
**Information technology — Multimedia
content description interface —**

Part 6:

Reference software

**AMENDMENT 3: Reference software for
image signature tools**

*Technologies de l'information — Interface de description du contenu
multimédia —*

Partie 6: Logiciel de référence

*AMENDEMENT 3: Logiciel de référence pour les outils de signature
d'image*

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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Amendment 3 to ISO/IEC 15938-6:2003 was prepared by Technical Committee ISO/IEC JTC1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

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Replace Clause 7 with:

7 Video reference software

This Clause lists the reference software components of ISO/IEC 15938-3. Most of the components of this Clause include a server- and a client application. The normative descriptors are implemented using a C++ class. All modules have a binary coding scheme, and an interface to the XML parser based implemented description schemes of ISO/IEC 15938-5. Thus, the descriptions may be stored in a binary bit stream file or in XML file. The detailed usage instructions for these modules are located in the Doc/Video directory of the reference software source tree.

| Name of the Tool in Part 3 | Clause in Part 3 | Name of the Tool in the XM software |
|------------------------------|------------------|-------------------------------------|
| Grid layout | 5.2 | GridLayout |
| Time series | 5.3 | TimeSeries |
| Multiple view | 5.4 | MultiView |
| Spatial 2D coordinates | 5.5 | Spatial2Dcoordinates |
| Temporal interpolation | 5.6 | TemporalInterporation |
| GoF/Gop Feature | 5.7 | GoFGoPFeature |
| Color space | 6.2 | ColorSpace |
| Color quantization | 6.3 | ColorQuant |
| Dominant color | 6.4 | DominantColor |
| Scalable color | 6.5 | ScalableColor |
| Color layout | 6.6 | ColorLayout |
| Color structure | 6.7 | ColorStructure |
| GoF/GoP Color | 6.8 | GoFGoPColor |
| Color temperature | 6.9 | ColorTemperature |
| Illumination invariant color | 6.10 | IColor |
| Homogeneous texture | 7.2 | HomoTexture |
| Texture browsing | 7.3 | TextureBrowsing |
| Edge histogram | 7.4 | EdgeHist |

| Name of the Tool in Part 3 | Clause in Part 3 | Name of the Tool in the XM software |
|----------------------------|------------------|-------------------------------------|
| Region shape | 8.2 | RegionShape |
| Contour shape | 8.3 | ContourShape |
| Shape 3D | 8.4 | 3DShapeSpectrum |
| Shape variation | 8.5 | ShapeVariation |
| Perceptual 3D Shape | 8.6 | Perceptual3DShape |
| Camera motion | 9.2 | CameraMotion |
| Motion trajectory | 9.3 | MotionTrajectory |
| Parametric motion | 9.4 | ParametricObjectMotion |
| Motion activity | 9.5 | MotionActivity |
| Region locator | 10.2 | RegionLocator |
| Spatio-temporal locator | 10.3 | SpatioTemporalLocator |
| Face recognition | 11.2 | FaceRecognition |
| Advanced face recognition | 11.2 | AdvancedFaceRecognition |
| Image Signature | 11.3 | ImageSignature |