INTERNATIONAL STANDARD

ISO/IEC 23003-6

First edition
2022-08

Information technology — MPEG audio technologies —

Part 6: Unified speech and audio coding reference software

Technologies de l'information — Technologies audio MPEG —
Partie 6: Logiciel de référence pour le codage unifié parole et audio

Reference number
ISO/IEC 23003-6:2022(E)

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Published in Switzerland

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Foreword

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

A list of all parts in the ISO/IEC 23003 series can be found on the ISO and IEC websites.

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Information technology — MPEG audio technologies —

Part 6:
Unified speech and audio coding reference software

1 Scope

This document contains simulation software for the Unified speech and audio coding standard as defined in ISO/IEC 23003-3.

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 23003-3, *Information technology — MPEG audio technologies — Part 3: Unified speech and audio coding*

3 Terms and definitions

No terms and definitions are listed in this document.

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

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at https://www.electropedia.org/

4 Reference software structure

4.1 General

This software has been derived from reference models used in the process of developing of ISO/IEC 23003-3.

Reference software is normative in the sense that it correctly implements the USAC decoding processes described in ISO/IEC 23003-3. Complying ISO/IEC 23003-3 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 USAC included in ISO/IEC 23003-3.

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 23003-3 and decodes the streams into the audio signals associated with each bitstream. While this software appears in the normative part of this specification, 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 USAC decoding processes described in ISO/IEC 23003-3. The decoder software implementation is provided at https://standards.iso.org/iso-iec/23003/-6/ed-1/en.

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