

SONY

RTP Payload Format for JPEG 2000 Video Streams

draft-ietf-avt-rtp-jpeg2000-05.txt

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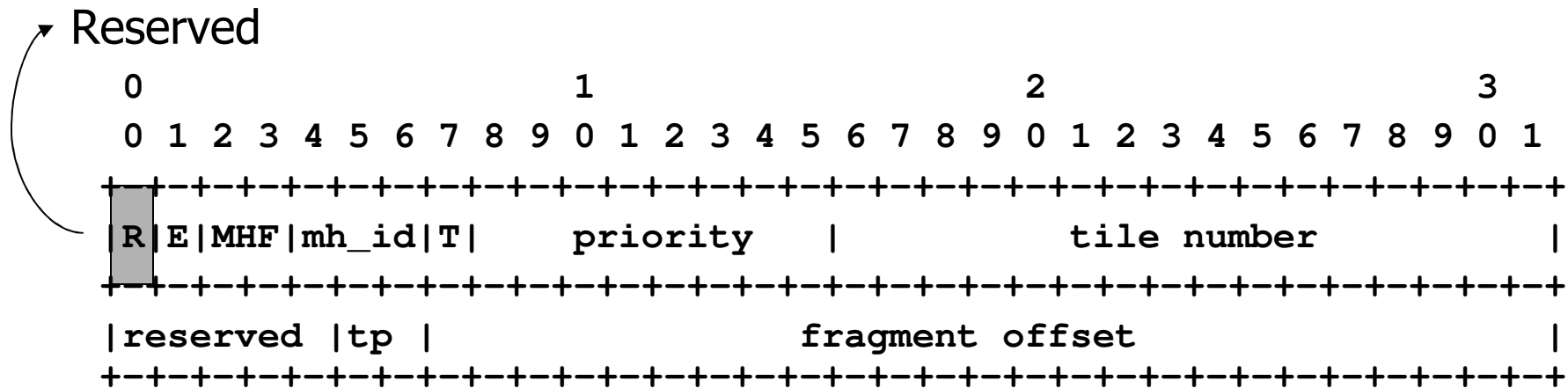
Presentation Overview

- Major changes from the previous draft
- Issue: Is non-intelligent packetization mode necessary?
- MIME Parameters
- Moving forward

Major Changes Overview

- RTP payload refined according to constructive comments
 - Removal of the extension mechanism
 - Now reserved bit associated text deleted
 - A minor change in usage of packetization modes
 - Cannot mix intelligent & non-intelligent in single RTP session
 - Addition of examples
 - See Section 11.2

Changes: Payload header format

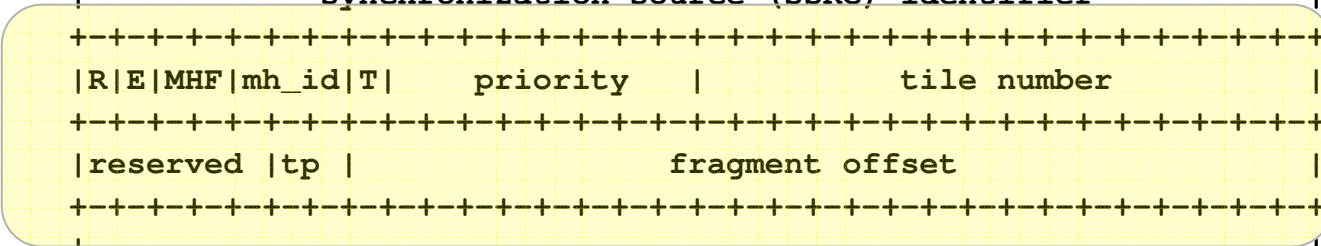
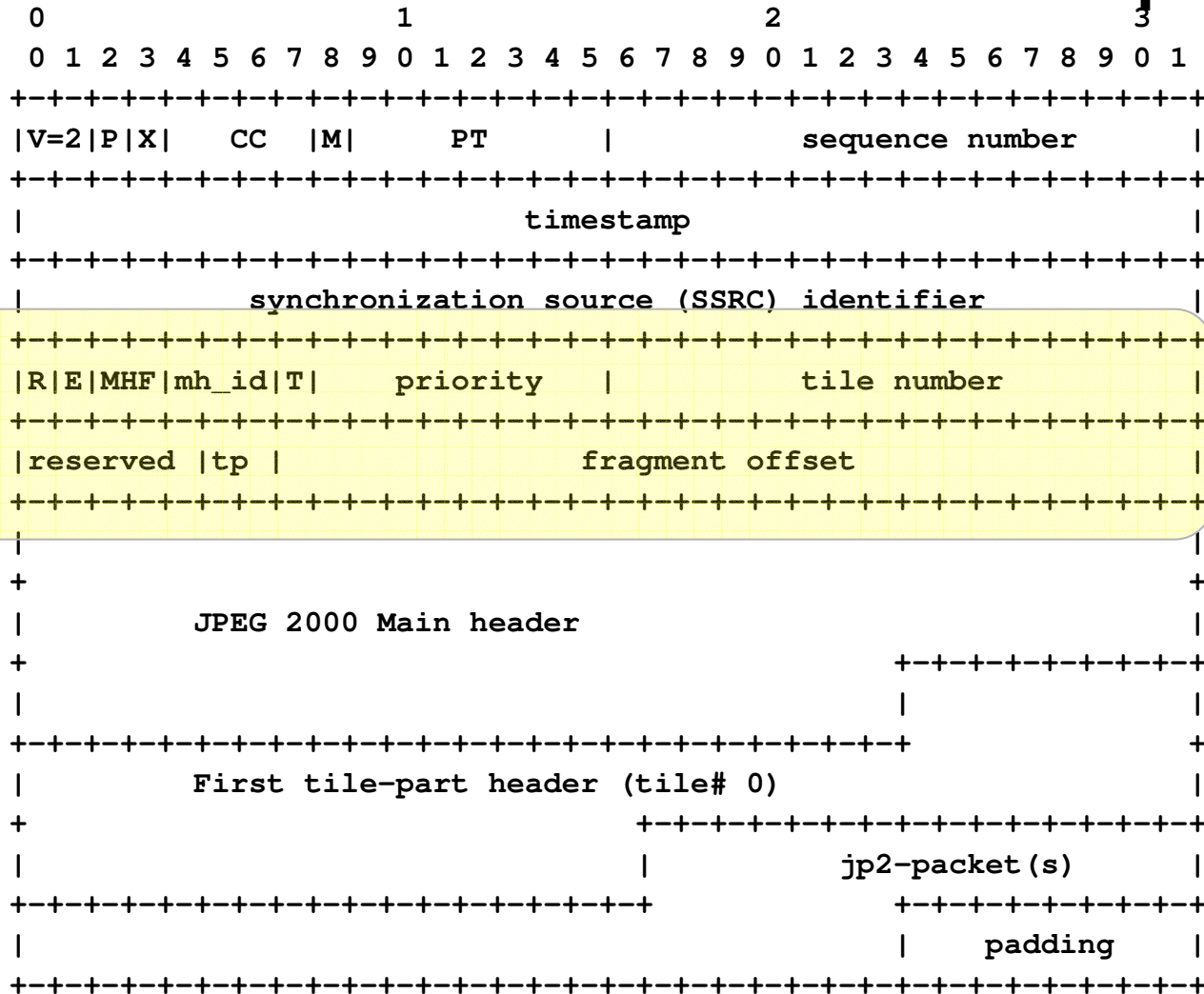


- First bit for an extension header was changed to a reserved bit
 - Removed the header extension mechanism

Changes: Packetization mode usage

- Two packetization mode
 - Non-intelligent mode
 - Intelligent mode
- A sender **MUST NOT** change the mode within a single RTP session.
 - In the previous drafts, a sender can mix two modes within a single RTP session.
 - Non-intelligent mode is intended for use in a thin sender, it is meaningless to mix two modes in a single RTP session.

RTP Packet Example



Payload Header Details

- E = 1 (Intelligent Mode)
- MHF = 3 (Full header)
- mh_id = 1
- T = 0 (use tile numbering)
- Priority = 0 (highest)
- Tile number = 0 (tile number)
- Tp = 0 (progressive)
- Fragment offset = 0x00

Comment: Is non-intelligent mode necessary?

- Intelligent receiver \leftrightarrow non-Intelligent sender
- A thin sender without sufficient resources to interpret JPEG 2000 codestream (e.g. JPEG 2000 camera)
- Better throughput efficiency for certain JPEG 2000 codestreams

MIME Parameters

- Next draft will have more MIME parameters options
- Current items to be added:
 - Image dimensions
 - Color space & sampling
 - Priority table
 - And more options from JP2 file format

Issues for Next Meeting

- Refine according to new comments
 - Add more MIME parameters
 - Improve offer/answer model
 - Priority table signaling
 - MHF field usage improvements
 - Clarifying text
 - Fragment offset
- Edit, edit, edit!