

INTERNATIONAL STANDARD



**Digital living network alliance (DLNA) home networked device interoperability
guidelines –
Part 1-1: Architecture and protocols – Core architecture and protocols**

INTERNATIONAL
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INTERNATIONAL ELECTROTECHNICAL COMMISSION

**DIGITAL LIVING NETWORK ALLIANCE (DLNA) HOME
NETWORKED DEVICE INTEROPERABILITY GUIDELINES –****Part 1-1: Architecture and protocols –
Core architecture and protocols**

FOREWORD

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International Standard IEC 62481-1-1 has been prepared under technical area 8: Multimedia home systems and applications for end-user network, of IEC technical committee 100: Audio, video and multimedia systems and equipment.

This third edition cancels and replaces IEC 62481-1 published in 2013 and constitutes a technical revision.

This edition includes the following significant technical changes with respect to the previous edition:

- a) removal of Bluetooth, printers (DMP_r, +PR1+ and +PR2+), Mobile Digital Media Uploader (M-DMU), Mobile Digital Media Downloader (M-DMD), Mobile Network Connectivity Function (M NCF) and Media Interoperability Unit (MIU);
- b) removal of CEA2014 guidelines (RUISRC, RUISINK, RUICTRL, RUIPL);
- c) addition of IPv6;
- d) heading levels adjusted to be no deeper than heading level 5.

The text of this standard is based on the following documents:

CDV	Report on voting
100/2730/CDV	100/2880/RVC

Full information on the voting for the approval of this International Standard can be found in the report on voting indicated in the above table.

This document has been drafted in accordance with the ISO/IEC Directives, Part 2.

A list of all parts of IEC 62481 series, published under the general title *Digital living network alliance (DLNA) home networked device interoperability guidelines*, can be found on the IEC website.

The committee has decided that the contents of this document will remain unchanged until the stability date indicated on the IEC website under "<http://webstore.iec.ch>" in the data related to the specific document. At this date, the document will be

- reconfirmed,
- withdrawn,
- replaced by a revised edition, or
- amended.

A bilingual version of this publication may be issued at a later date.

IMPORTANT – The 'colour inside' logo on the cover page of this publication indicates that it contains colours which are considered to be useful for the correct understanding of its contents. Users should therefore print this document using a colour printer.

INTRODUCTION

Overview

Consumers are acquiring, viewing, and managing an increasing amount of digital media (photos, music, and video) on devices in the consumer electronics (CE), mobile device, and personal computer (PC) domains. Consumers want to conveniently enjoy that content, regardless of the source, across different devices and locations in their homes. The digital home vision integrates the Internet, mobile, and broadcast networks through a seamless, interoperable network, which will provide a unique opportunity for manufacturers and consumers alike. In order to deliver on this vision, it was recognized that a common set of industry design guidelines would be required to allow companies to participate in a growing marketplace, leading to more innovation, simplicity, and value for consumers.

The Digital Living Network Alliance answered this challenge by taking the initiative to develop a workable framework for interoperable product design. The DLNA Home Networked Device interoperability guidelines have been created in a unique cross-industry effort that combined the efforts of over 100 consumer electronics, PC-industry and mobile device companies from around the world that worked together with the aim of achieving the world's first substantial platform for true interoperability between personal computer and consumer electronic devices. The interoperability guidelines provide product developers with a long-term architectural view, plus specific guidance for IP-networked platforms, devices and applications in the home. The interoperability guidelines will be introduced in phases over several years to accompany the market adoption of usages and the availability of needed technology and standards.

The interoperability guidelines that are the object of this document are based on an architecture (see Clause 4) that defines interoperable components for devices and software infrastructure. It covers physical media, network transports, device discovery and control, media management and control, media formats, media transport protocols, and remote user interfaces. Table 1 shows a summary of the key functional components and technology ingredients that are covered by these interoperability guidelines.

Table 1 – Key technology ingredients

Functional components	Technology ingredients
Connectivity	Ethernet, IEEE 802.11 (including Wi-Fi Direct), MoCA, HD-PLC, HomePlug-AV, and HPNA
Networking	IPv4 suite, IPv6 suite
Device discovery and control	UPnP device architecture
Media management and control	UPnP AV, EnergyManagement, DeviceManagement
Media formats	Required and optional format profiles
Media transport	HTTP (mandatory), HTTP adaptive delivery (DASH) and RTP
Remote User Interfaces	HTML5, RVU
Device profiles	CVP-2

The protocols defined in this standard are based on the DLNA interoperability guidelines version 4.0. Device implementations advertise adherence to the protocols selecting value 4.0 in the fields and flags designed to expose the DLNA protocol version.

The interoperability guidelines are intended for the following audiences:

- marketing professionals who specify requirements for home networked media products;
- developers who design and build home networked media products;
- quality assurance personnel who test and validate home networked media products.

DIGITAL LIVING NETWORK ALLIANCE (DLNA) HOME NETWORKED DEVICE INTEROPERABILITY GUIDELINES –

Part 1-1: Architecture and protocols – Core architecture and protocols

1 Scope

This part of IEC 62481-1, the DLNA guidelines series, specifies the core architecture and protocols of DLNA implementations.

The interoperability guidelines consist of five parts covering Architecture and Protocols, Media Formats, Link Protection, DRM Interoperability Systems and Device Profiles. This part of the DLNA guidelines provides vendors with the information needed to build interoperable networked platforms and devices for the digital home. The necessary standards and technologies are now available to enable products to be built for networked entertainment-centric usages. However, standards and technologies need to be clarified and options limited to ensure interoperability. The five parts of the DLNA Home Networked Device interoperability guidelines fulfill that role.

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¹ In this document, it is also referred to as AVv1.

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