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**Digital Audio –
Interface for non-linear PCM encoded
audio bitstreams applying IEC 60958 –
Part 8:
Non-linear PCM bitstreams according to the
Windows Media Audio (WMA) Professional format**



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Commission Electrotechnique Internationale
International Electrotechnical Commission
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CONTENTS

FOREWORD.....	3
1 Scope.....	5
2 Normative references	5
3 Terms, definitions and abbreviations	5
3.1 Terms and definitions	5
3.2 Abbreviations	5
3.3 Presentation convention	5
4 Mapping of the audio bitstream on to IEC 61937	6
4.1 General.....	6
4.2 Windows Media Audio Professional burst-info	6
5 Format of WMA Professional data-burst	6
5.1 General.....	6
5.2 Pause data-burst.....	7
5.3 Audio data-bursts	7
Bibliography.....	13
Figure 1 – Windows Media Audio Professional type I data-burst	7
Figure 2 – Latency of WMA Professional type I decoding	8
Figure 3 – Windows Media Audio Professional type II data-burst	8
Figure 4 – Latency of WMA Professional type II decoding	9
Figure 5 – Windows Media Audio Professional type III data-burst	10
Figure 6 – Latency of WMA Professional type III decoding.....	10
Figure 7 – Windows Media Audio Professional type IV data-burst	11
Figure 8 – Latency of WMA Professional type IV decoding.....	11
Table 1 – Fields of burst-info	6
Table 2 – Repetition period of Pause data-bursts.....	7
Table 3 – Data-type-dependent when data-type = 18 and sub-type = 0	7
Table 4 – Data-type-dependent when data-type = 18 and sub-type = 1	9
Table 5 – Data-type-dependent when data-type = 18 and sub-type = 2	10
Table 6 – Data-type-dependent when data-type = 18 and sub-type = 3	11

INTERNATIONAL ELECTROTECHNICAL COMMISSION

DIGITAL AUDIO – INTERFACE FOR NON-LINEAR PCM ENCODED AUDIO BITSTREAMS APPLYING IEC 60958

Part-8: Non-linear PCM bitstreams according to the Windows Media Audio (WMA) Professional format

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The text of this standard is based on the following documents:

CDV	Report on voting
100/1018A/CDV	100/1095/RVC

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with the ISO/IEC Directives, Part 2.

The list of all the parts of the IEC 61937 series, under the general title *Digital audio – Interface for non-linear PCM encoded audio bitstreams applying IEC 60958*, can be found on the IEC website.

The committee has decided that the contents of this publication will remain unchanged until the maintenance result date indicated on the IEC web site under "<http://webstore.iec.ch>" in the data related to the specific publication. At this date, the publication will be

- reconfirmed,
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- amended.

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DIGITAL AUDIO – INTERFACE FOR NON-LINEAR PCM ENCODED AUDIO BITSTREAMS APPLYING IEC 60958

Part-8: Non-linear PCM bitstreams according to the Windows Media Audio (WMA) Professional format

1 Scope

This part of IEC 61937 specifies the method for the digital audio interface specified in IEC 60958 to convey non-linear PCM bitstreams encoded in accordance with the WMA Professional format.

2 Normative references

The following referenced documents are indispensable for the application 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.

IEC 60958 (all parts), *Digital audio interface*

IEC 61937-1, *Digital audio – Interface for non-linear PCM encoded audio bitstreams applying IEC 60958 – Part 1: General*

IEC 61937-2, *Digital audio – Interface for non-linear PCM encoded audio bitstreams applying IEC 60958 – Part 2: Burst-info*

3 Terms, definitions and abbreviations

For the purposes of this document, the following terms, definitions, abbreviations and presentation convention apply.

3.1 Terms and definitions

3.1.1

latency

delay time of an external audio decoder to decode a WMA Professional data burst, defined as the sum of two values of the receiving delay time and the decoding delay time

3.2 Abbreviations

ATSC	Advanced Television Systems Committee
MPEG	The Moving Pictures Expert Group, a joint committee of ISO and IEC
ITU-R	International Telecommunication Union, Radio communication Bureau
WMA	Windows Media Audio

3.3 Presentation convention

F872h

Value 'F872' in hexadecimal format

4 Mapping of the audio bitstream on to IEC 61937

4.1 General

The coding of the bitstream and data-burst shall be in accordance with IEC 61937-1.

4.2 Windows Media Audio Professional burst-info

The 16-bit burst-info contains information about the data that will be found in the data-burst in accordance with Table 1.

Table 1 – Fields of burst-info

Bits of Pc	Value	Contents	Reference point R	Repetition period of data-burst in IEC 60958 frames
0 – 4		Data-type		
	0-17	According to IEC 61937-2		
	18	WMA Professional	Subtype dependent	Subtype dependent
	19-31	According to IEC 61937-2		
5 – 6		Data subtype		
	0	WMA Professional – Type I	Bit 0 of Pa ^a	2 048
	1	WMA Professional – Type II	Bit 0 of Pa	2 048
	2	WMA Professional – Type III	Bit 0 of Pa	1 024
	3	WMA Professional – Type IV	Bit 0 of Pa	512
7 – 15		According to IEC 61937-2		
^a The reference point for a WMA Professional Type I stream is bit 0 of Pa of the first of a payload pair.				

5 Format of WMA Professional data-burst

5.1 General

This clause specifies the audio data-burst for WMA Professional. Specific properties such as reference points, repetition period, the method of filling stream gaps, and decoding latency are specified for each data-type.

The decoding latency (or delay), indicated for the data-types, should be used by the transmitter to schedule data-bursts as necessary to establish synchronization between picture and decoded audio.

5.2 Pause data-burst

Pause data-burst for WMA Professional Types I, II, III, and IV are given in Table 2.

Table 2 – Repetition period of Pause data-bursts

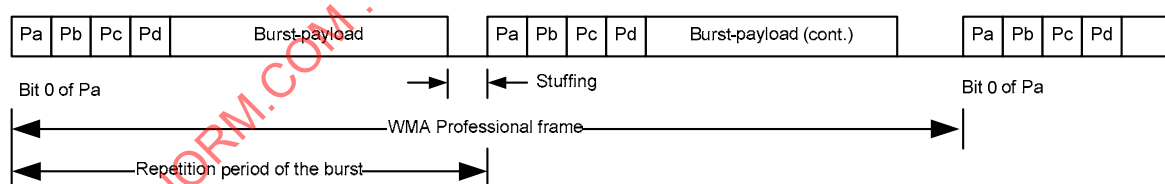
Data-type of Audio data-burst	Repetition period of Pause data-burst	
	Mandatory	Recommended
Windows Media Audio Professional – Type I	-	3 IEC 60958 frames
Windows Media Audio Professional – Type II	-	3 IEC 60958 frames
Windows Media Audio Professional – Type III	-	3 IEC 60958 frames
Windows Media Audio Professional – Type IV	-	3 IEC 60958 frames

5.3 Audio data-bursts

5.3.1 The data-burst for WMA Professional Type I

WMA Professional Type I is primarily intended for use at sample rates above 48 kHz (for example, 88,2 kHz or 96 kHz). The IEC 60958 link should be operated at the sample rate of the decoded audio.

The WMA Professional bitstream consists of a sequence of WMA Professional frames. The data-type of a WMA Professional Type I data-burst is 12 h and the subtype is 0 h. A WMA Professional Type I frame represents 4 096 samples of each encoded audio channel (left, centre, etc.) transmitted in two sequential data-bursts. The data-burst is headed with a burst-preamble, followed by the burst-payload. The burst-payload of each pair of data-bursts of WMA Professional Type I data shall contain one complete WMA Professional frame. The length of the WMA Professional data-burst will depend on the encoded bit rate (which determines the WMA Professional frame length).



IEC 1986/06

Figure 1 – Windows Media Audio Professional Type I data-burst

The data-type-dependent info for WMA Professional is given in Table 3.

Table 3 – Data-type-dependent when data-type = 18 and subtype = 0

Bits of Pc	Data type dependent, bit number	Contents
LSB..MSB	LSB..MSB	
8-12	0-4	Reserved, shall be set to '00'

The data-bursts containing WMA Professional Type I frames shall occur at a regular rate, with the reference point of each WMA Professional frame (bit 0 of Pa of the first of the pair of data-bursts) beginning (except in the case of a gap) 4 096 sampling periods of the audio after the reference point of the preceding WMA Professional frame (of the same bit-stream-number).

5.3.2 Latency of WMA Professional Type I decoding

The latency of an audio decoder to decode a Windows Media Audio Professional data-burst is defined as two Windows Media Audio Professional frames, plus a decoding delay of two-thirds of a Windows Media Audio Professional frame. This corresponds to a latency of 123,84 ms at 88,2 kHz and 113,77 ms at 96 kHz sampling frequency, where the maximum frame size is 4 096 samples per frame.

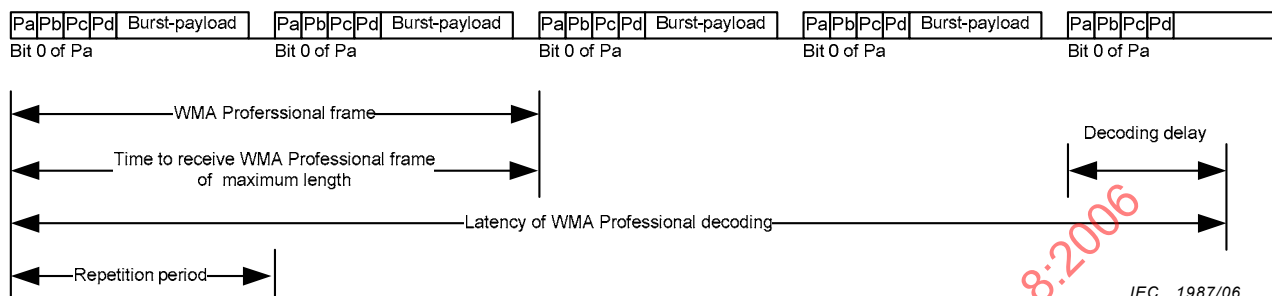


Figure 2 – Latency of WMA Professional Type I decoding

It is recommended that Pause data-bursts are used to fill stream gaps in the WMA Professional bit-stream as described in IEC 61937-1, and that Pause data-bursts be transmitted with a repetition period of three sampling periods of the audio, except when other repetition periods are necessary to fill the precise stream gap length (which may not be a multiple of three sampling periods of the audio), or to meet the requirement on burst spacing (see IEC 61937-1, 6.3.3).

When a stream gap in a WMA Professional Type I stream is filled by a sequence of Pause data-bursts, the Pa of the first Pause data-burst shall be located 2 048 sampling periods following the Pa of the previous WMA Professional frame. It is recommended that the sequence(s) of Pause data-bursts which fill the stream gap should continue from this point up to (as close as possible considering the three IEC 60958 frame length of the Pause data-burst) the Pa of the first WMA Professional data-burst which follows the stream gap. The gap-length parameter contained in the Pause data-burst is intended to be interpreted by the WMA Professional decoder as an indication of the number of decoded PCM samples which are missing (due to the resulting audio gap).

5.3.3 The data-burst for WMA Professional Type II

The WMA Professional bitstream consists of a sequence of WMA Professional frames. The data-type of a WMA Professional Type II data-burst is 12 h and the subtype is 1 h. A WMA Professional Type II frame represents 2 048 samples of each encoded audio channel (left, centre, etc.). The data-burst is headed with a burst-preamble, followed by the burst-payload. The burst-payload of each data-burst of WMA Professional Type II data shall contain one complete WMA Professional frame. The length of the WMA Professional data-burst will depend on the encoded bit rate (which determines the WMA Professional frame length).

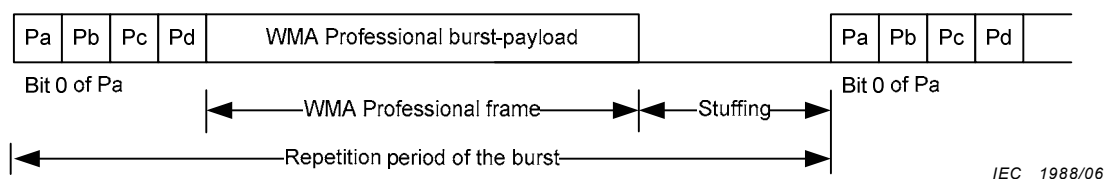


Figure 3 – Windows Media Audio Professional Type II data-burst

The data-type-dependent info for WMA Professional is given in Table 4.

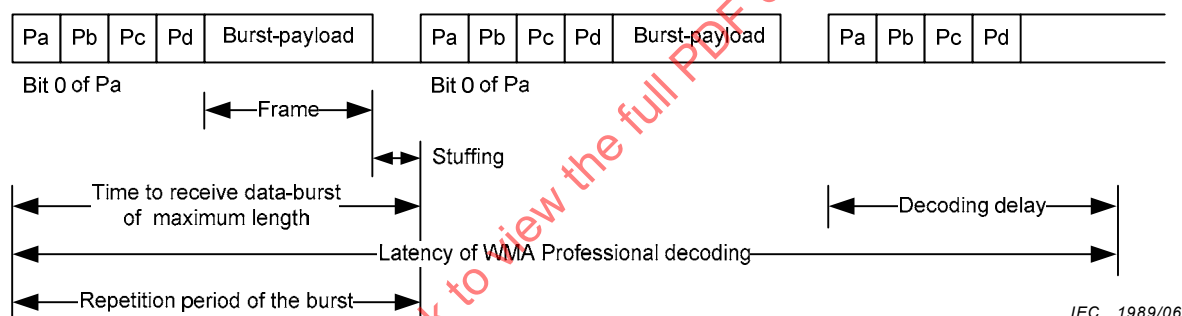
Table 4 – Data-type-dependent when data-type = 18 and subtype = 1

Bits of Pc	Data type dependent, bit number	Contents
LSB..MSB	LSB..MSB	
8-12	0-4	reserved, shall be set to '00'

The data-bursts containing WMA Professional Type II frames shall occur at a regular rate, with the reference point of each WMA Professional data-burst (bit 0 of Pa) beginning (except in the case of a gap) 2 048 sampling periods of the audio after the reference point of the preceding WMA Professional data-burst (of the same bit-stream-number).

5.3.4 Latency of WMA Professional Type II decoding

The latency of an audio decoder to decode a Windows Media Audio Professional data-burst is defined as two repetition periods (85,33 ms for $f_s = 48$ kHz), plus the decoding delay, which is the time to output the first linear PCM sample (Figure 4, 28,44 ms for $f_s = 48$ kHz). The latency is defined as a delay of 113,77 ms for $f_s = 48$ kHz, 123,83 ms for $f_s = 44,1$ kHz, and 56,88 ms for $f_s = 96$ kHz.

**Figure 4 – Latency of WMA Professional Type II decoding**

It is recommended that pause data-bursts are used to fill stream gaps in the WMA Professional bit-stream as described in IEC 61937-1, and that pause data-bursts be transmitted with a repetition period of three sampling periods of the audio, except when other repetition periods are necessary to fill the precise stream gap length (which may not be a multiple of three sampling periods of the audio), or to meet the requirement on burst spacing (see IEC 61937-1, 6.3.3).

When a stream gap in a WMA Professional Type II stream is filled by a sequence of pause data-bursts, the Pa of the first pause data-burst shall be located 2 048 sampling periods following the Pa of the previous WMA Professional frame. It is recommended that the sequence(s) of pause data-bursts which fill the stream gap should continue from this point up to (as close as possible considering the three IEC 60958 frame length of the pause data-burst) the Pa of the first WMA Professional data-burst which follows the stream gap. The gap-length parameter contained in the pause data-burst is intended to be interpreted by the WMA Professional decoder as an indication of the number of decoded PCM samples which are missing (due to the resulting audio gap).

5.3.5 The data-burst for WMA Professional Type III

The WMA Professional bitstream consists of a sequence of WMA Professional frames. The data-type of a WMA Professional Type III data-burst is 12 h and the subtype is 2 h. A WMA Professional type III frame represents 1 024 samples of each encoded audio channel (left, centre, etc.). The data-burst is headed with a burst-preamble, followed by the burst-payload. The burst-payload of each data-burst of WMA Professional Type III data shall contain one

complete WMA Professional frame. The length of the WMA Professional data-burst will depend on the encoded bit rate (which determines the WMA Professional frame length).

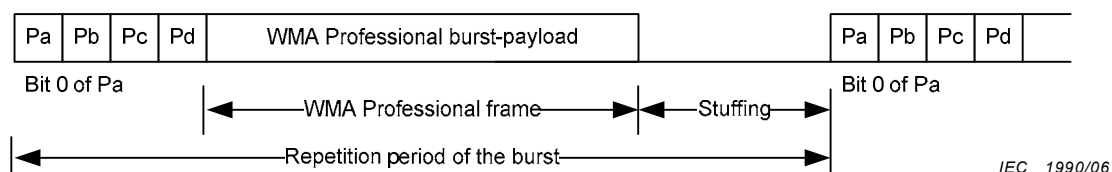


Figure 5 – Windows Media Audio Professional Type III data-burst

The data-type-dependent info for WMA Professional is given in Table 5.

Table 5 – Data-type-dependent when data-type = 18 and subtype = 2

Bits of Pc LSB..MSB	Data type dependent, bit number LSB..MSB	Contents
8-12	0-4	Reserved, shall be set to '00'

The data-bursts containing WMA Professional Type III frames shall occur at a regular rate, with the reference point of each WMA Professional data-burst (bit 0 of Pa) beginning (except in the case of a gap) 1 024 sampling periods of the audio after the reference point of the preceding WMA Professional data-burst (of the same bit-stream-number).

5.3.6 Latency of WMA Professional Type III decoding

The latency of an audio decoder to decode a Windows Media Audio Professional data-burst is defined as two repetition periods (42,67 ms for $f_s = 48$ kHz), plus the decoding delay, which is the time to output the first linear PCM sample (Figure 6, 14,22 ms for $f_s = 48$ kHz). The latency is defined as a delay of 56,89 ms for $f_s = 48$ kHz, 61,92 ms for $f_s = 44,1$ kHz, and 28,44 ms for $f_s = 96$ kHz.

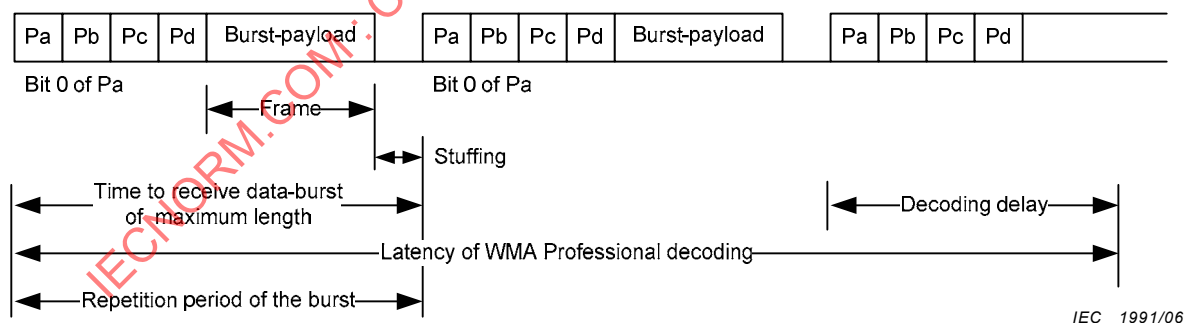


Figure 6 – Latency of WMA Professional Type III decoding

It is recommended that pause data-bursts are used to fill stream gaps in the WMA Professional bit-stream as described in IEC 61937-1, and that pause data-bursts be transmitted with a repetition period of three sampling periods of the audio, except when other repetition periods are necessary to fill the precise stream gap length (which may not be a multiple of three sampling periods of the audio), or to meet the requirement on burst spacing (see IEC 61937-1, 6.3.3).

When a stream gap in a WMA Professional Type III stream is filled by a sequence of pause data-bursts, the Pa of the first pause data-burst shall be located 1 024 sampling periods following the Pa of the previous WMA Professional frame. It is recommended that the sequence(s) of pause data-bursts which fill the stream gap should continue from this point up to (as close as possible considering the three IEC 60958 frame length of the pause data-