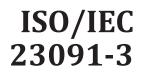
INTERNATIONAL STANDARD



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Information technology — Codingindependent code points —

Part 3: **Audio**

Technologies de l'information — Points de code indépendants du codage —

Partie 3: Audio



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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of ISO documents should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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This document was prepared by Technical Committee ISO/IEC JTC1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

Together with ISO/IEC 23091-1 and ISO/IEC 23091-2¹), this first edition of ISO/IEC 23091-3 cancels and replaces ISO/IEC 23001-8:2016, which has been technically revised.

A list of all parts in the ISO/IEC 23091 series can be found on the ISO website.

¹⁾ Under preparation. Stage at time of publication: ISO/IEC DIS 23091-2:2017.

Introduction

There is a need to identify some characteristics of media that are logically independent of the compression format (for example, aspects that relate to the sourcing or presentation or the role of the media component). These media characteristics have typically been documented by fields that take an encoded value or item selected from an enumerated list, herein called code points.

Prior to the existence of the parts of this standard, the specification of these fields was copied into every document that needed them, sometimes with new values being added.

This past practice has raised a number of issues, including the following.

- a) A lack of a formal way to avoid conflicting assignments being made.
- b) Having additional values defined in later documents that may be practically used with older compression formats, without clear formal applicability of these new values.
- c) Any update or correction of code point semantics can incur significant effort to update all places in which the code point is specified, instead of enabling a single central specification to apply.
- d) The choice of reference for other specifications (such as container or delivery formats) not being obvious; wherein a formal reference to a compression format specification appears to favour that one format over others, and also appears to preclude definitions defined in other compression format specifications.
- e) Burdensome maintenance needs to ensure that a reference to material defined in a compression format specification is maintained appropriately over different revisions of the referenced format specification, as the content of a compression format specification may change over time and is ordinarily not intended as a point of reference for defining such code points.

The parts of this series provide a central definition of such code points to address these issues. In this document, code points that are used for audio are specified. ISO/IEC 23091-1 specifies a Uniform Resource Name (URN) format that can be used with the code points defined in all parts of the series, including this one.

Information technology — Coding-independent code points —

Part 3: Audio

1 Scope

This document defines various code points and fields that establish properties of an audio stream that are independent of the compression encoding and bit rate. These properties could describe the appropriate interpretation of decoded audio data or could, similarly, describe the characteristics of such signals before the signal is compressed by an encoder that is suitable for compressing such an input signal.

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 23091-1, Information technology — Coding independent code points — Part 1: Systems

Rec. ITU-R BS.1771-1, Requirements for loudness and true-peak indicating meters

EBU R 128, Loudness normalization and permitted maximum level of audio signals

EBU Tech 3341, Loudness Metering: 'EBU mode' metering to supplement Loudness normalization in accordance with EBU R 128

EBU Tech 3342, Loudness Range: A measure to supplement Loudness normalisation in accordance with EBU R 128