **MPD@minimumUpdatePeriod** is present, then  
 6    the time *PEwc[i]* is obtained as the sum of *NOW* and the value of **MPD@minimumUpdate-**  
 7    **Period**.

8    Note that with the MPD present on the server and *NOW* progressing, the Period end time is ex-  
 9    tended. This issue is the only change compared to the segment information generation in section  
 10   4.3.2.2.

11   If the **MPD@minimumUpdatePeriod** is set to 0, then the MPD documents all available seg-  
 12   ments on the server. In this case the @r count may be set accurately as the server knows all avail-  
 13   able information.

14   **4.5.2. Service Offering Requirements and Guidelines**

15   **4.5.2.1. Background**

16   In section 5.10 of ISO/IEC 23009-1, section 5.10, DASH events are defined. For service offerings  
 17   based on the MPD and segment controlled services, the DASH events specified in section 5.10.4  
 18   may be used. Background is provided in the following.

19   DASH specific events that are of relevance for the DASH client are signalled in the MPD. The  
 20   URN "urn:mpeg:dash:event:2012" is defined to identify the event scheme defined in Ta-  
 21   ble 10.

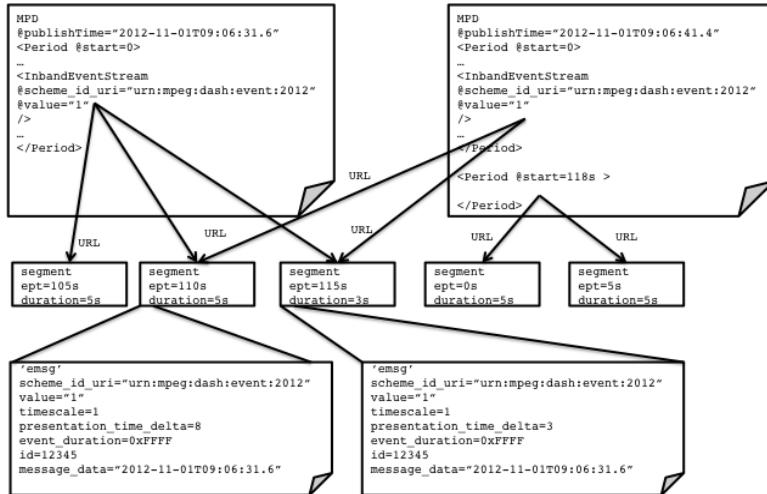
1 **Table 15** `InbandEventStream@value` attribute for scheme with a value "urn:mpeg:dash:event:2012"

<code>@value</code>	<b>Description</b>
1	indicates that MPD validity expiration events as defined in 5.10.4.2 are signalled in the Representation. MPD validity expiration is signalled in the event stream as defined in 5.10.4.2 at least in the last segment with earliest presentation time smaller than the event time.
2	indicates that MPD validity expiration events as defined in 5.10.4.3 are signalled in the Representation. MPD validity expiration is signalled in the event stream as defined in 5.10.4.2 at least in the last segment with earliest presentation time smaller than the event time. In addition the message includes an MPD Patch as defined in 5.10.4.3 in the <b>message_data</b> field.
3	indicates that MPD validity expiration events as defined in 5.10.4.3 are signalled in the Representation. MPD validity expiration is signalled in the event stream as defined in 5.10.4.2 at least in the last segment with earliest presentation time smaller than the event time. In addition the message includes a full MPD as defined in 5.10.4.4 in the <b>message_data</b> field.

2 Note: DVB DASH specification [42] does not include the value 3.

3 MPD validity expiration events provide the ability to signal to the client that the MPD with a  
4 specific publish time can only be used up to a certain media presentation time.

5 Figure 4 shows an example for MPD validity expiration method. An MPD signals the presence of  
6 the scheme in one or several Representations. Once a new MPD gets available, that adds new  
7 information not present in the MPD with `@publishTime="2012-11-01T09:06:31.6"`,  
8 the expiration time of the current MPD is added to the segment by using the emsg box. The infor-  
9 mation may be present in multiple segments.



**Figure 4 Example for MPD validity expiration to signal new Period**

If the `scheme_id_uri` is set to "urn:mpeg:dash:event:2012" and the `value` is set to 1, then the fields in the event message box document the following:

- the `message_data` field contains the publish time of an MPD, i.e. the value of the `MPD@publishTime`.
- The media presentation time beyond the event time (indicated time by `presentation_time_delta`) is correctly described only by MPDs with publish time greater than indicated value in the `message_data` field.
- the event duration expresses the remaining duration of Media Presentation from the event time. If the event duration is 0, Media Presentation ends at the event time. If 0xFFFF, the media presentation duration is unknown. In the case in which both `presentation_time_delta` and `event_duration` are zero, then the Media Presentation is ended.

This implies that clients attempting to process the Media Presentation at the event time or later are expected to operate on an MPD with a publish time that is later than the indicated publish time in this box.

Note that event boxes in different segments may have identical `id` fields, but different values for `presentation_time_delta` if the earliest presentation time is different across segments.

#### 4.5.2.2. Service Offering

A typical service offering with an Inband event stream is provided in Table 11. In this case the MPD contains information that one or multiple or all Representations contain information that the Representation contains an event message box flow in order to signal MPD validity expirations.

The `MPD@publishTime` shall be present.

1

**Table 16 – Basic Service Offering with Inband Events**

<b>MPD Information</b>	<b>Value</b>
<b>MPD@type</b>	dynamic
<b>MPD@availabilityStartTime</b>	START
<b>MPD@publishTime</b>	PUBTIME1
<b>MPD@minimumUpdatePeriod</b>	MUP
<b>MPD .BaseURL</b>	"http://example.com/"
<b>Period@start</b>	PSTART
<b>InbandEventStream@scheme_id_URI</b>	urn:mpeg:dash:event:2012
<b>InbandEventStream@value</b>	1 or 3
<b>SegmentTemplate@duration</b>	SDURATION

2 For a service offering based on MPD and segment-based controls, the DASH events shall be used  
 3 to signal MPD validity expirations.

4 In this case the following shall apply:

- 5 • at least all Representations of all audio Adaptation Sets shall contain an **InbandEvent-**  
**Stream** element with **scheme\_id\_uri** = "urn:mpeg:dash:event:2014" and  
 6 **@value** either set to 1 or set to 3.  
 7
- 8 • for each newly published MPD, that includes changes that are not restricted to any of the  
 9 following (e.g. a new Period):
  - 10     ○ The value of the **MPD@minimumUpdatePeriod** is changed,
  - 11     ○ The value of a **SegmentTimeline .S@r** has changed,
  - 12     ○ A new **SegmentTimeline .S** element is added
  - 13     ○ Changes that do not modify the semantics of the MPD, e.g. data falling out of the  
 14 timeshift buffer can be removed, changes to service offerings that do not affect the  
 15 client, etc.

16 the following shall be done

- 17     • a new MPD shall be published with a new publish time **MPD@publishTime**
- 18     • an 'emsg' box shall be added to each segment of each Representation that con-  
 19 tains an **InbandEventStream** element with
  - 20         ○ **scheme\_id\_uri** = "urn:mpeg:dash:event:2012"
  - 21         ○ **@value** either set to 1 or set to 3
  - 22         ○ If **@value** set to 1 or 3
    - 23             ▪ the value of the **MPD@publishTime** of the previous MPD as the  
 24 **message\_data**

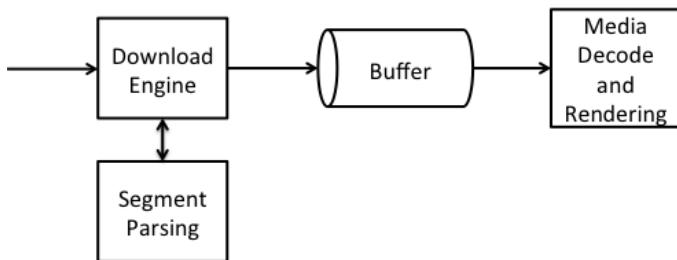
25 In addition, the following recommendations should be taken into account: All Representations of  
 26 at least one media type/group contain an **InbandEventStream** element with  
 27 **scheme\_id\_uri** = "urn:mpeg:dash:event:2012" and **@value** either set to 1 or set  
 28 to 3.

### **4.5.3. Client Requirements and Guidelines**

### 2 4.5.3.1. Introduction

3 A DASH client is guided by the information provided in the MPD. An advanced client model is  
4 shown in [Figure 7](#). In contrast to the client in section 4.4.3.5, the advanced client requires parsing  
5 of segments in order to determine the following information:

- to expand the Segment List, i.e. to generate the Segment Availability Start Time as well as the URL of the next Segment by parsing the Segment Index.
  - to update the MPD based on Inband Event Messages using the 'emsg' box with scheme\_id\_uri="urn:mpeg:dash:event:2012" and @value either set to 1 or set to 3.



**Figure 7 Advanced Client Model**

13 Assumes that the client has access to an MPD and the MPD contains the mandatory parameters in  
14 Table 9, i.e., it contains the following information:

- **MPD**@minimumUpdatePeriod is set to 0
  - **MPD**@publishTime is included and the value is set to PUBTIME
  - At least one Representation is present that contains an **InbandEventStream** element with scheme\_id\_uri="urn:mpeg:dash:event:2012" and @value either set to 1 or set to 3.
  - Either the @duration or **SegmentTimeline** for the Representation is present.

21 In an extension of bullet 7, 8 and 9 in section 4.3.4.1 and section 4.3.4.3, the following example  
22 client behaviour may provide a continuous streaming experience to the user as documented in the  
23 following.

### 24 4.5.3.2. MPD Validity expiration and Updates

The DASH client shall download at least one Representation that contains **InbandEvent-Stream** element with `scheme_id_uri = "urn:mpeg:dash:event:2012"` and `@value` either set to 1 or set to 3. It shall parse the segment at least up to the first 'moof' box. The DASH client shall parse the segment information and extract the following values:

28 The DASH client shall parse the segment information and extract the following values:

- ept the earliest presentation time of the media segment
  - dur the media presentation duration of the media segment

1 If an 'emsg' is detected `scheme_id_uri = "urn:mpeg:dash:event:2012"` and  
2 @value either set to 1 or set to 3, the DASH client shall parse the segment information and extract  
3 the following values:

- 4     • `emsg.publish_time` the publish time documented in the message data of the emsg,  
5       either directly or from the patch.  
6     • `emsg.ptd` the presentation time delta as documented in the emsg.  
7     • `emsg.ed` the event duration as documented in the emsg

8 After parsing, the Segment is typically forwarded to the media pipeline if it also used for rendering,  
9 but it may either be dumped (if the Representation is only used to access the DASH event, such as  
10 muted audio).

11 If no 'emsg' validity expiration event is included, then

- 12     • the current MPD can at least be used up to a media presentation time `ept + dur`

13 else if an 'emsg' validity expiration event is included, then

- 14     • the MPD with publish time equal to `emsg.publish_time` can only be used up to a  
15       media presentation time `ept + emsg.ptd`. Note that if `dur > emsg.ptd`, then the  
16       Period is terminated at `ept + emsg.ptd`.  
17     • any MPD with publish time greater than `emsg.publish_time` can at least be used up  
18       to a media presentation time `ept + emsg.ptd`  
19     • prior to generating a segment request with earliest presentation time greater than `ept +`  
20       `emsg.ptd`, the MPD shall either  
21           o be refetched and updated by the client.  
22           o or if @value=3, it may be used as included in the message.

23

24     NOTE: The DVB DASH profile [42] explicitly forbids downloading a Representation solely to gain access  
25       to an Inband Event Stream contained within it. For reference, the relevant part of the DVB DASH specifica-  
26       tion is section 9.1.6.

27 **4.5.3.3. Extended Segment Information**

28 The DASH client shall download the selected Representation and shall parse the segment at least  
29 up to the first 'moof' box. The DASH client shall parse the segment information and extract the  
30 following values:

- 31     • `ept` the earliest presentation time of the media segment  
32       o if the Segment Index is present use the Segments Index  
33       o if not use the `baseMediaDecodeTime` in 'tfadt' of the first movie frag-  
34       ment as the earliest presentation time  
35     • `dur` the media presentation duration of the media segment  
36       o if the Segment Index is present use the Segments Index  
37       o if not use aggregated sample durations of the first movie fragment as the dura-  
38       tion

1 Using this information, the DASH client should extend the Segment information and, if present  
2 the Segment Timeline with the information provided in the Segment. This information can then be  
3 used to generate the URL of the next Segment of this Representation. This avoids that the client  
4 fetches the MPD, but uses the information of the Segment Timeline. However, in any doubt of the  
5 information, for example if a new Adaptation Set is selected, or if Segments are lost, or in case of  
6 other operational issues, the DASH client may refetch the MPD in order to obtain the complete  
7 information from the MPD.

## 8 **4.6. Provisioning of Live Content in On-Demand Mode**

### 9 **4.6.1. Scenario**

10 A common scenario for DASH distribution results that a live generated service is also made available  
11 for On-Demand offering after the live program is completed. The typical scenario is as follows:

- 13 - The Segments as generated for the live service are also used for the On-Demand case. This  
14 avoids reformatting and also permits to reuse the Segments that are already cached.  
15 - The MPD is modified to reflect that the content is available as On-Demand now.  
16 - Problems that result from live delivery may be solved, e.g. variable segment durations, or  
17 issues of segment unavailability.  
18 - The content may be augmented with ads.  
19 - The content may be trimmed from a longer, e.g. 24/7 stream, at the beginning and/or end.

20 In an extension to this scenario, the same MPD URL is used for live and on-demand content. This  
21 transition scenario is discussed in clause 4.6.4.

### 22 **4.6.2. Content Offering Requirements and Recommendations**

23 In order to provide live content as On-Demand in the above scenario, the following is  
24 recommended:

- 25 - The same Segments as generated for the live (i.e. **MPD@type** is set to **dynamic**)  
26 distribution are reused also for static distribution (i.e. **MPD@type** is set to **static**).  
27 - Typically, the Segments also will have the same URL in order to exploit caching  
28 advantages.  
29 - An MPD should be generated latest at the end of the live session, but also may be  
30 created during an ongoing live session to document a certain window of the program that  
31 is offered for On-Demand. For providing a transition from a live service into an On-  
32 Demand service, refer to clause 4.6.4.  
33 - A new MPD is generated that should contain the following information  
34     o The **MPD@type** is set to static.  
35     o The **MPD@availabilityStartTime** should be removed or be maintained  
36         from the live MPD since all resources referenced in the MPD are available. If the  
37         **MPD@availabilityStartTime** is maintained for a portion of the live  
38         program that is offered in the static MPD the **Period@start** value (including

1           the presentation time offset and the start number) and the presentation duration  
2           shall be set accordingly. The relationship to the wall-clock time should be  
3           maintained by offsetting the **Period@start** without changing the  
4           **MPD@availabilityStartTime**.

- 5           o As profile, the simple live profile may be used
- 6           o The attributes **@timeShiftBufferDepth** and **@minimumUpdatePeriod**  
7           shall not be present (in contrast to the live MPD), i.e. it is expected that such  
8           attributes are removed. Note that according to ISO/IEC 23009-1, that if present, a  
9           client is expected to ignore these attributes for **MPD@type** set to **static**.
- 10          o The presentation duration is determined through either the  
11           **@mediaPresentationDuration** attribute or, if not present, through the  
12           sum of the **PeriodStart** and the **Period@duration** attribute of the last Period  
13           in the MPD.
- 14          o Content may be offered in the same Period structure as for live or in a different  
15           one.
  - 16            ▪ If Periods are continuous, it is preferable to remove the Period structure.
  - 17            ▪ If new Periods are added for Ad Insertion, the Periods preferably be  
18              added in a way that they are at Segment boundaries.
- 19          o Independent whether the **@duration** attribute or the **SegmentTimeline**  
20           element was used for the dynamic distribution, the static distribution version may  
21           have a **SegmentTimeline** with accurate timing to support seeking and to  
22           possibly also signal any gaps in the Segment timeline. To obtain the accurate  
23           timeline, the segments may have to be parsed (at least up to the **tfdt**) to extract  
24           the duration of each Segment.
- 25          o The same templating mode as used in the live service should also be used for  
26           static distribution.
- 27          o MPD validity expiration events should not be present in the MPD. However, it is  
28           not expected that ‘emsg’ boxes are removed from Segments.

#### 29        4.6.3. Client Behavior

30        For a DASH client, there is basically no difference on whether the content was generated from a  
31        live service or the content is provided as On-Demand. However, there are some aspects that may  
32        be “left-overs” from a live service distribution that a DASH client should be aware of:

- 33          - The Representations may show gaps in the Segment Timeline. Such gaps should be recog-  
34           nized and properly handled. For example a DASH client may find a gap only in one Rep-  
35           resentation of the content and therefore switches to another Representation that has no gap.
- 36          - The DASH client shall ignore any possibly present DASH Event boxes ‘emsg’ (e.g.,  
37           MPD validity expirations) for which no Inband Event Stream is present in the MPD.

---

1   **4.6.4. Transition Phase between Live and On-Demand**  
2   In the scenario for which the same MPD URL is used for live and On-Demand content, once the  
3   URL and publish time of the last Segment is known for the live service, and the duration of the  
4   service is known as well, the service provider acts as defined in clause 4.4.3.1, i.e.,  
5    - adds the attribute **MPD@mediaPresentationDuration**  
6    - removes the attribute **MPD@minimumUpdatePeriod**  
7   Once the last segment is published, the service provider may also replace the **MPD@type** from  
8   dynamic to static and perform all the processes defined in clause 4.6.2. DASH clients will  
9   no longer update the MPD in this case.  
10   DASH clients should support the transition from **MPD@type** being dynamic to static in the  
11   case when the **@minimumUpdatePeriod** is no longer present in the MPD.

## 12   **4.7. Availability Time Synchronization between Client and Server**

### 13   **4.7.1. Background**

14   According to ISO/IEC 23009-1 [1] and section 4.3, in order to properly access MPDs and Segments that are available on origin servers or get available over time, DASH servers and clients should synchronize their clocks to a globally accurate time standard.  
15   Specifically Segment Availability Times are expected to be wall-clock accurately announced in the MPD and the client needs to have access to the same time base as the MPD generation in order to enable a proper service. In order to ensure this, this section provides server and client requirements to ensure proper operation of a live service.

### 21   **4.7.2. Service Provider Requirements and Guidelines**

22   If the Media Presentation is dynamic or if the **MPD@availabilityStartTime** is present then  
23   the service shall provide a Media Presentation as follows:

- 24   • The segment availability times announced in the MPD should be generated from a device  
25    that is synchronized to a globally accurate timing source, preferably using NTP.
- 26   • The MPD should contain at least one **UTCTiming** element with **@schemeIdUri** set to  
27    one of the following:
  - 28      ○ urn:mpeg:dash:utc:http-xsdate:2014
  - 29      ○ urn:mpeg:dash:utc:http-iso:2014
  - 30      ○ urn:mpeg:dash:utc:http-ntp:2014
  - 31      ○ urn:mpeg:dash:utc:ntp:2014
  - 32      ○ urn:mpeg:dash:utc:http-head:2014
  - 33      ○ urn:mpeg:dash:utc:direct:2014
- 34   • If the MPD does not contain any element **UTCTiming** then the segments shall be available latest at the announced segment availability time using a globally accurate timing source.
- 35   • If the MPD contains an element **UTCTiming** then
  - 36       ○ the announced timing information in the **UTCTiming** shall be accessible to the  
37        DASH client, and

- 
- 1           ○ the segments shall be available latest at the announced segment availability time  
2           in the MPD for any device that uses one of announced time synchronization meth-  
3           ods at the same time.

4     Despite the latter three technologies may save one or several HTTP transactions, the usage of them  
5     should be considered carefully by the MPD author, and rather not be used if the MPD author is not  
6     controlling the entire distribution system:

- 7       • If `urn:mpeg:dash:utc:ntp:2014` is used, client and server need to implement an  
8           NTP client, which may be non-trivial, especially in browser-based clients.  
9       • If `urn:mpeg:dash:utc:http-head:2014` is used, then the server specified in the  
10          @value attribute of the **UTCTiming** element should be the server hosting the DASH  
11          segments such that with each request the Date general-header field in the HTTP header  
12          (see in RFC 7231 [22], section 7.1.12) can be used by the client to maintain synchroniza-  
13          tion. Also the MPD generator should be aware that caching infrastructures may add inac-  
14          curacies to the Date header if the edge caches are not wall-clock synchronized. Therefore,  
15          it should not use this method, if they cannot verify that the Date header is set accurately by  
16          the edge cache from where each Segment is served. CORS  
17       • If `urn:mpeg:dash:utc:direct:2014` is used, then the MPD generator is ex-  
18          pected to write the wall-clock time into the MPD. This basically requires a customized  
19          MPD for each request and the MPD should be offered such that it is *not* cached as otherwise  
20          the timing is flawed and inaccurate.

21  
22     Note that in practical deployments segment availability may be an issue due to failures, losses,  
23     outages and so on. In this case the Server should use methods as defined in section 4.8 to inform  
24     DASH clients about potential issues on making segments available.

25     A leap second is added to UTC every 18 months on average. A service provider should take into  
26     account the considerations in RFC 7164 [50]. The MPD time does not track leap seconds. If these  
27     occur during a live service they may advance or retard the media against the real time.

#### 28     **4.7.3. Client Requirements and Guidelines**

29     If the Media Presentation is dynamic or if the **MPD@availabilityStartTime** is present then  
30     client should do the following:

- 31       • If the MPD does not contain any element **UTCTiming** it should acquire an accurate  
32           wall-clock time from its system. The anticipated inaccuracy of the timing source should  
33           be taken into account when requesting segments close to their segment availability time  
34           boundaries.  
35       • If the MPD contains one or several elements **UTCTiming** then the client should at least  
36           use one of the announced timing information in the **UTCTiming** to synchronize its  
37           clock. The client must not request segments prior to the segment availability start time  
38           with reference to any of the chosen **UTCTiming** methods.

39  
40       Note: The DVB DASH [42] spec requires support for `http-xsdate` and `http-head` but al-  
41       lows content providers to include others in addition, and allows clients to choose others in prefer-  
ence if they wish. For details, refer to section 4.7 of the DVB DASH specification.

- 
- 1     • The client may take into account the accuracy of the timing source as well as any trans-  
2       mission delays if it makes segment requests.  
3     • Clients shall observe any difference between their time zone and the one identified in the  
4       MPD, as MPDs may indicate a time which is not in the same timezone as the client.  
5     • If the client observes that segments are not available at their segment availability start  
6       time, the client should use the recovery methods defined in section 4.8.  
7     • Clients should not access the **UTCTiming** server more frequently than necessary.

## 8     **4.8. Robust Operation**

### 9     **4.8.1. Background**

10    In order to support some of the advanced use cases documented in section 2, robust service offer-  
11       ings and clients are relevant. This document lists the relevant ones.

### 12    **4.8.2. Tools for Robust Operations**

#### 13    **4.8.2.1. General Robustness**

14    General Guidelines in ISO/IEC 23009-1 [1] DASH spec in A.7:

- 15     • The DASH access client provides a streaming service to the user by issuing HTTP requests  
16       for Segments at appropriate times. The DASH access client may also update the MPD by  
17       using HTTP requests. In regular operation mode, the server typically responds to such re-  
18       quests with status code 200 OK (for regular GET) or status code 206 Partial Content (for  
19       partial GET) and the entity corresponding to the requested resource. Other Successful 2xx  
20       or Redirection 3xx status codes may be returned.  
21     • HTTP requests may result in a Client Error 4xx or Server Error 5xx status code. Some  
22       guidelines are provided in this subclause as to how an HTTP client may react to such error  
23       codes.  
24     • If the DASH access client receives an HTTP client or server error (i.e. messages with 4xx  
25       or 5xx error code), the client should respond appropriately (e.g. as indicated in RFC  
26       7231 [22]) to the error code. In particular, clients should handle redirections (such as 301  
27       and 307) as these may be used as part of normal operation.  
28     • If the DASH access client receives a repeated HTTP error for the request of an MPD, the  
29       appropriate response may involve terminating the streaming service.  
30     • If the DASH access client receives an HTTP client error (i.e. messages with 4xx error code)  
31       for the request of an Initialization Segment, the Period containing the Initialization Seg-  
32       ment may not be available anymore or may not be available yet.  
33     • Similarly, if the DASH access client receives an HTTP client error (i.e. messages with 4xx  
34       error code) for the request of a Media Segment, the requested Media Segment may not be  
35       available anymore or may not be available yet. In both these case the client should check  
36       if the precision of the time synchronization to a globally accurate time standard or to the  
37       time offered in the MPD is sufficiently accurate. If the clock is believed accurate, or the  
38       error re-occurs after any correction, the client should check for an update of the MPD. . If  
39       multiple **BaseUrl** elements are available, the client may also check for alternative in-  
40       stances of the same content that are hosted on a different server.

- 
- 1       • Upon receiving server errors (i.e. messages with 5xx error code), the client should check  
2       for an update of the MPD. If multiple **BaseURL** elements are available, the client may also  
3       check for alternative instances of the same content that are hosted on a different server.

4       **4.8.3. Synchronization Loss of Segmenter**

5       In order to address synchronization loss issues at the segmenter, the following options from the  
6       DASH standard should be considered with preference according to the order below:

- 7       1. The server is required to always offer a conforming media stream. In case the input  
8       stream or encoder is lost, the content author may always add dummy content. This may  
9       be done using a separate Period structure and is possible without any modifications of the  
10      standard.
- 11      2. Usage of the Segment timeline: In general, with every generated segment on the server,  
12       the DASH content generator writes the Segment Timeline following the rules in 4.5.2.2.  
13       Only if changes are done beyond the ones excluded, an MPD validity expiration is added.  
14       Specifically, when an encoder fails for one or more specific Representations to generate  
15       the next Segment, then the DASH content generator may add a segment in the Segment  
16       timeline.
- 17      3. Early Terminated Periods as included Cor.1 of the second edition of ISO/IEC 23009-1 [4].  
18       Early Terminated Periods may be added that contain both **Period@start** and **Pe-**  
19       **riod@duration**. For Early Terminated Periods, the value of the **Period@duration**  
20       is the presentation duration in Media Presentation time of the media content represented  
21       by the Representations in this Period. The MPD is updated using the **@minimumUpdate-**  
22       **Period**, i.e. the timeline is progressing. This permits server to signal that there is an out-  
23       age of media generation, but that the service is continuing. It is then up to the client to take  
24       appropriate actions.
- 25      4. Gap filling segments: If the decoder or the playback system supports the ability to over-  
26       come losses by providing codec independent gap filling segments (such as a null seg-  
27       ment), such an approach may be used as well. No standardized way to support this func-  
28       tionality exists as of today, but it is expected that MPEG will define such functionalities  
29       in the near future.

30      **4.8.4. Encoder Clock Drift**

31       In order to support robust offering even under encoder drift circumstances, the segmenter should  
32       avoid being synced to the encoder clock. In order to improve robustness, in the case of an MPD-  
33       based offering Periods should be added in a period continuous manner. In the case of MPD and  
34       segment-based control, the producer reference box should be added to media streams in order for  
35       the media pipeline to be aware of such drifts. In this case the client should parse the segment to  
36       obtain this information.

37      **4.8.5. Segment Unavailability**

38       To address signaling of segment unavailability between the client and server and to indicate the  
39       reason for this, it is recommended to use regular 404s. In addition, unless a UTC Timing has been  
40       defined prior in the MPD, the Date-Header specifying the time of the server should be used. In this

1 case, the DASH client, when receiving a 404, knows that if its time is matching the Date Header,  
2 then the loss is due to a segment loss.

#### 3 **4.8.6. Swapping across Redundant Tools**

4 To enable swapping across redundant tools doing hot and warm swaps, the following should be  
5 considered

- 6 1. the content author is offering the service redundant to the client (for example using multi-  
7 ple Base URLs) and the client determines the availability of one or the other. This may be  
8 possible under certain circumstances
- 9 2. Periods may be inserted at a swap instance in order to provide the new information after  
10 swap. If possible, the offering may be period-continuous or period-connected, but the of-  
11 fering may also be non-continuous from a media time perspective.
- 12 3. A completely new MPD is sent that removes all information that was available before  
13 any only maintains some time continuity. However, this tool is not fully supported yet in  
14 any DASH standard and not even considered.

15 There is a clear preference for the bullets above in their order 1, 2 and 3 as the service continuity  
16 is expected to be smoother with higher up in the bullet list. At the same time, it may be the case  
17 that the failure and outages are severe and only the third option may be used.

#### 18 **4.8.7. Service Provider Requirements and Guidelines**

19 The requirements and guidelines in subsections 8.2 to 8.6 shall be followed.

#### 20 **4.8.8. Client Requirements and Guidelines**

21 The client shall implement proper methods to deal with service offerings provided in section 8.2  
22 to 8.6.

### 23 **4.9. Interoperability Aspects**

#### 24 **4.9.1. Introduction**

25 In order to provide interoperability based on the tools introduce in this section a restricted set of  
26 interoperability points are defined.

#### 27 **4.9.2. Simple Live Operation**

##### 28 **4.9.2.1. Definition**

29 The simple live interoperability point permits service offerings with formats defined in the first  
30 edition of ISO/IEC 23009-1 [4] as well as in DASH-IF IOPs up to version 2. The DASH client *is*  
31 **not required to parse media segments for proper operation**, but can rely exclusively on the infor-  
32 mation in the MPD.

##### 33 **4.9.2.2. Service Requirements and Recommendations**

34 Service offerings conforming to this operation shall follow

- 35 • The general requirements and guidelines in section 4.3.3
- 36 • the MPD Update requirements and guidelines in section 4.4.3

- 
- 1     • the requirements and guidelines for service offering of live content in on-demand mode in  
2        section 4.6.2  
3     • the synchronization requirements and guidelines in section 4.7.2  
4     • the robustness requirements and guidelines in section 4.8.7

5     **4.9.2.3. Client Requirements and Recommendations**

6     Clients claiming conformance to this operation shall follow

- 7     • The general requirements and guidelines in section 4.3.4  
8     • the MPD Update requirements and guidelines in section 4.4.3.5  
9     • the requirements and guidelines for service offering of live content in on-demand mode in  
10        section 4.6.3.  
11     • the synchronization requirements and guidelines in section 4.7.3,  
12     • the robustness requirements and guidelines in section 4.8.8,

13    **4.9.3. Main Live Operation**

14    **4.9.3.1. Definition**

15    The main live operation permits service offerings with formats defined in the second edition of  
16        ISO/IEC 23009-1 [1]. In this case the DASH client **may be required to parse media segments for**  
17        **proper operation.**

18    **4.9.3.2. Service Requirements and Recommendations**

19    Service offerings claiming conformance to main live shall follow

- 20     • the requirements and guidelines in section 4.3.3  
21     • either  
22        ◦ the requirements and guidelines in section 4.4.3. Note that in this case no profile  
23        identifier needs to be added.  
24     • or  
25        ◦ the segment-based MPD update requirements and guidelines in section 4.5.2. In  
26        this case the profile identifier shall be added.  
27     • the requirements and guidelines for service offering of live content in on-demand mode in  
28        section 4.6.2  
29     • the synchronization requirements and guidelines in section 4.7.2  
30     • the robustness requirements and guidelines in section 4.8.7

31    **4.9.3.3. Client Requirements and Recommendations**

32    Clients claiming conformance to main live shall follow

- 33     • the requirements and guidelines in section 4.3.4,  
34     • the MPD-update requirements and guidelines in section 4.4.3.5,  
35     • the segment-based MPD update requirements and guidelines in section 4.5.3,  
36     • the requirements and guidelines for service offering of live content in on-demand mode in  
37        section 4.6.3.  
38     • the synchronization requirements and guidelines in section 4.7.3,  
39     • the robustness requirements and guidelines in section 4.8.8.

---

## 1   **4.10. Trick Mode for Live Services**

### 2   **4.10.1. Introduction**

3   In certain use cases, along with the offering of the main content, a content author also wants to  
4   provide a trick mode version primarily of the video Adaptation Set along with the live content that  
5   can be used for rewind and fast forward in the time shift buffer of the Media Presentation. In  
6   section 3.2.9 signalling is introduced to flag and customize Adaptation Sets for Trick Modes. This  
7   clause provides additional service offering requirements and recommendations for trick modes in  
8   case of a live service. Typically, a reduced frame rate Representation or an I-frame only version is  
9   provided for supporting such trick mode operations.

### 10   **4.10.2. Service Offering Requirements and Recommendations**

11   If trick mode is to be supported for live services, the trick mode Representations should be offered  
12   using the same segment duration as in the main Adaptation Set or each segment duration should  
13   aggregate an integer multiple of the segments in the main Adaptation Set. The content author needs  
14   to find a balance between the segment duration affecting the amount of requests in fast forward  
15   or fast rewind and the availability of trick mode segments at the live edge.

16   However, longer segment durations for the trick mode Representation delay the Segment availa-  
17   bility time of such Segments by the duration of the Segment, i.e. for the live edge the trick mode  
18   may not be fully supported. Based on this it is a content author's decision to provide one or more  
19   of the following alternatives for trick mode for live services:

- 20   - Provide one trick mode Adaptation Set that generates a Segment for every Segment in  
21   the main Adaptation Set. Note that if this Adaptation Set is used, it may result in in-  
22   creased amount of HTTP requests when the player does a fast forward or fast rewind.
- 23   - Provide one trick mode Adaptation Set that generates a Segment only after several Seg-  
24   ments in the main Adaptation Set have been generated and aggregate the trick mode  
25   samples in a single Segment of longer duration. This will results that possibly no trick  
26   mode samples are available at the live edge
- 27   - Provide multiple trick mode Adaptation Sets with different segment durations. If done it  
28   is recommended that the @timeShiftBuffer for short trick mode segment Adaptation Sets is kept small and in the full timeshift buffer, only trick mode Representations  
29   with longer segment durations are maintained. The content author should offer the trick  
30   mode Adaptation Sets such that those with longer segment durations can switch to those  
31   with shorter duration.
- 32   - Provide trick mode Adaptation sets with a single Indexed Media Segment per Period and  
33   use Period boundaries with Period connectivity for both, the main Adaptation Set as  
34   well as the trick mode Adaptation Set. This means that only for Periods which are not  
35   the live Period, trick mode Adaptation Sets are available, or combinations with the above  
36   are possible.

### 38   **4.10.3. Client Implementation Guidelines**

39   If a client wants to access a trick mode Adaptation Set in a live service, it is recommended to  
40   minimize the amount of requests to the network, i.e. it should fetch segments with longer segment  
41   duration.

---

1   **4.10.4. Conversion for Live-to-VoD for Trick Mode Adaptation Sets**

2   If the service is converted from live to VoD as described in clause 4.6, it is recommended that trick  
3   mode Adaptation Sets are offered with a single Indexed Media Segment per Period.

4   **4.11. Deployment Scenarios**

5   **4.11.1. Introduction**

6   This section addresses specifically considered deployment scenarios and provides proposed ser-  
7   vice configurations based on the technologies introduced in section 4.

8   **4.11.2. Reliable and Consistent-Delay Live Service**

9   **4.11.2.1. Scenario Overview**

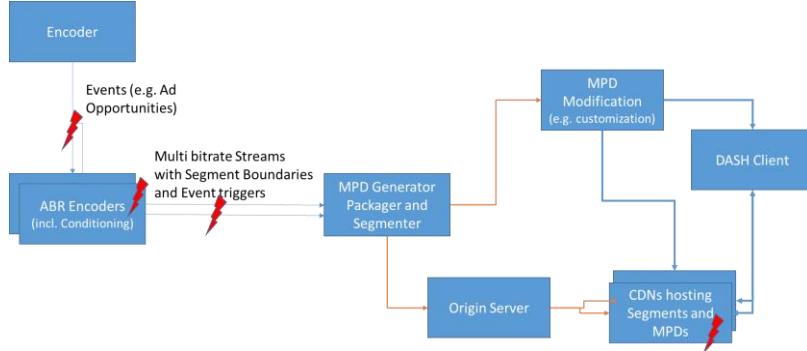
| 10   A service provider wants to run a live DASH service according to the below [Figure 8](#). As an  
| 11   example, a generic encoder for a 24/7 linear program or a scheduled live event provides a produc-  
| 12   tion encoded stream. Such streams typically includ inband events to signal program changes, ad  
| 13   insertion opportunities and other program changes. An example for such signalling are SCTE-35  
| 14   [54] messages. The stream is then provided to one or more Adaptive Bitrate (ABR) encoders,  
| 15   which transcodes the incoming stream into multiple bitrates and also conditions the stream for  
| 16   segmentation and program changes. These multiple encoders may be used for increased ABR  
| 17   stream density and/are then distributed downstream for redundancy purposes. The resultant  
| 18   streams are received by the DASH generation engines that include: MPD generator, packager and  
| 19   segmenter. Typically the following functions are applied by the MPD packager:

- | 20   - Segmentation based on in-band information in the streams produced by the ABR encod-  
| 21   ers  
| 22   - Encapsulation into ISO BMFF container to generate DASH segments  
| 23   - Dynamic MPD generation with proper customization options downstream  
| 24   - Event handling of messages  
| 25   - Any other other DASH related adaptation

| 26   Downstream, the segments may be hosted on a single origin server, or in one or multiple CDNs.  
| 27   The MPD may even be further customized downstream, for example to address specific receivers.  
| 28   Customization may include the removal of certain Adaptation Sets that are not suitable for the  
| 29   capabilities of downstream clients. Specific content may be spliced based on regional services,  
| 30   targeted ad insertion, media blackouts or other information. Events carried from the main encoder  
| 31   may be interpreted and removed by the MPD packager, or they may be carried through for down-  
| 32   stream usage. Events may also added as MPD events to the MPD.

| 33   In different stages of the encoding and distribution, errors may occur (as indicated by lightning  
| 34   symbols in the diagram), that for itself need to be handled by the MPD Generator and packager,  
| 35   the DASH client, or both of them. The key issue for this section is the ability for the DASH Media  
| 36   Presentation Generator as shown in to generate services that can handle the incoming streams and  
| 37   provide offerings such that DASH clients following DASH-IF IOPs can support.

1 Hence this section primarily serves to provide guidelines for implementation on MPD Generators  
2 and Packagers.



3  
4 **Figure 8 Example Deployment Architecture**

5 More detailed service requirements and recommendations are provided in the following.

6 **4.11.2.2. Service Considerations**

7 The following scenarios are considered in the service setup:

- 8 1. The distribution latency should be consistent, typically what is observed for broadcast TV  
9 services. This means that the MPD Generator should add minimum delay, and the service  
10 should be setup such that the delay between MPD generator and DASH client playout is  
11 consistent, and preferably small.
- 12 2. Program events may occur for different reasons, for example Program changes, switches  
13 from Programs to Advertisements or vice versa, media blackouts or other program  
14 changes. Such changes are typically anticipated only on short notice, i.e. within a few  
15 seconds. In the following we refer to the time that changes are announced as change lead  
16 time. The service should also provide a minimum change lead time, i.e. the smallest time  
17 in media time between the change being announced in the stream and the time between  
18 the change occurs. Changes may for example include one or more of the following:
  - 19 a. Number of source audio languages or formats can change. For example:
    - 20 i. Programming with English and Spanish to other content with only English
    - 21 ii. Descriptive audio may disappear / reappear
    - 22 iii. Programming with 5.1 E-AC-3 and AAC Stereo content to other content  
23 with only Stereo AAC
  - 24 b. Resolution or format of source video content can change, e.g. HD to/from SD,  
25 HDR to/from SDR, etc.
  - 26 c. Codecs may change, or at least the profile or level of the codecs
  - 27 d. The number of Representations in an Adaptation Set may change

1                   e. A distribution network may be changed, added or removed.

2       As an example, at broadcast origination points if MPEG-2 TS is used, then the Program  
3       Map Table (PMT) typically indicates changes such changes. Typically, these changes also  
4       result in discontinuities for in the media timeline.

- 5       3. The segmentation is determined by the ABR encoders. This encoding may result in occa-  
6       sional slight variations in segment durations during a period (as compared to the last seg-  
7       ment in a period) due to encoding optimizations around scene changes near the segment  
8       duration point (for example: making a segment slightly shorter or longer to align segment  
9       IDR to a scene change).
- 10      4. Unanticipated losses and operational failures or outages, possibly happen just for a single  
11       encoding (typically at the input of the encoder, but also possibly also downstream pack-  
12       aging). Examples are
- 13        a. An encoder for one or more Representations or the output of an encoder fails for  
14           some time and does not produce content.
- 15        b. An encoder or the input to the encoder or the output of the encoder fails for a me-  
16           dia component/Adaptation Set for some time and do not produce content, e.g. re-  
17           ferring to issues as documented in Annex B.4.
- 18        c. All encoding or the input to the encoder fails for some time e.g. referring to issues  
19           as documented in Annex B.4.

20       In all cases an MPD can still be written and the MPD is up and running.

21       Also in the distribution, single Segments may be lost for different reasons and the client  
22       typically gets 404.

- 23       5. MPD updates should be minimized, whereby MPD updates includes the following as-  
24       pects for every MPD request
- 25        a. Client sending uplink requests for MPDs
- 26        b. Sending full MPD with every request from the server to the client
- 27        c. Parsing and processing of MPD at the client
- 28        d. Writing a new MPD on the server if the MPD is changed

29       All factors are relevant to some extent, but primarily the issues a and b should be mini-  
30       mized.

### 31      **4.11.3. Relevant DASH-IF IOP Technologies**

#### 32      **4.11.3.1. Introduction**

33       This document includes technologies that permit to solve the problems addressed above. We re-  
34       view the available technologies and justify the selection of the technology for the considered sce-  
35       nario. A proposed service configuration is provided in clause 4.11.4.

---

1   **4.11.3.2.   Consistent Latency**

2   The scenario as introduced in clause 4.11.2 does not ask for very low latency, but for consistent  
3   latency. In DASH-IF IOP, latency can primarily be controlled by the following means:

4   - segment duration: the segment duration typically directly impacts the end-to-end latency.  
5   Smaller segment sizes provide improved latency and segments of 1-2 seconds  
6   may be chosen, if latency is an important aspect. However, too small segments may re-  
7   sult in issues, as compression efficiency decreases due to more frequent closed GOPs in  
8   the elementary stream. In addition, the number of files/requests to be handled is higher,  
9   and finally, with shorter segments, TCP throughput may be such that not the full availa-  
10   ble capacity on the link can be exploited. Annex B.4 and clause 4.3.3.2.2 provide some  
11   guidelines on this.

12   - If files are available in chunks on the origin, for example due to specific encoding or de-  
13   livery matters, chunked delivery may be supported. If this feature is offered, then the  
14   @availabilityTimeOffset attribute may be provided to announce how much  
15   earlier than the nominal segment availability the segment can be accessed.

16   - In order to provide tight synchronization between client and server, and therefore  
17   providing the receiver the ability to request the segment at the actual segment availabil-  
18   ity time, the availability time synchronization as defined in clause 4.7 should be pro-  
19   vided and signalled in the MPD. Typically support for `http-xsdate` is sufficient for  
20   consistent latency support. Accurate NTP synchronization is recommended, but not re-  
21   quired for the MPD packager or the DASH client as long as the time synchronization  
22   API is provided.

23   - It is proposed that a client consistently implements and joins at a segment that is slightly  
24   offset (e.g. 4 segments earlier) from the live edge segment. The exact number depends  
25   on the distribution system (for example in a fully managed environment, the offset may  
26   be smaller in contrast to best effort networks). The MPD author may support consistency  
27   by providing a suggested presentation delay in the service offering. For details on join-  
28   ing at the live edge, please refer to clause 4.3.4.4.2.

29   **4.11.3.3.   Unanticipated New Periods**

30   To avoid that the clients take future segment existence for granted even if a sudden change on the  
31   service offering is necessary, the MPD service provider must set to the `MPD@minimumUpdate-`  
32   `Period` to a low value. All Segments with availability start time less than the sum of the request  
33   time and the value of the `MPD@minimumUpdatePeriod` will eventually get available at the  
34   advertised position at their computed segment availability start time.

35   In the most conservative case, the MPD author sets the `MPD@minimumUpdatePeriod` to 0.  
36   Then only Segments with availability start time less than the request time are available, i.e. no  
37   promise for future segments is provided. The DASH client is forced to revalidate the MPD prior  
38   to any new Segment request. For this purpose, basically two options exists:

39   - Option 1) Client revalidates MPD with every Segment request according to clause 4.4.4,  
40   preferably using a conditional GET in order to avoid unnecessary downlink traffic and  
41   processing in the client.

- 
- 1        - Option 2) Client relies on MPD validity expiration events in event messages, if content  
2           provider announces those in the MPD and by this, it can revalidate.

3        Note that the two methods are not mutually exclusive. More details are discussed further below.

4        In case of option 1 using MPD level validation, with every generated segment on the server, the  
5           DASH content generator checks the validity of the MPD offering. If still valid, no changes to the  
6           MPD are done. Only if changes are done that are no longer valid, a new MPD is written.

7        **4.11.3.4. Segment Duration Variations**

8        Variable segment durations impact the accuracy of the MPD times of the Segments. MPD times  
9           are used for the computation of the segment availability time. With variable segment durations,  
10          the segment availability times vary and can impact the DASH-IF IOPs basically provide to options  
11          to deal with variable segment durations

- 12        - Option 1)

- 13              o Signalling of constant segment duration using @duration, permitting a varia-  
14              tion of +/- 50% of the segment duration. According to clause 3.2.7.1, for each  
15              media segment in each Representation the MPD start time of the segment should  
16              approximately be  $EPT - PTO$ . Specifically, the MPD start time shall be in the  
17              range of  $EPT - PTO - 0.5*DUR$  and  $EPT - PTO + 0.5*DUR$  according to the re-  
18              quirement stated above.

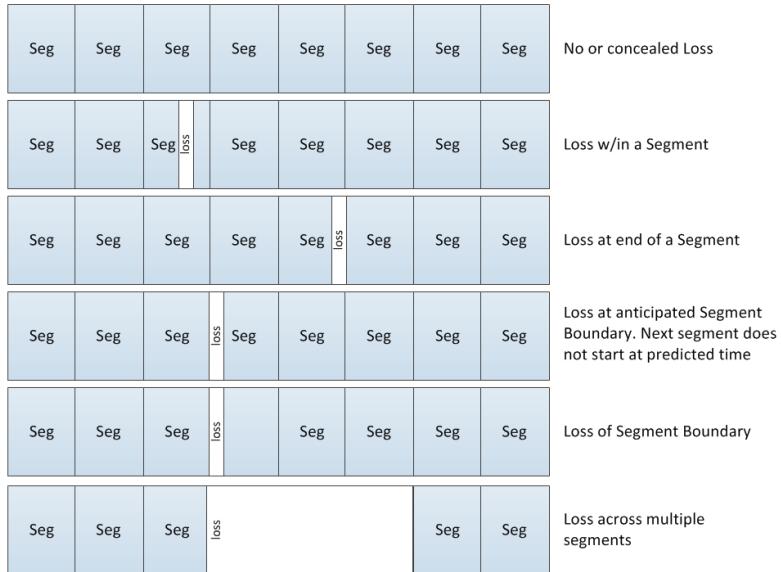
19        Note that the encoder should provide segments of a virtual segmentation that ad-  
20           heres to this rule. However, there may be reasons that the encoder does break this  
21           rule occasionally.

- 22              o If the DASH packager receives a segment stream such that the drift can no  
23              longer be compensated, then a new Period should be added, that adjusts the pa-  
24              rameters for the segment availability computation, but also signals that the Pe-  
25              riod is continuous as defined in 4.3.3.3.2. Note that this is done for all Represen-  
26              tations in the MPD and a change of the MPD is happening, i.e. this needs to be  
27              announced. However, no segment parsing is necessary for the client.

- 28        - Option 2) Following the rules in 4.5.2.2 and using the Segment Timeline to accurately  
29           signal the different segment durations. If the segment duration changes, then the @r at-  
30           tribute of the last **S** element in the Segment timeline is terminated and a new S element  
31           is added to the MPD with the new segment duration. Note that this results in a change of  
32           the MPD. The client should determine such changes independent of MPD updates by de-  
33           tailed segment parsing to obtain the earliest presentation time of the segment and the  
34           segment duration.

35        **4.11.3.5. Losses and Operational Failures**

36        One of the most complex aspects are occasional operational issues, such as losses, outages, fail-  
37           overs of input streams, encoders, packagers and distribution links. Section 4.8 provides detailed  
38           overview on available tools that should be used by network service offering and clients in order to  
39           deal with operational issues. Several types of losses may occur as shown in [Figure 9](#):



**Figure 9 Loss scenarios**

1            Losses may occur in the middle of a Segment, at the end of a Segment, at the start of a new Segment.  
 2            At the elementary stream level, losses may be within a compressed access unit (AU), pro-  
 3            ducing a syntactically corrupt bitstream, or may be the result of the ABR encoder simply not en-  
 4            coding a source frame in which case the duration of the prior AU is extended producing a con-  
 5            forming bitstreams. Losses may impact an entire Segment or may just impact a part of the Seg-  
 6            ment. Typically, service oriented losses will occur until the next Random access point, i.e. a loss  
 7            is to be signaled from the start of the lost sample up to the next random access point, typically  
 8            coinciding with the start of a new Segment.

9            In order to deal with this, the MPD packager basically has the following options that are not mu-  
 10          tually exclusive:

- 11            • Option 1: Operation with Main live profile expecting main profile clients. In this case the  
                 Segment Timeline is used to signal gaps in the media. For details see below.
- 12            • Option 2: Operation with simple live profile expecting simple profile clients. In this case  
                 the early terminated Period is used to signal gaps in the media. For details see below.
- 13            • Option 3: Gap filling segments. Note that Gap filling segments are not part of the IOP  
                 recommendations as the DASH client would be unaware that such gaps are happening.  
                 The DASH client can not take proper measures, such as switching to a Representation  
                 that is not under loss and does provides the actual content. Therefore, gap filling seg-  
                 ments should be used by the content author carefully taking this into account.

1 Note: At the time of writing we are aware that MPEG is addressing the issue of gap filling  
2 segments. It is expected that at foreseeable time an update on this issue will be provided.

3 In addition to the above, the content provider may offer to provide the same content on different  
4 Base URLs. In this case, the temporary non-availability may be signaled as well through the MPD.

5 **4.11.3.6. Minimizing MPD Updates**

6 MPD updates, the frequency of MPD updates and the actions included in MPD updates are differ-  
7 ent ones, and their effects may have different impacts on deployments. To avoid confusion on the  
8 generally overloaded term, some more details are discussed in the following section. In non-DASH  
9 adaptive streaming solutions, MPD updates result in the following additional processing and de-  
10 livery overhead:

- 11 1. The client sends an uplink requests for the MPD. At least from a CDN perspective, this is  
12 issue is considered less critical, typically the bounds of operation are reached by through-  
13 out, not by the number of requests.
- 14 2. The server needs to send a full MPD with every request, which for itself causes overhead  
15 from all the way of the origin server to the client. This is in particular relevant if the man-  
16 ifest contains a list of URLs, and some timeshift buffer is maintained.
- 17 3. Yet another aspect is the regular parsing and processing of the manifest in the client.  
18 Whereas the processing is likely less of a burden, the consistency across two parsing in-  
19 stances is relevant and requires to keep state.
- 20 4. MPD updates may also result in writing a new MPD on the server. This may be less prob-  
21 lematic for certain cases, especially for unicast, but it results in significant overhead if  
22 DASH formats are used for broadcast.

23 DASH-IF IOP provides different means to avoid one or the more of the above issues. Assuming  
24 that the **MPD@minimumUpdatePeriod** is set to a low value for reasons documented above,  
25 then issues mentioned above can be addressed by the following means in DASH-IF IOP

- 26 1. Client Requests: can be avoided by signalling inband that an MPD is has expired. The  
27 most obvious tool is the use of Inband Events with MPD expiry. However, this requires  
28 inband events being added during packaging.
- 29 2. Sending Full MPD: Instead of requesting the full MPD, the client can support this opera-  
30 tion by issuing a conditional GET. If the MPD has not changed, no MPD needs to be sent  
31 and the downlink rate is small. However, this requires the usage of **@duration** or  
32 **SegmentTimeline** with **@r=-1**.
- 33 3. MPD Parsing and Processing: This can be avoided by using either of the solutions docu-  
34 mented above.
- 35 4. MPD writing on server: This goes hand-in-hand with 2, i.e. the usage of **@duration** or  
36 **SegmentTimeline** with **@r=-1**.

37 Generally, DASH-IF IOP provide several tools to address different aspects of minimizing MPD  
38 updates. Based on the deployment scenario, the appropriate tools should be used. However, it is

1 preferable that DASH clients support different tools in order to provide choices for the service  
2 offering.

3 **4.11.4. Proposed Service Configuration and Generation of the MPD and Seg-  
4     ments based on a “Segment Stream”**

5 **4.11.4.1. Introduction and Assumptions**

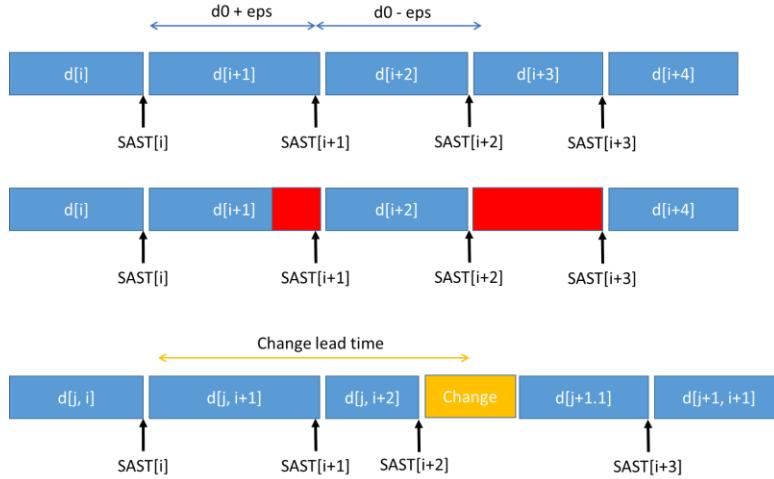
6 The core concept is the availability of a segment stream at the input to a packager. The segment  
7 stream may be made available as individual segments or as boundary markers in a continuous  
8 stream. In addition, the stream may contain information that is relevant for the packager, such as  
9 program changes. The segment stream determines for each segment the earliest presentation time,  
10 the presentation duration, as well as boundaries in program offerings.

11 Furthermore, it is assumed that multiple bitrates may exist that are switchable. In the following we  
12 focus on one segment stream, but assume that in the general case multiple bitrates are available  
13 and the encoding and segment streams are generated such that they can be switched.

14 The high-level assumptions for the service are summarized in 4.11.2. Based on these assumptions,  
15 a more detailed model is provided.

- 16 - A segment stream is provided for each Representation. The segmentation is the same for  
17 Representations that are included in one Adaptation Set. Each segment  $i$  has assigned a  
18 duration  $d[i]$  and an earliest presentation time  $ept[i]$ . In addition, the segment stream has  
19 a nominal segment duration  $d0$  that the ABR encoders attempts to maintain. However,  
20 variation may occur for different reasons, documented above.
- 21 - Losses may occur in the segment stream, spanning a part of a segment, multiple seg-  
22     ments, a full segment and so on. The loss may be in one Representation or in multiple  
23     Representations at the same time (see above for more discussions).
- 24 - The latency of the time that the segment is made available to the DASH packager and  
25     that it is offered as an available segment in the MPD should be small, i.e. the segment  
26     availability time should be shortly after the time when the full segment is received in the  
27     DASH packager. Any permitted delay by the MPD Packager can be view as additive to  
28     change lead time and may therefore improve efficiency and robustness, but may at the  
29     same time increase the end-to-end latency.
- 30 - Changes in the program setup may occur, that signal changes as discussed in 4.11.2. A  
31     change is possibly announced with a time referred to as change lead time. Note that sig-  
32     nal changes such as SCTE-35 only indicate where a change may occur, it does not indi-  
33     cate what type of change will occur.

34 The different scenarios are summarized in Figure xxx.



**Figure 10: Different properties of a segment stream**

3 Based on the discussions in 4.11.2, proposed service configuration for such a service are proposed.  
 4 The service configuration differentiates two deployment scenarios:

- 5    1) Clients implementing the simple live client, i.e. no emsg support and no segment parsing  
 6    is implemented.
- 7    2) Clients implementing the main client, i.e. emsg is supported and segment parsing is im-  
 8    plemented.

9 In the following, reference is made to technologies in section 4.11.3.

#### 10 **4.11.4.2. Service Configuration for Simple Live**

11 Assuming that the input stream is a segment stream with the properties documented above is re-  
 12 ceived by the DASH packager.

13 The DASH packager may operate as follows:

- 14    - The @minimumUpdatePeriod is set to a value that is equal or smaller than the  
 15    change lead time provided by the segment stream.
- 16    - The @timescale of the Adaptation Set is set to the timescale of the included media
- 17    - The @duration attribute is set such that the nominal duration d0 is documented in the  
 18    MPD for this Adaptation Set.
- 19    - \${Number\$} is used of segment templating.
- 20    - With incoming segments of the segment stream, a new segment is generated by the  
 21    DASH packager and the DASH packager checks the validity of the MPD offering. If

1 still valid, no changes to MPD are done. Only if changes are done that are no longer  
2 valid, a new MPD is written. Specifically,

- 3     ○ The MPD start time of the next segment must be in the range of  $EPT - PTO -$   
4        $0.5*DUR$  and  $EPT - PTO + 0.5*DUR$  with  $DUR$  the value of  $@duration$ .
- 5     ○ If this is not fulfilled a new Period is written that includes the following:
  - 6       ■ The **Period** $@start$  is set such that the MPD start time is correct.
  - 7       ■ The **@presentationTimeOffset** is set to the EPT of the first seg-  
8       ment
  - 9       ■ The **@startNumber** is set to the first segment in the new Period.
  - 10      ■ The Adaptation Sets are continued by providing Period continuity sig-  
11       nalling with each Adaptation Set.
- 12    - when an encoder fails for one or more specific Representations to generate the next seg-  
13    ment, then the DASH content generator
  - 14       ○ terminates the Segment with the last sample in the segment, (which is possibly  
15        corrupted)
  - 16       ○ generates a new MPD as follows:
    - 17           ■ The **@minimumUpdatePeriod** is set to 0.
    - 18           ■ If all or at least many Representations fail, the **Period** $@duration$  is set  
19            to the value of the media time in the Period that is still available.
    - 20           ■ If only a subset of the Representations fail, the **@presentationDu-**  
21            **rati**n for the last segment is set to the value of the last presentation  
22           time in the Representation that is still available.
    - 23           ■ By doing so, the content provider basically informs the DASH client that  
24            for the duration of the Segment as announced, no media is available. The  
25            DASH client revalidates this after every Segment duration. The MPD is  
26            not changed on the server until either the decoder resumes or the Media  
27           Presentation is terminated.
    - 28           ■ If the **@minimumUpdatePeriod** is long, then the client may request  
29            non-existent segments, which itself may then trigger that the DASH cli-  
30            ent revalidates the MPD. If the DASH client has the possibility, it should  
31            add the ‘lmsg’ brand as a compatibility brand to the last generated seg-  
32            ment. In addition, when the segment is distributed over HTTP, the HTTP  
33            header should signal the content type of the segment including the com-  
34            patibility brand ‘lmsg’. If the DASH client can identify this, it is ex-  
35            pected to refetch the MPD and may by this means observe the early ter-  
36           minated Period or Representations.

- 
- 1           ○ Only after the encoder resumes, a new MPD is written as follows:
  - 2            ■ A new Period is provided with **Period@start** according to the value
  - 3            of the new Period. The **@presentationTimeoffset** of the Repre-
  - 4            sentation of the Period shall match the the earliest presentation time of
  - 5            the newly generated Segment. If appropriate, Period connectivity should
  - 6            be signaled.
  - 7            ■ The **@minimumUpdatePeriod** is set again to the minimum change
  - 8            lead time.
  - 9        - when a program change is announced, generates a new MPD as follows:
  - 10           ○ The **@minimumUpdatePeriod** is set to 0.
  - 11        - When the program change occurs
    - 12           ○ Write a new MPD with all the parameters
    - 13           ○ Reset the **@minimumUpdatePeriod** is set to a value that is equal or smaller
    - 14           than the change lead time provided

15 **4.11.4.3. Service Configuration for Main Live**

16 Assuming that the input stream is a segment stream with the properties documented above is re-

17 ceived by the DASH packager.

18 The DASH packager may operate as follows:

- 19        - The **@minimumUpdatePeriod** is set to 0.
- 20        - The **@timescale** of the Adaptation Set is set to the timescale of the included media
- 21        - The segment timeline is used. Addressing may used: **\$Number\$** or **\$Time\$**.
- 22        - The MPD is assigned an **MPD@publishTime**
- 23        - With incoming segments of the segment stream, following the rules in 4.5.2.2 the DASH
- 24        Packager uses the Segment Timeline to accurately signal the different segment dura-
- 25        tions. If the segment duration changes, then the **@r** attribute of the last **S** element in the
- 26        Segment timeline is terminated and a new **S** element is added to the MPD with the new
- 27        segment duration. The values **@t** and **@d** need to be set correctly:
  - 28           ○ **@r** of the last segment element may be set to -1. In this case a new MPD is only
  - 29           written if the segment duration changes
  - 30           ○ **@r** of the last segment element may be set to the actual published number of seg-
  - 31           ments. In this case a new MPD is written for each new segment
- 32        - Whenever a new MPD is written, the **MPD@publishTime** is updated.

- 
- 1        - when an encoder fails for one or more specific Representations to generate the next seg-  
2        ment, then the DASH packager  
3              o terminates the Segment with the last sample in the segment (may be corrupt)  
4              o adds `emsg` to this last generated segment. The MPD validity expiration is set to  
5              the duration of the current segment or smaller. This `emsg` may be added to all  
6              Representation that have observed this failure, to all Representations in the Ad-  
7              aptation Set or to all Representations in the MPD. The content author should be  
8              aware that if the `emsg` is not signaled with all Representations, then there exist  
9              cases that a switch *to* the erroneous Representation causes a request to a non-ex-  
10             isting Segment. That loss would be signaled in the MPD, but the client is not  
11             aware that an update of the MPD is necessary.  
12              o The `emsg` shall be added to all Representations that announce that they carry the  
13              message as an inband stream.  
14              o The MPD is updated on the server such that the last generated segment is docu-  
15              mented in the Segment timeline and no new `S` element is added to the timeline.  
16              o Only after the Representation(s) under loss resumes, a new `S` element is written  
17              with `S@t` matching the earliest presentation time of the newly generated Seg-  
18              ment. The DASH client with it next update will resume and possibly take into  
19              account again this Representation.  
20              o If the encoder does not resume for a specific Representation over a longer time,  
21              it is recommended to terminate this Period and remove this Representation at  
22              least temporarily until the encoder resumes again. Period continuity should be  
23              signaled.  
24        - when the program change occurs  
25              o adds `emsg` to this last generated segment. The MPD validity expiration is set to  
26              the duration of the current segment or smaller. This `emsg` shall be added to all  
27              Representations that announce the Inband Event stream for the MPD validity ex-  
28              piration.  
29              o Write a new MPD with all the parameters  
30        - Whenever a new MPD is written, the `MPD@publishTime` is updated.

31 **4.11.5. Client Support Considerations**

32 **4.11.5.1. Introduction**

33 Generally the client should support the rules in this section for the specific clients.

34 **4.11.5.2. Client Requirements for Simple Live**

35 The client shall follow the details in clause 4.3.4 and 4.4.4. In addition, the DASH client is ex-  
36 pected to handle any losses signalled through early terminated Periods.

---

1   **4.11.5.3. Client Requirements for Main Live**

2   The client shall follow the details in clause 4.3.4 and 4.5.3. In addition, the DASH client is ex-  
3   pected to handle any losses signalled through gaps in the segment timeline.  
4   The DASH client having received an MPD that signals gaps is expected to either look for alterna-  
5   tive Representations that are not affected by the loss, or if not possible, do some appropriate error  
6   concealment. The DASH client also should go back regularly to check for MPD updates whether  
7   the Representation gets available again.

8

## 9   **5. Ad Insertion in DASH**

10   **5.1. Introduction**

11   **5.1.1. General**

12   This section provides recommendations for implementing ad insertion in DASH. Specifically, it  
13   defines the reference architecture and interoperability points for a DASH-based ad insertion solu-  
14   tion.

15   The baseline reference architecture addresses both server-based and app-based scenarios. The for-  
16   mer approach is what is typically used for Apple HLS, while the latter is typically used with Mi-  
17   crosoft SmoothStreaming and Adobe HDS.

18   **5.1.2. Definitions**

19   The following definitions are used in this section:

20   **Ad Break:** A location or point in time where one or more ads may be scheduled for delivery; same as  
21   *avail* and *placement opportunity*.

22   **Ad Decision Service:** functional entity that decides which ad(s) will be shown to the user. It  
23   interfaces deployment-specific and are out of scope for this document.

24   **Ad Management Module:** logical service that, given cue data, communicates with the ad decision  
25   service and determines which advertisement content (if at all) should be presented during the ad  
26   break described in the cue data.

27   **Cue:** indication of time and parameters of the upcoming ad break. Note that cues can indicate a  
28   pending switch to an ad break, pending switch to the next ad within an ad break, and pending switch  
29   from an ad break to the main content.

30   **CDN node:** functional entity returning a segment on request from DASH client. There are no  
31   assumptions on location of the node.

32   **Packager:** functional entity that processes conditioned content and produces media segments suitable  
33   for consumption by a DASH client. This entity is also known as fragmenter, encapsulator, or  
34   segmenter. Packager does not communicate directly with the origin server – its output is written to  
35   the origin server's storage.

36   **Origin:** functional entity that contains all media segments indicated in the MPD, and is the fallback if  
37   CDN nodes are unable to provide a cached version of the segment on client request.

38   **Splice Point:** point in media content where its stream may be switched to the stream of another  
39   content, e.g. to an ad.

1 **MPD Generator:** functional entity returning an MPD on request from DASH client. It may be  
2 generating an MPD on the fly or returning a cached one.

3 **XLink resolver:** functional entity which returns one or more remote elements on request from  
4 DASH client.

### 5 **5.1.3. DASH Concepts**

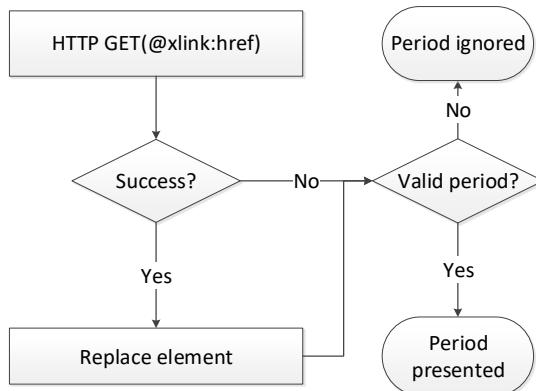
#### 6 **5.1.3.1. Introduction**

7 DASH ad insertion relies on several DASH tools defined in the second edition of ISO/IEC 23009-  
8 1 [4], which are introduced in this section. The correspondence between these tools and ad inser-  
9 tion concepts are explained below.

#### 10 **5.1.3.2. Remote Elements**

11 *Remote elements* are elements that are not fully contained in the MPD document but are referenced  
12 in the MPD with an HTTP-URL using a simplified profile of XLink.

13 A remote element has two attributes, `@xlink:href` and `@xlink:actuate`. `@xlink:href`  
14 contains the URL for the complete element, while `@xlink:actuate` specifies the resolution  
15 model. The value "onLoad" requires immediate resolution at MPD parse time, while "onRe-  
16 quest" allows deferred resolution at a time when an XML parser accesses the remote element.  
17 In this text we assume deferred resolution of remote elements, unless explicitly stated otherwise.  
18 While there is no explicit timing model for earliest time when deferred resolution can occur, the  
19 specification strongly suggests it should be close to the expected playout time of the corresponding  
20 Period. A reasonable approach is to choose the resolution at the nominal download time of the  
21 Segment.



22 **Figure 11: XLink resolution**

23  
24 Resolution (a.k.a. dereferencing) consists of two steps. Firstly, a DASH client issues an HTTP  
25 GET request to the URL contained in the `@xlink:href` attribute of the *in-MPD element*, and  
26 the XLink resolver responds with a *remote element entity* in the response content. In case of error  
27 response or syntactically invalid remote element entity, the `@xlink:href` and  
28 `@xlink:actuate` attributes the client shall remove the *in-MPD element*.

1 If the value of the @xlink:href attribute is urn:mpeg:dash:resolve-to-zero:2013,  
2 HTTP GET request is not issued, and the in-MPD element shall be removed from the MPD. This  
3 special case is used when a remote element can be accessed (and resolved) only once during the  
4 time at which a given version of MPD is valid.

5 If a syntactically valid remote element entity was received, the DASH client will replace in-MPD  
6 element with remote period entity.

7 Once a remote element entity is resolved into a fully specified element, it may contain an  
8 @xlink:href attribute with @xlink:actuate set to 'onRequest', which contains a new  
9 XLink URL allowing repeated resolution.

10 Note that the only information passed from the DASH client to the XLink resolver is encoded  
11 within the URL. Hence there may be a need to incorporate parameters into it, such as splice time  
12 (i.e., *PeriodStart* for the remote period) or cue message.

13  
14 Note: In ISO/IEC 23009-1:2014/Cor.3 it is clarified that if multiple top-level remote elements  
15 are included, the remote element entity is not a valid XML document.

16  
17 **5.1.3.3. Periods**  
18 **5.1.3.3.1. Timing**  
19 Periods are time-delimited parts of a DASH Media Presentation. The value of *PeriodStart* can be  
20 explicitly stated using the **Period@start** attribute or indirectly computed using **Period@du-**  
21 **ration** of the previous Periods.

22 Precise period duration of period  $i$  is given by  $PeriodStart(i+1) - PeriodStart(i)$ . This can accom-  
23 modate the case where media duration of period  $i$  is slightly longer than the period itself, in which  
24 case a client will schedule the start of media presentation for period  $i+1$  at time  $PeriodStart(i+1)$ .

25 **Representation@presentationTimeOffset** specifies the value of the presentation  
26 time at *PeriodStart(i)*.

27 **5.1.3.3.2. Segment Availability**  
28 In case of dynamic MPDs, Period-level **BaseUrl@availabilityTimeOffset** allow earlier  
29 availability start times. A shorthand notation **@availabilityTimeOffset="INF"** at a Pe-  
30 riod-level **BaseUrl** indicates that the segments within this period are available at least as long as  
31 the current MPD is valid. This is the case with stored ad content. Note that DASH also allows  
32 specification of **@availabilityTimeOffset** at Adaptation Set and Representation level.

33 **5.1.3.3.3. Seamless transition**  
34 The DASH specification says nothing about Period transitions – i.e., there are no guarantees for  
35 seamless continuation of playout across the period boundaries. Content conditioning and receiver  
36 capability requirements should be defined for applications relying on this functionality. However,  
37 Period continuity or connectivity should be used and signaled as defined in section 3.2.12 and  
38 ISO/IEC 23009-1:2014/Amd.3 [4].

---

1    **5.1.3.3.4. Period labeling**

2    Period-level **AssetIdentifier** descriptors identify the asset to which a given Period belongs.  
3    Beyond identification, this can be used for implementation of client functionality that depends on  
4    distinguishing between ads and main content (e.g. progress bar and random access).

5    **5.1.3.4. DASH events**

6    DASH events are messages having type, timing and optional payload. They can appear either in  
7    MPD (as period-level event stream) or inband, as ISO-BMFF boxes of type `emsg`. The `emsg`  
8    boxes shall be placed at the very beginning of the Segment, i.e. prior to any media data, so that  
9    DASH client needs a minimal amount of parsing to detect them.

10   DASH defines three events that are processed directly by a DASH client: MPD Validity Expiration,  
11   MPD Patch and MPD Update. All signal to the client that the MPD needs to be updated – by  
12   providing the publish time of the MPD that should be used, by providing an XML patch that can  
13   be applied to the client's in-memory representation of MPD, or by providing a complete new MPD.  
14   For details please see section 4.5.

15   User-defined events are also possible. The DASH client does not deal with them directly – they  
16   are passed to an application, or discarded if there is no application willing or registered to process  
17   these events. A possible client API would allow an application to register callbacks for specific  
18   event types. Such callback will be triggered when the DASH client parses the `emsg` box in a  
19   Segment, or when it parses the **Event** element in the MPD.

20   In the ad insertion context, user-defined events can be used to signal information, such as cue  
21   messages (e.g. SCTE 35 [54])

22   **5.1.3.5. MPD Updates**

23   If **MPD@minimumUpdatePeriod** is present, the MPD can be periodically updated. These up-  
24   dates can be *synchronous*, in which case their frequency is limited by **MPD@minimumUpdate-  
25   Period**. In case of the main live profiles MPD updates may be triggered by DASH events. For  
26   details refer to section 4.5.

27   When new period containing stored ads is inserted into a linear program, and there is a need to  
28   unexpectedly alter this period the inserted media will not carry the `emsg` boxes – these will need  
29   to be inserted on-the-fly by proxies. In this case use of synchronous MPD updates may prove  
30   simpler.

31   **MPD@publishTime** provides versioning functionality: MPD with later publication times in-  
32   clude all information that was included all MPDs with earlier publication times.

33   **5.1.3.6. Session information**

34   In order to allow fine-grain targeting and personalization, the identity of the client/viewer, should  
35   be known i.e. maintain a notion of a session.

36   HTTP is a stateless protocol, however state can be preserved by the client and communicated to  
37   the server.

38   The simplest way of achieving this is use of cookies. According to RFC 6265 [41], cookies set via  
39   2xx, 4xx, and 5xx responses must be processed and have explicit timing and security model.

---

1   **5.1.3.7.     Tracking and reporting**

2   The simplest tracking mechanism is server-side logging of HTTP GET requests. Knowing request  
3   times and correspondence of segment names to content constitutes an indication that a certain part  
4   of the content was requested. If MPDs (or remote element entities) are generated on the fly and  
5   identity of the requester is known, it is possible to provide more precise logging. Unfortunately  
6   this is a non-trivial operation, as same user may be requesting parts of content from different CDN  
7   nodes (or even different CDNs), hence log aggregation and processing will be needed.

8   Another approach is communicating with existing tracking server infrastructure using existing ex-  
9   ternal standards. An IAB VAST-based implementation is shown in section 5.3.3.7.

10   DASH Callback events are defined in ISO/IEC 23009-1:2014 AMD3 [4], are a simple native im-  
11   plementation of time-based impression reporting (e.g., quartiles). A callback event is a promise by  
12   the DASH client to issue an HTTP GET request to a provided URL at a given offset from *Period-*  
13   *Start*. The body of HTTP response is ignored. Callback events can be both, MPD and inband  
14   events.

15   **5.2. Architectures**

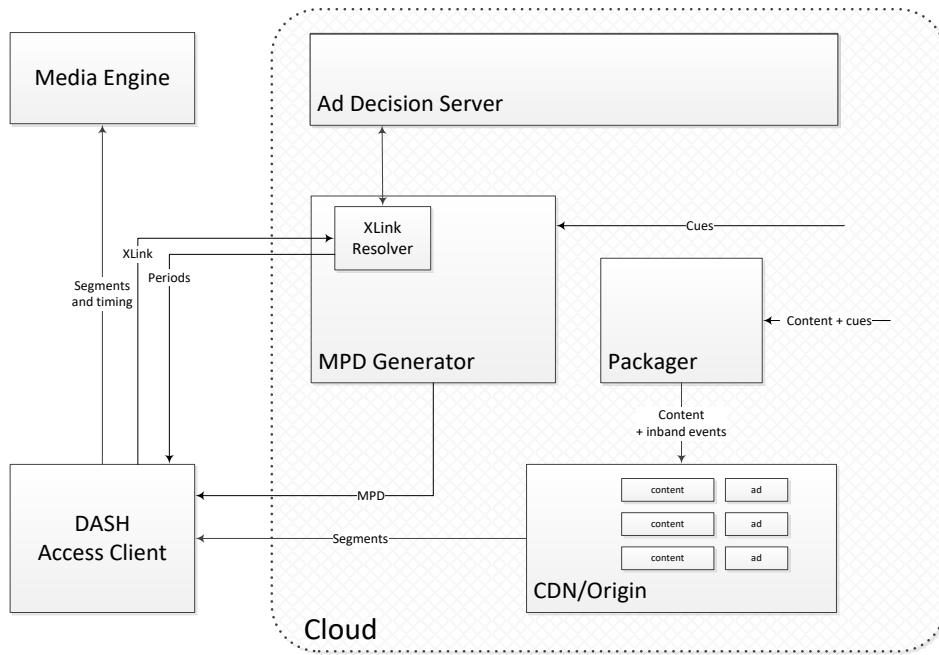
16   The possible architectures can be classified based on the location of component that communicates  
17   with the ad decision service: a *server-based* approach assumes a generic DASH client and all com-  
18   munication with ad decision services done at the server side (even if this communication is trig-  
19   gered by a client request for a segment, remote element, or an MPD). The *app-based* approach  
20   assumes an application running on the end device and controlling one or more generic DASH  
21   clients.

22   Yet another classification dimension is amount of media engines needed for a presentation – i.e.,  
23   whether parallel decoding needs to be done to allow seamless transition between the main and the  
24   inserted content, or content is conditioned well enough to make such transition possible with a  
25   single decoder.

26   Workflows can be roughly classified into *linear* and *elastic*. Linear workflows (e.g., live feed from  
27   an event) has ad breaks of known durations which have to be taken: main content will only resume  
28   after the end of the break and the programmer / operator needs to fill them with some inserted  
29   content. Elastic workflows assume that the duration of an ad break at a given cue location not  
30   fixed, thus the effective break length can vary (and can be zero if a break is not taken).

## 1    5.3. Server-based Architecture

## 2    5.3.1.    Introduction



**Figure 12: Server-based architecture**

- 5 In the server-based model, all ad-related information is expressed via MPD and segments, and ad  
6 decisions are triggered by client requests for MPDs and for resources described in them (Segments,  
7 remote periods).

8 The server-based model is inherently MPD-centric – all data needed to trigger ad decision is con-  
9 centrated in the MPD. In case where ad break location (i.e., its start time) is unknown at the MPD  
10 generation time, it is necessary to rely on MPD update functionality. The two possible ways of  
11 achieving these are described in 5.1.3.5.

12 In the live case, packager receives feed containing inband cues, such as MPEG-2 TS with SCTE  
13 35 cue messages [54]. The packager ingests content segments into the CDN. In the on demand  
14 case, cues can be provided out of band.

15 Ad management is located at the server side (i.e., in the cloud), thus all manifest and content con-  
16 ditioning is done at the server side.

17 **5.3.2. Mapping to DASH**

18 **5.3.2.1. Period elements**

19 **5.3.2.1.1. General**

20 A single ad is expressed as a single **Period** element.

### 17 5.3.2. Mapping to DASH

### 18 5.3.2.1 Period elements

### **19      5.3.2.1.1.      General**

20 A single ad is expressed as a single **Period** element.

1 Periods with content that is expected to be interrupted as a result of ad insertion should contain  
2 explicit start times (**Period@start**), rather than durations. This allows insertion of new periods  
3 without modifying the existing periods. If a period has media duration longer than the distance  
4 between the start of this period and the start of next period, use of start times implies that a client  
5 will start the playout of the next period at the time stated in the MPD, rather than after finishing  
6 the playout of the last segment.

7 An upcoming ad break is expressed as Period element(s), possibly remote.

#### 8 5.3.2.1.2. Remote Period elements.

9 Remote Periods are resolved on demand into one or more than one Period elements. It is possible  
10 to embed parameters from the cue message into the XLink URL of the corresponding remote pe-  
11 riod, in order to have them passed to the ad decision system via XLink resolver at resolution time.

12 In an elastic workflow, when an ad break is not taken, the remote period will be resolved into a  
13 period with zero duration. This period element will contain no adaptation sets.

14 If a just-in-time remote Period dereferencing is required by use of @xlink:actuate="onRe-  
15 quest", MPD update containing a remote period should be triggered close enough to the intended  
16 splice time. This can be achieved using MPD Validity events and full-fledged MPD update, or  
17 using MPD Patch and MPD Update events (see sec. 5.1.3.5 and 5.1.3.4). However, due to security  
18 reasons MPD Patch and MPD Update events should only be used with great care.

19 In case of **Period@xlink:actuate="onRequest"**, MPD update and XLink resolution  
20 should be done sufficiently early to ensure that there are no artefacts due to insufficient time given  
21 to download the inserted content. Care needs to be taken so that the client is given a sufficient  
22 amount of time to (a) request and receive MPD update, and (b) dereference the upcoming remote  
23 period.

24 NOTE: It may be operationally simpler to avoid use of **Period@xlink:actu-**  
25 **ate="onRequest"**, dereferencing in case of live content.

#### 26 5.3.2.1.3. Timing and dereferencing

27 The only interface between DASH client and the XLink resolver is the XLink URL (i.e., the **Pe-**  
28 **riod@xlink:href** attribute). After resolution, the complete remote Period element is replaced  
29 with Period element(s) from the remote entity (body of HTTP response coming from XLink re-  
30 solver). This means that the XLink resolver is (in the general case) unaware of the exact start time  
31 of the ad period.

32 In case of linear content, start of the ad period is only known a short time before the playback. The  
33 recommended implementation is to update the MPD at the moment the start of the ad period is  
34 known to the MPD generator.

35 The simplest approach for maintaining time consistency across dereferencing is to have the MPD  
36 update adding a **Period@duration** attribute to the latest (i.e., the currently playing) main con-  
37 tent period. This means that the MPD resolver needs to include the **Period@duration** attribute  
38 into each of the Period elements returned in the remote entity. The downside of this approach is  
39 that the DASH client needs to be able to update the currently playing period.

40 An alternative approach is to embed the desired value of **Period@start** of the first period of  
41 the remote entity in the XLink URL (e.g., using URL query parameters). This approach is de-  
42 scribed in clause 5.3.5. The downside of this alternative approach is that the DASH specification

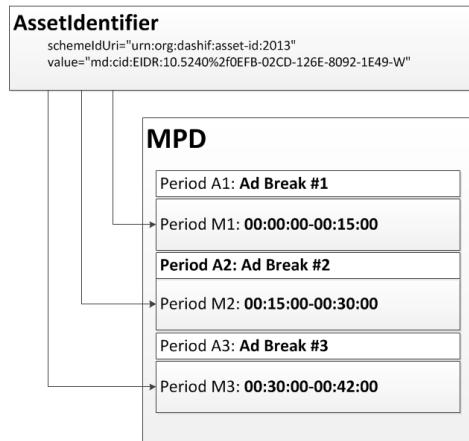
1 does not constrain XLink URLs in any way, hence the XLink resolver needs to be aware of this  
2 URL query parameter interface defined in clause 5.3.5.

3

#### 4 5.3.2.2. Asset Identifiers

5 **AssetIdentifier** descriptors identify the asset to which a Period belongs. This can be used  
6 for implementation of client functionality that depends on distinguishing between ads and main  
7 content (e.g. progress bar).

8 Periods with same **AssetIdentifier** should have identical Adaptation Sets, Initialization  
9 Segments and same DRM information (i.e., DRM systems, licenses). This allows reuse of at least  
10 some initialization data across periods of the same asset, and ensures seamless continuation of  
11 playback if inserted periods have zero duration. Period continuity or connectivity should be sig-  
12 naled, if the content obeys the rules.



13  
14 Figure 13 Using an Asset Identifier  
15

#### 16 5.3.2.3. MPD updates

17 MPD updates are used to implement dynamic behavior. An updated MPD may have additional  
18 (possibly – remote) periods. Hence, MPD update should be triggered by the arrival of the first cue  
19 message for an upcoming ad break. Ad breaks can also be canceled prior to their start, and such  
20 cancellation will also trigger an MPD update.

21 Frequent regular MPD updates are sufficient for implementing dynamic ad insertion. Unfortu-  
22 nately they create an overhead of unnecessary MPD traffic – ad breaks are rare events, while MPD  
23 updates need to be frequent enough if a cue message is expected to arrive only several seconds  
24 before the splice point. Use of HTTP conditional GET requests (i.e., allowing the server to respond  
25 with "304 Not Modified" if MPD is unchanged) is helpful in reducing this overhead, but asynchro-  
26 nous MPD updates avoid this overhead entirely.

27 DASH events with scheme "urn:mpeg:dash:event:2013" are used to trigger asynchro-  
28 nous MPD updates.

1 The simple mapping of live inband cues in live content into DASH events is translating a single  
2 cue into an MPD Validity expiration event (which will cause an MPD update prior to the splice  
3 time). MPD Validity expiration events need to be sent early enough to allow the client request a  
4 new MPD, resolve XLink (which may entail communication between the resolver and ADS), and,  
5 finally, download the first segment of the upcoming ad in time to prevent disruption of service at  
6 the splice point.

7 If several `emsg` boxes are present in a segment and one of them is the MPD Validity Expiration  
8 event, `emsg` carrying it shall always appear first.

#### 9 5.3.2.4. MPD events

10 In addition to tracking events (ad starts, quartile tracking, etc.) the server may also need to signal  
11 additional metadata to the video application. For example, an ad unit may contain not only inline  
12 linear ad content (that is to be played before, during, or after the main presentation), it may also  
13 contain a companion display ad that is to be shown at the same time as the video ad. It is important  
14 that the server be able to signal both the presence of the companion ad and the additional tracking  
15 and click-through metadata associated with the companion.

16 With that said, there is no need to have a generic DASH client implement this functionality – it is  
17 enough to provide opaque information that the client would pass to an external module. Event  
18 @schemeIdUri provides us with such addressing functionality, while MPD events allow us to  
19 put opaque payloads into the MPD.

### 20 5.3.3. Workflows

#### 21 5.3.3.1. General

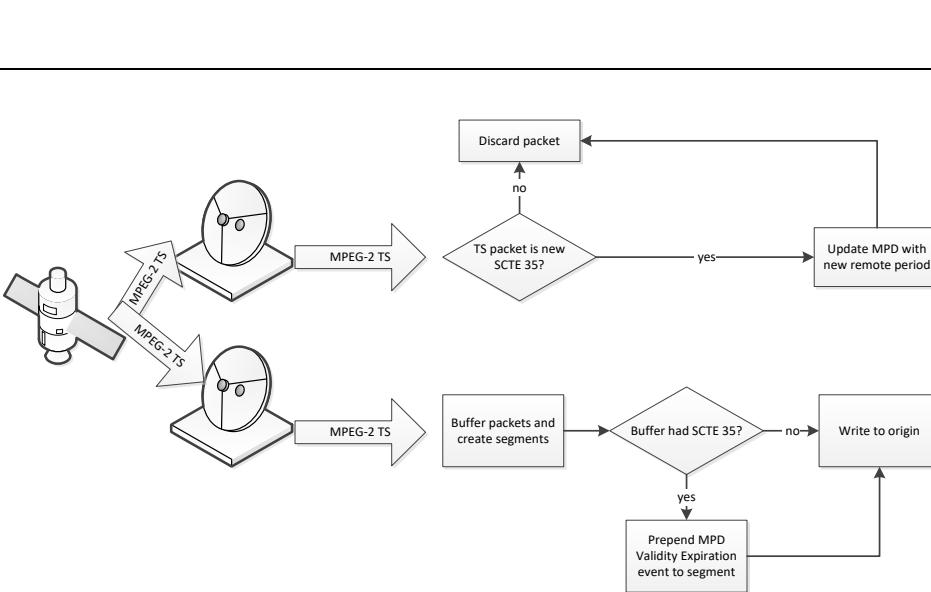
22 In the workflows below we assume that our inputs are MPEG-2 transport streams with embedded  
23 SCTE 35 cue messages [54]. In our opinion this will be a frequently encountered deployment,  
24 however any other in-band or out-of-band method of getting cue messages and any other input  
25 format lend themselves into the same model.

#### 26 5.3.3.2. Linear

27 A real-time MPEG-2 TS feed arrives at both packager and MPD generator. While real-time multicast  
28 feeds are a very frequently encountered case, the same workflow can apply to cases such as  
29 ad replacement in a pre-recorded content (e.g., in time-shifting or PVR scenarios).

30 MPD generator generates dynamic MPDs. Packager creates DASH segments out of the arriving  
31 feed and writes them into the origin server. Client periodically requests the MPDs so that it has  
32 enough time to transition seamlessly into the ad period.

33 Packager and MPD generator may be tightly coupled (e.g. co-located on the same physical  
34 machine), or loosely coupled as they both are synchronized only to the clock of the feed.



**Figure 14: Live Workflow**

### 5.3.3.2.1. Cue Interpretation by the MPD generator

When an SCTE 35 cue message indicating an upcoming splice point is encountered by the MPD generator, the latter creates a new MPD for the same program, adding a remote period to it. The `Period@start` attribute of the inserted period has `splice_time()` translated into the presentation timeline. Parameters derived from the cue message are inserted into the `Period@xlink:href` attribute of the inserted period. Examples below show architectures that allow finer targeting.

#### 5.3.3.2.1.1. Example 1: Immediate ad decision

MPD generator keeps an up-to-date template of an MPD. At each cue message arrival, the generator updates its template. At each MPD request, the generator customizes the request based on the information known to it about the requesting client. The generator contacts ad decision server and produces one or more non-remote ad periods. In this case XLink is not needed.

#### 5.3.3.2.1.2. Example 2: Stateful cue translation

MPD generator keeps an up-to-date template of an MPD. At each cue message arrival, the generator updates its template. At each MPD request, the generator customizes the request based on the information known to it about the requesting client.

The operator targets separately male and female audiences. Hence, the generator derives this from the information it has regarding the requesting client (see 5.1.3.6), and inserts an XLink URL with the query parameter `?gender=male` for male viewers, and `?gender=female` for the female viewers.

Note that this example also showcases poor privacy practices – would such approach be implemented, both parameter name and value should be encrypted or TLS-based communication should be used

---

1   **5.3.3.2.1.3. Example 3: Stateless cue translation**

2   At cue message arrival, the MPD generator extracts the entire SCTE 35 `splice_info_section` (starting at the `table_id` and ending with the `CRC_32`) into a buffer. The buffer is then  
3   encoded into URL-safe base64url format according to RFC 4648 [60], and inserted into the XLink  
4   URL of a new remote Period element. `splice_time` is translated into `Period@start` attrib-  
5   ute. The new MPD is pushed to the origin.

6  
7   Note: this example is a straightforward port of the technique defined for SCTE 67 [55], but uses base64url  
8   and not base64 encoding as the section is included in a URI.

9   **5.3.3.2.2. Cue Interpretation by the packager**

10   Cue interpretation by the packager is optional and is an optimization, rather than core functionality.  
11   On reception of an SCTE 35 cue message signaling an upcoming splice, an ``emsg`` with MPD  
12   Validity Expiration event is inserted into the first available segment. This event triggers an MPD  
13   update, and not an ad decision, hence the sum of the earliest presentation time of the ``emsg``-  
14   bearing segment and the ``emsg`.presentation_time_delta` should be sufficiently ear-  
15   lier than the splice time. This provides the client with sufficient time to both fetch the MPD and  
16   resolve XLink.

17   `splice_time()` of the cue message is translated into the media timeline, and last segment be-  
18   fore the splice point is identified. If needed, the packager can also finish the segment at the splice  
19   point and thus having a segment shorter than its target duration.

20   **5.3.3.2.3. Multiple cue messages**

21   There is a practice of sending several SCTE 35 cue messages for the same splice point (e.g., the  
22   first message announces a splice in 6 seconds, the second arrives 2 seconds later and warns about  
23   the same splice in 4 seconds, etc.). Both the packager and the MPD generator react on the same  
24   first message (the 6-sec warning in the example above), and do nothing about the following mes-  
25   sages.

26   **5.3.3.2.4. Cancelation**

27   It is possible that the upcoming (and announced) insertion will be canceled (e.g., ad break needed  
28   to be postponed due to overtime). Cancelation is announced in a SCTE 35 cue message.

29   When cancelation is announced, the packager will insert the corresponding ``emsg`` event and the  
30   MPD generator will create a newer version of the MPD that does not contain the inserted period  
31   or sets its duration to zero. This implementation maintains a simpler less-coupled server side sys-  
32   tem at the price of an increase in traffic.

33   **5.3.3.2.5. Early termination**

34   It is also possible that a planned ad break will need to be cut short – e.g., an ad will be cut short  
35   and there will be a switch to breaking news. The DASH translation of this would be creating an  
36   ``emsg`` at the packager and updating the MPD appropriately. Treatment of early termination here  
37   would be same as treatment of a switch from main content to an ad break.

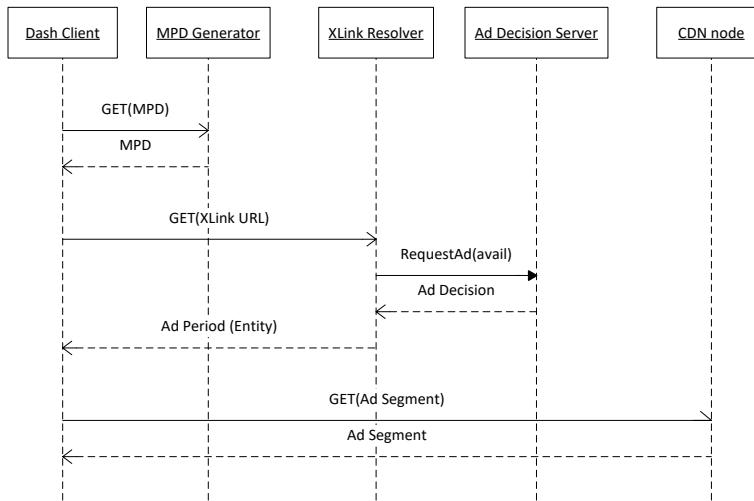
38   It is easier to manipulate durations when `Period@duration` is absent and only `Pe-`  
39   `riod@start` is used – this way attributes already known to the DASH client don't change.

---

1    **5.3.3.2.6. Informational cue messages**

2    SCTE 35 can be used for purposes unrelated to signaling of placement opportunities. Examples  
3    of such use are content identification and time-of-day signaling. Triggering MPD validity expira-  
4    tion and possibly XLink resolution in this case may be an overreaction.

5    **5.3.3.2.7. Ad decision**



6  
7    **Figure 15: Ad Decision**

8    A client will attempt to dereference a remote period element by issuing an HTTP GET for the URL  
9    that appears in `Period@xlink:href`. The HTTP server responding to this request (XLink re-  
10   solver) will contact the ad decision service, possibly passing it parameters known from the request  
11   URL and from client information available to it from the connection context. In case described in  
12   5.3.3.2.1.3, the XLink resolver has access to a complete SCTE 35 message that triggered the splice.  
13   The ad decision service response identifies the content that needs to be presented, and given this  
14   information the XLink resolver can generate one or more Period elements that would be then re-  
15   turned to the requesting DASH client.

16   A possible optimization is that resolved periods are cached – e.g. in case of 5.3.3.2.1.1 "male" and  
17   "female" versions of the content are only generated once in  $T$  seconds, with HTTP caching used  
18   to expire the cached periods after  $T$  seconds.

19   **5.3.3.3. On Demand**

20   In a VoD scenario, cue locations are known ahead of time. They may be available multiplexed into  
21   the mezzanine file as SCTE 35 or SCTE 104, or may be provided via an out-of-band EDL.

22   In VoD workflows both cue locations and break durations are known, hence there is no need for a  
23   dynamic MPD. Thus cue interpretation (which is same as in 5.3.3.2) can occur only once and result

1 in a static MPD that contains all remote elements with all Period elements having **Pe-**  
2 **riod@start** attribute present in the MPD.

3 In elastic workflows ad durations are unknown, thus despite our knowledge of cue locations within  
4 the main content it is impossible to build a complete presentation timeline. **Period@duration**  
5 needs to be used. Remote periods should be dereferenced only when needed for playout. In case  
6 of a “jump” – random access into an arbitrary point in the asset – it is a better practice not to  
7 dereference Period elements when it is possible to determine the period from which the playout  
8 starts using **Period@duration** and asset identifiers. The functionality described in 5.3.3.2 is  
9 sufficient to address on-demand cases, with the only difference that a client should be able to  
10 handle zero-duration periods that are a result of avails that are not taken.

11 **5.3.3.4. Capture to VoD**

12 Capture to VoD use case is a hybrid between pure linear and on demand scenarios: linear content  
13 is recorded as it is broadcast, and is then accessible on demand. A typical requirement is to have  
14 the content available with the original ad for some time, after which ads can be replaced

15 There are two possible ways of implementing the capture-to-VoD workflow.

16 The simplest is treating capture-to-VoD content as plain VoD, and having the replacement policy  
17 implemented on the XLink resolver side. This way the same Period element(s) will be always  
18 returned to the same requester within the window where ad replacement is disallowed; while after  
19 this window the behavior will be same as for any on-demand content. An alternative implementa-  
20 tion is described in 5.3.3.5 below.

21 **5.3.3.5. Slates and ad replacement**

22 A content provider (e.g., OTT) provides content with ad breaks filled with its own ads. An ISP is  
23 allowed to replace some of these with their own ads. Conceptually there is content with slates in  
24 place of ads, but all slates can be shown and only some can be replaced.

25 An ad break with a slate can be implemented as a valid in-MPD Period element that also has XLink  
26 attributes. If a slate is replaceable, XLink resolution will result in new Period element(s), if not –  
27 the slate is played out.

28 **5.3.3.6. Blackouts and Alternative content**

29 In many cases broadcast content cannot be shown to a part of the audience due to contractual  
30 limitations (e.g., viewers located close to an MLB game will not be allowed to watch it, and will  
31 be shown some alternative content). While unrelated to ad insertion per se, this use case can be  
32 solved using the same “default content” approach, where the in-MPD content is the game and the  
33 alternative content will be returned by the XLink resolver if the latter determines (in some unspec-  
34 ified way) that the requester is in the blackout zone.

35 **5.3.3.7. Tracking and reporting**

36 A Period, either local or a remote entity, may contain an EventStream element with an event con-  
37 taining IAB VAST 3.0 Ad element [53]. DASH client does not need to parse the information and  
38 act accordingly – if there is a listener to events of this type, this listener can use the VAST 3.0 Ad  
39 element to implement reporting, tracking and companion ads. The processing done by this listener  
40 does not have any influence on the DASH client, and same content would be presented to both  
41 “vanilla” DASH client and the player in which a VAST module registers with a DASH client a  
42 listener to the VAST 3.0 events. VAST 3.0 response can be carried in an **Event** element where

1   **EventStream**@schemeIdUri    value    is    <http://dashif.org/identifiers/vast30>.

3    An alternative implementation uses DASH Callback events to point to the same tracking URLs.  
4    While DASH specification permits both inband and MPD Callback events, inband callback events  
5    shall not be used.

## 6    5.3.4. Examples

### 7    5.3.4.1. MPD with mid-roll ad breaks and default content

8    In this example, a movie (“Top Gun”) is shown on a linear channel and has two mid-roll ad breaks.  
9    Both breaks have default content that will be played if the XLink resolver chooses not to return  
10   new Period element(s) or fails.

11   In case of the first ad break, SCTE 35 cue message is passed completely to the XLink resolver,  
12   together with the corresponding presentation time.

13   In case of the second ad break, proprietary parameters u and z describe the main content and the  
14   publishing site.

15

```
<?xml version="1.0"?>
<MPD xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xmlns="urn:mpeg:dash:schema:mpd:2011"
      xsi:schemaLocation="urn:mpeg:dash:schema:mpd:2011 DASH-MPD.xsd"
      type="dynamic"
      minimumUpdatePeriod="PT2S"
      timeShiftBufferDepth="PT600S"
      minBufferTime="PT2S"
      profiles="urn:mpeg:dash:profile:isoff-live:2011"
      availabilityStartTime="2012-12-25T15:17:50">
  <BaseURL>http://cdn1.example.com/</BaseURL>
  <BaseURL>http://cdn2.example.com/</BaseURL>

  <!-- Movie -->
  <Period start="PT0.00S" duration="PT600.6S" id="movie period #1">
    <AssetIdentifier schemeIdUri="urn:org:dashif:asset-id:2013"
                     value="md:cid:EIDR:10.5240%2f0EFB-02CD-126E-8092-1E49-W"/>
    <AdaptationSet mimeType="video/mp4" codecs="avcl.640828"
                  frameRate="24000/1001" segmentAlignment="true" startWithSAP="1">
      <BaseURL>video\_1/</BaseURL>
      <SegmentTemplate timescale="90000" initialization="$Band-
width%/init.mp4v"
                        media="$Bandwidth$/Number%05d$.mp4v"/>
      <Representation id="v0" width="320" height="240" bandwidth="250000"/>
      <Representation id="v1" width="640" height="480" bandwidth="500000"/>
      <Representation id="v2" width="960" height="720" bandwidth="1000000"/>
    </AdaptationSet>
  </Period>

  <!-- Mid-roll advertisement, passing base64url-coded SCTE 35 to XLink resolver --
->
  <Period duration="PT60.6S" id="ad break #1">
    xlink:href="https://adserv.com/avail.mpd?scte35-time=PT600.6S&
               scte35-cue=DAIAAAAAAAAQAAZ_I0VniQAQAgBDVUVJQAAAHH+cAAAAAA%3D%3D"
    xlink:actuate="onRequest" >

    <!-- Default content, replaced by elements from remote entity -->
    <AdaptationSet mimeType="video/mp4" codecs="avcl.640828">
```

```

        frameRate="30000/1001"
        segmentAlignment="true" startWithSAP="1">
        <BaseURL availabilityTimeOffset="INF">default_ad</BaseURL>
        <SegmentTemplate timescale="90000" initialization="$Band-
width%init.mp4v"
            media="$Bandwidth%$Time$.mp4v"/>
            <Representation id="v0" width="320" height="240" bandwidth="250000"/>
            <Representation id="v1" width="640" height="480" bandwidth="500000"/>
            <Representation id="v2" width="960" height="720" bandwidth="1000000"/>
        </AdaptationSet>
    </Period>

    <!--Movie, cont'd -->
    <Period duration="PT600.6S" id="movie period #2">
        <AssetIdentifier schemeIdUri="urn:org:dashif:asset-id:2013"
            value="md:cid:EIDR:10.5240%2f0Efb-02CD-126E-8092-1E49-W"/>
        <AdaptationSet mimeType="video/mp4" codecs="avc1.640828"
            frameRate="24000/1001"
            segmentAlignment="true" startWithSAP="1">
            <BaseURL>video_2</BaseURL>
            <SegmentTemplate timescale="90000" initialization="$Band-
width%init.mp4v"
                media="$Bandwidth%$Time$.mp4v"/>
                <Representation id="v0" width="320" height="240" bandwidth="250000"/>
                <Representation id="v1" width="640" height="480" bandwidth="500000"/>
                <Representation id="v2" width="960" height="720" bandwidth="1000000"/>
            </AdaptationSet>
        </Period>

        <!-- Mid-roll advertisement, using proprietary parameters -->
        <Period duration="PT60.6S" id="ad break #2"
            xlink:href="https://adserv.com/avail.mpd?u=0EFB-02CD-126E-8092-1E49-
W&z=spam"
            xlink:actuate="onRequest" >

            <!-- Default content, replaced by elements from remote entity -->
            <AdaptationSet mimeType="video/mp4" codecs="avc1.640828"
                frameRate="30000/1001"
                segmentAlignment="true" startWithSAP="1">
                <BaseURL availabilityTimeOffset="INF">default_ad2</BaseURL>
                <SegmentTemplate timescale="90000" initialization="$Band-
width%init.mp4v"
                    media="$Bandwidth%$Time$.mp4v"/>
                    <Representation id="v0" width="320" height="240" bandwidth="250000"/>
                    <Representation id="v1" width="640" height="480" bandwidth="500000"/>
                    <Representation id="v2" width="960" height="720" bandwidth="1000000"/>
                </AdaptationSet>
            </Period>
        </MPD>

```

**Figure 16: Example of MPD for "Top Gun" movie**

### 2 5.3.5. Use of query parameters

3 Parameters can be passed into the XLink resolver as a part of the XLink URL. Clause 5.3.3.2.1.3  
4 shows an example of this approach when an SCTE 35 cue message is embedded into the XLink  
5 URL.

<sup>6</sup> This approach can be generalized and several parameters (i.e., name-value pairs) can be defined.  
<sup>7</sup> SCTE 214-1 2016 [56] takes this approach and defines parameters expressing splice time (i.e.,

1    Period@start of the earliest ad period), SCTE 35 cue message, and syscode (a geolocation  
2    identifier used in US cable industry). The first two parameters are also shown in example in  
3    clause 5.3.4.1 of this document.

4  
5    Note 1: Effectively this creates a RESTful API for XLink dereferencing. While discussion above  
6    implies that these parameters are embedded by the MPD generator into the XLink URL, the pa-  
7    rameter values may as well be calculated by the client or the embedded values may be modified  
8    by the client.

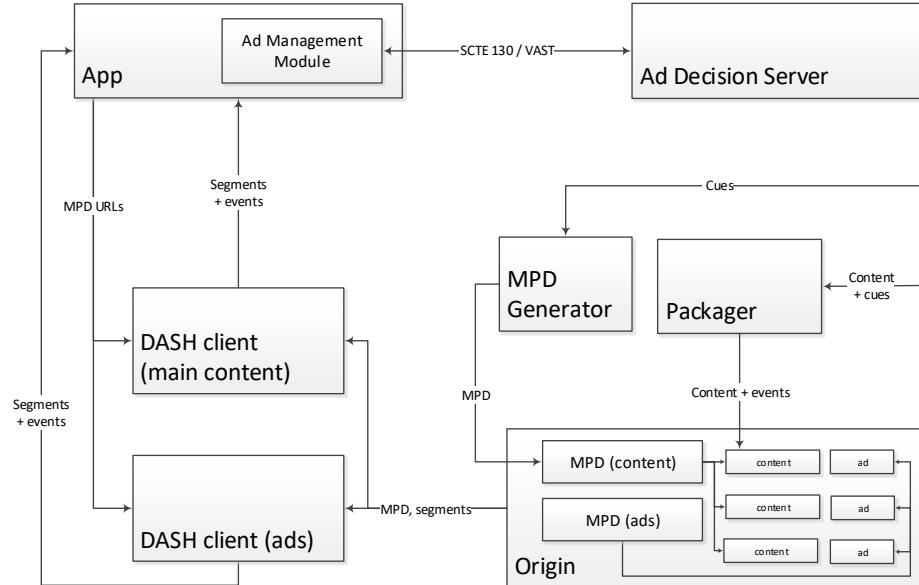
9    Note 2: The same RESTful API approach can be used with MPD URLs as well.

10   Note 3: More parameters may be defined in the future version of these guidelines.

## 11   **5.4. App-based Architecture**

### 12   **5.4.1. Introduction**

13



14   **Figure 17: App-based architecture**

15  
16   Inputs in this use case are same as the ones described in sec. 5.3. At the packaging stage, cues are  
17   translated into a format readable by the app or/and DASH client and are embedded into media  
18   segments or/and into the manifest

19   Ad management module is located at the client side. The DASH client receives manifest and seg-  
20   ments, with cues embedded in either one of them or in both.

21   Cue data is passed to the ad management module, which contacts the ad decision service and re-  
22   ceives information on content to be played. This results in an MPD for an inserted content and a

1 splice time at which presentation of main content is paused and presentation of the inserted content  
2 starts.

3 Note that this architecture does not assume multiple decoders – with careful conditioning it is  
4 possible to do traditional splicing where inserted content is passed to the same decoder. In this case  
5 it is necessary to keep a player state and be able to initialize a player into this state.

## 6 **5.4.2. Mapping to DASH**

7 This section details mapping of elements of the reference architecture into DASH concepts per the  
8 2<sup>nd</sup> edition of the specification (i.e., ISO/IEC 23009-1:2014).

### 9 **5.4.2.1. MPD**

10 Each ad decision results in a separate MPD. A single MPD contains either main content or inserted  
11 content; existence of multiple periods or/and remote periods is possible but not essential.

### 12 **5.4.2.2. SCTE 35 events**

#### 13 **5.4.2.2.1. General**

14 Cue messages are mapped into DASH events, using inband `emsg` boxes and/or in-MPD events.  
15 Note that SCTE 35 cue message may not be sufficient by itself.

16 The examples below show use of SCTE 35 in user-defined events, and presentation time indicates  
17 the timing in within the Period.

18 [Figure 18](#) below shows the content of an `emsg` box at the beginning of a segment with earliest  
19 presentation time  $T$ . There is a 6-sec warning of an upcoming splice – delta to splice time is indi-  
20 cated as 6 seconds – and duration is given as 1 minute. This means that an ad will start playing at  
21 time  $T + 6$  till  $T + 66$ . This example follows a practice defined in SCTE DVS 1208.

22

scheme_id_uri="urn:scte:scte35:2013:xml"
value=1001
timescale=90000
presentation_time_delta=540000
duration=5400000
id=0
<pre>message_data[]= &lt;SpliceInfoSection ptsAdjustment="0" scte35:tier="22"&gt;   &lt;SpliceInsert     spliceEventId="111" spliceEventCancelIndicator="false"     outOfNetworkIndicator="true" uniqueProgramId="65535"     availNum="1" availstExpected="2" spliceImmediateFlag="false"&gt;       &lt;Program&gt;&lt;SpliceTime ptsTime="122342"/&gt;&lt;/Program&gt;       &lt;BreakDuration autoReturn="false" duration="5400000"/&gt;     &lt;/SpliceInsert&gt;     &lt;AvailDescriptor scte35:providerAvailId="332"/&gt;   &lt;/SpliceInfoSection&gt;</pre>

1  
2

**Figure 18** Inband carriage of SCTE 35 cue message

3 **Figure 19** below shows the same example with an in-MPD SCTE35 cue message. The difference  
4 is in the in-MPD event the splice time is relative to the Period start, rather than to the start of the  
5 event-carrying segment. This figure shows a one-minute ad break 10 minutes into the period.

```
<EventStream schemeIdUri="urn:scte:scte35:2014:xml+bin">
  <Event timescale="90000" presentationTime="54054000" duration="5400000" id="1">
    <scte35:Signal>
      <scte35:Binary>
        /DAIAAAAAAAAAAAQAAZ/I0VniQAQAgBDVUVJQAAAAH+cAAAAAA==
```

6  
7  
8

**Figure 19:** In-MPD carriage of SCTE 35 cue message

Note: for brevity purposes SCTE 35 2014 allows use of base64-encoded section in **Signal.Binary** element as an alternative to carriage of a completely parsed cue message.

9 Normative definitions of carriage of SCTE 35 cue messages are in ANSI/SCTE 214-1 sec 6.8.4  
10 (MPD) and ANSI/SCTE 214-3 sec 8.3.3.

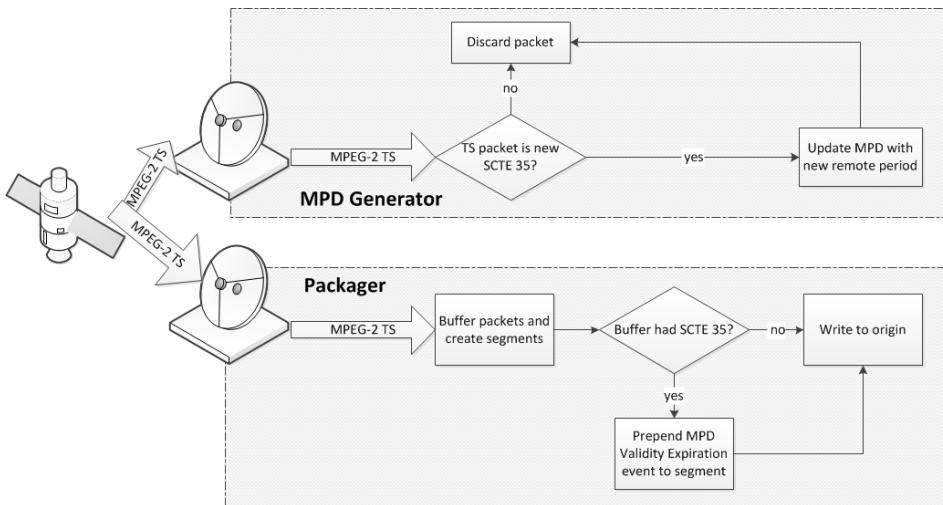
#### 11 5.4.2.3. Asset Identifiers

12 See sec. 5.3.2.2 for details.

---

1    **5.4.3.    Workflows**

2    **5.4.3.1.    Linear**



3    **Figure 20: Linear workflow for app-driven architecture**

4    A real-time MPEG-2 TS feed arrives at a packager. While real-time multicast feeds are a very  
5    frequently encountered case, the same workflow can apply to cases such as ad replacement in a  
6    pre-recorded content (e.g., in time-shifting or PVR scenarios).

7    Packager creates DASH segments out of the arriving feed and writes them into the origin server.  
8    The packager translates SCTE 35 cue messages into inband DASH events, which are inserted into  
9    media segments.

10   MPD generator is unaware of ad insertion functionality and the packager does the translation of  
11   SCTE 35 cue messages into inband user-defined DASH events. On reception of an SCTE 35 cue  
12   message signaling an upcoming splice, a `emsg` with a translation of the cue message in its  
13   `emsg`.message\_data[] field is inserted into the most recent Segment. This event triggers  
14   client interaction with an ad decision server, hence the sum of the earliest presentation time of the  
15   `emsg`-bearing segment and the `emsg`.presentation\_time\_delta should be a trans-  
16   lation of `splice_time()` into the media timeline.

17   An alternative implementation which is more compatible with server-based architecture in section  
18   5.3, an MPD generator can generate separate MPDs for both server-based and app-based architec-  
19   tures creating remote periods for server-based and in-MPD SCTE 35 events for app-based archi-  
20   tectures, while a packager can insert inband MPD validity expiration events.

21   A DASH client will pass the event to the app controlling it (e.g., via a callback registered by the  
22   app). The app will interpret the event and communicate with the ad decision server using some  
23   interface (e.g., VAST). This interface is out of the scope of this document.

24   The communication with ad decision service will result in an MPD URL. An app will pause the  
25   presentation of the main content and start presentation of the inserted content. After presenting the

1 inserted content the client will resume presentation of the main content. This assumes either proper  
2 conditioning of the main and inserted content or existence of separate client and decoder for in-  
3 serted content. The way pause/resume is implemented is internal to the API of the DASH client.  
4 Interoperability may be achieved by using the DASH MPD fragment interface, see ISO/IEC  
5 23009-1 [4], Annex C.4.

6 **5.4.3.2. On Demand**

7 As in the server-based case, functionality defined for the live case is sufficient. Moreover, the fact  
8 that that app-based implementation relies heavily on app's ability to pause and resume the DASH  
9 client, support for elastic workflows is provided out of the box.

10 In the on demand case, as cue locations are well-known, it is advantageous to provide a static MPD  
11 with SCTE 35 events than run a dynamic service that relies on inband events.

12 **5.5. Extensions for ad insertion**

13 **5.5.1. Asset Identifiers**

14 **AssetIdentifier** descriptor shall be used for distinguishing parts of the same asset within a  
15 multi-period MPD, hence it shall be used for main content and may be used for inserted content.

16 In order to enable better tracking and reporting, unique IDs should be used for different assets.

17 Use of EIDR and Ad-ID identification schemes is recommended. The value of @schemeIdUri  
18 set to "urn:eidr" signals use of EIDR. The value of @value attribute shall be a valid canon-  
19 ical EIDR entry as defined in [67].

20 Use of Ad-ID for asset identification is signaled by setting the value of @schemeIdUri to  
21 "urn:smpte:ul:060E2B34.01040101.01200900.00000000" ("designator"  
22 URN defined in SMPTE 2092-1 [68]). The value of @value attribute shall be a canonical full  
23 Ad-ID identifier as defined in SMPTE 2092-1 [68].

24 Other schemes may be used, including user private schemes, by using appropriately unique values  
25 of @schemeIdUri.

26 In the absence of other asset identifier schemes, a DASH-IF defined scheme may be used with the  
27 value of @schemeIdUri set to "urn:org:dashif:asset-id:2014". If used, the value  
28 of @value attribute descriptor shall be a MovieLabs ContentID URN ([58], 2.2.1) for the content.  
29 It shall be the same for all parts of an asset. Preferred schemes are EIDR (main content) and Ad-  
30 ID (advertising).

31 If a Period has one-off semantics (i.e., an asset is completely contained in a single period, and its  
32 continuation is not expected in the future), the author shall not use asset identifier on these assets.

33 Periods that do not contain non-remote **AdaptationSet** elements, as well as zero-length peri-  
34 ods shall not contain the **AssetIdentifier** descriptor.

35 **5.5.2. Remote Periods**

36 An MPD may contain remote periods, some of which may have default content. Some of which  
37 are resolved into multiple Period elements.

38 After dereferencing MPD may contain zero-length periods or/and remote Periods.

1 In case of **Period**@xlink:actuate="onRequest", MPD update and XLink resolution  
2 should be done sufficiently early to ensure that there are no artefacts due to insufficient time given  
3 to download the inserted content.

4 **Period**@xlink:actuate="onRequest" shall not be used if **MPD**@type = "dynamic"

### 5.5.3. User-defined events

#### 5.5.3.1. Cue message

7 Cue messages used in app-driven architecture shall be SCTE 35 events [54]. SCTE 35 event carriage  
8 is defined in ANSI/SCTE 214-1 (MPD) and ANSI/SCTE 214-3 (inband). For MPD events,  
9 the XML schema is defined in SCTE 35 2014 [54] and allows either XML representation or concise  
10 base64-coded representation.

11 NOTE: PTS offset appearing in SCTE 35 shall be ignored, and only DASH event timing mechanism may be  
12 used to determine splice points.

#### 13 5.5.3.2. Reporting

14 MPD events with embedded IAB VAST 3.0 [53] response may be used for reporting purposes.

15 If only time-based reporting is required (e.g., reporting at start, completion, and quartiles), use of  
16 DASH callback event may be a simpler native way of implementing tracking. Callback events are  
17 defined in ISO/IEC 23009-1:2014 AMD3 [4].

#### 18 5.5.3.3. Ad Insertion Event Streams

19 Recommended Event Stream schemes along with their scheme identifier for app-driven ad insertion  
20 are:

21 1. "urn:scte:scte35:2013:bin" for inband SCTE 35 events containing a complete

22 SCTE 35 section in binary form, as defined in ANSI/SCTE 214-3.

23 2. "urn:scte:scte35:2014:xml+bin" for SCTE 35 MPD events containing only  
24 base64 cue message representation, as defined in ANSI/SCTE 214-1.

25 NOTE: the content of Event element is an XML representation of the complete SCTE 35 cue mes-  
26 sage, that contains **Signal.Binary** element rather than the **Signal.SpliceInfoSection** ele-  
27 ment, both defined in SCTE 35 2014.

28 3. "http://dashif.org/identifiers/vast30" for MPD events containing  
29 VAST3.0 responses [53].

30 4. urn:mpeg:dash:event:callback:2015 for DASH callback events.

## 31 5.6. Interoperability Aspects

### 32 5.6.1. Server-based Ad insertion

33 For server-based ad insertion, the following aspects needs to be taken into account:

- 34 • Service offerings claiming conformance to server-based ad insertion shall follow the re-  
35 quirements and guidelines for service offerings in sections 5.3.2, 5.5.1, and 5.5.2..
- 36 • Clients claiming conformance to server-based ad insertion shall follow shall follow the  
37 requirements and guidelines for clients in section 5.3.2, 5.5.1, and 5.5.2. .

---

1   **5.6.2. App-based Ad Insertion**

2   For app-based ad insertion, the logic for ad insertion is outside the scope of the DASH client. The  
3   tools defined in section 5.4 and 5.5 may be used to create an interoperable system that includes  
4   DASH-based delivery and ad insertion logic.

5   **6. Media Coding Technologies**

6   **6.1. Introduction**

7   In addition to DASH-specific constraints, DASH-IF IOPs also adds restrictions on media codecs  
8   and other technologies. This section provides an overview on technologies for different media  
9   components and how they fit into the DASH-related aspects of DASH-IF IOPs.

10   **6.2. Video**

11   **6.2.1. General**

12   The codec considered for basic video support up to 1280 x 720p at 30 fps is H.264 (AVC) Pro-  
13   gressive High Profile Level 3.1 decoder [8]. This choice is based on the tradeoff between content  
14   availability, support in existing devices and compression efficiency.

15   Further, it is recognized that certain clients may only be capable to operate with H.264/AVC "Pro-  
16   gressive" Main Profile Level 3.0 and therefore content authors may provide and signal a specific  
17   subset of DASH-IF IOP.

18   Notes

- 19     • H.264 (AVC) Progressive High Profile Level 3.1 decoder [8] can also decode any content  
20       that conforms to
  - 21         ◦ H.264 (AVC) Constrained Baseline Profile up to Level 3.1
  - 22         ◦ H.264 (AVC) "Progressive" Main Profile up to Level 3.1.
- 23     • H.264 (AVC) H.264/AVC "Progressive" Main Profile Level 3.0 decoder [8] can also de-  
24       code any content that conforms to H.264 (AVC) Constrained Baseline Profile up to Level  
25       3.0.

26   Further, the choice for HD extensions up to 1920 x 1080p and 30 fps is H.264 (AVC) Progressive  
27   High Profile Level 4.0 decoder [8].

28   The High Efficiency Video Coding (HEVC) resulted from a joint video coding standardization  
29   project of the ITU-T Video Coding Experts Group (ITU-T Q.6/SG 16) and ISO/IEC Moving Pic-  
30   ture Experts Group (ISO/IEC JTC 1/SC 29/WG 11). The final specification is available here [19].  
31   Additional background information may be found at <http://hevc.info>.

32   The DASH-IF is interested in providing Interoperability Points and Extensions for established co-  
33   decs configurations. It is not the intent of the DASH-IF to define typically deployed HEVC pro-  
34   files/levels or the associated source formats. However, at the same time it is considered to provide  
35   implementation guidelines supported by test material for DASH-based delivery as soon as the  
36   industry has converged to profile/level combinations in order to support a dedicated format. For  
37   this version of this document the following is considered:

- 38     • For HEVC-based video, it is expected that the minimum supported format is 720p. The  
39       codec considered to support up to 1280 x 720p at 30 fps is HEVC Main Profile Main Tier  
40       Level 3.1 [19].

- 1     • The choice for 8-bit HD extensions based on HEVC to support up to 2048 x 1080 and 60  
 2       fps is HEVC Main Profile Main Tier Level 4.1 [19].  
 3     • The choice for 10-bit HD extensions based on HEVC to support up to 2048 x 1080 and 60  
 4       fps and 10 bit frame depth is HEVC Main10 Profile Main Tier Level 4.1 [19].  
 5     • For UHD extensions refer to section 10.

6 Other profile/level combinations will be considered in updated versions of this document.

7 This document uses the terms SD, HD and UHD to the best knowledge of the community, but does  
 8 not provide requirements for the formats, but primarily specifies the signaling and required re-  
 9 ceiver capabilities.

### 10 **6.2.2. DASH-specific aspects for H.264/AVC video**

11 For the integration of the above-referred codecs in the context of DASH, the following applies for  
 12 H.264 (AVC):

- 13     • The encapsulation of H.264/MPEG-4 AVC video data is based on the ISO BMFF as de-  
 14       fined in ISO/IEC 14496-15 [9].  
 15     • Clients shall support H.264/AVC sample entries when SPS/PPS is provided in the Ini-  
 16       tialization Segment only according to ISO/IEC 14496-15, [9], i.e. sample entry 'avc1'.  
 17     • Clients shall support Inband Storage for SPS/PPS based ISO/IEC 14496-15, [9], i.e. sample  
 18       entry 'avc3'.  
 19     • Service offerings using H.264/AVC may use sample entry 'avc1' or 'avc3'.  
 20     • SAP types 1 and 2 correspond to IDR-frames in [8].  
 21     • The signaling of the different video codec profile and levels for the codecs parameters  
 22       according to RFC6381 [10] is documented in [Table 17](#). Note that any of the codecs present  
 23       in [Table 17](#) conforms to the profile level combination that is supported in DASH-AVC/264.  
 24       Other codecs strings may be used and conform as well.  
 25     • Additional constraints within one Adaptation Set are provided in section 6.2.5.

26       Note: For a detailed description on how to derive the signaling for the codec profile for H.264/AVC, please  
 27       refer to DVB DASH, section 5.1.3.

28       **Table 17 H.264 (AVC) Codecs parameter according to RFC6381 [10]**

Profile	Le vel	Codec Parameter
<b>H.264 (AVC) "Progressive" Main Profile</b>	3.0	avc[1, 3].4DY01E
<b>H.264 (AVC) Progressive High Profile</b>	3.1	avc[1, 3].64Y01F
	4.0	avc[1, 3].64Y028

### 29       **6.2.3. DASH-specific aspects for H.265/HEVC video**

30       For the integration in the context of DASH, the following applies for HEVC

- 1     • The encapsulation of HEVC video data in ISO BMFF is defined in ISO/IEC 14496-15 [9].  
 2       Clients shall support both sample entries ' using 'hvc1' and 'hev1', i.e.. inband Storage for  
 3       VPS/SPS/PPS.  
 4     • Additional constraints within one Adaptation Set are provided in section 6.2.5.  
 5     • For the signaling of HEVC IRAP Pictures in the ISOBMFF and in DASH, in particular the  
 6       use of the sync sample table and of the SAP sample group, please refer to [Table 18](#).  
 7

**Table 18 Signaling of HEVC IRAP Pictures in the ISOBMFF and in DASH**

NAL Unit Type	ISOBMFF sync status	DASH SAP type
<b>IDR_N_LP</b>	true	1
<b>IDR_W_RADL</b>	true	2 (if the IRAP has associated RADL pictures) 1 (if the IRAP has no associated RADL pictures)
<b>BLA_N_LP</b>	true	1
<b>BLA_W_RADL</b>	true	2 (if the IRAP has associated RADL pictures) 1 (if the IRAP has no associated RADL pictures)
<b>BLA_W_LP</b>	false	3 (if the IRAP has associated RASL pictures)
	true	2 (if the IRAP has no associated RASL pictures but has associated RADL pictures)
	true	1 (if the IRAP has no associated leading pictures)
<b>CRA</b>	false	3 (if the IRAP has associated RASL pictures)
	true	2 (if the IRAP has no associated RASL pictures but has associated RADL pictures)
	true	1 (if the IRAP has no associated leading pictures)

In the above table, when there are multiple possible values for a given NAL Unit Type, if the entity creating the signaling is not able to determine correctly which signaling to use, it shall use the values in the first row of this table associated to the NAL Unit Type.

- 8     • The signaling of the different video codec profile and levels for the codecs parameters is  
 9       according to ISO/IEC 14496-15 [9] Annex E. Note that any of the codecs present in Table  
 10      1 conforms to the profile level combination that is supported in DASH-HEVC.  
 11      NOTE: For a detailed description on how to derive the signaling for the codec profile for H.264/AVC, please  
 12       refer to DVB DASH, section 5.2.2.  
 13

**Table 19 Codecs parameter according to ISO/IEC 14496-15 [9]**

Profile	Level	Tier	Codec Parameter
<b>HEVC Main</b>	3.1	Main	hev1.1.2.L93.B0 hvc1.1.2.L93.B0
	4.1	Main	hev1.1.2.L123.B0 hvc1.12.L123.B0

## 1    6.2.4.     Video Metadata

2    The provisioning of video metadata in the MPD is discussed in section 3.2.4.

## 3    6.2.5.     Adaptation Sets Constraints

### 4    6.2.5.1.   General

5    Video Adaptation Sets shall contain Representations that are alternative encodings of the same  
6    source content. Video Adaptation Sets may contain Representations encoded at lower resolutions  
7    that are exactly divisible subsamples of the source image size. As a result, the cropped vertical  
8    and horizontal sample counts of all Representations can be scaled to a common display size with-  
9    out position shift or aspect ratio distortion that would be visible during adaptive switching. Sub-  
10   sample ratios must result in integer values for the resulting encoded sample counts (without round-  
11   ing or truncation). The encoded sample count shall scale to the source video's exact active image  
12   aspect ratio when combined with the encoded sample aspect ratio value `aspect_ratio_idc`  
13   stored in the video Sequence Parameter Set NAL. Only the active video area shall be encoded so  
14   that devices can frame the height and width of the encoded video to the size and shape of their  
15   currently selected display area without extraneous padding in the decoded video, such as "letterbox  
16   bars" or "pillarbox bars".

17   All decoding parameter sets referenced by NALs in a Representation using 'avc1' or 'hvc1' sample  
18   description shall be indexed to that track's sample description table and decoder configuration  
19   record in the 'avcC' or 'hvcC' box contained in its Initialization Segment. All decoding param-  
20   eter sets referenced by NALs in a Representation using 'avc3' or 'hev1' sample description shall  
21   be indexed to a Sequence Parameter NAL (SPS) and Picture Parameter NAL (PPS) stored prior to  
22   the first video sample in that Media Segment. For 'avc3' and 'hev1' sample description Repre-  
23   sentations, the SPS and PPS NALs stored in 'avcC' or 'hvcC' in the Initialization Segment shall  
24   only be used for decoder and display initialization, and shall equal the highest Tier, Profile, and  
25   Level of any SPS in the Representation. SPS and PPS stored in each Segment shall be used for  
26   decoding and display scaling.

27   For all Representations within an Adaptation Set with the following parameters shall apply.

- 28   • All the Initialization Segments for Representations within an Adaptation Set shall have the  
29   same sample description `codingname`. For example the inclusion of 'avc1' and 'avc3'  
30   based Representations within an Adaptation Set or the inclusion 'avc1' and 'hev1' based  
31   Representations within an Adaptation Set is not permitted.
- 32   • All Representations shall have equal timescale values in all '@timescale' attributes and  
33   '@tkhd' timescale fields in Initialization Segments.
- 34   • If 'avc1' or 'hvc1' sample description is signaled in the `AdaptationSet@codecs`  
35   attribute, an edit list may be used to synchronize all Representations to the presentation  
36   timeline, and the edit offset value shall be equal for all Representations.
- 37   • Representations in one Adaptation Set shall not differ in any of the following parameters:  
38   Color Primaries, Transfer Characteristics and Matrix Coefficients. If Adaptation Sets differ  
39   in any of the above parameters, these parameters should be signaled on Adaptation Set

1       level. If signaled, a Supplemental or Essential Property descriptor shall be used, with the  
2       @schemeIdUri set to urn:mpeg:mpegB:cicp:<Parameter> as defined in  
3       ISO/IEC 23001-8 [49] and <Parameter> one of the following: ColourPrimaries,  
4       TransferCharacteristics, or MatrixCoefficients. The @value attribute  
5       shall be set as defined in ISO/IEC 23001-8 [49].

6       **6.2.5.2. Bitstream Switching**

7       For AVC and HEVC video data, if the @bitstreamswitching flag is set to true, then the  
8       following additional constraints shall apply:

- 9       • All Representations shall be encoded using 'avc3' sample description for AVC or  
10      'hev1' for HEVC, and all IDR pictures shall be preceded by any SPS and PPS NAL  
11      decoding parameter referenced by a video NAL in that codec video sequence.

12      Note: NAL parameter indexes in a Media Segment are scoped to that Segment. NALs and  
13      indexes in the Initialization Segment may be different, and are only used for decoder ini-  
14      tialization, not Segment decoding.

- 15      • All Representations within a video Adaptation Set shall include an Initialization Segment  
16      containing an 'avcC' or 'hvcC' Box containing a Decoder Configuration Record con-  
17      taining SPS and PPS NALs that equal the highest Tier, Profile, Level, vertical and hori-  
18      zontal sample count of any Media Segment in the Representation. HEVC Decoder Con-  
19      figuration Records shall also include a VPS NAL.
- 20      • The **AdaptationSet@codecs** attribute shall be present and equal the maximum pro-  
21      file and level of any Representation contained in the Adaptation Set.
- 22      • The **Representation@codecs** attribute may be present and in that case shall equal  
23      the maximum profile and level of any Segment in the Representation.
- 24      • Edit lists shall not be used to synchronize video to audio and presentation timelines.
- 25      • Video Media Segments shall set the first presented sample's composition time equal to  
26      the first decoded sample's decode time, which equals the baseMediaDecodeTime in  
27      the Track Fragment Decode Time Box ('tfdt').

28      Note: This requires the use of negative composition offsets in a v1 Track Run Box  
29      ('trun') for video samples, otherwise video sample reordering will result in a delay of  
30      video relative to audio.

- 31      • The @presentationTimeOffset attribute shall be sufficient to align audio video,  
32      subtitle, and presentation timelines at presentation a Period's presentation start time. Any  
33      edit lists present in Initialization Segments shall be ignored. It is strongly recommended  
34      that the Presentation Time Offset at the start of each Period coincide with the first frame  
35      of a Segment to improve decoding continuity at the start of Periods.

36      NOTE: An Adaptation Set with the attribute **AdaptationSet@bitstreamSwitching="true"** fulfills  
37      the requirements of the DVB DASH specification [42].

38      40 See section 7.7 for additional Adaptation Set constraints related to content protection.

---

### 1    6.2.6.    Tiles of thumbnail images

2    For providing easily accessible thumbnails with timing, Adaptation Sets with the new @con-  
3    tentType="image" may be used in the MPD. A typical use case is for enhancing a scrub bar  
4    with visual cues. The actual asset referred to is a rectangular tile of temporally equidistant thumb-  
5    nals combined into one jpeg or png image. A tile, therefore is very similar to a video segment  
6    from MPD timing point of view, but is typically much longer. As for video, different spatial reso-  
7    lutions can be collected into one Adaption Set. To limit the implementation effort, only Seg-  
8    mentTemplate with \$Number\$ is used to described the thumbnail tiles and their timing.

9    It is typically expected that the DASH client is able to process such Adaptation Sets by download-  
10    ing the images and using browser-based processing to assign the thumbnails to the Media Presen-  
11    tation timeline.

12   A lot of parameters are the same as for video, but the ones which are new for thumbnail tiles, the  
13   rectangular grid dimensions are given as the value of the **EssentialProperty** with  
14   @schemeIdUri set to "http://dashif.org/guidelines/thumbnail\_tile".

- 15   • If the **EssentialProperty** descriptor with @schemeIdUri set to  
16   [http://dashif.org/guidelines/thumbnail\\_tile](http://dashif.org/guidelines/thumbnail_tile) is present, the following  
17   attributes and elements of the Adaptation Set shall be used to describe the tiling as fol-  
18   lows: The value of the descriptor provides the horizontal and vertical number of the tiles  
19   as unsigned integer, separated by an 'x'. The two values are referred to as htiles and  
20   vtiles in the following.
- 21   • @duration expresses the duration of one tile in the media presentation timeline in the  
22   timescale provided by the value of the @timescale attribute, if present, otherwise in  
23   seconds. The value is referred to as tduration in the following.
- 24   • @bandwidth expresses the maximum tile size in bits divided by the duration of one tile  
25   as provided by the tduration value.
- 26   • @width and @height expresses the spatial resolution of the tile. Note that the maxi-  
27   mum dimension of a JPEG image is 64k in width and height.
- 28   • Each tile has assigned a number starting with 1. The tile number is referred as tnumber.
- 29   • The @startNumber may be present to indicate the number of the first tile in the Period  
30   in the Period. If not present the first number is defaulted to 1. The value of the start num-  
31   ber is referred to as startnumber.
- 32   • The @presentationTimeOffset may be present to indicate the presentation time  
33   of the thumbnail sequence at the start of the period. If not present, the first number is de-  
34   faulted to 0. The timescale is provided by the value of the @timescale attribute, if pre-  
35   sent, otherwise in seconds. The value of the presentation time offset is referred to as pto.

- 1 Based on this information, the following information can be derived:
- 2     • information on how many thumbnails are included in one tile by multiplying the  
3        htiles with vtiles. This number is referred to as ttiles.
- 4     • The first tile that can be requested in the Period is referred to as startnumber which is  
5        used in the segment template.
- 6     • The presentation time in the period for each tile is defined as (tnumber - 1)\*tdura-  
7        tion - pto.
- 8     • The duration of each thumbnail is defined as tduration/ttiles. This value is re-  
9        ferred to as thduration.
- 10    • Thumbnail ordering is from left to right, row by row, starting from the top row. The last  
11      tile in a Period may have thumbnails outside the time interval. The content provider may  
12      use any padding pixel to such a tile, e.g. add black thumbnails. The number of a thumb-  
13      nail in a tile is referred to as thnumber.
- 14    • The presentation time of the thumbnail within the tile is defined as (thnumber -  
15      1)\*thduration, i.e. the presentation within a period is defined as (tnumber-1)  
16      )\*tduration + (thnumber - 1)\*thduration - pto.
- 17    • The vertical size of each thumbnail is defined as @height/vtiles and the horizontal  
18      size of each thumbnail is defined as @width/htiles.
- 19    • The total number of thumbnails in a Period, referred to ttumbnails is the ceiling of the  
20      period duration divided by the thduration.
- 21 An example Adaptation Set for tile-based thumbnails is provided below:
- 22 <AdaptationSet id="3" mimeType="image/jpeg" contentType="image">  
23    <SegmentTemplate media="\$RepresentationID\$/tile\$Number\$.jpg" duration="125"  
24    startNumber="1"/>  
25    <Representation bandwidth="10000" id="thumbnails" width="6400" height="180">  
26      <EssentialProperty schemeIdUri="http://dashif.org/guidelines/thumbtile" value="25x1"/>  
27    </Representation>  
28 </AdaptationSet>
- 30
- 31 Here
- 32     • htiles is 25 and vtiles is set to 1. ttiles is derived as 25.

- 
- 1     • `tduration` is 125 seconds and `thduration` is derived as 5 seconds.  
2     • Assuming a Period duration of 899 seconds, the total number of thumbnails is 180.  
3     • The vertical size of each thumbnail is 256 and the horizontal size is 180.  
4     • The maximum bandwidth for each tile is 10 kbit/s.

## 5     **6.3. Audio**

### 6     **6.3.1. General**

7     Content offered according to DASH-IF IOP is expected to contain an audio component in most  
8     cases. Therefore, clients consuming DASH-IF IOP-based content are expected to support stereo  
9     audio. Multichannel audio support and support for additional codecs is defined in extensions in  
10    section 9 of this document.

11    The codec for basic stereo audio support is MPEG-4 High Efficiency AAC v2 Profile, level 2 [11].

12    Notes

- 13     • HE-AACv2 is also standardized as Enhanced aacPlus in 3GPP TS 26.401 [13].
- 14     • HE-AACv2 Profile decoder [8] can also decode any content that conforms to
  - 15       ○ MPEG-4 AAC Profile [11]
  - 16       ○ MPEG-4 HE-AAC Profile [11]

17    Therefore, Broadcasters and service providers encoding DASH-AVC/264 content are free to use  
18    any AAC version. It is expected that clients supporting the DASH-IF IOP interoperability point  
19    will be able to play AAC-LC, HE-AAC and HE-AACv2 encoded content.

20    For all HE-AAC and HE-AACv2 bitstreams, explicit backwards compatible signaling should be  
21    used to indicate the use of the SBR and PS coding tools.

22       Note: To conform to the DVB DASH profile [42], explicit backwards compatible signaling  
23       shall be used to indicate the use of the SBR and PS coding tools.

24    For advanced audio technologies, please refer to section 9.

### 25    **6.3.2. DASH-specific aspects for HE-AACv2 audio**

26    In the context of DASH, the following applies for the High Efficiency AAC v2 Profile

- 27     • The content should be prepared according to the MPEG-DASH Implementation Guidelines  
28       [6] to make sure each (Sub)Segment starts with a SAP of type 1.
- 29     • The signaling of MPEG-4 High Efficiency AAC v2 for the codecs parameters is according  
30       to IETF RFC6381 [10] and is documented in [Table 20](#). [Table 20](#) also provides information  
31       on the ISO BMFF encapsulation.
- 32     • For content with SBR, i.e. `@codecs=mp4a.40.5` or `@codecs=mp4a.40.29`, `@au-`  
33       `dioSamplingRate` signals the resulting sampling rate after SBR is applied, e.g. 48 kHz  
34       even if the AAC-LC core operates at 24 kHz. For content with PS, i.e. `@co-`  
35       `decs=mp4a.40.29`, **AudioChannelConfiguration** signals the resulting channel  
36       configuration after PS is applied, e.g. stereo even if the AAC-LC core operates at mono.

1

Table 20 HE-AACv2 Codecs parameter according to RFC6381 [10]

Codec	Codec Parameter	ISO BMFF Encapsulation	SAP type
MPEG-4 AAC Profile [11]	mp4a.40.2	ISO/IEC 14496-14 [12]	1
MPEG-4 HE-AAC Profile [11]	mp4a.40.5	ISO/IEC 14496-14 [12]	1
MPEG-4 HE-AAC v2 Profile [11]	mp4a.40.29	ISO/IEC 14496-14 [12]	1

2 Note: Since both, HE-AAC and HE-AACv2 are based on AAC-LC, for the above-mentioned “Co-  
 3 dec Parameter” the following is implied:

- 4     • mp4a.40.5 = mp4a.40.2 + mp4a.40.5  
 5     • mp4a.40.29 = mp4a.40.2 + mp4a.40.5 + mp4a.40.29

### 6 6.3.3. Audio Metadata

#### 7 6.3.3.1. General

8 Metadata for audio services is defined in ISO/IEC 23009-1.

#### 9 6.3.3.2. ISO/IEC 23009-1 audio data

10 With respect to the audio metadata, the following elements and attributes from ISO/IEC 23009-1  
 11 are relevant:

- 12     • the @audioSamplingRate attribute for signaling the sampling rate of the audio media  
 13 component type in section 5.3.7 of ISO/IEC 23009-1  
 14     • the **AudioChannelConfiguration** element for signaling audio channel configura-  
 15 tion of the audio media component type.in section 5.3.7 of ISO/IEC 23009-1. For this ele-  
 16 ment the scheme and values defined in ISO/IEC 23001-8 for the **ChannelConfigura-**  
 17 **tion** should be used.

## 18 6.4. Auxiliary Components

### 19 6.4.1. Introduction

20 Beyond regular audio and video support, TV programs typically also require support for auxiliary  
 21 components such as subtitles and closed captioning, often due to regulatory requirements. DASH-  
 22 IF IOP provides tools to addresses these requirements.

### 23 6.4.2. Subtitles and Closed Captioning

24 Technologies for subtitles are as follows:

- 25     • CEA-608/708 Digital Television (DTV) Closed Captioning [14]  
 26     • IMSC1 [61] conformant profiles of TTML, packaged as Segments conforming to MPEG-  
 27       4, Part 30 [29], including subsets such as:  
 28           o W3C TTML [16]  
 29           o SMPTE Timed Text [17] (including image-based subtitles and closed captioning)

- 
- 1                   ○ EBU-TT [20]  
2       • 3GPP Timed Text [15]  
3       • Web VTT [18]

4 For simple use cases, CEA-608/708 based signaling as defined in section 6.4.3 may be used.  
5 For any other use cases, IMSC1 [61] should be used as defined in section 6.4.4. It is expected that  
6 most subset profiles of IMSC1 would be reasonably decodable.  
7 TTML and WebVTT Media Segments shall be referenced by Representation elements in MPDs,  
8 downloaded, initialized, and synchronized for multimedia presentation the same as audio and  
9 video Segments.

10 Note: DASH playback applications such as Web pages can download TTML or WebVTT text files, initialize  
11 renderers, and synchronize rendering and composition. This specification does not specify interoperable play-  
12 back of these “sidecar” subtitle files in combination with a DASH audio visual presentation. However, sec-  
13 tion 6.4.5 provides guidelines on how to synchronize side car files at Period boundaries.

14 **6.4.3. CEA-608/708 in SEI messages**

15 **6.4.3.1. Background**

16 In order to provide the signaling of the presence of SEI-based data streams and closed captioning  
17 services on MPD level, descriptors on DASH level are defined. This section provides some back-  
18 ground.

19 Note: This method is compatible with draft SCTE specification DVS 1208 and therefore  
20 SCTE URNs are used for the descriptor @schemeIdUri. In an updated version of this  
21 document more details on the exact relation to the SCTE specification will be provided.

22 The presence of captions and their carriage within the SEI message of a video track is defined in  
23 ANSI/SCTE 128-1 2013 [43], section 8.1 Encoding and transport of caption, active format de-  
24 scription (AFD) and bar data.

25 Based on this it is enabled that a video track carries SEI message that carry CEA-608/708 CC. The  
26 SEI message payload\_type=4 is used to indicates that Rec. ITU-T T.35 based SEI messages  
27 are in use.

28 In summary the following is included in ANSI/SCTE 128-1 2013 to signal CEA-608/708 CC:

- 29   • SEI payloadType is set to 4  
30   • itu\_t\_t35\_country\_code – A fixed 8-bit field, the value of which shall be 0xB5.  
31   • itu\_t\_35\_provider\_code – A fixed 16-bit field registered by the ATSC. The value  
32   shall be 0x0031.  
33   • user\_identifier – This is a 32 bit code that indicates the contents of the  
34   user\_structure() and is 0x47413934 (“GA94”).  
35   • user\_structure() – This is a variable length data structure ATSC1\_data() defined  
36   in section 8.2 of ANSI/SCTE 128 2013-a.  
37   • user\_data\_type\_code is set to 0x03 for indicating captioning data in the  
38   user\_data\_type\_structure()

- 
- 1     • `user_data_type_structure()` is defined in section 8.2.2 of ANSI/SCTE 128-1  
2         2013 for Closed Captioning and defines the details on how to encapsulate the captioning  
3         data.
- 4     The semantics of relevant Caption Service Metadata is provided in CEA-708 [14], section 4.5:  
5         • the total number of caption services (1-16) present over some transport-specific period.  
6         • For each service:  
7             ◦ The type of the service, i.e. being 608 or 708. According to CEA-708 [14], section  
8                 4.5, there shall be at most one CEA-608 data stream signaled. The CEA-608  
9                 datastream itself signals the individual CEA-608-E caption channels.  
10             ◦ When the type of the service is 708, then the following 708-related metadata  
11                 should be conveyed:  
12                 ▪ SERVICE NUMBER: the service number as found on the 708 caption ser-  
13                 vice block header (1-31). This field provides the linkage of the remaining  
14                 metadata to a specific 708 caption service  
15                 ▪ LANGUAGE: the dominant language of the caption service, recommended  
16                 to be encoded from ISO 639.2/B [45].  
17                 ▪ DISPLAY ASPECT RATIO {4:3, 16:9}: The display aspect ratio assumed  
18                 by the caption authoring in formatting the caption windows and contents.  
19                 ▪ EASY READER: this metadata item, when present, indicates that the ser-  
20                 vice contains text tailored to the needs of beginning readers.

21     **6.4.3.2. MPD-based Signaling of SEI-based CEA-608/708 Closed Caption services**

22     This subsection provides methods MPD-based Signaling of SEI-based CEA-608/708 Closed Cap-  
23         tion services, i.e.

- 24         • The presence of one or several SEI-based closed caption services in a Representation.  
25         • The signaling of the relevant Caption Service Metadata as defined in CEA-708 [14], sec-  
26                 tion 4.5.

27     The descriptor mechanism in DASH is used for this purpose.

28     Signaling is provided by including **Accessibility** descriptors, one each for CEA 608 and  
29         CEA 708 and is described in sections 6.4.3.3 and 6.4.3.4, respectively. The **Accessibility**  
30         descriptor is included for the **AdaptationSet** and all included Representations shall provide  
31         equivalent captions.

32     The `@value` attribute of each descriptor can be either list of languages or a complete map of  
33         services (or CC channels, in CEA-608 terminology). Listing languages without service or channel  
34         information is strongly discouraged if more than one caption service is present.

35     These definitions are equivalent to SCTE 214-1 [56].

36     **6.4.3.3. Signaling CEA-608 caption service metadata**

37     The **Accessibility** descriptor shall be provided with `@schemeIdUri` set to  
38         `urn:scte:dash:cc:cea-608:2015`, and an optional `@value` attribute to describe the cap-  
39         tions. If the `@value` attribute is not present, the Representation contains a CEA-608 based closed  
40         captioning service.

1 If present, the @value attribute shall contain a description of caption service(s) provided in the  
2 stream as a list of channel-language pairs. Alternatively, a simple list of language codes may be  
3 provided, but this is strongly discouraged as it will not provide sufficient information to map the  
4 language with the appropriate caption channel.

5 The @value syntax shall be as described in the ABNF below.

```
6   @value      = (channel *3 [";" channel]) / (language *3[";" language])
7   channel     = channel-number "=" language
8   channel-number = CC1 | CC2 | CC3 | CC4
9   language    = 3ALPHA ; language code per ISO 639.2/B [45]
```

#### 10 6.4.3.4. Signaling CEA-708 caption service metadata

11 DASH-IF IOPs do not provide any interoperability guidelines for CEA-708.

12 Note: Caption Service Metadata is provided in SCTE 214-1 [14], section 4.5.

#### 13 6.4.3.5. Examples

14 Simple signaling of presence of CEA-608 based closed caption service (Note: Not signaling lan-  
15 guages is a discouraged practice)

```
16 <Accessibility
17   schemeIdUri="urn:scte:dash:cc:cea-608:2015"/>
```

18 Signaling of presence of CEA-608 closed caption service languages in English and German

```
19 <Accessibility
20   schemeIdUri="urn:scte:dash:cc:cea-608:2015"
21   value="eng;deu"/>
```

22 Signaling of presence of CEA-608 closed caption service in English and German, with channel  
23 assignments

```
24 <Accessibility
25   schemeIdUri="urn:scte:dash:cc:cea-608:2015"
26   value="CC1=eng;CC3=deu"/>
```

27 Signaling of presence of CEA-708 closed caption service in English and German

```
28 <Accessibility
29   schemeIdUri="urn:scte:dash:cc:cea-708:2015"
30   value="1=lang:eng;2=lang:deu"/>
```

31 Signaling of presence of CEA-708 closed caption service in English and easy reader English

```
32 <Accessibility
33   schemeIdUri="urn:scte:dash:cc:cea-708:2015"
34   value="1=lang:eng;2=lang:eng,war:1,er:1"/>
```

#### 35 6.4.4. Timed Text (IMSC1)

36 W3C TTML [16] and its various profiles - W3C IMSC1 (text and image profiles) [61], SMPTE  
37 Timed Text [17], and EBU Timed Text [20] - provide a rich feature set for subtitles. Beyond basic  
38 subtitles and closed captioning, for example, graphics-based subtitles and closed captioning are  
39 also supported by IMSC1. Conversion of CEA-608 and CEA-708 into IMSC1 may be done ac-  
40 cording to SMPTE 2052-10 [27] and SMPTE-2052-11 [28], respectively. The Timed Text track  
41 shall conform to IMSC1 [61]. Note that by the choice of IMSC1 as the supported format at the  
42 client, other formats such as EBU TT [20] are also supported because they are subset profiles.

- 1 In the context of DASH, the following applies for text/subtitling:
- 2 • All graphics type samples shall be SAP type 1. The signalling of the different text/subtitling
- 3 codecs for the codecs parameters is according to W3C TTML Profile Registry [62] and is
- 4 documented in [Table 21](#).
- 5 • [Table 21](#) also provides information on ISO BMFF encapsulation.
- 6

7 **Table 21 Subtitle MIME type and codecs parameter according to IANA and W3C registries**

Codec	MIME type	Codecs Parameter @codecs	ISO BMFF Encapsulation
<b>IMSC1 Timed Text [61] without encapsulation</b>	application/ttml+xml <sup>(1,3)</sup>	See [62]	n/a
<b>IMSC1 Timed Text [61] with ISO BMFF encapsulation</b>	application/mp4	See [62]	ISO/IEC 14496-12 [7] ISO/IEC 14496-30 [29]

Notes:

(1) DVB DASH only supports ISO BMFF encapsulated TT, but not XML-based.

#### 8    9 **6.4.5. Guidelines for side-loaded TTML and WebVTT files**

10 Side-loaded TTML or WebVTT subtitles or caption files can be indicated in the manifest like:

```
12 <AdaptationSet contentType="text" mimeType="application/ttml+xml" lang="swe">
13   <Role schemeIdUri="urn:mpeg:dash:role:2011" value="subtitle"/>
14   <Representation id="xml_swe" bandwidth="1000">
15     <BaseURL>sub_swe_short.xml</BaseURL>
16   </Representation>
17 </AdaptationSet>
```

- 18
- 19 Only one file for the full period is permitted, practically limiting this use case to non-live content.
- 20 Such external files are assumed do have a timeline aligned with the Period, so that TTML time
- 21 00:00:00.000 corresponds to the start of the Period. The presentation time offset is expected to be
- 22 not presented, and if present, expected to be ignored by the DASH client.
- 23 The same applies to side-loaded WebVTT files. In that case, the @mimeType is text/vtt.
- 24 If segmented subtitles are needed, such as for live sources, ISOBMFF-packaged TTML or
- 25 WebVTT segments shall be used with timing according to [29]. In particular, this means that the
- 26 TTML timing inside the segments is with respect to the media timeline. ".

---

1   **6.4.6. Annotation of Subtitles**

2   Subtitles should be annotated properly using descriptors available in ISO/IEC 23009-1, Specifi-  
3   cally Role, Accessibility, Essential Property and Supplemental Property descriptors and the DASH  
4   role scheme may be used. Guidelines for annotation are for example provided in DVB DASH,  
5   section 7.1.2 or SCTE 214-1 [56], section 7.2.

6   **7. Content Protection and Security**

7   **7.1. Introduction**

8   DASH-IF IOPs do not intend to specify a full end-to-end DRM system. However DASH-IF IOP  
9   provides a framework for multiple DRMs to protect DASH content by adding instructions or *Pro-  
10   tection System Specific*, proprietary information in predetermined locations in MPDs, or DASH  
11   content that is encrypted with Common Encryption as defined in ISO/IEC 23001-7 [30].

12   The Common Encryption ('cenc') protection scheme specifies encryption parameters that can be  
13   applied by a scrambling system and key mapping methods using a common key identifier (KID)  
14   to be used by different DRM systems such that the same encrypted version of a file can be com-  
15   bined with different DRM systems that can store proprietary information for licensing and key  
16   retrieval in the Protection System Specific Header Box ('pssh'), or in **ContentProtection**  
17   Descriptors in an MPD. The DRM scheme for each pssh is identified by a DRM specific Sys-  
18   temID.

19   The recommendations in this document reduce the encryption parameters and use of the encryption  
20   metadata to specific use cases for VOD and live content with key rotation.

21   The base technologies are introduced first followed by informative chapter on standardized ele-  
22   ments. Additional Content Protection Constraints are then listed that are specific to conformance  
23   to DASH-264/AVC IOP.

24   **7.2. HTTPS and DASH**

25   The use of HTTP within DASH as a transport protocol, especially for retrieving media segments,  
26   inherently provides many advanced features such as caching and redirection. However, when not  
27   encrypted, data delivered over HTTP are in the clear, and there may not be any guarantee that the  
28   clear text data are not being eavesdropped and tampered. If this is of concern, transportTransport  
29   security in HTTP-based delivery may be achieved by using HTTP over TLS (HTTPS) as specified  
30   in RFC 28185246. HTTPS is a protocol for secure communication over a computer network which  
31   is widely used on the Internet and also increasingly used for content streaming, mainly for the  
32   following purposes:

- 33
  - 34     • authenticating the streaming server with which a streaming client is communicating,
  - 35     • protectingProtecting the privacy of the exchanged data from eavesdropping by providing  
36        encryption of bidirectional communications between a client and a server, and
  - 37     • ensuringEnsuring integrity of the exchanged data against man-in-the-middle attacks  
38        against tampering with and/or forging the contents of the communication.

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39   Many HTTP streaming technologies (as well as many web sites) are moving to HTTPS delivery,  
such as Netflix, Youtube, Facebook (see for example presentations at

1 [http://dashif.org/events/event\\_2015\\_08\\_20](http://dashif.org/events/event_2015_08_20)). One of the main reasons is that with Cross Origin Re-  
2 source Sharing (CORS) (<http://www.w3.org/TR/cors/>). As all web browsers and services (such as  
3 Facebook and Google) move to HTTPS and CORS does not allow that if the origin web page is  
4 HTTPS that you move to HTTP for resources delivered as links in the web page, the media also  
5 needs to be delivered through HTTPS.

6 As a MPD carries links to media resources, web browsers follow the W3C recommendation for  
7 mixed content (<https://www.w3.org/TR/mixed-content/>). To ensure that HTTPS benefits are main-  
8 tained once the MPD is delivered, it is recommended that if the MPD is delivered with HTTPS,  
9 then the media also be delivered with HTTPS.

10 In addition, MPEG-DASH explicitly permits the use of https as a scheme and hence, HTTP over  
11 TLS as a transport protocol. When using HTTPS in DASH, one can for instance specify that all  
12 media segments are delivered over HTTPS, by declaring that all the `<BaseUrl>`'s are HTTPS based,  
13 as follow:

14 `<BaseUrl>https://cdn1.example.com/</BaseUrl>`  
15 `<BaseUrl>https://cdn2.example.com/</BaseUrl>`

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16 One can also use HTTPS for retrieving other types of data carried with an MPD that are HTTP-  
17 URL based, such as, for example, DRM licenses specified within the `<ContentProtection>` de-  
18 scriptor:

19 `<ContentProtection schemeIdUri="http://example.net/052011/drm">`  
20 `<drm:License>https://MoviesSP.example.com/protect?license=kljklksdfiowek</drm:License>`  
21 `</ContentProtection>`

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22 Because of the CORS recommendation of not moving from HTTPS requests to HTTP ones, when-  
23 ever HTTPS is used for any portion of DASH content referenced within an MPD, it is recom-  
24 mended that HTTPS be used for the entirety of the DASH content reference in the same MPD.

25 It is recommended to adopt HTTPS for delivering DASH content. It must be noted nevertheless,  
26 that HTTPS does hurt proxies that attempt to intercept, cache and/or modify content between the  
27 client and the CDN that holds the delivery certs. Since the HTTPS traffic is opaque to these inter-  
28 mediate nodes, they can lose much of their intended functionality when faced with HTTPS traffic.

29 While using HTTPS in DASH provides good levels of trust and authenticity for data exchanged  
30 between DASH servers and clients connected over HTTPS, it should be pointed out that HTTPS  
31 only protects the transport link, but not the access to streaming content and the usage of streamed  
32 content. HTTPS itself does not imply user authentication and content authorization (or access  
33 control). This is especially the case that HTTPS provides no protection to any streamed content cached  
34 in a local buffer at a client for playback. For this reason, using HTTPS does not replace the need  
35 for content protection and digital rights management of streaming contenta DRM.

36 There are also some impacts of using HTTPS in DASH that are going to be challenges in main-  
37 taining DASH advantages and end user streaming experiences:

- 38 • **CDN:** Because of HTTPS encrypting the connection between a client and a server for each  
39 HTTPS session, it causes difficulties in caching encrypted DASH segment content on  
40 CDNs to reuse it for other sessions and other clients.
- 41 • **Network:** As use of HTTPS establishes a secure tunnel between a client and a server, it is  
42 impossible for underlying networks (or any entities on the data delivery path between the

1       client and server) to manage and optimize encrypted data traffics over the networks, especially when the networks are mobile, based on inspecting and analyzing content of the traffics.

- 2
- 3
- 4     • Efficiency: Using HTTPS introduces "double encryption" when streaming content is already encrypted, for instance, using a content protection or DRM system. While delivering encrypted content over HTTPS may not increase content security, it does add extra encryption overhead and therefore latency in streaming encrypted content.
- 5
- 6
- 7

### 8     7.3. Base Technologies Summary

9     The normative standard that defines common encryption in combination with ISO BMFF is  
10    ISO/IEC 23001-7 [30]. It includes:

- 11    • Common ENCryption (CENC) of NAL structure video and other media data with AES-  
12    128 CTR mode
- 13    • Support for decryption of a single Representation by multiple DRM systems
- 14    • Key rotation (changing media keys over time)
- 15    • XML syntax for expressing a default KID attribute and pssh element in MPDs

16    The main DRM components are:

- 17    1. The **ContentProtection** descriptors in the MPD (see [4], 5.3.7.2-Table 9, 5.8.5.2 and  
18    [4] 5.8.4.1) that contains the URI for signaling of the use of Common Encryption or the  
19    specific DRM being used.
- 20    2. 'tenc' parameters that specify encryption parameters and default\_KID (see [30] 8.2).  
21    The 'tenc' information is in the Initialization Segment. Any KIDs in Movie Fragment  
22    sample group description boxes override the 'tenc' parameter of the default\_KID, as  
23    well as the 'not encrypted' parameter. Keys referenced by KID in sample group descrip-  
24    tions must be available when samples are available for decryption, and may be stored in a  
25    protection system specific header box ('pssh') in each movie fragment box ('moof').  
26    The default\_KID information may also appear in the MPD (see [30] 11).
- 27    3. 'senc' parameters that may store initialization vectors and subsample encryption ranges.  
28    The 'senc' box is stored in each track fragment box ('traf') of an encrypted track (see  
29    [30] 7.1), and the stored parameters accessed using the sample auxiliary information offset  
30    box ('saio') and the sample auxiliary information size box ('saiz') (see [4] 8.7.8 and  
31    8.7.9).
- 32    4. 'pssh' license acquisition data or keys for each DRM in a format that is "Protection Sys-  
33    tem Specific". 'pssh' refers to the Protection System Specific Header box described in  
34    [30], 8.1.2. 'pssh' boxes may be stored in Initialization or Media Segments (see [31]  
35    8.1 and 8.2). It may also be present in a cenc:pssh element in the MPD (see [4] 5.8.4.1,  
36    [30] 11.2.1). cenc:pssh information in the MPD allows faster parsing, earlier access,  
37    identification of duplicate license requests, and addition of DRMs without content modifi-  
38    cation. 'pssh' boxes in Initialization Segments are not recommended because they trigger  
39    a license request each time an Initialization Segment is processed in a Web browser for  
40    each Representation and bitrate switch.

*Note: The duplication of the pssth information in the Initialization Segment may cause difficulties in playback with HTML5 - EME based players. I.e. content will fail unless players build complex DRM specific license handling.*

5. Key rotation is mainly used to allow changes in entitlement for continuous live content. It is used as defined in [30] with the following requirements:

- Sample To Group Box ('sbgrp') and Sample Group Description Box ('sgpd') of type 'seig' are used to indicate the KID applied to each sample, and changes to KIDs over time (i.e. "key rotation"). (see [4] 8.9.4) KIDs referenced by sample groups must have the keys corresponding to those KIDs available when the samples in a Segment are available for decryption. Keys referenced by sample groups in a Segment may be stored in that Segment in Protection System Specific Header Boxes ('pssh') stored in the Movie Fragment Box ('moof'). A version 1 'pssh' box may be used to list the KID values stored to enable removal of duplicate boxes if a file is defragmented.
  - Keys stored in Media Segment 'pssh' boxes must be stored in the same DRM format for all users so that the same Media Segments can be shared by all users. User-specific information must be delivered "out of band", as in a "root" license associated with the default\_KID, which can be individualized for each DRM client, and control access to the shared 'pssh' information stored in Media Segments, e.g. by encrypting the keys stored in Segment 'pssh' boxes with a "root key" provided by the user-specific DRM root license. Common Encryption specifies 'pssh' to enable key storage in movie fragments/Segments; but it does not preclude other methods of key delivery that satisfy KID indexing and availability requirements.
  - For details see Section 7.5.

## 7.4. ISO BMFF Support for Common Encryption and DRM

#### 7.4.1. Box Hierarchy

The ISO Media Format carries content protection information in different locations. Their hierarchy is explained in the informational chapter below, followed by a reference on where these elements are standardized.

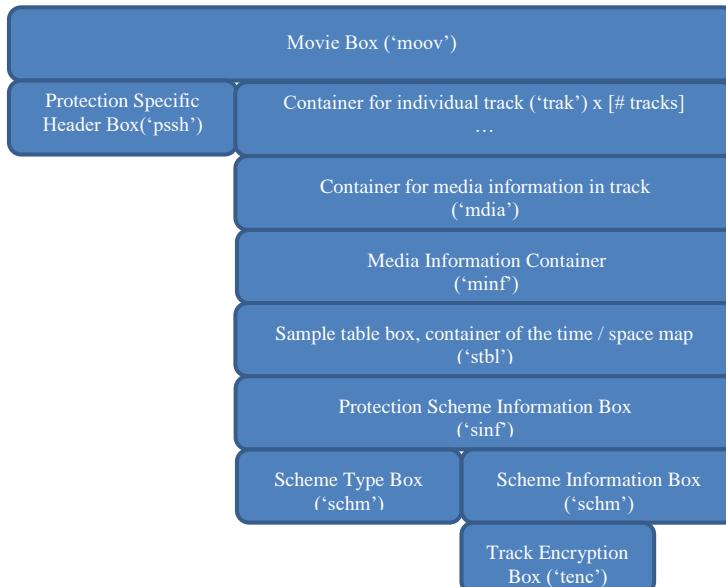
The following shows the box hierarchy and composition for relevant boxes, when using common encryption:

- moov/pssh (zero or one per system ID)
  - moov/trak/mdia/minf/stbl/stsd/sinf/schm (one, if encrypted)
  - moov/trak/mdia/minf/stbl/stsd/sinf/schi/tenc (one, if encrypted)
  - moof/traf/saiz (one, if encrypted)
  - moof/traf/saio (one, if encrypted)
  - moof/traf/senc (one, if encrypted)

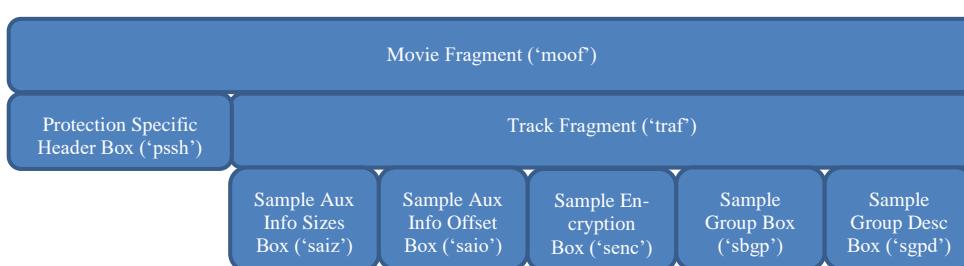
for key rotation

- moof/traf/sbgp (one per sample group)
  - moof/traf/sgpd 'seig' (sample group entry) (one per sample group)
  - moof/pssh (zero or one per system ID)

4 Graphical overviews of above structure for VOD content and live content are shown in [Figure 21](#)  
5 and [Figure 22](#) respectively.



**Figure 21:** Visualization of box structure for single key contents



**Figure 22:** Visualization of box structure with key rotation

## 1    7.4.2. ISO BMFF Structure Overview

2    [Table 22](#) provides pointers to relevant information in the specifications to understand the standard  
 3    DRM components and if the main description is located in the ISO base media file format ([7]),  
 4    or the Common Encryption specification ([30]).

5    **Table 22 Boxes relevant for DRM systems**

Box	Full Name / Usage	Reference
moof	movie fragment header <i>One 'moof' box for each fragment, i.e. Media Segment/Subsegment.</i>	[7] 8.32 + [4]
moov	movie header, container for metadata <i>One 'moov' box per file.</i>	[7] 8.1
pssh	Protection System Specific Header Box <i>Contains DRM specific data. pssh box version 1 (specified in Common Encryption 2<sup>nd</sup> edition) contains a list of KIDs to allow removing duplicate 'pssh' boxes when defragmenting a file by comparing their KIDs</i>	[30] 8.1.1
saio	Sample Auxiliary Information Offsets Box <i>Contains the offset to the IVs &amp; subsample encryption byte ranges.</i>	[7] 8.7.9
saiz	Sample Auxiliary Information Sizes Box <i>Contains the size of the IVs &amp; subsample encryption byte ranges.</i>	[7] 8.7.8
senc	Sample Encryption Box <i>Contains Initialization Vectors; and subsample ranges for a Media Segment</i>	[30] 7.1
sch1	Scheme Information Box <i>Container boxes used by that protection scheme type.</i>	[7] 8.12.6 + [30] 4
schm	Scheme Type Box <i>Contains the encryption scheme, identified by a 4 character code, e.g. 'cenc'</i>	[7], 8.12.5 + [30] 4
seig	Cenc Sample Encryption Information Video Group Entry <i>A sample description containing KIDs describing sample groups in this segment, for key rotation.</i>	[30] 6
sbgp	Sample to Group Box <i>lists a group of samples</i>	[7] +[30] 5
sgpd	Sample Group Description Box <i>Describes properties of a sample group</i>	[7] 8.9.3 + [30] 5
sinf	Protection Scheme Information Box <i>Signals that the stream is encrypted</i>	[7] 8.12.1 + [30] 4
stsd	Sample description table (codec type, initialization parameters, stream layout, etc.)	[7] 8.16
tenc	Track Encryption Box <i>Contains default encryption parameters for the entire track, e.g. default_KID</i>	[30] 8.2.1

6

---

## 1   **7.5. Periodic Re-Authorization**

### 2   **7.5.1. Introduction**

3   This section explains different options and tradeoffs to enable change in keys (aka key rotation),  
4   considering different use cases, application scenarios, content encoding variants and signaling re-  
5   quirements.

### 6   **7.5.2. Use Cases and Requirements**

7   The main use case in this context is to enable service changes at program boundaries, not to in-  
8   crease security of CENC by preventing e.g. key factoring or key redistribution. In order to clarify  
9   this application, the term *periodic re-authorization* is used instead of the term *key rotation*.

10   In addition, this is one of the ways to implement counting of active streams as they are periodically  
11   requesting keys from a license server.

12   The following use cases and requirements have been considered:

- 13     • Ability to force a client device to re-authorize to verify that it is still authorized for con-  
14       tent consumption.
- 15     • Support for distribution models such as: Live content, PVR, PPV, VOD, SVOD, live to  
16       VOD, network DVR. This includes where live content is converted into another con-  
17       sumption license for e.g. catch up TV.
- 18     • Uninterrupted playback when keys are rotated.
  - 19       ◦ Preventing of client storm: Requests from client should be distributed where pos-  
20       sible to prevent spiking loads at isolated times.
  - 21       ◦ Quick recovery: If the server or many client devices fail, the service should be  
22       able to resume quickly.
  - 23       ◦ Player visibility into the key rotation signal
- 24     • Regional blackout: Device location may be taken into account to enable de-activation of  
25       content in a geographical area.
- 26     • Hybrid broadcast/unicast networks in which receivers operating in broadcast-only mode at  
27       least some of the time, i.e. unable to always download licenses on-demand through unicast.
- 28     • No required changes to the standard process and validity of MPDs.

### 29   **7.5.3. Implementation Options**

#### 30   **7.5.3.1. General**

31   This section describes approaches for *periodic re-authorization*; recommended because they best  
32   cover the use cases and allow interoperable implementation. Other approaches are possible and  
33   may be considered by individual implementers.

34   One of those is explicit signaling using e.g. e-smg messages, using a custom key rotation signal to  
35   indicate future KIDs.

1 To prevent the initial client storm to retrieve the first keys, before they are rotated, the initial pssh  
2 parameters SHOULD be included in the MPD as described in 7.4.1.

3

#### 4 7.5.3.2. Period Boundaries

5 One possibility is to use a DASH Period as minimum key duration interval and existing MPD level  
6 signaling for KID.

7 This is a simple implementation and a possible alternative but has limitations in the flexibility:

- 8
  - 9         • The signal does not allow for early warning and time to switch the encryption keys and  
context.
  - 10         • The logic of the periods is decided by content creation not DRM. Boundaries may not be  
suited and period may be longer than desired key interval

12 7.5.3.3. Future Keys in pssh

13 This approach considers the protection system to be responsible to manage notification and key  
14 retrieval that prevents a client storm. The pssh information is used for signaling in a *content pro-*  
15 *tected system* proprietary form. No additional signaling mechanism is created and the DRM is  
16 managing key rotation by providing extra information in the Protection System Specific Header  
17 Box ('pssh') (see [4]). To prevent a client storm on key change boundaries the following imple-  
18 mentation options can be considered. They are listed for informational purpose and do not affect  
19 the guidelines on content formatting.

20 Current and future keys or access information and validity times are provided in a proprietary  
21 format in the pssh (see example in figure below). The client can chose a random time to use the  
22 access information to request licenses so that requests are distributed over time.

23

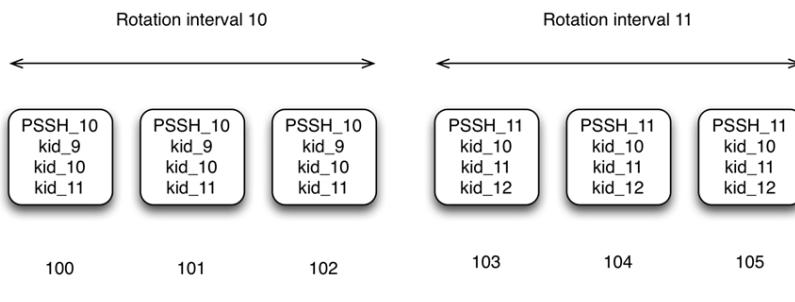


Figure 23: PSSH with version numbers and KIDs.

26 7.5.3.4. Key Hierarchy

27 The above approach also makes the protection system responsible to manage the key update and  
28 limits head end communication by using different types of licenses that established a hierarchy as  
29 follows:

- 30
  - 31         • Entitlement Management License (EML) – A license a broadcaster can issue once to en-  
force some scope of content, such as a channel or library of shows (existing and future). It

- 1       is cryptographically bound to one DRM domain associated with one user ID and, and ena-  
2       bles access to ECLs and media keys associated with each show it authorizes.  
3       • Entitlement Control License (ECL) – A license that contains a media key and can only be  
4       accessed by provisioned devices that have been authorized by installing the associated  
5       EML. ECLs may be delivered with the media in a broadcast distribution.  
6       Changing media keys and ECLs per asset, forces re-authorization of each show by the DRM sys-  
7       tem which needs the media key.  
8       When using any type of key hierarchy, the `default_KID` value in the **ContentProtection**  
9       element - which is also encoded into the `TrackEncryptionBox` ('tenc') - is the ID of the  
10      key which gives access to the content key(s). This is usually the key requested by the DRM client,  
11      and delivered in the EML.

## 12      **7.6. MPD support for Encryption and DRM Signaling**

### 13      **7.6.1. Introduction**

14     The MPD contains signaling of the content encryption and key management methods used to  
15     help the receiving client determine if it can possibly play back the content. The MPD elements to  
16     be used are the **ContentProtection** Descriptor elements. At least one **ContentProtec-**  
17     **tion** Descriptor element SHALL be present in each **AdaptationSet** element describing en-  
18     crypted content.

### 19      **7.6.2. Use of the Content Protection Descriptor**

#### 20      **7.6.2.1. ContentProtection Descriptor for mp4protection Scheme**

21     A **ContentProtection** descriptor with the `@schemeIdUri` value equals to  
22     "`urn:mpeg:dash:mp4protection:2011`" signals that content is encrypted with the  
23     scheme indicated in the `@value` attribute. The file structure of content protection schemes is  
24     specified in [7], 5.8.5.2, and the `@value = 'cenc'` for the Common Encryption scheme, as spec-  
25     ified in [30]. Although the **ContentProtection** Descriptor for UUID Scheme described be-  
26     low is usually used for license acquisition, the **ContentProtection** Descriptor with  
27     `@schemeIdUri="urn:mpeg:dash:mp4protection:2011"` and with `@cenc:de-`  
28     `fault_KID` may be sufficient to acquire a license or identify a previously acquired license that  
29     can be used to decrypt the Adaptation Set. It may also be sufficient to identify encrypted content  
30     in the MPD when combined with license acquisition information stored in '`pssh`' boxes in Ini-  
31     tialization Segments.

32     A **ContentProtection** Descriptor for the mp4 Protection Scheme shall be used to identify  
33     the default KID, as specified by the '`tenc`' box, using the `@cenc:default_KID` attribute de-  
34     fined in [30], section 11.1. The value of the attribute is the KID expressed in UUID string notation.  
35

```
<ContentProtection schemeIdUri="urn:mpeg:dash:mp4protection:2011"
                  value="cenc" cenc:default_KID="34e5db32-8625-47cd-ba06-68fca0655a72"/>
```

- 
- 1 When starting playback of any Adaptation Set, the client should interact with the DRM system to  
2 verify that the media key identified by the adaptation set's default KID is available and should not  
3 assume that a media key is available for decrypting content unless so signaled by the DRM system.  
4 When the `default_KID` is present on each Adaptation Set, it allows a player to determine if a  
5 new license needs to be acquired for each Adaptation Set by comparing their `default_KIDs`  
6 with each other, and with the `default_KIDs` of stored licenses. A player can simply compare  
7 these KID strings and determine what unique licenses are necessary without interpreting license  
8 information specific to each DRM system.

9 **7.6.2.2. ContentProtection Descriptor for UUID Scheme**

- 10 A UUID **ContentProtection** descriptor in the MPD may indicate the availability of a par-  
11 ticular DRM scheme for license acquisition. An example is provided below:

12

```
<ContentProtection  
    schemeIdUri="urn:uuid:xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx"  
    value="DRMNAME version"/>
```

- 13 The schemeIdUri uses a UUID URN with the UUID string equal to the registered SystemID for a  
14 particular DRM system. A list of known DRM SystemIDs can be found in the DASH identifier  
15 repository available here: <http://www.dashif.org/identifiers/protection>.

16

- 17 This is specified in [7], 5.8.5.2 and is referred to as "**ContentProtection** Descriptor for  
18 UUID Scheme" in the following.

19 **7.6.2.3. Protection System Specific Header Box cenc:pssh element in MPD**

- 20 A 'pssh' box is defined by each DRM system for use with their registered SystemID, and the  
21 same box can be stored in the MPD within a **ContentProtection** Descriptor for UUID  
22 scheme using an extension element in the "cenc:" namespace. Examples are provided in [6] and  
23 in [30] sec. 11.2.

24 Carrying `cenc:default_KID` attribute and a `cenc:pssh` element in the MPD is useful to  
25 allow key identification, license evaluation, and license retrieval before live availability of initial-  
26 ization segments. This allows clients to spread license requests and avoid simultaneous requests  
27 from all viewers at the instant that an Initialization Segments containing license acquisition infor-  
28 mation in 'pssh' becomes available. With `cenc:default_KID` indicated in the mp4protection  
29 **ContentProtection** Descriptor on each Adaptation Set, clients can determine if that key and  
30 this presentation is not available to the viewer (e.g. without purchase or subscription), if the key is  
31 already downloaded, or which licenses the client SHOULD download before the @availabil-  
32 ityStartTime of the presentation based on the `default_KID` of each **AdaptationSet**  
33 element selected.

34 **7.6.2.4 Use of W3C Clear Key with DASH**

- 35 When using Clear Key [69] with MPEG DASH, Clear Key management availability is signaled in  
36 the MPD with a **ContentProtection** element that has the following format.

- 1 The Clear Key ContentProtection element attributes take the following values:
- 2     • The UUID e2719d58-a985-b3c9-781a-b030af78d30e is used for the  
3       @schemeIdUri attribute.
- 4     • The @value attribute is equal to the string “ClearKey1.0”
- 5 The following element MAY be added under the **ContentProtection** element:
- 6     • **Laurl** element that contains the URL for a Clear Key license server allowing to receive  
7       a Clear Key license in the format defined in [69] section 9.1.4. It has the attribute  
8       @Lic\_type that is a string describing the license type served by this license server. Pos-  
9       sible value is “EME-1.0” when the license served by the Clear Key license server is in  
10      the format defined in [69] section 9.1.4.
- 11 The name space for the **Laurl** element is <http://dashif.org/guidelines/clearKey>
- 12 An example of a Clear Key **ContentProtection** element is as follows
- ```
<xss:schema xmlns:ck="http://dashif.org/guidelines/clearKey">

<ContentProtection
    schemeIdUri="urn:uuid:xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx"
    value="ClearKey1.0">
    <ck:Laurl
        Lic_type="EME-1.0">
        https://clearKeyServer.foocompany.com</ck:Laurl>
</ContentProtection>
```
- 13
- 14 W3C also specifies the use of the SystemID="1077efec-c0b2-4d02-ace3-  
15 3c1e52e2fb4b" in [70] section 4 to indicate that tracks are encrypted with Common Encryption  
16 [33], and list the KID key identifiers of keys used to encrypt the track in a version 1 'pssh' box  
17 with that SystemID. However, the presence of this Common PSSH box does not indicate  
18 whether keys are managed by DRM systems or Clear Key management specified in this section.  
19 Browsers are expected to provide decryption in the case where Clear Key management is used,  
20 and a DRM system where a DRM key management system is used.
- 21 Therefore, clients SHALL NOT use the signalling of SystemID 1077efec-c0b2-4d02-  
22 ace3-3c1e52e2fb4b as an indication that the Clear Key mechanism is to be used.
- 23 W3C specifies that in order to activate the Clear Key mechanism, the client must provide Clear  
24 Key initialization data to the browser. The Clear Key initialization data consists of a listing of the  
25 default KIDs required to decrypt the content.
- 26 The MPD SHALL NOT contain Clear Key initialization data. Instead, clients SHALL construct  
27 Clear Key initialization data at runtime, based on the default KIDs signaled in the MPD using  
28 ContentProtection elements with the urn:mpeg:dash:mp4protection:2011 scheme.
- 29 When requesting a Clear Key license to the license server, it is recommended to use a secure  
30 connection as described in Section 7.2.
- 31 When used with a license type equal to “EME-1.0”:

- 
- 1     • The GET request for the license includes in the body the JSON license request format de-  
2       fined in [69] section 9.1.3. The license request MAY also include additional authentica-  
3       tion elements such as access token, device or user ID.  
4     • The response from the license server includes in the body the Clear Key license in the  
5       format defined in [69] section 9.1.4 if the device is entitled to receive the Content Keys.

6     Clear Key licenses SHALL NOT be used to manage a key and KID that is also used by a DRM  
7       system. The use of an unprotected DRM key risks the security of DRM systems using that key,  
8       and violates the terms of use of most DRM systems.

## 9     7.7. Additional Content Protection Constraints

10    The following describes additional constraints for presentations to be conformant with DASH-  
11      264/AVC, for both MPD and ISO Media files.

### 12    7.7.1. ISO BMFF Content Protection Constraints

- 13     • There SHALL be identical values of `default_KID` in the Track Encryption Box  
14       ('tenc') of all Representation referenced by one Adaptation Set. Different Adaptation  
15       Sets may have equal or different values of `default_KID`.  
16     • If a W3C Common 'pssh' box [69] is used with encrypted content, its list of KIDs SHALL  
17       contain only the `default_KID` from the 'tenc' box.  
18     • 'pssh' boxes SHOULD NOT be present in Initialization Segments, and `cenc:pssh` el-  
19       ements in **ContentProtection** Descriptors used instead. If 'pssh' boxes are present  
20       in Initialization Segments, each Initialization Segment within one Adaptation Set SHALL  
21       contain an equivalent pssh box for each `SystemID`, i.e. license acquisition from any  
22       Representation is sufficient to allow switching between Representations within the Adap-  
23       tation Set without acquiring a new license.

24       Note: 'pssh' boxes in Initialization Segments may result in playback failure during  
25       browser playback when a license request is initiated each time an Initialization Segment is  
26       processed, such as the start of each protected Representation, each track selection, and each  
27       bitrate switch. This content requires DASH clients that can parse the 'pssh' box contents  
28       to determine the duplicate license requests and block them.

29       A `cenc:pssh` element is parsed at most once per Adaptation Set by a client's MPD par-  
30       ser, and the potential need for a new license request is identified by a new `cenc:de-`  
31       `fault_KID` value. In this case, only the DASH client initiates license requests, and may  
32       do so per Period, if `cenc:default_KID` is a new value and the DRM system does not  
33       already have the key available for use.

### 34    7.7.2. MPD Content Protections Constraints

- 35     • For an encrypted Adaptation Set, **ContentProtection** Descriptors shall always be  
36       present in the **AdaptationSet** element, and apply to all contained Representations.  
37     • A **ContentProtection** Descriptor for the mp4 Protection Scheme with the  
38       `@schemeIdUri` value of "urn:mpeg:dash:mp4protection:2011" and  
39       `@value='cenc'` shall be present in the **AdaptationSet** element if the contained  
40       Representations are encrypted.

1        Note that this allows clients to recognize the Adaptation Set is encrypted with common  
2        encryption scheme without the need to understand any system specific UUID descriptors.

3        The **ContentProtection** Descriptor for the mp4protection scheme shouldshall con-  
4        tain the optional-attribute @cenc:default\_KID. The ‘tenc’ box that specifies the  
5        encoded track encryption parameters shall be considered the source of truth for the default  
6        key ID value since it contains the default\_KID field, and is present in the movie box,  
7        as specified in [30], section 8.2.1. The MPD cenc:default\_KID attribute SHALL match  
8        the ‘tenc’ default\_KID.

9        Note that this allows clients to identify the default KID from the MPD using a standard  
10      location and format, and makes it accessible to general purpose clients that don’t under-  
11      stand the system specific information formats of all DRM schemes that might be signaled.

- 12      • The cenc:pssh element SHOULD be present in the **ContentProtection** De-  
13        scriptor for each UUID Scheme. The base64 encoded contents of the element SHALL be  
14        equivalent to a ‘pssh’ box including its header. The information in the ‘pssh’ box  
15        SHOULD be sufficient to allow for license acquisition.

16        Note: A player such as DASH.js hosted by a browser may pass the contents of this element  
17        through the Encrypted Media Extension (EME) API to the DRM system Content Decryp-  
18        tion Module (CDM) with a SystemID equal to the Descriptor’s UUID. This allows clients  
19        to acquire a license using only information in the MPD, prior to downloading Segments.

20        Below is an example of the recommended format for a hypothetical acme DRM service:

```
21
22 <ContentProtection schemeIdUri="urn:uuid:d0ee2730-09b5-459f-8452-
23 200e52b37567"
24   value="Acme DRM 2.0">
25   <!!-- base64 encoded 'pssh' box with SystemID matching the containing
26   ContentProtection Descriptor -->
27   <cenc:pssh>
28     YmFzZTY0IGVuY29kZWQgY29udGVudHMgb2YgkXB
29     zc2iSIGJveCB3aXRoIHRoaXMgU3lzdGVtSUQ=
30   </cenc:pssh>
31 </ContentProtection>
```

- 32      • The @value attribute of the **ContentProtection** Descriptor for UUID Scheme  
33        SHOULD contain the DRM system and version in a human readable form.

### 34      7.7.3. Other Content Protections Constraints

35        In the case where the ‘pssh’ box element is present in the MPD and in the Initialization Segment,  
36        the ‘pssh’ box element in the MPD SHALL take precedence, because the parameters in the MPD  
37        will be processed first, are easier to update, and can be assumed to be up to date at the time the  
38        MPD is fetched.

39        Recommended scheduling of License and key delivery:

- 40      • Request licenses on initial processing of an MPD if **ContentProtection** Descriptors  
41        or Initialization Segments are available with license acquisition information. This is in-  
42        tended to avoid a large number of synchronized license requests at **MPD@availabil-**  
43        **ityStartTime**.

- 
- 1     • Prefetch licenses for a new Period in advance of its presentation time to allow license  
2       download and processing time, and prevent interruption of continuous decryption and play-  
3       back. Advanced requests will also help prevent a large number of synchronized license  
4       requests during a live presentation at `Period@start` time.

5     **7.7.4. Additional Constraints for Periodic Re-Authorization**

- 6     • Key rotation should not occur within individual segments, as their duration is typically short  
7       enough to enable the intended use cases.  
8     • Each Movie Fragment SHOULD contain one ‘pssh’ in each ‘moof’ box per `SystemID` that contains sufficient information for the DRM system with matching `SystemID` to obtain protected keys for this movie fragment, when combined with:  
9
  - o Information from ‘pssh’ in ‘moov’ or `cenc:pssh` in MPD.
  - o KID associated with each sample from ‘seig’ sample group description box.
  - o Sample to group boxes that list all the samples that use a particular KID.  
10    • The KID should be observable by the player by reading the clear key\_ids in PSSH definition v1.  
11    • If the key is does not need to be retrieved, a pssh update may not result in a license request.  
12    • If `key_id` cannot be observed, the player may perform binary comparison of pssh seg-  
13       ments to understand updates.

14     **7.7.5. Encryption of Different Representations**

15     Representations contained in one Adaptation Set SHALL be protected by the same license for each  
16       protection system (“DRM”), and SHALL have the same value of ‘default\_KID’ in their  
17       ‘tenc’ boxes in their Initialization Segments. This is to enable seamless switching within Adap-  
18       tation Sets, which is generally not possible if a new DRM license needs to be authorized, client  
19       bound, generated, downloaded, and processed for each new Representation.

20     In the case of key rotation, if root licenses are used, the same requirement applies to the root li-  
21       censes (one license per Adaptation Set for each DRM), and also means all Representations SHALL  
22       have the same value of ‘default\_KID’ in their ‘tenc’ boxes in their Initialization Segments.  
23     The use of root and leaf licenses is optional and DRM specific, but leaf licenses are typically  
24       delivered in band to allow real time license acquisition, and do not require repeating client authen-  
25       tication, authorization, and rebuilding the security context with each key change in order to enable  
26       continuous playback without interruption cause be key acquisition or license processing.

27     In cases where SD and HD and UHD Representations are contained in one presentation, different  
28       license rights may be required for each quality level and may be sold separately. If different li-  
29       censes are required for different quality levels, then it is necessary to create separate Adaptation  
30       Sets for each quality level, each with a different license and value of ‘default\_KID’.

31     Representations that are equivalent resolution and bitrate but encrypted with different keys may  
32       be included in different Adaptation Sets. Seamless switching between UHD, HD and SD Repre-  
33       sentations is difficult because these quality levels typically use different decryption licenses and  
34       keys, use different DRM output rules (prohibit analog interfaces, require resolution down-scaling,  
35       require HDCP encryption on output, etc.), and use different decoding parameters for e.g. subsam-  
36       pling, codec, profile, bit depth, aspect ratios and color spaces.

- 
- 1 If any Representation is encrypted in an Adaptation Set, then all must be encrypted using the same  
2 default\_KID in the Track Encryption Box ('tenc') to avoid realtime changes to the DRM  
3 licenses and security context. KID values may change over time ("key rotation") as specified in  
4 Common Encryption and a particular DRM system.
- 5 For all Representations within an Adaptation Set with @bitstreamSwitching="false" (de-  
6 fault), the following parameters shall apply.

- 7     • 'tenc' default\_KID shall be equal for all Representations

#### 8 **7.7.6. Encryption of Multiple Periods**

9 If a new license is needed and cenc:default\_KID is to be changed, it SHALL be at the be-  
10 ginning of a Period. . A different file is indicated by a different default\_KID signaled in the  
11 'tenc' box in the Initialization Segment.

12 A file associated with a single license may be continued over multiple Periods by being referenced  
13 by multiple Representations over multiple Periods (for instance, a program interspersed with ad  
14 Periods). A client can recognize the same cenc:default\_KID value and avoid having to  
15 download the same license again; but the DRM system may require a complete erase and rebuild  
16 of the security context, including all key material, samples in process, etc., between Periods with  
17 different licenses or no license (between protected and clear Periods).

#### 18 **7.7.7. DRM System Identification**

19 The DRM system is signaled in the MPD and 'pssh' boxes with a SystemID. A list of known  
20 DRMs can be found in the DASH identifier repository available here:  
21 <http://www.dashif.org/identifiers/protection>.

#### 22 **7.7.8. Protection of Media Presentations that Include SD, HD and UHD Adap- 23 tation Sets**

24 Per DASH IF interop points, Representations with separate keys, licenses, and license policy are  
25 contained in different Adaptation Sets.

26 Adaptive bitrate switching can function automatically within an Adaptation Set without changing  
27 keys, licenses, robustness and output rules, etc.

28 A player may download licenses for multiple Adaptation Sets in a Group, and seamlessly switch  
29 between them if it is able. Seamless switching between Adaptation Sets is allowed, but not re-  
30 quired. DASH may need to signal which Adaptation Sets are intended for seamless switching, i.e.  
31 have identical source content, same picture aspect ratio, same exact rescaled pixel registration,  
32 same sample description (e.g. 'avc3'), same initialization behavior (@bitstreamSwitch-  
33 ing = true/false), same Timescale and @timescale, and are mutually time-aligned.

34 The DASH-IF interop points are intended to make bitrate switching within an Adaptation Set sim-  
35 ple and automatic, whether Representations are encrypted or not. Placement of Representations  
36 in different Adaptation Sets informs players that those Representations need to be initialized with  
37 different parameters, such as a different key and license. The full initialization process is repeated  
38 per Period. Adaptation Sets with @bitstreamSwitching = "true" only need to be initial-  
39 ized once per Period. Adaptation Sets with @bitstreamSwitching = "false" need to be  
40 partially re-initialized on each Representation switch (to change the SPS parameter sets referenced  
41 from NALs to those stored in the containing track's 'avcC'), but most initialized parameters

1 such as timescale, codec Profile/Level, display buffer size, colorspace, etc.; and licenses and the  
2 DRM system ... do not need to be changed.

3 Fetching and resetting keys and licenses during adaptive switching requires processing Initialization  
4 Segments with different ‘tenc’ default\_KID and possibly ‘pssh’ boxes. That may not be  
5 seamless, especially in browser playback where the decoders are only aware of player switching  
6 when an Initialization Segment flows through the MSE buffer and a needKey() event is raised  
7 via EME.

8 Note that switching between Adaptation Sets with different Media Profiles could be restricted by  
9 key and license policy, e.g. the user only purchased SD rights, the player only has analog output  
10 and HD content requires a protected digital output, UHD content requires hardware protected  
11 DRM, etc.

12 Implementations that seamlessly switch between Representations with different keys and policies  
13 generally require a standardized presentation ID or content ID system that associates multiple keys  
14 and licenses to that ID and presentation, then downloads only the keys/licenses authorized for that  
15 user and device (e.g. SD or HD+SD). The player must then install those licenses and use player  
16 logic to select only Representations in an Adaptation Set for which a license is installed and output  
17 controls, display configuration, etc. allow playback (e.g. only Representations keyed for an in-  
18 stalled SD license). Players and license servers without this pre-configuration protocol and adap-  
19 tive switching logic will encounter key/license requests in the process of adaptive switching, and  
20 may find output blocked by different license policies, user rights, etc.

### 21 **7.7.9. Client Interactions with DRM Systems**

22 The client interacts with one or more DRM systems during playback in order to control the de-  
23 cryption of content. Some of the most important interactions are:

- 24     1) Determining the availability of media keys.  
25     2) Requesting the DRM system to acquire media keys.

26 In both of these interactions, the client and DRM system use the default\_KID as an abstract mech-  
27 anism to communicate information regarding the capability to decrypt adaptation sets that use a  
28 particular default\_KID. A DRM system may also make use of other media keys in addition to the  
29 one signalled by default\_KID (e.g. in key derivation or sample variant schemes) but this SHALL  
30 be transparent to the client, with only the default\_KID being used in communications between the  
31 client and DRM system.

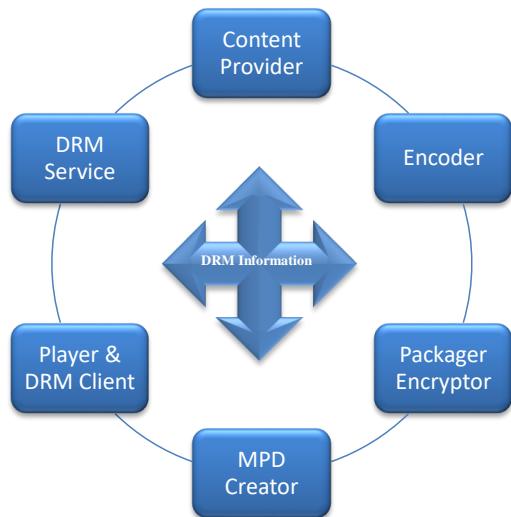
32 A client SHALL determine the required set of media keys based on the default KIDs signalled in  
33 the manifest for the adaptation sets selected for playback.

34 Upon determining that one or more required media keys signalled by default KIDs are not available  
35 the client SHOULD interact with the DRM system and request the missing media keys. The client  
36 MAY also request media keys that are known to be usable. Clients SHALL explicitly request all  
37 required media keys signaled by default KIDs and SHALL NOT assume that requesting one key  
38 from this set will implicitly make others available.

39 The client and/or DRM system MAY batch multiple key requests (and the respective responses)  
40 into a single transaction (for example, to reduce the chattiness of license acquisition traffic).

41

## 1 7.8. Workflow Overview



**Figure 24** Logical Roles that Exchange DRM Information and Media

[Figure 24](#) shows logical entities that may send or receive DRM information such as media keys, asset identifiers, licenses, and license acquisition information. A physical entity may combine multiple logical roles, and the point of origin for information, such as media keys and asset identifiers, can differ; so various information flows are possible. This is an informative example of how the roles are distributed to facilitate the description of workflow and use cases. Alternative roles and functions can be applied to create conformant content.

## 10 Description of Logical Roles:

**Content Provider** – A publisher who provides the rights and rules for delivering protected media, also possibly source media (mezzanine format, for transcoding), asset identifiers, key identifiers (KID), key values, encoding instructions, and content description metadata.

**Encoder** – A service provider who encodes Adaptation Sets in a specified media format, number of streams, range of bitrates and resolutions, seamless switching constraints, etc., possibly determined by the publisher. An asset identifier needs to be assigned to each encoded track in order to associate a key identifier, a Representation element in an MPD, a possible ‘pssh’ box in the file header, and a DRM license separately downloaded.

**Packager / Encryptor** – A service provider who encrypts and packages media files, inserting default\_KID in the file header ‘tenc’ box, initialization vectors and subsample byte ranges in track fragments indexed by ‘saio’ and ‘saiz’ boxes, and possibly packages ‘pssh’ boxes containing license acquisition information (from the DRM Provider) in the file header. Tracks that are partially encrypted or encrypted with multiple keys require sample to group boxes and sample group description boxes in each track fragment to associate different KIDs to groups of samples. The Packager could originate values for KIDs, media keys, encryption layout, etc., then send that

1 information to other entities that need it, including the DRM Provider and Streamer, and probably  
2 the Content Provider. However, the Packager could receive that information from a different point  
3 of origin, such as the Content Provider or DRM Provider.

4 **MPD Creator** – The MPD Creator is assumed to create one or more types of DASH MPD, and  
5 provide indexing of Segments and/or ‘sidx’ indexes for download so that players can byte range  
6 index Subsegments. The MPD must include descriptors for Common Encryption and DRM key  
7 management systems, and SHOULD include identification of the default\_KID for each Ad-  
8 adaptationSet element, and sufficient information in UUID ContentProtection De-  
9 scriptor elements to acquire a DRM license. The default\_KID is available from the Packager  
10 and any other role that created it, and the DRM specific information is available from the DRM  
11 Provider.

12 **Player / DRM Client** – Gets information from different sources: MPD, Media files and DRM  
13 License.

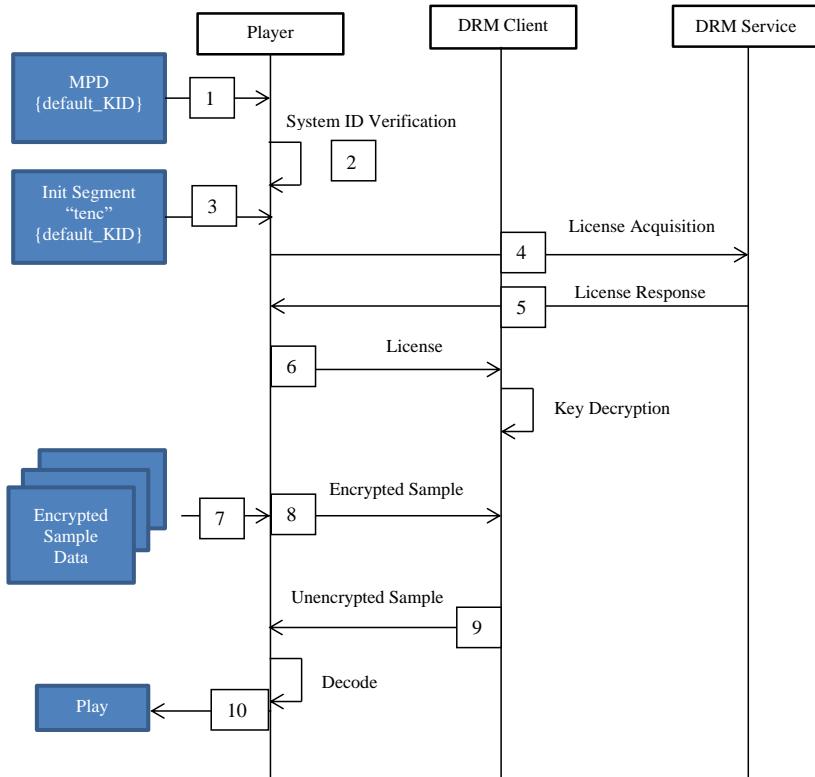
14 **DRM Service** – The DRM Provider creates licenses containing a protected media key that can  
15 only be decrypted by a trusted client.

16 The DRM Provider needs to know the default\_KID and DRM SystemID and possibly other  
17 information like asset ID and player domain ID in order to create and download one or more li-  
18 censes required for a Presentation on a particular device. Each DRM system has different license  
19 acquisition information, a slightly different license acquisition protocol, and a different license  
20 format with different playback rules, output rules, revocation and renewal system, etc. The DRM  
21 Provider typically must supply the Streamer and the Packager license acquisition information for  
22 each UUID ContentProtection Descriptor element or ‘pssh’ box, respectively.

23 The DRM Service may also provide logic to manage key rotation, DRM domain management,  
24 revocation and renewal and other content protection related features.

25

26 | [Figure 25](#) shows a simple workflow with pssh information in the Initialization Segment for in-  
27 formational purpose.



**Figure 25 Example of Information flow for DRM license retrieval**

- [1] A MPD may include **ContentProtection** Descriptors to indicate that the ‘cenc’ scheme is used to encrypt the referenced media, and to provide license acquisition information for one (or more) DRM system(s) with the indicated SystemID.
- [2] The Player verifies if a specified DRM is supported using System ID value(s) from the MPD.
- [3] With unique KIDs, a license request using the `cenc : default_KID` attribute value is sufficient to identify a DRM license containing that key that will enable playback of the Components, Representations, Adaptation Sets, or Periods that the **ContentProtection** Descriptor element and `default_KID` describe.
- [4] The TrackEncryptionBox (‘tenc’) contains default values for the `IsEncrypted`, `IV_size`, and `KID` for the entire track. These values are used as the encryption parameters for the samples in this track unless over-ridden by the sample group description associated with a group of samples. The license acquisition information could be also present in ‘pssh’ boxes in the initialization segment.

- 
- 1 [4] Decryption Key acquisition can be performed either by the Player or the DRM Client.  
2 [5] DRM License / Decryption Key response includes the required material for enabling access.  
3 [6] DRM licenses/rights need not be stored in order to look up a key using KID values stored in  
4 the file and decrypt media samples using the encryption parameters stored in each track.  
5 [7] The Player requesting encrypted sample data.  
6 [8] The Player provides encrypted sample data to the DRM Client for decryption using the decryp-  
7 tion key. How the DRM system locates the identified decryption key is left to the DRM.  
8 [9] The Player received unencrypted sample data from the DRM Client.

## 9 **8. DASH-IF Interoperability Points**

### 10 **8.1. Introduction**

11 This version of the document defines Interoperability Points in this section. Earlier versions of this  
12 document, especially version 2 [2] defines legacy IOPs.

### 13 **8.2. DASH-AVC/264 main**

#### 14 **8.2.1. Introduction**

15 The scope of the DASH-AVC/264 main interoperability point is basic support of high-quality  
16 video distribution over the top based on H.264/AVC up to 1080p. Both, live and on-demand ser-  
17 vices are supported.  
18 The compliance to DASH-AVC/264 main may be signaled by a @profiles attribute with the  
19 value "http://dashif.org/guidelines/dash264main"

#### 20 **8.2.2. Definition**

21 A DASH client conforms to the IOP by supporting at least the following features:  
22     • All DASH-related features as defined in section 3 of this document.  
23     • The requirements and guidelines in section 4.9.2 for simple live operation.  
24     • The requirements and guidelines in section 5.6.1 for server-based ad insertion.  
25     • H.264/MPEG AVC Progressive High Profile at level 4.0 as defined in section 6.2 together  
26       with all AVC-related requirements and recommendation in section 6.2.  
27     • MPEG-4 HE-AAC v2 level 2 profile audio codec as defined in section 6.3. Dynamic Range  
28       Control is not expected to be supported.  
29     • subtitle and closed captioning support  
30        ◦ using SMPTE-TT as defined in section 6.4.2  
31            ▪ For On-Demand single file download is sufficient.  
32            ▪ For live services and/or if key rotation is to be supported, the encapsulation  
33              into ISO BMFF is necessary.  
34        ◦ Using CEA-608/708 as defined in section 6.4.3.

- 
- 1       • content protection based on common encryption and key rotation as defined in section 7.  
2           And specifically, the client supports MPD-based parsing and movie box based parsing of  
3           DRM related parameters for common encryption.

4 Content shall only be authored claiming conformance to this IOP if such a client can properly play  
5 the content. In addition, the content shall follow the mandatory aspects and should take into ac-  
6 count the recommendations and guidelines for content authoring documented in section 3 (DASH  
7 features), section 4.9.2 (simple live operation), section 5.6.1 (server-based ad insertion), AVC-  
8 related issues in section 6.2, section 6.3 (audio), section 6.4.2 (SMPTE-TT), section 6.4.3 (CEA-  
9 608/708), and section 7 (Content Protection).

10 If content is offered claiming conformance to this IOP, the content author is encouraged to use the  
11 HTTP-URL construction as defined in [6], section 5.1.4.

## 12 **8.3. DASH-AVC/264 high**

### 13 **8.3.1. Introduction**

14 The scope of the DASH-AVC/264 interoperability point is support of high-quality video distribu-  
15 tion over the top based on H.264/AVC up to 1080p. Both, live and on-demand services are sup-  
16 ported as well as features for main live and advanced ad insertion.

17 The compliance to DASH-AVC/264 may be signaled by a @profiles attribute with the value  
18 "<http://dashif.org/guidelines/dash264high>"

### 19 **8.3.2. Definition**

20 A client that attempts to consume content generated conforming to this IOP shall support the fol-  
21 lowing features:

- 22       • All features required for DASH-264/AVC main as defined in section 8.2.  
23       • The client requirements and recommendations for the main live operation as defined in  
24           section 4.9.3.

25 Content shall only be authored claiming conformance to this IOP if such a client can properly play  
26 the content. In addition, the content shall follow the mandatory aspects and should take into ac-  
27 count the recommendations and guidelines for content authoring documented in section 8.2  
28 (DASH-264/AVC main), section 4.9.3 (main live operation), and section 5.6.2 (app-based ad in-  
29 sertion).

30 If content is offered claiming conformance to this IOP, the content author is encouraged to use the  
31 HTTP-URL construction as defined in [6], section 5.1.4.

## 32 **8.4. DASH-IF IOP simple**

### 33 **8.4.1. Introduction**

34 The scope of the DASH-IF IOP simple interoperability point is the basic support of efficient high-  
35 quality video distribution over the top with HD video up to 1080p including support for HEVC 8  
36 bit.

37 The compliance to *DASH-IF IOP simple* may be signaled by a @profiles attribute with the  
38 value "<http://dashif.org/guidelines/dash-if-simple>"

---

1   **8.4.2.     Definition**

2   A DASH client conforms to the IOP by supporting at least the following features:

- 3   • All DASH-related features as defined in section 3 of this document.
- 4   • The requirements and guidelines in section 4.9.2 for simple live operation.
- 5   • The requirements and guidelines in section 5.6.1 for server-based ad insertion.
- 6   • H.264/MPEG AVC Progressive High Profile at level 4.0 as defined in section 6.2 together  
7   with all AVC-related requirements and recommendation in section 6.2.
- 8   • H.265/MPEG-H HEVC Main Profile Main Tier at level 4.1 as defined in section 6.2 to-  
9   gether with all HEVC-related requirements and recommendation in section 6.2.
- 10   • MPEG-4 HE-AAC v2 level 2 profile audio codec as defined in section 6.3. Dynamic Range  
11   Control is not expected to be supported.
- 12   • subtitle and closed captioning support
- 13      ○ using SMPTE-TT as defined in section 6.4.2
- 14        ■ For On-Demand single file download is sufficient.
- 15        ■ For live services and/or if key rotation is to be supported, the encapsulation  
16        into ISO BMFF is necessary.
- 17      ○ Using CEA-608/708 as defined in section 6.4.3.
- 18   • content protection based on common encryption and key rotation as defined in section 7.  
19    And specifically, the client supports MPD-based parsing and movie box based parsing of  
20    DRM related parameters for common encryption.

21 Content shall only be authored claiming conformance to this IOP if such a client can properly play  
22 the content. In addition, the content shall follow the mandatory aspects and should take into ac-  
23 count the recommendations and guidelines for content authoring documented in section 3 (DASH  
24 features), section 4.9.2 (simple live operation), section 5.6.1 (server-based ad insertion), section  
25 6.2 (video), section 6.3 (audio), section 6.4.2 (SMPTE-TT), section 6.4.3 (CEA-608/708), and  
26 section 7 (Content Protection).

27 If content is offered claiming conformance to this IOP, the content author is encouraged to use the  
28 HTTP-URL construction as defined in [6], section 5.1.4.

29   **8.5.    DASH-IF IOP Main**

30   **8.5.1.   Introduction**

31 For the support of broad set of use cases the DASH-IF IOP Main Interoperability Point is defined.  
32 In addition the features of DASH-264/AVC main as defined in section 8.2 the interoperability  
33 point requires DASH clients for real-time segment parsing and 10-bit HEVC.

34 The compliance to *DASH-IF IOP main* may be signalled by a @profile attribute with the value  
35 "<http://dashif.org/guidelines/dash-if-main>"

36   **8.5.2.   Definition**

37 A client that attempts to consume content generated conforming to this IOP shall support the fol-  
38 lowing features:

- 39   • All features required for DASH-264/AVC high as defined in section 8.3.

- 
- 1     • H.265/MPEG-H HEVC Main Profile Main Tier at level 4.1 as defined in section 6.2 to  
2       gether with all HEVC-related requirements and recommendation in section 6.2.  
3     • H.265/MPEG-H HEVC Main 10 Profile Main Tier at level 4.1 as defined in section 6.2  
4       together with all HEVC-related requirements and recommendation in section 6.2.

5     Content shall only be authored claiming conformance to this IOP if such a client can properly play  
6       the content. In addition, the content shall follow the mandatory aspects and should take into ac-  
7       count the recommendations and guidelines for content authoring documented in section 8.3 and  
8       HEVC-related issues in section 6.2.

9     If the content is authored such that it also conforms to DASH-264/AVC high as defined in section  
10      8.3, then the profile identifier for DASH-264/AVC high shall be added as well. If the profile iden-  
11      tifier is missing, the content may be considered as HEVC only content.

12    If content is offered claiming conformance to this IOP, the content author is encouraged to use the  
13      HTTP-URL construction as defined in [6], section 5.1.4.

## 14 **9. Multi-Channel Audio Extensions**

### 15 **9.1. Scope**

16    The Scope of the Multichannel Audio Extension is the support of audio with additional channels  
17      and codecs beyond the basic audio support as specified in the DASH-AVC/264 base, which is  
18      limited to Stereo HE-AAC. Multichannel audio is widely supported in all distribution channels  
19      today, including broadcast, optical disc, and digital delivery of audio, including wide support in  
20      adaptive streaming delivery.

21    It is expected that clients may choose which formats (codecs) they support.

### 22 **9.2. Technologies**

#### 23 **9.2.1. Dolby Multichannel Technologies**

##### 24 **9.2.1.1. Overview**

25    The considered technologies from Dolby for advanced audio support are:

- 26     • Enhanced AC-3 (Dolby Digital Plus) [35]
- 27     • Dolby TrueHD [36]
- 28     • AC-4 [63]

##### 29 **9.2.1.2. DASH-specific issues**

30    In the context of DASH, the following applies:

- 31     • The signaling of the different audio codecs for the codecs parameters is documented in  
32       [35], [36] and [63] which also provides information on ISO BMFF encapsulation.
- 33     • For E-AC-3 and AC-4 the Audio Channel Configuration shall use the "  
34       tag:dolby.com,2014:dash:audio\_channel\_configuration:2011" as  
35       defined at <http://dashif.org/identifiers/audio-source-data/>.

36    Table 23 Dolby Technologies: Codec Parameters and ISO BMFF encapsulation

| Codec | Codec Parameter | ISO BMFF Encapsulation | SAP type |
|-------|-----------------|------------------------|----------|
|-------|-----------------|------------------------|----------|

---

|                           |      |                                |   |
|---------------------------|------|--------------------------------|---|
| <b>Enhanced AC-3 [35]</b> | ec-3 | ETSI TS 102 366 Annex F [35]   | 1 |
| <b>Dolby TrueHD</b>       | m1pa | Dolby [36]                     | 1 |
| <b>AC-4</b>               | ac-4 | ETSI TS 103 190-1 Annex E [63] | 1 |

1    **9.2.2. DTS-HD**

2    **9.2.2.1. Overview**

3    DTS-HD [37] comprises a number of profiles optimized for specific applications. More information about DTS-HD and the DTS-HD profiles can be found at [www.dts.com](http://www.dts.com).

4    **9.2.2.2. DASH-specific issues**

5    For all DTS formats SAP is always 1.

6    The signaling of the various DTS-HD profiles is documented in DTS 9302J81100 [34]. DTS 9302J81100 [34] also provides information on ISO BMFF encapsulation.

7    Additional information on constraints for seamless switching and signaling DTS audio tracks in the MPD is described in DTS specification 9302K62400 [39].

11      **Table 24: DTS Codec Parameters and ISO BMFF encapsulation**

| Codec                                                 | Codec Parameter | Pa-<br>lation | ISO BMFF Encapsu-<br>lation | SAP<br>type |
|-------------------------------------------------------|-----------------|---------------|-----------------------------|-------------|
| <b>DTS Digital Surround</b>                           | dtsc            |               | DTS 9302J81100 [34]         | 1           |
| <b>DTS-HD High Resolution and DTS-HD Master Audio</b> | dtsh            |               |                             |             |
| <b>DTS Express</b>                                    | dtse            |               |                             |             |
| <b>DTS-HD Lossless (no core)</b>                      | dtsl            |               |                             |             |

12

13    **9.2.3. MPEG Surround**

14    **9.2.3.1. Overview**

15    MPEG Surround, as defined in ISO/IEC 23003-1:2007 [38], is a scheme for coding multichannel signals based on a down-mixed signal of the original multichannel signal, and associated spatial parameters. The down-mix shall be coded with MPEG-4 High Efficiency AAC v2 according to section 5.3.3.

16    MPEG Surround shall comply with level 4 of the Baseline MPEG Surround profile.

17    **9.2.3.2. DASH-specific issues**

18    In the context of DASH, the following applies for audio codecs

- 19    • The signaling of the different audio codecs for the codecs parameters is according to RFC6381 [10] is documented in [Table 25](#). [Table 25](#) also provides information on ISO BMFF encapsulation.

- 1     • The content is expected to be prepared according to the MPEG-DASH Implementation  
 2         Guidelines [6] to make sure each (sub-)segment starts with a SAP of type 1.

3     **Table 25** Codecs parameter according to RFC6381 [10] and ISO BMFF encapsulation for MPEG Surround  
 4         codec

| Codec                     | Codec Parameter | ISO BMFF Encapsulation | SAP type |
|---------------------------|-----------------|------------------------|----------|
| <b>MPEG Surround [38]</b> | mp4a.40.30      | ISO/IEC 14496-14 [8]   | 1        |

5     **Note:** Since MPEG Surround is based on a down-mix coded with AAC-LC and HE-AAC, for the  
 6         above mentioned “Codec Parameters” the following is implied:

7              $\text{mp4a.40.30} = \text{AOT 2} + \text{AOT 5} + \text{AOT 30}$

## 8     **9.2.4.     MPEG-4 High Efficiency AAC Profile v2, level 6**

### 9     **9.2.4.1.     Overview**

10    Support for multichannel content is available in the HE-AACv2 Profile, starting with level 4 for  
 11         5.1 and level 6 for 7.1. All MPEG-4 HE-AAC multichannel profiles are fully compatible with the  
 12         DASH-AVC/264 baseline interoperability point for stereo audio, i.e. all multichannel decoders  
 13         can decode DASH-IF IOPS stereo content.

### 14    **9.2.4.2.     DASH-specific issues**

15    In the context of DASH, the following applies for the High Efficiency AAC v2 Profile

- 16         • The content shall be prepared according to the MPEG-DASH Implementation Guidelines  
 17         [6] to make sure each (sub-)segment starts with a SAP of type 1.
- 18         • Signaling of profile levels is not supported in RFC 6381 but the channel configuration shall  
 19         be signaled by means of the **ChannelConfiguration** element in the MPD.
- 20         • The signaling of MPEG-4 High Efficiency AAC v2 for the codecs parameters is according  
 21         to RFC6381 [10] and is documented in [Table 26](#). [Table 26](#) also provides information on  
 22         the ISO BMFF encapsulation.
- 23         • For all HE-AAC bitstreams, explicit backward-compatible signaling of SBR shall be used.
- 24         • The content should be prepared incorporating loudness and dynamic range information into  
 25         the bitstream also considering DRC Presentation Mode in ISO/IEC 14496-3 [11], Amd. 4.
- 26         • Decoders shall support decoding of loudness and dynamic range related information, i.e.  
 27         dynamic\_range\_info() and MPEG4 ancillary\_data() in the bitstream.

28     **Table 26** Codecs parameter according to RFC6381 [10] and ISO BMFF encapsulation

| Codec                                | Codec Parameter | ISO BMFF Encapsulation | SAP type |
|--------------------------------------|-----------------|------------------------|----------|
| <b>MPEG-4 AAC Profile [11]</b>       | mp4a.40.2       | ISO/IEC 14496-14 [12]  | 1        |
| <b>MPEG-4 HE-AAC Profile [11]</b>    | mp4a.40.5       | ISO/IEC 14496-14 [12]  | 1        |
| <b>MPEG-4 HE-AAC v2 Profile [11]</b> | mp4a.40.29      | ISO/IEC 14496-14 [12]  | 1        |

29     **Note:** Since both, HE-AAC and HE-AACv2 are based on AAC-LC, for the above mentioned “Co-  
 30         dec Parameters” the following is implied:

1 mp4a.40.5 = AOT 2 + AOT 5

2 **9.2.5. MPEG-H 3D Audio**

3 **9.2.5.1. Overview**

4 MPEG-H 3D Audio (MHA) including carriageis defined in the ISO BMFF is specified in Amd. 2  
5 of ISO/IEC 23008-3 [64] and is a Next Generation Audio (NGA) codec. MPEG-H 3D Audio en-  
6 coded content shall comply with Level 1, 2 or 3 of the MPEG-H Low Complexity (LC) Profile, as  
7 defined in ISO/IEC 23008-3, clause 4.8 [64]. The sections to follow clarify DASH specific issues  
8 for MPEG-H 3D Audio [64].

9 **9.2.5.2. DASH-specific issues**

10 Storage of MHA elementary streamsraw MPEG-H audio frames in the ISO BMFF shall be ac-  
11 cording to ISO/IEC 23008-3 [64], clause 20.5 with the following constraints:

- AnOne audio ISO BMFF sample shall consist of a single MHA access unit  
mpegh3daFrame() structure, as defined in ISO/IEC 23008-3 [64], clause 20.5.
- The parameter values of parameters carried in the MHADecoderConfigurationRecord and MHASampleEntry() shall be consistent with the configuration in the MHA elementary streamof the audio bitstream. In particular, the mpegh3daProfileLevelIndication shall be set to “0x0B”, “0x0C”, or “0x0D” for MPEG-H Audio LC Profile Level 1, Level 2, or Level 3, respectively.
- The referenceChannelLayout shall be ‘ChannelConfiguration’ referenceChannelLayout field carried in the MHADecoderConfigurationRecord() shall be equivalent to what is signaled by ChannelConfiguration according to ISO/IEC 23001-8 [49].
- MHA bit streams shall contain an extension elementThe content is expected to be prepared according to the MPEG-DASH Implementation Guidelines [6] to make sure each (sub-)segment starts with a SAP of type ID\_EXT\_ELE\_AUDIOPREROLL (i.e. a sync sample). MPEG-H Audio sync samples contain Immediate Playout Frames (IPFs), as specified in ISO/IEC 23008-3 sub-clause 5.5.5 [64]. At the start of each segment, the audio pre-roll extension payload, clause 20.2 [64]. For such frames, the raw MPEG-H audio frames shall contain the AudioPreRoll() syntax element, as defined in sub-clause 5.5.6 of ISO/IEC 23008-3 [64], and shall follow the requirements for stream access points as defined in clause 5.7 of the first access unit in that SegmentISO/IEC 23008-3 [64]. The AudioPreRoll() syntax element carried in the IPFs shall contain a valid configuration structure (AudioPreRoll.Config()) and should contain at least one pre-roll frame (AudioPreRoll.numPreRollFrames > 0, = 1).

35 Note: the mpegh3daConfig() structure is expected to be different for each representation in  
36 an adaptation set.

37 **Table 27 Codecs parameter and ISO BMFF encapsulation**

| Code                                      | Codec Parameter       | ISO BMFF Encapsulation | SAP Type |
|-------------------------------------------|-----------------------|------------------------|----------|
| <u>MPEG-H 3D Audio LC Profile Level 1</u> | <u>mha[1, 2].0x0B</u> | <u>ISO/IEC 23008-3</u> | <u>1</u> |

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|                                           |                             |                 |              |   |
|-------------------------------------------|-----------------------------|-----------------|--------------|---|
| <b>MPEG-H 3D Audio LC Profile Level 2</b> | <code>mha[1, 2].0x0C</code> | ISO/IEC         | 23008-3:2015 | 1 |
| <b>MPEG-H 3D Audio LC Profile Level 3</b> | <code>mha[1, 2].0x0D</code> | ISO/IEC 23008-3 |              | 1 |

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## 2 **9.3. Client Implementation Guidelines**

3 Independent of the codec, a client that supports one or more codecs of multichannel sound play-  
4 back should exhibit the following characteristics:

- 5 • Playback multichannel sound correctly given the client operating environment. As an ex-  
6 ample, if the audio track delivers 5.1 multichannel sound, the client might perform one or  
7 more of the following: decode the multichannel signal on the device and output either 6ch  
8 PCM over HDMI, or pass that multichannel audio with no changes to external AVRs, or if  
9 the device is rendering to stereo outputs such as headphones, either correctly downmix that  
10 multi-channel audio to 2-channel sound, or select an alternate stereo adaptation set, or other  
11 appropriate choices.
- 12 • Adaptively and seamless switch between different bitrates as specified in the adaptation  
13 sets according to the playback clients logic. Seamless switching is defined as no percepti-  
14 ble interruption in the audio, and no loss of A/V sync. There is no expectation that a client  
15 can seamlessly switch between formats.

## 16 **9.4. Extensions**

### 17 **9.4.1. General**

#### 18 **9.4.1.1. Definitions**

19 A *multichannel audio client* at least supports the following features:

- 20 • All DASH-related features as defined in section 3 of this document.
- 21 • content protection based on common encryption and key rotation as defined in section 7.  
22 And specifically, the client supports MPD-based parsing and movie box based parsing of  
23 DRM related parameters for common encryption.
- 24 • The client implementation guidelines in section 9.3.

#### 25 **9.4.1.2. Recommendations**

26 If content is offered claiming conformance to any extension in this section, the content author is  
27 encouraged to use the HTTP-URL construction as defined in [6], section 5.1.4.

### 28 **9.4.2. Dolby Extensions**

#### 29 **9.4.2.1. Introduction**

30 For the support of Dolby advanced audio support, three additional extensions are defined.

31 Conformance to *DASH-IF multichannel audio extension with Enhanced AC-3* (Dolby Digital Plus)  
32 [35] may be signaled by an @profile attribute with the value  
33 "http://dashif.org/guidelines/dashif#ec-3".

34 Conformance to *DASH-IF multichannel extension with Dolby TrueHD* may be signaled by an  
35 @profile attribute with the value "http://dashif.org/guide-  
36 lines/dashif#mlpa".

1 Conformance to *DASH-IF multichannel extension with AC-4* may be signaled by an @profile  
2 attribute with the value "http://dashif.org/guidelines/dashif#ac-4".

3 **9.4.2.2. Supporters**

4 These extensions are supported by the following DASH IF members: Dolby, DTS, Fraunhofer,  
5 BuyDRM, Sony.

6 **9.4.2.3. Definition**

7 Content may be authored claiming conformance to *DASH-IF multichannel audio extension with*  
8 *Enhanced AC-3*

- 9 • if the content is multichannel audio content as defined in section 9.4.1, and
- 10 • if a client can properly play the content by supporting at least the following features
  - 11 • all multichannel audio client features as defined in section 9.4.1
  - 12 • Enhanced AC-3 (Dolby Digital Plus) [35] and the DASH-specific features defined in
  - 13 section 9.2.1.2

14 Content may be authored claiming conformance to *DASH-IF multichannel extension with Dolby*  
15 *TrueHD*

- 16 • if the content is multichannel audio content as defined in section 9.4.1, and
- 17 • if a client can be properly play the content by supporting at least the following features
  - 18 • all multichannel audio client features as defined in section 9.4.1
  - 19 • Dolby TrueHD and the DASH-specific features defined in section 9.2.1.2

20 Content may be authored claiming conformance to *DASH-IF multichannel extension with AC-*  
21 • if the content is multichannel audio content as defined in section 9.4.1, and  
22 • if a client can be properly play the content by supporting at least the following features

- 23 • all multichannel audio client features as defined in section 9.4.1
- 24 • AC-4 and the DASH-specific features defined in section 9.2.1.2

25 **9.4.3. DTS-HD Interoperability Points**

26 **9.4.3.1. Introduction**

27 For the support of DTS advanced audio support, four additional extensions are defined.

28 Conformance to *DASH-IF multichannel audio extension with DTS Digital Surround* may be sig-  
29 naled by a @profile attribute with value "http://dashif.org/guide-  
30 lines/dashif#dtsc".

31 Conformance to *DASH-IF multichannel audio extension with DTS-HD High Resolution and DTS-*  
32 *HD Master Audio* may be signaled by a @profile attribute with value  
33 "http://dashif.org/guidelines/dashif#dtsh"

34 Conformance to *DASH-IF multichannel audio extension with DTS Express* may be signaled by a  
35 @profile attribute with value "http://dashif.org/guidelines/dashif#dtse"

1 Conformance to *DASH-IF multichannel extension with DTS-HD Lossless (no core)* may be sig-  
2 naled by a @profile attribute with value "http://dashif.org/guide-  
3 lines/dashif#dtsl"

4 **9.4.3.2. Supporters**

5 These extensions are supported by the following DASH IF members: Dolby, DTS, Fraunhofer,  
6 BuyDRM, Sony.

7 **9.4.3.3. Definition**

8 Content may be authored claiming conformance to *DASH-IF multichannel audio extension with*  
9 *DTS Digital Surround*

- 10 • if the content is multichannel audio content as defined in section 9.4.1, and  
11 • if a client can be properly play the content by supporting at least the following features  
12     • all multichannel audio client features as defined in section 9.4.1  
13     • DTS and the DASH-specific features defined in section 9.2.2.2

14 Content may be authored claiming conformance to *DASH-IF multichannel audio extension with*  
15 *DTS-HD High Resolution and DTS-HD Master Audio*

- 16 • if the content is multichannel audio content as defined in section 9.4.1, and  
17 • if a client can be properly play the content by supporting at least the following features  
18     • all multichannel audio client features as defined in section 9.4.1  
19     • DTS-HD High Resolution and DTS-HD Master Audio and the DASH-specific features  
20       defined in section 9.2.2.2

21 Content may be authored claiming conformance to *DASH-IF multichannel audio extension with*  
22 *DTS Express*

- 23 • if the content is multichannel audio content as defined in section 9.4.1, and  
24 • if a client can be properly play the content by supporting at least the following features  
25     • all multichannel audio client features as defined in section 9.4.1  
26     • DTS-HD Express and the DASH-specific features defined in section 9.2.2.2

27 Content may be authored claiming conformance to *DASH-IF multichannel extension with DTS-*  
28 *HD Lossless (no core)*

- 29 • if the content is multichannel audio content as defined in section 9.4.1, and  
30 • if a client can be properly play the content by supporting at least the following features  
31     • all multichannel audio client features as defined in section 9.4.1  
32     • DTS-HD Lossless (no core) and the DASH-specific features defined in section 9.2.2.2

33 **9.4.4. MPEG Surround Interoperability Points**

34 **9.4.4.1. Introduction**

35 For the support of MPEG Surround advanced audio support the following extension is defined.  
36 Conformance to *DASH-IF multichannel audio extension with MPEG Surround* according to  
37 ISO/IEC 23003-1:2007 [38] may be signaled by an @profile attribute with the value  
38 "http://dashif.org/guidelines/dashif#mps".

---

1   **9.4.4.2.      Supporters**

2   These extensions are supported by the following DASH IF members: Dolby, DTS, Fraunhofer,  
3   BuyDRM, Sony.

4   **9.4.4.3.      Definition**

5   Content may be authored claiming conformance to [DASH-IF multichannel audio extension with](#)  
6   [MPEG Surround](#)

- 7       • if the content is multichannel audio content as defined in section 9.4.1, and
- 8       • if a client can be properly play the content by supporting at least the following features
- 9           • all multichannel audio client features as defined in section 9.4.1
- 10          • ISO/IEC 23003-1:2007 and the DASH-specific features defined in section 9.2.3.2

11   **9.4.5.      MPEG HE-AAC Multichannel Interoperability Points**

12   **9.4.5.1.      Introduction**

13   Conformance to *DASH-IF multichannel audio extension with HE-AACv2 level 4* [11] may be sig-  
14   naled by an @profile attribute with the value "[http://dashif.org/guide-](http://dashif.org/guide-lines/dashif#heaac-mc51)  
15   [lines/dashif#heaac-mc51](http://dashif.org/guide-lines/dashif#heaac-mc51)".

16   Conformance to *DASH-IF multichannel audio extension with HE-AACv2 level 6* [11] may be sig-  
17   naled by an @profile attribute with the value "[http://dashif.org/guide-](http://dashif.org/guide-lines/dashif#heaac-mc71)  
18   [lines/dashif#heaac-mc71](http://dashif.org/guide-lines/dashif#heaac-mc71)".

19   **9.4.5.2.      Supporters**

20   These extensions are supported by the following DASH IF members: Dolby, DTS, Fraunhofer,  
21   BuyDRM, Sony.

22   **9.4.5.3.      Definition**

23   Content may be authored claiming conformance to [DASH-IF multichannel audio extension with](#)  
24   [HE-AACv2 level 4](#)

- 25       • if the content is multichannel audio content as defined in section 9.4.1, and
- 26       • if a client can be properly play the content by supporting at least the following features
- 27           • all multichannel audio client features as defined in section 9.4.1
- 28          • HE-AACv2 level 4 [11] and the DASH-specific features defined in section 9.2.4.2

29   Content may be authored claiming conformance to [DASH-IF multichannel audio extension with](#)  
30   [HE-AACv2 level 6](#)

- 31       • if the content is multichannel audio content as defined in section 9.4.1, and
- 32       • if a client can be properly play the content by supporting at least the following features
- 33           • all multichannel audio client features as defined in section 9.4.1
- 34          • HE-AACv2 level 6 [11] and the DASH-specific features defined in section 9.2.4.2

---

1   **9.4.6.   MPEG-H 3D Audio Interoperability Points**

2   **9.4.6.1.   Introduction**

3   Compliance to DASH-IF multichannel audio extension with MPEG-H 3D Audio ~~is~~[64] may be  
4   signaled by a @profile attribute with the value [http://dashif.org/guide-  
5   lines/dashif#mha\[1,2\]](http://dashif.org/guidelines/dashif#mha[1,2]) <http://dashif.org/guidelines/dashif#mpeg-h-3da>.

6   **9.4.6.3.   Definition**

7   Content may be authored claiming conformance to DASH-IF multichannel audio extension with  
8   MPEG-H 3D Audio

- 9       • if the content is multichannel audio content as defined in section 9.4.1, and  
10      • if a client can properly play the content by supporting at least the following features:  
11           ○ all multichannel audio client features as defined in section 9.4.1,  
12           ○ MHA and the DASH-specific features defined in section [9.2.5](#).

**Field Code Changed**

13   **10. DASH-IF UHD Extensions**

14   **10.1. Introduction**

15   This version of the document defines UHD Extensions in this section.

16   **10.2. DASH-IF UHD HEVC 4k**

17   **10.2.1.   Introduction**

18   For the support of broad set of use cases the DASH-IF IOP HEVC 4k Extension is defined. UHD  
19   HEVC 4k video encoded with H.265/HEVC is an advanced distribution format for TV services  
20   that enables higher resolution experiences in an efficient manner.

21   In addition, the features of DASH-IF IOP Main as defined in section 8.5 and DASH-265/HEVC as  
22   defined in section 6.2.3, this extension adds the Main interoperability point to include 4k resolu-  
23   tions up to 60fps, and restricts the codec support to HEVC Main 10 Level 5.1.

24   The conformance to DASH-IF IOP HEVC 4k may be signaled by a @profile attribute with the  
25   value <http://dashif.org/guidelines/dash-if-uhd#hevc-4k>.

26   **10.2.2.   Elementary Stream Requirements**

27   **10.2.2.1.   Constraints on Picture Formats**

28   NAL Structured Video streams conforming to this Media Profile SHALL NOT exceed the follow-  
29   ing coded picture format constraints:

- 30       • Maximum encoded horizontal sample count of 3840 samples  
31       • Maximum encoded vertical sample count of 2160 samples  
32       • Maximum Frame Rate of 60000 / 1000.

33   Additional coded picture format constraints:

- 34       • The source video format shall be progressive.

- 
- 1     • Representations in one Adaptation Set shall only differ on the following parameters: Bi-
  - 2       rate, spatial resolution, frame rate
  - 3     • The condition of the following SHALL NOT change throughout one HEVC video track:
    - 4       o aspect\_ratio\_idc
    - 5       o cpb\_cnt\_minus1
    - 6       o bit\_rate\_scale
    - 7       o bit\_rate\_value\_minus1
    - 8       o cpb\_size\_scale
    - 9       o cpb\_size\_value\_minus1
  - 10    • The following fields should not change throughout an HEVC elementary stream:
    - 11      o pic\_width\_in\_luma\_samples
    - 12      o pic\_height\_in\_luma\_samples
- 13           Note: A content provider should not change the parameters unless it is aware that the  
14           decoder and receiver can handle dynamic resolution switching, in particular switching  
15           from lower values to higher values. Clients should implement dynamic resolution  
16           switching based on DASH-IF IOP test vectors.
- 17    • YCbCr shall be used as the Chroma Format and 4:2:0 for color sub-sampling. The bit  
18       depth of the content shall be either 8 bit or 10 bit. The content shall be restricted to the  
19       HEVC video codec. See Section 10.2.2.2 for details about HEVC encoding.
- 20    • The color primaries shall be ITU-R BT.709 [73].

21   **10.2.2.2. Bitstream Requirements and Recommendations**

22   A bitstream conforming to the H.265/HEVC 4k media profile shall comply with the Main Tier  
23   Main Profile Level 5.1 restrictions, as specified in Recommendation ITU-T H.265 / ISO/IEC  
24   23008-2 [19].

25   UHD HEVC 4k bitstreams shall set vui\_parameters\_present\_flag to 1 in the active Se-  
26   quence Parameter Set, i.e. HEVC bitstreams shall contain a Video Usability Information syntax  
27   structure.

28   The sample aspect ratio information shall be signaled in the bitstream using the aspect\_ra-  
29   tio\_idc value in the Video Usability Information (see values of aspect\_ratio\_idc in Rec-  
30   ommendation ITU-T H.265 / ISO/IEC 23008-2:2015 [19], table E-1). UHD HEVC 4k bitstreams  
31   shall represent square pixels indicated by aspect\_ratio\_idc shall be set to 1.

32   In addition to the provisions set forth in Recommendation ITU-T H.265 / ISO/IEC 23008-2:2015  
33   [19], the following restrictions shall apply for the fields in the sequence parameter set:

- 34     - vui\_parameters\_present\_flag = 1
- 35     - sps\_extension\_flag = 0
- 36     - fixed\_pic\_rate\_general\_flag = 1
- 37     - general\_interlaced\_source\_flag = 0

1 In addition to the provisions set forth in Recommendation ITU-T H.265 / ISO/IEC 23008-  
2 2:2015[19], the following restrictions shall apply for the fields in the profile\_tier\_level  
3 syntax structure in the sequence parameter set:

4 - general\_tier\_flag = 0  
5 - general\_profile\_idc = 2

6 UHD HEVC 4k bitstreams shall obey the limits in Recommendation ITU-T H.265 / ISO/IEC  
7 23008-2:2015 [19], table A.1 and table A.2 associated to Level 5.1. general\_level\_idc shall  
8 be less than or equal to 153 (level 5.1).

9 It is recommended that bitstreams which are compliant with the Main or Main10 profile set gen-  
10 eral\_profile\_compatibility\_flag[1] to 1.

11 The chromaticity co-ordinates of the ideal display, opto-electronic transfer characteristic of the  
12 source picture and matrix coefficients used in deriving luminance and chrominance signals from  
13 the red, green and blue primaries shall be explicitly signaled in the encoded HEVC Bitstream by  
14 setting the appropriate values for each of the following 3 parameters in the VUI: colour\_pri-  
15 maries, transfer\_characteristics, and matrix\_coeffs.

16 ITU-R BT.709 [73] colorimetry usage is signalled by setting colour\_primaries to the value  
17 1, transfer\_characteristics to the value 1 and matrix\_coeffs to the value 1.

18 The bitstream may contain SEI messages as permitted by the Recommendation ITU-T H.265 /  
19 ISO/IEC 23008-2:2015 [19]. Details on these SEI messages are specified in Recommendation  
20 ITU-T H.265 / ISO/IEC 23008-2 / Annex D.

21 **10.2.2.3. Receiver Requirements**

22 Receivers conforming to the HEVC 4k media profile shall support decoding and displaying  
23 H.265/HEVC 4k bitstreams as defined in clause 10.2.2.2.

24 No additional processing requirements are defined, for example processing of SEI messages is out  
25 of scope.

26

27 **10.2.3. Mapping to DASH**

28 **10.2.3.1. Media Profile Identifier**

29 If all Representations in an Adaptation Set conforms to the elementary stream constraints for the  
30 Media Profile as defined in clause 10.2.2.3 and the Adaptation Set conforms to the MPD signaling  
31 according to clause 10.2.3.2 and 10.2.3.4, and the Representations conform to the file format con-  
32 straints in clause 10.2.3.3, then the @profiles parameter in the Adaptation Set may signal con-  
33 formance to this operation point by using "[http://dashif.org/guidelines/dash-  
34 if-uhd#hevc-4k](http://dashif.org/guidelines/dash-if-uhd#hevc-4k)".

35 **10.2.3.2. MPD Signaling**

36 The MPD shall conform to DASH-IF HEVC Main IOP with the additional constraints defined in  
37 clause 10.2.3.4. The @codecs parameter shall not exceed and should be set to either  
38 "hvc1.2.4.L153.B0" or "hev1.2.4.L153.B0".

---

1    **10.2.3.3. File Format Requirements**

2    Representations used in the context of the specification shall conform to the ISO BMFF Segment  
3    format [7], [9] with the following further requirements:

- 4        - The value of the `duration` field in the Movie Header Box ('mvhd') shall be set to a  
5        value of '0'.
- 6        - The Track Header Box ('tkhd') shall obey the following constraints:  
7              o The value of the `duration` field shall be set to '0'.  
8              o The `width` and `height` fields for a visual track shall specify the track's vis-  
9              ual presentation size as fixed-point 16.16 values expressed in on a uniformly  
10          sampled grid (commonly called square pixels)
- 11        - The Media Header Box ('mdhd') shall obey the following constraints:  
12              o The value of the `duration` field shall be set to '0'.
- 13        - The Video Media Header ('vmhd') shall obey the following constraints:  
14              o The value of the `version` field shall be set to '0'.  
15              o The value of the `graphicsmode` field shall be set to '0'.  
16              o The value of the `opcolor` field shall be set to {'0', '0', '0'}.
- 17        - The Sample Description Box ('stsd') shall obey the following constraints:  
18              o A visual sample entry shall be used.  
19              o The box shall include a NAL Structured Video Parameter Set  
20              o the maximum width and height values shall correspond to the maximum  
21              cropped horizontal and vertical sample counts indicated in any Sequence Pa-  
22              rameter Set in the track  
23              o It shall contain a Decoder Configuration Record which signals the Profile,  
24              Level, and other parameters in the video track.
- 25        - The `entry_count` field of the Sample-to-Chunk Box ('stsc') shall be set to '0'.
- 26        - Both the `sample_size` and `sample_count` fields of the Sample Size Box  
27              ('stsz') box shall be set to zero ('0'). The `sample_count` field of the Sample Size  
28              Box ('stz2') box shall be set to zero ('0'). The actual sample size information can  
29              be found in the Track Fragment Run Box ('trun') for the track.
- 30        Note: this is because the Movie Box ('moov') contains no media samples.
- 31        - The `entry_count` field of the Chunk Offset Box ('stco') shall be set to '0'.

- 
- 1        - Any Segment Index Box ('sidx'), if present, shall obey the additional constraints:
- 2            o The timescale field shall have the same value as the timescale field in the
- 3            Media Header Box ('mdhd') within the same track; and
- 4            o the reference\_ID field shall be set to the track\_ID of the ISO Media
- 5            track as defined in the Track Header Box ('tkhd').
- 6        - For HEVCSampleEntry ('hev1') NAL Structured Video tracks, the 'first\_sample\_flags' shall signal the picture type of the first sample in each movie fragment
- 7            as specified below.
- 8            o sample\_is\_non\_sync\_sample=0: If the first sample is a sync sample.
- 9            o sample\_is\_non\_sync\_sample=1: If the first sample is not a sync sam-
- 10            ple.
- 11            o sample\_depends\_on=2: If the first sample is an I-frame.
- 12        - The Colour Information Box should be present. If present, it shall signal the transfer
- 13            characteristics of the elementary stream.
- 14        - The sample timing shall obey the frame rate requirements.

#### 16      **10.2.3.4.     Adaptation Set Constraints**

17      For a video Adaptation Set, the following constraints apply, which are identical to the constraints

18      as specified in clause 3.2.10:

- 19        - The @codecs parameter shall be present on Adaptation Set level and shall signal the
- 20            maximum required capability to decode any Representation in the Adaptation Set.
- 21        - The @profiles parameter may be present to signal the constraints for the Adap-
- 22            tation Set
- 23        - The attributes @maxWidth and @maxHeight shall be present. They are expected
- 24            be used to signal the source content format. This means that they may exceed the ac-
- 25            tual largest size of any coded Representation in one Adaptation Set.
- 26        - The @width and @height shall be signalled for each Representation (possibly de-
- 27            faulted on Adaptation Set level) and shall match the values of the maximum width
- 28            and height in the Sample Description box of the contained Representation.
- 29        - The attributes @minWidth and @minHeight should not be present. If present, they
- 30            may be smaller than the smallest @width or smallest @height in the Adaptation Set.
- 31        - The maximum frame rate may be signalled on Adaptation Set using the @maxFram-
- 32            eRate attribute.
- 33        - The @frameRate should be signalled for each Representation (possibly defaulted
- 34            on Adaptation Set level).

1 In addition to the above referenced constraints, this profile specifies the following additional con-  
2 traints:

3 - The Color Space in use may be signalled. If signalled,

4       o an Essential or Supplemental Descriptor shall be used to signal the value by  
5       setting the @schemeIdUri attribute to urn:mpeg:mpegB:cicp:Ma-  
6       trixCoefficients as defined ISO/IEC 23001-8 [49] and the @value  
7       attribute according to Table 4 of ISO/IEC 23001-8 [49]. The values shall  
8       match the values set in the VUI.

9       o The signalling shall be on Adaptation Set level, i.e all Representations in one  
10      Adaptation Set are required to have the same Chroma Format.

11 - The Color Primaries and Transfer Function may be signalled. If signalled,

12       o Essential or Supplemental Descriptors shall be used to signal the value by set-  
13       ting the @schemeIdUri attribute to urn:mpeg:mpegB:cicp: Col-  
14       ourPrimaries and urn:mpeg:mpegB:cicp:TransferCharac-  
15       teristics, respectively, as defined ISO/IEC 23001-8 [49] and the  
16       @value attribute according to the “Colour primaries” Table and the “Trans-  
17       fer characteristics” Table of ISO/IEC 23001-8 [49], respectively. The values  
18       shall match the values set in the VUI.

19       o The signalling shall be on Adaptation Set level only, i.e all Representations in  
20      one Adaptation Set are required to have the same Color Primaries and Trans-  
21      fer Function.

#### 22 **10.2.4. Compatibility Aspects**

23 This specification is designed such that content that is authored in conformance to this IOP is  
24 expected to conform to the media profile defined by DVB DASH in ETSI TS 103 285 [42] and  
25 following the *3GPP H.265/HEVC UHD Operation Point* in section 5.6 of 3GPP TS26.116 [77].  
26 However, in contrast to DVB and 3GPP, only BT.709 may be used and not BT.2020.

27 In addition, clients conforming to this extension should be capable to play content authored as  
28 conform to the media profile defined by DVB DASH in ETSI TS 103 285 [42] and following the  
29 *3GPP H.265/HEVC UHD Operation Point* in section 5.6 of 3GPP TS26.116 [77], if BT.709 colour  
30 space is used.

### 31 **10.3. DASH-IF IOP HEVC HDR PQ10**

#### 32 **10.3.1. Introduction**

33 For the support of broad set of use cases addressing higher dynamic range (HDR) and wide colour  
34 gamut (WCG), the DASH-IF IOP HEVC HDR Perceptual Quantization (PQ) 10 Extension is de-  
35 fined. This interoperability point allows for additional UHD features including Wide Color Gamut,  
36 High Dynamic Range and a new electro-optical transfer curve. These features are in addition to  
37 the existing features described in the DASH-IF UHD 4k interoperability point, except that that this  
38 profile is designed for HDR, and requires the use of SMPTE ST 2084 [71] and Rec. BT-2020 [74]

1 colour space. Note that this is identical to Rec. BT-2100 [80], PQ transfer function, Y'C'BC'R  
2 color difference formats, with 10 bit signal representation and narrow range.

3 Note that this Extension does not require the use of the maximum values, such as 60fps or 4K  
4 resolution. The content author may offer lower spatial and temporal resolutions and may use the  
5 regular DASH signalling to indicate the actual format of the source and rendering format. Typical  
6 cases may be to use HDR together with an HD 1080p signal. Note also that Adaptation Set Switching  
7 as defined in section 3.8 may be used to separate different spatial resolutions in different Adaptation Sets to address different capabilities, but still permit the use of lower resolutions for service continuity of higher resolutions.

10 The compliance to DASH-IF IOP HEVC HDR PQ10 may be signaled by a @profile attribute  
11 with the value <http://dashif.org/guidelines/dash-if-uhd#hevc-hdr-pq10>.

### 12 **10.3.2. Elementary Stream Requirements**

#### 13 **10.3.2.1. Introduction**

14 The same requirements as for UHD HEVC 4k as documented in section 10.2 hold, except for the  
15 changes as detailed below.

16 The changes in the HEVC HDR PQ10 profile that extend it beyond the HEVC 4K profile include:

- 17 - NAL Structured Video Streams conforming to this interoperability point SHALL be  
18 encoded using the REC-2020 color parameters as defined in [74]. Clients shall be able to  
19 correctly decode content that is encoded using that color space.
- 20 - NAL Structured Video Streams conforming to this interoperability point SHALL be  
21 encoded using the SMPTE ST 2084 electro-optic transfer function as defined in [71].  
22 Clients shall be able to correctly decode content that is encoded using that electro-optic  
23 transfer function. Note that one cannot author a single piece of content that is compliant  
24 with both this profile and HEVC 4k profile. However, the content may be offered in  
25 one MPD in two different Adaptation Sets.

26 Optional metadata may be present in form SEI messages defined in ITU-T H.265 /ISO/IEC 23008-  
27 2:2015 [19].

#### 28 **10.3.2.2. Bitstream Requirements and Recommendations**

29 A bitstream conforming to the HEVC HDR PQ10 media profile shall comply with the Main Tier  
30 Main10 Profile Level 5.1 restrictions, as specified in Recommendation ITU-T H.265 / ISO/IEC  
31 23008-2 [19].

32 In addition the requirements in section 10.2.2.2 apply, except that this profile requires the use of  
33 Recommendation ITU-R BT.2020 [74] non-constant luminance colorimetry and SMPTE ST 2084  
34 [71].

35 SMPTE ST 2084 [71] usage shall be signaled by setting colour\_primaries to the value 9,  
36 transfer\_characteristics to the value 16 and matrix\_coeffs to the value 9.

37 The bitstream may contain SEI messages as permitted by the Recommendation ITU-T H.265 /  
38 ISO/IEC 23008-2:2015 [19]. Details on these SEI messages are specified in Recommendation  
39 ITU-T H.265 / ISO/IEC 23008-2 / Annex D. SEI message may for example support adaptation of  
40 the decoded video signals to different display capabilities or more detailed content description, in

1 particular those specified in Recommendation ITU-T H.265 / ISO/IEC 23008-2 / Annex D in re-  
2 lation to HDR. Other SEI Messages defined in ITU-T H.265 / ISO/IEC 23008-2 / Annex D may  
3 be present as well.

4 **10.3.2.3. Receiver Requirements**

5 Receivers conforming to the HEVC HDR PQ10 media profile shall support decoding and display-  
6 ing HEVC HDR PQ10 bitstreams as defined in section 10.3.2.2.

7 No additional processing requirements are defined, for example processing of SEI messages is out  
8 of scope.

9 **10.3.3. Mapping to DASH**

10 **10.3.3.1. Media Profile Identifier**

11 If all Representations in an Adaptation Set conforms to the elementary stream constraints for the  
12 Media Profile as defined in clause 10.3.3.2 and the Adaptation Set conforms to the MPD signalling  
13 according to clause 10.3.3.2 and 10.3.3.4, and the Representations conform to the file format con-  
14 straints in clause 10.3.3.3, then the @profiles parameter in the Adaptation Set may signal con-  
15 formance to this operation point by using "<http://dashif.org/guidelines/dash-if-uhd#hevc-hdr-pq10>".

17 **10.3.3.2. MPD Signaling**

18 The MPD shall conform to DASH-IF HEVC Main IOP as defined with the additional constraints  
19 defined in clause 10.3.3.4. The @codecs parameter shall not exceed and should be set to either  
20 "hvc1.2.4.L153.B0" or "hev1.2.4.L153.B0".

21 **10.3.3.3. File Format Requirements**

22 The file format requirements as defined in clause 10.2.3.3 shall apply.

23 **10.3.3.4. Adaptation Set Constraints**

24 The same requirements as defined in clause 10.2.3.4 shall apply.

25 **10.3.4. Compatibility Aspects**

26 Content authored according to this extensions is expected to be interoperable with the HDR10  
27 profile defined in the DECE CFF Content Specification v2.2 [78], although it should be noted that  
28 the DECE CFF profile may have additional constraints, such as bitrate restrictions and required  
29 metadata.

30 Content authored according to this extensions is expected to be interoperable with the PQ10 pack-  
31 age defined in the UHD Forum Guidelines phase A [79].

---

## 10.4. DASH-IF IOP UHD Dual-Stream (Dolby Vision<sup>1</sup>)

### 10.4.1. Introduction

For the support of broad set of backward compatible use cases the DASH-IF IOP Dual-Stream (Dolby Vision) Interoperability Point is defined. Backward Compatible refers to a simple method for one delivery format to satisfy both an HDR client and an SDR client. This Interoperability Point allows for two interlocked video streams, as described in the clause 10.4.2 below (restrictions to Enhancement Layers and Annex D 1.1). These two layers are known as the Base and Enhancement layers, where the Base Layer fully conforms to previous non-UHD or UHD DASH-IF Interoperability point. The EL provides additional information, which combined with the BL in a composition process produces a UHD output signal, including Wide Color Gamut and High Dynamic Range signal at the client.

The compliance to *DASH-IF IOP Dual-Stream (Dolby Vision)* may be signaled by a @profile attribute on the Enhancement Layer with the value <http://dashif.org/guidelines/dash-if-uhd#dvduallayer>

### 10.4.2. Definition

#### 10.4.2.1. General

The dual-stream solution includes two video streams, known as the Base Layer and the Enhancement Layer. The high-level overview of the dual-stream process is shown in [Figure 26 Overview of Dual-stream System](#).

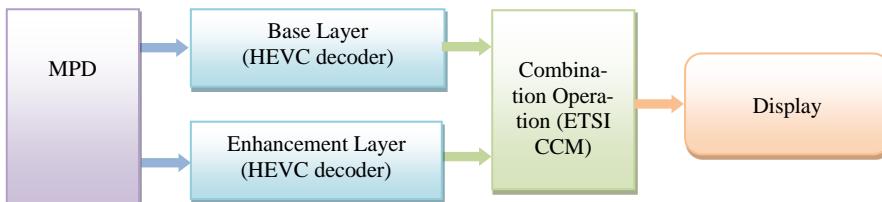


Figure 26 Overview of Dual-stream System

The MPD includes at least two Adaptation Sets as described below, including a Base Layer Adaptation Set and an Enhancement Layer Adaptation Set.

The Base Layer shall conform to the requirements of one of the following Interoperability Points: the DASH-IF IOP Main Interoperability Point, the DASH-IF IOP UHD 4k Interoperability point or the DASH-IF IOP UHD HDR10 Interoperability point. Any client that is able to play DASH-IF IOP Main content, DASH-IF IOP UHD 4k content, or DASH-IF IOP UHD HDR10 content as appropriate will be able to play the content from the Base Layer track as determined by the client capabilities. To be clear, the Base Layer is 100% conforming, with no changes or additional

<sup>1</sup> Note: This extension is designed to be compatible with the “Dolby Vision Media Profile Definition” in DECE “Common File Format & Media Formats Specification” Version 2.2. The name of the DASH-IF extension is inherited from the DECE document in order to indicate the compatibility with this DECE Media Profile.

1 information, to the profile definition. A client that plays content conforming to the Base Layer  
2 profile will be able to play the Base Layer content with no modification and no knowledge of the  
3 Enhancement Layer or and Dolby Vision specific information. See Annex E, Sample MPD, for an  
4 example dual-layer MPD.

5  
6 In addition, The Enhancement Layer shall conform to H.265/HEVC Main10 Profile Main Tier as  
7 defined in Recommendation ITU-T H.265 / ISO/IEC 23008-2, Level 5.1 or lower The  
8 Enhancement Layer shall conform to the following additional requirements:

- 9     • The Frame Rate is identical to the Base Layer video track.  
10    • The EL DPB (Decoded Picture Buffer) shall support the same number of maximum frames  
11      as the maximum number of frames supported by the BL's DPB.  
12    • If the Base layer sample contains an IDR picture, the Enhancement Layer sample must have  
13      an IDR picture at the same presentation time.  
14    • Fragment durations and Presentation times are identical to the Base Layer video track. To  
15      clarify, "Presentation times are identical" means that for each picture at one layer, there  
16      shall be a picture at the other layer with the same presentation time.  
17    • Each Enhancement Layer track has one and only one associated Base Layer video track (i.e.  
18      tracks are paired 1:1).

19  
20 The client - may either play the Base Layer alone, in which case it complies with the requirements  
21 of those interoperability points, or the client plays the Base Layer and Enhancement Layer  
22 together, decoding both layers and combining them to produce a 12 bit enhanced HDR signal  
23 which conforms to REC.2020 color parameters and SMPTE-2084 electro-optical transfer function.  
24 The details of this combination operation are detailed in ETSI Specification "Compound Content  
25 Management" [85].

26  
27 Content shall only be authored claiming conformance to this IOP if a client can properly play the  
28 content through the method of combining the Base Layer and Enhancement layers to produce an  
29 enhanced HDR output. Note that clients who conform to the profile associated with the Base Layer  
30 alone may play the Base Layer alone, with no information (and no knowledge) of the Enhancement  
31 Layer. In addition, the content shall follow the mandatory aspects and should take into account the  
32 recommendations and guidelines for content authoring documented in sections 8 and 10 and  
33 HEVC-related issues in this section.

34  
35 The dual-stream delivery of Dolby Vision asset uses two tracks; the Base Layer is written into one  
36 track according to the profile of the Base Layer, and the Enhancement Layer exists in a second  
37 track, per the [TBD Reference on integration, 12] specification and the details in Annex C and  
38 Annex D. In particular, details about required mp4 Boxes and sample entries are detailed in Annex  
39 C, "Dolby Vision Streams Within the ISO Base Media File Format"

40 The Enhancement Layer is identified by an additional parameter, @dependencyId, which  
41 identifies the Base layer which is the match for the Enhancement Layer as described in clause  
42 10.4.2.3.

1   **10.4.2.2. Bitstream Requirements for Enhancement Layer**  
 2   The sample aspect ratio information shall be signaled in the bitstream using the  
 3   aspect\_ratio\_idc value in the Video Usability Information (see values of  
 4   aspect\_ratio\_idc in Recommendation ITU-T H.265 / ISO/IEC 23008-2:2013 [19], table E-  
 5   1).  
 6  
 7   In addition to the provisions set forth in Recommendation ITU-T H.265 / ISO/IEC 23008-2:2013  
 8   [19], the following restrictions shall apply for the fields in the sequence parameter set:  
 9      • bit\_depth\_luma\_minus8 shall be set to “2”.  
 10     • aspect\_ratio\_idc shall be set to “1”.  
 11     • general\_interlaced\_source\_flag shall be set to “0”.  
 12   **10.4.2.3. Supplemental Enhancement Information for Enhancement Layer**  
 13   **10.4.2.3.1. General**  
 14   In addition to the requirements imposed in clause 10.4.2.2, the following additional specifications  
 15   shall apply to the Enhancement Layer encoding:  
 16   HEVC Enhancement Layer Bitstreams shall contain the following SEI messages:  
 17      • User data registered by Recommendation ITU-T T.35[IT35] SEI message containing the  
 18        message CM\_data() (named composing metadata SEI message), as described in clause  
 19        10.4.2.3.3.  
 20      • User data registered by Recommendation ITU-T T.35[IT35] SEI message containing the  
 21        message DM\_data() (named display management SEI Message), as described in clause  
 22        10.4.2.3.4.  
 23      • Mastering display colour volume SEI message as specified in Recommendation ITU-T  
 24        H.265 / ISO/IEC 23008-2 Annex D with the following constraints:  
 25          ○ A valid number shall be set for the following syntax elements: display\_primaries\_x[c],  
 26            display\_primaries\_y[c], white\_point\_x,  
 27            white\_point\_y, max\_display\_mastering\_luminance and  
 28            min\_display\_mastering\_luminance.

29   **10.4.2.3.2. SEI User Data Syntax**  
 30   CM\_data() messages and DM\_data() messages are carried in the enhancement layer video elemen-  
 31   tary stream as Supplemental Enhancement Information in HEVC’s “User data registered by Rec-  
 32   ommendation ITU-T T.35 SEI message” syntactic element. The syntax of the composing metadata  
 33   SEI message and the display management SEI message is defined in [Table 28](#).  
 34   **Table 28: Compound Content Management SEI message: HEVC (prefix SEI NAL unit with nal\_unit\_type =**  
 35   **39, payloadType=4)**

| user_data_registered_itu_t_t35( payloadSize ) { | Descriptor |
|-------------------------------------------------|------------|
| <b>itu_t_t35_country_code</b>                   | b(8)       |
| <b>itu_t_t35_provider_code</b>                  | u(16)      |
| <b>user_identifier</b>                          | u(32)      |
| <b>user_data_type_code</b>                      | u(8)       |

---

|                            |  |
|----------------------------|--|
| user_data_type_structure() |  |
| }                          |  |

1

- 2   **itu\_t\_t35\_country\_code:** This 8-bit field shall have the value 0xB5.
- 3   **itu\_t\_t35\_provider\_code:** This 16-bit field shall have the value 0x0031.
- 4   **user\_identifier:** This 32-bit code shall have the value 0x47413934 (“GA94”).
- 5   **user\_data\_type\_code:** An 8-bit value that indentifies the type of user data to follow in the  
6   user\_data\_type\_structure(). The values are defined in [Table 29](#).

7

Table 29: UserID: user identifier

| user_data_type_code | user_data_type_structure() |
|---------------------|----------------------------|
| 0x00 to 0x07        | Reserved                   |
| 0x08                | CM_data()                  |
| 0x09                | DM_data()                  |
| 0x0A to 0xFF        | Reserved                   |

1   **user\_data\_type\_structure()**: This is a variable length set of data defined by the value of  
2   user\_data\_type\_code and table C.1 (DM\_data()) or table D.1 (CM\_data()).

3   **10.4.2.3.3. Composing Metadata SEI Message**

4   The composing metadata SEI message is a “user data registered by Recommendation ITU-T T.35  
5   SEI message” containing a CM\_data() message, as specified in Annex F.

6   HEVC Enhancement Layer Bitstreams shall contain composing metadata SEI messages with the  
7   following constraints:

- 8       • It shall be sent for every access unit of the HEVC Enhancement Layer Bitstream.
- 9       • Bitstreams shall conform to ETSI Profile 1 as defined in Annex A of [85] and the value of  
10      the syntax element `ccm_profile` shall be set to “1”.
- 11      • The value of the syntax element `ccm_level` shall be set to “0”.
- 12      • The value of `BL_bit_depth_minus8` shall be set to “2”.
- 13      • The value of `EL_bit_depth_minus8` shall be set to to “2”.
- 14      • The value of the syntax element `hdr_bit_depth_minus8` shall be set to “2” or “4”.

15   **10.4.2.3.4. Display Management SEI Message**

16   The display management SEI message is a “user data registered by Recommendation ITU-T T.35  
17   SEI message” containing a DM\_data() message, as specified in Annex C.

18   HEVC Enhancement Layer Bitstreams shall contain display management SEI messages with the  
19   following constraints:

- 20      • It shall be sent for every access unit of the HEVC Enhancement Layer Bitstream.
- 21      • `app_identifier` shall be set equal to “1”.
- 22      • `app_version` shall be set equal to “1”.
- 23      • The number of extension blocks with `ext_block_level` equal to “1” shall be con-  
24       strained to be equal to “1”.
- 25      • The number of extension blocks with `ext_block_level` equal to “2” shall be con-  
26       strained to be less than or equal to “16”.
- 27      • The number of extension blocks with `ext_block_level` equal to “5” shall be con-  
28       strained to be equal to “0” or “1”.

29   **10.4.3. Mapping to DASH**

30   **10.4.3.1. Media Profile Identifier**

31   If all Representations in an Adaptation Set conforms to the elementary stream constraints for the  
32   Media Profile as defined in clause 10.4.2.1 and the Adaptation Set conforms to the MPD signaling  
33   according to clause 10.4.3.2 and 10.4.3.3, and the Representations conform to the file format  
34   constraints in clause 10.4.3.4, then

- 
- 1        - the @profiles parameter in the Adaptation Set may signal conformance to this operation  
2        point by using “<http://dashif.org/guidelines/dash-if-uhd#dvDualLayer>” on the Enhancement Layer (the Base Layer uses the normal signaling of the layer  
3        as defined in the profile of the Base Layer).

4

5        **10.4.3.2. MPD Signaling**

6        The MPD shall conform to DASH-IF HEVC Main IOP as defined with the additional constraints  
7        defined in clause 10.4.2.

8        **10.4.3.3. Codec Parameter Signaling**

9        When the Dual-Stream Dolby Vision asset is delivered as two files, the Enhancement Layer is  
10      identified by an additional parameter, @dependencyId, which identifies the Base Layer that is  
11      the match for the Enhancement Layer. The Base Layer Representation element must have an @id  
12      attribute, and the @dependencyId attribute on the Enhancement Layer Representation shall  
13      refer to that @id, to indicate to a client that these two representations are linked. Note that in this  
14      case, the @codecs attribute for the Base Layer will have only the Base Layer codec. In this  
15      example, the Base Layer @codecs might be:

16

17                codecs="hvc1.1.0.L120.00"

18        And the Enhancement Layer @codecs would be:

19                codecs="dvhe.dtr.uhd30"

20        For both the Base Layer and the Enhancement Layer, HEVC decoders are used in accordance with  
21      the @codecs signaling on each layer. The syntax and semantics of the @codecs signaling on  
22      the enhancement layer is detailed in Annex D. The output of the decoders are combined by the  
23      method detailed in ETSI Specification “Compound Content Management” [85].

24        **10.4.3.4. File Format Requirements**

25        Content shall only be authored claiming conformance to this IOP if a client can properly play the  
26      content. In addition, the content shall follow the mandatory aspects and should take into account  
27      the recommendations and guidelines for content authoring documented in clause 8 and 10 and  
28      HEVC-related issues in clause 6.2.

29        **11. DASH-IF VP9 Extensions**

30        **11.1. Introduction**

31        VP9 [86] is an alternative video codec which may be used for SD, HD, and UHD spatial resolutions, as well as HDR10 and HDR12 bit depths (HDR + WCG); and frame rates of 24fps and higher. This codec provides significant bandwidth savings at equivalent qualities with respect to AVC/H.264. While not meant to replace AVC and HEVC, DASH presentations may include additional VP9 representations for playback on clients which support it.

---

## 11.2. DASH-Specific Aspects for VP9 Video

### 11.2.1. General

For the integration in the context of DASH, the following applies for VP9:

- The encapsulation of VP9 video data in ISO BMFF is defined in the VP Codec ISO-BMFF Binding specification [87]. Clients shall support both sample entries containing 'vp09' and 'vpcC' boxes, i.e. inband storage for VPCodecConfigurationBox + VPCodecConfigurationRecord.
- For delivery to consumer devices, only VP9 profile 0 (4:2:0 chroma subsampling and 8-bit pixel depth), and profile 1 (4.2.0 chroma subsampling and 10- or 12-bit pixel depths) shall be used.
- Stream Access Points shall coincide with the beginning of key frames (uncompressed header field `frame_type = 0`) as defined in the VP9 Bitstream Specification [86] section 7.2. Only type-1 SAPs are supported. Fragmentation and segmentation shall occur only at these points.
- Codec and codec configuration signaling in the MPD shall occur using the codec string defined in the VP Codec Binding Specification [87], DASH Application section.
- Encryption shall be signaled by the same mechanisms as defined in Common Encryption for ISO-BMFF Containers 3<sup>rd</sup> edition. Subsample encryption is required as per the VP Codec ISO Media File Format Binding spec [87].

### 11.2.2. Bitstream Switching

For VP9 video streams, if the `@bitstreamSwitching` flag is set to true, then the following additional constraints shall apply:

- Edit lists shall not be used to synchronize video to audio and presentation timelines.
- Video Media Segments shall set the first presented sample's composition time equal to the first decoded sample's decode time, which equals the `baseMediaDecodeTime` in the Track Fragment Decode Time Box ('tfdt').
  - o Note: This requires the use of negative composition offsets in a v1 Track Run Box ('trun') for video samples, otherwise video sample reordering will result in a delay of video relative to audio.
- The `@presentationTimeOffset` attribute shall be sufficient to align audio, video, subtitle, and presentation timelines at presentation a Period's presentation start time. Any edit lists present in Initialization Segments shall be ignored. It is strongly recommended that the Presentation Time Offset at the start of each Period coincide with the first frame of a Segment to improve decoding continuity at the start of Periods.
- All representations within the Adaptation set shall have the same picture aspect ratio.
- All VP9 decoders are required to support dynamic video resolutions, however pixel bit-depths may not vary within an adaptation set. Because of this the encoding Profile must remain constant, but the Level may vary.
- All Representations within a video Adaptation Set shall include an Initialization Segment containing an 'vpcC' Box containing a Decoder Configuration Record with the highest, Level, vertical and horizontal resolutions of any Media Segment in the Representation.

- 
- 1     - The **AdaptationSet@codecs** attribute shall be present and contain the maximum  
2       level of any Representation contained in the Adaptation Set.  
3     - The **Representation@codecs** attribute may be present and in that case shall contain  
4       the maximum level of any Segment in the Representation.

5

## 6 **11.3. DASH-IF VP9 Extension IOPs**

7 **11.3.1. DASH-IF VP9-HD**

8 The scope of the DASH-IF VP9-HD extension interoperability point is basic support of high-quality  
9 video distribution over the top based on VP9 up to 1080p with 8-bit pixel depth and up to 30fps.  
10 Both, live and on-demand services are supported.  
11 The compliance to DASH-VP9 main may be signaled by a @profiles attribute with the value  
12 "<http://dashif.org/guidelines/dashif#vp9>"

13  
14 A DASH client conforms to this extension IOP by supporting at least the following features:  
15     - All DASH-related features as defined in clause 3 of this document.  
16     - The requirements and guidelines in section 4.9.2 for simple live operation.  
17     - The requirements and guidelines in section 5.6.1 for server-based ad insertion.  
18     - Content protection based on common encryption and key rotation as defined in section 7.  
19       And specifically, the client supports MPD-based parsing parameters for common encryp-  
20       tion.  
21     - All VP9 DASH IF IOP requirements in clause 11.2.  
22     - VP9 Profile 0 up to level 4.1.  
23

24 **11.3.2. DASH-IF VP9-UHD**

25 The scope of the DASH-IF VP9-UHD extension interoperability point is basic support of high-quality  
26 video distribution over the top based on VP9 up to 2160p with 8-bit pixel depth and up to  
27 60fps. Both, live and on-demand services are supported.  
28 The compliance to DASH-VP9 main may be signaled by a @profiles attribute with the value  
29 "<http://dashif.org/guidelines/dash-if-uhd#vp9>"

30  
31 A DASH client conforms to this extension IOP by supporting at least the following features:  
32     - All features supported by DASH-IF VP9-HD defined in clause 11.3.1.  
33     - VP9 Profile 0 up to level 5.1.  
34

35 **11.3.3. DASH-IF VP9-HDR**

36 The scope of the DASH-IF VP9-HDR extension interoperability point is basic support of high-quality  
37 video distribution over the top based on VP9 up to 2160p with 10-bit pixel depth and up to  
38 60fps. Both, live and on-demand services are supported.

- 
- 1 The compliance to DASH-VP9 main may be signaled by a @profiles attribute with the value  
2 <http://dashif.org/guidelines/dashif#vp9-hdr> (up to HD/1080p resolution), or <http://dashif.org/guidelines/dash-if-uhd#vp9-hdr> (up  
3 to 4K resolution).  
4  
5 A DASH client conforms to this extension IOP by supporting at least the following features:  
6   - All features supported by DASH-IF VP9-UHD defined in clauses 11.3.2.  
7   - VP9 profile 2 up to level 5.1.  
8   - Pixel depths of 10 bits.

10

## 1                   Annex A Examples for Profile Signalling

### 2       Example 1

3       In this case DASH-IF IOP content is offered, but in addition a non-conforming Adaptation Set is  
4       added.

5       Here is an example for an MPD:

- ```
6       • MPD@profiles="urn:mpeg:dash:profile:isoff-on-demand:2011,  
7            http://dashif.org/guidelines/dash264"  
8            ◦ AdaptationSet@profiles="urn:mpeg:dash:profile:isoff-on-de-  
9            mand:2011, http://dashif.org/guidelines/dash264"  
10           ◦ AdaptationSet@profiles="http://dashif.org/guidelines/dash264"  
11           ◦ AdaptationSet@profiles="urn:mpeg:dash:profile:isoff-on-de-  
12            mand:2011"
```

13      Pruning process for IOP <http://dashif.org/guidelines/dash264> results in

- ```
14       • MPD@profiles="http://dashif.org/guidelines/dash264"  
15           ◦ AdaptationSet@profiles="http://dashif.org/guidelines/dash264"  
16           ◦ AdaptationSet@profiles="http://dashif.org/guidelines/dash264"
```

17      It is now required that the pruned MPD conforms to DASH-IF IOP.

### 18       Example 2

19       In this case DASH-IF IOP content is offered, but in addition a non-conforming Adaptation Set is  
20       added and one DASH-IF Example Extension Adaptation Set is added with the virtual IOP signal  
21       <http://dashif.org/guidelines/dashif#extension-example>.

22       Here is an example for an MPD:

- ```
23       • MPD@profiles="urn:mpeg:dash:profile:isoff-on-demand:2011,  
24            http://dashif.org/guidelines/dash264, http://dashif.org/guide-  
25            lines/dashif#extension-example"  
26            ◦ @id = 1, AdaptationSet@profiles="urn:mpeg:dash:profile:isoff-on-de-  
27            mand:2011, http://dashif.org/guidelines/dash264"  
28            ◦ @id = 2, AdaptationSet@profiles="http://dashif.org/guide-  
29            lines/dash264"  
30            ◦ @id = 3, AdaptationSet@profiles="urn:mpeg:dash:profile:isoff-on-de-  
31            mand:2011, http://dashif.org/guidelines/dashif#extension-example"
```

32      Pruning process for profile <http://dashif.org/guidelines/dash264> results in

- ```
33       • MPD@profiles="http://dashif.org/guidelines/dash264"  
34           ◦ @id = 1, AdaptationSet@profiles="http://dashif.org/guide-  
35            lines/dash264"  
36           ◦ @id = 2, AdaptationSet@profiles="http://dashif.org/guide-  
37            lines/dash264"
```

38      It is now required that the pruned MPD conforms to DASH-IF IOP.

39      Pruning process for profile <http://dashif.org/guidelines/dashif#extension-example> re-  
40      sults in

- ```
41       • MPD@profiles="http://dashif.org/guidelines/dash264"  
42           ◦ @id = 3, AdaptationSet@profiles="http://dashif.org/guide-  
43            lines/dashif# extension-example"
```

44      It is now required that the pruned MPD conforms to DASH-IF Example Extension Adaptation Set.

---

## 1           **Annex B   Live Services - Use Cases and Architecture**

### 2       **B.1   Baseline Use cases**

#### 3       **B.1.1      Use Case 1: Live Content Offered as On-Demand**

4       In this case content that was distributed as live is offered in a separate Media Presentation as On-Demand Content.

#### 6       **B.1.2      Use Case 2: Scheduled Service with known duration and Operating at 7                  live edge**

8       In this case a service started a few minutes ago and lasts 30 minutes. The duration is known exactly  
9       and also all segment URLs are known. The timeshift buffer is short. This may for example be a  
10      live service for which the service provider wants to ensure that only a small window is accessible.  
11      The content is typically be pre-canned, but offered in a scheduled manner.

#### 12      **B.1.3      Use Case 3: Scheduled Service with known duration and Operating at 13                  live edge and time shift buffer**

14      In this case a service started a few minutes ago and lasts 30 minutes. The duration is known exactly  
15      and also all segment URLs are known. The timeshift buffer is long. This may for example be a  
16      service for which the service provider wants to ensure that the content is made available in a sched-  
17      uled manner, e.g. no client can access the content earlier than scheduled by the content provider.  
18      However, after the live edge is completed, the content is available for 24h. The content is typically  
19      pre-canned.

#### 20      **B.1.4      Use Case 4: Scheduled Live Service known duration, but unknown Seg- 21                  ment URLs**

22      In this case a live service started a few minutes ago and lasts 30 minutes. The duration is known  
23      exactly but the segment URLs are unknown, as for example some advertisement may be added on  
24      the fly. Otherwise this service is similar to use case 3.

#### 25      **B.1.5      Use Case 5: 24/7 Live Service**

26      In this case a live service started that may have started a long time ago is made available. Ad breaks  
27      and operational updates may be done with a 30sec pre-warning. The duration is unknown and also  
28      the segment URLs, the exact set of provided media components (different language tracks, subti-  
29      tles, etc.) are unknown, as for example some advertisement may be added on the fly. Otherwise  
30      this service is similar to use case 3.

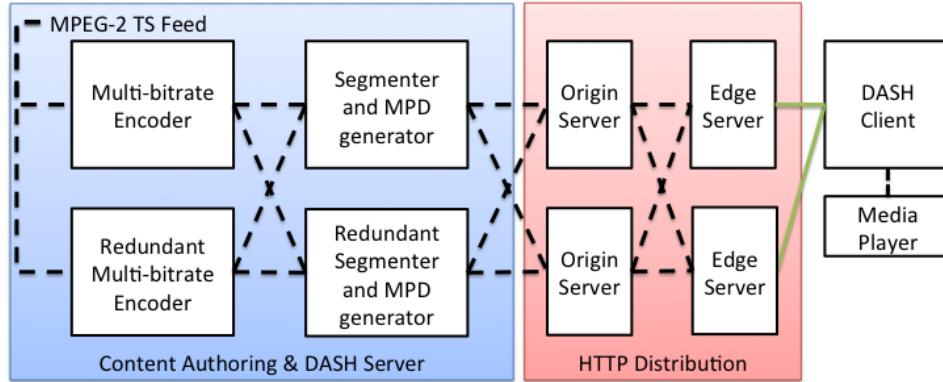
#### 31      **B.1.6      Use Case 6: Approximate Media Presentation Duration Known**

32      In this case a live service starts at a specific time. The duration is known approximately and also  
33      all segment URLs are known for the approximate duration. Towards the end of the Media Presen-  
34      tation, the Media Presentation duration may be extended or may be finally determined by providing  
35      an update of the MPD.

36

---

1    **B.2 Baseline Architecture for DASH-based Live Service**



2    **Figure 27 Typical Deployment Scenario for DASH-based live services**

3    The figure depicts a redundant set-up for Live DASH with unicast. Function redundancy is added  
4    to mitigate the impact of function failures. The redundant functions are typically connected to  
5    multiple downstream functions to mitigate link failure impacts.

6    An MPEG2-TS stream is used often as feed into the encoder chain. The multi-bitrate encoder  
7    produces the required number of Representations for each media component and offers those in  
8    one Adaptation Set. In the context of this document is assumed that content is offered in the ISO  
9    BMFF live profile with the constraints according to v2 of this document. The encoder typically  
10   locks to the system clock from the MPEG2-TS stream. The encoder forwards the content to the  
11   segmenter, which produces the actual DASH segments and handles MPD generation and updates.  
12   Content Delivery Network (CDN) technologies are typically used to replicate the content to mul-  
13   tiple edge servers. Note: the CDN may include additional caching hierarchy layers, which are not  
14   depicted here.

15   An MPEG2-TS stream is used often as feed into the encoder chain. The multi-bitrate encoder  
16   produces the required number of Representations for each media component and offers those in  
17   one Adaptation Set. In the context of this document is assumed that content is offered in the ISO  
18   BMFF live profile with the constraints according to v2 of this document. The encoder typically  
19   locks to the system clock from the MPEG2-TS stream. The encoder forwards the content to the  
20   segmenter, which produces the actual DASH segments and handles MPD generation and updates.  
21   Content Delivery Network (CDN) technologies are typically used to replicate the content to mul-  
22   tiple edge servers. Note: the CDN may include additional caching hierarchy layers, which are not  
23   depicted here.

24   An MPEG2-TS stream is used often as feed into the encoder chain. The multi-bitrate encoder  
25   produces the required number of Representations for each media component and offers those in  
26   one Adaptation Set. In the context of this document is assumed that content is offered in the ISO  
27   BMFF live profile with the constraints according to v2 of this document. The encoder typically  
28   locks to the system clock from the MPEG2-TS stream. The encoder forwards the content to the  
29   segmenter, which produces the actual DASH segments and handles MPD generation and updates.

26   **B.3 Distribution over Multicast**

27   This clause describes a baseline architecture for DASH Live Services for broadcast distribution.  
28   The intention of the baseline architecture is in particular to identify robustness and failure issue  
29   and give guidance on procedures to recover.

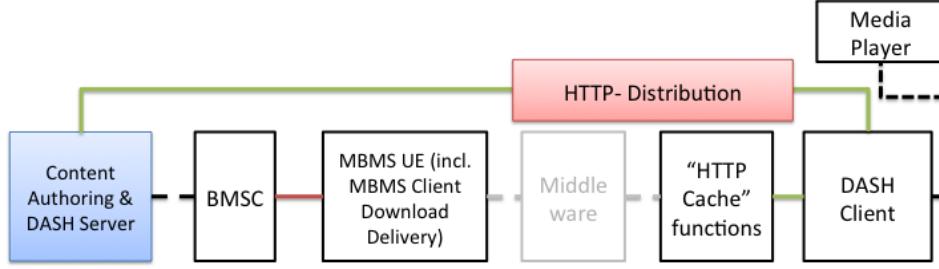


Figure 28 Typical Deployment Scenario for DASH-based live services partially offered through MBMS (uni-directional FLUTE distribution)

The same content authoring and DASH server solution as shown in Figure 1 are considered in this baseline architecture. The DASH Segmenter (cf. Fig. 1) provides DASH segments of typically one quality representation into the BM-SC, which sends the segments using MBMS Download (as sequence of files using IETF FLUTE protocol) to the MBMS User Equipment (UE). The MBMS UE includes the needed MBMS download delivery client functions to recover the media segments from the FLUTE reception. The MBMS UE makes the segments through a local HTTP Cache function available to the DASH client. The DASH client uses HTTP (green line) to retrieve the segments from the device local cache.

In case the MBMS reception is not possible for that Video Session, the DASH client can use unicast HTTP to acquire the stream (according to previous clause).

Note, the objective of the client architecture realization here is on using a generic DASH client for unicast and broadcast. More customized implementations are possible.

## B.4 Typical Problems in Live Distribution

### B.4.1 Introduction

Based on the deployment architectures in [Figure 27](#) and [Figure 28](#) a few typical problems in DASH-based ABR distribution are explained.

### B.4.2 Client Server Synchronization Issues

In order to access the DASH segments at the proper time as announced by the segment availability times in the MPD, client and server need to operate in the same time source, in general a globally accurate wall-clock, for example provided by NTP or GPS. There are different reasons why the DASH client and the media generation source may not have identical time source, such as

- DASH client is off because it does not have any protocol access to accurate timing. This may for example be the case for DASH clients that are running in the browser or on top of a general-purpose HTTP stack.
- DASH client clock drifts against the system clock and the DASH client is not synchronizing frequently enough against the time-source.
- The segmenter synchronized against a different time source than DASH client.
- There may be unknown delay on the ingest to the server/cache whether the segment is accessible. This is specifically relevant if MBMS is used as the contribution link resulting in transport delay.

- 
- 1     • It may also be that the MPD provides the availability times at the segmenter, but the actual  
2       availability should be the one on the origin server.  
3     • There may be a delay from segmenter to the origin server which is known by edge/origin,  
4       but there may not be sufficient ways to signal this delay.

5     **B.4.3              Synchronization Loss of Segmenter**

6     The segmenter as depicted in [Figure 27](#) may lose synchronization against the input timeline for  
7       reasons such as power-outage, cord cuts, CRC losses in the incoming signals, etc. In this case:

- 8       • Loss of synchronization may result that the amount of lost media data cannot be predicted  
9        which makes the generation of continuous segments difficult.  
10      • The Segmenter cannot predict and correct the segment timeline based on media presenta-  
11       tion timestamps, since the presentation timeline may contain a discontinuity due to the  
12       synchronization loss  
13            ◦ a loss of sync (e.g. CRC failure on the input stream)  
14            ◦ a power glitch on the source  
15            ◦ someone pulling a cable  
16      • There are cases where no media segments are available, but the MPD author knows this  
17       and just wants to communicate this to the receiver.

18     **B.4.4              Encoder Clock Drift**

19     In certain cases, the MBR encoder is slaved to the incoming MPEG-2 TS, i.e. it reuses the media  
20       time stamps also for the ISO BMFF.

- 21       • What may occur that the encoder clock drifts between the sender and the receivers (longer  
22        term issue) , e.g. due to encoder clock tolerance  
23            ◦ Example: Encoder produces frame every 39.97ms instead of 40ms  
24            ◦ Tolerance in MPEG-2 TS: 1 frame every 18 minutes  
25      • This may create issues in particular when an existing stream like for satellite is transcoded  
26        and segmented into DASH representations.  
27      • Annex A.8 of ISO 23009-1 handles drift control of the media timeline, but the impact on  
28        the segment availability time (i.e. MPD updates) is not considered or suggested.  
29      • In particular when the segment fetching engine of the client is only working with the seg-  
30        ment availability timeline (so is not parsing the presentation timeline out of the segments),  
31        the segment fetching engine will not fetch the segments with the correct interval, leading  
32        to buffer underruns or increased e2e delay.  
33      • There is practical evidence that this is a problem in actual deployments, may result in drifts  
34        of minutes over hours.

35     **B.4.5              Segment Unavailability**

36     When a server cannot serve a requested segment it gives an HTTP 404 response. If the segment  
37       URL is calculated according to the information given in the MPD, the client can often interpret the  
38       404 response as a possible synchronization issue, i.e. its time is not synchronized to the time of-  
39       fered in the MPD.

40     In the MBMS case, a 404 response is also likely to be caused by non-reparable transport errors.  
41     This is even more likely if it has been possible to fetch segments according to the MPD information

1 earlier. Although the client M/W, which is normally located in the same device as the DASH  
2 player, knows what segments have been delivered via broadcast and which ones are missing in a  
3 sequence, it cannot indicate this to the DASH client using standard HTTP responses to requests  
4 for media segments.

#### 5 **B.4.6 Swapping across Redundant Tools**

6 In case of failures, redundant tools kick in. If the state is not fully maintained across redundant  
7 tools, the service may not be perceived continuous by DASH client. Problems that may happen at  
8 the encoder, that redundant encoders do not share the same timeline or the timeline is interrupted.  
9 Depending on the swap strategy ("hot" or "warm"), the interruptions are more or less obvious to  
10 the client. Similar issues may happen if segmenters fail, for example the state for segment num-  
11 bering is lost.

#### 12 **B.4.7 CDN Issues**

13 Typical CDN operational issues are the following:

- 14 • Cache Poisoning – at times segment generation may be erroneous. The encoder can pro-  
15 duce a corrupt segment, or the segment can become corrupted during upload to origin. This  
16 can happen for example if encoder connectivity fails in mid segment upload, leading to a  
17 malformed segment (with the correct name) being sent to edge and caching servers. The  
18 CDN then caches this corrupt segment and continues to deliver it to fulfill future requests,  
19 leading to widespread client failures.
- 20 • Cache inconsistency – with a dual origin scheme, identically named segments can be pro-  
21 duced with slight differences in media time, due to clock drift or other encoder issues.  
22 These segments are then cached by CDNs and used to respond to client requests. If seg-  
23 ments from one encoder are mixed with segments of another, it can lead to discontinuous  
24 playback experiences on the clients.

#### 25 **B.4.8 High End-to-end Latency**

26 End-to-end latency (also known as hand-waving latency) is defined as the accumulated delay be-  
27 tween an action occurring in front of the camera and that action being visible in a buffered player.  
28 It is the sum of

- 29 1. Encoder delay in generating a segment.
- 30 2. Segment upload time to origin server from the encoder.
- 31 3. Edge server segment retrieval time from origin
- 32 4. Segment retrieval time by the player from the edge server
- 33 5. The distance back from the live point at which the player chooses to start playback.
- 34 6. Buffering time on the player before playback commences.

35 In steps 1 through 4, assuming non-chunked HTTP transfer, the delay is a linear function of the  
36 segment duration. Overly conservative player buffering can also introduce unnecessary delay, as  
37 can choosing a starting point behind the live point. Generally the further behind live the player  
38 chooses to play, the more stable the delivery system is, which leads to antagonistic demands on  
39 any production system of low latency and stability.

---

1   **B.4.9           Buffer Management & Bandwidth Estimation**

2   The main user experience degradations in video streaming are rebuffering events. At the same  
3   time, user experience is influenced by the quality of the video (typically determined by the bitrate)  
4   as well as at least for certain cases on the end-to-end latency. In order to request the access bitrate,  
5   the client does a bandwidth estimation typically based on the history and based on this and the  
6   buffer level in the client it decides to maintain or switch Representations.

7   In order to compensate bandwidth variations, the client buffers some media data prior to play-out.  
8   More time buffer results less buffer under runs and less rebuffering, but increases end-to-end latency.  
9   In order to maximize the buffer in the client and minimize the end-to-end latency the DASH  
10   client would like to request the media segment as close as possible to its actual segment availability  
11   start time. However, this may cause issues in the playout as in the case of bitrate variations, the  
12   buffer may drain quickly and result in playout starvation and rebuffering.

13   **B.4.10         Start-up Delay and Synchronization Audio/Video**

14   At the start-up and joining, it is relevant that the media playout is initiated, but that the delay at  
15   start is reasonable and that the presentation is enabled such that audio and video are presented  
16   synchronously. As audio and video Representations typically are offered in different sampling  
17   rates, and segments of audio and video are not aligned at segment boundaries. Hence, for proper  
18   presentation at startup, it is necessary that the DASH client schedules the presentation at the  
19   presentation time aligned to the over media presentation timeline.

20   **B.5   Advanced Use Cases**

21   **B.5.1         Introduction**

22   Based on the above issues a few advanced use cases are considered.

23   **B.5.2         Use Case 7: Live Service with undetermined end**

24   In this case a live service started that may have started a long time ago is made available. The MPD  
25   update may be done with a 30sec pre-warning. The duration is unknown exactly but the segment  
26   URLs are unknown, as for example some advertisement may be added on the fly. Otherwise this  
27   service is similar to use case 3.

28   **B.5.3         Use Case 8: 24/7 Live Service with canned advertisement**

29   In this case a live service started that may have started a long time ago is made available. The MPD  
30   update may be done with a 30sec pre-warning. The duration is unknown exactly but the segment  
31   URLs are unknown, as for example some advertisement may be added on the fly. The advertisement  
32   itself is not a dynamic service, but available on a server as a pre-canned advertisement.

33   **B.5.4         Use case 9: 24x7 live broadcast with media time discontinuities**

34   In other use cases, the content provider splices content such as programs and ads with independent  
35   media timelines at the content provider.

36   **B.5.5         Use case 10: 24x7 live broadcast with Segment discontinuities**

37   Based on the discussions above, interruptions in encoding, etc., but presentation and media time-  
38   lines resume after loss of some segments.

---

## 1      **Annex C Dolby Vision Streams Within the ISO Base 2      Media File Format**

### 3      **C.1 Introduction**

4      This Annex defines the structures for the storage of Dolby Vision video streams in a file format com-  
5      pliant with the ISO base media file format (ISOBMFF). Example file formats derived from the ISO-  
6      BMFF include the Digital Entertainment Content Ecosystem (DECE) Common File Format (CFF) and  
7      Protected Interoperable File Format (PIFF). Note, that the file format defined here is intended to be  
8      potentially compliant with the DECE media specifications as appropriate.  
9

### 10     **C.2 Dolby Vision Configuration Box and Decoder Configuration Rec- 11     ord**

12    The Dolby Vision decoder configuration record provides the configuration information that is required  
13    to initialize the Dolby Vision decoder.  
14

#### 15    **C.2.1 Definition**

16    The Dolby Vision Configuration Box contains the following information:  
17

18    Box Type 'dvcC'  
19

20    Container

21       DolbyVisionHEVCSampleEntry( 'dvhe' ), or  
22       DolbyVisionHVC1SampleEntry( 'dvh1' ), or  
23

24    Mandatory Yes  
25

26    Quantity Exactly One  
27

#### 28    **C.2.2 Syntax**

29    The syntaxes of the Dolby Vision Configuration Box and decoder configuration record are described  
30    below.  
31

```
32 align(8) class DOVIDecoderConfigurationRecord
33 {
34     unsigned int (8) dv_version_major;
35     unsigned int (8) dv_version_minor;
36     unsigned int (7) dv_profile;
37     unsigned int (6) dv_level;
38     bit (1) dv_metadata_present_flag;
39     bit (1) el_present_flag;
40     bit (1) bl_present_flag;
41     const unsigned int (32)[5] reserved = 0;
42 }
43 class DOVIConfigurationBox
```

---

```

1     extends Box('dvcC')
2 {
3     DOVIDecoderConfigurationRecord() DOVIConfig;
4 }
5
6 C.2.3 Semantics
7 The semantics of the Dolby Vision decoder configuration record is described as follows.
8
9 dv_version_major - specifies the major version number of the Dolby Vision specification that the
10 stream complies with. A stream compliant with this specification shall have the value 1.
11
12 dv_version_minor - specifies the minor version number of the Dolby Vision specification that the
13 stream complies with. A stream compliant with this specification shall have the value 0.
14
15 dv_profile – specifies the Dolby Vision profile. Valid values are Profile IDs as defined in Table B.1 of
16 Signaling Dolby Vision Profiles and Levels, Annex B.
17
18 dv_level – specifies the Dolby Vision level. Valid values are Level IDs as defined in Table B.2 of
19 Signaling Dolby Vision Profiles and Levels, Annex B.
20
21 dv_metadata_present_flag – if 1 indicates that this track contains the supplemental enhancement in-
22 formation as defined in clause 10.4.2.2.
23
24 el_present_flag – if 1 indicates that this track contains the EL HEVC video substream.
25
26 bl_present_flag – if 1 indicates that this track contains the BL HEVC video substream.
27
28 Note: The settings for these semantic values are specified in Section A.7.1 Constraints on EL
29 Track.
30 C.3 Dolby Vision Sample Entries
31 This section describes the Dolby Vision sample entries. It is used to describe tracks that contain sub-
32 streams that cannot necessarily be decoded by HEVC compliant decoders.
33
34 C.3.1 Definition
35 The Dolby Vision sample entries contain the following information:
36
37 Box Type                               'dvhe', 'dvhl'
38
39 Container                             Sample Description Box ('stsd')
40
41 Mandatory                            Yes
42
43 Quantity                             One or more sample entries of the same type may be present
44

```

---

1

### 2 **C.3.2 Syntax**

3 The syntax for the Dolby Vision sample entries are described below.

4

```
5 class DolbyVisionHEVCSampleEntry() extends
6     HEVCSampleEntry('dvhe')
7 {
8     DOVICConfigurationBox() config;
9 }
10
11 class DolbyVisionHVC1SampleEntry() extends
12     HEVCSampleEntry('dvh1')
13 {
14     DOVICConfigurationBox() config;
15 }
```

### 16 **C.3.3 Semantics**

17 A Dolby Vision HEVC sample entry shall contain a Dolby Vision Configuration Box as defined in  
18 C.2.2.

19

20 config - specifies the configuration information required to initialize the Dolby Vision decoder for a  
21 Dolby Vision EL track encoded in HEVC.

22

23 Compressorname in the base class VisualSampleEntry indicates the name of the compressor used,  
24 with the value “\013DOVI Coding” being recommended (\013 is 11, the length of the string “DOVI  
25 coding” in bytes).

## 26 **C.6 Dolby Vision Files**

27 The brand ‘dby1’ SHOULD be used in the compatible\_brands field to indicate that the file is com-  
28 pliant with all Dolby Vision UHD Extension as outlined in this document. The major\_brand shall  
29 be set to the ISO-defined brand,e.g. ‘iso6’.

## 30 **C.7 Dolby Vision Track In A Single File**

31 A Dolby Vision video stream can be encapsulated in a single file as a dual-track file containing separate  
32 BL and EL tracks. Each track has different sample descriptions.

### 33 **C.7.1 Constraints on EL Track**

34 For the visual sample entry box in an EL track a  
35 DolbyVisionHEVCVisualSampleEntry ('dvhe') or  
36 DolbyVisionHVC1VisualSampleEntry ('dvh1')  
37 shall be used.

38 The visual sample entries shall contain an HEVC Configuration Box ('hvcC') and a Dolby Vision  
39 Configuration Box ('dvcC').

40

41 The EL track shall meet the following constraints:

- In the handler reference box, the handler\_type field shall be set to 'vide'.

- 
- 1     • The media information header box shall contain a video media header box.  
 2     • The dependency between the Dolby Vision base and enhancement track shall be signaled by  
 3       the ‘tref’ box in the enhancement track.. The reference\_type shall be set to ‘vdep’.  
 4     • The dv\_profile field in the Dolby Vision Configuration Box (‘dvcc’) shall be set ac-  
 5       cording the encoded Dolby Vision profile.  
 6     • The dv\_level field in the Dolby Vision Configuration Box (‘dvcc’) shall be set according  
 7       the encoded Dolby Vision level.  
 8     • The dv\_metadata\_present\_flag shall be set to 1.  
 9     • The el\_present\_flag shall be set to 0 or 1.  
 10    • The bl\_present\_flag shall be set to 0.

11   The following table shows the box hierarchy of the EL track.

12   Note: This is not an exhaustive list of boxes.

13   **Table 30 Sample table box hierarchy for the EL track of a dual-track Dolby Vision file**

Nesting Level				Reference
4	5	6	7	
stbl				ISO/IEC 14496-12
	stsdl			
		dvhe, or dvhl		
			hvcc	Section A.3
			dvcC	
stts				ISO/IEC 14496-12
stsc				
stsz				
stz2				
stco				
co64				

17   **C.7.2 Constraints on the ISO base media file format boxes**

18   **C.7.2.1 Constraints on Movie Fragments**

19   For a dual-track file, the movie fragments carrying the BL and EL shall meet the following constraints:

- 20   • The adjacent movie fragments (‘moof’ and ‘mdat’) for the base and enhancement track  
 21      shall be interleaved with BL followed by EL. BL and EL samples shall be placed in separate  
 22       Movie Fragments and that each BL Movie Fragment shall be immediately followed by an EL  
 23       movie fragment containing the same number of samples with identical composition  
 24       timestamps.

25   **C.7.2.2 Constraints on Track Fragment Random Access Box**

26   The track fragment random access box (‘tfra’) for the base and enhancement track shall conform to  
 27      the ISO/IEC 14496-12 (section 8.8.10) and meet the following additional constraint:  
 28

- 
- 1     • The value of the `time` field in the track fragment random access box indicates the presenta-  
2       tion time of a random accessible sample. This `time` value shall be identical for every corre-  
3       sponding random accessible sample in the base and enhancement track.  
4  
5

---

## 1 **Annex D Signaling Dolby Vision Profiles and Levels**

2 This Annex defines the detailed list of Dolby Vision profile/levels and how to represent them in a  
3 string format. This string can be used for identifying Dolby Vision device capabilities and identifying  
4 the type of the Dolby Vision streams presented to device through various delivery mechanisms such  
5 as HTML 5.0 and MPEG-DASH.

### 6 **D.1 Dolby Vision Profiles and levels**

7 The Dolby Vision codec provides a rich feature set to support various ecosystems such as Over the Top  
8 streaming, Broadcast television, Blu-Ray discs, and OTT streaming. The codec also supports many  
9 different device implementation types such as GPU accelerated software implementation, full-fledged  
10 hardware implementation, and hardware plus software combination. One of the Dolby Vision codec  
11 features allows choosing the type of backward compatibility such as non-backward compatible or  
12 backward compatible with SDR. A Dolby Vision capable device may not have all the features or op-  
13 tions implemented, hence it is critical the device advertises the capabilities and content server provides  
14 accurate Dolby vision stream type information.

#### 15 **D.1.1 Dolby Vision Profiles**

16 Following are the currently supported Dolby Vision profiles:  
17

18 **Table D.1: Dolby Vision Profiles**

Profile ID	Profile Name	BL Co-dec	EL Co-dec	BL:EL	BL Backward Compatibility*	BL/EL Full Alignment**	BL Codec Profile	EL Codec Profile
2	dvhe.der	HEVC8	HEVC8	1:1/4	SDR	No	H.265 Main	H.265 Main
3	dvhe.den	HEVC8	HEVC8	1:1	None	No	H.265 Main	H.265 Main
4	dvhe.dtr	HEVC10	HEVC10	1:1/4	SDR	No	H.265 Main10	H.265 Main10
5	dvhe.stn	HEVC10	N/A	N/A	None	N/A	H.265 Main10	N/A
6	dvhe.dth	HEVC10	HEVC10	1:1/4	HDR10	No	H.265 Main10	H.265 Main10
7	dvhe.dtb	HEVC10	HEVC10	1:1/4 for UHD 1:1 for FHD	Blu-ray HDR	No	H.265 Main10	H.265 Main10

19

20 **Legend:**

21 **BL:EL** = ratio of Base Layer resolution to Enhancement Layer resolution (when applicable)

22 **BL/EL Full alignment** = The Enhancement Layer (EL) GOP and Sub-GOP structures are fully  
23 aligned with Base Layer (BL), i.e. the BL/EL IDRs are aligned, BL/EL frames are fully aligned in  
24 decode order such that skipping or seeking is possible anywhere in the stream not only limited to  
25 IDR. BL AU and EL AU belonging to the same picture shall have the same POC (picture order  
26 count)

27 **Encoder Recommendations**

28 \* Dolby Vision Encoders should only use baseline profile composer for profiles which are non-  
29 backward compatible, i.e. the **BL Backward Compatibility** = **None**.

1    \*\* Encoders producing Dolby Vision dual layer streams should generate BL/EL with full GOP/Sub-  
2    GOP structure alignment for all the profiles listed in **Table 4**.

### 3    D.1.1.1 Dolby Vision Profile String format

4    The following is the profile string naming convention:

5    dv[BL codec type].[number of layers][bit depth][backward compatibility]  
6    [EL codec type][EL codec bit depth]

Attribute	Syntax
<b>dv</b>	dv = Dolby Vision
<b>BL codec type</b>	he = HEVC
<b>Number of layers</b>	s = single layer d = dual layer without enforcement of BL/EL GOP structure and POC alignment p = dual layer with enforcement of BL/EL GOP structure and POC alignment
<b>Bit depth</b>	e = 8 t = 10
<b>Backward compatibility</b>	n = non-backward compatible r = SDR backward compatible (rec.709, 100 nits) h = HDR10 backward compatible b = Blu-ray backward compatible (Ultra HD Blu-ray™ High Dynamic Range)
<b>EL codec Type (see Note 1 below)</b>	a = AVC h = HEVC
<b>EL codec bit depth (See Note 1 below)</b>	e = 8 t = 10

7    **Notes:**

- 8    1. [EL codec type] and [EL codec bit depth] shall only be present if the EL codec type  
9    is different from the BL codec.  
10   2. Interlaced: There is no support for interlaced video at this time.  
11   3. Codecs other than HEVC or AVC may be supported in future.

### 12   D.1.2 Dolby Vision Levels

13   The Dolby Vision level indicates the maximum frame rate and resolution supported by the device for  
14   a given profile. Typically there is a limit on the maximum number of pixels the device can process  
15   per second in a given profile; the level indicates the maximum pixels and the maximum bitrate

1 supported in that profile. Since maximum pixels per second is a constant for given level, the  
2 resolution can be reduced to get higher frame rate and vice versa. Following are the possible levels:  
3

4 **Table B.2: Dolby Vision Levels**

Level ID	Level Name	Example Max Resolution x FPS	Max Bit Rates (BL and EL combined)			
			main tier (Mbps)	tier (Mbps)	high tier (Mbps)	tier (Mbps)
1	hd24	1280x720x24	20	50		
2	hd30	1280x720x30	20	50		
3	fhd24	1920x1080x24	20	70		
4	fhd30	1920x1080x30	20	70		
5	fhd60	1920x1080x60	20	70		
6	uhd24	3840x2160x24	25	130		
7	uhd30	3840x2160x30	25	130		
8	uhd48	3840x2160x48	40	130		
9	uhd60	3840x2160x60	40	130		

5

### 6 **B.1.2.1 Dolby Vision Level String Format**

7 The following is the level string naming convention  
8 [resolution] [FPS] [high tier]

Attribute	Syntax
Resolution	hd = 720 fhd = 1080 uhd = 2160
FPS	Frames per second (e.g. 24, 30, 60)
High Tier	Whether or not higher frame rates are supported. If yes, “h” will be appended

9

### 10 **B.1.3 Dolby Vision Codec Profile and Level String**

11 The profile and level string is recommended to be joined in the following manner:

12 Format:

13 [Profile String].[Level String]

14 Examples

- 
- ```
1   • dvav.per.fhd30
2     (dual layer avc 8 bit with enforcement of BL/EL GOP Structure and POC alignment, rec709
3     backwards compatible, 1920x1080@30fps)
4   • dvhe.stn.uhd30
5     (single layer hevc 10 bit non-backwards compatible, 3840x2160@30fps)
```

### 6 **B.1.3.1 Device Capabilities**

```
7 The device capabilities can be expressed in many ways depending on the protocol used by the
8 streaming service or VOD service. The device could maintain a list of supported capabilities in an
9 array:
```

```
10 String capabilities [] = {"dvhe.dtr.uhd24", "dvhe.stn.uhd30"}
```

```
11 After receiving the manifest the Player could iterate over the stream types and check whether a
12 stream type is supported by searching the capabilities[].
```

### 13 **User Agent String**

```
14 When using HTTP, the device could send the capabilities via the user agent string in HTTP request in
15 following manner:
```

```
16 Opera/9.80 (Linux armv71) Presto/2.12.407 Version/12.51 Model-
17 UHD+dvhe.dtr.uhd24+dvhe.stn.uhd30/1.0.0 (Manufacturer name, Model)
21
```

```
22 A server program can search for "+dv" to determine whether Dolby Vision is supported and further
23 identify the profiles and level supported by parsing the characters following the +dv. Multiple
24 profiles/level pairs can be listed with '+' beginning each profile/level pair.
```

```
25
```

```
26
```

---

## 1           **Annex E    Display Management Message**

### 2   **E.1 Introduction**

3   A display management (DM) message contains metadata in order to provide dynamic information  
4   about the colour volume of the video signal. This metadata can be employed by the display to adapt  
5   the delivered HDR imagery to the capability of the display device. The information conveyed in this  
6   message is intended to be adequate for purposes corresponding to the use of Society of Motion Picture  
7   and Television Engineers ST 2094-1 and ST 2094-10.

8   The syntax and semantics for DM\_data() are defined in clause C.2.

---

## 1 E.2 Syntax and Semantics

2 **Table C.1: DM\_data()**

| DM_data () {                             | Descriptor |
|------------------------------------------|------------|
| <b>app_identifier</b>                    | ue(v)      |
| <b>app_version</b>                       | ue(v)      |
| <b>metadata_refresh_flag</b>             | u(1)       |
| if( metadata_refresh_flag ) {            |            |
| <b>num_ext_blocks</b>                    | ue(v)      |
| if( num_ext_blocks ) {                   |            |
| while( !byte_aligned() )                 |            |
| f(1)                                     |            |
| <b>dm_alignment_zero_bit</b>             |            |
| for( i = 0; i < num_ext_blocks; i ++ ) { |            |
| ext_dm_data_block(i)                     |            |
| }                                        |            |
| }                                        |            |
| }                                        |            |
| while( !byte_aligned() )                 |            |
| f(1)                                     |            |
| <b>dm_alignment_zero_bit</b>             |            |
| }                                        |            |

3

4

5 **Table C.2: ext\_dm\_data\_block()**

| ext_dm_data_block() {   | Descriptor |
|-------------------------|------------|
| <b>ext_block_length</b> | ue(v)      |
| <b>ext_block_level</b>  | u(8)       |

---

|                                                                |  |
|----------------------------------------------------------------|--|
| ext_dm_data_block_payload( ext_block_length, ext_block_level ) |  |
| }                                                              |  |

1

2

**Table C.3: ext\_dm\_data\_block\_payload()**

| ext_dm_data_block_payload( ext_block_length, ext_block_level ) { | Descriptor |
|------------------------------------------------------------------|------------|
| ext_block_len_bits = 8 * ext_block_length                        |            |
| ext_block_use_bits = 0                                           |            |
| if( ext_block_level == 1 ) {                                     |            |
| <b>min_PQ</b>                                                    | u(12)      |
| <b>max_PQ</b>                                                    | u(12)      |
| <b>avg_PQ</b>                                                    | u(12)      |
| ext_block_use_bits += 36                                         |            |
| }                                                                |            |
| if( ext_block_level == 2 ) {                                     |            |
| <b>target_max_PQ</b>                                             | u(12)      |
| <b>trim_slope</b>                                                | u(12)      |
| <b>trim_offset</b>                                               | u(12)      |
| <b>trim_power</b>                                                | u(12)      |
| <b>trim_chroma_weight</b>                                        | u(12)      |
| <b>trim_saturation_gain</b>                                      | u(12)      |
| <b>ms_weight</b>                                                 | i(13)      |
| ext_block_use_bits += 85                                         |            |
| }                                                                |            |
| if( ext_block_level == 5 ) {                                     |            |
| <b>active_area_left_offset</b>                                   | u(13)      |
| <b>active_area_right_offset</b>                                  | u(13)      |
| <b>active_area_top_offset</b>                                    | u(13)      |
| <b>active_area_bottom_offset</b>                                 | u(13)      |
| ext_block_use_bits += 52                                         |            |
| }                                                                |            |
| while( ext_block_use_bits++ < ext_block_len_bits )               |            |
| <b>ext_dm_alignment_zero_bit</b>                                 | f(1)       |
| }                                                                |            |

3

4 This clause defines the semantics for DM\_data().

- 
- 1 For the purposes of the present clause, the following mathematical functions apply:
- 2  $\text{Abs}(x) = \begin{cases} x & ; \quad x \geq 0 \\ -x & ; \quad x < 0 \end{cases}$
- 3  $\text{Floor}(x)$  is the largest integer less than or equal to  $x$ .
- 4  $\text{Sign}(x) = \begin{cases} 1 & ; \quad x > 0 \\ 0 & ; \quad x = 0 \\ -1 & ; \quad x < 0 \end{cases}$
- 5  $\text{Clip3}(x, y, z) = \begin{cases} x & ; \quad z \leq x \\ y & ; \quad z > y \\ z & ; \quad \text{otherwise} \end{cases}$
- 6  $\text{Round}(x) = \text{Sign}(x) * \text{Floor}(\text{Abs}(x)) + 0.5$
- 7 / = Integer division with truncation of the result toward zero. For example,  $7/4$  and  $-7/-4$  are truncated to 1 and  
8  $-7/4$  and  $7/-4$  are truncated to -1.
- 9
- 10 **app\_identifier** identifies an application in the ST 2094 suite.
- 11 **app\_version** specifies the application version in the application in the ST 2094 suite.
- 12 **metadata\_refresh\_flag** when set equal to 1 cancels the persistence of any previous extended display mapping metadata in output order and indicates that extended display mapping metadata follows. The extended display mapping metadata persists from the coded picture to which the SEI message containing DM\_data() is associated (inclusive) to the coded picture to which the next SEI message containing DM\_data() and with metadata\_refresh\_flag set equal to 1 in output order is associated (exclusive) or (otherwise) to the last picture in the coded video sequence (inclusive). When set equal to 0 this flag indicates that the extended display mapping metadata does not follow.
- 19 **num\_ext\_blocks** specifies the number of extended display mapping metadata blocks. The value shall be in the range of 1 to 254, inclusive.
- 21 **dm\_alignment\_zero\_bit** shall be equal to 0.
- 22 **ext\_block\_length[ i ]** is used to derive the size of the  $i$ -th extended display mapping metadata block payload in bytes. The value shall be in the range of 0 to 1023, inclusive.
- 24 **ext\_block\_level[ i ]** specifies the level of payload contained in the  $i$ -th extended display mapping metadata block. The value shall be in the range of 0 to 255, inclusive. The corresponding extended display mapping metadata block types are defined in Table E.1.4. Values of **ext\_block\_level[ i ]** that are ATSC reserved shall not be present in the bitstreams conforming to this version of ATSC specification. Blocks using ATSC reserved values shall be ignored.
- 29 When the value of **ext\_block\_level[ i ]** is set equal to 1, the value of **ext\_block\_length[ i ]** shall be set equal to 5.
- 31 When the value of **ext\_block\_level[ i ]** is set equal to 2, the value of **ext\_block\_length[ i ]** shall be set equal to 11.
- 33 When the value of **ext\_block\_level[ i ]** is set equal to 5, the value of **ext\_block\_length[ i ]** shall be set equal to 7.

1           **Table C.8: Definition of extended display mapping metadata block type**

| ext_block_level | extended metadata block type     |
|-----------------|----------------------------------|
| 0               | Reserved                         |
| 1               | Level 1 Metadata – Content Range |
| 2               | Level 2 Metadata – Trim Pass     |
| 3               | Reserved                         |
| 4               | Reserved                         |
| 5               | Level 5 Metadata – Active Area   |
| 6...255         | Reserved                         |

2           When an extended display mapping metadata block with ext\_block\_level equal to 5 is present, the  
3           following constraints shall apply:

- 5           • An extended display mapping metadata block with ext\_block\_level equal to 5 shall be preceded by at least  
6           one extended display mapping metadata block with ext\_block\_level equal to 1 or 2.
- 7           • Between any two extended display mapping metadata blocks with ext\_block\_level equal to 5, there shall be  
8           at least one extended display mapping metadata block with ext\_block\_level equal to 1 or 2.
- 9           • No extended display mapping metadata block with ext\_block\_level equal to 1 or 2 shall be present after the  
10          last extended display mapping metadata block with ext\_block\_level equal to 5.
- 11          • The metadata of an extended display mapping metadata block with ext\_block\_level equal to 1 or 2 shall be  
12          applied to the active area specified by the first extended display mapping metadata block with  
13          ext\_block\_level equal to 5 following this block.

14          When the active area defined by the current extended display mapping metadata block with  
15          ext\_block\_level equal to 5 overlaps with the active area defined by preceding extended display  
16          mapping metadata blocks with ext\_block\_level equal to 5, all metadata of the extended display  
17          mapping metadata blocks with ext\_block\_level equal to 1 or 2 associated with the current ex-  
18          tended display mapping metadata block with ext\_block\_level equal to 5 shall be applied to the  
19          pixel values of the overlapping area.

20          **min\_PQ** specifies the minimum luminance value of the current picture in 12-bit PQ encoding. The  
21          value shall be in the range of 0 to 4095, inclusive. Note that the 12-bit min\_PQ value with full  
22          range is calculated as follows:

$$23 \quad \text{min\_PQ} = \text{Clip3}(0, 4095, \text{Round}(\text{Min} * 4095))$$

24          where Min is MinimumPqencodedMaxrgb as defined in clause 6.1.3 of SMPTE ST 2094-10.

25          **max\_PQ** specifies the maximum luminance value of current picture in 12-bit PQ encoding. The  
26          value shall be in the range of 0 to 4095, inclusive. Note that the 12-bit max\_PQ value with full  
27          range is calculated as follows:

$$28 \quad \text{max\_PQ} = \text{Clip3}(0, 4095, \text{Round}(\text{Max} * 4095))$$

29          where Max is MaximumPqencodedMaxrgb as defined in clause 6.1.5 of SMPTE ST 2094-10.

30          **avg\_PQ** specifies the midpoint luminance value of current picture in 12-bit PQ encoding. The  
31          value shall be in the range of 0 to 4095, inclusive. Note that the 12-bit avg\_PQ value with full  
32          range is calculated as follows:

$$33 \quad \text{avg\_PQ} = \text{Clip3}(0, 4095, \text{Round}(\text{Avg} * 4095))$$

1 where Avg is AveragePqencodedMaxrgb as defined in section 6.1.4 of SMPTE ST 2094-10.  
2 **target\_max\_PQ** specifies the maximum luminance value of a target display in 12-bit PQ encoding.  
3 The value shall be in the range of 0 to 4095, inclusive. The target\_max\_PQ is the PQ encoded  
4 value of TargetedSystemDisplayMaximumLuminance as defined in clause 10.4 of SMPTE ST  
5 2094-1.

6 If there is more than one extended display mapping metadata block with ext\_block\_level equal to  
7 2, those blocks shall have no duplicated target\_max\_PQ.

8 **trim\_slope** specifies the slope metadata. The value shall be in the range of 0 to 4095, inclusive. If  
9 trim\_slope is not present, it shall be inferred to be 2048. Note that the 12-bit slope value is calcu-  
10 lated as follows:

$$trim\_slope = \text{Clip3}(0, 4095, \text{Round}((S-0.5) * 4096))$$

12 where  $S$  is the ToneMappingGain as defined in clause 6.2.3 of SMPTE ST 2094-10.

13 **trim\_offset** specifies the offset metadata. The value shall be in the range of 0 to 4095, inclusive.  
14 If trim\_offset is not present, it shall be inferred to be 2048. Note that the 12-bit offset value is  
15 calculated as follows:

$$trim\_offset = \text{Clip3}(0, 4095, \text{Round}((O+0.5) * 4096))$$

17 where  $O$  is the ToneMappingOffset as defined in clause 6.2.2 of SMPTE ST 2094-10.

18 **trim\_power** specifies the power metadata. The value shall be in the range of 0 to 4095, inclusive.  
19 If trim\_power is not present, it shall be inferred to be 2048. Note that the 12-bit power value is  
20 calculated as follows:

$$trim\_power = \text{Clip3}(0, 4095, \text{Round}((P-0.5) * 4096))$$

22 where  $P$  is the ToneMappingGamma as defined in clause 6.2.4 of SMPTE ST 2094-10.

23 **trim\_chroma\_weight** specifies the chroma weight metadata. The value shall be in the range of 0  
24 to 4095, inclusive. If trim\_chroma\_weight is not present, it shall be inferred to be 2048. Note that  
25 the 12-bit chroma weight value is calculated as follows:

$$trim\_chroma\_weight = \text{Clip3}(0, 4095, \text{Round}((CW+0.5) * 4096))$$

27 where  $CW$  is the ChromaCompensationWeight as defined in clause 6.3.1 of SMPTE ST 2094-10.

28 **trim\_saturation\_gain** specifies the saturation gain metadata. The value shall be in the range of 0  
29 to 4095, inclusive. If trim\_saturation\_gain is not present, it shall be inferred to be 2048. Note that  
30 the 12-bit saturation gain value is calculated as follows:

$$trim\_saturation\_gain = \text{Clip3}(0, 4095, \text{Round}((SG+0.5) * 4096))$$

32 where  $SG$  is the SaturationGain as defined in clause 6.3.2 of SMPTE ST 2094-10.

33 **ms\_weight** specifies the multiscale weight metadata. The value shall be in the range of -1 to 4095,  
34 inclusive. If ms\_weight is not present, it shall be inferred to be 2048. Where ms\_weight is equal  
35 to -1, the bit stream indicates ms\_weight is unspecified. The 13-bit multiscale weight value is  
36 calculated as follows:

$$ms\_weight = -1 \text{ OR Clip3}(0, 4095, \text{Round}(MS * 4096))$$

---

1 where  $MS$  is the ToneDetailFactor as defined in clause 6.4.2 of SMPTE ST 2094-10.  
 2 **active\_area\_left\_offset**, **active\_area\_right\_offset**, **active\_area\_top\_offset**, **active\_area\_bottom\_offset**  
 3 specify the active area of current picture, in terms of a rectangular region specified in  
 4 picture coordinates for active area. The values shall be in the range of 0 to 8191, inclusive. See  
 5 also UpperLeftCorner and LowerRightCorner definitions in ST 2094-1.  
 6 If **active\_area\_left\_offset**, **active\_area\_right\_offset**, **active\_area\_top\_offset**, **active\_area\_bottom\_offset**  
 7 are not present, they shall be inferred to be 0.  
 8 The coordinates of top left active pixel is derived as follows:  
 9  $X_{top\_left} = active\_area\_left\_offset$   
 10  $Y_{top\_left} = active\_area\_top\_offset$   
 11 The coordinates of top left active pixel are defined as the UpperLeftCorner in clause 9.2 of SMPTE  
 12 ST.2094-1.  
 13 With Xsize is the horizontal resolution of the current picture and Ysize is the vertical resolution of  
 14 current picture, the coordinates of bottom right active pixel are derived as follows:  
 15  $X_{bottom\_right} = XSize - 1 - active\_area\_right\_offset$   
 16  $Y_{bottom\_right} = YSize - 1 - active\_area\_bottom\_offset$   
 17 where  $X_{bottom\_right}$  greater than  $X_{top\_left}$  and  $Y_{bottom\_right}$  greater than  $Y_{top\_left}$ .  
 18 The coordinates of bottom right active pixel are defined as the LowerRightCorner in clause 9.3 of  
 19 SMPTE ST.2094-1.  
 20 **ext\_dm\_alignment\_zero\_bit** shall be equal to 0.  
 21

## 22 Annex F Composing Metadata Message

### 23 F.1 Introduction

24 A composing metadata (CM) message contains the metadata which is needed to apply the post-  
 25 processing process as described in the ETSI [ETCCM] specification to recreate the HDR UHDTV  
 26 pictures.

### 27 F.2 Syntax and Semantics

28 The syntax for CM\_data() is shown in table D.1. The number of bits “v” used to represent each of the syntax  
 29 elements of CM\_data(), for which the parsing process is specified by the descriptor u(v), is defined in table D.2.  
 30

31 **Table D.1: CM\_data()**

| CM_data()                     | Descriptor |
|-------------------------------|------------|
| <b>ccm_profile</b>            | u(4)       |
| <b>ccm_level</b>              | u(4)       |
| <b>coefficient_log2_denom</b> | ue(v)      |

|                                                                                 |       |
|---------------------------------------------------------------------------------|-------|
| <b>BL_bit_depth_minus8</b>                                                      | ue(v) |
| <b>EL_bit_depth_minus8</b>                                                      | ue(v) |
| <b>hdr_bit_depth_minus8</b>                                                     | ue(v) |
| <b>disable_residual_flag</b>                                                    | u(1)  |
| for( cmp = 0; cmp < 3; cmp++ ) {                                                |       |
| <b>num_pivots_minus2[ cmp ]</b>                                                 | ue(v) |
| for ( pivot_idx = 0; pivot_idx < num_pivots_minus2[ cmp ] + 2; pivot_idx ++ ) { |       |
| <b>pred_pivot_value[ cmp ][ pivot_idx ]</b>                                     | u(v)  |
| } // end of pivot points for BL three components                                |       |
| } //cmp                                                                         |       |
|                                                                                 |       |
| for ( cmp = 0; cmp < 3; cmp++ ) { //mapping parameters                          |       |
| for ( pivot_idx = 0; pivot_idx < num_pivots_minus2[ cmp ] + 1; pivot_idx++ ) {  |       |
| <b>mapping_idc[ cmp ][ pivot_idx ]</b>                                          | ue(v) |
| if( mapping_idc [ cmp ][ pivot_idx ] == MAPPING_POLYNOMIAL ) {                  |       |
| <b>poly_order_minus1[ cmp ][ pivot_idx ]</b>                                    | ue(v) |
| for( i = 0 ; i <= poly_order_minus1[ cmp ][ pivot_idx ] + 1; i ++ ) {           |       |
| <b>poly_coef_int[ cmp ][ pivot_idx ][ i ]</b>                                   | se(v) |
| <b>poly_coef[ cmp ][ pivot_idx ][ i ]</b>                                       | u(v)  |
| }                                                                               |       |
| else if( mapping_idc [ cmp ][ pivot_idx ] == MAPPING_MMR ) {                    |       |
| <b>mmr_order_minus1[ cmp ][ pivot_idx ]</b>                                     | u(2)  |
| <b>mmr_constant_int[ cmp ][ pivot_idx ]</b>                                     | se(v) |
| <b>mmr_constant[ cmp ][ pivot_idx ]</b>                                         | u(v)  |
| for( i = 1; i <= mmr_order_minus1 + 1; i ++ ) {                                 |       |
| for ( j = 0; j < 7; j++ ) {                                                     |       |
| <b>mmr_coef_int[ cmp ][ pivot_idx ][ i ][ j ]</b>                               | se(v) |
| <b>mmr_coef[ cmp ][ pivot_idx ][ i ][ j ]</b>                                   | u(v)  |
| } // the j-th coefficients                                                      |       |
| } // the i-th order                                                             |       |
| } // MMR coefficients                                                           |       |
| } // pivot_idx                                                                  |       |
| } // cmp                                                                        |       |
| if ( ! disable_residual_flag ) {                                                |       |
| for ( cmp = 0; cmp < 3; cmp++ ) { //quantization parameters                     |       |
| <b>nlg_offset[ cmp ]</b>                                                        | u(v)  |
| <b>hdr_in_max_int[ cmp ]</b>                                                    | ue(v) |
| <b>hdr_in_max[ cmp ]</b>                                                        | u(v)  |
| <b>linear_deadzone_slope_int[ cmp ]</b>                                         | ue(v) |
| <b>linear_deadzone_slope[ cmp ]</b>                                             | u(v)  |
| <b>linear_deadzone_threshold_int[ cmp ]</b>                                     | ue(v) |
| <b>linear_deadzone_threshold[ cmp ]</b>                                         | u(v)  |
| } // cmp                                                                        |       |

---

|                              |      |
|------------------------------|------|
| { // disable_residue_flag    |      |
| while( !byte_aligned() )     |      |
| <b>cm_alignment_zero_bit</b> | f(1) |
| }                            |      |

1  
2**Table D.2: Specification of number of bits “v” for CM\_data() syntax elements with descriptor u(v)**

| Syntax element            | Number of bits “v”      |
|---------------------------|-------------------------|
| pred_pivot_value          | EL_bit_depth_minus8 + 8 |
| poly_coef                 | coefficient_log2_denom  |
| mmr_constant              | coefficient_log2_denom  |
| mmr_coef                  | coefficient_log2_denom  |
| nlq_offset                | EL_bit_depth_minus8 + 8 |
| hdr_in_max                | coefficient_log2_denom  |
| linear_deadzone_slope     | coefficient_log2_denom  |
| linear_deadzone_threshold | coefficient_log2_denom  |

3

4 The definitions of the header parameter values are contained in [ETCCM], Section 5.3.2, “CM  
5 Header Parameter Definitions”.6 The definitions of the mapping parameter values are contained in [ETCCM], Section 5.3.3, “CM  
7 Mapping Parameter Definitions”.8 Parameter **cm\_alignment\_zero\_bit** shall be equal to 0.

9

10

## Annex G Sample Dual-layer MPD

11 Below is an example dual-layer MPD, with dual adaptation sets – both a Base layer and an  
12 Enhancement Layer. Items of note are highlighted:

```

14 <Period>
15     <!-- Video -->
16     <AdaptationSet subsegmentAlignment="true"
17     subsegmentStartsWithSAP="1" frameRate="24000/1001">
18         <Representation mimeType="video/mp4" codecs="
19             hvc1.2.100000000.L150.B0" id="base-layer"
20             bandwidth="14156144" width="3840" height="2160">
21                 <BaseURL>BL_dual_track_BC.mp4</BaseURL>
22                 <SegmentBase indexRange="795-1210">
23                     <Initialization range="0-794"/>
24                 </SegmentBase>
25             </Representation>
26             <Representation mimeType="video/mp4" codecs="dvhe.dtr"
27             id="enhancement-layer"
```

---

```
1      dependencyId="base-layer" bandwidth="3466528"
2      width="1920" height="1080">
3          <BaseURL>EL_dual_track_BC.mp4</BaseURL>
4          <SegmentBase indexRange="704-1119">
5              <Initialization range="0-703"/>
6          </SegmentBase>
7      </Representation>
8  </AdaptationSet>
9  <!-- Audio -->
10 <AdaptationSet mimeType="audio/mp4" codecs="ec-3" lang="und"
11     subsegmentAlignment="true" subsegmentStartsWithSAP="1">
12     <Representation id="2" bandwidth="192000">
13         <AudioChannelConfiguration
14             schemeIdUri="tag:dolby.com,2014:dash:audio_channel_configuration:20
15             value="F801"/>
16             <BaseURL>audio.mp4</BaseURL>
17             <SegmentBase indexRange="652-875">
18                 <Initialization range="0-651"/>
19             </SegmentBase>
20         </Representation>
21     </AdaptationSet>
22 </Period>
23 </MPD>
24
25
```