

P2200

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Type of Project: New IEEE Standard

PAR Request Date: 18-Oct-2010

PAR Approval Date: 08-Dec-2010

PAR Expiration Date: 31-Dec-2014

Status: PAR for a New IEEE Standard

1.1 Project Number: P2200

1.2 Type of Document: Standard

1.3 Life Cycle: Full Use

2.1 Title: Standard Protocol for Stream Management in Media Client Devices

3.1 Working Group: High Quality Mobile Experience Working Group (C/SS/HQMEWG)

Contact Information for Working Group Chair

Name: David Koren

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Contact Information for Working Group Vice-Chair

None

3.2 Sponsoring Society and Committee: IEEE Computer Society/Storage Systems (C/SS)

Contact Information for Sponsor Chair

Name: John Cole

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Contact Information for Standards Representative

None

4.1 Type of Ballot: Entity

4.2 Expected Date of submission of draft to the IEEE-SA for Initial Sponsor Ballot: 01/2012

4.3 Projected Completion Date for Submittal to RevCom: 08/2012

5.1 Approximate number of entities expected to be actively involved in the development of this project: 10

5.2 Scope: This standard will define reference architectures and interfaces for intelligently routing and replicating content over heterogeneous networks to portable devices with local storage, without disrupting content providers' direct relationship with end users.

5.3 Is the completion of this standard dependent upon the completion of another standard: No

5.4 Purpose: The purpose is to enable the delivery of richer media content to portable devices, in a way which is not limited by cost and bandwidth.

5.5 Need for the Project: The capability to deliver rich media (such as high definition or 3Dcontent) into portable devices today is limited to available network bandwidth. Services wishing to leverage client-side caches need to write client applications for each environment, and may compete with each other over space, without any clear way for a user to arbitrate or manage client resource consumption. In many instances, particularly when streaming over a mobile network, it would be advantageous if there was a standardized mechanism by which online services could enable an option to queue content for later delivery rather than initiate the stream immediately, and to time-shift streams such that they are not as dependent on the network conditions available at the time of the request.

5.6 Stakeholders for the Standard: Stakeholders include mobile carriers, cloud services, content owners and distribution services, storage device manufacturers, mobile and desktopoperating system vendors, chipset vendors, entertainment device manufacturers, and security/DRM providers.

Intellectual Property

6.1.a. Is the Sponsor aware of any copyright permissions needed for this project?: No

6.1.b. Is the Sponsor aware of possible registration activity related to this project?: No

7.1 Are there other standards or projects with a similar scope?: No

7.2 Joint Development

Is it the intent to develop this document jointly with another organization?: No

7.3 International Activities

a. Adoption

Is there potential for this standard (in part or in whole) to be adopted by another national, regional or international organization?: No

b. Harmonization

Are you aware of another organization that may be interested in portions of this document in their standardization development efforts?: No

8.1 Additional Explanatory Notes (Item Number and Explanation):