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

**Part 6:
3D audio reference software**

*Technologies de l'information — Codage à haut rendement et
fourniture de supports dans les environnements hétérogènes —*

Partie 6: Logiciel de référence 3D Audio



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Contents

	Page
Foreword	iv
1 Scope	1
2 Normative references	1
3 Terms and definitions	1
4 Reference software structure	1
4.1 General	1
4.2 Copyright disclaimer for software modules	2
5 Bitstream decoding software	2
5.1 General	2
5.2 MPEG-H 3D audio decoding software	3
Annex A (informative) Bitstream encoding software	4
Annex B (informative) Additional utility software	5

Foreword

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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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For an explanation on 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 the following URL: www.iso.org/iso/foreword.html.

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

A list of all parts in the ISO 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.

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

Part 6: 3D audio reference software

1 Scope

This document contains simulation software for the MPEG-H 3D audio standard as defined in ISO/IEC 23008-3.

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 23008-3:2015, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 3: 3D audio*

3 Terms and definitions

No terms and definitions are listed in this document.

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

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

4 Reference software structure

4.1 General

This software has been derived from reference models used in the process of developing ISO/IEC 23008-3.

Reference software is normative in the sense that it correctly implements the MPEG-H 3D audio decoding processes described in ISO/IEC 23008-3. Complying ISO/IEC 23008-3 implementations are not expected to follow the algorithms or the programming techniques used by the reference software. Although the decoding software is considered normative, it cannot add anything to the textual technical description of ISO/IEC 23008-3.

The software contained in this document is divided into several categories:

- a) **Bitstream decoding software** is catalogued in [Clause 5](#). This software accepts bitstreams encoded according to the normative specification in ISO/IEC 23008-3 and decodes the streams into the audio signals associated with each bitstream. Attention is drawn to the fact that the implementation techniques used in this software are not considered normative — several different implementations could produce the same result — but the software is considered normative in that it correctly implements the MPEG-H 3D audio decoding processes described in ISO/IEC 23008-3. The decoder software implementation is provided at <http://standards.iso.org/iso-iec/23008/-6/ed-1/en>.

- b) **Bitstream encoding software** is catalogued in [Annex A](#) (informative). The software creates compressed bitstreams from associated audio signals. The techniques used for encoding are not specified by this document. The encoder software implementation is provided as an electronic attachment to this document.
- c) **Utility software** is catalogued in [Annex B](#) (informative). This software was found useful by the developers of this document, but may not conform to the normative specifications given in ISO/IEC 23008-3.

4.2 Copyright disclaimer for software modules

Each source code module in this document contains copyright disclaimer, which shall not be removed from the source code module.

A generic disclaimer is provided below:

This software module was originally developed by
<CN>
in the course of development of the ISO/IEC 23008-3 for reference purposes and its performance may not have been optimized. This software module is an implementation of one or more tools as specified by the ISO/IEC 23008-3 standard.
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NOTE <CN> = Company Name.

5 Bitstream decoding software

5.1 General

The provided bitstream decoding software is a normative reference implementation of the respective specification.

5.2 MPEG-H 3D audio decoding software

Location	Content
modules/	Reference software modules made use of by the reference software decoder, the reference software encoder, or both.
modules/3DAudioCoder/3DAudioDecoder	MPEG-H 3D audio decoder

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Annex A (informative)

Bitstream encoding software

A.1 General

The bitstream encoding software provided as an electronic attachment to this document may be used to create compressed bitstreams with the normative syntax as described in ISO/IEC 23008-3. The techniques used for encoding are not specified by this document.

Attention is called to the fact that neither quality nor complexity of the encoder implementation in the electronic attachment had been fully optimized.

The Reference Model Encoder (RM) creates compressed bitstreams with the normative syntax as described in ISO 23008-3. The performance of this encoder should not be taken as indicative of that which can be obtained from implementations where quality and computational optimization are given priority.

A.2 MPEG-H 3D audio encoding software

Location	Content
modules/	Reference software modules made use of by the reference software decoder, the reference software encoder, or both.
modules/3DAudioCoder/3DAudioEncoder	MPEG-H 3D audio encoder