
**Information technology — High
efficiency coding and media delivery
in heterogeneous environments —**

**Part 3:
3D audio**

iTeh STANDARD PREVIEW
*Technologies de l'information — Codage à haute efficacité et livraison
des médias dans des environnements hétérogènes —*
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Partie 3: Audio 3D

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Contents

Page

Foreword	x
Introduction.....	xii
1 Scope	1
2 Normative references	1
3 Terms, definitions, symbols, abbreviations and mnemonics	2
3.1 Terms, definitions, symbols and abbreviated terms	2
3.2 Mnemonics	2
4 Technical overview	2
4.1 Decoder block diagram	2
4.2 Overview over the codec building blocks	3
4.3 Efficient combination of decoder processing blocks in the time domain and QMF domain	6
4.4 Rule set for determining processing domains	9
4.4.1 Audio core codec processing domain	9
4.4.2 Mixing	9
4.4.3 DRC-1 Operation domains (DRC in rendering context)	10
4.4.4 Audio core codec interface domain to rendering	10
4.4.5 Rendering context	10
4.4.6 Post-processing context	10
4.4.7 End-of-chain context	11
4.5 Sample rate converter	11
4.6 Decoder delay	11
4.7 Contribution mode of MPEG-H 3D audio	12
4.8 MPEG-H 3D audio profiles and levels	12
4.8.1 General	12
4.8.2 Profiles	12
5 MPEG-H 3D audio core decoder	22
5.1 Definitions	22
5.1.1 Joint stereo	22
5.1.2 MPEG surround based stereo (MPS 212)	22
5.2 Syntax	22
5.2.1 General	22
5.2.2 Decoder configuration	23
5.2.3 MPEG-H 3D audio core bitstream payloads	41
5.3 Data structure	60
5.3.1 General	60
5.3.2 General configuration data elements	61
5.3.3 Loudspeaker configuration data elements	63
5.3.4 Core decoder configuration data elements	65
5.3.5 Downmix matrix data elements	69
5.3.6 HOA rendering matrix data elements	72
5.3.7 Signal group information elements	74
5.3.8 Low frequency enhancement (LFE) channel element, mpegH3daLfeElement()	75
5.4 Configuration element descriptions	75
5.4.1 General	75
5.4.2 Downmix configuration	76
5.4.3 HOA rendering matrix configuration	81
5.5 Tool descriptions	86
5.5.1 General	86
5.5.2 Quad channel element	86
5.5.3 Transform splitting	88

5.5.4	MPEG surround for mono to stereo upmixing.....	95
5.5.5	Enhanced noise filling	97
5.5.6	Audio pre-roll	121
5.5.7	Fullband LPD.....	124
5.5.8	Time-domain bandwidth extension.....	135
5.5.9	LPD stereo coding.....	148
5.5.10	Multichannel coding tool.....	155
5.5.11	Filterbank and block switching.....	166
5.5.12	Frequency domain prediction.....	166
5.5.13	Long-term postfilter	169
5.5.14	Tonal component coding.....	175
5.5.15	Internal channel on MPS212 for low complexity format conversion.....	184
5.5.16	High resolution envelope processing (HREP) tool.....	196
5.6	Buffer requirements	202
5.6.1	Minimum decoder input buffer.....	202
5.6.2	Bit reservoir.....	203
5.6.3	Maximum bit rate	203
5.7	Stream access point requirements and inter-frame dependency	203
6	Dynamic range control and loudness processing	205
6.1	General	205
6.2	Description.....	205
6.3	Syntax.....	205
6.3.1	Loudness metadata.....	205
6.3.2	Dynamic range control metadata.....	205
6.3.3	Data elements	206
6.4	Decoding process.....	207
6.4.1	General.....	207
6.4.2	Dynamic range control	209
6.4.3	Usage of downmixId in MPEG-H.....	209
6.4.4	DRC set selection process.....	210
6.4.5	DRC-1 for SAOC 3D Content.....	212
6.4.6	DRC-1 for HOA content	212
6.4.7	Loudness normalization.....	214
6.4.8	Peak limiter	214
6.4.9	Time-synchronization of DRC gains.....	214
6.4.10	Default parameters.....	214
7	Object metadata decoding.....	215
7.1	General	215
7.2	Description.....	215
7.3	Syntax.....	216
7.3.1	Object metadata configuration.....	216
7.3.2	Top level object metadata syntax	217
7.3.3	Subsidiary payloads for efficient object metadata decoding.....	218
7.3.4	Subsidiary payloads for object metadata decoding with low delay	222
7.3.5	Enhanced object metadata configuration.....	227
7.4	Data structure	230
7.4.1	Definition of ObjectMetadataConfig() payloads.....	230
7.4.2	Efficient object metadata decoding.....	230
7.4.3	Object metadata decoding with low delay.....	239
7.4.4	Enhanced object metadata	244
8	Object rendering.....	247
8.1	Description.....	247
8.2	Terms and definitions	247
8.3	Input data	248
8.4	Processing.....	249
8.4.1	General remark.....	249
8.4.2	Imaginary loudspeakers	249
8.4.3	Dividing the loudspeaker setup into a triangle mesh	250

8.4.4	Rendering algorithm	252
9	SAOC 3D	256
9.1	Description	256
9.2	Definitions	256
9.3	Delay and synchronization	258
9.4	Syntax.....	258
9.4.1	Payloads for SAOC 3D	258
9.4.2	Definition of SAOC 3D payloads	262
9.5	SAOC 3D processing.....	264
9.5.1	Compressed data stream decoding and dequantization of SAOC 3D data	264
9.5.2	Time/frequency transforms	264
9.5.3	Signals and parameters.....	264
9.5.4	SAOC 3D decoding	266
9.5.5	Dual mode	271
10	Generic loudspeaker rendering/format conversion	272
10.1	Description	272
10.2	Definitions	273
10.2.1	General remarks.....	273
10.2.2	Variable definitions.....	273
10.3	Processing.....	274
10.3.1	Application of transmitted downmix matrices	274
10.3.2	Application of transmitted equalizer settings	278
10.3.3	Downmix processing involving multiple channel groups	278
10.3.4	Initialization of the format converter.....	279
10.3.5	Audio signal processing	294
11	Immersive loudspeaker rendering/format conversion	299
11.1	Description	299
11.2	Syntax.....	301
11.3	Definitions	301
11.3.1	General remarks.....	301
11.3.2	Variable definitions.....	302
11.4	Processing.....	303
11.4.1	Initialization of the format converter.....	303
11.4.2	Audio signal processing	343
12	Higher order ambisonics (HOA)	350
12.1	Technical overview	350
12.1.1	Block diagram.....	350
12.1.2	Overview of the decoder tools	351
12.2	Syntax.....	353
12.2.1	Configuration of HOA elements	353
12.2.2	Payloads of HOA elements	356
12.3	Data structure.....	368
12.3.1	Definitions of HOA Config.....	368
12.3.2	Syntax of getSubbandBandwidths()	373
12.3.3	Definitions of HOA payload	373
12.4	HOA tool description	381
12.4.1	HOA frame converter	381
12.4.2	Spatial HOA decoding	398
12.4.3	HOA renderer	428
12.4.4	Layered coding for HOA	436
13	Binaural renderer	439
13.1	General.....	439
13.2	Frequency-domain binaural renderer	439
13.2.1	General.....	439
13.2.2	Definitions	441
13.2.3	Parameterization of binaural room impulse responses.....	445
13.2.4	Frequency-domain binaural processing	457

13.3	Time-domain binaural renderer	464
13.3.1	General	464
13.3.2	Definitions.....	465
13.3.3	Parameterization of binaural room impulse responses.....	467
13.3.4	Time-domain binaural processing.....	471
14	MPEG-H 3D audio stream (MHAS).....	472
14.1	Overview	472
14.2	Syntax.....	472
14.2.1	Main MHAS syntax elements	472
14.2.2	Subsidiary MHAS syntax elements.....	474
14.3	Semantics	475
14.3.1	mpeghAudioStreamPacket().....	475
14.3.2	MHASPacketPayload().....	475
14.3.3	Subsidiary MHAS packets	477
14.4	Description of MHASPacketTypes.....	477
14.4.1	PACTYP_FILLDATA	477
14.4.2	PACTYP_MPEGH3DACFG.....	477
14.4.3	PACTYP_MPEGH3DAFRAME	477
14.4.4	PACTYP_SYNC.....	478
14.4.5	PACTYP_SYNCGAP	478
14.4.6	PACTYP_MARKER.....	478
14.4.7	PACTYP_CRC16 and PACTYP_CRC32	479
14.4.8	PACTYP_DESCRIPTOR.....	479
14.4.9	PACTYP_USERINTERACTION	479
14.4.10	PACTYP_LOUDNESS_DRC.....	479
14.4.11	PACTYP_BUFFERINFO.....	479
14.4.12	PACTYP_GLOBAL_CRC16 and PACTYP_GLOBAL_CRC32.....	480
14.4.13	PACTYP_AUDIOTRUNCATION.....	480
14.4.14	PACTYP_AUDIOSCENEINFO	481
14.5	Application examples.....	481
14.5.1	Light-weighted broadcast.....	481
14.5.2	MPEG-2 transport stream.....	482
14.5.3	CRC error detection	482
14.5.4	Audio sample truncation.....	483
14.6	Multi-stream delivery and interface.....	483
14.7	Carriage of generic data	486
14.7.1	Syntax.....	486
14.7.2	Semantics	487
14.7.3	Processing at the MPEG-H 3D audio decoder	487
15	Metadata audio elements (MAE).....	488
15.1	General	488
15.2	Syntax.....	489
15.3	Semantics	496
15.4	Definition of mae_metaDataElementIDs.....	509
15.5	Loudness compensation after gain interactivity.....	510
16	Loudspeaker distance compensation	512
17	Interfaces to the MPEG-H 3D audio decoder	513
17.1	General	513
17.2	Interface for local setup information.....	513
17.2.1	General.....	513
17.2.2	WIRE output.....	513
17.2.3	Syntax for local setup information.....	514
17.2.4	Semantics for local setup information.....	514
17.3	Interface for local loudspeaker setup and rendering	514
17.3.1	General	514
17.3.2	Syntax for local loudspeaker signalling.....	515
17.3.3	Semantics for local loudspeaker signalling.....	516

17.4	Interface for binaural room impulse responses (BRIRs)	517
17.4.1	General.....	517
17.4.2	Syntax of binaural renderer interface	517
17.4.3	Semantics.....	521
17.5	Interface for local screen size information	525
17.5.1	General.....	525
17.5.2	Syntax.....	525
17.5.3	Semantics.....	525
17.6	Interface for signaling of local zoom area	526
17.6.1	General.....	526
17.6.2	Syntax.....	526
17.6.3	Semantics.....	526
17.7	Interface for user interaction	527
17.7.1	General.....	527
17.7.2	Definition of user interaction categories	527
17.7.3	Definition of an interface for user interaction	527
17.7.4	Syntax of interaction interface	528
17.7.5	Semantics of interaction interface.....	529
17.8	Interface for loudness normalization and dynamic range control (DRC)	531
17.9	Interface for scene displacement data	532
17.9.1	General.....	532
17.9.2	Definition of an interface for scene-displacement data	532
17.9.3	Syntax of the scene displacement interface	533
17.9.4	Semantics of the scene displacement interface	533
17.10	Interfaces for channel-based, object-based, and HOA metadata and audio data	534
17.10.1	General.....	534
17.10.2	Expectations on external renderers.....	534
17.10.3	Object-based metadata and audio data (object output interface)	534
17.10.4	Channel-based metadata and audio data	540
17.10.5	HOA metadata and audio data	543
17.10.6	Audio PCM data.....	545
18	Application and processing of local setup information and interaction data and scene displacement data	546
18.1	Element metadata preprocessing.....	546
18.2	Interactivity limitations and restrictions.....	551
18.2.1	General information.....	551
18.2.2	WIRE interactivity	551
18.2.3	Position interactivity.....	552
18.2.4	Screen-related element remapping and object remapping for zooming.....	552
18.2.5	Closest loudspeaker layout.....	553
18.3	Screen-related element remapping.....	553
18.4	Screen-related adaptation and zooming for higher order ambisonics (HOA)	556
18.5	Object remapping for zooming	557
18.6	Determination of the closest loudspeaker	558
18.7	Determination of a list of loudspeakers for conditioned closest loudspeaker playback.....	559
18.8	Processing of scene displacement angles for channels and objects (CO)	561
18.9	Processing of scene displacement angles for scene-based content (HOA)	562
18.10	Determination of a reduced reproduction layout based on excluded sectors	564
18.11	Diffuseness rendering.....	565
19	MPEG-H 3D audio profile definition	566
20	Carriage of MPEG-H 3D audio in ISO base media file format.....	567
20.1	General.....	567
20.2	Random access and stream access	567
20.3	Overview of new box structures	567
20.4	MHA decoder configuration record.....	567
20.4.1	Definition	567
20.4.2	Syntax.....	568
20.4.3	Semantics.....	568

20.5	MPEG-H audio sample entry.....	568
20.5.1	Definition	568
20.5.2	Syntax.....	569
20.5.3	Semantics	569
20.6	MPEG-H audio MHAS sample entry	570
20.6.1	Definition	570
20.6.2	Syntax.....	571
20.7	MHA dynamic range control and loudness.....	571
20.7.1	Definition	571
20.7.2	Syntax.....	571
20.7.3	Semantics	573
20.8	MHA multi-stream signalling	573
20.8.1	Definition	573
20.8.2	Syntax.....	574
20.8.3	Semantics	574
20.9	Audio scene information	575
20.9.1	MHA group definition	575
20.9.2	MHA switch group definition	577
20.9.3	MHA group preset definition.....	578
20.9.4	MHA group description text label	579
20.9.5	MHA scene information	581
20.10	Track references.....	582
21	Sub-parameters for the MIME type 'Codecs' parameter	582
21.1	General	582
21.2	'Codecs' parameter for MPEG-H 3D audio	582
22	Timing considerations and decoder behaviour	582
23	Multi-stream handling.....	582
23.1	Restrictions on extension payloads.....	583
24	Low complexity generic loudspeaker rendering/format conversion	584
24.1	Description.....	584
24.2	Definitions.....	585
24.2.1	General remarks	585
24.2.2	Variable definitions	586
24.3	Processing	586
24.3.1	Application of transmitted downmix matrices	586
24.3.2	Application of transmitted equalizer settings.....	591
24.3.3	Downmix processing involving multiple channel groups.....	591
24.3.4	Initialization of the format converter.....	592
24.3.5	Audio signal processing.....	607
25	Low complexity immersive loudspeaker rendering/format conversion	610
25.1	Description.....	610
25.2	Syntax.....	611
25.3	Definitions.....	611
25.3.1	General remarks	611
25.3.2	Variable definitions	612
25.4	Processing	613
25.4.1	Initialization of the format converter.....	613
25.4.2	Audio signal processing.....	654
26	MPEG surround.....	657
26.1	Technical overview.....	657
26.2	Syntax and data structure	658
26.3	Tool description.....	658
Annex A	(normative) Tables for arithmetic decoding of IGF information.....	659
Annex B	(normative) SAOC 3D Decorrelator pre-mixing matrices.....	663

Annex C (informative) Encoder tools	669
Annex D (normative) Peak limiter for unguided clipping prevention	716
Annex E (normative) Compact template downmix matrices	717
Annex F (normative) HOA tables	718
Annex G (informative) Low complexity HOA rendering	759
Annex H (informative) Information on delay and complexity of time-domain binauralization	773
Annex I (informative) Determination of a rotation matrix for processing of scene displacement data	778
Annex J (informative) Decorrelation filtering for ‘diffuseness’ processing	779
Annex K (informative) Distance and depth spread rendering	780
Annex L (informative) HREP encoder description	782
Annex M (informative) Screen-related adaptation of HOA content in complexity constrained implementations	786
Annex N (normative) Retaining original file length with MPEG-H 3D audio	787
Annex O (normative) Codebook tables used to de-quantize high band time domain bandwidth extension parameters	789
Bibliography	798

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[ISO/IEC 23008-3:2019](https://standards.iteh.ai/catalog/standards/sist/5b991c86-a3de-42a3-8a78-f86ebd98e84b/iso-iec-23008-3-2019)

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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 procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see www.iso.org/patents).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

ISO/IEC 23008-3:2019

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html.

This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC 23008-3:2015), which has been technically revised. It also incorporates ISO/IEC 23008-3:2015/Amd.1:2016, ISO/IEC 23008-3:2015/Amd.2:2016, ISO/IEC 23008-3:2015/Amd.3:2017 and ISO/IEC 23008-3:2015/Amd.4:2016.

The main changes compared to the previous edition are as follows:

- unreadable equations have been corrected;
- profiles have been defined;
- transport of MPEG-H 3D audio in MPEG-4 ISO Base Media File Format has been defined;
- coding efficiency, especially for low bitrate coding modes, has been improved (for scene-based as well as for object-based and for multichannel-based content);
- descriptive metadata has been added;
- MHAS description has been updated;

- usage of MPEG-H 3D audio in broadcasting applications has been greatly improved;
- a tool for Advanced Loudness Control has been added;
- a layered coding mode for coding of scene-based content has been added;
- carriage of systems metadata has been defined.

A list of all parts in the ISO/IEC 23008 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

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Introduction

3D sound systems are able to realize a significantly enhanced sound experience relative to current widespread 5.1 channel audio programs and playback systems. These systems demand high quality audio coding and error-free transmission in order to keep the timbre, sound localization and sound envelopment of the original audio program. Presentation over headphones with suitable spatialization are also considered.

This document provides means for all scenarios where there is a need to compress a multi-channel audio program (e.g. 22.2 channel program) and to render it to the native target number of loudspeakers. In order to reach a wide market, a 3D audio program is able to be downmixed to a lower hierarchy of loudspeakers, for example 10.1 or 8.1 channels. In addition, all scenarios support a level of random access to facilitate broadcast break-in, and “trick modes” such as fast forward when playing from stored media.

This document focuses on applications such as audio for home theatres where the audio presentation is immersive, involving many loudspeakers (e.g. from 10 to more than 20) surrounding the listener and placed below, at and above ear-level. Moreover, applications as personal TV, TV for smartphones and multi-channel audio-only programs are envisioned. These require that 3D audio encoding/decoding systems are able to operate at low bitrates appropriate for efficient transmission over a cellular channel. At the same time, the sense of envelopment and accurate sonic localization even for systems having a tablet-sized visual displays with loudspeakers built into the device and headphone listening are maintained.

The International Organization for Standardization (ISO) and International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of patents. ISO and IEC take no position concerning the evidence, validity and scope of these patent rights.

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Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 3: 3D audio

1 Scope

This document specifies technology that supports the efficient transmission of immersive audio signals and flexible rendering for the playback of immersive audio in a wide variety of listening scenarios. These include home theatre setups with 3D loudspeaker configurations, 22.2 loudspeaker systems, automotive entertainment systems and playback over headphones connected to a tablet or smartphone.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 13818-1, *Information technology — Generic coding of moving pictures and associated audio information — Part 1: Systems*

ISO/IEC 14496-3:2009, *Information technology — Coding of audio-visual objects — Part 3: Audio*

ISO/IEC 14496-11, *Information technology — Coding of audio-visual objects — Part 11: Scene description and application engine*

ISO/IEC 23001-8, *Information technology — MPEG systems technologies — Part 8: Coding-independent code-points*¹

ISO/IEC 23003-1:2007, *Information technology — MPEG audio technologies — Part 1: MPEG Surround*

ISO/IEC 23003-2, *Information technology — MPEG audio technologies — Part 2: Spatial Audio Object Coding (SAOC)*

ISO/IEC 23003-3:2012, *Information technology — MPEG audio technologies — Part 3: Unified speech and audio coding*

ISO/IEC 23003-4:2015, *Information technology — MPEG audio technologies — Part 4: Dynamic range control*

IETF RFC 4122, July 2005, *A Universally Unique Identifier (UUID) URN Namespace*

¹ ISO/IEC 23001-8 has been superseded by ISO/IEC 23091 (all parts).

3 Terms, definitions, symbols, abbreviated terms and mnemonics

3.1 Terms, definitions, symbols and abbreviated terms

For the purposes of this document, the terms, definitions, symbols and abbreviations in ISO/IEC 14496-3:2009, 1.3 and 1.4 and in ISO/IEC 23003-3:2012, 3.1 apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <http://www.electropedia.org/>

3.2 Mnemonics

The following mnemonics are defined to describe the different data types used in the coded bitstream payload.

bslbf	Bit string, left bit first, where “left” is the order in which bit strings are written in ISO/IEC 14496 (all parts). Bit strings are written as a string of 1s and 0s within single quote marks, for example '1000 0001'. Blanks within a bit string are for ease of reading and have no significance.
uimsbf	Unsigned integer, most significant bit first.
vlclbf	Variable length code, left bit first, where “left” refers to the order in which the variable length codes are written.
tcimsbf	Two's complement integer, most significant (sign) bit first.

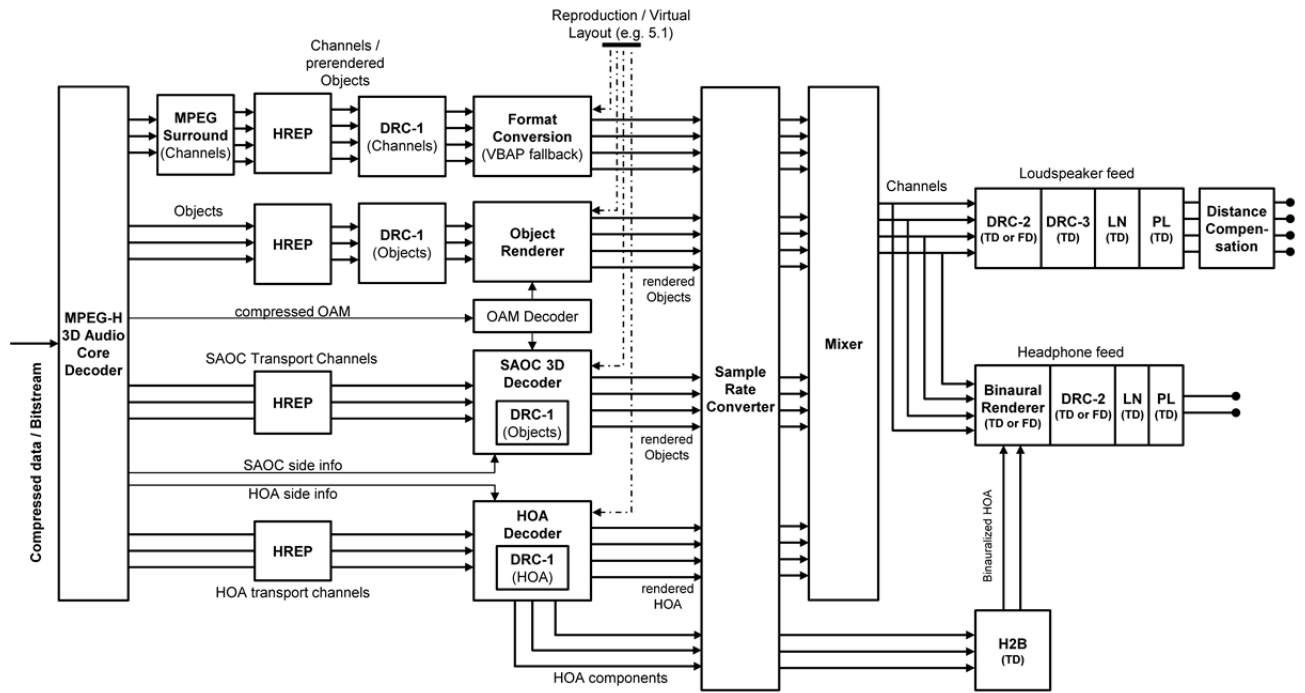
4 Technical overview

4.1 Decoder block diagram

The 3D audio codec system consists of an MPEG-H 3D audio core codec for coding of channel, object and higher order ambisonics (HOA) signals. The core codec is based on the MPEG-D USAC codec. To increase the efficiency for coding a large amount of objects, MPEG SAOC technology has been adopted. Several types of renderers perform the tasks of rendering objects to channels, rendering channels to a different loudspeaker setup, rendering HOA signals to the loudspeaker setup or rendering virtual loudspeaker channels or HOA components to headphones.

When object signals are explicitly transmitted or parametrically encoded using SAOC, the corresponding object metadata information is compressed and multiplexed into the 3D audio bitstream.

Figure 1 shows the different algorithmic blocks of the 3D audio system.



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Key			
DRC	dynamic range control	HREP	high resolution envelope processing
SAOC	spatial audio object coding	OAM	object audio metadata
HOA	higher order ambisonics	H2B	HOA to binaural
LN	loudness normalization	PL	peak limiter

Figure 1 — 3D audio decoder

4.2 Overview over the codec building blocks

The MPEG-H 3D audio core codec for loudspeaker-channel signals, discrete object signals, object downmix signals and pre-rendered signals is based on MPEG-D USAC technology. It handles the coding of the multitude of signals by creating channel- and object-mapping information based on the geometric and semantic information of the input's channel and object assignment. This mapping information describes how input channels and objects are mapped to channel elements (CPEs, SCEs, LFEs) and the corresponding information is transmitted to the decoder.