
**Information technology — Generic coding
of moving pictures and associated audio
information —**

**Part 5:
Software simulation**

iTeh STANDARD PREVIEW

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*Technologies de l'information — Codage générique des images animées et
des informations sonores associées —*

ISO/IEC TR 13818-5:1997

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Partie 5: Simulation de logiciel

15cd2d137ccc/iso-iec-tr-13818-5-1997

Contents

1	GENERAL	1
1.1	SCOPE.....	1
1.2	NORMATIVE REFERENCES.....	1
2	TECHNICAL ELEMENTS	2
2.1	DEFINITIONS.....	2
2.2	SYMBOLS AND ABBREVIATIONS.....	13
3	SYSTEMS SIMULATION	14
3.1	SOFTWARE INFORMATION.....	14
3.2	SYSTEMS DOCUMENTATION FILES.....	15
3.2.1	<i>Readme</i>	15
3.2.2	<i>doc.tex</i>	15
3.3	SYSTEMS CODE LISTINGS.....	18
3.3.1	<i>Consumer.C</i>	18
3.3.2	<i>Consumer.H</i>	18
3.3.3	<i>Decoder.C</i>	18
3.3.4	<i>Decoder.H</i>	19
3.3.5	<i>Directory.C</i>	20
3.3.6	<i>Directory.H</i>	21
3.3.7	<i>Encoder.C</i>	22
3.3.8	<i>Encoder.H</i>	23
3.3.9	<i>Events.C</i>	24
3.3.10	<i>Events.H</i>	24
3.3.11	<i>IPortFromFile.C</i>	24
3.3.12	<i>IPortFromFile.H</i>	25
3.3.13	<i>IPortFromRam.C</i>	25
3.3.14	<i>IPortFromRam.H</i>	26
3.3.15	<i>InputPort.C</i>	26
3.3.16	<i>InputPort.H</i>	27
3.3.17	<i>Makefile</i>	28
3.3.18	<i>OPortToFile.C</i>	28
3.3.19	<i>OPortToFile.H</i>	28
3.3.20	<i>OPortToRam.C</i>	29
3.3.21	<i>OPortToRam.H</i>	29
3.3.22	<i>OutputPort.C</i>	29
3.3.23	<i>OutputPort.H</i>	30
3.3.24	<i>PES.C</i>	31
3.3.25	<i>PES.H</i>	32
3.3.26	<i>PESConsumer.C</i>	33
3.3.27	<i>PESConsumer.H</i>	34
3.3.28	<i>PESProducer.C</i>	35
3.3.29	<i>PESProducer.H</i>	36
3.3.30	<i>Poly.C</i>	37
3.3.31	<i>Poly.H</i>	37
3.3.32	<i>Producer.C</i>	37
3.3.33	<i>Producer.H</i>	38
3.3.34	<i>Section.C</i>	38

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3.3.35	Section.H	38
3.3.36	SectionConsumers.C	39
3.3.37	SectionConsumers.H	41
3.3.38	SectionProducers.C	41
3.3.39	SectionProducers.H	42
3.3.40	TS.C	42
3.3.41	TS.H	43
3.3.42	TSConsumer.C	44
3.3.43	TSConsumer.H	45
3.3.44	TSProducer.C	45
3.3.45	TSProducer.H	46
3.3.46	TimeStamp.C	46
3.3.47	TimeStamp.H	47
3.3.48	Utilities.C	47
3.3.49	Utilities.H	47
3.3.50	decode.C	48
3.3.51	encode.C	49
3.3.52	pesin.C	49
3.3.53	pesout.C	50
4	VIDEO SIMULATION	51
4.1	VIDEO DOCUMENTATION FILES	52
4.1.1	README	52
4.1.2	doc/ARCHITECTURE	53
4.1.3	doc/mpeg2dec.doc	53
4.1.4	doc/mpeg2enc.doc	54
4.2	VIDEO ENCODER LISTINGS	58
4.2.1	encoder/CHANGES	58
4.2.2	encoder/Makefile	58
4.2.3	encoder/config.h	58
4.2.4	encoder/conform.c	58
4.2.5	encoder/fdctref.c	60
4.2.6	encoder/global.h	60
4.2.7	encoder/idct.c	62
4.2.8	encoder/motion.c	62
4.2.9	encoder/mpeg2enc.c	69
4.2.10	encoder/mpeg2enc.h	72
4.2.11	encoder/predict.c	72
4.2.12	encoder/putbits.c	75
4.2.13	encoder/puthdr.c	75
4.2.14	encoder/putmpg.c	76
4.2.15	encoder/putpic.c	77
4.2.16	encoder/putseq.c	78
4.2.17	encoder/putvlc.c	80
4.2.18	encoder/quantize.c	81
4.2.19	encoder/ratectl.c	82
4.2.20	encoder/readpic.c	84
4.2.21	encoder/stats.c	86
4.2.22	encoder/transfrm.c	88
4.2.23	encoder/vlc.h	89
4.2.24	encoder/writopic.c	91
4.3	VIDEO DECODER LISTINGS	92
4.3.1	decoder/CHANGES	92
4.3.2	decoder/EXAMPLES	92
4.3.3	decoder/IEEE1180	92
4.3.4	decoder/Makefile	93
4.3.5	decoder/README	94

4.3.6	<i>decoder/SPATIAL.DOC</i>	94
4.3.7	<i>decoder/TODO</i>	95
4.3.8	<i>decoder/config.h</i>	95
4.3.9	<i>decoder/display.c</i>	95
4.3.10	<i>decoder/getbits.c</i>	101
4.3.11	<i>decoder/getblk.c</i>	101
4.3.12	<i>decoder/gethdr.c</i>	104
4.3.13	<i>decoder/getpic.c</i>	108
4.3.14	<i>decoder/getvlc.c</i>	113
4.3.15	<i>decoder/getvlc.h</i>	117
4.3.16	<i>decoder/global.h</i>	119
4.3.17	<i>decoder/idct.c</i>	121
4.3.18	<i>decoder/idctref.c</i>	122
4.3.19	<i>decoder/motion.c</i>	123
4.3.20	<i>decoder/mpeg2dec.c</i>	124
4.3.21	<i>decoder/mpeg2dec.h</i>	127
4.3.22	<i>decoder/recon.c</i>	127
4.3.23	<i>decoder/spatscal.c</i>	130
4.3.24	<i>decoder/store.c</i>	131
4.3.25	<i>decoder/subspic.c</i>	133
4.3.26	<i>decoder/systems.c</i>	135
4.3.27	<i>decoder/verify.c</i>	136
4.4	VIDEO PARAMETER FILES.....	138
4.4.1	<i>par/MPEG-1.par</i>	138
4.4.2	<i>par/NTSC.par</i>	138
4.4.3	<i>par/PAL.par</i>	138
4.4.4	<i>par/inter.mat</i>	138
4.4.5	<i>par/intra.mat</i>	138
5	AUDIO SIMULATION.....	140
5.1	VERIFICATION OF THE SIMULATION SOFTWARE.....	140
5.2	AUDIO DOCUMENTATION LISTINGS.....	143
5.2.1	<i>doc/readme.1st</i>	143
5.2.2	<i>doc/readme.1st</i>	143
5.2.3	<i>doc/readme.dp.01.txt</i>	144
5.2.4	<i>doc/readme.jmz.01.txt</i>	146
5.2.5	<i>doc/readme.jmz.02.txt</i>	147
5.2.6	<i>doc/readme.jmz.03.txt</i>	147
5.2.7	<i>doc/readme.jmz.04.txt</i>	148
5.2.8	<i>doc/readme.mc.01.txt</i>	148
5.2.9	<i>doc/readme.rb.01.txt</i>	149
5.2.10	<i>doc/readme.sn.01.txt</i>	149
5.2.11	<i>doc/readme.sr.01.txt</i>	149
5.2.12	<i>doc/readme.sr.02.txt</i>	149
5.2.13	<i>doc/readme.ss.01.txt</i>	150
5.3	AUDIO LOW SAMPLING FREQUENCIES ENCODER LISTINGS.....	151
5.3.1	<i>lsf/encoder/INSTALL</i>	151
5.3.2	<i>lsf/encoder/Makefile</i>	151
5.3.3	<i>lsf/encoder/Makefile.in</i>	151
5.3.4	<i>lsf/encoder/common.c</i>	151
5.3.5	<i>lsf/encoder/common.h</i>	158
5.3.6	<i>lsf/encoder/configure</i>	160
5.3.7	<i>lsf/encoder/encode.c</i>	163
5.3.8	<i>lsf/encoder/encoder.h</i>	169
5.3.9	<i>lsf/encoder/formatBitstream.c</i>	170
5.3.10	<i>lsf/encoder/formatBitstream.h</i>	172
5.3.11	<i>lsf/encoder/huffman.c</i>	173

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[https://standards.itech.ai/standards/sist/c47f3d99-e606-492c-a766-](https://standards.itech.ai/standards/sist/c47f3d99-e606-492c-a766-5cd2d137ccc/iso-iec-tr-13818-5-1997)

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5.3.12	<i>lsf/encoder/huffman.h</i>	175
5.3.13	<i>lsf/encoder/ieeefloat.c</i>	175
5.3.14	<i>lsf/encoder/ieeefloat.h</i>	179
5.3.15	<i>lsf/encoder/l3bitstream-pvt.h</i>	180
5.3.16	<i>lsf/encoder/l3bitstream.c</i>	180
5.3.17	<i>lsf/encoder/l3bitstream.h</i>	183
5.3.18	<i>lsf/encoder/l3psy.c</i>	184
5.3.19	<i>lsf/encoder/l3psy.h</i>	188
5.3.20	<i>lsf/encoder/l3side.h</i>	188
5.3.21	<i>lsf/encoder/loop-pvt.h</i>	189
5.3.22	<i>lsf/encoder/loop.c</i>	189
5.3.23	<i>lsf/encoder/loop.h</i>	199
5.3.24	<i>lsf/encoder/makefile.unix</i>	199
5.3.25	<i>lsf/encoder/mdct.c</i>	200
5.3.26	<i>lsf/encoder/mdct.h</i>	201
5.3.27	<i>lsf/encoder/musicin.c</i>	201
5.3.28	<i>lsf/encoder/portableio.c</i>	206
5.3.29	<i>lsf/encoder/portableio.h</i>	207
5.3.30	<i>lsf/encoder/psy.c</i>	208
5.3.31	<i>lsf/encoder/reservoir.c</i>	210
5.3.32	<i>lsf/encoder/reservoir.h</i>	211
5.3.33	<i>lsf/encoder/subs.c</i>	211
5.3.34	<i>lsf/encoder/tonal.c</i>	212
5.3.35	<i>lsf/encoder/tables/1cb0</i>	216
5.3.36	<i>lsf/encoder/tables/1cb1</i>	216
5.3.37	<i>lsf/encoder/tables/1cb2</i>	216
5.3.38	<i>lsf/encoder/tables/1cb4</i>	216
5.3.39	<i>lsf/encoder/tables/1cb5</i>	217
5.3.40	<i>lsf/encoder/tables/1cb6</i>	217
5.3.41	<i>lsf/encoder/tables/1th0</i>	217
5.3.42	<i>lsf/encoder/tables/1th1</i>	217
5.3.43	<i>lsf/encoder/tables/1th2</i>	218
5.3.44	<i>lsf/encoder/tables/1th4</i>	218
5.3.45	<i>lsf/encoder/tables/1th5</i>	219
5.3.46	<i>lsf/encoder/tables/1th6</i>	219
5.3.47	<i>lsf/encoder/tables/2cb0</i>	220
5.3.48	<i>lsf/encoder/tables/2cb1</i>	220
5.3.49	<i>lsf/encoder/tables/2cb2</i>	220
5.3.50	<i>lsf/encoder/tables/2cb4</i>	220
5.3.51	<i>lsf/encoder/tables/2cb5</i>	220
5.3.52	<i>lsf/encoder/tables/2cb6</i>	220
5.3.53	<i>lsf/encoder/tables/2th0</i>	220
5.3.54	<i>lsf/encoder/tables/2th1</i>	221
5.3.55	<i>lsf/encoder/tables/2th2</i>	221
5.3.56	<i>lsf/encoder/tables/2th4</i>	222
5.3.57	<i>lsf/encoder/tables/2th5</i>	222
5.3.58	<i>lsf/encoder/tables/2th6</i>	223
5.3.59	<i>lsf/encoder/tables/absthr_0</i>	224
5.3.60	<i>lsf/encoder/tables/absthr_1</i>	226
5.3.61	<i>lsf/encoder/tables/absthr_2</i>	228
5.3.62	<i>lsf/encoder/tables/alloc_0</i>	230
5.3.63	<i>lsf/encoder/tables/alloc_1</i>	231
5.3.64	<i>lsf/encoder/tables/alloc_2</i>	232
5.3.65	<i>lsf/encoder/tables/alloc_3</i>	233
5.3.66	<i>lsf/encoder/tables/alloc_4</i>	233
5.3.67	<i>lsf/encoder/tables/dewindow</i>	234
5.3.68	<i>lsf/encoder/tables/enwindow</i>	235

5.3.69	<i>lsf/encoder/tables/huffcode</i>	237
5.3.70	<i>lsf/encoder/tables/huffdec</i>	243
5.3.71	<i>lsf/encoder/tables/psy_data</i>	244
5.4	AUDIO LOW SAMPLING FREQUENCIES DECODER LISTINGS.....	250
5.4.1	<i>lsf/decoder/INSTALL</i>	250
5.4.2	<i>lsf/decoder/Makefile</i>	250
5.4.3	<i>lsf/decoder/Makefile.in</i>	250
5.4.4	<i>lsf/decoder/common.c</i>	251
5.4.5	<i>lsf/decoder/common.h</i>	257
5.4.6	<i>lsf/decoder/configure</i>	259
5.4.7	<i>lsf/decoder/decode.c</i>	262
5.4.8	<i>lsf/decoder/decoder.h</i>	270
5.4.9	<i>lsf/decoder/huffman.c</i>	271
5.4.10	<i>lsf/decoder/huffman.h</i>	273
5.4.11	<i>lsf/decoder/ieeefloat.c</i>	273
5.4.12	<i>lsf/decoder/ieeefloat.h</i>	277
5.4.13	<i>lsf/decoder/makefile.linux</i>	278
5.4.14	<i>lsf/decoder/makefile.unix</i>	278
5.4.15	<i>lsf/decoder/musicout.c</i>	278
5.4.16	<i>lsf/decoder/portableio.c</i>	281
5.4.17	<i>lsf/decoder/portableio.h</i>	282
5.4.18	<i>lsf/decoder/tables/1cb0</i>	283
5.4.19	<i>lsf/decoder/tables/1cb1</i>	283
5.4.20	<i>lsf/decoder/tables/1cb2</i>	283
5.4.21	<i>lsf/decoder/tables/1cb4</i>	283
5.4.22	<i>lsf/decoder/tables/1cb5</i>	283
5.4.23	<i>lsf/decoder/tables/1cb6</i>	283
5.4.24	<i>lsf/decoder/tables/1th0</i>	284
5.4.25	<i>lsf/decoder/tables/1th1</i>	284
5.4.26	<i>lsf/decoder/tables/1th2</i>	284
5.4.27	<i>lsf/decoder/tables/1th4</i>	285
5.4.28	<i>lsf/decoder/tables/1th5</i>	285
5.4.29	<i>lsf/decoder/tables/1th6</i>	286
5.4.30	<i>lsf/decoder/tables/2cb0</i>	286
5.4.31	<i>lsf/decoder/tables/2cb1</i>	286
5.4.32	<i>lsf/decoder/tables/2cb2</i>	287
5.4.33	<i>lsf/decoder/tables/2cb4</i>	287
5.4.34	<i>lsf/decoder/tables/2cb5</i>	287
5.4.35	<i>lsf/decoder/tables/2cb6</i>	287
5.4.36	<i>lsf/decoder/tables/2th0</i>	287
5.4.37	<i>lsf/decoder/tables/2th1</i>	288
5.4.38	<i>lsf/decoder/tables/2th2</i>	288
5.4.39	<i>lsf/decoder/tables/2th4</i>	289
5.4.40	<i>lsf/decoder/tables/2th5</i>	289
5.4.41	<i>lsf/decoder/tables/2th6</i>	290
5.4.42	<i>lsf/decoder/tables/absthr_0</i>	290
5.4.43	<i>lsf/decoder/tables/absthr_1</i>	292
5.4.44	<i>lsf/decoder/tables/absthr_2</i>	295
5.4.45	<i>lsf/decoder/tables/alloc_0</i>	297
5.4.46	<i>lsf/decoder/tables/alloc_1</i>	298
5.4.47	<i>lsf/decoder/tables/alloc_2</i>	299
5.4.48	<i>lsf/decoder/tables/alloc_3</i>	299
5.4.49	<i>lsf/decoder/tables/alloc_4</i>	300
5.4.50	<i>lsf/decoder/tables/dewindow</i>	301
5.4.51	<i>lsf/decoder/tables/enwindow</i>	302
5.4.52	<i>lsf/decoder/tables/huffdec</i>	304
5.5	AUDIO MULTICHANNEL ENCODER LISTINGS.....	306

STANDARD PREVIEW
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5.5.1	<i>mc/encoder/common.c</i>	306
5.5.2	<i>mc/encoder/common.h</i>	314
5.5.3	<i>mc/encoder/dyn_cross.c</i>	317
5.5.4	<i>mc/encoder/encode.c</i>	320
5.5.5	<i>mc/encoder/encoder.h</i>	340
5.5.6	<i>mc/encoder/lfe.c</i>	342
5.5.7	<i>mc/encoder/lingual.c</i>	343
5.5.8	<i>mc/encoder/makefile</i>	345
5.5.9	<i>mc/encoder/musicin.c</i>	345
5.5.10	<i>mc/encoder/predisto.c</i>	354
5.5.11	<i>mc/encoder/psy.c</i>	361
5.5.12	<i>mc/encoder/subs.c</i>	363
5.5.13	<i>mc/encoder/tonal.c</i>	364
5.5.14	<i>mc/encoder/tables/1cb0</i>	370
5.5.15	<i>mc/encoder/tables/1cb1</i>	370
5.5.16	<i>mc/encoder/tables/1cb2</i>	370
5.5.17	<i>mc/encoder/tables/1th0</i>	370
5.5.18	<i>mc/encoder/tables/1th1</i>	370
5.5.19	<i>mc/encoder/tables/1th2</i>	371
5.5.20	<i>mc/encoder/tables/2cb0</i>	371
5.5.21	<i>mc/encoder/tables/2cb1</i>	371
5.5.22	<i>mc/encoder/tables/2cb2</i>	372
5.5.23	<i>mc/encoder/tables/2th0</i>	372
5.5.24	<i>mc/encoder/tables/2th1</i>	372
5.5.25	<i>mc/encoder/tables/2th2</i>	373
5.5.26	<i>mc/encoder/tables/absthr_0</i>	373
5.5.27	<i>mc/encoder/tables/absthr_1</i>	375
5.5.28	<i>mc/encoder/tables/absthr_2</i>	378
5.5.29	<i>mc/encoder/tables/alloc_0</i>	380
5.5.30	<i>mc/encoder/tables/alloc_1</i>	381
5.5.31	<i>mc/encoder/tables/alloc_2</i>	382
5.5.32	<i>mc/encoder/tables/alloc_3</i>	382
5.5.33	<i>mc/encoder/tables/dewindow</i>	383
5.5.34	<i>mc/encoder/tables/enwindow</i>	384
5.6	AUDIO MULTICHANNEL DECODER LISTINGS	386
5.6.1	<i>mc/decoder/common.c</i>	386
5.6.2	<i>mc/decoder/common.h</i>	396
5.6.3	<i>mc/decoder/decode.c</i>	398
5.6.4	<i>mc/decoder/decoder.h</i>	411
5.6.5	<i>mc/decoder/makefile</i>	412
5.6.6	<i>mc/decoder/musicout.c</i>	412
5.6.7	<i>mc/decoder/tables/1cb0</i>	417
5.6.8	<i>mc/decoder/tables/1cb1</i>	417
5.6.9	<i>mc/decoder/tables/1cb2</i>	417
5.6.10	<i>mc/decoder/tables/1th0</i>	417
5.6.11	<i>mc/decoder/tables/1th1</i>	418
5.6.12	<i>mc/decoder/tables/1th2</i>	418
5.6.13	<i>mc/decoder/tables/2cb0</i>	419
5.6.14	<i>mc/decoder/tables/2cb1</i>	419
5.6.15	<i>mc/decoder/tables/2cb2</i>	419
5.6.16	<i>mc/decoder/tables/2th0</i>	419
5.6.17	<i>mc/decoder/tables/2th1</i>	420
5.6.18	<i>mc/decoder/tables/2th2</i>	420
5.6.19	<i>mc/decoder/tables/absthr_0</i>	421
5.6.20	<i>mc/decoder/tables/absthr_1</i>	423
5.6.21	<i>mc/decoder/tables/absthr_2</i>	425
5.6.22	<i>mc/decoder/tables/alloc_0</i>	427

5.6.23	<i>mc/decoder/tables/alloc_1</i>	428
5.6.24	<i>mc/decoder/tables/alloc_2</i>	429
5.6.25	<i>mc/decoder/tables/alloc_3</i>	430
5.6.26	<i>mc/decoder/tables/alloc_4</i>	430
5.6.27	<i>mc/decoder/tables/dewindow</i>	431
5.7	AUDIO TOOL CODE LISTINGS	433
5.7.1	<i>tool/pcm2aiff/common.h</i>	433
5.7.2	<i>tool/pcm2aiff/decoder.h</i>	436
5.7.3	<i>tool/pcm2aiff/pcm2aiff.c</i>	437

ANNEXES

A FLOPPY DISKETTES CONTAINING SOFTWARE	441
B LIST OF PATENT HOLDERS	442
C BIBLIOGRAPHY	444

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The main task of technical committees is to prepare International Standards, but in exceptional circumstances a technical committee may propose the publication of a Technical Report of one of the following types:

- type 1, when the required support cannot be obtained for the publication of an International Standard, despite repeated efforts;
- type 2, when the subject is still under technical development or where for any other reason there is the future but not immediate possibility of an agreement on an International Standard;
- type 3, when a technical committee has collected data of a different kind from that which is normally published as an International Standard ("state of the art", for example).

Technical Reports of types 1 and 2 are subject to review within three years of publication, to decide whether they can be transformed into International Standards. Technical Reports of type 3 do not necessarily have to be reviewed until the data they provide are considered to be no longer valid or useful.

ISO/IEC TR 13818-5, which is a Technical Report of type 3, was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

ISO/IEC TR 13818 consists of the following parts, under the general title *Information technology — Generic coding of moving pictures and associated audio information*:

- *Part 1: Systems*
- *Part 2: Video*
- *Part 3: Audio*
- *Part 4: Compliance testing*
- *Part 5: Software simulation*
- *Part 6: Extensions for DSM-CC*
- *Part 7: Advanced Audio Coding (AAC)*
- *Part 9: Extension for real time interface for systems decoders*
- *Part 10: Conformance extensions for DSM-CC*

Amendment 1 to this part of ISO/IEC 13818 will be published to make audio bitstreams upgraded to comply with ISO/IEC 13818-3:1997.

Introduction

This part of ISO/IEC 13818 was developed in response to the growing need for a generic coding method of moving pictures and of associated sound for various applications such as digital storage media, television broadcasting and communication. The use of this specification means that motion video can be manipulated as a form of computer data and can be stored on various storage media, transmitted and received over existing and future networks and distributed on existing and future broadcasting channels.

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Information technology — Generic coding of moving pictures and associated audio information —

Part 5:

Software simulation

1 General

1.1 Scope

This part of ISO/IEC 13818 provides a C language software simulation of an encoder and decoder for Part 1 (Systems), Part 2 (Video), and Part 3 (Audio) of ISO/IEC 13818.

1.2 References

- <https://standards.iteh.ai/catalog/standards/sist/c47f3d99-e606-492c-a766-15cd2d137ccc/iso-iec-tr-13818-5-1997>
- ISO 639:1988, *Code for the representation of names of languages*.
- ISO 8859-1:1987, *Information processing - 8-bit single-byte coded graphic character sets - Part 1: Latin alphabet No. 1*.
- ISO/IEC 10918-1:1994, *Information technology - Digital compression and coding of continuous-tone still images: Requirements and guidelines*. (See also ITU-T Rec. T.81.)
- ISO/IEC 11172-1:1993, *Information technology - Coding of moving pictures and associated audio for digital storage media at up to about 1,5 Mbit/s - Part 1: Systems*.
- ISO/IEC 11172-2:1993, *Information technology - Coding of moving pictures and associated audio for digital storage media at up to about 1,5 Mbit/s - Part 2: Video*.
- ISO/IEC 11172-3:1993, *Information technology - Coding of moving pictures and associated audio for digital storage media at up to about 1,5 Mbit/s - Part 3: Audio*.
- ISO/IEC 11172-4:1995, *Information technology - Coding of moving pictures and associated audio for digital storage media at up to about 1,5 Mbit/s - Part 4: Conformance testing*.
- ISO/IEC 11172-5:—¹⁾, *Information technology - Coding of moving pictures and associated audio for digital storage media at up to about 1,5 Mbit/s - Part 5: Software simulation*.
- ISO/IEC 13818-1:1996, *Information technology - Generic coding of moving pictures and associated audio information : Systems*. (see also ITU-T Rec. H.222.0)
- ISO/IEC 13818-2:1996, *Information technology - Generic coding of moving pictures and associated audio information : Video*. (see also ITU-T Rec. H.262)

1) To be published.

ISO/IEC 13818-3:1995, *Information technology - Generic coding of moving pictures and associated audio information : Audio.*

ISO/IEC 13818-4:—¹⁾, *Information technology - Generic coding of moving pictures and associated audio information : Compliance testing.*

Recommendations and reports of the CCIR, 1990, XVIIth Plenary Assembly, Düsseldorf, 1990, Volume XI - Part 1, Broadcasting Service (Television) Rec. 601-2, *Encoding parameters of digital television for studios.*

CCIR Volume X and XI Part 3 Recommendation 648: *Recording of audio signals.*

CCIR Volume X and XI Part 3 Report 955-2: *Sound broadcasting by satellite for portable and mobile receivers, including Annex IV Summary description of advanced digital system II.*

IEEE Standard Specifications for the Implementations of 8 by 8 Inverse Discrete Cosine Transform, IEEE Std 1180-1990, December 6, 1990.

IEC 461:1986, *Time and control code for video tape recordings.*

IEC 908:1987, *Compact disk digital audio system.*

ITU-T Recommendation H.261 (Formerly CCITT Recommendation H.261) "Codec for audiovisual services at $p \times 64$ kbit/s" Geneva, 1990.

2 Technical elements

2.1 Definitions

For the purposes of this part of ISO/IEC 13818, the following definitions apply.

2.1.1 16x8 prediction [video]: A prediction mode similar to field-based prediction but where the predicted block size is 16x8 luminance samples.

2.1.2 AC coefficient [video]: Any DCT coefficient for which the frequency in one or both dimensions is non-zero.

2.1.3 access unit [systems]: A coded representation of a presentation unit. In the case of audio, an access unit is the coded representation of an audio frame.

In the case of video, an access unit includes all the coded data for a picture, and any stuffing that follows it, up to but not including the start of the next access unit. If a picture is not preceded by a `group_start_code` or a `sequence_header_code`, the access unit begins with the picture start code. If a picture is preceded by a `group_start_code` and/or a `sequence_header_code`, the access unit begins with the first byte of the first of these start codes. If it is the last picture preceding a `sequence_end_code` in the bitstream all bytes between the last byte of the coded picture and the `sequence_end_code` (including the `sequence_end_code`) belong to the access unit.

2.1.4 adaptive bit allocation [audio]: The assignment of bits to subbands in a time and frequency varying fashion according to a psychoacoustic model.

2.1.5 adaptive multichannel prediction [audio]: A method of multichannel data reduction exploiting statistical inter-channel dependencies.

2.1.6 adaptive noise allocation [audio]: The assignment of coding noise to frequency bands in a time and frequency varying fashion according to a psychoacoustic model.

2.1.7 adaptive segmentation [audio]: A subdivision of the digital representation of an audio signal in variable segments of time.

2.1.8 alias [audio]: Mirrored signal component resulting from sub-Nyquist sampling.

2.1.9 analysis filterbank [audio]: Filterbank in the encoder that transforms a broadband PCM audio signal into a set of subsampled subband samples.

2.1.10 ancillary data [audio]: part of the bitstream that might be used for transmission of ancillary data.

2.1.11 audio access unit [audio]: For Layers I and II, an audio access unit is defined as the smallest part of the encoded bitstream which can be decoded by itself, where decoded means "fully reconstructed sound". For Layer III, an audio access unit is part of the bitstream that is decodable with the use of previously acquired main information.

2.1.12 audio buffer [audio]: A buffer in the system target decoder for storage of compressed audio data.

- 2.1.13 audio sequence [audio]:** A non-interrupted series of audio frames (base frames plus optional extension frames) in which the following parameters are not changed:
- ID
 - Layer
 - Sampling Frequency
- For Layer I and II, a decoder is not required to support a continuously variable bitrate (change in the bitrate index) of the base stream. Such a relaxation of requirements does not apply to the extension stream.
- 2.1.14 B-field picture [video]:** A field structure B-Picture.
- 2.1.15 B-frame picture [video]:** A frame structure B-Picture.
- 2.1.16 B-picture; bidirectionally predictive-coded picture [video]:** A picture that is coded using motion compensated prediction from past and/or future reference fields or frames.
- 2.1.17 backward compatibility:** A newer coding standard is backward compatible with an older coding standard if decoders designed to operate with the older coding standard are able to continue to operate by decoding all or part of a bitstream produced according to the newer coding standard.
- 2.1.18 backward motion vector [video]:** A motion vector that is used for motion compensation from a reference frame or reference field at a later time in display order.
- 2.1.19 backward prediction [video]:** Prediction from the future reference frame (field).
- 2.1.20 Bark [audio]:** Unit of critical band rate. The Bark scale is a non-linear mapping of the frequency scale over the audio range closely corresponding with the frequency selectivity of the human ear across the band.
- 2.1.21 base layer [video]:** First, independently decodable layer of a scalable hierarchy.
- 2.1.22 big picture [video]:** A coded picture that would cause VBV buffer underflow as defined in C.7 Annex C of ISO/IEC 13818-2. Big pictures can only occur in sequences where low_delay is equal to 1. "Skipped picture" is a term that is sometimes used to describe the same concept.
- 2.1.23 bitrate [audio]:** The rate at which the compressed bitstream is delivered to the input of a decoder.
- 2.1.24 bitstream; stream:** An ordered series of bits that forms the coded representation of the data.
- 2.1.25 bitstream verifier [video]:** A process by which it is possible to test and verify that all the requirements specified in ISO/IEC 13818-2 are met by the bitstream.
- 2.1.26 block [video]:** An 8-row by 8-column matrix of samples, or 64 DCT coefficients (source, quantised or dequantised).
- 2.1.27 block companding [audio]:** Normalising of the digital representation of an audio signal within a certain time period.
- 2.1.28 bottom field [video]:** One of two fields that comprise a frame. Each line of a bottom field is spatially located immediately below the corresponding line of the top field.
- 2.1.29 bound [audio]:** The lowest subband in which intensity stereo coding is used.
- 2.1.30 byte aligned:** A bit in a coded bitstream is byte-aligned if its position is a multiple of 8-bits from the first bit in the stream.
- 2.1.31 byte:** Sequence of 8-bits.
- 2.1.32 centre channel [audio]:** An audio presentation channel used to stabilise the central component of the frontal stereo image.
- 2.1.33 channel [audio]:** A sequence of data representing an audio signal being transported.
- 2.1.34 chroma simulcast [video]:** A type of scalability (which is a subset of SNR scalability) where the enhancement layer (s) contain only coded refinement data for the DC coefficients, and all the data for the AC coefficients, of the chrominance components.
- 2.1.35 chrominance format [video]:** Defines the number of chrominance blocks in a macroblock.

- 2.1.36 chrominance component [video]:** A matrix, block or single sample representing one of the two colour difference signals related to the primary colours in the manner defined in the bitstream. The symbols used for the chrominance signals are Cr and Cb.
- 2.1.37 coded audio bitstream [audio]:** A coded representation of an audio signal as specified in part 3 of ISO/IEC 13818.
- 2.1.38 coded B-frame [video]:** A B-frame picture or a pair of B-field pictures.
- 2.1.39 coded frame [video]:** A coded frame is a coded I-frame, a coded P-frame or a coded B-frame.
- 2.1.40 coded I-frame [video]:** An I-frame picture or a pair of field pictures, where the first field picture is an I-picture and the second field picture is an I-picture or a P-picture.
- 2.1.41 coded order [video]:** The order in which the pictures are transmitted and decoded. This order is not necessarily the same as the display order.
- 2.1.42 coded P-frame [video]:** A P-frame picture or a pair of P-field pictures.
- 2.1.43 coded picture [video]:** A coded picture is made of a picture header, the optional extensions immediately following it, and the following picture data. A coded picture may be a coded frame or a coded field.
- 2.1.44 coded representation:** A data element as represented in its encoded form.
- 2.1.45 coded video bitstream [video]:** A coded representation of a series of one or more pictures as defined in ISO/IEC 13818-2.
- 2.1.46 coding parameters [video]:** The set of user-definable parameters that characterise a coded bitstream. Bitstreams are characterised by coding parameters. Decoders are characterised by the bitstreams that they are capable of decoding.
- 2.1.47 component [video]:** A matrix, block or single sample from one of the three matrices (luminance and two chrominance) that make up a picture.
- 2.1.48 compression:** Reduction in the number of bits used to represent an item of data.
- 2.1.49 constant bitrate:** Operation where the bitrate is constant from start to finish of the coded bitstream.
- 2.1.50 constrained parameters [video]:** The values of the set of coding parameters defined in 2.4.3.2 of ISO/IEC 11172-2.
- 2.1.51 constrained system parameter stream; CSPS [systems]:** A Program Stream for which the constraints defined in subclause 2.7.9 of ISO/IEC 13818-1 apply.
- 2.1.52 CRC:** The Cyclic Redundancy Check to verify the correctness of data.
- 2.1.53 critical band [audio]:** Psychoacoustic measure in the spectral domain which corresponds to the frequency selectivity of the human ear. This selectivity is expressed in Bark.
- 2.1.54 critical band rate [audio]:** Psychoacoustic function of frequency. At a given audible frequency, it is proportional to the number of critical bands below that frequency. The units of the critical band rate scale are Barks.
- 2.1.55 data element:** An item of data as represented before encoding and after decoding.
- 2.1.56 data partitioning [video]:** A method for dividing a bitstream into two separate bitstreams for error resilience purposes. The two bitstreams have to be recombined before decoding.
- 2.1.57 DC coefficient [video]:** The DCT coefficient for which the frequency is zero in both dimensions.
- 2.1.58 DCT coefficient [video]:** The amplitude of a specific cosine basis function.
- 2.1.59 de-emphasis [audio]:** Filtering applied to an audio signal after storage or transmission to undo a linear distortion due to emphasis.
- 2.1.60 decoded stream:** The decoded reconstruction of a compressed bitstream.
- 2.1.61 decoder input buffer [video]:** The first-in first-out (FIFO) buffer specified in the video buffering verifier.
- 2.1.62 decoder:** An embodiment of a decoding process.

- 2.1.63 decoder sub-loop [video]:** Stages within encoder which produce numerically identical results to the decode process described in ISO/IEC 13818-2 Chapter 7. Encoders capable of producing more than just I-pictures embed a decoder sub-loop to create temporal predictions and to model the behaviour of downstream decoders.
- 2.1.64 decoding (process):** The process defined in ISO/IEC 13818 parts 1, 2 and 3 that reads an input coded bitstream and outputs decoded pictures or audio samples.
- 2.1.65 decoding time-stamp; DTS [systems]:** A field that may be present in a PES packet header that indicates the time that an access unit is decoded in the system target decoder.
- 2.1.66 dequantisation:** The process of rescaling the quantised DCT coefficients after their representation in the bitstream has been decoded and before they are presented to the inverse DCT.
- 2.1.67 digital storage media; DSM:** A digital storage or transmission device or system.
- 2.1.68 discrete cosine transform; DCT:** Either the forward discrete cosine transform or the inverse discrete cosine transform. The DCT is an invertible, discrete orthogonal transformation.
- 2.1.69 display aspect ratio [video]:** The ratio height/width (in SI units) of the intended display.
- 2.1.70 display order [video]:** The order in which the decoded pictures are displayed. Normally this is the same order in which they were presented at the input of the encoder.
- 2.1.71 display process [video]:** The (non-normative) process by which reconstructed frames are displayed.
- 2.1.72 downmix [audio]:** A matrixing of n channels to obtain less than n channels.
- 2.1.73 drift [video]:** Accumulation of mismatch between the reconstructed output produced by the hypothetical decoder sub-loop embedded within an encoder (see definition of "decoder sub-loop") and the reconstructed outputs produced by a (downstream) decoder.
- 2.1.74 DSM-CC: digital storage media command and control.**
- 2.1.75 dual channel mode [audio]:** A mode, where two audio channels with independent programme contents (e.g. bilingual) are encoded within one bitstream. The coding process is the same as for the stereo mode.
- 2.1.76 dual-prime prediction [video]:** A prediction mode in which two forward field-based predictions are averaged. The predicted block size is 16x16 luminance samples. Dual-prime prediction is only used in interlaced P-pictures.
- 2.1.77 dynamic crosstalk [audio]:** A method of multichannel data reduction in which stereo-irrelevant signal components are copied to another channel.
- 2.1.78 dynamic transmission channel switching [audio]:** A method of multichannel data reduction by allocating the most orthogonal signal components to the transmission channels.
- 2.1.79 editing:** The process by which one or more coded bitstreams are manipulated to produce a new coded bitstream. Conforming edited bitstreams must meet the requirements defined in parts 1, 2, and 3 of ISO/IEC 13818.
- 2.1.80 Elementary Stream Clock Reference; ESCR [systems]:** A time stamp in the PES Stream from which decoders of PES streams may derive timing.
- 2.1.81 elementary stream; ES [systems]:** A generic term for one of the coded video, coded audio or other coded bitstreams in PES packets. One elementary stream is carried in a sequence of PES packets with one and only one stream_id.
- 2.1.82 emphasis [audio]:** Filtering applied to an audio signal before storage or transmission to improve the signal-to-noise ratio at high frequencies.
- 2.1.83 encoder:** An embodiment of an encoding process.
- 2.1.84 encoding (process):** A process, not specified in ISO/IEC 13818, that reads a stream of input pictures or audio samples and produces a valid coded bitstream as defined in parts 1, 2, and 3 of ISO/IEC 13818.
- 2.1.85 enhancement layer [video]:** A relative reference to a layer (above the base layer) in a scalable hierarchy. For all forms of scalability, its decoding process can be described by reference to the lower layer decoding process and the appropriate additional decoding process for the enhancement layer itself.