ISO/IEC 29341-3-1

Edition 1.0   2008-11

INTERNATIONAL
STANDARD

**Information technology – UPnP Device Architecture –
Part 3-1: Audio Video Device Control Protocol – Audio Video Architecture**

ISO/IEC 29341-3-1:2008(E)

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Audio Video Architecture

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The list of all currently available parts of the ISO/IEC 29341 series, under the general title *Universal plug and play (UPnP) architecture*, can be found on the IEC web site.

This International Standard has been approved by vote of the member bodies, and the voting results may be obtained from the address given on the second title page.

ORIGINAL UPNP DOCUMENTS
(informative)

Reference may be made in this document to original UPnP documents. These references are retained in order to maintain consistency between the specifications as published by ISO/IEC and by UPnP Implementers Corporation. The following table indicates the original UPnP document titles and the corresponding part of ISO/IEC 29341:

UPnP Document Title	ISO/IEC 29341 Part
UPnP Device Architecture 1.0	ISO/IEC 29341-1
UPnP Basic:1 Device	ISO/IEC 29341-2
UPnP AV Architecture:1	ISO/IEC 29341-3-1
UPnP MediaRenderer:1 Device	ISO/IEC 29341-3-2
UPnP MediaServer:1 Device	ISO/IEC 29341-3-3
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UPnP ConnectionManager:1 Service	ISO/IEC 29341-3-11
UPnP ContentDirectory:1 Service	ISO/IEC 29341-3-12
UPnP RenderingControl:1 Service	ISO/IEC 29341-3-13
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UPnP AV Datastructure Template:1	ISO/IEC 29341-4-4
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UPnP ConnectionManager:2 Service	ISO/IEC 29341-4-11
UPnP ContentDirectory:2 Service	ISO/IEC 29341-4-12
UPnP RenderingControl:2 Service	ISO/IEC 29341-4-13
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1.   Introduction

This document describes the overall UPnP AV Architecture, which forms the foundation for the UPnP AV Device and Service templates. The AV Architecture defines the general interaction between UPnP Control Points and UPnP AV devices. It is independent of any particular device type, content format, and transfer protocol. It supports a variety of devices such as TVs, VCRs, CD/DVD players/jukeboxes, settop boxes, stereos systems, MP3 players, still-image cameras, camcorders, electronic picture frames (EPFs), and the PC. The AV Architecture allows devices to support different types of formats for the entertainment content (such as MPEG2, MPEG4, JPEG, MP3, Windows Media Architecture (WMA), bitmaps (BMP), NTSC, PAL, ATSC, etc.) and multiple types of transfer protocols (such as IEC-61883/IEEE-1394, HTTP GET, RTP, HTTP PUT/POST, TCP/IP, etc.). The following sections describe the AV Architecture and how the various UPnP AV devices and services work together to enable various end-user scenarios.

2.   Goals

The UPnP AV Architecture was explicitly defined to meet the following goals:

- To support arbitrary transfer protocols and content formats.

- To enable the AV content to flow directly between devices without any intervention from the Control Point.

- To enable Control Points to remain independent of any particular transfer protocol and content format. This allows Control Points to transparently support new protocols and formats.

- Scalability, i.e. support of devices with very low resources, especially memory and processing power as well as full-featured devices.

3.   Non-Goals

The UPnP AV Architecture does not enable any of the following:

- Two-way Interactive Communication, such as audio and video conferencing, Internet gaming, etc.
- Access Control, Content Protection, and Digital Rights Management
- Synchronized playback to multiple rendering devices.

4.   Overview

In most (non-AV) UPnP scenarios, a Control Point controls the operation of one or more UPnP devices in order to accomplish the desired behavior. Although the Control Point is managing multiple devices, all interactions occur in isolation between the Control Point and each device. The Control Point coordinates the operation of each device to achieve an overall, synchronized, end-user effect. The individual devices do not interact directly with each another. All of the coordination between the devices is performed by the Control Point and not the devices themselves.
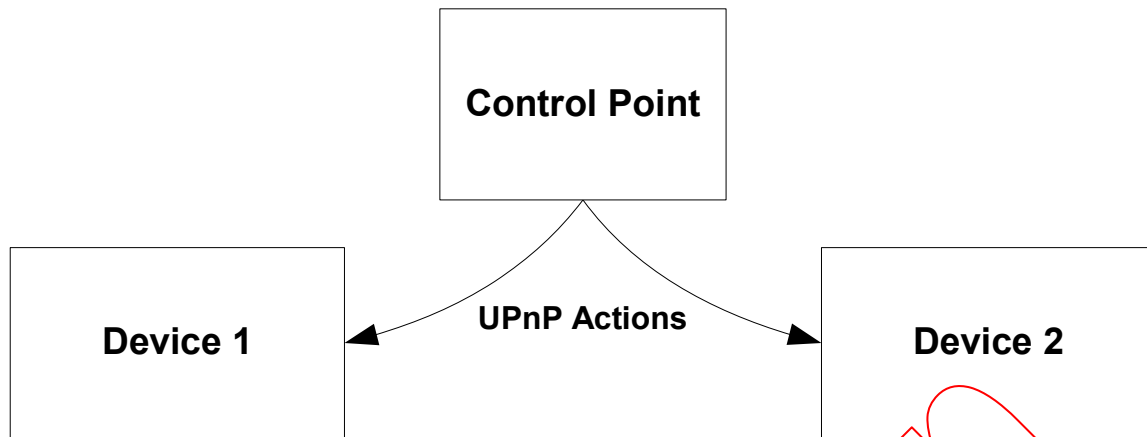
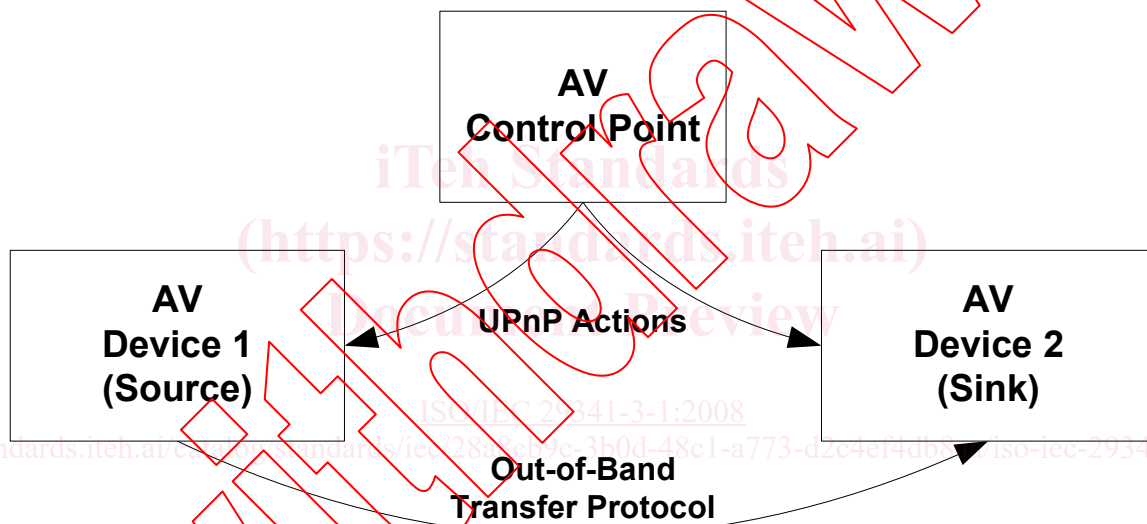**Figure 1 – Typical UPnP Device Interaction Model**

Figure 2 – UPnP AV Device Interaction Model

Most AV scenarios involve the flow of (entertainment) content (i.e. a movie, song, picture, etc.) from one device to another. As shown in Figure 2, an AV Control Point interacts with two or more UPnP devices acting as source and sink, respectively. Although the Control Point coordinates and synchronizes the behavior of both devices, the devices themselves interact with each other using a non-UPnP ("out-of-band") communication protocol. The Control Point uses UPnP to initialize and configure both devices so that the desired content is transferred from one device to the other. However, since the content is transferred using an "out-of-band" transfer protocol, the Control Point is not directly involved in the actual transfer of the content. The Control Point configures the devices as needed, triggers the flow of content, then gets out of the way. Thus, after the transfer has begun, the Control Point can be disconnected without disrupting the flow of content. In other words, the core task (i.e. transferring the content) continues to function even without the Control Point present.

As described in the above scenario, three distinct entities are involved: the Control Point, the source of the media content (called the "MediaServer"), and the sink for the content (called the "MediaRenderer"). Throughout the remainder of the document, all three entities are described as if they were independent devices on the network. Although this configuration may be common (i.e. a remote control, a VCR, and a TV), the AV Architecture supports arbitrary combinations of these entities within a single physical device. For example, a TV can be treated as a rendering device (e.g. a display). However, since most TVs contain a built-in tuner, the TV can also act as a server device because it could tune to a particular channel and send that content to a MediaRenderer (e.g.