INTERNATIONAL STANDARD ISO/IEC 23003-3:2012
TECHNICAL CORRIGENDUM 1

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INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

Information technology — MPEG audio technologies —

Part 3:
Unified speech and audio coding

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Technologies audio MPEG —

Partie 3: Discours unifié et codage audio

RECTIFICATIF TECHNIQUE 1

Technical Corrigendum 1 to ISO/IEC 23003-3:2012 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information.*

In 3.2 add at the end:

v[] = {a} This expression indicates that all elements of the array **v** shall be set to the value **a**.

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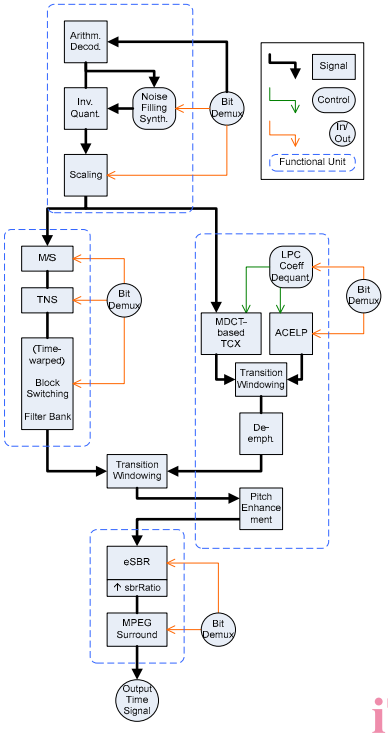
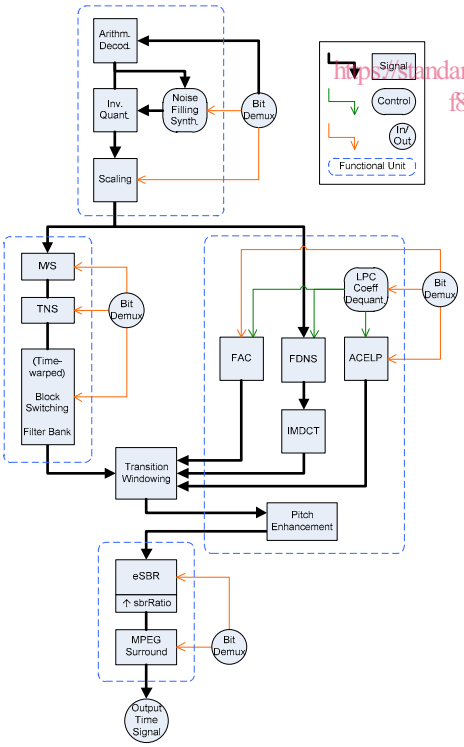
In 4.1 replace the diagram:



with:



In 4.2. replace:

The filterbank / block switching tool applies the inverse of the frequency mapping that was carried out in the encoder. An inverse modified discrete cosine transform (IMDCT) is used for the filterbank tool. The IMDCT can be configured to support 120, 128, 240, 256, 480, 512, 960 or 1024 spectral coefficients.

with:

The filterbank / block switching tool applies the inverse of the frequency mapping that was carried out in the encoder. An inverse modified discrete cosine transform (IMDCT) is used for the filterbank tool. The IMDCT can be configured to support 96, 128, 192, 256, 384, 512, 768, or 1024 spectral coefficients.

In 5.2 in Table 6, replace:

```
[…]
            case: ID_USAC_EXT
                UsacExtElementConfig();
                break;
        }
}
```

NOTE: UsacSingleChannelElementConfig(), UsacChannelPairElementConfig(), UsacLfeElement-Config() and UsacExtElementConfig() signaled at position elemIdx refer to the corresponding elements in UsacFrame() at the respective position elemIdx.

with

```
[…]
            case: ID_USAC_EXT
                UsacExtElementConfig();
                break;
            }
        }
}
```


NOTE: UsacSingleChannelElementConfig(), UsacChannelPairElementConfig(), UsacLfeElement-Config() and UsacExtElementConfig() signaled at position elemIdx refer to the corresponding elements in UsacFrame() at the respective position elemIdx.

In 5.3.1 in Table 17 replace:

```
[…]
            case: ID_USAC_EXT
                UsacExtElement(usacIndependencyFlag);
                break;
        }
}
```

with

```
[…]
            case: ID_USAC_EXT
                UsacExtElement(usacIndependencyFlag);
                break;
            }
        }
}
```

In 5.3.1 in Table 21 replace:

```
[…]
        if (usacExtElementUseDefaultLength) {
            usacExtElementPayloadLength = usacExtElementDefaultLength;
        } else {
            usacExtElementPayloadLength = escapedValue(8,16,0);
        }
[…]
```

with:

```
[…]
        if (usacExtElementUseDefaultLength) {
            usacExtElementPayloadLength = usacExtElementDefaultLength;
        } else {
            usacExtElementPayloadLength;                    8       uimsbf
            if (usacExtElementPayloadLength==255) {
                valueAdd                                    16      uimsbf
                usacExtElementPayloadLength += valueAdd - 2;
            }
        }
[…]
```


In 5.3.2 in Table 23 replace:


```
[…]
    if (nrChannels == 2) {
        StereoCoreToolInfo(core_mode);
    }
[…]
```

with

```
[…]
    if (nrChannels == 2) {
        StereoCoreToolInfo(core_mode, indepFlag);
    }
[…]
```

In 5.3.2 in Table 24 replace:

Syntax	No. of bits	Mnemonic
StereoCoreToolInfo(core_mode)		
{		
if (core_mode[0] == 0 && core_mode[1] == 0) {		
tns_active;	**1**	**uimsbf**
common_window;	**1**	**uimsbf**
if (common_window) {		
ics_info();		
common_max_sfb;	**1**	**uimsbf**
if (common_max_sfb == 0) {		

```
                if (window_sequence == EIGHT_SHORT_SEQUENCE) {
                    max_sfb1;                                   4       uimsbf
                } else {
                    max_sfb1;                                   6       uimsbf
                }
            } else {
                max_sfb1 = max_sfb;
            }
            max_sfb_ste = max(max_sfb, max_sfb1);
            ms_mask_present;                                    2       uimsbf
            if ( ms_mask_present == 1 ) {
                for (g = 0; g < num_window_groups; g++) {
                    for (sfb = 0; sfb < max_sfb; sfb++) {
                        ms_used[g][sfb];                        1       uimsbf
                    }
                }
            }
            if (ms_mask_present == 3) {
                cplx_pred_data();
            } else {
                alpha_q_re[g][sfb] = 0;
                alpha_q_im[g][sfb] = 0;
            }
        }
```

[…]

with

Syntax	No. of bits	Mnemonic


```
StereoCoreToolInfo(core_mode, indepFlag)
{
    if (core_mode[0] == 0 && core_mode[1] == 0) {
        tns_active;                                             1       uimsbf
        common_window;                                          1       uimsbf
        if (common_window) {
            ics_info();
            common_max_sfb;                                     1       uimsbf
            if (common_max_sfb == 0) {
                if (window_sequence == EIGHT_SHORT_SEQUENCE) {
                    max_sfb1;                                   4       uimsbf
                } else {
                    max_sfb1;                                   6       uimsbf
                }
            } else {
                max_sfb1 = max_sfb;
            }
            max_sfb_ste = max(max_sfb, max_sfb1);
            ms_mask_present;                                    2       uimsbf
            if ( ms_mask_present == 1 ) {
                for (g = 0; g < num_window_groups; g++) {
                    for (sfb = 0; sfb < max_sfb_ste; sfb++) {
                        ms_used[g][sfb];                        1       uimsbf
                    }
                }
            }
            if (ms_mask_present == 3) {
                cplx_pred_data(max_sfb_ste, indepFlag);
            } else {
```

```
                    alpha_q_re[][] = {0};
                    alpha_q_im[][] = {0};
                }
            }
[…]
```

In 5.3.2 in Table 38 – Syntax of arith_data, replace:

pki = arith_get_pk(*c + esc_nb<<17)*

with:

pki = arith_get_pk(*c + (esc_nb<<17));*

In 6.1.1.1 replace:

usacSamplingFrequency Output sampling frequency of the decoder coded as unsigned integer value in case usacSamplingFrequencyIndex equals zero.

with:

usacSamplingFrequency Output sampling frequency of the decoder coded as unsigned integer value in case usacSamplingFrequencyIndex is equal to the escape value.

*In 6.1.1.1 add definition of **bs_pvc** by replacing:*

bs_interTes This flag signals the usage of the inter-TES tool in SBR.

with

bs_interTes This flag signals the usage of the inter-TES tool in SBR.

bs_pvc This flag signals the usage of the PVC tool in SBR.

In 6.1.1.2, replace:

bsStereoSbr This flag signals the usage of the stereo SBR in combination with MPEG Surround decoding.

with

bsStereoSbr This flag signals the usage of the stereo SBR in combination with MPEG Surround decoding. The value of bsStereoSbr is defined by stereoConfigIndex (see Table 72).

In 6.2.9.2.1 and in the headline of 6.2.9.2.3 replace:

scalefactor_data

with

scale_factor_data

In 6.2.9.2.4 replace

fd_channelffeh_stream()

with

fd_channel_stream()

In 6.2.9.4 replace:

As explain in ISO/IEC 14496-3:2009, 4.5.2.3.4, the width of the scalefactor bands is built in imitation of the critical bands of the human auditory system. For that reason the number of scalefactor bands in a spectrum and their width depend on the transform length and the sampling frequency. Table 4.129 to Table 4.147, in ISO/IEC 14496-3:2009, 4.5.4, list the offset to the beginning of each scalefactor band on the transform lengths 1024 (960) and 128 (120) and on the sampling frequencies.
For a transform length of 768 samples, the scale factor bands at $4/3 \cdot samplingfrequency$ are used. In case a shorter transform length (dependent on coreCoderFrameLength) is used, swb_offset_long_window and swb_offset_short_window are limited to the size of the transform length, and num_swb_long_window and num_swb_short_window is determined according to the following pseudo code

with:

As explained in ISO/IEC 14496-3:2009, 4.5.2.3.4, the width of the scalefactor bands is built in imitation of the critical bands of the human auditory system. For that reason the number of scalefactor bands in a spectrum and their width depend on the transform length and the sampling frequency. Table 4.129 to Table 4.147, in ISO/IEC 14496-3:2009, 4.5.4, list the offset to the beginning of each scalefactor band on the transform lengths 1024 and 128 and on the sampling frequencies (window length of 2048 and 256).
For a transform length of 768 samples, the same 1024-based scalefactor band tables are used, but those corresponding to $4/3 \cdot samplingfrequency$. In case a shorter transform length (dependent on coreCoderFrameLength) is used, swb_offset_long_window and swb_offset_short_window are limited to the size of the transform length, and num_swb_long_window and num_swb_short_window is determined according to the following pseudo code:

In 6.2.13.2 replace the text block:

bsOttBandsPhase defines the number of IPD parameter bands. If bsOttBandsPhasePresent==0, …

with:

bsOttBandsPhase defines the number of MPS parameter bands where phase coding is used. If bsOttBandsPhasePresent==0, …

In 7.4.3 replace the pseudo code:

```
/*Input variables*/
c      /* old state context */
i      /* Index of the 2-tuple to decode in the vector */
N      /* Window Length */
/*Output value*/
c      /*updated state context*/
c = arith_get_context(c,i,N) {
       c = c>>4;
       if (i<N/4-1)
              c = c + (q[0][i+1]<<12);
       c = (c&0xFFF0);
       if (i>0)
              c = c + (q[1][i-1]);
       if (i > 3) {
              if ((q[1][i-3] + q[1][i-2] + q[1][i-1]) < 5)
                     return(c+0x10000);
       }
       return (c);
}
```

with:

```
/*Input variables*/
c      /* old state context */
i      /* Index of the 2-tuple to decode in the vector */
N      /* Window Length */
/*Output value*/
c      /*updated state context*/
c = arith_get_context(c,i,N) {
       c = (c & 0xFFFF)>>4;
       if (i<N/4-1)
              c = c + (q[0][i+1]<<12);
       c = (c&0xFFF0);
       if (i>0)
              c = c + (q[1][i-1]);
       if (i > 3) {
              if ((q[1][i-3] + q[1][i-2] + q[1][i-1]) < 5)
                     return(c+0x10000);
       }
       return (c);
}
```


Further in 7.4.3 replace the following pseudo code:

```
/*input variables*/
offset       /* number of decoded 2-tuples */
N            /* Window length */
x_ac_dec     /* vector of decoded spectal coefficients */
arith_finish(x_ace_dec,offset,N)
{
       for (i=offset ;i<N/4;i++) {
              x_ac_dec[2*i] = 0;
              x_ac_dec[2*i+1] = 0;
              q[1][i] = 1;
       }
}
```

with:

```
/*helper function*/
void arith_rewind_bitstream(offset);
       /* move the bitstream position indicator backward by 'offset' bits*/

/*input variables*/
offset       /* number of decoded 2-tuples */
N            /* Window length */
x_ac_dec     /* vector of decoded spectal coefficients */
```

```
arith_finish(x_ace_dec,offset,N)
{
       arith_rewind_bitstream(14);

       for (i=offset ;i<N/4;i++) {
              x_ac_dec[2*i] = 0;
              x_ac_dec[2*i+1] = 0;
              q[1][i] = 1;
       }
}
```

In 7.4.3 in function `arith_decode()`, *replace:*

```
value = (val<<1)…
```

with:

```
value = (value<<1)…
```

Further in 7.4.3, replace:

```
high = low +(range*cum_freq[symbol-1])>>14 - 1
```

with:

```
high = low +((range*cum_freq[symbol-1])>>14) - 1;
```


In 7.4.3 replace:

…with the value *c&esc_nb<<17* as input argument,…

with

…with the value *c + (esc_nb<<17)* as input argument,…

In 7.4.3 replace:

…the function *get_pk()*…

with:

…the function *arith_get_pk()*…

Also in 7.4.3 replace:

…If the condition *(esc_nb>0 && m==0)* is true …

with:

…If the condition *(m==0 && lev>0)* is true,…