

MPEG - 4 / Structured Audio: an overview

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- Intro: MPEG
- MPEG-4 Overview
- MPEG-4 SA

Intro

- MPEG = **M**oving **P**icture **E**xpert **G**roup

Intro

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- Work Group of a Subcommittee of ISO/IEC

Intro

- MPEG = **M**oving **P**icture **E**xpert **G**roup
- Work Group of a Subcommittee of ISO/IEC:
 - **ISO/IEC/JTC1/SC29/ WG11**

MPEG's Mission :

“Development of international standards for compression, decompression, processing, and coded representation of moving pictures, audio, and their combination, in order to satisfy a wide variety of applications.”

[Moeritz2005]

MPEG-4 Overview

- *General Goals*
- *Definition of an MPEG-4 Scene*
- *MPEG-4 Audio*

MPEG-4 Overview

- *General Goals:*
- **Scalable Content**

MPEG-4 Overview

- *General Goals:*
- **Interactivity**

MPEG-4 Overview

- *General Goals:*
- **Highest quality for encoder/decoder**

MPEG-4 Overview

- *General Goals:*
- **Copyright protection**



MPEG-4 Overview

- *Definition of an “MPEG-4 Scene”:*
- **Content** is represented by **Objects**

MPEG-4 Overview

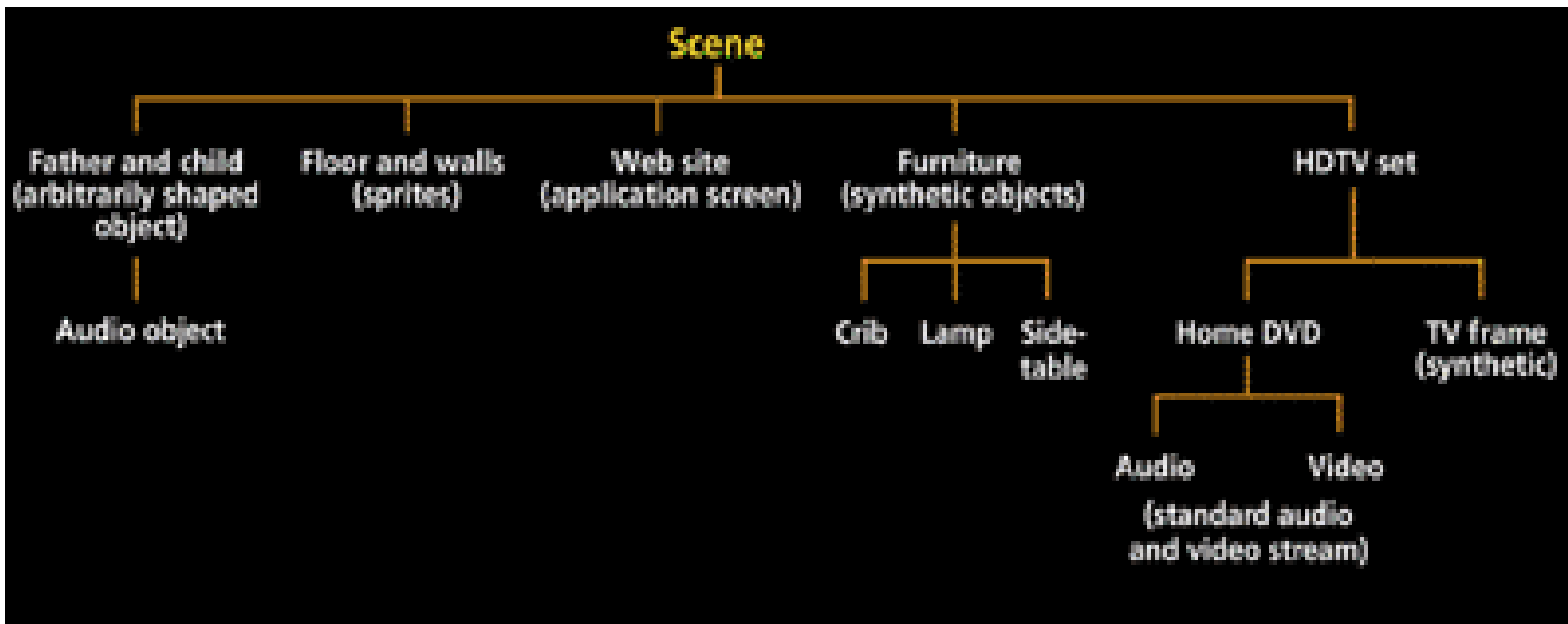
- *Definition of an “MPEG-4 Scene”:*
- **Content** is represented by **Objects**
- **Scene** = combination of **Objects**

MPEG-4 Overview

- *Definition of an “MPEG-4 Scene”:*
- Scenes defined in
 - **Binary Format for Scenes (BIFS)** files



<http://www.chiariglione.org/mpeg/tutorials/papers/koenen/mpegf1.htm>



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MPEG-4 Overview

- *MPEG-4 Audio:*
- MPEG-4 Audio[...] represents the first explicit connection between the well-developed but independent bodies of work in the computer-music, synthetic speech, and audio-coding communities. [Scheirer1998]

MPEG-4 Overview

- *MPEG-4 Audio:*
- **General Audio Signals :**
 - Coding audio by transform coding techniques
 - From 6kbits/s to broadcast quality

MPEG-4 Overview

- *MPEG-4 Audio:*
- **Speech Signals :**
 - Coding
 - Manipulations at playback (pitch, speed)

MPEG-4 Overview

- *MPEG-4 Audio:*
- **Synthesized Speech Scalable :**
 - Text to Speech with prosody (pitch contour, phoneme duration)

MPEG-4 Overview

- *MPEG-4 Audio:*
- **Synthesized Audio :**
 - Structured Audio Tool Set => our interest today

MPEG-4 / SA

- *Concepts/Chronology*
- *Components of the SA toolset*
- *Decoding Scenario/Profiles*
- *Applications*

MPEG-4 / SA

- *Concepts/Chronology:*
- “A structured representation of multimedia information is one which makes model-based assumptions about the origins and nature of its content”[Scheirer1999]

MPEG-4 / SA

- *Concepts/Chronology:*
 - **“timbral redundancy” [Scheirer1999]**

MPEG-4 / SA

- *Concepts/Chronology:*
- 1996 : NetSound project by Eric Scheirer
- 1997 : MPEG call for proposals on SA answered by
MIT Media Lab => Netsound project encapsulated in

MPEG-4 evolution

MPEG-4 / SA

- *Components of the MPEG-4 SA toolset:*
- **SAOL (SA Orchestra Language)**
- **SASL (SA Score Language)**
- **SASBF (SA Sample Bank Format)**
- **Scheduler**

MPEG-4 / SA

- *Decoding Scenario/Profiles :*

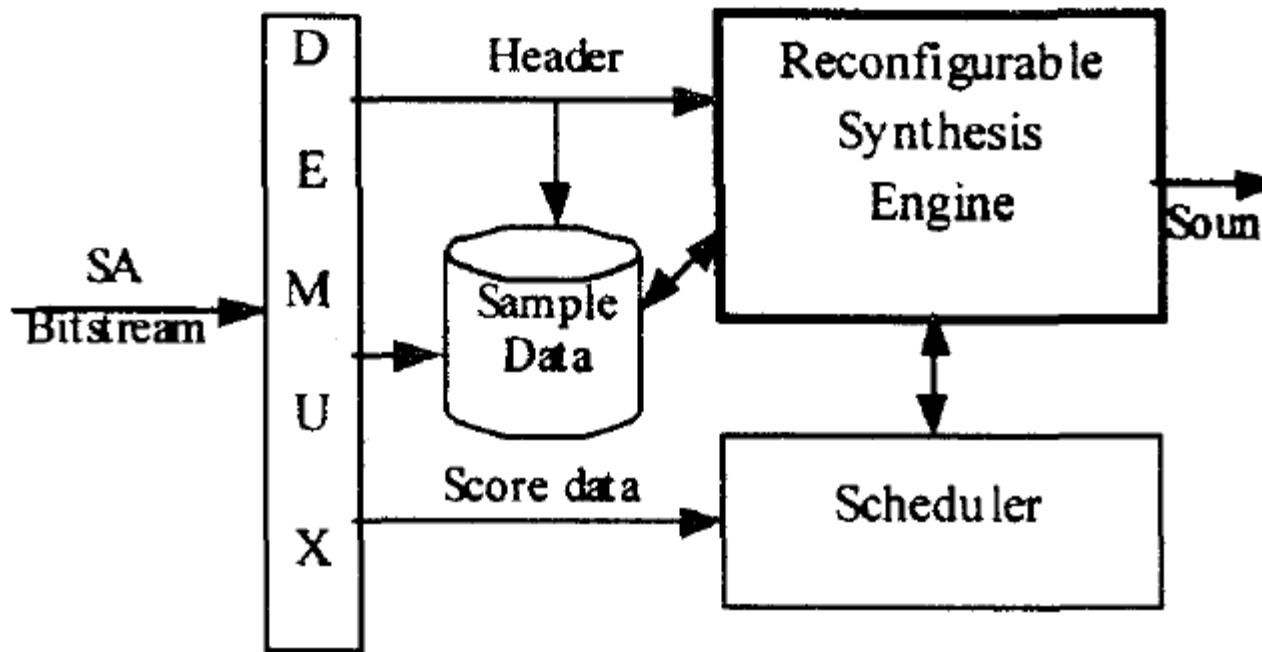


Fig. 1 from [Scheirer1998]

MPEG-4 / SA

- *Decoding Scenario/Profiles :*
 - **Profile 1:**
 - **Only MIDI data in the bitstream**
 - **No specification of the sound output**

MPEG-4 / SA

- *Decoding Scenario/Profiles :*
 - **Profile 2:**
 - **Bitstream may not contain SAOL, SASL**
 - **MIDI and SASBF for sound generation**
 - **Normalized sound quality**

MPEG-4 / SA

- *Decoding Scenario/Profiles :*
 - **Profile 3:**
 - **Bitstream may not contain SASBF, sample data**
 - **All synthesis purely algorithmic**
 - **Normalized sound quality**

MPEG-4 / SA

- *Decoding Scenario/Profiles :*
 - **Profile 4:**
 - **Full package, with all the functionalities**
 - **Normalized sound quality**

MPEG-4 / SA

- *Applications:*
- Low bit-rate transmission of music (dance music)
- Internet Karaoke
- Virtual Reality Environment
- Other to be determined by users !

Conclusion

- One example of evolving MPEG-4 many facets
- Where to find software to create SA file
- <http://www.cs.berkeley.edu/~lazzaro/sa/book/simple/index.html>

Bibliography

- <file:///mnt/data/CourseWork/mumt611/a02/AnnotatedBibliography.html>