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# Abstract

# This document provides additional information to CfP package. This includes information of existing competitive coding solution, and response format for CfP on ACoM.

# Introduction

# This document provides additional information to CfP package:

# Existence of potential competitive coding solution

# Response format for CfP on ACoM

# Script for checking tolerance

# Submission guideline for data directory tree and naming

# Information to CfP on ACoM

## Existence of competitive coding solution

At MPEG 152nd meeting, a preliminary comparative test results were presented between MPEG-4 SLS, and ITU-T H.BWC TM 3.0 (prototype). In results, the ITU-T H.BWC TM 3.0 (prototype) showed better performance than anchor codec MPEG-4 SLS. Those potential proponents must consider that a codec related to H.BWC might be either proposed in the CfP or later as CE procedure. You can access the source code of H.BWC from git site, https://vcgit.hhi.fraunhofer.de/vceg-sw/bwc.

## Response format of CfP on ACoM

In CfP on ACoM (WG6 N0364), it is stated that there is a plan for distributing a template by WG6 Convenor after registration. The response format template is included as a separate spreadsheet to this document.

## Script for checking tolerance

A script will be provided via the MPEG Git to verify that output XML files are matching with the input files, within the specified tolerance ranges.

## Submission guideline for data directory tree and naming

# The script can only work when the proponents submit bitstreams and decoded wav and xml in a processing friendly form in consideration of directory structure.

# The document root on git is: MPEG/Audio/ACoM/cfp

# Below this document root there is the following structure:

|  |  |  |
| --- | --- | --- |
| 1 | test\_data/UCx/wavs | The files there contain the raw audio data to be encoded |
| 2 | test\_data/UCx/metadata | The files there contain the metadata to be encoded |
| 3 | anchors/UCx/ | The files there contain bitstreams of the reference encoder |

|  |  |  |
| --- | --- | --- |
| 4 | proposals/Py/UCx/wavs | Here the proponent y has to store his decoded wavs |
| 5 | proposals/Py/UCx/metadata | Here the proponent y has to store his decoded metadata |
| 6 | proposals/Py/UCx/bitstream | Here the proponent y has to store his encoded bitstream files |
| 7 | proposal/Py/Decoder | Here the decoder executable is stored. |
| 8 | proposal/Py/Ux/performance | See below |

In the evaluation of the CfP the following is checked:

* Correct implementation
  + are the decoded wav files (4) achieved when using the decoder (7) to decode each individual file in (6)?
  + are the decoded metadata files (5) achieved when using the decoder (7) to decode each individual file in (6)
* Requirement: lossless audio
  + are the decoded wav files (4) identical to the original test\_data (1)
  + are the decoded metadata files (5) identical to the original metadata (2) within the tolerance given in the metadata (2)
* Performance
  + For each item the ratio between the file size of the reference (3) and the bitstream (6) is calculated and stored in a txt file in 8.

To enable **automatic** **evaluation** it is essential that the structure concerning proponent identifier (Py), Usecases (Ux) and all file names are preserved (only replace file type for bit stream).

In the parent directory an automatic evaluation script is stored. The only parameter of this script is the proponent identifier Py. Proponent should run this script on their local machine.  
The script will fail when files are renamed missing or added.