



INTERNATIONAL STANDARD ISO/IEC 14496-3:2005
TECHNICAL CORRIGENDUM 3

Published 2008-04-15

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION • МЕЖДУНАРОДНАЯ ОРГАНИЗАЦИЯ ПО СТАНДАРТИЗАЦИИ • ORGANISATION INTERNATIONALE DE NORMALISATION
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Information technology — Coding of audio-visual objects —
Part 3:
Audio

TECHNICAL CORRIGENDUM 3

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

RECTIFICATIF TECHNIQUE 3

Technical Corrigendum 3 to ISO/IEC 14496-3:2005 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

In subclause 10.5, replace:

Table 10.1 — Syntax of Audio_Frame()

| Syntax | Bits | Mnemonics |
|--|------|-------------------------------------|
| <pre>DSTSpecificConfig(channelConfiguration) { if (DSD_Coded) { DSD() } if (DST_Coded) { DST() } }</pre> | | <p>DSD</p> <p>DST</p> |

with:

10.5.1 Decoder Configuration (DSTSpecificConfig())

Table 10.1 — Syntax of DSTSpecificConfig()

| Syntax | Bits | Mnemonics |
|--|--|--|
| <pre>DSTSpecificConfig (channelConfiguration) { DSDDST_Coded N_Channels reserved }</pre> | <p>1</p> <p>14</p> <p>1</p> | <p>UiMsbf</p> <p>UiMsbf</p> <p>UiMsbf</p> |

10.5.2 Bitstream Payload

Table 10.2 — Syntax of Audio_Frame()

| Syntax | Bits | Mnemonics |
|--|------|-------------------------------------|
| <pre>Audio_Frame() { if (DSDDST_Coded == 0) { DSD() } else { DST() } }</pre> | | <p>DSD</p> <p>DST</p> |

and renumber following tables as necessary.

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In subclause 10.5, replace:

| | | |
|-------------------|---|--|
| Same_Segmentation | 1 | |
|-------------------|---|--|

with:

| | | |
|--------------------------|----------|---------------|
| Same_Segmentation | 1 | BsMsbf |
|--------------------------|----------|---------------|

In subclause 10.5, replace:

| | | |
|----------------------------|---|--|
| Same_Segm_For_All_Channels | 1 | |
|----------------------------|---|--|

with:

| | | |
|-----------------------------------|----------|---------------|
| Same_Segm_For_All_Channels | 1 | BsMsbf |
|-----------------------------------|----------|---------------|

In subclause 10.5, replace:

| Syntax | Bits | Mnemonics |
|---|--|---|
| <pre> Channel_Segmentation() { Nr_Of_Segments = 1 Start[1] = 0 End_Of_Channel_Segm while(End_Of_Channel_Segm == 0) { if (Resolution_Read == false) { Resolution Resolution_Read = true } Scaled_Length[Nr_Of_Segments] Segment_Length[Nr_Of_Segments] = Resolution * Scaled_Length[Nr_Of_Segments] Start[Nr_Of_Segments+1] = Start[Nr_Of_Segments] + Segment_Length[Nr_Of_Segments] Nr_Of_Segments++ End_Of_Channel_Segm } Segment_Length[Nr_Of_Segments] = Frame_Length - Start[Nr_Of_Segments] } </pre> | <p>1</p> <p>13</p> <p>1..13</p> <p>1</p> | <p></p> <p>UiMsbf</p> <p>UiMsbf</p> <p></p> |

with:

| Syntax | Bits | Mnemonics |
|---|--|---|
| <pre> Channel_Segmentation() { Nr_Of_Segments = 1 Start[1] = 0 End_Of_Channel_Segm while(End_Of_Channel_Segm == 0) { if (Resolution_Read == false) { Resolution Resolution_Read = true } Scaled_Length[Nr_Of_Segments] Segment_Length[Nr_Of_Segments] = Resolution * Scaled_Length[Nr_Of_Segments] Start[Nr_Of_Segments+1] = Start[Nr_Of_Segments] + Segment_Length[Nr_Of_Segments] Nr_Of_Segments++ End_Of_Channel_Segm } Segment_Length[Nr_Of_Segments] = Frame_Length - Start[Nr_Of_Segments] } </pre> | <p>1</p> <p>13</p> <p>1..13</p> <p>1</p> | <p>UiMsbf</p> <p>UiMsbf</p> <p>UiMsbf</p> <p>UiMsbf</p> |

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In subclause 10.5, replace:

| | | |
|--------------|---|--|
| Same_Mapping | 1 | |
|--------------|---|--|

with:

| | | |
|--------------|---|-------|
| Same_Mapping | 1 | UiMsf |
|--------------|---|-------|

In subclause 10.5, replace:

| | | |
|----------------------------|---|--|
| Same_Maps_For_All_Channels | 1 | |
|----------------------------|---|--|

with:

| | | |
|----------------------------|---|-------|
| Same_Maps_For_All_Channels | 1 | UiMsf |
|----------------------------|---|-------|

At the end of the paragraph in subclause 10.6.1.3, add:

DSDDST_Coded signals whether the bitstream is DSD or DST coded. If DSDDST_Coded=%0 it is DSD coded and if DSDDST_Coded=%1 it is DST coded.

In subclause 10.6.1.3.1, move and replace:

N_Channels is the number of audio channels used as given by the channelConfiguration.

to subclause 10.6.1.3 at the end of the paragraph

N_Channels is the number of audio channels used.

In subclause 10.6.1.3.2.2, replace:

reader

with:

decoder

In subclause 10.6.1.3.2.5.2.2.3, replace:

The length of the last Segment is not encoded on the disc.

with:

The length of the last Segment is not encoded.

In subclause 10.6.1.3.2.6.2.2.1, replace:

| | |
|-------|---|
| 8..12 | 4 |
|-------|---|

with:

| | |
|---------------|---|
| 8..N_Channels | 4 |
|---------------|---|

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In subclause 10.6.1.3.2.8, replace:

All Prediction Filters coefficients are encoded in the disc.

with:

All Prediction Filters coefficients are encoded.

In subclause 10.6.1.3.2.8.1, replace:

reader

with:

decoder

In subclause 10.7.2.3, replace:

Filter.Start[Seg] <= (n<<3) < Filters.Start[Seg+1]

with:

if ((n>>3) >= Filter.Start[Filters.Nr_Of_Segments[Channel_Nr]])

{

 Seg = Filters.Nr_Of_Segments[Channel_Nr]

}

else

{

 Filter.Start[Seg] <= (n<<3) < Filters.Start[Seg+1]

}

In subclause 10.7.3.1, replace:

$$N_Errors_max = \frac{N_Channels * Frame_Length * 8}{2} = 18816 * N_Channels .$$

with:

$$N_Errors_max = \frac{N_Channels * Frame_Length * 8}{2} .$$

In subclause 10.A.1.2, replace:

, where Filter_Nr denotes the channel index and Coef_Nr ...

with:

, where Filter_Nr denotes the filter index and Coef_Nr ...

In subclause 10.7, replace title:

10.7 DST Decoder Reference Model (Normative)

with:

10.7 DST Decoder Reference Model

In subclause 10.7.3, replace title:

10.7.3 Restrictions to DST coded Audio_Frames (Normative)

with:

10.7.3 Restrictions to DST coded Audio_Frames