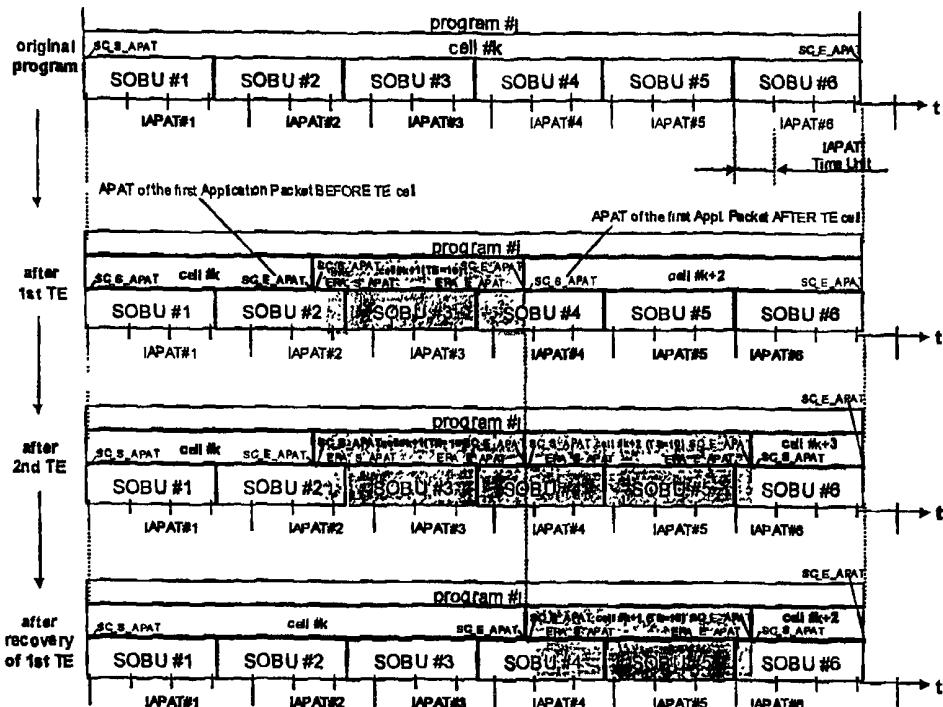




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## (54) Title: METHOD FOR MARKING DIGITAL DATA



## (57) Abstract

A method is proposed introducing a temporarily erased flag in order to indicate a cell to be temporarily erased. In addition, necessary time stamps are set for complete Stream Object Units (SOBUs) to be erasable to enable on the fly permanent erasure without any additional view into the streams or quick permanent erasure. Advantageously the temporarily erasure can also be completely withdrawn.

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Method for marking digital data.

The invention relates to a method for marking data of a digital data stream representing video or audio information.

5

Background

In bitstream recording one is free to subdivide the bitstream into sub-units of more regular structure. Presentation data 10 in DVDs (digital video or versatile disc) is organised into units called Video Object Unit, denoted VOBU, e.g. in the DVD Specifications for Video Recording. VOBUs have a variable size (data amount measured in number of sectors), but have also a variable duration (measured in number of video 15 fields).

For data retrieval from the disc the DVD Specifications for Video Recording foresees a 'VOBU map' which is a table where for every VOBU in a recording the length in sectors and the 20 duration in fields is entered.

Invention

It is one object of the invention to disclose a method for 25 marking digital data as being temporarily erased in such a way, that on the fly permanent erasure can be achieved without any additional view into the streams.

According to the invention, this object is achieved by means 30 of the features specified in main claims. Advantageous designs and developments are specified in subclaims.

The directory and file structure of DVD Stream Recording is organized in Stream Data and Navigation Data of the DVD 35 Stream Recording as follows:

Any DVD Streamer Device has certain requirements to store its own, Streamer-specific navigation data on the disc. These data are solely for helping the retrieval of recorded data; they need not be understood or even be visible to any outside  
5 Application Device.

Any DVD Streamer Device needs to communicate with the Application Device it is connected to. This communication should be straightforward, and as universal as possible, so  
10 that the maximum possible range of applications - both today and future - can be connected to the Streamer. The Navigation Data to support such communication must be understandable by the Streamer as well as by the Application Device; they will be called „Common navigation data“ in the following.

15 The Streamer Device should offer to the connected Application Device a means for storing its own private data of any desired kind. The Streamer needs not to understand any of the content, internal structure, or meaning of this "Application-specific navigation data".

Navigation data is provided to control the recording, playing back, and editing of any bitstreams that are recorded. In DVD Stream Recording, Navigation Data is called "Streamer  
25 Information" (STRI). STRI consists of six kinds of information tables, namely Streamer Video Manager Information (STR\_VMGI), Stream File Information Table (SFIT), Original Program Chain Information (ORG\_PGCI), User Defined Program Chain Information (UD\_PGCI), Text Data Manager (TXT\_DT\_MG),  
30 and Application Private Data Manager (APD\_MG).

The Stream File Information Table contains the information where on the recording media the stream data are recorded. The Original PGC Information has the function of a play list,  
35 which contains all takes which were made. A take is defined as containing the information between a start and a stop

action in the sequence of recording or also called one program of the ORG\_PGC1. In addition, a Stream Object (SOB) contains a full take or part of a take. With both tables the data can be retrieved for playback.

5

The User Defined PGC Information contains information, which are defined by a user.

10 In order to address more precisely a program contains one or more cells. A cell points to Stream Object Units (SOBU) and to each SOBU an Incremental Application Packet Arrival Time (IAPAT) is assigned.

15 According to the invention a temporarily erased flag is introduced in order to indicate a cell to be temporarily erased. In addition necessary time stamps are set in a special way to enable on the fly permanent erasure without any additional view into the streams or quick permanent erasure. Advantageously the temporarily erasure can be 20 withdrawn completely also.

For a permanent erasure of temporarily erased (TE) cells an adaptation of Stream Cell Start Application Packet Arrival Time (SC\_S\_APAT) and Stream Cell End Application Packet 25 Arrival Time (SC\_E\_APAT) is needed. In order to realize this during recording a calculation must be performed without any additional views into the stream. This will be realized by following definition of TE cells:

The TE cell covers a part of a SOB. SC\_S\_APAT and SC\_E\_APAT 30 of a TE cell are set in a way that only all complete SOBUs, covered by the TE cell, are marked, i.e. following rules define SC\_S\_APAT and SC\_E\_APAT of a TE cell. They must be completely fulfilled:

35 SC\_S\_APAT is equal to the Application Packet Arrival Time (APAT) of the first application packet of an SOBU and

if the TE cell covers the start of the SOB, then  
SC\_S\_APAT is equal to the APAT of the first application  
packet of the first SOBU of the SOB.

In all other cases

- 5 SC\_S\_APAT is equal to or greater than the APAT of the first  
application packet of the TE part and  
SC\_S\_APAT is as close as possible to the APAT of the first  
application packet of the TE part.

- 10 SC\_E\_APAT is equal to the APAT of the first application  
packet of an SOBU and  
if the TE cell covers the end of the SOB, then  
SC\_E\_APAT is equal to the APAT of the first application  
packet of the SOBU following immediately the last SOBU of  
15 this SOB.

In all other cases

SC\_E\_APAT is equal to or less than the APAT of the  
application packet which follows immediately the last  
application packet of the TE part and

- 20 SC\_E\_APAT is as close as possible to the APAT of the last  
application packet of the TE part.

Note 1: The definition above assumes that an SOBU exists  
after the last SOBU of the SOB. This SOBU doesn't exist  
25 really.

Therefore, the following rules define the APAT of the first  
application packet of the SOBU following immediately the last  
SOBU of this SOB:

- 30 this APAT is greater than the APAT of the last application  
packet of this SOB and  
the 18 (= MTU\_SHFT) least significant bits of this APAT value  
are set to zero and  
this APAT value is as close as possible to the last  
application packet of the SOB.

Note 2: TE part means all application packets of an SOB which are not part of the normal cells and which are contiguous on the stream, i.e. no breaks via normal cells. The boundaries of TE parts are normal cells or SOB boundaries. Therefore,  
 5 each TE part contains one TE cell.

Note 3: SC\_E\_APAT may be less than SC\_S\_APAT. The TE part contains complete SOBUs only in the case SC\_S\_APAT < SC\_E\_APAT.

10

Note 4: For small SOBUs the SC\_S\_APAT and the SC\_E\_APAT will be set by the definition above, so that the streamer is able to recognize whether the TE part is only inside one SOBU (SC\_S\_APAT > SC\_E\_APAT) or the TE part starts in one SOBU and  
 15 ends in the following SOBU (SC\_S\_APAT = SC\_E\_APAT). Only for the (normal) case, that the TE part covers complete SOBUs SC\_S\_APAT will be less than SC\_E\_APAT.

As a first alternative it is proposed:

20

#### Stream Cell General Information (SC\_GI)

	Contents	Number of Bytes
	reserved	1
(1) C_TY	Cell Type	1
(2) SC_EPI_Ns	Number of Entry Point Information	2
(3) SOB_N	Stream Object number	2
(4) SC_S_APAT	Stream Cell Start APAT	6
(5) SC_E_APAT	Stream Cell End APAT	6
	Total	18

#### (1) C\_TY

Describes the Cell Type of this Stream Cell.

25

C\_TY1 ... '010b' shall be described for all Stream Cells.

TE        ... '0b': This Cell is in the "Normal" state.  
          '1b': This Cell is in "Temporarily Erased" state.

Preferably C\_TY1 is represented by the first MSBs followed by  
5 the TE bits. The remaining LSBs are reserved.

(2) SC\_EPI\_Ns

Describes the number of Entry Point Information contained in  
this SCI.

10 (3) SOB\_N

Describes the number of the SOB to which this Cell refers.

(4) SC\_S\_APAT

Describes the Start Application Packet Arrival Time (Start  
APAT) of this Stream Cell in DVD Stream Recording's PAT  
15 Describing Format.

*If this cell is a TE cell without a previous TE cell of the  
same SOB, then this SC\_S\_APAT describes the APAT of the first  
Application Packet of the first SOBU, the beginning of which  
is contained in or after the TE Cell.*

20 (5) SC\_E\_APAT

For a "Normal" Cell, this describes the End Application  
Packet Arrival Time (End APAT) of this Stream Cell in DVD  
Stream Recording's PAT Describing Format.

For a "Temporarily Erased" Cell, this describes the APAT of  
25 the first Application Packet of that SOBU which contains the  
Application Packet immediately following the TE Cell.

The requirements for the temporary erasure:

1. Any TE part of a stream shall be completely  
30 reconstructable.
2. The start and end location marks of the TE parts shall be  
time based with APAT precision (note: the consumer doesn't  
know anything about SOBs, SOBUs or MAPLs).

3. During a recording the TE parts shall be permanently erasable without any view into the stream (real time recycling).

The realization of these requirements is done by a TE flag 5 inside the cells of the original PGCs. This flag indicates cells which are temporarily erased.

A TE process changes the ORG\_PGCI. The UD\_PGCI and the SFI content won't be changed. The main action is done inside the 10 program #j. The temporary erasure will be done by separating the cells of the program #j into the parts which covers the normal stream part (not erased) and the TE part.

After the reconstruction the complete Nav. Data is completely identical with the state before the temporary erasure.

15

Rules for SC\_S\_APAT and SC\_E\_APAT for normal Cells

The normal cells point into its assigned SOB, i.e. if 20 SC\_E\_APAT is equal to SOB\_E\_APAT of its assigned SOB, then this cell ends with the last application packet of its assigned SOB.

The nomenclature to define SC\_S\_APAT and SC\_E\_APAT is as follows:

1. cell #k shall denote the normal cell
2. SC\_S\_APAT<sub>k</sub> and SC\_E\_APAT<sub>k</sub> shall denote the start and end 25 time of cell #k
3. SOB\_N(k) shall denote the assigned SOB number of cell #k.

The definition of SC\_S\_APAT and SC\_E\_APAT of normal cells:

1.  $SOB_S_APAT_{SOB_N(k)} \leq SC_S_APAT_k \leq SC_E_APAT_k \leq SOB_E_APAT_{SOB_N(k)}$
2. SC\_S\_APAT<sub>k</sub> is equal to the APAT of the application packet 30 inside SOB #SOB\_N(k) which represents the first application packet of cell #k

3.  $SC\_E\_APAT_k$  is equal to the APAT of the application packet inside SOB  $\#SOB\_N(k)$  which represents the last application packet of cell  $\#k$

5 Rules for  $SC\_S\_APAT$  and  $SC\_E\_APAT$  for TE Cells

The information stored in the TE cells shall be defined in a way

- that the original state of the program is 100% reconstructable and
- 10 • that the by the TE part completely covered SOBUs are indicated (this is demanded in order to be able to reuse complete SOBUs of TE parts on the fly during recording, i.e. without any view into the stream)

The nomenclature to define  $SC\_S\_APAT$  and  $SC\_E\_APAT$  is as 15 follows:

- cell  $\#k$  shall denote the TE cell
- $SC\_S\_APAT_k$  and  $SC\_E\_APAT_k$  shall denote the start and end time of cell  $\#k$
- $SOB\_N(k)$  shall denote the assigned SOB number of cell  $\#k$ .

20

The definition of  $SC\_S\_APAT$  and  $SC\_E\_APAT$  of TE cells:

1. if the TE part starts with the first Application Packet of a SOBU or the TE part contains the start of the SOB, 25 then  $SC\_S\_APAT$  is the APAT of the first Application Packet of that SOBU which contains the first Application Packet of the TE part.
2. In all other cases:
  - 2.1 If  $k > 1$  and cell  $\#k-1$  is a TE cell of the SOB 30  $\#SOB\_N(k)$ , then

$SC\_S\_APAT_k$  is the APAT of the first Application Packet of this TE part.

2.2 In all other cases:  $SC\_S\_APAT_k$  is equal to the APAT of the first Application Packet of that SOBU which follows immediately the SOBU containing the first Application Packet of the TE part.

5 3.  $SC\_E\_APAT_k$  is equal to the APAT of the first Application Packet of that SOBU which contains the Application Packet immediately following the TE part.

10 Note 1: The definition above for  $SC\_S\_APAT$  and  $SC\_E\_APAT$  assumes that an Application Packet exists after the last Application Packet of the SOB. This Application Packet doesn't exist really. Therefore, the following rules define the APAT of the Application Packet following immediately the 15 last Application Packet of this SOB:

- this APAT is an integer multiple of the IAPAT Time Unit and
- this APAT is greater than the APAT of the last Application Packet of this SOB and
- 20 • this APAT is as close as possible to the last Application Packet of the SOB and
- this APAT is an APAT of the first Application Packet of a SOBU

Note 2: TE part means all application packets of an SOB which 25 are not part of the normal cells and which are contiguous on the stream, i.e. no breaks via normal cells. The boundaries of TE parts are either normal cells, other TE cells or SOB boundaries. Therefore, each TE part contains one TE cell.

Note 3:  $SC\_E\_APAT$  may be less than  $SC\_S\_APAT$ . The TE part 30 contains complete SOBUs only in the case  $SC\_S\_APAT < SC\_E\_APAT$ . The 3 possible cases of  $SC\_S\_APAT$  and  $SC\_E\_APAT$  of an TE cell:

- 1)  $SC\_S\_APAT < SC\_E\_APAT$

There is at least one complete SOBU inside the TE part of this TE cell. All complete SOBUs of this TE part can be permanently erased (e.g. during recording).

2) SC\_S\_APAT = SC\_E\_APAT

5 There is no complete SOBU inside the TE part of this TE cell. But the TE part has Application Packets in 2 SOBUs. A permanent erasure would split the assigned SOB between these 2 SOBUs into 2 SOBs. I.e. the resulting 2 SOBs doesn't share any SOBU.

10 3) SC\_S\_APAT > SC\_E\_APAT

There is no complete SOBU inside the TE part of this TE cell. The TE part has Application Packets only in 1 SOBU. A permanent erasure would split the assigned SOB inside one SOBU into 2 SOBs. I.e. the resulting 2 SOBs share a common SOBU.

15 So, each state is unambiguous and contains a lot of information about the location of the cells inside the stream.

20 As a second alternative it is proposed:

#### Stream Cell General Information (SC\_GI)

	Contents	Number of Bytes
	reserved	1
(1) C_TY	Cell Type	1
(2) SC_EPI_Ns	Number of Entry Point Informations	2
(3) SOB_N	Stream Object number	2
(4) SC_S_APAT	Stream Cell Start APAT	6
(5) SC_E_APAT	Stream Cell End APAT	6
<i>if (TE=='10b') {</i>		
(6) ERA_S_APAT	Erase Start APAT	6
(7) ERA_E_APAT	Erase End APAT	6

<i>j</i>		
	Total	18 or 30

with:

(1) C\_TY

5 Describes the Cell Type of this Stream Cell.

C\_TY1 ... '010b' shall be described for all Stream Cells.

TE ... '00b': *This Cell is in the "Normal" state.*

10 '01b': *This Cell is in "Temporarily Erased" state; and this Cell starts after the first Application Packet of a SOBU and ends before the last Application Packet of the same SOBU.*

15 '10b': *This Cell is in "Temporarily Erased" state; and this Cell contains at least one SOBU border (first or last Application Packet of a SOBU). ERA\_S\_APAT and ERA\_E\_APAT exist for this Cell.*

20 (2) SC\_EPI\_Ns

Describes the number of Entry Point Information contained in this SCI.

(3) SOB\_N

Describes the number of the SOB to which this Cell refers.

25 (4) SC\_S\_APAT

Describes the Start Application Packet Arrival Time (Start APAT) of this Stream Cell in DVD Stream Recording's PAT Describing Format.

(5) SC\_E\_APAT

30 Describes the End Application Packet Arrival Time (End APAT) of this Stream Cell in DVD Stream Recording's PAT Describing Format.

(6) *ERA\_S\_APAT*

For a "Temporarily Erased" Cell, this describes the APAT of the first Application Packet of the first SOBU, the beginning of which is contained in the TE Cell or after that Cell.

5 (7) *ERA\_E\_APAT*

For a "Temporarily Erased" Cell, this describes the APAT of the first Application Packet of that SOBU which contains the Application Packet immediately following the TE Cell.

10 The SCI definition of the ORG\_PGCI contains a TE flag inside C\_TY (Cell Type) of its SC\_GI. This TE flag indicates whether this is an TE cell (TE flag is set) or a normal cell (TE flag is cleared).

15 Drawings

Embodiments of the invention are described with reference to the accompanying drawing, which shows in:

Fig. 1 TE and Permanent Erasure seen from SOBU level;

20 Fig. 2 The principle of temporary erasure including reconstruction;

Fig. 3 principle of a permanent erasure of a TE part;

Fig. 4 Temporary erasure and subsequent permanent erasure;

Fig. 5 TE and subsequent further TE and reconstruction of

25 the first TE cell.

Exemplary embodiments

Exemplary embodiments of the invention are explained in more

30 detail in the following description.

In figure 1 TE and Permanent Erasure seen from SOBU level is shown. In the upper part of the drawing labeled "original program" a program #j contains one cell #k with one SC\_S\_APAT and one SC\_E\_APAT. The cell #k contains several SOBUs from

SOBU #1 to SOBU #6. To each SOBU an Incremental Application Packet Arrival Time (IAPAT) is assigned.

In the middle part labeled "after TE" the gray marked part of  
5 program #j is marked for example by a user or based on given  
parameter as being temporarily erased. The program #j contain  
now 3 cells from cell #k to cell #k+2. Cell #k and cell #k+2  
can be played back, while on cell #k+1 an erased flag is set.  
Cell #k+1 contains a TE part, which was decided to be erased  
10 and a smaller TE cell, which can be used for later recording.

To cell #k a new SC\_E\_APAT and to cell #k+2 a new SC\_S\_APAT  
are assigned. To enable on-the-fly erasure SC\_E\_APAT  
SC\_S\_APAT for cell #k+1 have to be calculated by the  
15 following rules:

SC\_S\_APAT is equal to the Application Packet Arrival Time  
(APAT) of the first application packet of an SOBU and  
if the TE cell covers the start of the SOB, then  
20 SC\_S\_APAT is equal to the APAT of the first application  
packet of the first SOBU of the SOB.

In all other cases

SC\_S\_APAT is equal to or greater than the APAT of the first  
application packet of the TE part and  
25 SC\_S\_APAT is as close as possible to the APAT of the first  
application packet of the TE part.

SC\_E\_APAT is equal to the APAT of the first application  
packet of an SOBU and  
30 if the TE cell covers the end of the SOB, then  
SC\_E\_APAT is equal to the APAT of the first application  
packet of the SOBU following immediately the last SOBU of  
this SOB.

In all other cases

SC\_E\_APAT is equal to or less than the APAT of the application packet which follows immediately the last application packet of the TE part and  
SC\_E\_APAT is as close as possible to the APAT of the last application packet of the TE part.

The program #j contains now 3 cells from cell #k to cell #k+2. Cell #k and cell #k+2 can be played back, while on cell #k+1 an erased flag is set.

10

In the lower part labeled "after permanent erasure" the program #j contains only two cells, that are cell #k and cell #k+1 (former cell #k+2), while the TE cell of the former cell #k+1 was erased.

15

The SOBUs of each cell #k and cell #k+1 have been renumbered and also the assigned IAPATs. As shown in this example a small area marked in gray remains in the bit stream, which cannot be used for recording of further data.

20

After permanent erasure the Stream File Information, the Original PGC Information and the User Defined PGC Information are updated.

25 Description and requirements for User Operations related to Temporary Erasure.

The invention handles two kinds of erasure. The first one is to permanently erase parts of a stream. The other one is to 30 temporarily erase (TE) parts of a stream. Fig. 2 shows the principle of temporary erasure including reconstruction.

The requirements for the temporary erasure:

1. Any TE part of a stream shall be completely reconstructable.

2. The start and end location marks of the TE parts shall be time based with APAT precision because the consumer doesn't know anything about SOBs, SOBUs or MAPLs.

3. During a recording the TE parts shall be permanently 5 erasable without any view into the stream that means real time recycling.

The realization of these requirements is done by a TE flag inside the cells of the original PGCs. This flag indicates cells which are temporarily erased.

10

Fig. 3 shows the principle of a permanent erasure of a TE part.

A TE process changes the ORG\_PGC1. The UD\_PGC1 and the SFI content won't be changed. The main action is done inside the 15 program #j. The temporary erasure will be done by separating the cells of the program #j into the parts which covers the normal stream part - not erased - and the TE part.

After the reconstruction the complete Navigation Data is completely identical with the state before the temporary 20 erasure.

#### Rules for SC\_S\_APAT and SC\_E\_APAT for Cells

The normal and the TE cells point into its assigned SOB, i.e. if SC\_E\_APAT is equal to SOB\_E\_APAT of its assigned SOB, then 25 this cell ends with the last application packet of its assigned SOB.

The nomenclature to define SC\_S\_APAT and SC\_E\_APAT is as follows:

1. cell #k shall denote the normal or TE cell
- 30 2. SC\_S\_APAT<sub>k</sub> and SC\_E\_APAT<sub>k</sub> shall denote the start and end time of cell #k
3. SOB\_N(k) shall denote the assigned SOB number of cell #k.

The definition of  $SC\_S\_APAT$  and  $SC\_E\_APAT$  of normal and TE cells:

1.  $SOB\_S\_APAT_{SOB\_N(k)} \leq SC\_S\_APAT_k \leq SC\_E\_APAT_k \leq SOB\_E\_APAT_{SOB\_N(k)}$

2.  $SC\_S\_APAT_k$  is equal to the APAT of the application packet

5       inside SOB  $\#SOB\_N(k)$  which represents the first application packet of cell  $\#k$

3.  $SC\_E\_APAT_k$  is equal to the APAT of the application packet inside SOB  $\#SOB\_N(k)$  which represents the last application packet of cell  $\#k$

10

Rules for  $ERA\_S\_APAT$  and  $ERA\_E\_APAT$  for TE Cells

Only when a TE cell covers at least one SOBU border - start or end application packet of a SOBU -, then this TE cell contains  $ERA\_S\_APAT$  and  $ERA\_E\_APAT$ . These two APATs mark the SOBUs which are completely covered by a TE cell. This information is useful to reuse the TE SOBUs on-the-fly, i.e. without any view into the stream.

The definition of  $ERA\_S\_APAT$  and  $ERA\_E\_APAT$ :

1. if  $SC\_S\_APAT$  is the first Application Packet of a SOBU or  
20       the TE Cell contains the start of the SOB, then  
           $ERA\_S\_APAT$  is equal to the APAT of the first Application Packet of that SOBU which contains the Application Packet with the APAT  $SC\_S\_APAT$ .

2. In all other cases

25        $ERA\_S\_APAT$  is equal to the APAT of the first Application Packet of that SOBU which follows immediately the SOBU containing the Application Packet with the APAT  $SC\_S\_APAT$ .

3.  $ERA\_E\_APAT$  is equal to the APAT of the first Application Packet of that SOBU which contains the Application Packet  
30       immediately following the TE Cell

Note 1: The definitions above for  $ERA\_S\_APAT$  and  $ERA\_E\_APAT$  assume that an Application Packet exists after the last Application Packet of the SOB. This Application Packet

doesn't exist really. Therefore, the following rules define the APAT of the Application Packet following immediately the last Application Packet of this SOB:

- this APAT is an integer multiple of the IAPAT Time Unit  
5 and
- this APAT is greater than the APAT of the last Application Packet of this SOB and
- this APAT is as close as possible to the last Application Packet of the SOB and
- 10 • this APAT is an APAT of the first Application Packet of a SOBU

Note 2: ERA\_S\_APAT may be equal to ERA\_E\_APAT, i.e. no complete SOBU is covered by the TE cell. The TE cell contains  
15 complete SOBUs only for the case ERA\_S\_APAT < ERA\_E\_APAT. If even ERA\_S\_APAT is equal to ERA\_E\_APAT inside each TE cell of a TE cell chain, then between the TE cells are complete SOBUs.

Note 3: TE cells which start after the first application  
20 packet of a SOBU and ends before the last application packet of the same SOBU will have no ERA\_S\_APAT and no ERA\_E\_APAT.

Following figures shall explain the definition of TE cells. Fig. 4 shows a temporary erasure with a subsequent permanent erasure of the just temporarily erased part. Fig. 5 shows a  
25 temporary erasure with a subsequent second temporary erasure behind the just temporarily erased part. After that, a reconstruction of the first TE part is shown.

The gray parts mark the not presentable (TE) parts of the stream. The dark gray parts mark the temporarily erased  
30 complete SOBUs.

Re-use of TE cells on-the-fly during recording

The TE cells contain 2 special APATs: ERA\_S\_APAT and ERA\_E\_APAT. The actual intention of these 2 APATs is to allow to reuse TE SOBUs during recording, i.e. when the disc becomes full during recording, then the streamer shall be able to permanently erase TE cells, in order to get new free SOBUs to continue the recording without any break. The APATs SC\_S\_APAT and SC\_E\_APAT of the TE cell aren't exact enough for this purpose, because a search via the MAPL results in 2 possible positions of the assigned SOBU (SOBU #m or SOBU #m+1). A search via the MAPL would require an additional search inside the stream. That's not possible in realtime. But, with ERA\_S\_APAT and ERA\_E\_APAT the exact SOBU position is locateable via the MAPL without any view into the stream.

## Claim

1. Method for marking data of a digital data stream representing video or audio or other digital data information

5 including the following steps:

If the marked data cover neither the start of cell (k) nor the end of cell (k), then cell (k) is splitted into three parts

10 with a first part (cell #k) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit (SOBU), which is displayable,

15 with a second part (cell #k+1) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit (SOBU), which is temporarily erased and therefore not displayable, and

with a third part (cell #k+2) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit (SOBU), which is displayable;

20 If the marked data cover the start of cell (k) but not the end of cell (k), then cell (k) shall be splitted into two parts

25 with a first part (cell #k) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit (SOBU), which is temporarily erased and therefore not displayable, and

with a second part (cell #k+1) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit (SOBU), which is displayable;

30 If the marked data do not cover the start of cell (k) but the end of the cell (k), then cell (k) shall be splitted into two parts

with a first part (cell #k) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit (SOBU), which is displayable, and

35 with a second part (cell #k+1) assigned to a Stream Object Unit (SOBU) or part of a Stream Object Unit

(SOBU), which is temporarily erased and therefore not displayable;

5 If the marked data cover the start of cell (k) and the end of cell (k), then the state of cell (k) shall be changed from displayable to completely temporarily erased and therefore not displayable.

2. Method according to claim 1, including the following steps:

10 Stream Cell Start Application Packet Arrival Time (SC\_S\_APAT) is equal to an Application Packet Arrival Time (APAT) of the first application packet of a Stream Object Unit (SOBU);

15 if the temporarily erased cell covers the start of the Stream Object (SOB), then

20 Stream Cell Start Application Packet Arrival Time (SC\_S\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of the first Stream Object Unit (SOBU) of the Stream Object (SOB);

25 if the temporarily erased cell does not cover the start of the Stream Object (SOB), then Stream Cell Start Application Packet Arrival Time (SC\_S\_APAT) is equal to or greater than the Application Packet Arrival Time (APAT) of first application packet of the temporarily erased cell and

30 Stream Cell Start Application Packet Arrival Time (SC\_S\_APAT) is as close as possible to the Application Packet Arrival Time (APAT) of the first application packet of the temporarily erased cell;

35 Stream Cell End Application Packet Arrival Time (SC\_E\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of a Stream Object Unit (SOBU);

if the temporarily erased cell covers the end of the Stream Object (SOB), then

Stream Cell End Application Packet Arrival Time (SC\_E\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of the Stream Object Unit (SOBU) following immediately the last Stream Object Unit (SOBU) of this Stream Object (SOB);  
5 if the temporarily erased cell does not cover the end of the Stream Object (SOB), then  
Stream Cell End Application Packet Arrival Time (SC\_E\_APAT) is equal to or less than the Application Packet Arrival Time (APAT) of the application packet which follows immediately the last application packet of the temporarily erased cell and  
10 Stream Cell End Application Packet Arrival Time (SC\_E\_APAT) is as close as possible to the Application Packet Arrival Time (APAT) of the last application packet of the temporarily erased cell.  
15

3. Method according to claim 1, including the following steps:  
20 Erase Start Application Packet Arrival Time (ERA\_S\_APAT) is equal to an Application Packet Arrival Time (APAT) of the first application packet of a Stream Object Unit (SOBU);  
if the temporarily erased cell covers the start of the Stream Object (SOB), then  
25 Erase Start Application Packet Arrival Time (ERA\_S\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of the first Stream Object Unit (SOBU) of the Stream Object (SOB);  
if the temporarily erased cell does not cover the start of the Stream Object (SOB), then Erase Start Application Packet Arrival Time (ERA\_S\_APAT) is equal to or greater than the Application Packet Arrival Time (APAT) of first application packet of the temporarily erased cell and  
30 Erase Start Application Packet Arrival Time (ERA\_S\_APAT) is as close as possible to the Application Packet  
35

5 Arrival Time (APAT) of the first application packet of the temporarily erased cell (cell #k+1);

10 Erase End Application Packet Arrival Time (ERA\_E\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of a Stream Object Unit (SOBU);

15 if the temporarily erased cell covers the end of the Stream Object (SOB), then

20 Erase End Application Packet Arrival Time (ERA\_E\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of the Stream Object Unit (SOBU) following immediately the last Stream Object Unit (SOBU) of this Stream Object (SOB);

25 if the temporarily erased cell does not cover the end of the Stream Object (SOB), then

30 Erase End Application Packet Arrival Time (ERA\_E\_APAT) is equal to or less than the Application Packet Arrival Time (APAT) of the application packet which follows immediately the last application packet of the temporarily erased cell and

35 Erase End Application Packet Arrival Time (ERA\_E\_APAT) is as close as possible to the Application Packet Arrival Time (APAT) of the last application packet of the temporarily erased cell (cell #k+1).

40 Stream Cell Start Application Packet Arrival Time (SC\_S\_APAT) is equal to the Application Packet Arrival Time (APAT) of the first application packet of the complete temporarily erased cell (TE cell), and

45 Stream Cell End Application Packet Arrival Time (SC\_E\_APAT) is equal to the Application Packet Arrival Time (APAT) of the last application packet of the complete temporarily erased cell (TE cell).

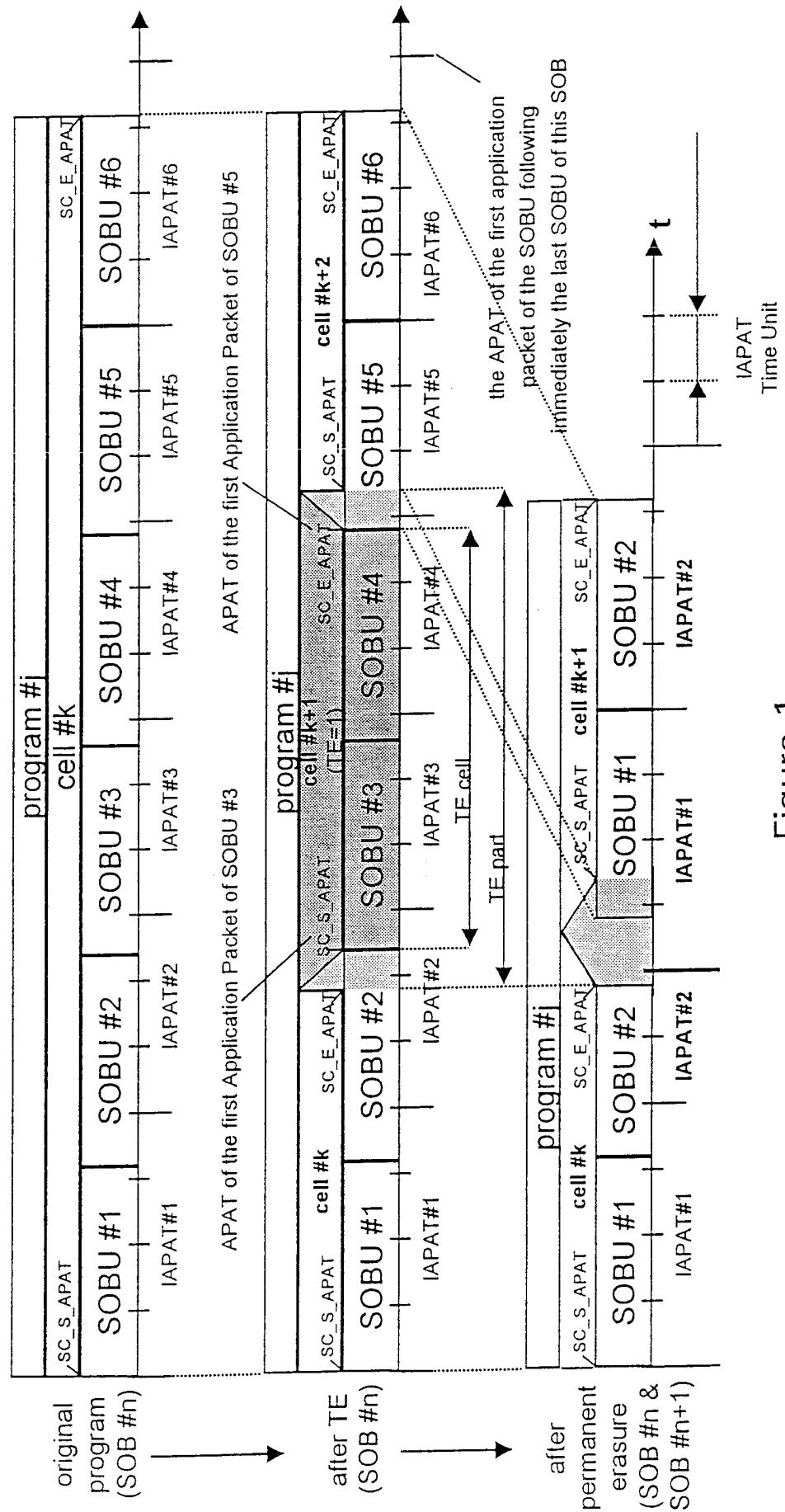


Figure 1

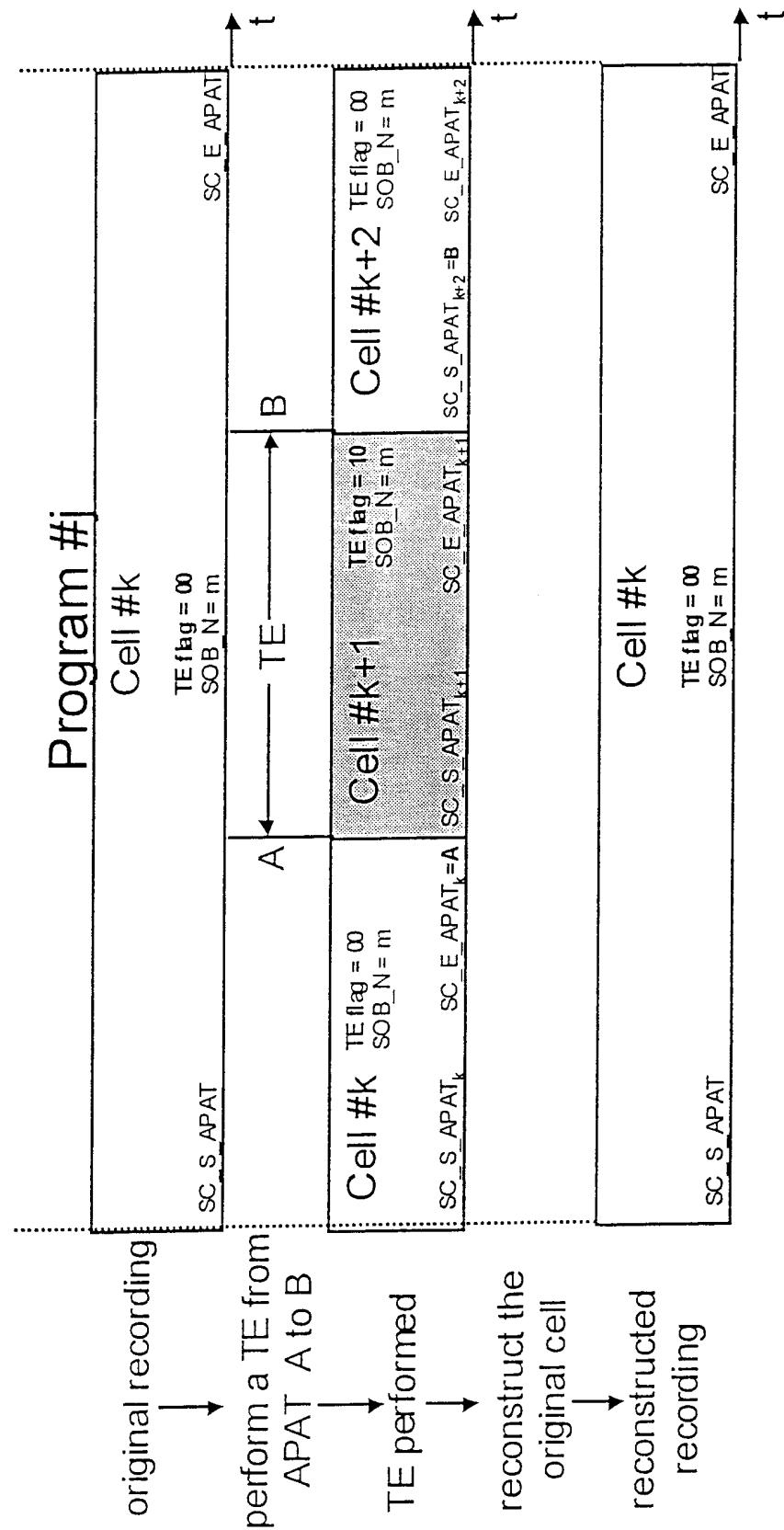


Fig. 2

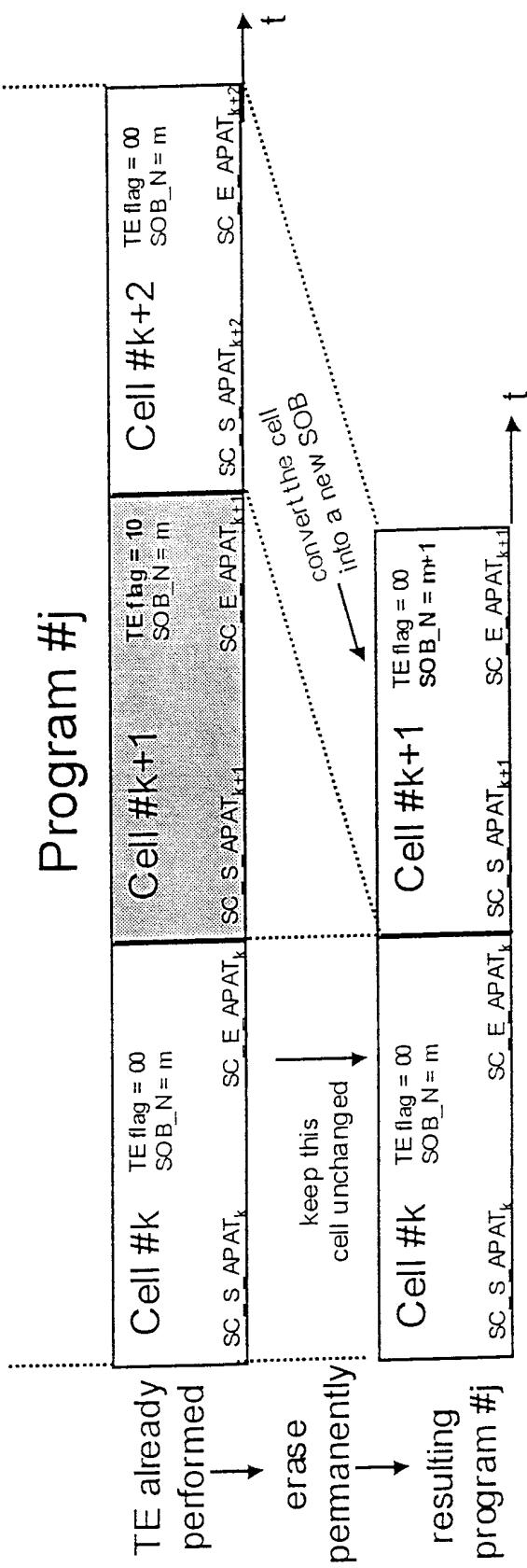


Fig. 3

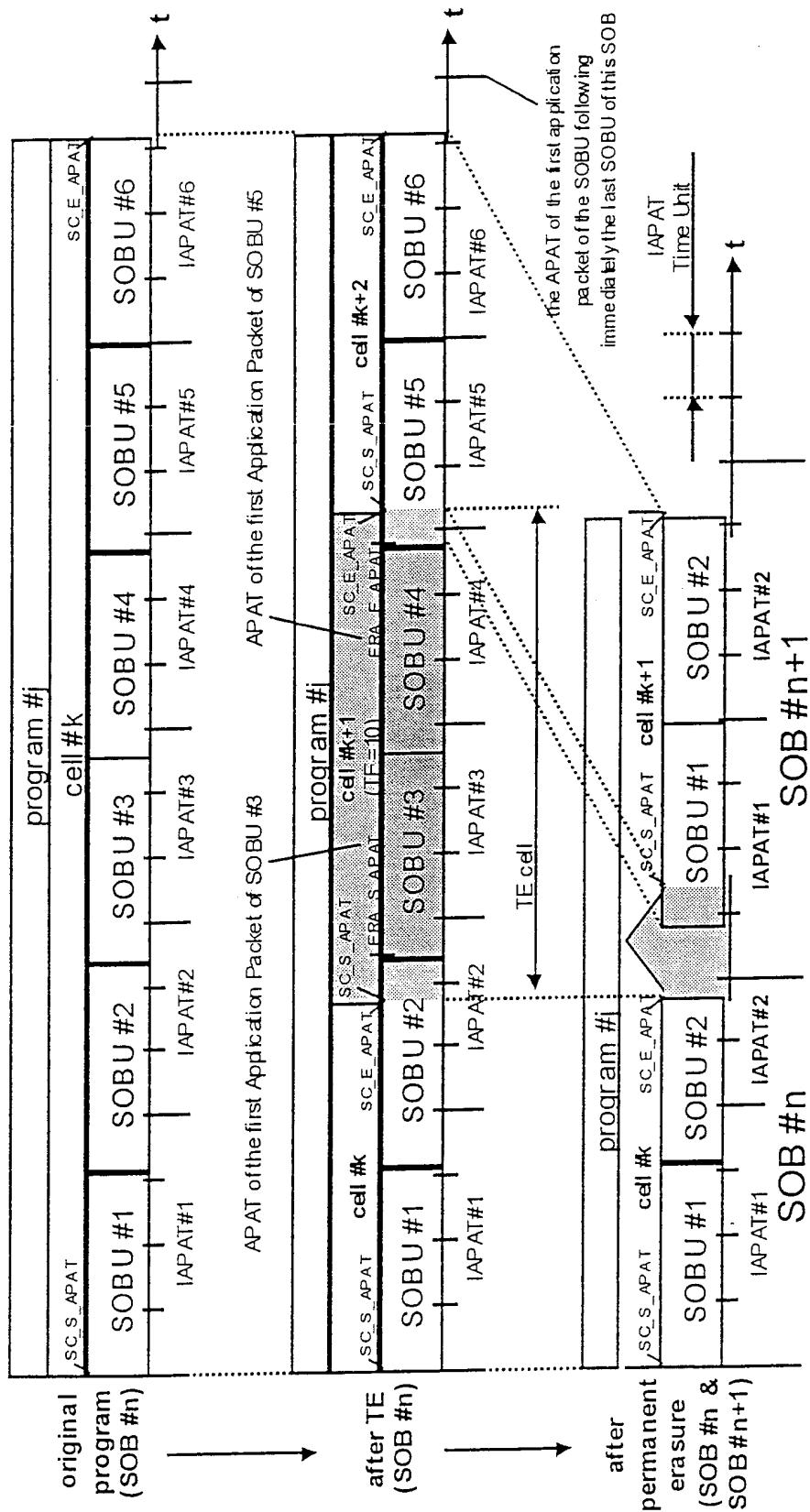
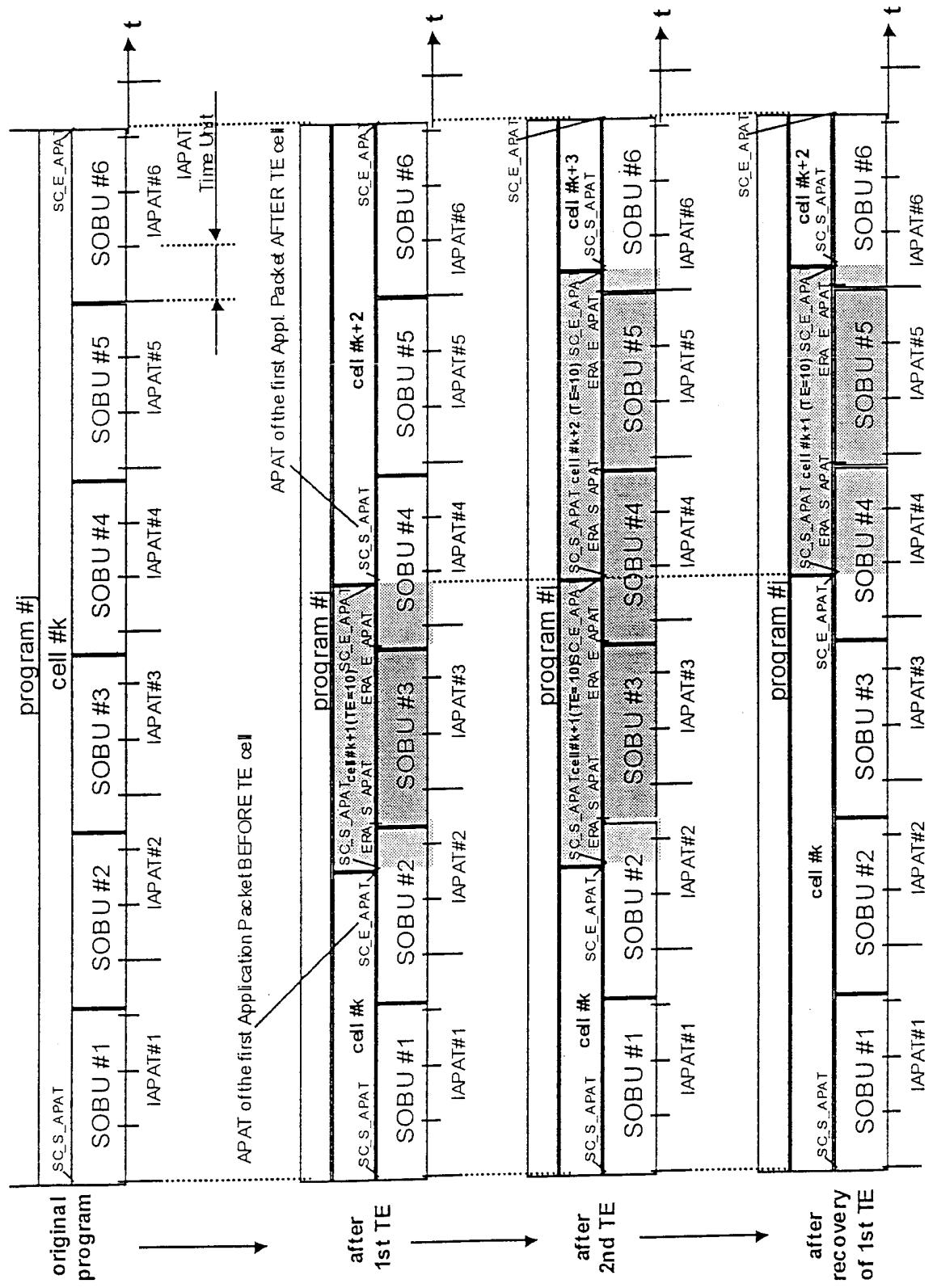


Fig. 4



5  
Fig.

# INTERNATIONAL SEARCH REPORT

Int. Application No

PCT/EP 00/03680

**A. CLASSIFICATION OF SUBJECT MATTER**  
 IPC 7 G11B27/034 G11B20/12 H04N5/85 G11B27/32

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)  
 IPC 7 G11B H04N

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

EPO-Internal, WPI Data, PAJ

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category <sup>°</sup>	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
E	EP 1 021 048 A (TOKYO SHIBAURA ELECTRIC CO) 19 July 2000 (2000-07-19) page 3, line 57 -page 7, line 17 page 18, line 26-54 ---	1-3
A	EP 0 833 337 A (SONY CORP) 1 April 1998 (1998-04-01) the whole document ---	1-3
P, A	WO 99 38166 A (UNO TOHRU ;ISHIZAWA YOSHIYUKI (JP); TOKYO SHIBAURA ELECTRIC CO (JP) 29 July 1999 (1999-07-29) page 17, line 11 -page 34, line 17 ---	1-3
A	EP 0 903 744 A (MATSUSHITA ELECTRIC IND CO LTD) 24 March 1999 (1999-03-24) column 19, line 38 -column 44, line 26 ---	1-3 -/-

Further documents are listed in the continuation of box C.

Patent family members are listed in annex.

<sup>°</sup> Special categories of cited documents :

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- "O" document referring to an oral disclosure, use, exhibition or other means
- "P" document published prior to the international filing date but later than the priority date claimed

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"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

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Date of the actual completion of the international search	Date of mailing of the international search report
4 August 2000	10/08/2000
Name and mailing address of the ISA European Patent Office, P.B. 5818 Patentlaan 2 NL - 2280 HV Rijswijk Tel. (+31-70) 340-2040, Tx. 31 651 epo nl, Fax: (+31-70) 340-3016	Authorized officer  Mourik, J

**INTERNATIONAL SEARCH REPORT**

International Application No

PCT/EP 00/03680

**C.(Continuation) DOCUMENTS CONSIDERED TO BE RELEVANT**

Category	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P, A	EP 0 986 062 A (THOMSON BRANDT GMBH) 15 March 2000 (2000-03-15) the whole document -----	1-3

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International Application No

PCT/EP 00/03680

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