Standard for Advanced Audio Coding

3.1 Working Group: Audio Video Coding Working Group (C/SAB/AVS_1857_WG)
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3.2 Sponsoring Society and Committee: IEEE Computer Society/Standards Activities Board (C/SAB)
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4.1 Type of Ballot: Individual
4.2 Expected Date of submission of draft to the IEEE-SA for Initial Sponsor Ballot: 12/2013
4.3 Projected Completion Date for Submittal to RevCom: 07/2014

5.1 Approximate number of people expected to be actively involved in the development of this project: 20
5.2 Scope: This standard specifies audio compression, decompression and packaging tools and mechanism to support transmission and storage of the multimedia data over internet in a highly efficient way under constraints that include limited complexity and bandwidth.

5.3 Is the completion of this standard dependent upon the completion of another standard: No
5.4 Purpose: This part of standard provides regular high quality and efficient coding tool sets for internet and broadcasting audio compression and decompression. It saves bandwidth for internet and broadcasting transmission and memory space for storage.

5.5 Need for the Project: There are some alternative specifications with similar purpose but they do not satisfy the need for balance between efficiency and complexity required for providing high quality aural and visual service in limited bandwidth settings. The committee views standardization as essential for lowering the cost of solutions intended for low-bandwidth consumer devices.

5.6 Stakeholders for the Standard: -Audio and video products (hardware or software) manufacturers or vendors
-Aural and visual content providers
-Video and audio service providers, including broadcasting operators, Internet video service providers

Intellectual Property
6.1.a. Is the Sponsor aware of any copyright permissions needed for this project?: No
6.1.b. Is the Sponsor aware of possible registration activity related to this project?: No
7.1 Are there other standards or projects with a similar scope?: Yes
If Yes please explain: The audio coding tools developed by ISO/IEC in MPEG-1/24 are mainly used in broadcasting industry, which requires accurate frame rate, and assured bandwidth. G.711, G.722, G.726, G.727, G.723, G.729 developed by ITU-T are mainly used in telecommunication industry. None of them is specified for Internet multimedia coding and search, and none of them matches the needs of the emerging cloud computing environment.

and answer the following
Sponsor Organization: ISO/IEC and ITU-T
Project/Standard Date: 
Project/Standard Title: Audio parts of the MPEG-1/2 and MPEG-4

7.2 Joint Development
Is it the intent to develop this document jointly with another organization?: No

8.1 Additional Explanatory Notes (Item Number and Explanation): 7.1 and 7.2:
1) ISO/IEC 11172-3:1993 Information technology -- Coding of moving pictures and associated audio for digital storage media at up to about 1.5 Mbit/s -- Part 3: Audio
3) ISO/IEC 13818-7:1997 Information technology -- Generic coding of moving pictures and associated audio information -- Part 7: Advanced Audio Coding
4) ITU-T Recommendation G.711--Pulse Code Modulation (PCM) of Voice Frequencies
5) ITU-T Recommendation G.722.2i®Wideband Coding of Speech at around 16kbit/s Using Adaptive Multi-Rate Wideband (AMR-WB)
6) ITU-T Recommendation G.723.1i®Dual Rate Speech Coder for Multimedia Communication Transmitting at 5.3 and 6.3kbit/s
8) ITU-T Recommendation G.727 (1990) i®Extensions of Recommendation G.727 for use with uniform-quantized input and output
9) ITU-T Recommendation G.729i®Coding of Speech at 8 kbit/s Using Conjugate-Structure Algebraic-Code-Excited Linear-Prediction (CS-ACELP)