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

Part 3: 3D audio

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National foreword

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des médias dans des environnements hétérogènes —*

Partie 3: Audio 3D



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Contents

Page

Foreword	viii
Introduction.....	ix
1 Scope	1
2 Normative references	1
3 Terms, definitions and mnemonics	1
3.1 Terms and Definitions.....	1
3.2 Mnemonics	1
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 time domain and QMF domain.....	4
4.4 Rule set for determining processing domains	5
4.4.1 Audio Core Codec, Processing Domain	5
4.4.2 Mixing	6
4.4.3 Audio Core Codec, Interface Domain to Rendering	6
4.4.4 Rendering Context	6
4.4.5 Post-Processing Context.....	6
4.4.6 End-of-Chain Context.....	7
5 MPEG-H 3D Audio Core decoder	7
5.1 Terms and Definitions.....	7
5.1.1 Joint Stereo	7
5.1.2 MPEG Surround based stereo (MPS 212)	7
5.2 Syntax.....	7
5.2.1 General	7
5.2.2 Decoder configuration	7
5.2.3 MPEG-H 3D Audio Core bitstream payloads	22
5.3 Data Structure.....	30
5.3.1 General	30
5.3.2 General Configuration Data Elements.....	30
5.3.3 Loudspeaker Configuration Data Elements.....	32
5.3.4 Core Decoder Configuration Data Elements	34
5.3.5 Downmix Matrix Data Elements	37
5.3.6 HOA Rendering Matrix Data Elements	40
5.4 Configuration Element Descriptions	42
5.4.1 General	42
5.4.2 Downmix configuration.....	43
5.4.3 HOA rendering matrix configuration	47
5.5 Tool Descriptions	51
5.5.1 General	51
5.5.2 Quad Channel Element	52
5.5.3 Transform Splitting	53
5.5.4 MPEG Surround for Mono to Stereo upmixing	60
5.5.5 Enhanced Noise Filling.....	62
5.5.6 Audio Pre-Roll.....	82
5.6 Buffer requirements	86
5.6.1 Minimum decoder input buffer.....	86
5.6.2 Bit reservoir	86
5.6.3 Maximum bit rate	87
5.7 Stream Access Point requirements and inter-frame dependency	87
6 Dynamic Range Control and Loudness Processing.....	88

6.1	Introduction	88
6.2	Description	88
6.3	Syntax	88
6.3.1	Loudness Metadata	88
6.3.2	Dynamic Range Control Metadata	89
6.3.3	Data Elements	90
6.4	Decoding Process	91
6.4.1	General.....	91
6.4.2	Dynamic Range Control	93
6.4.3	Usage of downmixId in MPEG-H	93
6.4.4	DRC Set Selection Process	94
6.4.5	DRC-1 for SAOC 3D Content	95
6.4.6	DRC-1 for HOA Content	96
6.4.7	Loudness Normalization	98
6.4.8	Peak Limiter.....	98
6.4.9	Time-Synchronization of DRC gains.....	98
7	Object Metadata Decoding.....	98
7.1	Introduction	98
7.2	Description	98
7.3	Syntax	99
7.3.1	Object Metadata Configuration	99
7.3.2	Top level object metadata syntax	100
7.3.3	Subsidiary payloads for efficient object metadata decoding	100
7.3.4	Subsidiary payloads for object metadata decoding with low delay	104
7.4	Data Structure	108
7.4.1	Definition of ObjectMetadataConfig() payloads	108
7.4.2	Efficient Object Metadata Decoding	108
7.4.3	Object Metadata Decoding with Low Delay	113
8	Object Rendering	117
8.1	Description	117
8.2	Terms and Definitions	117
8.3	Input data	117
8.4	Processing.....	119
8.4.1	Imaginary Loudspeakers	119
8.4.2	Dividing the Loudspeaker Setup into a Triangle Mesh.....	120
8.4.3	Rendering Algorithm	121
9	SAOC 3D	125
9.1	Description	125
9.2	Definitions	125
9.3	Delay and synchronization	127
9.4	Syntax	127
9.4.1	Payloads for SAOC 3D	127
9.4.2	Definition of SAOC 3D payloads	131
9.5	SAOC 3D processing.....	133
9.5.1	Compressed data stream decoding and dequantization of SAOC 3D data.....	133
9.5.2	Time/frequency transforms	133
9.5.3	Signals and parameters	133
9.5.4	SAOC 3D decoding	135
9.5.5	Dual mode.....	140
10	Generic Loudspeaker Rendering/Format Conversion	141
10.1	Description	141
10.2	Definitions	142
10.2.1	General remarks.....	142
10.2.2	Variable definitions.....	142
10.3	Processing.....	143
10.3.1	Application of transmitted downmix matrices.....	143
10.3.2	Application of transmitted equalizer settings.....	148
10.3.3	Downmix processing involving multiple channel groups	148

10.3.4	Initialization of the format converter	149
10.3.5	Audio signal processing.....	165
11	Immersive Loudspeaker Rendering / Format Conversion	171
11.1	Description	171
11.2	Syntax.....	172
11.3	Definitions	173
11.3.1	General remarks	173
11.3.2	Variable definitions	173
12	Higher Order Ambisonics (HOA)	221
12.1	Technical Overview	221
12.1.1	Block Diagram	221
12.1.2	Overview of the decoder tools	222
12.2	Syntax.....	223
12.2.1	Configuration of HOA elements.....	223
12.2.2	Payloads of HOA elements.....	224
12.3	Data Structure.....	229
12.3.1	Definitions of HOA Config	229
12.3.2	Definitions of HOA payload	231
12.4	HOA Tool Description	234
12.4.1	HOA Frame Converter.....	234
12.4.2	Spatial HOA decoding.....	243
12.4.3	HOA Renderer.....	255
13	Binaural Renderer	263
13.1	Introduction.....	263
13.2	Frequency-Domain Binaural Renderer.....	264
13.2.1	Introduction.....	264
13.2.2	Definitions	266
13.2.3	Parameterization of Binaural Room Impulse Responses	270
13.2.4	Frequency-Domain Binaural Processing	282
13.3	Time-Domain Binaural Renderer	289
13.3.1	Introduction.....	289
13.3.2	Definitions	290
13.3.3	Parameterization of Binaural Room Impulse Responses	291
13.3.4	Time-Domain Binaural Processing.....	296
14	MPEG-H 3D audio stream (MHAS)	297
14.1	Overview.....	297
14.2	Syntax.....	297
14.2.1	Main MHAS syntax elements.....	297
14.2.2	Subsidiary MHAS syntax elements	299
14.3	Semantics.....	299
14.3.1	mpeghAudioStreamPacket()	299
14.3.2	MHASPacketPayload()	300
14.4	Description of MHASPacketTypes.....	300
14.4.1	PACTYP_FILLDATA	300
14.4.2	PACTYP_MPEGH3DACFG	300
14.4.3	PACTYP_MPEGH3DAFRAME.....	301
14.4.4	PACTYP_SYNC	301
14.4.5	PACTYP_SYNCGAP	301
14.4.6	PACTYP_MARKER	301
14.4.7	PACTYP_CRC16 and PACTYP_CRC32	302
14.4.8	PACTYP_DESCRIPTOR	302
14.4.9	PACTYP_USERINTERACTION	302
14.4.10	PACTYP_LOUDNESS_DRC	302
14.4.11	PACTYP_BUFFERINFO.....	303
14.5	Application Examples	303
14.5.1	Light-weighted broadcast.....	303
14.5.2	MPEG-2 Transport Stream.....	303
14.6	Multi-Stream Delivery and Interface	304

15	Metadata Audio Elements (MAE).....	306
15.1	Introduction	306
15.2	Syntax	307
15.3	Semantics	311
15.4	Definition of mae_metaDataElementIDs.....	319
16	Loudspeaker Distance Compensation	319
17	Interfaces to the MPEG-H 3D audio decoder	320
17.1	General.....	320
17.2	Interface for local setup information	321
17.2.1	General.....	321
17.2.2	WIRE output	321
17.2.3	Syntax for local setup information.....	321
17.2.4	Semantics for local setup information	321
17.3	Interface for local loudspeaker setup and rendering.....	322
17.3.1	General.....	322
17.3.2	Syntax for local loudspeaker signaling.....	322
17.3.3	Semantics for local loudspeaker signaling.....	323
17.4	Interface for binaural room impulse responses (BRIRs)	324
17.4.1	Introduction	324
17.4.2	Syntax of Binaural Renderer Interface	324
17.4.3	Semantics	327
17.5	Interface for local screen size information	332
17.5.1	General.....	332
17.5.2	Syntax	332
17.5.3	Semantics	332
17.6	Interface for signaling of local zoom area.....	333
17.6.1	General.....	333
17.6.2	Syntax	333
17.6.3	Semantics	334
17.7	Interface for user interaction	334
17.7.1	Introduction	334
17.7.2	Definition of User Interaction Categories.....	334
17.7.3	Definition of an Interface for User Interaction	335
17.7.4	Syntax of interaction interface	335
17.7.5	Semantics of interaction interface	336
17.8	Interface for loudness normalization and dynamic range control (DRC)	338
18	Application and processing of local setup information and interaction data	338
18.1	<i>Element Metadata</i> Preprocessing	338
18.2	Interactivity Limitations and Restrictions	341
18.2.1	General Information.....	341
18.2.2	WIRE Interactivity	341
18.2.3	Position Interactivity	342
18.2.4	Screen-Related Element Remapping and Object Remapping for Zooming	342
18.2.5	Closest Speaker Playback	342
18.3	Screen-Related Element Remapping	342
18.4	Object Remapping for Zooming.....	344
18.5	Determination of the Closest Speaker.....	345
Annex A	(normative) Tables for arithmetic decoding of IGF information	347
A.1	cf_se01[27]	347
A.2	cf_se10[27]	347
A.3	cf_se02[7][27]	347
A.4	short cf_se20[7][27]	347
A.5	short cf_se11[7][7][27]	348
A.6	cf_off_se01	349
A.7	cf_off_se10	349
A.8	cf_off_se02[7].....	349
A.9	short cf_off_se20[7].....	350
A.10	cf_off_se11[7][7]	350

Annex B (normative) SAOC 3D Decorrelator pre-mixing matrices	351
B.1 Premixing matrix for output configurations with small number of output channels	351
B.2 Premixing matrix for 22.2 output configuration	351
B.3 Algorithm for generating pre-mixing matrices	352
B.3.1 Input to the algorithm and representations	352
B.3.2 Algorithm steps	352
Annex C (informative) Encoder Tools	356
C.1 General Overview	356
C.1.1 Encoder block diagram	356
C.1.2 Overview of the encoder and decoder building blocks	356
C.2 Core Encoder Tools	357
C.2.1 Quad Channel Element	357
C.2.2 Transform Splitting	358
C.2.3 Calculation of Residual Signal for MPEG Surround with Hybrid Residual Coding	359
C.2.4 Enhanced Noise Filling	359
C.3 Object Metadata Encoding	360
C.3.1 Pre-Processing of the Object Metadata	360
C.3.2 Efficient Object Metadata Encoding	361
C.3.3 Object Metadata Encoding with Low Delay	361
C.3.4 Spatially skipping objects	361
C.4 SAOC 3D Encoder	361
C.4.1 Overview	361
C.4.2 Calculation of the SAOC 3D parameters	361
C.4.3 Time/frequency transform	362
C.4.4 Framing	362
C.4.5 Parameter quantization and coding	362
Annex D (informative) Peak limiter for unguided clipping prevention	384
Annex E (normative) Compact Template Downmix Matrices	385
Annex F (normative) HOA Tables	386
F.6 32 Uniformly Distributed Positions in Spherical Coordinates	390
F.12 Table of 256x8 weighting values, WeightValCdbk	404
Annex G (informative) Low Complexity HOA Rendering	421
G.1 Tool Description	421
G.2 Predominant Sound Rendering	421
G.3 Ambient Sound Rendering	422
G.4 Output Signal Composition	422
Annex H (informative) Information on delay and complexity of Time-Domain binauralization	423
H.1 Complexity and latency	423
H.1.1 Algorithm description	423
H.1.2 Complexity	423
H.1.3 Latency	424
H.2 Experimental results	425
H.3 Alternative low-delay implementations	426
Bibliography	428

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).

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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).

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For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: [Foreword - Supplementary information](#)

The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

ISO/IEC 23008 consists of the following parts, under the general title *Information technology — High efficiency coding and media delivery in heterogeneous environments*:

- *Part 1: MPEG media transport (MMT)*
- *Part 2: High efficiency video coding*
- *Part 3: 3D audio*
- *Part 4: MMT Reference and Conformance Software*
- *Part 5: Reference software for high efficiency video coding*
- *Part 8: HEVC conformance testing*
- *Part 10: MPEG media transport forward error correction (FEC) codes*
- *Part 11: MPEG media transport composition information*
- *Part 12: Image file format*
- *Part 13: MMT Implementation Guidelines*

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 part of ISO/IEC 23008-3 “High Efficiency Coding and Media Delivery in Heterogeneous Environments — Part 3: 3D Audio” 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.

The main focus of this specification are 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 speakers built into the device and headphone listening are maintained.

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

1 Scope

This part of ISO/IEC 23008-3 specifies technology which supports the efficient transmission of 3D audio signals and flexible rendering for the playback of 3D audio in a wide variety of listening scenarios. These include 3D home theater setups, 22.2 loudspeaker systems, automotive entertainment systems and playback over headphones connected to a tablet or smartphone.

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 13818-1:2013, *Information technology — Generic Coding of moving pictures and associated audio information: 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 23001-8:2013, *Information technology — MPEG systems technologies — Part 8: Coding-independent code-points*

ISO/IEC 23001-8:2013/Amd.1, *Information technology — MPEG systems technologies — Part 8: Coding-independent code-points, AMENDMENT 1: New audio code points*

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

ISO/IEC 23003-2:2010, *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*

3 Terms, definitions and mnemonics

3.1 Terms and Definitions

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

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. 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.
uimbsf	Unsigned integer, most significant bit first.
vclbf	Variable length code, left bit first, where “left” refers to the order in which the variable length codes are written.
tcimbsf	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.

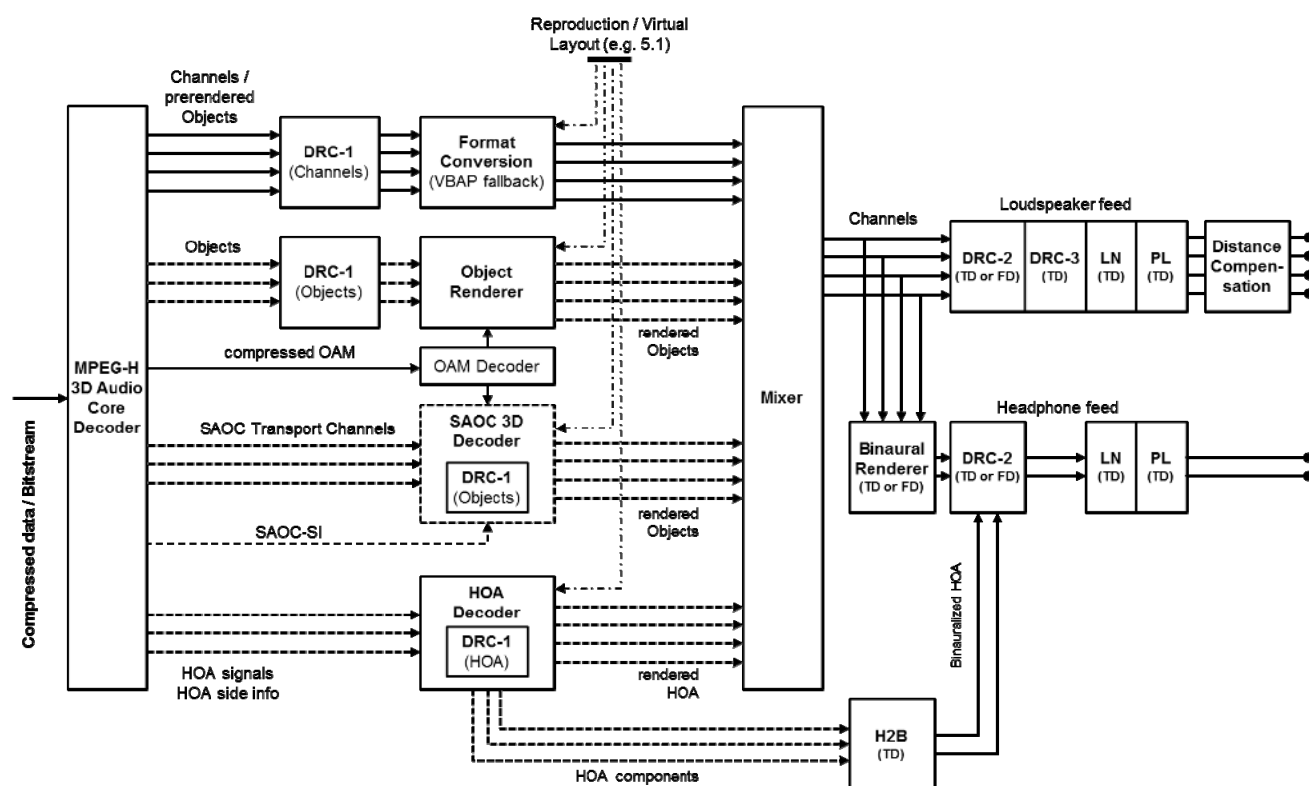


Figure 1 — Block diagram of the 3D-Audio decoder.

(DRC: Dynamic Range Control, SAOC: Spatial Audio Object Coding, HOA: Higher Order Ambisonics, LN: Loudness Normalization, PL: Peak Limiter)

4.2 Overview over the codec building blocks

The MPEG-H 3DA 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.

The coding of objects is possible in different ways, depending on the rate/distortion requirements and the interactivity requirements for the renderer. The following object coding variants are possible:

- Prerendered objects: Object signals are pre-rendered and mixed to multi-channel or HOA signals before encoding, as appropriate. The subsequent coding chain then operates on multi-channel or HOA signals.
- Discrete object waveforms: Objects are supplied as monophonic waveforms to the encoder. The encoder uses single channel elements SCEs to transmit the objects in addition to the channel signals. The decoded objects are rendered and mixed at the receiver side. Compressed object metadata information is transmitted to the receiver/renderer alongside.
- Parametric object waveforms: Object properties and their relation to each other are described by means of SAOC parameters. The downmix of the object signals is coded with the MPEG-H 3D Audio Core codec. The parametric information is transmitted alongside. The number of downmix channels is chosen depending on the number of objects and the overall data rate. Compressed object metadata information is transmitted to the SAOC renderer.

The SAOC Encoder and Decoder for object signals are based on MPEG SAOC technology. The system is capable of recreating, modifying and rendering a number of audio objects based on a smaller number of transmitted channels and additional parametric data (OLDs, IOCs, DMGs).

The SAOC decoder reconstructs the object/channel signals from the decoded SAOC transport channels and parametric information, and generates the output audio scene based on the reproduction layout, the decompressed object metadata information and optionally on the user interaction information.

The Object Metadata Codec efficiently codes the associated metadata that specifies the geometrical position and volume of each object in 3D space by quantization of the object properties in time and space. The compressed object metadata is transmitted to the receiver as side information.

The Object Renderer utilizes the compressed object metadata to generate object waveforms according to the given reproduction format. Each object is rendered to certain output channels according to its metadata. The output of this block results from the sum of the partial results.

The Loudspeaker Renderer converts between the transmitted channel configuration and the desired reproduction format. It is thus called 'format converter'. In case of conversions to lower numbers of output channels it creates downmixes. The system automatically generates optimized downmix matrices for the given combination of input and output formats and applies these matrices in a downmix process. The format converter allows for standard loudspeaker configurations as well as for random configurations with non-standard loudspeaker positions.

The Higher Order Ambisonics (HOA) Decoder/Renderer reconstructs the HOA coefficient signals based on the HOA transport channels decoded by the 3D Audio Core Decoder and the HOA specific side information. The coding principle is based on a separate transmission of so-called predominant sounds and ambient sound scene components. Subsequently the HOA renderer generates the loudspeaker channel feeds based on the reproduction layout.

If two or more groups of channel based content, discrete/parametric objects or HOA based content are decoded, the corresponding waveforms are delay-aligned and sample-wise added by the Mixer before providing the resulting waveforms (or before feeding them to a postprocessor module such as the binaural renderer, DRC-2, DRC-3, the peak limiter PL, or the loudspeaker distance compensation).

The Binaural Renderer module produces a binaural downmix of the multichannel audio material, such that each input channel is represented by a virtual sound source. The processing is conducted frame-wise in the QMF domain or in the time domain. The binauralization is based on measured binaural room impulse responses.

Virtual layout information fed from an application shall be consistent with the corresponding BRIR set provided (expressed with MeasurementSetup, see in Table 157), in the sense that the set of positions corresponding to the virtual layout is a subset of the set of positions corresponding to the BRIRs.

4.3 Efficient combination of decoder processing blocks in time domain and QMF domain

There are numerous processing blocks in the MPEG-H 3DA decoding, rendering and processing framework. In general these blocks can be classified into different classes:

- Block operates in time domain (**TD**)
- Block operates in frequency domain (**FD**) – also called QMF domain
- Block is “**neutral**” and can operate in FD or TD.
Signal-processing-wise the same operation is carried out in either FD or TD. Operation in a different domain may cause no difference or only a small but perceptually negligible difference to the output signal

Table 1 lists all blocks with corresponding processing domain. For the sake of clarification the functional blocks are grouped into semantically differentiable contexts, which follow the MPEG-H 3D Audio signal processing as shown in Figure 2.

Table 1 — MPEG-H 3DA functional blocks and internal processing domain

Processing Context	Functional Block	Processing Domain
Audio Core	MPEG-H 3D Audio Core Coder	FD or TD ¹⁾
Rendering	DRC-1	if multiband: FD else: neutral
	Format Converter (FC)	FD
	Object Renderer	neutral
	SAOC 3D Decoder	FD
	HOA Decoder	TD
Mixing	Mixer	neutral
Post-processing	DRC-2	if multiband: FD else: neutral
	FD Binauralizer	FD
	TD Binauralizer	TD
End of chain	DRC-3 (only singleband)	TD
	Loudness Normalization	TD
	Peak Limiter	TD
	LS Distance Compensation	TD

¹⁾ depends on bit stream configuration

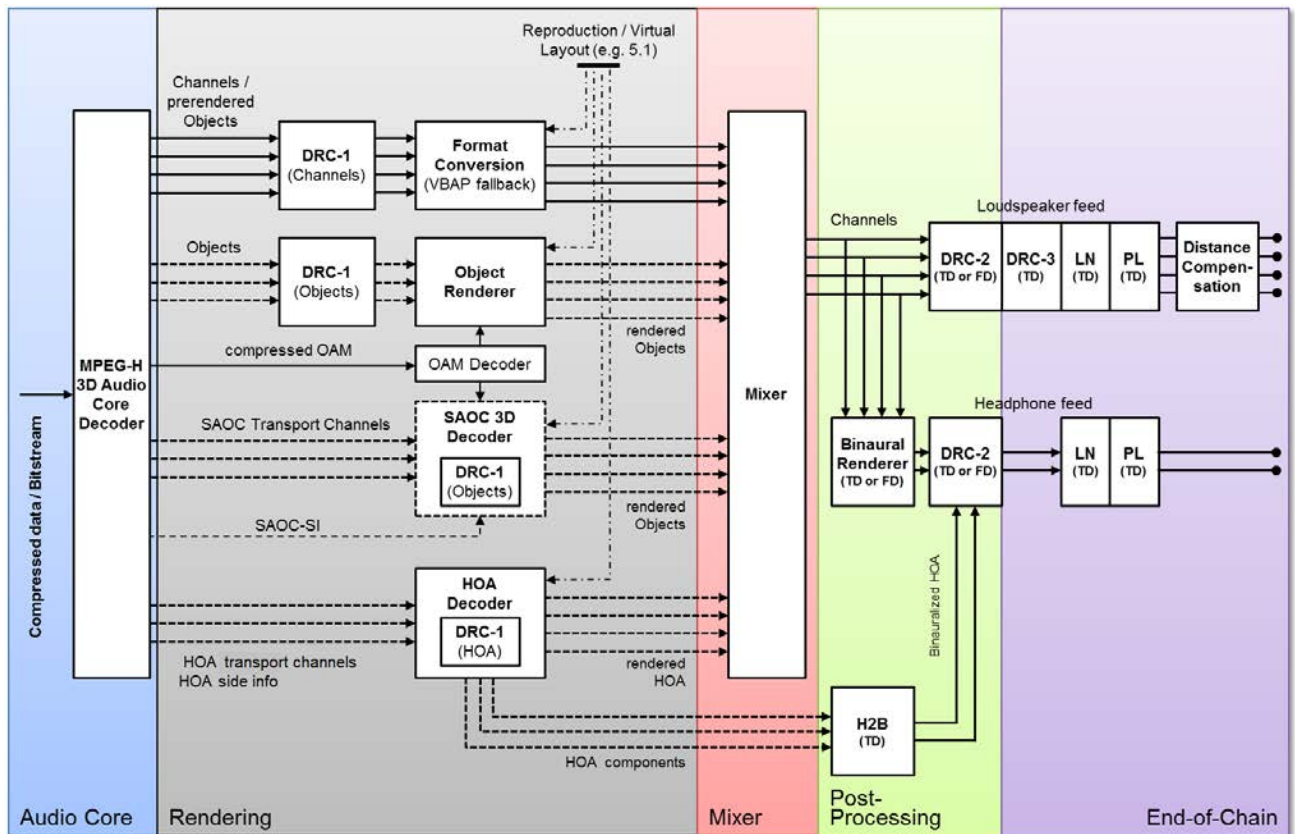


Figure 2 — MPEG-H 3D audio decoder overview with signal processing context

Operating blocks that are directly connected in the signal chain and which operate in the *same* domain can interface in that common domain.

Operating blocks that are directly connected in the signal chain and which operate in *different* domains require a transformation block which turns one signal representation into another, i.e. a QMF Analysis (TD to FD) or a QMF Synthesis (FD to TD). This transform causes additional delay and hence needs to be taken into account when determining the overall signal processing delay.

The following subclause describes formal generic rules which determine how the various functional can be connected.

4.4 Rule set for determining processing domains

4.4.1 Audio Core Codec, Processing Domain

The incoming bit stream configuration determines which core decoder tools are active and whether parts of the core codec operate in QMF domain / FD.

- If last decoding stage is in QMF domain (SBR and/or MPS212 active)
(typical for mid to low bit rate coding)
 - formal Audio Core Codec processing domain is **FD**
- If last decoding stage is **not** in QMF domain (neither SBR nor MPS212 active)
(typical for high rate coding)
 - formal Audio Core Codec processing domain is **TD**

4.4.2 Mixing

- If the Audio Core Codec processing domain is **TD**
 - If any block in Rendering Context requires operation in **FD**
AND any block in Post-processing Context requires operation in **FD**
 - then: Mixer shall operate in **FD**
 - else:
 - Mixer shall operate in **TD**
- If the Audio Core Codec processing domain is **FD**
 - If any block in Rendering Context requires operation in **TD**
AND **no** blocks in Post-processing Context require operation in **FD**
 - then: Mixer shall operate in **TD**
 - else:
 - Mixer shall operate in **FD**

4.4.3 Audio Core Codec, Interface Domain to Rendering

- If the Audio Core Codec processing domain is **TD**,
 - If subsequent rendering block requires operation in **FD**
 - apply QMF analysis and output **FD** for this rendering block
 - else
 - output **TD**
- If the Audio Core Codec processing domain is **FD**,
 - If subsequent rendering block requires operation in **TD**
 - apply QMF synthesis and output **TD** for this rendering block
 - else
 - output **FD**

4.4.4 Rendering Context

Rendering paths are considered individually:

- If Rendering block operates in **FD** and Mixer operates in **TD**
 - apply QMF synthesis after renderer and output **TD**
- If Rendering block operates in **TD** and Mixer operates in **FD**
 - apply QMF analysis after renderer and output **FD**
- else
 - keep processing domain

4.4.5 Post-Processing Context

- If Mixer operates **TD**
 - If **any** block in Post-processing Context requires operation in **FD**
 - convert to **FD** immediately after Mixer;
 - after the **FD** operation convert to **TD**, i.e. prior to End-of-Chain Context

- else
 - stay in **TD**
- If Mixer operates in **FD**
 - If **no** block in Post-processing Context requires operation in **FD**
 - convert to **TD** prior to DRC-2
 - else
 - convert to **TD** prior to End-of-Chain Context

4.4.6 End-of-Chain Context

All blocks shall operate in **TD**.

5 MPEG-H 3D Audio Core decoder

5.1 Terms and Definitions

5.1.1 Joint Stereo

The MDCT domain based joint stereo coding tool with the possibility of Complex Stereo Prediction as defined in ISO/IEC 23003-3:2012, subclause 7.7.

5.1.2 MPEG Surround based stereo (MPS 212)

The MPEG Surround 2-1-2 based stereo tool working in QMF domain as defined in ISO/IEC 23003-3:2012, subclause 7.11, with the possibility of using residual coding (Unified Stereo) as specified in ISO/IEC 23003-3:2012, Annex B.21.

5.2 Syntax

5.2.1 General

The bit stream syntax is based on ISO/IEC 23003-3:2012, clause 5.

Modifications and amendments to the existing bit stream syntax are listed below.

In environments that require byte alignment, MPEG-H 3D Audio configuration elements or payload elements that are not an integer number of bytes in length are padded at the end to achieve an integer byte count.

5.2.2 Decoder configuration

5.2.2.1 General Configuration Syntax

Table 2 — Syntax of mpegH3daConfig()

Syntax	No. of bits	Mnemonic
mpegH3daConfig()		
{		
mpegH3daProfileLevelIndication	8	uimsbf
usacSamplingFrequencyIndex;	5	bslbf
if (usacSamplingFrequencyIndex == 0x1f) {		
usacSamplingFrequency;	24	uimsbf
}		
coreSbrFrameLengthIndex;	3	uimsbf
coreQmfDelayCompensation;	1	uimsbf
receiverDelayCompensation;	1	uimsbf

referenceLayout = SpeakerConfig3d();		
FrameworkConfig3d();		
mpegh3daDecoderConfig();		
if (usacConfigExtensionPresent) {	1	uimsbf
mpegh3daConfigExtension();		
}		
}		

Table 3 — Syntax of FrameworkConfig3d()

Syntax	No. of bits	Mnemonic
<pre>FrameworkConfig3d() { Signals3d(); }</pre>		

Table 4 — Syntax of Signals3d()

Syntax	No. of bits	Mnemonic
<pre> Signals3d() { numAudioChannels = 0; numAudioObjects = 0; numSAOCTransportChannels = 0; numHOATransportChannels = 0; bsNumSignalGroups; for (grp = 0; grp < bsNumSignalGroups + 1 ; grp++) { signal_groupID[grp] = grp; differsFromReferenceLayout[grp] = 0; signalGroupType[grp]; bsNumberOfSignals[grp] = escapedValue(5, 8, 16); if (SignalGroupType[grp] == SignalGroupTypeChannels) { numAudioChannels += bsNumberOfSignals[grp] + 1; differsFromReferenceLayout[grp]; if(differsFromReferenceLayout[grp]) { audioChannelLayout[grp] = SpeakerConfig3d(); } else { audioChannelLayout[grp] = referenceLayout; } } if (SignalGroupType[grp] == SignalGroupTypeObject) { numAudioObjects += bsNumberOfSignals[grp] + 1; } if (SignalGroupType[grp] == SignalGroupTypeSAOC) { numSAOCTransportChannels += bsNumberOfSignals[grp] + 1; } if (SignalGroupType[grp] == SignalGroupTypeHOA) { numHOATransportChannels += bsNumberOfSignals[grp] + 1; } } } </pre>	5 3 1	uimbsf bslbf bslbf

if (ElevationClass == 3) { ElevationAngleIdx ; if (ElevationAngle != 0°) { ElevationDirection ; } }	5, 7	uimsbf
AzimuthAngleIdx ; if ((AzimuthAngle != 0°) && (AzimuthAngle != 180°)) { AzimuthDirection ; }	6, 8	uimsbf
isLFE ;	1	uimsbf
}		

NOTE: The number of bits for ElevationAngleIdx and AzimuthAngleIdx depends on the value of angularPrecision according to Table 42. The value of ElevationAngle and AzimuthAngle can be derived from Table 44 and Table 46, respectively. In case isCICPSpeakerIdx is one, ElevationAngle and AzimuthAngle are signaled by means of a LoudspeakerGeometry as defined in ISO/MPEG 23001-8.

5.2.2.3 Core Decoder Configuration

Table 8 — Syntax of mpeg3daDecoderConfig()

Syntax	No. of bits	Mnemonic
mpeg3daDecoderConfig() { numElements = escapedValue(4,8,16) + 1; elementLengthPresent for (elemIdx=0; elemIdx<numElements; ++elemIdx) { usacElementType [elemIdx] switch (usacElementType[elemIdx]) { case ID_USAC_SCE: mpeg3daSingleChannelElementConfig(sbrRatioIndex); break; case ID_USAC_CPE: mpeg3daChannelPairElementConfig(sbrRatioIndex); break; case ID_USAC_LFE: mpeg3daLfeElementConfig(); break; case ID_USAC_EXT: mpeg3daExtElementConfig(); break; } } }	1 2	 uimsbf
NOTE: mpeg3daSingleChannelElementConfig(), mpeg3daChannelPairElementConfig(), mpeg3daLfeElementConfig() and mpeg3daExtElementConfig() signaled at position elemIdx refer to the corresponding elements in mpeg3daFrame() at the respective position elemIdx.		

Table 9 — Syntax of mpeg3daSingleChannelElementConfig()

Syntax	No. of bits	Mnemonic
mpeg3daSingleChannelElementConfig(sbrRatioIndex) {		

```

    mpeg3daCoreConfig();
    if (sbrRatioIndex > 0) {
        SbrConfig();
    }
}

```

Table 10 — Syntax of mpeg3daChannelPairElementConfig()

Syntax	No. of bits	Mnemonic
mpeg3daChannelPairElementConfig(sbrRatioIndex)		
{		
mpeg3daCoreConfig();		
if (enhancedNoiseFilling) {		
igfIndependentTiling;	1	bslbf
}		
if (sbrRatioIndex > 0) {		
SbrConfig();		
stereoConfigIndex;	2	uimsbf
} else {		
stereoConfigIndex = 0;		
}		
if (stereoConfigIndex > 0) {		
Mps212Config(stereoConfigIndex);		
}		
qcelIndex;	2	uimsbf
if (qcelIndex > 0) {		
shiftIndex0;	1	uimsbf
if (shiftIndex0 > 0) {		
shiftChannel0;	nBits ¹⁾	
}		
}		
shiftIndex1;	1	uimsbf
if (shiftIndex1 > 0) {		
shiftChannel1;	nBits ¹⁾	
}		
}		
¹⁾ nBits = floor(log2(numAudioChannels + numAudioObjects + numHOATransportChannels + numSAOCTransportChannels - 1)) + 1		

Table 11 — Syntax of mpeg3daCoreConfig()

Syntax	No. of bits	Mnemonic
mpeg3daCoreConfig()		
{		
tw_mdct;	1	bslbf
noiseFilling;	1	bslbf
if (enhancedNoiseFilling) {	1	bslbf
igfUseEnf;	1	bslbf
igfUseWhitening;	1	bslbf
igfAfterTnsSynth;	1	bslbf
igfStartIndex;	4	uimsbf
igfUseHighRes;	1	bslbf
igfStopIndex;	3	uimsbf
}		
}		

Table 12 — Syntax of mpeg3daLfeElementConfig()

Syntax	No. of bits	Mnemonic
<pre>mpeg3daLfeElementConfig() { tw_mdct = 0; noiseFilling = 0; enhancedNoiseFilling = 0; }</pre>		

Table 13 — Syntax of mpeg3daExtElementConfig()

Syntax	No. of bits	Mnemonic
<pre>mpeg3daExtElementConfig() { usacExtElementType = escapedValue(4, 8, 16); usacExtElementConfigLength = escapedValue(4, 8, 16); if (usacExtElementDefaultLengthPresent) { usacExtElementDefaultLength = escapedValue(8, 16, 0) + 1; } else { usacExtElementDefaultLength = 0; } usacExtElementPayloadFrag; switch (usacExtElementType) { case ID_EXT_ELE_FILL: /* No configuration element */ break; case ID_EXT_ELE_MPEGS: SpatialSpecificConfig(); break; case ID_EXT_ELE_SAOC: SAOCSpecificConfig(); break; case ID_EXT_ELE_AUDIOPREROLL: /* No configuration element */ break; case ID_EXT_ELE_UNI_DRC: mpeg3daUniDrcConfig(); break; case ID_EXT_ELE_OBJ_METADATA: ObjectMetadataConfig(); break; case ID_EXT_ELE_SAOC_3D: SAOC3DSpecificConfig(); break; case ID_EXT_ELE_HOA: HOAConfig(); break; case ID_EXT_ELE_FMT_CNRTR: /* No configuration element */ break; default: while (usacExtElementConfigLength--) { tmp; } } }</pre>	1 1 NOTE 8	uimsbf uimsbf uimsbf

<pre> break; } } </pre>
NOTE: The default entry for the usacExtElementType is used for unknown extElementTypes so that legacy decoders can cope with future extensions.

Table 14 — Syntax of mpeg3daConfigExtension()

Syntax	No. of bits	Mnemonic
<pre> mpeg3daConfigExtension() { numConfigExtensions = escapedValue(2,4,8) + 1; for (confExtIdx=0; confExtIdx<numConfigExtensions; confExtIdx++) { usacConfigExtType[confExtIdx] = escapedValue(4,8,16); usacConfigExtLength[confExtIdx] = escapedValue(4,8,16); switch (usacConfigExtType[confExtIdx]) { case ID_CONFIG_EXT_FILL: while (usacConfigExtLength[confExtIdx]--) { fill_byte[i]; /* should be '10100101' */ } break; case ID_CONFIG_EXT_DOWNMIX: downmixConfig(); break; case ID_CONFIG_EXT_LOUDNESS_INFO: mpeg3daLoudnessInfoSet(); break; case ID_CONFIG_EXT_AUDIOSCENE_INFO: mae_AudioSceneInfo(); break; case ID_CONFIG_EXT_HOA_MATRIX: HoaRenderingMatrixSet(); break; default: while (usacConfigExtLength[confExtIdx]--) { tmp; } break; } } } </pre>	8 8	uimsbf uimsbf

Table 15 — References to USAC configuration syntactic elements

Syntax of	defined in
escapedValue()	ISO/IEC 23003-3:2012, 5.2, Table 16
SbrConfig()	ISO/IEC 23003-3:2012, 5.2, Table 11
Mps212Config()	ISO/IEC 23003-3:2012, 5.2, Table 13
SAOCSpecificConfig()	ISO/IEC 23003-2:2010, 6.1, Table 5
SpatialSpecificConfig()	ISO/IEC 23003-1:2007, 5.1, Table 5

5.2.2.4 Syntax of downmix matrix elements

Table 16 — Syntax of downmixConfig()

Syntax	No. of bits	Mnemonic
downmixConfig () { downmixConfigType ; if (downmixConfigType == 0 downmixConfigType == 2) { passiveDownmixFlag if (passiveDownmixFlag == 0) { phaseAlignStrength } immersiveDownmixFlag } if (downmixConfigType == 1 downmixConfigType == 2) { DownmixMatrixSet() } }	2 1 3 1	uimbsf uimbsf uimbsf uimbsf

Table 17 — Syntax of DownmixMatrixSet()

Syntax	No. of bits	Mnemonic
DownmixMatrixSet() { downmixIdCount ; for (k=0; k< downmixIdCount; ++k) { downmixId ; downmixType ; if (downmixType == 0) { CICPSpeakerLayoutIdx ; } else if (downmixType == 1) { CICPSpeakerLayoutIdx ; bsDownmixMatrixCount[k] = escapedValue(1,3,0); for (l=0; l< bsDownmixMatrixCount[k]+1; ++l) { bsNumAssignedGroupIDs[k][l] = escapedValue(1,4,4); for (m=0; m<bsNumAssignedGroupIDs[k][l]+1; ++m) { signal_groupID[k][l][m] ; } DmxMatrixLenBits = escapedValue(8,8,12); DownmixMatrix(inputConfig(audioChannelConfig), inputCount(audioChannelConfig), outputConfig(CICPSpeakerLayoutIdx), outputCount(CICPSpeakerLayoutIdx)); } } }	5 7 2 6 6 1..4 1..9 5 8..28	uimbsf uimbsf uimbsf uimbsf uimbsf uimbsf DmxMatrixLenBits

Table 18 — Syntax of DownmixMatrix()

Syntax	No. of bits	Mnemonic
DownmixMatrix(inputConfig, inputCount, outputConfig, outputCount)		
{		
equalizerPresent;	1	uimsbf
if (equalizerPresent) {		
EqualizerConfig (inputConfig, inputCount);		
}		
precisionLevel;	2	uimsbf
maxGain = escapedValue(3, 4, 0);		
minGain = (-1) × (escapedValue(4, 5, 0) + 1);		
(compactInputConfig, compactInputCount) = ConvertToCompactConfig(inputConfig, inputCount);		
(compactOutputConfig, compactOutputCount) = ConvertToCompactConfig(outputConfig,		
outputCount);		
isAllSeparable;	1	uimsbf
if (!isAllSeparable) {		
for (i = 0; i < compactOutputCount; i++) {		
if (compactOutputConfig[i].pairType == SYMMETRIC) {		
isSeparable[i];	1	uimsbf
}		
}		
} else {		
for (i = 0; i < compactOutputCount; i++) {		
if (compactOutputConfig[i].pairType == SYMMETRIC) {		
isSeparable[i] = 1;		
}		
}		
}		
isAllSymmetric;	1	uimsbf
if (!isAllSymmetric) {		
for (i = 0; i < compactOutputCount; i++) {		
isSymmetric[i];	1	uimsbf
}		
} else {		
for (i = 0; i < compactOutputCount; i++) {		
isSymmetric[i] = 1;		
}		
}		
mixLFEOnlyToLFE;	1	uimsbf
rawCodingCompactMatrix;	1	uimsbf
if (rawCodingCompactMatrix) {		
for (i = 0; i < compactInputCount; i++) {		
for (j = 0; j < compactOutputCount; j++) {		
if (!mixLFEOnlyToLFE (compactInputConfig[i].isLFE ==		
compactOutputConfig[j].isLFE)) {		
compactDownmixMatrix[i][j];	1	uimsbf
} else {		
compactDownmixMatrix[i][j] = 0;		
}		
}		
}		
}		
} else {		

```

totalCount = CalculateTotalCount();
useCompactTemplate;                                1          uimsbf
nBits = 3; if (totalCount >= 256) nBits = 4;
runLGRParam;                                       nBits          uimsbf
count = 0;
while (count < totalCount) {
    zeroRunLength;                                varies        bsbf
    /* limited Golomb-Rice using p = runLGRparam and N = totalCount+1*/
    flatCompactMatrix[count .. count + zeroRunLength] = {0, ..., 0, 1};
    count += zeroRunLength + 1;
}

count = 0;
compactTemplate =
    FindCompactTemplate(inputConfig, inputCount, outputConfig, outputCount);
for (i = 0; i < compactInputCount; i++) {
    for (j = 0; j < compactOutputCount; j++) {
        if (mixLFEOnlyToLFE && compactInputConfig[i].isLFE &&
            compactOutputConfig[j].isLFE) {
            compactDownmixMatrix[i][j];              1          uimsbf
        } else if (mixLFEOnlyToLFE &&
            (compactInputConfig[i].isLFE || compactOutputConfig[j].isLFE)) {
            compactDownmixMatrix[i][j] = 0;
        } else {
            compactDownmixMatrix[i][j] = flatCompactMatrix[count++];
            if (useCompactTemplate) {
                compactDownmixMatrix[i][j] ^= compactTemplate[i][j];
            }
        }
    }
}

fullForAsymmetricInputs;                            1          uimsbf
rawCodingNonzeros;                                1          uimsbf
if (!rawCodingNonzeros) {
    gainLGRParam;                                    3          uimsbf
    gainTableSize = generateGainTable(maxGain, minGain,
precisionLevel);
}
for (i = 0; i < compactInputCount; i++) {
    iType = compactInputConfig[i].pairType;
    for (j = 0; j < compactOutputCount; j++) {
        oType = compactOutputConfig[j].pairType;
        i1 = compactInputConfig[i].originalPosition;
        o1 = compactOutputConfig[j].originalPosition;

        if ((iType != SYMMETRIC) && (oType != SYMMETRIC)) {
            downmixMatrix[i1][o1] = 0.0;
            if (!compactDownmixMatrix[i][j]) continue;

            downmixMatrix[i1][o1] = DecodeGainValue();
        } else if (iType != SYMMETRIC) {
            o2 = compactOutputConfig[j].SymmetricPair.originalPosition;
            downmixMatrix[i1][o1] = 0.0;
            downmixMatrix[i1][o2] = 0.0;
            if (!compactDownmixMatrix[i][j]) continue;

```

```

        downmixMatrix[i1][o1] = DecodeGainValue();
        useFull = (iType == ASYMMETRIC) &&
fullForAsymmetricInputs;
        if (isSymmetric[j] && !useFull) {
            downmixMatrix[i1][o2] = downmixMatrix[i1][o1];
        } else {
            downmixMatrix[i1][o2] = DecodeGainValue();
        }
    } else if (oType != SYMMETRIC) {
        i2 = compactInputConfig[i].SymmetricPair.originalPosition;
        downmixMatrix[i1][o1] = 0.0;
        downmixMatrix[i2][o1] = 0.0;
        if (!compactDownmixMatrix[i][j]) continue;

        downmixMatrix[i1][o1] = DecodeGainValue();
        if (isSymmetric[j]) {
            downmixMatrix[i2][o1] = downmixMatrix[i1][o1];
        } else {
            downmixMatrix[i2][o1] = DecodeGainValue();
        }
    } else {
        i2 = compactInputConfig[i].SymmetricPair.originalPosition;
        o2 = compactOutputConfig[j].SymmetricPair.originalPosition;
        downmixMatrix[i1][o1] = 0.0;
        downmixMatrix[i1][o2] = 0.0;
        downmixMatrix[i2][o1] = 0.0;
        downmixMatrix[i2][o2] = 0.0;
        if (!compactDownmixMatrix[i][j]) continue;

        downmixMatrix[i1][o1] = DecodeGainValue();
        if (isSeparable[j] && isSymmetric[j]) {
            downmixMatrix[i2][o2] = downmixMatrix[i1][o1];
        } else if (!isSeparable[j] && isSymmetric[j]) {
            downmixMatrix[i1][o2] = DecodeGainValue();
            downmixMatrix[i2][o1] = downmixMatrix[i1][o2];
            downmixMatrix[i2][o2] = downmixMatrix[i1][o1];
        } else if (isSeparable[j] && !isSymmetric[j]) {
            downmixMatrix[i2][o2] = DecodeGainValue();
        } else {
            downmixMatrix[i1][o2] = DecodeGainValue();
            downmixMatrix[i2][o1] = DecodeGainValue();
            downmixMatrix[i2][o2] = DecodeGainValue();
        }
    }
}
}
}
}
}

```

Table 19 — Syntax of DecodeGainValue()

Syntax	No. of bits	Mnemonic
<pre> DecodeGainValue() { if (rawCodingNonzeros) { nAlphabet = ((maxGain - minGain) * 2 ^ precisionLevel) + 2; gainValueIndex = ReadRange(nAlphabet); gainValue = maxGain - gainValueIndex / 2 ^ precisionLevel; } else { gainValueIndex; varies bslbf /* limited Golomb-Rice using p = gainLGRParam and N = gainTableSize*/ gainValue = gainTable[gainValueIndex]; } if (gainValue < minGain) gainValue = -infinity; return gainValue; } </pre>		

Table 20 — Syntax of ReadRange()

Syntax	No. of bits	Mnemonic
<pre> ReadRange(alphabetSize) { nBits = floor(log2(alphabetSize)); nUnused = 2 ^ (nBits + 1) - alphabetSize; range; nBits uimsbf if (range >= nUnused) { rangeExtra; 1 uimsbf range = range * 2 - nUnused + rangeExtra; } return range; } </pre>		

Table 21 — Syntax of EqualizerConfig()

Syntax	No. of bits	Mnemonic
<pre> EqualizerConfig(inputConfig, inputCount) { numEqualizers = escapedValue(3, 5, 0) + 1; eqPrecisionLevel; 2 uimsbf eqExtendedRange; 1 uimsbf for (i = 0; i < numEqualizers; i++) { numSections = escapedValue(2, 4, 0) + 1; lastCenterFreqP10 = 0; lastCenterFreqLd2 = 10; maxCenterFreqLd2 = 99; for (j = 0; j < numSections; j++) { centerFreqP10 = lastCenterFreqP10 + ReadRange(4 - lastCenterFreqP10); if (centerFreqP10 > lastCenterFreqP10) { lastCenterFreqLd2 = 10; } if (centerFreqP10 == 3) { maxCenterFreqLd2 = 24; } centerFreqLd2 = lastCenterFreqLd2 + ReadRange(1 + maxCenterFreqLd2 - lastCenterFreqLd2); lastCenterFreqP10 = centerFreqP10; lastCenterFreqLd2 = centerFreqLd2; } } } </pre>		

qFactorIndex;	5	uimsbf
if (qFactorIndex > 19) {		
qFactorExtra;	3	uimsbf
}		
cgBits = 4 + eqExtendedRange + eqPrecisionLevel;		
centerGainIndex;	cgBits	uimsbf
}		
sgBits = 4 + eqExtendedRange + min(eqPrecisionLevel + 1, 3);		
scalingGainIndex;	sgBits	uimsbf
}		
for (i = 0; i < inputCount; i++) {		
hasEqualizer[i];	1	uimsbf
if (hasEqualizer[i]) {		
equalizerIndex[i] = ReadRange(numEqualizers);		
} else {		
equalizerIndex[i] = -1;		
}		
}		
}		

5.2.2.5 Syntax of HOA matrix elements

Table 22 — Syntax of `HoaRenderingMatrixSet()`

Syntax	No. of bits	Mnemonic
<code>HoaRenderingMatrixSet()</code>		
{		
numHoaRenderingMatrices;	5	uimsbf
for (k=0; k< numHoaRenderingMatrices; ++k) {		
HoaRenderingMatrixId;	7	uimsbf
CICPspeakerLayoutIdx;	6	uimsbf
HoaMatrixLenBits = escapedValue(8,8,12);	8..28	
HoaRenderingMatrix(NumOfHoaCoeffs,	HoaMatrixLenBits	
outputConfig(CICPspeakerLayoutIdx),		
outputCount(CICPspeakerLayoutIdx));		
}		
}		

Table 23 — Syntax of HoaRenderingMatrix()

Syntax	No. of bits	Mnemonic
<pre> HoaRenderingMatrix(NumOfHoaCoeffs, outputConfig, outputCount) { lfeExist = 0; hasLfeRendering = 0; for (i=0; i< inputCount; ++i) isHoaCoefSparse[i] = 0; precisionLevel if (gainLimitPerHoaOrder) { for (i = 0; i<(maxHoaOrder+1); ++i) { maxGain[i] = - escapedValue(3, 5, 6); minGain[i] = -(escapedValue(4, 5, 6) + 1 - maxGain[i]); } } else { maxGain[0] = - escapedValue (3, 5, 6); minGain[0] = -(escapedValue (4, 5, 6) + 1- maxGain[0]); for (i = 1; i<(maxHoaOrder+1); ++i) { maxGain[i] = maxGain[0]; minGain[i] = minGain[0]; } } if (isFullMatrix) { firstSparseOrder for (i = (firstSparseOrder*firstSparseOrder); i<inputCount; ++i) isHoaCoefSparse[i] = 1; } for (i=0; i< outputCount; ++i){ if (outputConfig[i].isLFE) lfeExist = 1; } if (lfeExist) hasLfeRendering; numPairs = findSymmetricSpeakers(outputCount, outputConfig, hasLfeRendering); for (i=0; i<numPairs; ++i) { valueSymmetricPairs[i] = 0; signSymmetricPairs[i] = 0; } zerothOrderAlwaysPositive; if (isAllValueSymmetric) { for (i=0; i<numPairs; ++i) { valueSymmetricPairs[i] = 1; } } else { if (isAnyValueSymmetric) { for (i=0; i<numPairs; ++i) valueSymmetricPairs[i] = boolVal; if (isAnySignSymmetric) { for (i=0; i<numPairs; ++i) { if (0==valueSymmetricPairs[i]) signSymmetricPairs[i] = boolVal; } } } else { if (isAllSignSymmetric) { for (i=0; i<numPairs; ++i) signSymmetricPairs[i] = 1; } else { /* isAnyValueSymmetric==0 */ if { isAnySignSymmetric } { </pre>	2 1 1 1 1 1 1 1 1 1 1 1 1 1	uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf uimsbf

<pre> for (i=0; i<numPairs; ++i) signSymmetricPairs[i] = boolVal } } hasVerticalCoef; DecodeHoaMatrixData() } </pre>	1	uimbsbf
<pre> hasVerticalCoef; DecodeHoaMatrixData() } </pre>	1	uimbsbf

Table 24 — Syntax of DecodeHoaMatrixData()

Syntax	No. of bits	Mnemonic
<pre> DecodeHoaMatrixData() { j = 0; for (i=0; i<outputCount; ++i) { isValueSymmetric[i] = 0; isSignSymmetric[i] = 0; if ((outputConfig[i].pairType == SP_PAIR_SYMMETRIC) && (outputConfig[i].symmetricPair != NULL)) { if (0==(outputConfig[i].isLFE && (0==hasLfeRendering))) { isValueSymmetric[i] = valueSymmetricPairs[j]; isSignSymmetric[i] = signSymmetricPairs[j++]; } } } for (i = 0; i < inputCount; ++i) { currentHoaOrder = ceil(sqrt(i+1))-1; for (j = outputCount-1; j >= 0; --j) { signMatrix[i * outputCount + j] = 1; hoaMatrix [i * outputCount + j] = 0.0; if ((vertBitmask[i] && hasVerticalCoef) !vertBitmask[i]) { hasValue = 1; if (0 == isValueSymmetric[j]) { if ((hasLfeRendering && outputConfig[j].isLFE) (!outputConfig[j].isLFE)) { if (isHoaCoefSparse[j]) { hasValue; } } if (hasValue) { hoaMatrix [i * outputCount + j] = DecodeHoaGainValue(currentHoaOrder); if (0==isSignSymmetric[j]) { if (hoaMatrix [i * outputCount + j] != 0.0) { if (currentHoaOrder !zerothOrderAlwaysPositive) { signMatrix[i * outputCount + j] = signVal*2-1; } } } } else { // isSignSymmetric[i] == 1 pairIdx = outputConfig[j].symmetricPair->originalPosition; signMatrix[i * outputCount + j] = symSigns[i] * signMatrix[i * outputCount + pairIdx]; } } /* has value */ } } } } </pre>	1	uimbsbf
	1	uimbsbf

```

        else { /* isValueSymmetric */
            pairIdx = outputConfig[j].symmetricPair->originalPosition;
            hoaMatrix[i*outputCount+j] =
                hoaMatrix[i*outputCount+pairIdx];
            signMatrix[i*outputCount+j] =
                symSigns[i] * signMatrix[i*outputCount+pairIdx];
        }
    }
}
for (i = 0; i < inputCount; ++i) {
    for (j = 0; j < outputCount; ++j) {
        hoaMatrix[i*outputCount+j] *= signMatrix[i*outputCount+j];
        hoaMatrix[i*outputCount+j] /= sqrt(2 * ceil(sqrt(i+1)-1) + 1);
    }
}
}

```

Table 25 — Syntax of DecodeHoaGainValue()

Syntax	No. of bits	Mnemonic
<pre> DecodeHoaGainValue(order) { nAlphabet = ((maxGain[order] - minGain[order]) * 2 ^ precisionLevel) + 2; gainValueIndex = ReadRange(nAlphabet); gainValue = maxGain[order] - gainValueIndex / 2 ^ precisonLevel; if (gainValue < minGain[order]) { gainValue = 0.0; } else { gainValue = 10.0 ^ (gainValue / 20.0); } return gainValue; } </pre>		

5.2.3 MPEG-H 3D Audio Core bitstream payloads

5.2.3.1 Payloads for MPEG-H 3D Audio Core

The bit stream syntax is based on ISO/IEC 23003-3:2012, subclause 5.3.1. Modifications and amendments are listed below.

**Table 26 — Syntax of mpeg3daFrame(),
top level payload for MPEG-H 3D Audio Core**

Syntax	No. of bits	Mnemonic
<pre> mpeg3daFrame() { usacIndependencyFlag; </pre>	1	uimsbf
<pre> for (elemIdx=0; elemIdx<numElements; ++elemIdx) { if ((usacElementType[elemIdx] != ID_USAC_EXT) && (elementLengthPresent == 1)) { elementLength } switch (usacElementType[elemIdx]) { case ID_USAC_SCE: </pre>	16	uimsbf

mpegh3daSingleChannelElement(usacIndependencyFlag);	elementLength , NOTE 1
break;	
case ID_USAC_CPE:	
mpegh3daChannelPairElement(usacIndependencyFlag);	elementLength , NOTE 1
break;	
case ID_USAC_LFE:	
mpegh3daLfeElement(usacIndependencyFlag);	elementLength , NOTE 1
break;	
case ID_USAC_EXT:	
mpegh3daExtElement(usacIndependencyFlag);	
break;	
}	
}	
NOTE 1: If present, elementLength represents the length of the corresponding element it refers to in number of bits.	

Table 27 — Syntax of mpegh3daSingleChannelElement()

Syntax	No. of bits	Mnemonic
mpegh3daSingleChannelElement(indepFlag)		
{		
mpegh3daCoreCoderData(1, indepFlag);		
if (sbrRatioIndex > 0) {		
UsacSbrData(1, indepFlag);		
}		
}		

Table 28 — Syntax of mpegh3daChannelPairElement()

Syntax	No. of bits	Mnemonic
mpegh3daChannelPairElement(indepFlag)		
{		
if (stereoConfigIndex == 1) {		
nrCoreCoderChannels = 1;		
} else {		
nrCoreCoderChannels = 2;		
}		
mpegh3daCoreCoderData(nrCoreCoderChannels, indepFlag);		
if (sbrRatioIndex > 0) {		
if (stereoConfigIndex == 0 stereoConfigIndex == 3) {		
nrSbrChannels = 2;		
} else {		
nrSbrChannels = 1;		
}		
UsacSbrData(nrSbrChannels, indepFlag);		
}		
if (stereoConfigIndex > 0) {		
Mps212Data(indepFlag);		
}		
}		

Table 29 — Syntax of mpeggh3daLfeElement()

Syntax	No. of bits	Mnemonic
<pre> mpeg_h3daLfeElement(indepFlag) { fd_channel_stream(0,0,0,0, indepFlag); } </pre>		

Table 30 — Syntax of UsacExtElement()

Syntax	No. of bits	Mnemonic
mpeg3daExtElement(indepFlag)		
{		
usacExtElementPresent	1	uimsbf
if (usacExtElementPresent==1) {		
usacExtElementUseDefaultLength;	1	uimsbf
if (usacExtElementUseDefaultLength) {		
usacExtElementPayloadLength = usacExtElementDefaultLength;		
} else {		
usacExtElementPayloadLength = escapedValue(8,16,0);		
}		
if (usacExtElementPayloadLength>0) {		
if (usacExtElementPayloadFrag) {		
usacExtElementStart;	1	uimsbf
usacExtElementStop;	1	uimsbf
} else {		
usacExtElementStart = 1;		
usacExtElementStop = 1;		
}		
for (i=0; i<usacExtElementPayloadLength; i++) {		
usacExtElementSegmentData[i];	8	uimsbf
}		
}		
}		

Table 31 — Syntax of ics_info()

Syntax	No. of bits	Mnemonic
ics_info() { window_sequence; window_shape; if (window_sequence == EIGHT_SHORT_SEQUENCE) { max_sfb; scale_factor_grouping; } else { max_sfb; } }	 2 1 4 7 6	 uimbsf uimbsf uimbsf uimbsf uimbsf

5.2.3.2 Subsidiary payloads

Table 32 — Syntax of mpeg3daCoreCoderData()

Syntax	No. of bits	Mnemonic
<pre> mpeg3daCoreCoderData(nrChannels, indepFlag) { for (ch=0; ch < nrChannels; ch++) { core_mode[ch]; } if (nrChannels == 2) { StereoCoreToolInfo(core_mode); } for (ch=0; ch<nrChannels; ch++) { if (core_mode[ch] == 1) { lpd_channel_stream(indepFlag); } else { if ((nrChannels == 1) (core_mode[0] != core_mode[1])) { tns_data_present[ch]; } fd_channel_stream(common_window, common_tw, tns_data_present[ch], noiseFilling, indepFlag); } } } </pre>	1	uimsbf
	1	uimsbf

Table 33 — Syntax of StereoCoreToolInfo()

Syntax	No. of bits	Mnemonic
<pre> StereoCoreToolInfo(core_mode) { if (core_mode[0] == 0 && core_mode[1] == 0) { tns_active; if (common_window) { ics_info(); if (common_max_sfb) { max_sfb1 = max_sfb; } else { if (window_sequence == EIGHT_SHORT_SEQUENCE) { max_sfb1; } else { max_sfb1; } } max_sfb_ste = max(max_sfb, max_sfb1); if (enhancedNoiseFilling && !igfIndependentTiling) { max_sfb_ste = min(max_sfb_ste, igf_sfb_start); } ms_mask_present; if (ms_mask_present == 1) { </pre>	1	uimsbf
	1	uimsbf
	1	uimsbf
	4	uimsbf
	6	uimsbf
	2	uimsbf

```

        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();
    } else {
        for (g = 0; g < num_window_groups; g++) {
            for (sfb = 0; sfb < max_sfb_ste; sfb++) {
                alpha_q_re[g][sfb] = 0;                        [1]                [2]
                alpha_q_im[g][sfb] = 0;
            }
        }
    }
}

if (enhancedNoiseFilling && !igfIndependentTiling) {
    igf_ms_mask_present;                                    2                uimsbf
    if (igf_ms_mask_present == 1) {
        for (g = 0; g < num_window_groups; g++) {
            for (sfb = igf_sfb_start; sfb < igf_sfb_stop; sfb += (2 - igfUseHighRes)) {
                ms_used[g][sfb];                                1                uimsbf
                if (!igfUseHighRes && (sfb + 1) < igf_sfb_stop) {
                    ms_used[g][sfb+1] = ms_used[g][sfb];
                }
            }
        }
    }
    if (igf_ms_mask_present == 3) {
        igf_stereo_pred_data();
    } else {
        for (g = 0; g < num_window_groups; g++) {
            for (sfb = max_sfb_ste; sfb < igf_sfb_stop; sfb++) {
                alpha_q_re[g][sfb] = 0;                        [3]                [4]
                alpha_q_im[g][sfb] = 0;
            }
        }
    }
}

if (tw_mdct) {
    if (common_tw) {
        tw_data();
    }
}

if (tns_active) {
    if (common_window) {
        common_tns;                                            1                uimsbf
    } else {
        common_tns = 0;
    }
    if (!enhancedNoiseFilling || igfAfterTnsSynth) {
        tns_on_lr;                                            1                uimsbf
    } else {
        tns_on_lr = 1;
    }
}

```

<pre> } if (common_tns) { tns_data(); tns_data_present[0] = 0; tns_data_present[1] = 0; } else { if (tns_present_both) { tns_data_present[0] = 1; tns_data_present[1] = 1; } else { tns_data_present[1]; tns_data_present[0] = 1 – tns_data_present[1]; } } } else { common_tns = 0; tns_data_present[0] = 0; tns_data_present[1] = 0; } } else { common_window = 0; common_tw = 0; } } </pre>	1	uimbsf
	1	uimbsf

Table 34 — Syntax of fd_channel_stream()

Syntax	No. of bits	Mnemonic
fd_channel_stream(common_window, common_tw, tns_data_present, noiseFilling, indepFlag)		
{		
global_gain;	8	uimbsf
if (noiseFilling) {		
noise_level;	3	uimbsf
noise_offset;	5	uimbsf
} else {		
noise_level = 0;		
}		
if (!common_window) {		
ics_info();		
}		
if (tw_mdct && !common_tw) {		
tw_data();		
}		
scale_factor_data();		
if (enhancedNoiseFilling) {		
igf_AllZero	1	uimbsf
igf_level (igf_AllZero, indepFlag);	0...	NOTE
if (!igf_AllZero) {		
igf_data(indepFlag);		
} else {		
igfPrevTileIdx = {3};		
igf_PrevWhiteningLevel = {0};		
}		
}		
if (tns_data_present) {		

<pre> tns_data(); } ac_spectral_data(indepFlag); if (fac_data_present) { fac_length = (window_sequence == EIGHT_SHORT_SEQUENCE) ? ccfl/16 : ccfl/8; fac_data(1, fac_length); } } </pre>	1	uimsbf
NOTE: For details on igf_level() see 5.5.5.		

Table 35 — Syntax of **igf_stereo_pred_data()**

Syntax	No. of bits	Mnemonic
<pre> igf_stereo_pred_data(igf_sfb_start, igf_sfb_stop, indepFlag) { igf_stereo_pred_all; if (igf_stereo_pred_all == 0) { for (g = 0; g < num_window_groups; g++) { for (sfb = igf_sfb_start; sfb < igf_sfb_stop; sfb += SFB_PER_PRED_BAND) { cplx_pred_used[g][sfb]; if ((sfb + 1) < igf_sfb_stop) { cplx_pred_used[g][sfb+1] = cplx_pred_used[g][sfb]; } } } } else { for (g = 0; g < num_window_groups; g++) { for (sfb = igf_sfb_start; sfb < igf_sfb_stop; sfb++) { cplx_pred_used[g][sfb] = 1; } } } igf_pred_dir; if (indepFlag) { igf_delta_code_time = 0; } else { igf_delta_code_time; } for (g = 0; g < num_window_groups; g++) { for (sfb = igf_sfb_start; sfb < igf_sfb_stop; sfb += SFB_PER_PRED_BAND) { if (cplx_pred_used[g][sfb]) { hcod_sf[dpcm_alpha_q_re[g][sfb]]; } else { alpha_q_re[g][sfb] = 0; } alpha_q_im[g][sfb] = 0; } } } </pre>	1	uimsbf
	1	uimsbf
	1	uimsbf
	1	uimsbf
	1..19	vlclbf
	[5]	[6]

Table 36 — Syntax of igf_data()

Syntax	No. of bits	Mnemonic
igf_data(indepFlag)		
{		
if (!indepFlag) {		
if (igf_UsePrevTileIdx) {	1	uimbsbf
for (i = 0; i < igfNTiles; i++) {		
igfCurrTileIdx[i] = igfPrevTileIdx[i];		
}		
}		
} else {		
for (i = 0; i < igfNTiles; i++) {		
igfCurrTileIdx [i];	2	uimbsbf
}		
}		
for (i = igfNTiles; i < 4; i++) {		
igfCurrTileIdx[i] = 3;		
igfPrevTileIdx[i] = 3;		
}		
for (i = 0; i < igfNTiles; i++) {		
igfPrevTileIdx[i] = igfCurrTileIdx[i];		
}		
if (igfUseWhitening && window_sequence != EIGHT_SHORT_SEQUENCE) {		
if (indepFlag) {		
igf_UsePrevWhiteningLevel = 0;		
} else {		
igf_UsePrevWhiteningLevel ;	1	uimbsbf
}		
if (igf_UsePrevWhiteningLevel) {		
for (i = 0; i < igfNTiles; i++) {		
igf_WhiteningLevel[i] = igf_PrevWhiteningLevel[i];		
}		
} else {		
if (igf_WhiteningLevel [0]) {	1	uimbsbf
igf_WhiteningLevel[0] = 1 + tmp;	1	uimbsbf
}		
if (remainingTilesDifferent) {	1	uimbsbf
for (i = 1; i < igfNTiles; i++) {		
if (igf_WhiteningLevel [i]) {	1	uimbsbf
igf_WhiteningLevel[i] = 1 + tmp;	1	uimbsbf
}		
}		
}		
} else {		
for (i = 1; i < igfNTiles; i++) {		
igf_WhiteningLevel[i] = igf_WhiteningLevel[0];		
}		
}		
}		
for (i = igfNTiles; i < 4; i++) {		
igf_WhiteningLevel[i] = 0;		
igf_PrevWhiteningLevel[i] = 0;		
}		
if (igfUseEnf) {		
If (window_sequence != EIGHT_SHORT_SEQUENCE) {		
isIGFEnfFlat ;	1	uimbsbf

```

    }
  }
}

```

Table 37 — References to USAC syntactic elements

Syntax of	Defined in
ics_info()	ISO/IEC 23003-3:2012, 5.3, Table 22
tw_data()	ISO/IEC 23003-3:2012, 5.3, Table 27
scale_factor_data()	ISO/IEC 23003-3:2012, 5.3, Table 28
tns_data()	ISO/IEC 23003-3:2012, 5.3, Table 29
ac_spectral_data()	ISO/IEC 23003-3:2012, 5.3, Table 30
lpd_channel_stream()	ISO/IEC 23003-3:2012, 5.3, Table 31
fac_data()	ISO/IEC 23003-3:2012, 5.3, Table 39
UsacSbrData()	ISO/IEC 23003-3:2012, 5.3, Table 40
Mps212Data()	ISO/IEC 23003-3:2012, 5.3, Table 52

5.2.3.3 Extension Payloads

Table 38 — Syntax of AudioPreRoll()

Syntax	No. of bits	Mnemonic
AudioPreRoll() { configLen = escapedValue(4,4,8); Config() numPreRollFrames = escapedValue(2,4,0); for (frameIdx=0; frameIdx < numPreRollFrames; ++frameIdx) { auLen = escapedValue(16,16,0) AccessUnit() } }	4..16 8*configLen 2..6 16..32 8*auLen	uimsbf

5.3 Data Structure

5.3.1 General

The data structure is based on ISO/IEC 23003-3:2012, Clause 6.

Modifications and amendments are listed below.

Signal groups are represented by audio data elements which are configured in the mpegH3daDecoderConfig(). The bitstream element Signals3d() specifies the assignment of audio data elements to signal groups. In case a signal group requires extension payloads, the corresponding mpegH3daExtElementConfig()s shall directly follow the configuration elements for the audio data elements which belong to the associated signal group..

5.3.2 General Configuration Data Elements

mpegH3daProfileLevelIndication

Indication of MPEG-H 3D Audio profile and level according to Table 39.

Table 39 — Value of mpeg3daProfileLevelIndication

value	Indication of Profile	Indication of Level
0x00	reserved for ISO use	-
0x01-0xff	reserved for future profile definition	

- coreQmfDelayCompensation** This flag forces the MPEG-H 3D Audio Core coder to apply a delay compensation for the case that eSBR is not applied. If its value is 0, no delay compensation shall be applied. If its value is 1, a delay of 577 samples shall be applied to all audio elements which do not use eSBR, i.e. which do not employ a QMF analysis during decoding. Further, if processing blocks immediately following the MPEG-H 3D Audio Core require QMF domain input, the delay is bypassed and the output is fed to a QMF analysis instead, such that the MPEG-H 3D Audio Core decoder and the subsequent processing blocks can be efficiently combined in the QMF domain. Audio elements which *do* employ eSBR are not affected.
- receiverDelayCompensation** This flag forces the format converter to apply a delay compensation for the case that it is not active. When its value is 0, no delay compensation shall be applied in the bypass path. When its value is 1, a delay of 4033 samples shall be applied, when the format converter is fed with time-domain input, a delay of 2432 samples (corresponding to 38 QMF time slots) shall be applied, when the format converter is fed with QMF domain input.
- referenceLayout** This structure describes the loudspeaker layout which the content of the present audio stream was originally designed or produced for. In that sense it represents the optimal loudspeaker layout from the content creator's perspective. This layout also acts as default rendering layout in the case where the targetLayout is not known to the decoder. The referenceLayout must contain a specific and real layout. A ChannelConfiguration value of 0 ("any setup") of ISO/IEC 23001-8 is not allowed.
- audioChannelLayout** This structure describes the loudspeaker layout for a group with SignalGroupType == SignalGroupTypeChannels. If the audioChannelLayout is different from the referenceLayout (differsFromReferenceLayout==1), then the audioChannelLayout shall be smaller than the referenceLayout.
- targetLayout** This structure describes the target loudspeaker layout, i.e. the actual loudspeaker constellation which the audio content shall be rendered to. This information will typically come from outside of the decoder. If the targetLayout is unknown, it shall be assumed that targetLayout = referenceLayout.
- bsNumSignalGroups** This field defines the number of signal groups that are present in the bitstream.
- signal_groupID** This variable implicitly assigns an ID to the signal groups listed in the Signals3d() syntax element. The ID is used to assign signal groups to transmitted downmix matrices in the DownmixMatrixSet() syntax element. Only signal groups of type SignalGroupTypeChannels may be assigned to downmix matrices.
- signalGroupType** This field defines the type of a signal group.

Table 40 — Value of signalGroupType

signalGroupType	value	meaning
SignalGroupTypeChannels	0	Signal group contains channel signals, i.e. signals that should be played back from one static position, e.g. by a specific loudspeaker
SignalGroupTypeObject	1	Signal group contains object signals, i.e. signals that should be rendered to the reproduction layout
SignalGroupTypeSAOC	2	Signal group contains SAOC signals
SignalGroupTypeHOA	3	Signal group contains HOA signals
reserved	4 - 7	n.a.

differsFromReferenceLayout This flag indicates whether the layout for which the signal group (of type SignalGroupTypeChannels) is intended differs from the reference layout.

numAudioChannels Explicit number of audio channels that are conveyed in the present stream by means of SCEs, CPEs, QCEs, and LFEs. The value of this bit stream field shall correspond to the number of channels as signaled with the help of audioChannelLayout. In the element loop of mpeg3daDecoderConfig() these elements shall be located before all object related elements.

numAudioObjects Explicit number of audio objects channels that are conveyed in the present stream by means of SCEs, CPEs, and QCEs and that are further processed in the object renderer. In the element loop of mpeg3daDecoderConfig() these elements shall be located after all audio channel related elements.

numSAOCTransportChannels Explicit number of SAOC audio transport channels that are conveyed in the present stream by means of SCEs and that are further processed in the SAOC 3D Decoder. In the element loop of mpeg3daDecoderConfig() these elements shall be located after all audio channel and audio object related elements.

numHOATransportChannels Explicit number of HOA transport channels that are conveyed in the present stream by means of SCEs, CPEs, QCEs and that are further processed in the HOA Decoder. In the element loop of mpeg3daDecoderConfig() these elements shall be located after all audio channel, audio object and SAOC related elements.

5.3.3 Loudspeaker Configuration Data Elements

speakerLayoutType This field indicates by which means the loudspeaker layout is conveyed in the bitstream element according to Table 41

Table 41 — Meaning of speakerLayoutType

Value	Meaning
0	Loudspeaker layout is signaled by means of ChannelConfiguration index as defined in ISO/IEC 23001-8.
1	Loudspeaker layout is signaled by means of a list of LoudspeakerGeometry indices as defined in ISO/IEC 23001-8
2	Loudspeaker layout is signaled by means of a list of explicit geometric position information.
3	Reserved

CICPspeakerLayoutIdx ChannelConfiguration value as defined in ISO/MPEG 23001-8

CICPspeakerIdx LoudspeakerGeometry value as defined in ISO/MPEG 23001-8

angularPrecision This flag signals the angular precision of loudspeaker geometry information according to Table 42

Table 42 — Meaning of angularPrecision

Value of angularPrecision	angular precision in degrees (°)	Number of bits used for coding of bit stream field:	
		ElevationAngleIdx	AzimuthAngleIdx
0	5	5	6
1	1	7	8

alsoAddSymmetricPair This flag signals if a symmetric pair on the horizontal plane is directly following

isCICPspeakerIdx This flag signals if the loudspeaker position is signaled by means of a LoudspeakerGeometry according to ISO/IEC 23001-8.

ElevationClass Indicates loudspeaker elevation by means of a simple middle/upper/lower layer indication according to Table 43.

Table 43 — Meaning of ElevationClass field

Value	Meaning	ElevationAngle
0	Loudspeaker is located in the Middle Layer.	0°
1	Loudspeaker is located in the Upper Layer.	35°
2	Loudspeaker is located in the Lower Layer	-15°
3	Loudspeaker position signaled explicitly	N.A.

ElevationAngleIdx Index for calculating the elevation (i.e. vertical) angle for a given loudspeaker according to Table 44.

Table 44 — Calculation of ElevationAngle from ElevationAngleIdx

ElevationAngleIdx	angularPrecision == 0	angularPrecision == 1
0-18	$\text{ElevationAngle} = \text{ElevationAngleIdx} * 5^\circ$	$\text{ElevationAngle} = \text{ElevationAngleIdx} * 1^\circ$
19-31	reserved	
32-90	N.A.	
91-127	N.A.	reserved

ElevationDirection This flag signals the direction of increasing elevation according to Table 45.

Table 45 — Meaning of ElevationDirection

Value of ElevationDirection	Direction
0	Upwards
1	Downwards

AzimuthAngleIdx Index for calculating the azimuth (i.e. horizontal) angle for a given loudspeaker according to Table 46.

Table 46 — Calculation AzimuthAngle from AzimuthAngleIdx

AzimuthAngleIdx	angularPrecision == 0	angularPrecision == 1
0-36	$\text{AzimuthAngle} = \text{AzimuthAngleIdx} * 5^\circ$	$\text{AzimuthAngle} = \text{AzimuthAngleIdx} * 1^\circ$
37-180	N.A.	
181-255	N.A.	reserved

AzimuthDirection This flag signals the direction of increasing azimuth angles according to Table 47

Table 47 — Meaning of AzimuthDirection

Value of AzimuthDirection	Direction
0	Counter-clockwise
1	clockwise

isLFE This flag signals if the given loudspeaker is an LFE loudspeaker

5.3.4 Core Decoder Configuration Data Elements

qcelIndex This index describes whether two subsequent elements of type `mpegh3daChannelPairElement()` are treated as a Quadruple Channel Element (QCE). The different QCE modes are given in Table 48. The `qcelIndex` shall be the same for the two subsequent elements forming one QCE.

Table 48 — Value of qcelIndex

qcelIndex	meaning
0	Stereo CPE
1	QCE without residual
2	QCE with residual
3	reserved

shiftIndex0 This flag signals if the first channel in the element is the next non-assigned channel or if the element is shifted in the channel map relative to the next non-assigned channel.

shiftIndex1 This flag signals if the second channel in element is the next non-assigned channel or if the second channel in the element is shifted in the channel map relative to the next non-assigned channel.

shiftChannel0 Offset by which the first channel in the element is shifted relative to the next non-assigned channel.

shiftChannel1 Offset by which the second channel in the element is shifted relative to the next non-assigned channel.

enhancedNoiseFilling	This flag signals the usage of the Enhanced Noise Filling tool.
igfUseEnf	This flag signals the usage of IGF envelope noise flattening.
igfUseWhitening	This flag signals the usage of IGF spectral whitening.
igfAfterTnsSynth	This flag signals that IGF should be applied after TNS synthesis filtering.
igfIndependentTiling	This flag signals that IGF is applied in discrete channel mode.
igfStartIndex	This flag signals the IGF start index, which is mapped to a scalefactor band index.
igfStopIndex	This flag signals the IGF stop index, which is mapped to a scalefactor band index.
igfUseHighRes	This flag signals that for every scalefactor band in IGF range a IGF level value is transmitted. If the flag is zero, low resolution is used which implies, that for two scalefactor bands only one IGF level value is transmitted.
igfCurrTileIdx[]	Vector of length 4 containing the tile index.
isIgfEnfFlat	Flag indicating the application of IGF-ENF filtering
igf_data()	Syntax element which reads IGF tile and whitening side information for each channel ch.
igf_level()	Syntax element which reads the IGF level information for each channel ch.
igf_AllZero	This flag signals that all levels in IGF range are zero.
igf_UsePrevTileIdx	This flag signals that previous values of tile indices should be used.
igf_UsePrevWhiteningLevel	This flag signals that previous values of whitening levels should be used.
igf_WhiteningLevel[]	This values describe which whitening should be used, see Table 49.
igf_ms_mask_present	this two bit field indicates that the MS mask is: 00 All zeros. 01 A mask of max_sfb bands of ms_used follows this field. 10 All ones. 11 M/S coding is disabled, real stereo prediction is enabled.
igf_pred_dir	Indicates the direction of prediction (same as cplx_pred_dir).

Table 49 — Value of igf_WhiteningLevel

igf_WhiteningLevel	Meaning
0	use medium whitening
1	do not use whitening
2	use pseudo-random noise

usacExtElementType	This element allows to signal bit stream extensions types. The meaning of usacExtElementType is defined in Table 50.
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Table 50 — Value of usacExtElementType

usacExtElementType	Value
ID_EXT_ELE_FILL	0
ID_EXT_ELE_MPEGS	1
ID_EXT_ELE_SAOC	2
ID_EXT_ELE_AUDIOPREROLL	3
ID_EXT_ELE_UNI_DRC	4
ID_EXT_ELE_OBJ_METADATA	5
ID_EXT_ELE_SAOC_3D	6
ID_EXT_ELE_HOA	7
ID_EXT_ELE_FMT_CNVTR	8
/* reserved for ISO use */	9-127
/* reserved for use outside of ISO scope */	128 and higher
NOTE: Application-specific usacExtElementType values are mandated to be in the space reserved for use outside of ISO scope. These are skipped by a decoder as a minimum of structure is required by the decoder to skip these extensions.	

usacExtElementSegmentData

The concatenation of all usacExtElementSegmentData from mpeg3daExtElement() of consecutive frames, starting from the mpeg3daExtElement() with usacExtElementStart==1 up to and including the mpeg3daExtElement() with usacExtElementStop==1 forms one data block. In case a complete data block is contained in one mpeg3daExtElement(), usacExtElementStart and usacExtElementStop shall both be set to 1. The data blocks are interpreted as a byte aligned extension payload depending on usacExtElementType according to Table 51.

Table 51 — Interpretation of data blocks for extension payload decoding

usacExtElementType	The concatenated usacExtElementSegmentData represents:
ID_EXT_ELE_FILL	Series of fill_byte
ID_EXT_ELE_MPEGS	SpatialFrame() as defined in ISO/IEC 23003-1
ID_EXT_ELE_SAOC	SAOCFrame() as defined in ISO/IEC 23003-2
ID_EXT_ELE_AUDIOPREROLL	AudioPreRoll()
ID_EXT_ELE_UNI_DRC	uniDrcGain() as defined in ISO/IEC 23003-4
ID_EXT_ELE_OBJ_METADATA	object_metadata()
ID_EXT_ELE_SAOC_3D	Saoc3DFrame()
ID_EXT_ELE_HOA	HOAFrame()
ID_EXT_ELE_FMT_CNVTR	FormatConverterFrame()
unknown	unknown data. The data block shall be discarded.

usacConfigExtType

This element allows to signal configuration extension types. The meaning of usacConfigExtType is defined in Table 52.

Table 52 — Value of usacConfigExtType

usacConfigExtType	Value
ID_CONFIG_EXT_FILL	0
ID_CONFIG_EXT_DOWNMIX	1
ID_CONFIG_EXT_LOUDNESS_INFO	2
ID_CONFIG_EXT_AUDIOSCENE_INFO	3
ID_CONFIG_EXT_HOA_MATRIX	4
/* reserved for ISO use */	5-127
/* reserved for use outside of ISO scope */	128 and higher

5.3.5 Downmix Matrix Data Elements

downmixIdCount number of downmixId definitions present in the bit stream element

downmixId This field uniquely defines an ID for a default downmix matrix available on decoder side or a transmitted downmix matrix. downmixId has two reserved values, which are forbidden, namely 0x0 and 0x7F. All other values can be freely chosen. Further details on the usage of downmixId can be found in clause 5.7.

downmixType This index defines whether a downmixId is connected with a default downmix matrix available on decoder side or a transmitted downmix matrix.

Table 53 — Value of downmixType

downmixType	meaning
0	Format conversion with default downmix matrix available on decoder side
1	Format conversion with transmitted downmix matrix
2	reserved
3	reserved

CICPspeakerLayoutIdx This value describes the target loudspeaker layout for the given downmix matrix. The value corresponds to **ChannelConfiguration** as defined in ISO/IEC 23001-8.

DmxMatrixLenBits length of the following bit stream element in bits

paramConfig, inputConfig, outputConfig	Channel configuration vectors specifying the information about each speaker. The information is assumed to be known from the channel configurations of the input and output layouts. Each entry, paramConfig[i], is a structure with the members: AzimuthAngle, the absolute value of the speaker azimuth angle; AzimuthDirection, the direction of increasing azimuth, 0 (left) or 1 (right); ElevationAngle, the absolute value of the speaker elevation angle; ElevationDirection, the direction of increasing elevation, 0 (up) or 1 (down); isLFE, indicates whether the speaker is a LFE speaker.
paramCount, inputCount, outputCount	Number of speakers in the corresponding channel configuration vectors.
compactParamConfig, compactInputConfig, compactOutputConfig	Compact channel configuration vectors specifying the information about each speaker group. Each entry, compactParamConfig[i], is a structure with the members: pairType, type of the speaker group, which can be SYMMETRIC (a symmetric pair of two speakers), CENTER, or ASYMMETRIC; isLFE, indicates whether the speaker group consists of LFE speakers; originalPosition, position in the original channel configuration of the first (i.e. left) speaker, or the only speaker, in the group; symmetricPair.originalPosition, position in the original channel configuration of the second (i.e. right) speaker in the group, for SYMMETRIC groups only.
compactParamCount, compactInputCount, compactOutputCount	Number of speaker groups in the corresponding compact channel configuration vectors.
equalizerPresent	Boolean indicating whether equalizer information that is to be applied to the input channels is present.
precisionLevel	Precision used for uniform quantization of the gains according to Table 54.

Table 54 — Uniform quantization step size of gain depending on precisionLevel

precisionLevel	smallest quantization step size [dB]
0	1
1	0.5
2	0.25
3	reserved

maxGain	Maximum actual gain in the matrix, expressed in dB: possible values from 0 to 22.
minGain	Minimum actual gain in the matrix, expressed in dB: possible values from -1 to -47.
isAllSeparable	Boolean indicating whether all the output speaker groups satisfy the