

## DRM Technologies: Flexibility & Interoperability



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## Overview

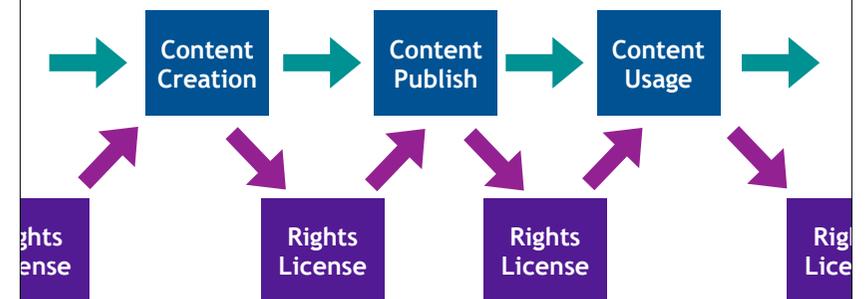
- Principles of DRM
  - Architecture, Framework, Information Model
- Flexibility: Social, Legal
- Standards
- Mobile DRM
- Flexibility: Technical Interoperability
- DRM Threats
- Summary

## DRM Principles

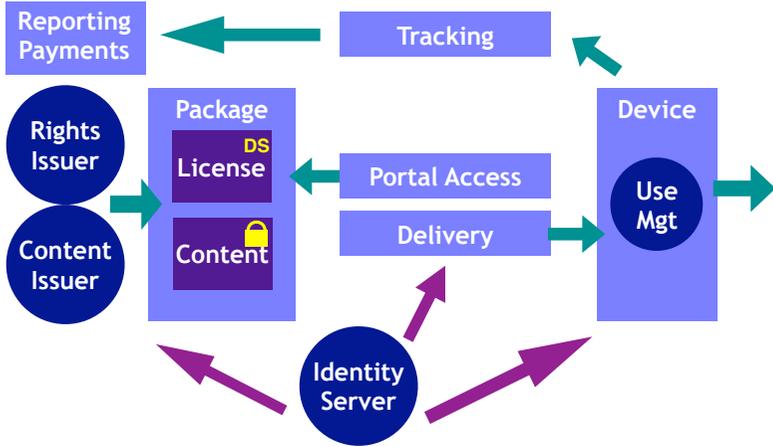


- DRM is a **balance** between
  - Business, Social, Legal, and Technical issues
- DRM Definition
  - **Rights Information Management (Metadata)**
    - Rights Holders, Royalties, License Mgt...
  - **Technical Protection Measures (Enforcement)**
    - Security, Encryption, Trust...
- DRM is an end-to-end solution
  - Needs to work with the content creation, management, distribution, and usage value chains

## DRM Framework



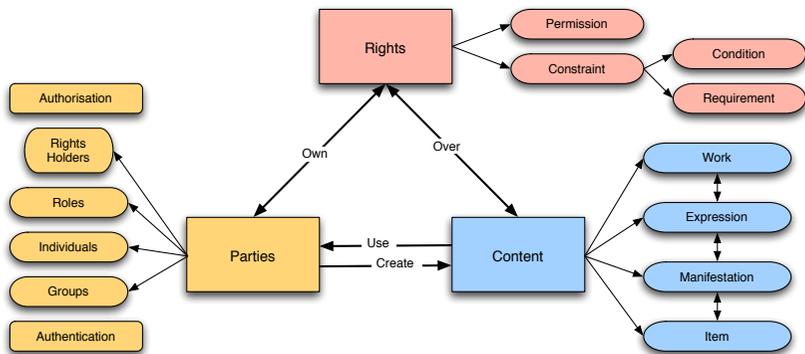
# DRM Architecture



# UK JISC DRM Study 2004



# ODRL REL Model



# Flexibility



- **Business**
  - Unlimited business models
  - Interface to eCommerce systems
- **Legal**
  - Copyright laws (eg fair dealing)
  - Contract law (eg license agreements)
- **Social**
  - Allow existing “norms” (eg gifts)
  - Impact on end consumers
- **Technical**
  - Interoperable systems and services
  - Standards

## Social DRM



“The main purpose of DRM is not to prevent copyright infringement but to **change consumer expectations** about what they are entitled to do with digital content”

- Pamela Samuelson
- Uni of California at Berkeley, 2003

## Social DRM



## Legal DRM



- Fair Use/Dealing Factors
  - the purpose and character of the use
  - the nature of the copyrighted work
  - the amount and substantiality of the portion used
  - the effect of the use upon the potential market
- Technical dangers
  - very difficult to “code”
- Legal dangers
  - you get it wrong!
- Trusted third-party to make decision?

## DRM - Standards



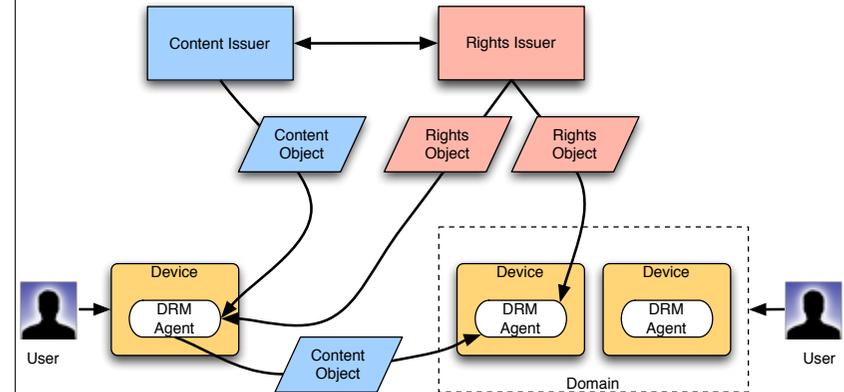
- Key Standards Bodies involved in DRM
  - Open Mobile Alliance (OMA)
  - MPEG-21 - Parts 4,5,6
- Rights Expression Languages
  - Open Digital Rights Language (ODRL) 
    - as used in OMA
  - Extensible Rights Markup Language (XRML)
    - as used in MPEG-21(5)
  - Creative Commons

## Mobile DRM - OMA



- Open Mobile Alliance (OMA)
  - Lack of DRM has inhibited content owners
- OMA DRM Version 1 - Low grade media
  - Rapid entry into the market
- OMA RDRM Version 2 - Premium content
  - Complete trust model, secure content+rights
  - Advanced business models for latest devices
- Why Mobile
  - new handsets (trusted DRM agents)
  - mobile identity & billing services

## OMA DRM 2 Architecture



## Rights Offers



Moxxie - OMA DRM Rights

Rights Offer Name:

Usage Options

Usage	Count	Time Period	Date Range
<input checked="" type="checkbox"/> Play	Unlimited	Unlimited	From 1 Jan 2004
<input type="checkbox"/> Timed	1	Accumulated Time	To 1 Jan 2004
		Unlimited	

Repeat...

Transfer Options

Usage	Count	System	Date Range
<input checked="" type="checkbox"/> Export	1	Apple Fairplay	From 1 Jan 2004
		Real Helix	To 1 Jan 2004
		---	

Share with Friends  
 Track for Loyalty Points

Cancel OK

## Creative Commons



- Licenses are aimed at sharing open content
- Mix and match from the following (booleans):
  - Permissions (rights granted by the license)
    - Reproduction, Distribution, Derivative Works
  - Prohibitions (things prohibited by the license)
    - Commercial Use
  - Requirements (restrictions imposed by the license)
    - Notice, Attribution, ShareAlike, Source Code
- ODRL/CC joint Working Group
  - Express CC semantics in richer ODRL language

# AEShareNet



AEShareNet-U	AEShareNet-P	AEShareNet-S	AEShareNet-C	AEShareNet-E	AEShareNet-F/E
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## Development of Derivatives

### Contextualisations / Edited Versions

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- Mapping to ODRL language (+extensions)?
  - <odrl:recontext>
  - <odrl:attribution>
  - <odrl:purpose>
  - <aes:vetting>
  - <aes:consolidation>
  - <cc:notice>

# Apple iTunes



## Key Points

As the authorized rightholder of music you buy from the iTunes Music Store:

- You don't need an Internet connection to listen to your purchased music.
- You can include your purchased music in custom playlists and burn it to a CD.
- You can listen to your purchased music on an unlimited number of iPod devices.
- You can share your music on four other computers.
- Your purchased music is yours forever; you don't need to subscribe to any service.
- You can use your purchased music in applications other than iTunes. For example, you can use it in a movie you make or in a presentation you create.



# DRM Interoperability



- “A prerequisite to ensure Community-wide accessibility to DRM systems and services by rightsholders as well as users and, in particular, consumers, is that DRM systems and services are interoperable” **EU Copyright Report 16/4/2004**
- DRM Systems **should be compatible**
  - Commercial Systems - No
    - Windows, Apple, Real...
  - Standards - No
- Why Not?



# DRM Threats



- The DRM “Patent War”...
  - “The solution...is patenting as much as we can...A future start-up with no patents of its own will be forced to pay whatever price the giants choose to impose.”
    - William H. Gates (Internal Microsoft Memo, 1991)
  - “The big issue is what people call **patent terrorism**”
    - Jack Russo, intellectual property attorney, Palo Alto, CA
- RIAA - “Song Download” fee per student per university

## Summary



- RELs still need to evolve to capture more of the “transaction space” with
  - Identity, Commerce, Content systems
  - Copyright laws
    - exceptions and statutory licensing
- Mobile is leading the DRM deployment
  - OMA “open standards”
  - But not limited to mobile sector - Internet protocols
- Technical Interoperability will become a big issue
  - Will flexibility be achievable?

## ODRL License



```
<odrl>
  <offer>
    <asset>
      <context><uid>THESE SLIDES</uid></context>
    </asset>
    <permission>
      <display/>
      <print/>
    </permission>
    <party>
      <context><uid>RENATO</uid></context>
      <rightsholder/>
    </party>
  </offer>
</odrl>
```