

ISO/IEC 23008-9:2022-03 (E)

Information technology - High efficiency coding and media delivery in heterogeneous environments - Part 9: 3D Audio conformance testing

Contents		Page
Foreword		vii
Introduction		viii
1	Scope	1
2	Normative references	1
3	Terms, definitions and abbreviated terms	1
3.1	Terms and definitions	1
3.2	Abbreviated terms	2
4	MPEG-H 3D audio conformance testing	3
4.1	General	3
4.2	Profiles	3
4.3	Test procedure	3
4.3.1	General	3
4.3.2	Naming convention	4
4.3.3	Conformance test tools	6
5	MPEG-H 3D audio bitstreams	6
5.1	Characteristics, test procedure	6
5.2	MPEG-H 3D audio general configuration	7
5.2.1	mpegh3daConfig()	7
5.2.2	FrameworkConfig3d()	7
5.2.3	Signals3d()	7
5.2.4	SpeakerConfig3d()	7
5.2.5	mpegh3daFlexibleSpeakerConfig()	7
5.2.6	mpegh3daSpeakerDescription()	8
5.3	MPEG-H 3D core audio configuration	8
5.3.1	mpegh3daDecoderConfig()	8
5.3.2	mpegh3daSingleChannelElementConfig()	8
5.3.3	mpegh3daChannelPairElementConfig()	8
5.3.4	mpegh3daCoreConfig()	9
5.3.5	mpegh3daLfeElementConfig()	9
5.3.6	mpegh3daExtElementConfig()	9
5.3.7	mpegh3daConfigExtension()	10
5.3.8	SbrConfig()	10
5.3.9	Mps212Config()	10
5.4	MPEG-H 3D core audio frame	10
5.4.1	mpegh3daFrame()	10
5.4.2	mpegh3daSingleChannelElement()	10
5.4.3	mpegh3daChannelPairElement()	11
5.4.4	mpegh3daLfeElement()	11
5.4.5	mpegh3daExtElement()	11
5.4.6	ics_info()	11
5.4.7	mpegh3daCoreCoderData()	12
5.4.8	StereoCoreToolInfo()	12
5.4.9	fd_channel_stream()	12
5.4.10	lpd_channel_stream()	13
5.4.11	acelp_coding()	14
5.4.12	tcx_coding()	14
5.4.13	lpd_stereo_stream()	14
5.4.14	igf_stereo_pred_data()	15

5.4.15	igf_data()	15
5.4.16	tbe_data()	15
5.4.17	tw_data()	16
5.4.18	scale_factor_data()	16
5.4.19	tns_data()	16
5.4.20	ac_spectral_data()	16
5.4.21	arith_data()	16
5.4.22	fac_data()	16
5.4.23	code_book_indices()	16
5.4.24	UsacSbrData()	16
5.4.25	Mps212Data()	16
5.5	Fill element	16
5.6	MPEG surround configuration, SpatialSpecificConfig()	16
5.7	MPEG surround frame, SpatialFrame()	17
5.8	SAOC configuration, SAOCSpecificConfig()	17
5.9	SAOC frame, SAOCFrame()	17
5.10	AudioPreRoll	17
5.10.1	Recursive presence of AudioPreRoll extension payload	17
5.10.2	AudioPreRoll()	17
5.11	Dynamic range control configuration	17
5.11.1	mpegh3daUniDrcConfig()	17
5.11.2	mpegh3daUniDrcChannelLayout()	17
5.11.3	drcCoefficientsUniDrc()	18
5.11.4	drcInstructionsUniDrc()	18
5.11.5	uniDrcConfigExtension()	18
5.12	Dynamic range control frame, uniDrcGain()	18
5.13	Object metadata configuration, ObjectMetadataConfig()	18
5.14	Object metadata frame	18
5.14.1	object_metadata_efficient()	18
5.14.2	object_metadata()	18
5.14.3	object_metadata_efficient()	18
5.14.4	intracoded_object_metadata_efficient()	18
5.14.5	differential_object_metadata()	19
5.14.6	offset_data()	21
5.14.7	object_metadata_low_delay()	21
5.14.8	intracoded_object_metadata_low_delay()	21
5.14.9	dynamic_object_metadata()	22
5.14.10	single_dynamic_object_metadata()	22
5.15	EnhancedObjectMetadataConfig()	23
5.16	EnhancedObjectMetadataFrame()	23
5.17	SAOC 3D Config	24
5.17.1	SAOC3DSpecificConfig()	24
5.17.2	SAOC3DgetNumChannels()	25
5.17.3	SAOC3DExtensionConfig()	25
5.17.4	SAOC3DExtensionConfigData()	25
5.17.5	SAOCExtensionConfig()	25
5.18	SAOC 3D frame	25
5.18.1	Saoc3DFrame()	25
5.18.2	SAOC3DFramingInfo()	26
5.18.3	EcDataSaoc()	26
5.18.4	ByteAlign()	26
5.18.5	SAOC3DExtensionFrame()	26
5.18.6	SAOC3DExtensionFrameData()	26
5.18.7	SAOCExtensionFrame()	26
5.18.8	HOAConfig()	26
5.18.9	HOADecoderConfig()	26
5.18.10	HOAEnhConfig()	27
5.18.11	HOADecoderEnhConfig ()	27
5.18.12	getSubbandWidths ()	27
5.19	HOA frame	27
5.19.1	HOAFrame()	27
5.19.2	HOAEnhFrame ()	27

5.19.3	ChannelSideInfoData()	28
5.19.4	AddAmbHoaInfoChannel()	28
5.19.5	HOAGainCorrectionData()	28
5.19.6	VVectorData()	28
5.19.7	HOAPredictionInfo()	29
5.19.8	HOADirectionalPredictionInfo()	29
5.19.9	readDirPredDiffValues()	29
5.19.10	HOAParInfo ()	29
5.19.11	readParDiffValues ()	30
5.20	FMT converter frame, FormatConverterFrame()	30
5.21	Multi-channel coding tool config, MCTConfig ()	30
5.22	Multi-channel coding tool frame	30
5.22.1	MultichannelCodingBoxRotation ()	30
5.22.2	MultichannelCodingBoxPrediction ()	31
5.22.3	MultichannelCodingFrame()	31
5.23	Tonal component coding configuration, TccConfig ()	31
5.24	Tonal component coding frame	31
5.24.1	General	31
5.24.2	TccGroupOfSegments()	31
5.25	HREP config, HREPConfig()	32
5.26	HREP frame, HREPFrame()	32
5.27	ICG config, ICGConfig ()	33
5.28	SignalGroupInformation Config, SignalGroupInformation ()	33
5.29	DownmixMatrix	33
5.29.1	downmixConfig()	33
5.29.2	DownmixMatrixSet()	33
5.29.3	DownmixMatrix()	33
5.29.4	DecoderGainValue()	34
5.29.5	ReadRange()	34
5.29.6	EqualizerConfig()	34
5.30	Loudness info	35
5.30.1	mpegh3daLoudnessInfoSet()	35
5.30.2	loudnessInfo()	35
5.30.3	loudnessInfoSetExtension()	35
5.31	Audioscene info	35
5.31.1	mae_AudioSceneInfo	35
5.31.2	mae_Data()	35
5.31.3	mae_GroupDefinition()	36
5.31.4	mae_SwitchGroupDefinition()	36
5.31.5	mae_Description()	37
5.31.6	mae_ContentData()	37
5.31.7	mae_CompositePair()	37
5.31.8	mae_GroupPresetDefinition()	37
5.31.9	mae_ProductionScreenSizeData()	38
5.31.10	mae_LoudnessCompensationData ()	38
5.31.11	mae_ProductionScreenSizeDataExtension()	39
5.31.12	mae_GroupPresetDefinitionExtension()	39
5.31.13	mae_DrcUserInterfaceInfo()	40
5.32	HOA matrix	40
5.32.1	HoaRenderingMatrixSet()	40
5.32.2	HoaRenderingMatrix()	41
5.32.3	DecoderHoaMatrixData()	41
5.32.4	DecoderHoaGainValue()	41
5.33	CompatibleProfileLevelSet()	41
5.34	Restrictions depending on profiles and levels	42
5.34.1	General	42
5.34.2	Low complexity profile	42
6	MPEG-H 3D audio interfaces to the MPEG-H 3D audio decoder	46

6.1	Characteristics and test procedure	46
6.2	Interface for local setup information	46
6.2.1	mpegh3daLocalSetupInformation()	46
6.2.2	LoudspeakerRendering()	46
6.2.3	BinauralRendering()	47
6.2.4	LocalScreenSizeInformation()	47
6.3	Interface for user interaction	47
6.3.1	mpegh3daElementInteraction()	47
6.3.2	ElementInteractionData ()	47
6.3.3	ei_GroupInteractivityStatus ()	47
6.3.4	LocalZoomAreaSize()	48
6.4	Interface for loudness normalization and dynamic range control	48
6.5	Interface for scene displacement data, mpegh3daSceneDisplacementData()	48
6.6	Interface for positional scene displacement data, mpegh3daPositionalSceneDisplacementData()	48
7	MPEG-H 3D audio decoders	48
7.1	General	48
7.2	Basic conformance test conditions	49
7.2.1	Element configuration test condition	49
7.2.2	Sampling rate	51
7.2.3	Core mode tests [Fd Lpd Cct]	52
7.3	Additional test conditions	52
7.3.1	3D audio core (FD)	52
7.3.2	3D audio core (LPD)	60
7.3.3	3D audio core (FD and LPD)	64
7.3.4	Object rendering	71
7.3.5	Higher order ambisonics (HOA)	74
7.3.6	Signalling of HOA rendering matrix [Hmx]	78
7.3.7	Downmix matrix test condition (dwx)	78
7.3.8	Dynamic range and loudness control	80
7.3.9	AudioPreRoll() condition, immediate playout frame (IPF)	84
7.4	Decoder settings	85
7.4.1	Target layout (Lay-<x>)	85
7.4.2	Target loudness (Lou-<x>)	86
7.4.3	DRC effect type request (Eff-<x>)	87
7.4.4	Group preset request (Pr-<x>)	87
7.4.5	Conformance point (Cpo-<x>)	88
	Bibliography	89