
**Information technology — Dynamic
adaptive streaming over HTTP
(DASH) —**

**Part 3:
Implementation guidelines**

*Technologies de l'information — Diffusion en flux adaptatif
dynamique sur HTTP (DASH) —*

Partie 3: Lignes directrices de mise en oeuvre



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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC TR 23009-3:2015), which has been technically revised.

It also incorporates new features from ISO/IEC 23009-1:2014/Amd 1:2015 and ISO/IEC 23009-1:2014/Cor 1:2015.

ISO/IEC TR 23009 consists of the following parts, under the general title *Information technology — Dynamic adaptive streaming over HTTP (DASH)*:

- *Part 1: Media presentation description and segment formats*
- *Part 2: Conformance and reference software*
- *Part 3: Implementation guidelines*
- *Part 4: Segment encryption and authentication*

Introduction

This part of ISO/IEC TR 23009 provides guidelines for implementation and deployment of streaming media delivery systems based on the ISO/IEC 23009 series. These guidelines include the following:

- guidelines for streaming content generation;
- guidelines for implementation of streaming clients;
- guidelines for deployment of systems designed based on the ISO/IEC 23009 series.

Information technology — Dynamic adaptive streaming over HTTP (DASH) —

Part 3: Implementation guidelines

1 Scope

This part of ISO/IEC TR 23009 provides technical guidelines for implementing and deploying systems based on ISO/IEC 23009-1.

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 13818-1, *Information technology — Generic coding of moving pictures and associated audio information — Part 1: Systems*

ISO/IEC 13818-2, *Information technology — Generic coding of moving pictures and associated audio information — Part 2: Video*

ISO/IEC 14496-2, *Information technology — Coding of audio-visual objects — Part 2: Visual*

ISO/IEC 14496-3, *Information technology — Coding of audio-visual objects — Part 3: Audio*

ISO/IEC 23003-1, *Information technology — MPEG audio technologies — Part 1: MPEG Surround*

ISO/IEC 23003-3, *Information technology — MPEG audio technologies — Part 3: Unified speech and audio coding*

ISO/IEC 23009-1, *Information technology — Dynamic adaptive streaming over HTTP (DASH) — Part 1: Media presentation description and segment formats*

ITU-T Rec. H.264 | ISO/IEC 14496-10, *Information technology — Coding of audio-visual objects — Part 10: Advanced Video Coding*

ITU-T Rec. H.265 | ISO/IEC 23008-2, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 2: High efficiency video coding*