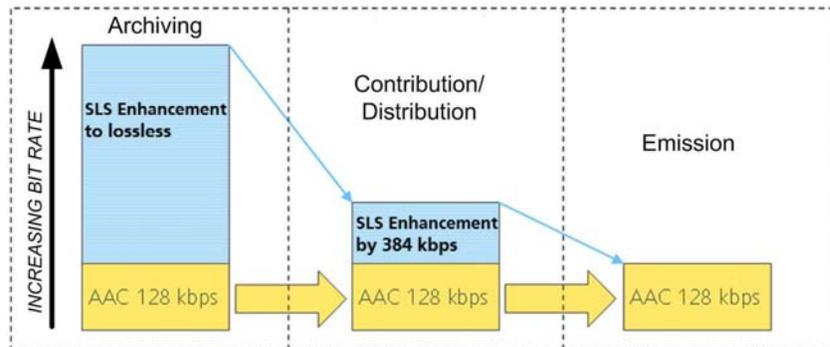




Audio Coding Advancements Unveiled

Perceptual audio coding technology is the foundation upon which digital audio devices like MP3 players, satellite radios, and HD Radio receivers are built. Using perceptual audio coding techniques it becomes possible to reduce the digital bit rates required to store and/or transmit audio signals to the point where all of these devices become practical. Two new audio codecs were announced at last month's International Consumer Electronics Show (CES, www.cesweb.org) which represent further advances in this technology.

Fraunhofer IIS (Erlangen, Germany, www.iis.fraunhofer.de/EN/index.jsp) announced its new HD-AAC® codec which is a "fully scalable to lossless audio coding solution." This technology is designed to bridge the gap between the needs of portable consumer applications which require low bit rates and the needs of audio professionals who require very high quality approaching that of the original, uncompressed audio itself. To do this, HD-AAC utilizes two different



SOURCE: FRAUNHOFER IIS

technologies—MPEG-4 Advanced Audio Coding (AAC) and MPEG-4 Scalable Lossless Coding (SLS).

AAC is a state-of-the-art perceptual codec which in HD-AAC is used to create a low bit rate audio signal for applications such as consumer devices. On top of this, the SLS scalable extension layer is utilized to increase the signal-to-noise-ratio, and according to Fraunhofer reaches losslessness at data rates comparable to that of current pure lossless audio codecs, that is, at average compression ratios of about 50% compared to the original audio material. The figure illustrates how HD-AAC can be used to create audio with archival (high bit rate), contribution/distribution (medium bit rate) or emission (low bit rate) quality by various usage of the SLS enhancement portion of the system.

The flexible scalability of the SLS extension makes this coding solution applicable to production environments, where the result is often transmitted to several recipients through channels of differing bandwidth. Also, for private and professional use in music archives, HD-AAC enables both storing of the original music data and transferring of highly compressed copies to portable devices without time-consuming recoding or re-encoding operations.

Fraunhofer IIS is offering HD-AAC software for both PC and embedded devices, including microprocessors or DSPs from ARM, MIPS, Texas Instruments, Analog Devices, Intel, AMD, and IBM. An HD-AAC white paper featuring use cases, further technology background information and contacts is available at <http://www.hd-aac.com>. Additional information about MPEG-4 SLS is available on the MPEG Web page at www.chiariglione.org/mpeg/technologies/mp04-sls/.

Also announced at CES by Neural Audio (Kirkland, WA, www.neuralaudio.com) and VoiceAge Corporation (Montreal, Canada, www.voiceage.com) was the release of Neural-AMR-WB+ upgraded with Neural-THX® Surround. Neural and VoiceAge indicate that Neural-AMR-WB+ is capable of delivering surround sound content at bit rates lower than 72 kbps, allowing next-generation mobile services and devices to deliver "...TV-like high quality surround sound content at remarkably low bit rates."

Neural-AMR-WB+ is a surround sound version of AMR-WB+ (Extended Adaptive Multi-Rate Wideband) which was developed jointly by Ericsson, Nokia and VoiceAge. According to VoiceAge, this speech and audio codec is

