

Audio Compression: Are we squeezing the life out of radio?

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Welcome!

- 1990's – MPEG standards introduced
- Mid 1990's - Cascading tests performed....

ISO-MPEG Compression Guidelines

Bit Rate

Number of Transcodings

384 kb/s

10

256 kb/s

5

192 kb/s

2

128 kb/s

1

Why is cascading such a problem for these algorithms?

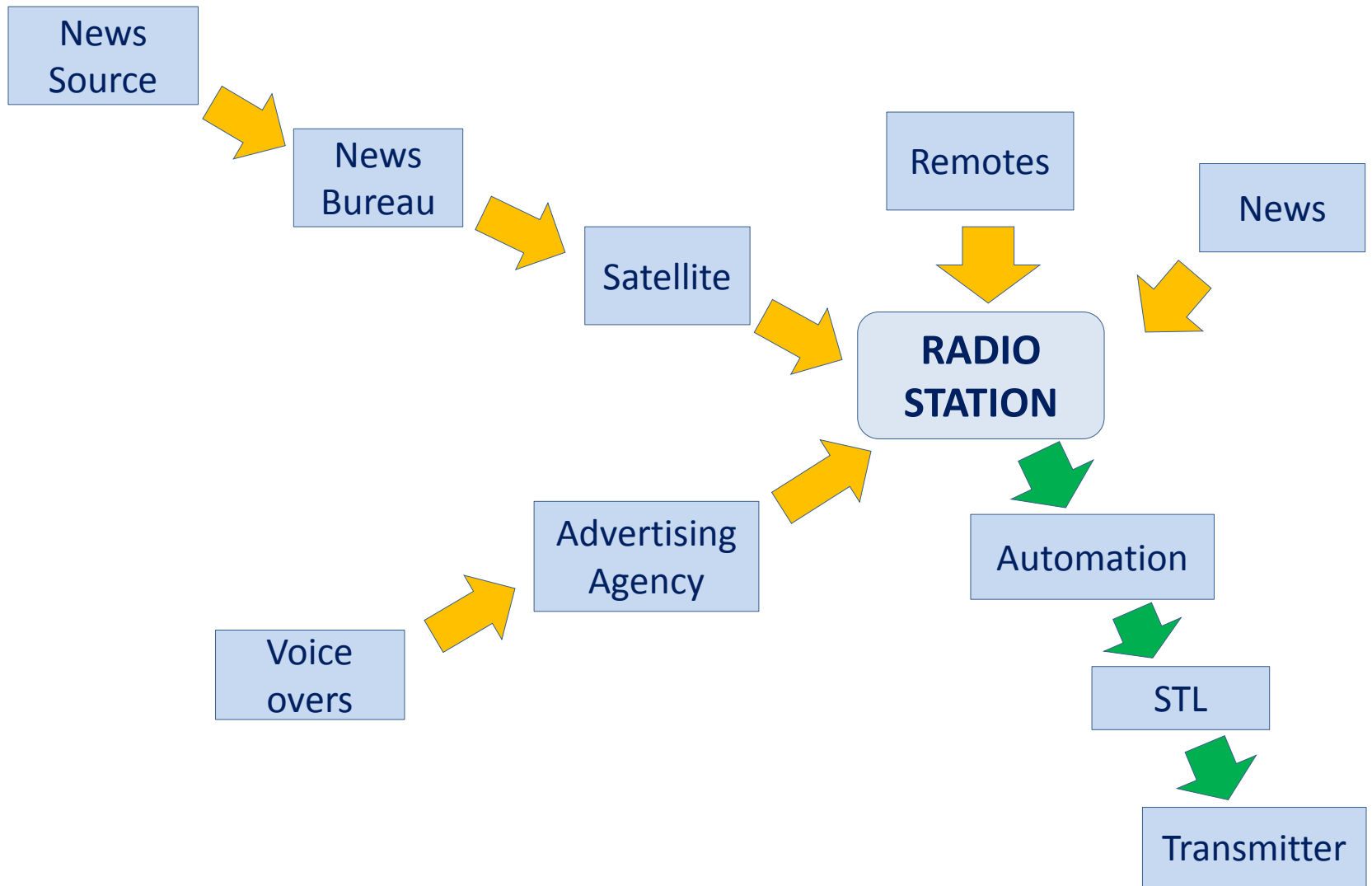
MPEG codecs are perceptual

Source material is often pre-compressed

- Music
- Commercials
- Voice overs
- Sound effects

Where *do* we have some control?

- Audio codecs
- Smart phones
- Smart phone apps
- Remotes
- Automation systems
- Satellite feeds
- Remote studios
- STL links



Example of a compression chain



“The Curse of the Cascading Codecs”

Will we soon need warning labels?



Yes, *we* care...

But does anyone else?



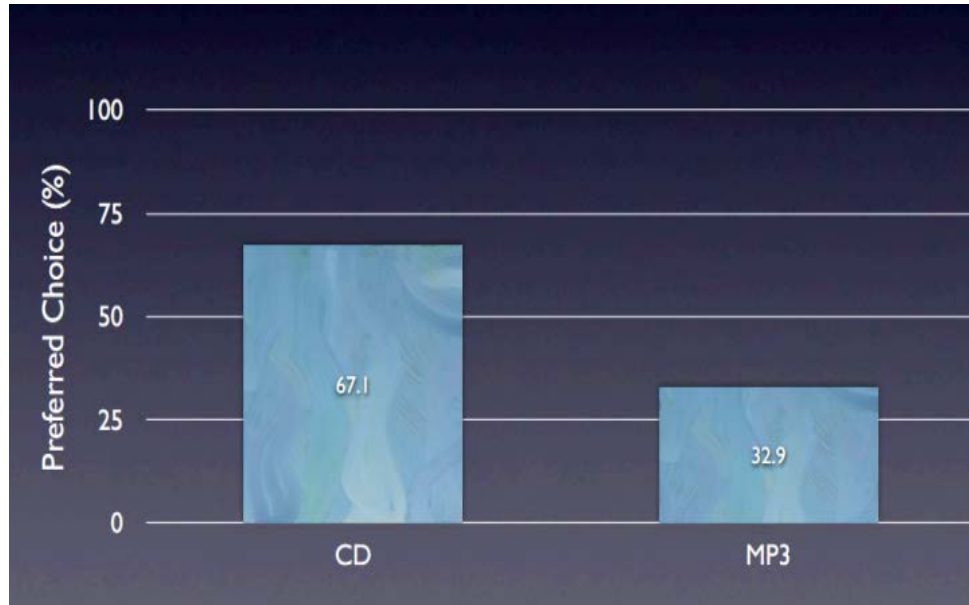
HTC recently purchased Dr. Dre's
company for \$30 million dollars...

Someone is putting their money on
\$\$ for audio quality



Young people prefer quality audio

Survey results from Sean Olive,
Director of Acoustic Research –
Harman International, 2011



Why should audio quality matter
to us in radio?

Why should audio quality matter to us in radio?

We've come from this...



Why should audio quality matter to us in radio?

We've come from this...



...to this



It's just too easy to turn us off



So what can we do?

Here are four suggestions:

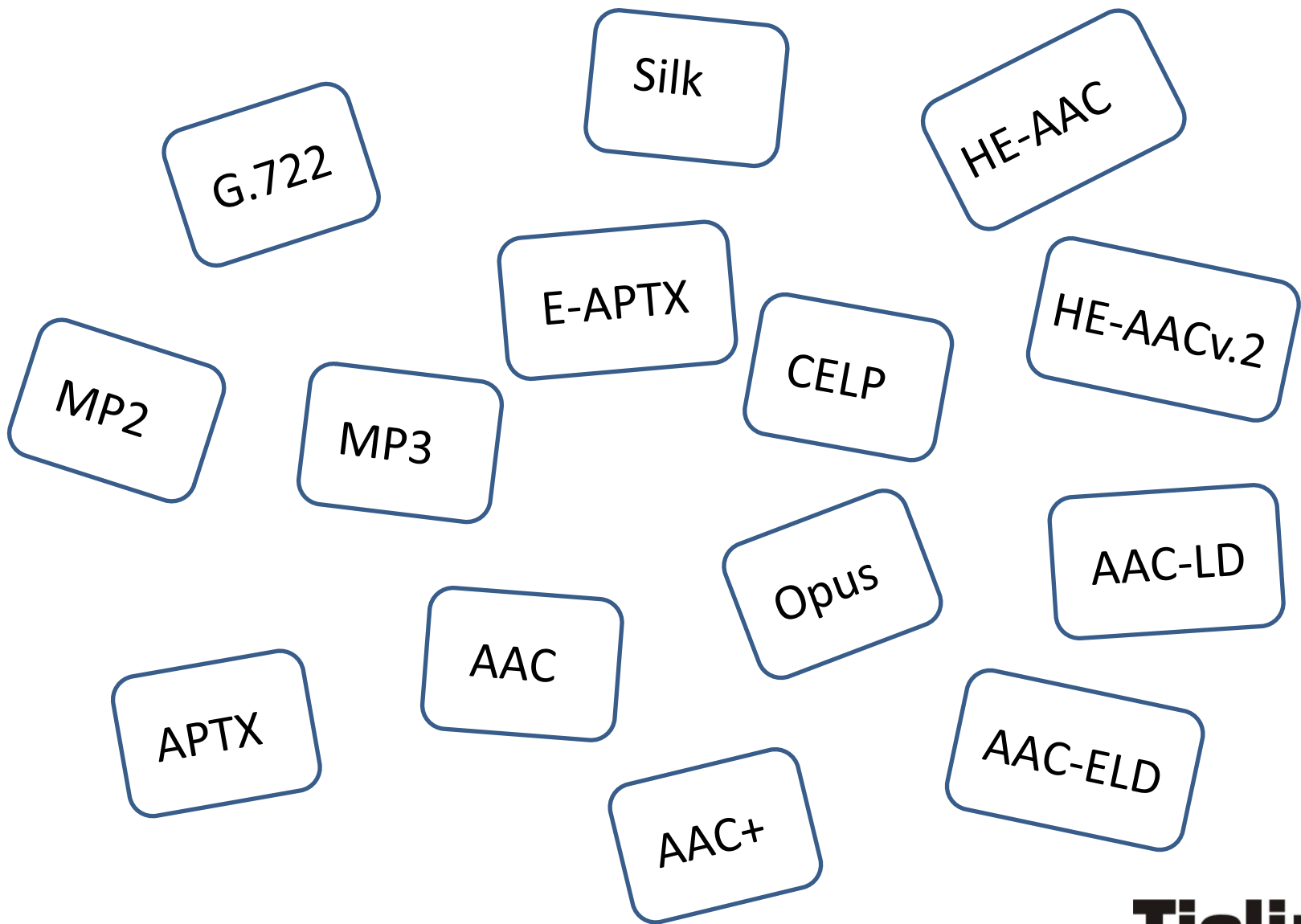
1. Draw up a plan

2. Test your audio chain

3. Insist on higher bit rates



4. Minimize compression in STL's



Audio Codec Jambalaya



Survey Says...

20 %	G.722
25 %	MP3
40 %	other
15 %	AAC

In the Beginning...

G.722

--7.5kHz

-- Most codecs talked to each other....

How did we get so far off the road?



- ISDN
 - MP2
B channel bonding
algorithm compatibility
 - MP3
B channel bonding

POTS

different set of algorithms

different set of compatibility issues

IP Codecs

A whole new set of issues

It's enough to make you want to
pull your hair out!



Issue One

- Interoperability between codecs

Maybe we should talk...

...to each other

A modest proposal

Yes, we can
talk to each other,
and here's how

- N/ACIP
- The Standard! EBU 3326
Audio Contribution over IP

N/ACIP

1. The Real-time Transport Protocol (or RTP) defines a standardized packet format for delivering audio.
2. Algorithms: mandatory, recommended and optional.
3. SIP or Session Initiation Protocol
 - The ability to register a name or number to a codec to simply dialing via a SIP Server.
 - A mechanism to allow the best algorithm that is common to both codecs.

Issue Two

- Algorithms

Choices... You want choices?

- AAC
- AAC HE
- AAC HE v2
- AAC LD
- AAC –ELD

AAC

64-256kbits.

- 20kHz
- 300 ms

AAC HE

- 48-96kbits.
- 20kHz
- 300 ms delay

AAC HE v2

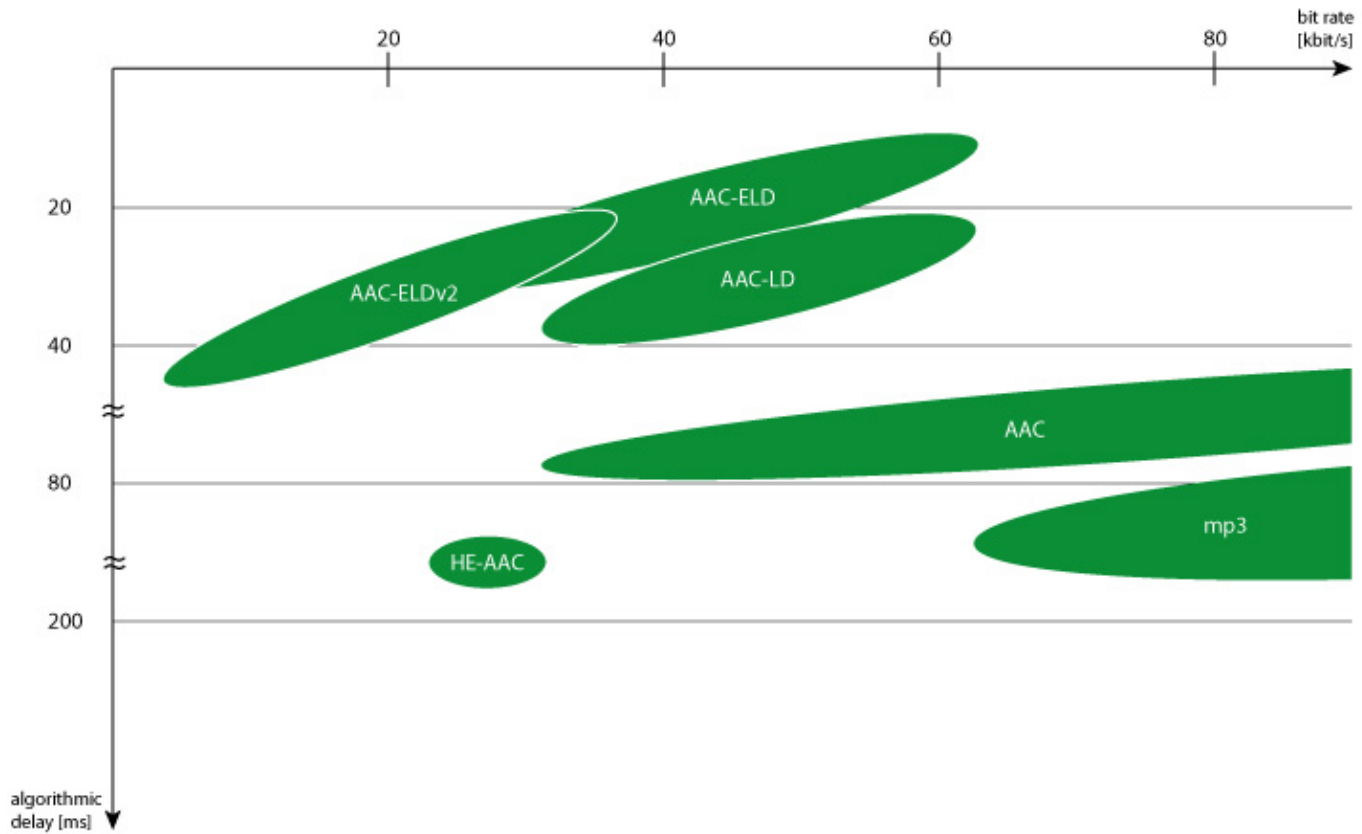
- 18-28kbits
- 20kHz
- 300 ms

AAC LD

- 96-384kbits
- 15kHz
- 80 ms delay

AAC –ELD

- 24-96kbits
- 20kHz
- 50 ms delay



Issue Three

- Delay
 - IP causes delays
 - Coding algorithms cause delay

Ya hear that?

- Most audio between 1-100ms most users won't notice the difference.
- Over 100 ms – it causes hesitation.

How much delay is OK?

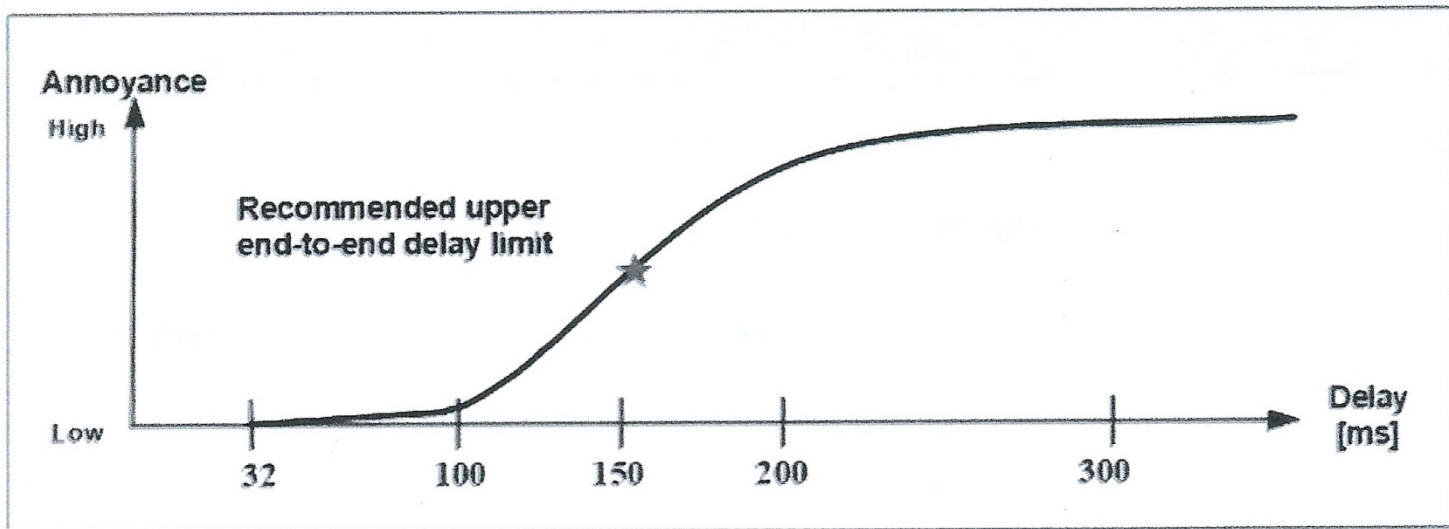


Figure 3: Delay's Affect on User Experience.

*Chart from Agilent Technologies, Pracht-Hardman
Voice Quality White Paper*

Do you have the following symptoms?

- Are the moods of your conversations cold?
- Frequent interruptions?
- Conversation out of beat?

You may be suffering from Delayuptus!

If so, ask your audio professional about



Opus is an open standard, hopefully
habit forming

Low delay, high quality codec



Opus users report having more natural
conversations



Side effects include:

Less stressed out talent

One less problem for the engineer

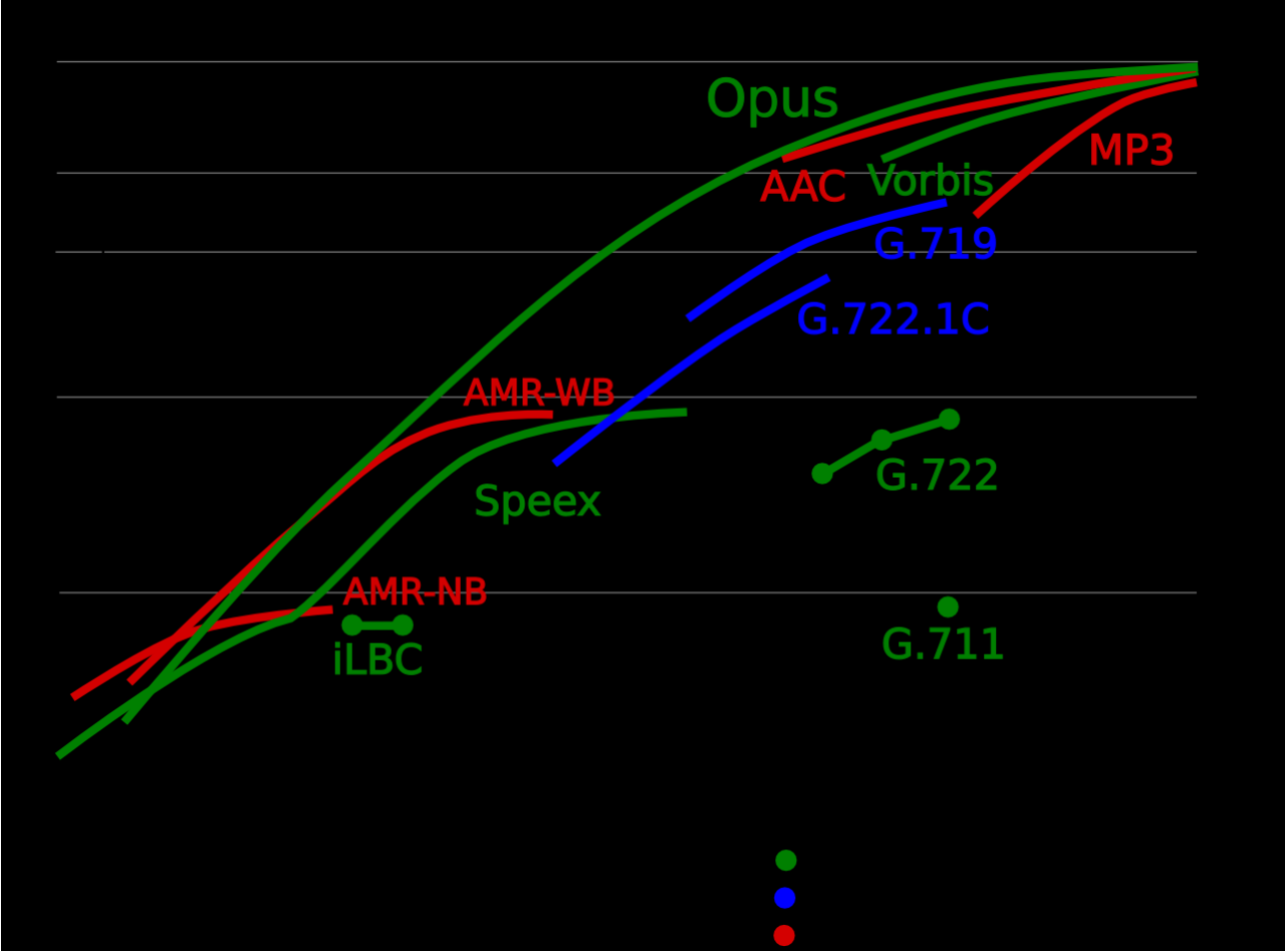


OPUS:

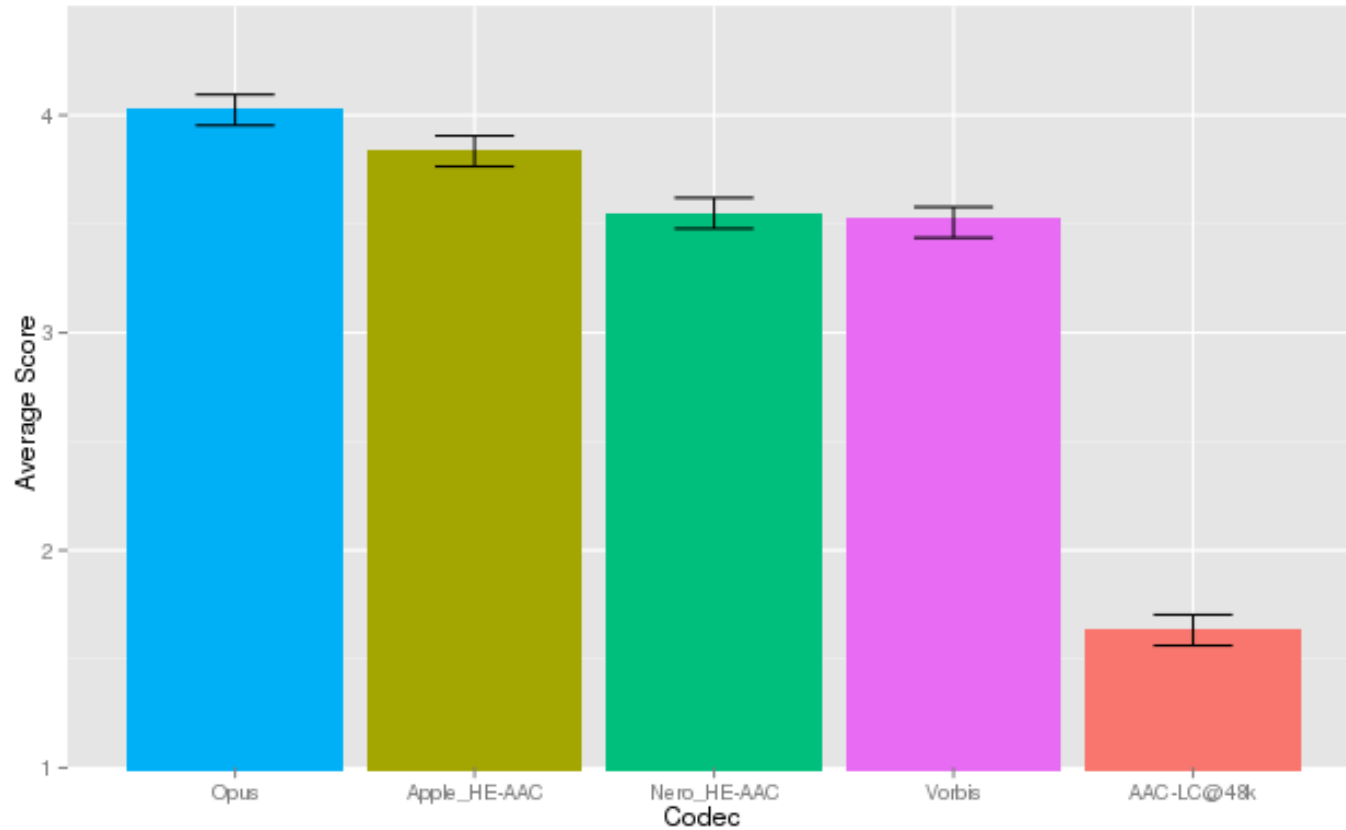
- Designed for both speech and music
- low bit rate, low delay, high quality

AND

- High bit rate
- Extremely low delay
- High quality audio



Listening test results



Transitioning from ISDN to IP is
taking place

Let's not make it at the expense of
Audio Quality

Thank you!

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Thank you!