

SMPTE STANDARD

Media Device Control Framework (MDCF)



Table of Contents

	Page
Foreword	3
Intellectual Property	3
Introduction.....	3
1 Scope	5
2 Conformance Notation	5
3 Normative References	6
4 Identity.....	6
4.1 Media Device Control Resource Name.....	6
4.2 Uniform Device Name (UDN).....	8
4.3 Uniform Service Name (USN).....	8
4.4 Uniform Media Name (UMN)	9
4.5 Uniform Capability Name (UCN).....	11
4.6 Namespace Names.....	12
5 Directories	13
5.1 Registries	13
5.2 Load Balancing and Fault Tolerance	13
6 Signals.....	14
6.1 Polling.....	14
6.2 Asynchronous Callback.....	14
7 Capability-Based Programming	14
7.1 Capability Interfaces.....	15
8 Services	16
8.1 Service Factory	16
8.2 Service Directory.....	16
8.3 Service Registry	16
8.4 Service Templates	16
9 Devices	17
9.1 Device Directory.....	17
9.2 Device Registry	17
9.3 Device Hierarchy.....	17
10 Modes.....	18

11	Media	18
11.1	Media Assets	18
11.2	Material Assets	18
11.3	Media Files	18
11.4	Media Instances	19
11.5	Media Containers	19
11.6	Media Bundles	19
11.7	Media Pointers and Segments	19
11.8	Media Directory	19
12	Query Expressions and Query Syntax	20
12.1	Attribute Designation	21
13	Delegation of Control	22
13.1	Acquiring a Session	22
13.2	Exclusive Locking	22
13.3	Requesting a Session	23
13.4	Requesting an Exclusive Lock	23
13.5	Administration of Sessions and Locks	24
14	Authentication / Authorization	24
14.1	Authentication	25
14.2	Authentication Sequence	25
14.3	Security Layer	26
14.4	Authentication Servers	26
14.5	Permissions	26
15	Data and Operation Model	27
15.1	Identity	27
15.2	Status and Events	30
15.3	The Service Framework	34
15.4	The Device Framework	38
15.5	Session and Lock Management (Delegation of Control)	42
15.6	Modes Framework	47
15.7	The Media Framework	49
15.8	Data Types	54
15.9	Querying Expression Syntax Object Notation	58
15.10	Security Framework	62
Annex A	Glossary	67
Annex B	Complete MDCF UML®	70
Annex C	MDCF Core IDL (Informative)	71
Annex D	Bibliography (Informative)	87

Foreword

SMPTE (the Society of Motion Picture and Television Engineers) is an internationally-recognized standards developing organization. Headquartered and incorporated in the United States of America, SMPTE has members in over 80 countries on six continents. SMPTE's Engineering Documents, including Standards, Recommended Practices, and Engineering Guidelines, are prepared by SMPTE's Technology Committees. Participation in these Committees is open to all with a bona fide interest in their work. SMPTE cooperates closely with other standards-developing organizations, including ISO, IEC and ITU.

SMPTE Engineering Documents are drafted in accordance with the rules given in Standards Operation Manual.

SMPTE ST 2071-1:2016 was prepared by Technology Committee 34CS.

Intellectual Property

At the time of publication no notice had been received by SMPTE claiming patent rights essential to the implementation of this Engineering Document. However, attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. SMPTE shall not be held responsible for identifying any or all such patent rights.

Introduction

This section is entirely informative and does not form an integral part of this Engineering Document.

Since the inception of media devices there has been a continual need for a standardized means of controlling them. This need led to the initial creation of protocols such as de-facto, manufacturer based, serial RS-422 control on a 9-pin "D" connector, and later VDCP. But, unfortunately as technologies advanced and media devices became attached to Internet Protocol networks these methods were replaced with proprietary solutions. This Media Device Control suite of standards is intended to address this issue and deliver the same level of interoperability as its predecessors, using Internet Protocol, with provisions for extensibility and adaptability. Both device and media control standardization are included in this document. This suite of standards presents media in a fashion similar to that of a POSIX file system, allowing media to be searched and manipulated without regard to its physical location.

This document contains the specification of the core Media Device Control Framework (MDCF) and is part 1 of a series of documents that define the complete Media Device Control over IP specification. All subsequent documents describe applications of or extensions to this framework, such as the wire protocols and/or additional device interfaces.

The diagrams below depict how a client interacts with the MDC system to play media. Figure 1 – Using MDC Directories to Play Media illustrates the flow a client would follow to search for devices and media, while Figure 2 – Directly Connecting to the Play device depicts a client that has implicit knowledge about a device and accesses the device directly, without the use of the directories.

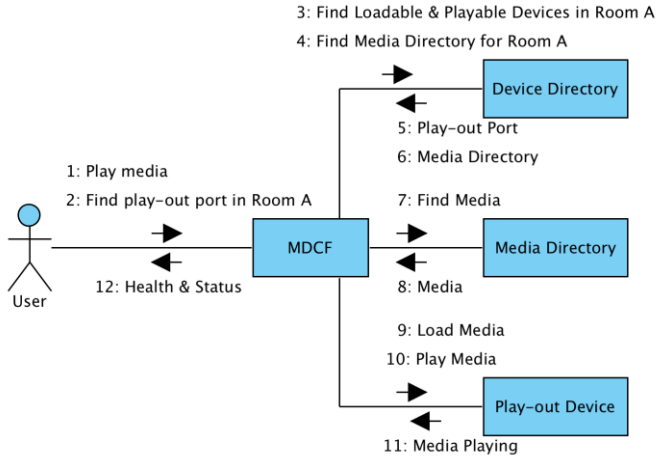


Figure 1 - Using MDC Directories to Play Media

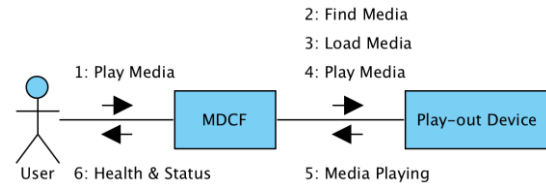


Figure 2 - Directly Connecting to the Play Device

1 Scope

This document is Part 1 of a series of documents that specify the concepts, data structures and operations required to control modern media devices. This document presents a platform agnostic model that can in turn be adapted to any protocol, platform and/or architecture, for the purpose of machine level control of media devices on Internet Protocol networks. Further documents in this series will supply protocol and platform specific adaptations of this model.

The Media Device Control (MDC) suite of standards addresses the low level, atomic operations needed to control media devices over the Internet Protocol, in a deterministic, low-latency manner. MDC is designed to bridge the gap between workflow level interfaces and the physical hardware and is intended for use on private networks, with sufficient bandwidth and bounded latency. While the control of devices over the Internet may be inherently supported, it is not recommended for low-latency applications, due to the unpredictable nature of public, general-purpose, networks.

2 Conformance Notation

Normative text is text that describes elements of the design that are indispensable or contains the conformance language keywords: "shall", "should", or "may". Informative text is text that is potentially helpful to the user, but not indispensable, and can be removed, changed, or added editorially without affecting interoperability. Informative text does not contain any conformance keywords.

All text in this document is, by default, normative, except: the Introduction, any section explicitly labeled as "Informative" or individual paragraphs that start with "Note:"

The keywords "shall" and "shall not" indicate requirements strictly to be followed in order to conform to the document and from which no deviation is permitted.

The keywords, "should" and "should not" indicate that, among several possibilities, one is recommended as particularly suitable, without mentioning or excluding others; or that a certain course of action is preferred but not necessarily required; or that (in the negative form) a certain possibility or course of action is deprecated but not prohibited.

The keywords "may" and "need not" indicate courses of action permissible within the limits of the document.

The keyword "reserved" indicates a provision that is not defined at this time, shall not be used, and may be defined in the future. The keyword "forbidden" indicates "reserved" and in addition indicates that the provision will never be defined in the future.

A conformant implementation according to this document is one that includes all mandatory provisions ("shall") and, if implemented, all recommended provisions ("should") as described. A conformant implementation need not implement optional provisions ("may") and need not implement them as described.

Unless otherwise specified, the order of precedence of the types of normative information in this document shall be as follows: Normative prose shall be the authoritative definition; Tables shall be next; followed by formal languages; then figures; and then any other language forms.