ISO/IEC 14496-4:2004-12 (E)

Information technology - Coding of audio-visual objects - Part 4: Conformance testing

Contents

Page

Foreword vii

Introduction viii

1 Scope 1

2 Normative references 1

3 Terms and definitions 2

4 Systems 3
4.1 Conformance Points 3
4.1.1 FlexMux Conformance Point 4
4.1.2 Sync Layer Conformance Point 4
4.1.3 OD Conformance Point 4
4.1.4 BIFS Conformance Point 4
4.1.5 OCI Conformance Point 4
4.1.6 IPMP Conformance Point 4
4.1.7 Scene Graph Conformance Point 4
4.2 Bitstream Conformance 4
4.2.1 FlexMux Conformance 5
4.2.2 Synchronization Layer Conformance 5
4.2.3 OD Conformance 5
4.2.4 BIFS Conformance 5
4.2.5 OCI Conformance 5
4.2.6 IPMP Conformance 6
4.2.7 Miscellaneous Conformance 6
4.3 Terminal Conformance 6
4.3.1 FlexMux conformance 7
4.3.2 Synchronization Layer Conformance 7
4.3.3 OD Conformance 10
4.3.4 BIFS Conformance 13
4.3.5 OCI Conformance 14
4.3.6 IPMP Conformance 14
4.3.7 Scene Graph Conformance 14
4.3.8 Miscellaneous Conformance 15
4.4 Test material and test suites 15
4.4.1 Parsing Hint File Format 16
4.4.2 Scene Dump File Format 18
4.4.3 Test Suites 20
4.5 Advanced BIFS 27
4.5.1 Bitstream conformance 27
4.5.2 Terminal conformance 27
4.6 MPEG-J 28
4.6.1 MPEG-J Conformance Points 28
4.6.2 Bitstream Conformance 29
4.6.3 Terminal Conformance 29
4.7 MP4 File Format 30
4.7.1 Writing 30
4.7.2 Reading 31

5 Visual 31
5.1 Introduction 31
5.2 Definition of visual bitstream compliance 32
5.2.1 Requirements and restrictions related to profile-and-level 32
5.2.2 Additional restrictions on bitstream applied by the encoder 32
5.2.3 Encoder requirements and recommendations 32
5.3 Procedure for testing bitstream compliance 33
5.4 Definition of visual decoder compliance 34
5.4.1 Requirement on arithmetic accuracy in video objects (without IDCT) 34
5.4.2 Requirement on arithmetic accuracy in video objects (with IDCT) 35
5.4.3 Requirement on arithmetic accuracy in scalable still texture object (without IDWT) 35
5.4.4 Requirement on arithmetic accuracy in scalable still texture (with IDWT) 36
5.4.5 Requirement on output of the decoding process and timing 36
5.4.6 Recommendations 36
5.5 Procedure to test decoder compliance 36
5.5.1 Static tests 36
5.5.2 Dynamic tests 37
5.5.3 Specification of the test bitstreams 37
5.5.4 Implementation of the static test 51
5.5.5 Implementation of the dynamic test 52
5.5.6 Decoder conformance 52
5.5.7 Normative Test Suites for Simple, Simple Scalable, Core, Main and N-Bit profile 52
5.5.8 Bitstream Donated by MPEG-4 Platform Verification Bitstream Development Project 55
5.6 Additional Conformance Testing 63
5.6.1 Specification of the test bitstreams 63
5.6.2 Normative Test Suites for Advanced Real-Time Simple (ARTS), Core Scaleable, Advanced Coding Efficiency (ACE), Advanced Core (AC) and Advanced Scaleable Texture profiles 78

6 Audio 84
6.1 Terms and Definitions 84
6.2 Introduction 84
6.3 Audio Conformance Points 85
6.4 Audio Profiles 86
6.5 Conformance data 86
6.5.1 File name conventions 86
6.5.2 Content 88
6.6 Audio Object Types 88
6.6.1 General 88
6.6.2 Null 94
6.6.3 AAC-based scalable configurations 94
6.6.4 AAC (main, LC, ER LC, SSR, LTP, ER LTP, ER LD, scalable, ER scalable) 95
6.6.5 TwinVQ and ER_TwinVQ 112
6.6.6 ER BSAC 115
6.6.7 CELP 119
6.6.8 ER CELP 123
6.6.9 HVXC 127
6.6.10 ER HVXC 137
6.6.11 ER HILN and ER Parametric 139
6.6.12 TTSI 153
6.6.13 General MIDI 155
6.6.14 Wavetable Synthesis 155
6.6.15 Algorithmic Synthesis and AudioFX 156
6.6.16 Main Synthetic 162
6.7 Audio EP tool 163
6.7.1 Compressed data 163
6.7.2 Decoders 165
6.8 Audio Composition 170
6.8.1 Introduction 170
6.8.2 Common Audio Composition Characteristic 172
6.8.3 AudioSource and Sound2D 173
6.8.4 AudioSource and Sound 175

6.8.5 AudioSwitch 175
6.8.6 AudioMix and Sampling Rate Conversion 176
6.8.7 AudioFX 177
6.9 MPEG-4 audio transport stream 177
6.9.1 Compressed Data 178
6.9.2 Decoders 178
6.10 Upstream 179
6.10.1 Compressed data 179
6.10.2 Decoders 179
6.11 Advanced Audio BIFS nodes 179
6.11.1 Introduction 179
6.11.2 Composition Unit Inputs 180
6.11.3 Compositor Output 180
6.11.4 Physical Approach 180
6.11.5 Perceptual Approach 191
6.12 Conformance test sequence assignment to profiles and levels 202
6.12.1 Audio 203
6.12.2 Systems 210

7 DMIF 213
7.1 Introduction 213
7.2 The PICS 214
7.2.1 Global statement of conformance 214
7.2.2 DMIF-Application Interface 214
7.3 The Conformance ATS 224
7.3.2 ATS for DAI in Remote Interactive Scenarios 225
7.3.3 ATS for DAI in Local Storage Scenarios 226
7.3.4 ATS for DAI in Broadcast Scenarios 231

8 SNHC 235
8.1 Introduction 235
8.1.1 Purpose & Scope 236
8.1.2 Intended Use of Decoders 236
8.1.3 What Is To Be Tested 236
8.2 Body Animation 236
8.2.1 Simple FBA Profile 236
8.2.2 FBA Conformance Points 237
8.2.3 FBA Testing Conditions 238
8.3 3D Mesh Coding 242
8.3.1 Conformance Points 243
8.3.2 Bitstream Conformance 243
8.3.3 Decoder Conformance 244

Annex A (informative) Sample Bank Format (SASBF) compliance testing and materials 250

Annex B (informative) Complexity measurement criteria and tool for level definitions of algorithmic synthesis and AudioFX Object Type 273

Annex C (Informative) Test bitstreams for the CELP object type 292

Annex D (informative) Patent statements 295

Annex E (informative) Revised Text for Agreement with Sun Microsystems 297

Bibliography 298