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| Abstract | This contribution proposes the corrections of semantics and examples for representing audio-video sensor information in the physical world in a standardized data format. |
| Purpose | To start discussion on purpose of the standard |
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# Data formats for audio-video sensors

### Semantics

The semantics of the microphoneSensorData:

| *Name* | *Definition* |
| --- | --- |
| microphoneSensorData | Provides a structure for describing data aquired by a microphone. |
| microphoneLocation | Describes the location of a microphone using the structure defined by globalPositionSensorType. |
| microphoneOrientation | Describes the orientation of a microphone using the structure defined by orientationSensorType. |
| microphoneAltitude | Describes the altitude of a microphone using the structure defined by altitudeSensorType. |
| audioData | Describes audio data referring to the rawAudioType. |
| sampleRate | Describes the number of samples of audio carried per second, measured in Hz or kHz (one kHz being 1,000 Hz). For example, 44,100 samples per second can be expressed as either 44,100 Hz or 44.1 kHz. Bandwidth is the difference between the highest and lowest frequencies carried in an audio stream. |
| byteOrder | Describes where the most significant byte is stored in the data. When more than one byte is used to represent a PCM sample, the byte order (big-endian vs. little-endian) shall be known. “littleEndian” “bigEndian” |
| sign | Describes whether the PCM sample is signed or unsigned. If the 8-bit sample is unsigned, the sample range is 0...255 with a center point of 128. If the 8-bit sample is signed, the sample range is -128...127 with a center point of 0. If a PCM type is signed, the sign encoding is 2's complement. “signed” and “unsigned” |
| quantizationBit | Describes the number of bits assigned to represent each discrete amplitude sample. The possible values are 4, 8, 12, 16, 20, 24, 32, 48, and 64. |
| signed | Describes that the raw audio data coming from the microphone is stored as signed-numbers. |
| unsigned | Describes that the raw audio data coming from the microphone is stored as unsigned-numbers. |
| bigEndian | Describes that the audio data is stored in the Big-Endian format: the most significant byte of a word in the smallest address and the least significant byte is stored in the largest address. |
| littleEndian | Describes that the audio data is stored in the Little-Endian format: the least significant byte in the smallest address. |

### Examples

In this example, the orientation has (20, 10, 0), the location is (33.413, 38.623), and altitude is 321.6 meters. The sampling rate is 44.1kHz and the byte order follows the little-endian method. It is signed data with a resolution of 8 bits.

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| {  “sensedInfoBaseAttributes”: {},  “microphoneSensorData”: {  “microphoneOrientation”: {  “orientation”: [20, 10, 0]  },  “microphoneLocation”: {  “longitude”: 33.413,  “latitude”: 38.623  },  “microphoneAltitude”: {  “altitude”: 321.6,  “unit”: “meter”  }  “audioData”: {  “sample\_rate”: 44.1,  “byte\_order”: “littleEndian”,  “sign”: “signed”,  “resolution”: 8  }  }  } |

## Color camera

### Semantics

Semantics of the colorCameraData:

| *Name* | *Definition* |
| --- | --- |
| colorCameraData | Provides a structure for describing sensor data aquired by a color camera. |
| rawVideo | Describes the raw video data by the color camera. |
| rawVideoType | Provides a structure for describing raw video data aquired by a color camera. |
| width | Describes the width of the video in the number of pixels. |
| height | Describes the height of the video in the number of pixels. |
| bitDepth | Describes the number of bits for each channel sample from the set of permitted values as defined by coding4CC. |
| stride | Describes the size in bytes of one horizontal line. |
| coding4CC | Indicates a 4 character code representing the parameters of the raw data as specified by MP4RA. |
| fps | Describes frames per second of the video stream; if 0 then the frame rate is not known or variable. |
| useFramePacking | Indicates if a frame contains two or more views. |
| framePacking | Indicates frame Packing as Coding Independent Code Points. |
| videoData16 | Holds binary video data encoded as a textual string in base-16 format. |
| videoData64 | Holds binary video data encoded as a textual string in base-64 format. |
| cameraSensorType | Provides a structure for describing sensor data aquired by a camera. |
| cameraLocation | Describes the location of a camera using the structure defined by globalPositionSensorType. |
| cameraOrientation | Describes the orientation of a camera using the structure defined by orientationSensorType. |
| cameraAltitude | Describes the altitude of a camera using the structure defined by altitudeSensorType. |
| focalLength | Describes the distance between the lens and the image sensor when the subject is in focus, in terms of millimeters (mm). |
| aperture | Describes the diameter of the lens opening. It is expressed as F-stop, e.g. F2.8. It may also be expressed as f-number notation such as f/2.8. |
| shutterSpeed | Describes the time that the shutter remains open when taking a photograph in terms of seconds (sec). |
| filter | Describes kinds of camera filters. |

### Examples

In this example, the camera orientation values are yaw, pitch, and roll values of 20, 10, and 0, respectively. The camera altitude is 321.6 meters and the camera location has a longitude of 33.413 and a latitude of 38.623. The focal length is 55mm and the aperture is f/2.8. The shutter speed is 0.008sec and the filter indicates that a UV filter is used.

The videoData16 is base-16 encoded data starting with "0314BA3827CFF2938...". The width and height of the image are 640 and 480 pixels, respectively. The bit\_depth is 8 and the stride is 10. The coding4CC is 2 and the fps of the image is 30 frames/sec. The use\_frame\_packing is “true” and the frame\_packing is 10.

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| {  “sensedInfoBaseAttributes”: {},  “colorCameraSensorType”: {  “cameraSensor”: {  “cameraOrientation”: {  “orientation”: [60, 30, 120]  },  “cameraLocation”: {  “longitude”: 33.413,  “latitude”: 38.623  },  “cameraAltitude”: {  “altitude”: 321.6,  “unit”: “meter”  }  “focalLength”: 55,  “aperture”: 2.8,  “shutterSpeed”: 0.008,  “filter”: “UV”  },  “rawVideo”: {  “videoData16”: “0314BA3827CFF2938...”,  “width”: 640,  “height”: 480,  “bit\_depth”: 8,  “stride”: 10,  “coding4CC”: 2,  “fps”: 30,  “use\_frame\_packing”: true,  “frame\_packing”: 10  }  }  } |