
**Information technology — Coding of
audio-visual objects —**

**Part 33:
Internet video coding**

*Technologies de l'information — Codage des objets audiovisuels —
Partie 33: Codage vidéo Internet*





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Foreword

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html.

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A list of all parts in the ISO/IEC 14496 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

This document specifies Internet video coding, a video compression technology that is intended to be suitable for video distribution models currently adopted on the Internet.

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Information technology — Coding of audio-visual objects —

Part 33: Internet video coding

1 Scope

This document specifies MPEG-4 Internet video coding.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

Rec. ITU-T H.262 | ISO/IEC 13818-2: 2013, *Information technology — Generic coding of moving pictures and associated audio information — Part 2: Video*

IEC 60461, *Time and control code*

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <http://www.iso.org/obp>

3.1

B frame

bidirectional frame

frame (3.28) that is coded using motion compensated prediction from past or future *reference frames* (3.53) in *output order* (3.40)

3.2

backward prediction

process of predicting the current *frame* (3.28) by using future *frames* in an *output order* (3.40) as *reference frames* (3.53)

3.3

bin

bit of a *bin string* (3.4)

3.4

bin string

intermediate binary representation of values of *syntax elements* (3.65) resulting from the *binarization* (3.5) of the *syntax element*