

ISO/IEC TR 23888-1:2026-07 (E)

Information technology - Artificial intelligence for multimedia - Part 1: Vision and scenarios

Contents

Page

Foreword	iv
Introduction	v
1 Scope	1
2 Normative references	1
3 Terms and definitions	1
3.1 General AI concepts and terminology	1
3.2 Abbreviated terms	4
4 Vision on artificial intelligence for multimedia	5
5 Technical working assumptions and general expectations (challenges)	6
5.1 Interoperability	6
5.2 Functional aspects	6
5.2.1 Reproducibility of experiments	6
5.2.2 Bit-exact neural network models	7
5.2.3 Example of experiment and evaluation environment	7
5.3 Performance aspects	7
5.3.1 Complexity	7
5.3.2 Efficiency	7
6 Technologies and use cases	8
6.1 General	8
6.2 AI-based video coding	8
6.2.1 General	8
6.2.2 Key performance indicators for neural network-based tools	8
6.2.3 Neural network-based in-loop filters	9
6.2.4 Neural network-based intra prediction	9
6.2.5 Neural network-based postfilters	9
6.3 AI-based 3D graphics coding	10
6.3.1 AI-based 3D dynamic point cloud coding	10
6.3.2 Use cases	10
6.4 AI model compression	12
6.4.1 General	12
6.4.2 Use cases	13
6.5 Video coding for AI-based downstream tasks	17
6.5.1 General	17
6.5.2 Use cases	17
6.6 Feature coding for AI models	23
6.6.1 General	23
6.6.2 Split inference	24
6.6.3 Generalization	24
6.6.4 Computational constraints	24
6.6.5 Use cases	25
6.7 Description of media for distributed AI processing	25
6.7.1 General	25
6.7.2 Use case	25
Annex A (informative) Non-normative usage of artificial intelligence for multimedia	27
Bibliography	28