
**Information technology — Coding of
audio-visual objects —**

**Part 3:
Audio**

**AMENDMENT 2: ALS simple profile and
transport of SAOC**

Technologies de l'information — Codage des objets audiovisuels —

Partie 3: Codage audio

AMENDEMENT 2: Profil simple ALS et transport de SAOC

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Case postale 56 • CH-1211 Geneva 20
Tel. + 41 22 749 01 11
Fax + 41 22 749 09 47
E-mail copyright@iso.org
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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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Amendment 2 to ISO/IEC 14496-3:2009 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

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Changes in existing text and tables are highlighted by gray background.

In 1.2, Normative references, add:

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

In 1.3, Terms and definitions, alphabetically incorporate the following into the list and renumber the subsequent index-number-entries:

LD MPEG Surround: Low Delay MPEG Surround

SAOC: Spatial Audio Object Coding

In 1.5.1.1, Audio object type definition, amend Table 1.1 by incorporating the updates below:

Object Type ID	Audio Object Type	Remark
	::	
42	(reserved)	
43	SAOC	
44	LD MPEG Surround	
45-95	(reserved)	

After 1.5.1.2.37, add the following two new subclauses:

1.5.1.2.38 SAOC object type

The SAOC object type conveys Spatial Audio Object Coding side information (see ISO/IEC 23003-2) in the MPEG-4 Audio framework.

1.5.1.2.39 LD MPEG Surround object type

The LD MPEG Surround object type conveys Low Delay MPEG Surround Coding side information (see ISO/IEC 23003-2) in the MPEG-4 Audio framework.

In 1.5.2.1 (Profiles), add:

14. The **ALS Simple Profile** contains the audio object type 36 (ALS).

In 1.5.2.1 (Profiles), Table 1.3 (Audio Profiles definition), add:

Object Type ID	Audio Object Type	...	ALS Simple Profile
...	...	...	...
36	ALS	...	X
...	...	...	...
42	(reserved)		
43	SAOC		
44	LD MPEG Surround		

In 1.5.2.3 (Levels within the profiles), add:

- Levels for the ALS Simple Profile**

Table AMD 2-1 – Level for the ALS Simple Profile

Level	Max. number of channels	Max. sampling rate [kHz]	Max. word length [bit]	Max. number of samples per frame	Max. prediction order	Max. BS* stages	Max. MCC** stages
1	2	48	16	4096	15	3	1

* BS: Block switching, ** MCC: Multi-channel coding

The BGMC tool and the RLS-LMS tool are not permitted. Floating-point audio data is not supported.