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Foreword

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1 Scope

The present document contains an electronic copy of the ANSI-C code for the Enhanced Voice Services (EVS) Codec. The ANSI-C code is necessary for a bit exact implementation of the EVS Codec (3GPP TS 26.445), Voice Activity Detection (VAD) (3GPP TS 26.451), Comfort Noise Generation (CNG) (3GPP TS 26.449), Discontinuous Transmission (DTX) (3GPP TS 26.450), Packet Loss Concealment (PLC) of Lost Packets (3GPP TS 26.447), Jitter Buffer Management (JBM) (3GPP TS 26.448), and AMR-WB Interoperable Function (3GPP TS 26.446). Requirements for any implementation of the EVS codec to be standard compliant are specified in 3GPP TS 26.444 (Test sequences).

2 References

The following documents contain provisions which, through reference in this text, constitute provisions of the present document.

- References are either specific (identified by date of publication, edition number, version number, etc.) or non-specific.
- For a specific reference, subsequent revisions do not apply.
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- 3GPP TR 21.905: "Vocabulary for 3GPP Specifications". [1] 3GPP TS 26.445: "Codec for Enhanced Voice Services (EVS); Detailed Algorithmic Description [2] 3GPP TS 26.451: "Codec for Enhanced Voice Services (EVS); Voice Activity Detection (VAD)". [3] [4] 3GPP TS 26.449: "Codec for Enhanced Voice Services (EVS); Comfort Noise Generation (CNG) Aspects". 3GPP TS 26.450: "Codec for Enhanced Voice Services (EVS); Discontinuous Transmission [5] (DTX)". [6] 3GPP TS 26.447: "Codec for Enhanced Voice Services (EVS); Error Concealment of Lost Packets". [7] 3GPP TS 26.448: "Codec for Enhanced Voice Services (EVS); Jitter Buffer Management". 3GPP TS 26.446: "Codec for Enhanced Voice Services (EVS); AMR-WB Backward Compatible [8] Functions". [9] 3GPP TS 26.444: "Codec for Enhanced Voice Services (EVS); Test Sequences". [10] IETF RFC 3550: "RTP: A Transport Protocol for Real-Time Applications". [11] Recommendation ITU-T G.191 (03/10): "Software tools for speech and audio coding standardization". [12] Recommendation ITU-T G.192: "A common digital parallel interface for speech standardization activities".

3 Definitions and abbreviations

3.1 Definitions

Definition of terms used in the present document, can be found in 3GPP TS 26.445 [2], 3GPP TS 26.451 [3], 3GPP TS 26.449 [4], 3GPP TS 26.450 [5], 3GPP TS 26.447 [6], 3GPP TS 26.448 [7] and 3GPP TS 26.446 [8].

3.2 Abbreviations

For the purposes of the present document, the abbreviations given in TR 21.905 [1] and the following apply. An abbreviation defined in the present document takes precedence over the definition of the same abbreviation, if any, in TR 21.905 [1].

ACELP Algebraic Code-Excited Linear Prediction AMR-WB Adaptive Multi Rate Wideband (codec)

CNG Comfort Noise Generator
DTX Discontinuous Transmission
EVS Enhanced Voice Services

FB Fullband

FEC Frame Erasure Concealment

IP Internet Protocol

JBM Jitter Buffer Management MSB Most Significant Bit

MTSI Multimedia Telephony Service for IMS

NB Narrowband PS Packet Switched

PSTN Public Switched Telephone Network

SAD Sound Activity Detection

SC-VBR Source Controlled - Variable Bit Rate

SID Silence Insertion Descriptor

SWB Super Wideband

VAD Voice Activity Detection

WB Wideband

WMOPS Weighted Millions of Operations Per Second

4 C code structure

This clause gives an overview of the structure of the bit-exact C code and provides an overview of the contents and organization of the C code attached to the present document.

The C code has been verified on the following systems:

- IBM PC compatible computers with Windows 7 or 8 operating system and Microsoft Visual C++ 2010 compiler, 32 bit builds.
- IBM PC compatible computers with Linux operating system and GNU gcc compiler version 4.3.x, 32 bit builds.

ANSI-C was selected as the programming language because portability was desirable.

4.1 Contents of the C source code

The C code distribution is organized as follows:

Directory Description README.txt information on how to compile UNIX style encoder Makefile Makefile Workspace_msvc/ Directory for the MSVC 2010 project files Source code files containing all ITU-T fixedbasic op/ point basic operators. basic_math/ Source code files contains mathematical fixed-point functions Source code files used in encoder and lib com/ decoder lib dec/ Source code files used solely in the decoder

Table 1: Source code directory structure

The distributed files with suffix "c" contain the source code and the files with suffix "h" are the header files. The ROM data is contained in files named "rom_xxx" with suffix "c".

Source code files used solely in the encoder

Makefiles are provided for the platforms in which the C code has been verified (listed above). Once the software is installed, this directory will have a compiled version of the encoder (named EVS_cod) and the decoder (named EVS_dec).

4.2 Program execution

lib_enc/

The codec for Enhanced Voice Services is implemented in two programs:

- EVS cod: speech/audio encoder;
- EVS_dec: speech/audio decoder.

The programs should be called like:

- EVS_cod [encoder options] <speech/audio input file> <parameter file>;
- EVS_dec [decoder options]parameter file> <speech/audio output file>.

The speech/audio files contain 16-bit linear encoded PCM speech/audio samples and the parameter files contain encoded speech/audio data.

The encoder and decoder options will be explained by running the applications without input arguments. See the file readme.txt for more information on how to run the *encoder* and *decoder* programs.

5 File formats

This clause describes the file formats used by the encoder and decoder programs. The test sequences defined in [1 also use the file formats described here.

5.1 Speech file (encoder input / decoder output)

Speech files read by the encoder and written by the decoder consist of 16-bit words speech/audio sample. The byte order depends on the host architecture (e.g. LSByte first on PCs, etc.). Both the encoder and the decoder program process complete frames (corresponding to 20 ms, for example, 640 samples at 32 kHz sampling frequency) only.

The encoder will pad the last frame to integer multiples of 20ms frames, i.e. n speech frames will be produced from an input file with a length between [(n-1)*20ms+1 sample; n*20ms]. The files produced by the decoder will always have a length of n*20ms.

5.2 Rate switching profile (encoder input)

The encoder program can optionally read in a rate switching profile which specifies the encoding bitrate for each frame of speech processed. The file is a binary file, generated by 'gen-rate-profile', which is part of STL 2009, as contained in ITU-T G.191 [11]. The rate switching profile can contain EVS primary mode bitrates and AMR-WB IO mode bitrates arbitrarily. I.e. switching between the two modes can be specified by the rate switching profile.

5.3 Parameter bitstream file (encoder output / decoder input)

The files produced by the speech/audio encoder/expected by the speech decoder contain an arbitrary number of frames in the following available formats.

5.3.1 ITU-T G.192 compliant format

SYNC_WORD	DATA_LENGTH	В1	В2	 Bnn

Each box corresponds to one Word16 value in the bitstream file, for a total of 2+nn words or 4+2nn bytes per frame, where nn is the number of encoded bits in the frame. Each encoded bit is represented as follows: Bit 0 = 0x007f, Bit 1 = 0x0081. The fields have the following meaning:

SYNC_WORD: Word to ensure correct frame synchronization between the encoder and the decoder. It is also
used to indicate the occurrences of bad frames.

In the encoder output: (0x6b21)

In the decoder input: Good frames (0x6b21)

Bad frames (0x6b20)

DATA_LENGTH: Length of the speech data. Codec mode and frame type is extracted in the decoder using this
parameter

5.3.2 Compact storage format file

The encoder and decoder programs can optionally write and read a file in the octet-based compact storage format. The compact storage format is specified in Annex A.2.6 of [2].

5.4 VoIP parameter bitstream file (decoder input)

- 1	D 1	A . 1	DED 1 1	G 102 S (5.2.1)
	Packet size	Arrival time	RTP header	G.192 format (see 5.3.1)

The fields have the following size and meaning:

- Packet size: 32 bit unsigned integer. (= 12 + 2 + DATA_LENGTH)
- Arrival time: 32 bit unsigned integer. in ms.
- RTP header: 96 bits (see RFC 3550 [10]), including RTP timestamp and SSRC.

5.5 Bandwidth switching profile (encoder input)

The encoder program can optionally read in a bandwidth switching profile, which specifies the encoding bandwidth for each frame of speech processed. The file is a text file where each line contains 'nb_frames B'. B specifies the signal

bandwidth that is one of the supported four bandwidths, i.e. NB, WB, SWB or FB. And 'nb_frames' is an integer number of frames and specifies the duration of activation of the accompanied signal bandwidth B.

5.6 Channel-aware configuration file (encoder input and decoder output)

The encoder program can optionally read in a configuration file which specifies the values of FEC indicator p and FEC offset o, where FEC indicator, p: LO or HI, and FEC offset, o: 2, 3, 5, or 7 in number of frames. Each line of the configuration file contains the values of p and o separated by a space.

The channel-aware configuration file is meant to simulate channel feedback from a receiver to a sender, i.e. the decoder would generate FEC indication and FEC offset values for receiver feedback that correspond to the current transmission channel characteristics, thereby allowing optimization of the transmission by the encoder which applies the FEC offset and FEC indication when in the channel-aware mode.

5.7 JBM trace file (decoder output)

The decoder can generate a JBM trace file with the –Tracefile switch as a by-product of the decoder operation in case of JBM operation (which is triggered with the –VOIP switch on the decoder side).

The trace file is a CSV file with semi-colon as separator. The trace file starts with one header line that contains the column names in the following order:

rtpSeqNo;rtpTs;rcvTime;playtime;active

For each played out speech frame one entry is written to the trace file. The interval of the playtime values is usually 20ms, but may differ, depending on the JBM operation. Each entry is a line in the trace file that contains values as specified in Table 1.

Name Unit Description RTP sequence number of played out speech frame. -1 if no corresponding RTP rtpSeqNo packet for the speech frame exists rtpTs RTP time stamp of played out speech frame. -1 if no corresponding RTP packet ms for the speech frame exists Absolute reception time of the RTP packet that corresponds to the speech frame. rcvTime ms -1 if no corresponding RTP packet for the speech frame exists. playtime Absolute play time (i.e. the time at which the PCM data is made available by the ms decoder). Can be floating-point value. 0 or 1 Binary entry, which is set to 1 for active speech frames (i.e. frames that are active neither SID nor NO_DATA)

Table 1: JBM trace file entry format

Annex A (informative): Change history

Change history							
Date	Meeting	TDoc	CR	Rev	Cat	Subject/Comment	New version
2014-09	SA#65	SP-140458				Presented at TSG SA#65 foir approval	1.0.0
2014-09	SA#65					Approved at TSG SA#65	12.0.0
2014-12	SA#66	SP-140724	000 1	-		Cleanup of EVS Fixed Point Source Code	12.1.0
2014-12	SA#66	SP-140724	000 2	-		Bugfixes to EVS Fixed Point Source Code	12.1.0
2014-12	SA#66	SP-140724	000 3	1		Update of Scope	12.1.0
2015-03	SA#67	SP-150083	000 4	1		Corrections to the text of the specification	12.2.0
2015-03	SA#67	SP-150083	000 5	-		Removal of Floating Point remants in the EVS Fixed Point Source Code	
2015-03	SA#67	SP-150083	000 6	2		Bugfixes to EVS Fixed Point Source Code	
2015-03	SA#67	SP-150083	000 7	3		Implementation of the compact storage format in the EVS Fixed Point Source Code	
2015-06	SA#68	SP-150200	000 9	-		Bugfixes to EVS Fixed-Point Source Code	12.3.0
2015-09	SA#69	SP-150434	001 0	1		Corrections to EVS Fixed-Point Source Code	12.4.0
2015-12	SA#70	SP-150639	001 1	-		Corrections to EVS Fixed-Point Source Code	12.5.0
2016-03	SA#71	SP-160064	001 2	-		Corrections to EVS Fixed-Point Source Code	12.6.0
2016-06	SA#72	SP-160257	001 4	-	F	Corrections to EVS Fixed-Point Source Code	
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