ANALOG DEVICES

AAC DECODER DEVELOPER'S GUIDE

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ADA-41 (REV. 0.22, 2006-12-21)

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1 Introduction

This document describes how to use the AAC decoder family of libraries.

1.1 Scope

This guide is intended for C-language developers proficient in the application of the Analog Devices Blackfin family of DSPs and related software tools. It is assumed that the reader is familiar with all aspects of these DSPs.

1.2 Target Platform

The AAC decoder libraries are designed for the Analog Devices Blackfin DSPs.

1.3 Organisation of this Guide

Information supplied in this guide is organised in the following way:

- Section 2 provides the specifications of the AAC decoder.
- Section 3 is a "Quick Start Guide" about how to integrate the AAC decoder library.
- Section 4 describes each of the functions in the AAC decoder library.
- Section 5 describes linking information, memory usage and performance of the AAC decoder library.
- Appendix A: provides an example on how to use the AAC decoder library.

1.4 Version Information

Note that this document refers to the following software versions:

HE-AAC v1 LP Stereo Decoder: ADI Version 2.1.x.

HE-AAC v1 HQ Stereo Decoder: ADI Version 2.1.x

Any information that accompanies the software libraries (in the form of 'readme' files, etc.) should be assumed to supersede the information contained in this document.

1.5 System Requirements

This module has been targetted at a VDSP 4.0 or 4.5 Development Environment. The AAC decoder module was built and tested with VDSP++ 4.5 September 2006 update of the tools, versions of which are listed in Table 1-1. To ensure the maximum level of compatibility, please use these versions of the tools.

Tool Name	Tool Description	Tool Version
ccblkfn	C/C++ compiler	7.2.2.2
easmblkfn	BlackFin assembler	2.6.15.7
linker	Linker	3.7.0.4

Table 1-1: Tool revisions

1.6 Acronyms

AAC	Advanced Audio Coding
ADI	Analog Devices Inc.
API	Application Program Interface
HE-AAC	High Efficiency AAC
MPEG	Moving Pictures Experts Group
PNS	Perceptual Noise Substitution
SBR	Spectral band Replication

1.7 References

[1] International Standard ISO/IEC 14496-3 "Information technology - Coding of audio, picture, multimedia and hypermedia information - Part 3: Audio", ISO/IEC JTC1/SC29 (MPEG-4), 2005

[2] International Standard ISO/IEC 14496-3 "Information technology - Coding of audio, picture, multimedia and hypermedia information - Part 4: Conformance testing", ISO/IEC JTC1/SC29 (MPEG-4), 2004

[3] International Standard ISO/IEC 14496-3 "Information technology - Coding of audio, picture, multimedia and hypermedia information - Part 4: Conformance testing, Amendment 8", ISO/IEC JTC1/SC29 (MPEG-4), 2005

[4] VisualDSP++ 4.0 C/C++ Compiler and Library Manual for Blackfin processors, ADI, 2005.

[5] *Silicon anomaly workaround guide for developers*, Analog Devices Inc., ADA-68, 2006.

[6] *MPEG-4 HE-AAC v1 HQ Stereo Decoder BF Spec*, Analog Devices Inc., ADA-174, 2006.

[7] *MPEG-4 HE-AAC v1 LP Stereo Decoder BF Spec*, Analog Devices Inc., ADA-175, 2006.

1.8 Additional Information

For more information on the latest ADI processors, silicon errata, code examples, development tools, system services and device drivers, technical support and any other additional information, please visit our website at www.analog.com/processors.

2 Specifications

The Analog Devices AAC decoder library provides the functionality of decoding AAC-LC bitstreams. The library was designed for the Blackfin 53x family of DSPs.

2.1 Decoder features

All AAC decoders support the following:

- MPEG-4 AAC-LC audio object type
- All sampling frequencies (up to 96 kHz) as specified by [1] (ISO/IEC 14496-3, a.k.a. 'MPEG-4 AAC-LC')
- All bit rates including Variable Bit Rates (VBR) of the AAC standards
- Supports the following types of input bitstreams: RAW, ADIF, ADTS.
- Fully re-entrant and multi-instancing capable

All HE-AAC decoders support the following:

- support for the MPEG-4 SBR audio object type as specified by [1]

All Stereo decoders support the following:

- Supports up to two output audio channels (Stereo)
- Supports decoding of front left and front right channels from multi-channel audio bitstreams.

2.2 Input Format

The decoder supports AAC-LC bit streams as specified in ISO/IEC 14496-3.

2.3 Output Format

The output from the AAC decoder is 16-bit PCM.

2.4 Conformance

The AAC decoder has passed the ISO conformance tests as outlined in [2] and [3], and is conformant at the profile and level specification of MPEG4 as indicated by Table 2-1.

Variant of AAC Decoder	MPEG4 profile@level
AAC-LC Stereo	AAC@Level 2
HE-AAC v1 HQ Stereo	High Efficiency AAC@Level 3
HE-AAC v1 LP Stereo	High Efficiency AAC@Level 3

Table 2-1: ISO Conformance Point for each Library Variant

3 Quick Start

The purpose of this section is to provide a brief description of the AAC decoder API. This is to aid developers to integrate the AAC decoder module into their application code with minimal effort.

1. Section 3.1 provides a step by step usage guide for the AAC decoder.
2. Section 3.2 describes how to create multiple instances of the AAC decoder.
3. Section 3.3 provides example application code to illustrate the usage of the AAC decoder.
4. Section 3.4 discusses some system integration issues when using the AAC decoder.

3.1 Step-by-step Guide

1. Include the *adi_aac_decoder.h* header in the application
2. **Create the decoder instance.** Create the memory setup structure, point the elements to appropriate memory blocks, and call adi_aacd_create (). Macros are available for the minimum required memory block sizes.
3. **Initialise the decoder instance**. Create the structure to hold the requested configuration and initialise it with the desired values. Call adi_aacd_init(). Check for a successful function return code before proceeding.
4. Fill the input buffer
5. **Decode the input buffer.** Call adi_aacd_decoder() with the input bitstream parameters and act on the return result.
6. Repeat steps 4 & 5 as required. See section 4 for more information about the API functions.

3.2 Creating and using multiple instances

The decoder library supports creation and usage of multiple instances, running in concurrent systems, provided the following conditions are satisfied:

- Multiple decoder instances, running concurrently in separate threads, must be supplied with dedicated scratch memory. This scratch memory must be persistent for the duration of the call to **`adi_aacd_decoder()`**. That is, it should not be over-written or corrupted by another instance. It may be used for other purposes in between calls.

- Multiple decoder instances, running in the same thread sharing a common scratch memory pool. This can only be done provided that for a decoder instance, a call to **`adi_aacd_decoder()`** is not interrupted, by a call to this function for another instance.

Note: One instance is created for each AAC input stream, by calling the functions **`adi_aacd_create()`** and **`adi_aacd_init()`** once, followed by repeated calls to **`adi_aacd_decoder()`** for the duration of the stream.

However it is possible to process multiple AAC bit streams (in sequence, one after the other) using the instance that is created to process the first AAC bit stream in the sequence. In this scenario, for each subsequent bit stream to be processed, the call to **`adi_aacd_create()`** is not required and thus should be skipped. The application can simply call **`adi_aacd_init()`**, and then commence feeding the new bitstream to the decoder.

3.3 Example Code

For an example application that uses the AAC decoder, please refer to Appendix A AAC Decoder Usage Example Code.

3.4 System Integration

This section highlights some known system integration issues when integrating the AAC decoder library.

There are currently no known issues. The user should follow the integration instructions contained in Section 3.1 .

4 AAC Decoder Programmer's Reference

This section provides a detailed description of the AAC decoder API structures and functions.

4.1 API Functions

4.1.1 adi_aacd_create ()

Prototype

```
adi_aacd_t* adi_aacd_create(
     adi_aacd_mem_t *per_instance_mem_blocks);
```

Description

This function is to be used to create a single instance of the decoder. Memory is allocated for the instance using the memory blocks supplied.

Parameters

Name: **`per_instance_mem_blocks`**

Type: **`adi_aacd_mem_t*`**

Direction: Input

Description: Structure that contains the pointers to memory pools used to store decoder internal state and scratch information.

Return Value

The function returns a valid pointer upon successful creation of the instance, otherwise a NULL pointer is returned. The latter is returned if the input pointers to the memory pools themselves are NULL.

4.1.2 adi_aacd_get_default_config()

Prototype

```
void adi_aacd_get_default_config(
    adi_aacd_config_t *config)
```

Description

This function allows the application to commence with a known good set of configuration values and modify them to suit their application. The values that the codec inserts are detailed in

enable_sbr	1;
use_circular_bitstream_buffer	1;
circular_buffer_length	0;
circular_buffer_base	NULL;
check_enough_input_data	1;
frame_properties_ptr	NULL;
stream_properties_ptr	NULL;
output_chan_config	ADI_AACD_2_0_CHAN_CONFIG;
output_chan_stride	1 (for all values in the array)
container_format	ADI_AACD_RAW;
container_info	
num_channels	2
sampling_frequency_index	3 (48000 Hz)
sampling_frequency	48000
sbr_sampling_frequency	48000
frame_length_flag	0 (1024 samples per frame)
num_valid_cc_elements	0

Table 2 adi_aacd_get_default_config() values

Parameters

Name: `config`

Type: `adi_aacd_config_t *`

Direction: Input/output

Description: configuration structure to initialise

Return value: This is a void function that returns no value

4.1.3 adi_aacd_init ()

Prototype

```
adi_aacd_return_code_t adi_aacd_init (
     adi_aacd_t *instance_handle,
     adi_aacd_config_t *config_params);
```

Description

This function must be called to initialize the decoder instance created by the *adi_aacd_create()* function. Part of this initialization uses a set of configuration parameters passed in by the application via the pointer *config_params*. The definition of its type **adi_aacd_config_t** is given in section 4.2.4 .

This function checks all configuration parameters for validity. In the event any parameter is found to be invalid, it will be modified to the most appropriate valid value.

In all cases, the application is notified via the return value that one or more configuration parameters were invalid. In addition the function also fills the application supplied output structure with the actual configuration values used.

The only configuration variables that may be changed after the call to adi_aacd_init() are described in the reference for the function adi_aacd_reconfigure() in section 4.1.6 .

Parameters

Name: `instance_handle`

Type: `adi_aacd_t *`

Direction: Input/output

Description: The decoder instance.

Name: `config_params`

Type: `adi_aacd_config_t *`

Direction: Input

Description: Structure containing configuration parameters. The decoder modifies the values in this structure if they are invalid.

Return value: The function returns one of two error codes given below:

- ADI_AACD_SUCCESS: The decoder initialised without error
- ADI_AACD_INVALID_CONFIG_PARAMS: One of the requested configurations is invalid

4.1.4 adi_aacd_resynch()

Prototype

```
void adi_aacd_resynch(
     adi_aacd_t *instance_handle);
```

Description

This function resets the decoder to a known state, typically used when fast-forward and rewind operations are supported. The decoder is initialized to the same state as if the function **adi_aacd_init()** were called. However, application configuration parameters will not be reset and the existing configuration parameters will be kept unchanged. This is done since reconfiguring application parameters is very unlikely when resynchronisation is required. In the event that it is

required, it can be done by using the supplied function **adi_aacd_reconfigure()** before calling **adi_aacd_resynch()**. Note that after resynchronisation is performed, it is assumed the decode operation that follows is for the start of a new frame. In the case of ADTS framing, the decoder must be resynchronised at an ADTS frame header.

Parameters

Name: `instance_handle`

Type: `adi_aacd_t *`

Direction: Input/output

Description: The decoder instance to resynchronize.

Return value:

- None.

4.1.5 adi_aacd_isready_to_decode()

Prototype

```
adi_aacd_return_code_t adi_aacd_isready_to_decode (
     adi_aacd_t *decoder_instance,
     adi_aacd_bitstream_data_t* input_buf,
     int num_input_bytes
)
```

Description

This function can be called after calling adi_aacd_init() to check if the input buffer has enough data to decode an audio frame in the next call to the adi_aac_decoder() function. This function should be called if the decode function is always required to output an audio frame when it is called.

Parameters

Name: `decoder_instance`

Type: `adi_aacd_t *`

Direction: Input/output

Description: The decoder instance.

Name: `input_buf`

Type: `adi_aacd_bitstream_data_t *`

Direction: Input

Description: Pointer to the input buffer to check

Name: `num_input_bytes`

Type: `int`

Direction: Input

Description: The number of byte available in the input buffer

Return value: adi_aacd_return_code_t

- ADI_AACD_SUCCESS = There is enough data to decode an audio frame
- ADI_AACD_NEED_MORE_INPUT = otherwise

4.1.6 adi_aacd_reconfigure ()

Prototype

```
adi_aacd_return_code_t adi_aacd_reconfigure(
     adi_aacd_t *instance_handle,
     adi_aacd_config_item_t config_item,
     adi_aacd_config_t *config_params)
```

Description

This function changes the parameters of the decoder as it operates, by supplying the new value in the config_params structure. Call this function if a decoding parameter has been changed and the change is to be effected.

Below is a complete list of decoding parameters that may be changed between calls to adi_aac_decoder():

Configuration Item	Description
`ADI_AACD_CHECK_ENOUGH_INPUT_DATA`	Set to zero when the application knows the input buffer contains at least one whole frame. For example: if the input buffer data was wholly encapsulated within a transport layer packet which contains an integral number of frames (e.g. ADTS); OR when the decoder is to be stopped and the last frames contained in the input buffer are to be reconstructed with available data.

Parameters

Name: `instance_handle`

Type: `adi_aacd_t *`

Direction: Input/output

Description: The decoder instance.

Name: `config_item`

Type: `adi_aacd_config_item_t`

Direction: Input

Description:. Value indicating whether all (ADI_AACD_ALL_RECONFIG_PARAMS) or a single configuration item supplied in the third argument is to be reconfigured. Parameters which are indicated in this guide as being not reconfigurable will be ignored by this function.

Name: `config_params`

Type: `adi_aacd_config_t *`

Direction: Output

Description: This structure contains the value, or values, to be reconfigured, as indicated in the second argument config_item.

Return value: The function returns one of two error codes given below:

- ADI_AACD_SUCCESS: The decoder reconfigured the selected parameter without error
- ADI_AACD_INVALID_CONFIG_PARAMS: The requested reconfiguration is invalid

4.1.7 adi_aacd_decoder()

Prototype

```
adi_aacd_return_code_t adi_aacd_decoder(
     adi_aacd_t *instance_handle,
     int num_input_bytes,
     adi_aacd_bitstream_data_t *input_bitstream,
     adi_aacd_output_status_t *dec_output_status,
     adi_aacd_audio_data_t *output_pcm_channels[]);
```

Description

This function is the main decoder routine, producing PCM data for each decoded channel. The decoder is designed to be called with an arbitrary number of bytes in the input buffer, to decode and output an audio segment, otherwise letting the user know if not enough input data is available to the decoder.

4.1.7.1.1 Usage

The following usage conditions must be satisfied for the correct usage of the decoder:

1. For every frame to be decoded, the first time the decoder is called (after calling **`adi_aacd_init()`** or **`adi_aacd_resynch()`**) with some input data, *input_bitstream* must be pointing to the beginning of the frame. Through mechanisms not defined in this document, it is the user's responsibility to determine the start of the frame.

   Note *input_bitstream* should not be confused with the base address of the application buffer that is passed as part of the configuration parameters in the function adi_aacd_init(). This input_bitstream shall always be pointing to the next byte to be consumed by the decoder.

2. If the decoder is not able to decode a frame from the data available in the input buffer, it will return to the application with the return value ADI_AACD_NEED_MORE_INPUT, asking for more input data.

The decoder implements a finite state machine to keep and track history of where it is up to in the decoding process for a given frame. It uses the return value of the function to notify the application of critical status information (e.g. ADI_AACD_NEED_MORE_INPUT) that needs to be addressed if the decoder is to continue decoding the frame on subsequent calls.

Parameters

Name: `instance_handle`

Type: `adi_aacd_t *`

Direction: Input/Output

Description: Decoder instance.

Name: `num_input_bytes`

Type: `int`

Direction: Input

Description: The number of bytes in the input bitstream for this call to the decoder. The application will consume up to this number of bytes from the input buffer for each call.

Name: `input_bitstream`

Type: `adi_aacd_bitstream_data_t *`

Direction: Input

Description: The AAC coded input bitstream to the decoder. This buffer must contain at least *num_input_bytes*. The decoder will ignore additional data in this buffer.

Name: `dec_output_status`

Type: `adi_aacd_output_status_t *`

Direction: Output

Description: Output status information returned from the decoder. See definition in section 4.2.13 .

Name: `output_pcm_channels[]`

Type: `adi_aacd_audio_data_t *`

Direction: Output

Description: Each element must contain the pointer to where the decoder shall write the output PCM samples of one channel. Each PCM sample is a 16-bit sample and each output channel is required to hold at least **`ADI_AACD_MAX_OUTPUT_PCM_SAMPLES_PER_CHAN`** samples. Additional pointers in the array beyond two will be ignored. PCM data is available in the channel buffers only after the decoder returns ADI_AACD_SUCCESS. Please see Figure 1 on page 23 for more information on interleaving output channels.

Return value: The function returns one of the following error codes:

- ADI_AACD_SUCCESS: The decode operation succeeded and output data is available.
- ADI_AACD_NEED_MORE_INPUT: The decode operation requires more data in the input buffer.
- ADI_AACD_INVALID_BITSTREAM: The decoder cannot continue due to bad data.
- ADI_AACD_INVALID_HEADER: The decoder cannot continue due to bad header data.
- ADI_AACD_TERMINAL_FAILURE: The decoder is unable to successfully decode the supplied bitstream.
- ADI_AACD_OPERATION_FAILED: The decoder is unable to successfully decode the supplied payload within the bitstream.
- ADI_AACD_TIMEOUT_REACHED: The decoder library is a demonstration version that has exceeded it's evaluation limit. Output audio will continue with impairments.

4.1.8 adi_aacd_input_is_adts()

Prototype

```
adi_aacd_return_code_t adi_aacd_input_is_adts (
      adi_aacd_bitstream_data_t *input_buf,
      int num_input_bytes
)
```

Description

This function can be called prior to calling adi_aacd_init() to check if the bitstream in the input buffer is encapsulated in the ADTS container format. This function helps to determine if the **`container_format`** field in the configuration data structure is to be set to ADI_AACD_ADTS.

It can also be called prior to calling adi_aacd_resynch () when seeking through an ADTS bitstream, to verify that the start of an ADTS frame has been found before resuming decoding.

Parameters

Name: `input_buf`

Type: `adi_aacd_bitstream_data_t *`

Direction: Input

Description: Pointer to the input buffer to check.

Name: `num_input_bytes`

Type: `int`

Direction: Input

Description: The number of bytes available in the input buffer.

Return value: adi_aacd_return_code_t

- ADI_AACD_SUCCESS = input bitstream is confirmed to be encapsulated in ADTS.
- ADI_AACD_NEED_MORE_INPUT = not enough input data was provided to determine if the input bitstream is encapsulated in ADTS.
- ADI_AACD_INVALID_HEADER = input bitstream is NOT encapsulated in ADTS.

4.1.9 adi_aacd_input_is_adif ()

Prototype

```
adi_aacd_return_code_t adi_aacd_input_is_adif (
      adi_aacd_bitstream_data_t *input_buf,
      int num_input_bytes
)
```

Description

This function can be called prior to calling adi_aacd_init() to check if the bitstream in the input buffer is encapsulated in the ADIF container format. This function helps to determine if the **`container_format`** field in the configuration data structure is to be set to ADI_AACD_ADIF.

Parameters

Name: `input_buf`

Type: `adi_aacd_bitstream_data_t *`

Direction: Input

Description: Pointer to the input buffer to check.

Name: `num_input_bytes`

Type: `int`

Direction: Input

Description: The number of bytes available in the input buffer

Return value: adi_aacd_return_code_t

- ADI_AACD_SUCCESS = input bitstream is confirmed to be encapsulated in ADIF.
- ADI_AACD_NEED_MORE_INPUT = not enough input data was provided to determine if the input bitstream is encapsulated in ADIF.
- ADI_AACD_INVALID_HEADER = input bitstream is NOT encapsulated in ADIF.

4.2 API Data Structures

4.2.1 adi_aacd_return_code_t

```
typedef enum {
       ADI_AACD_SUCCESS                          =    0,
       ADI_AACD_TERMINAL_FAILURE                 =   -2,
       ADI_AACD_INVALID_BITSTREAM                = -100,
       ADI_AACD_INVALID_HEADER                   = -101,
       ADI_AACD_STREAM_COMPLETE                  = -200,
       ADI_AACD_TIMEOUT_REACHED                  =    1,
       ADI_AACD_OPERATION_FAILED                 =   10,
       ADI_AACD_INVALID_CONFIG_PARAMS            =   11,
       ADI_AACD_NEED_MORE_INPUT                  =  100
} adi_aacd_return_code_t;
```

Description

ADI_AACD_SUCCESS: The operation was successful.

ADI_AACD_TERMINAL_FAILURE: A critical error occurred and the instance cannot operate until reinitialised.

ADI_AACD_INVALID_BITSTREAM: An unsupported bitstream was encountered.

ADI_AACD_INVALID_HEADER: A corrupted bitstream was encountered.

ADI_AACD_OPERATION_FAILED: The instance failed its last expected operation.

ADI_AACD_STREAM_COMPLETE: The instance has completely decoded the audio contained in the MPEG4 file. Only returned when the decoder is configured to expect the container format PARSER_TYPE_ISO_FF (see 4.2.8).

ADI_AACD_INVALID_CONFIG_PARAMS: An incorrect configuration was supplied by the user

ADI_AACD_NEED_MORE_INPUT: The input buffer requires more data before a frame can be processed.

ADI_AACD_TIMEOUT_REACHED: The decoder library is a demonstration version that has exceeded it's evaluation limit. Output will continue at a degraded level, with a 0.5 second beep occurring every 4 seconds in playback.

4.2.2 adi_aacd_bitstream_data_t

```
typedef char adi_aacd_bitstream_data_t;
```

Description

This type is used to represent the input data to the decoder. The size of each element is one byte.

4.2.3 adi_aacd_audio_data_t

```
typedef short adi_aacd_audio_data_t;
```

Description

This type is to be used to represent PCM samples output from the decoder. Each PCM sample produced is a 16-bit integer.

4.2.4 adi_aacd_config_t

```
typedef struct
{
    adi_aacd_audio_config_t              audio_render_params;
    unsigned int                         use_circular_bitstream_buffer;
    int                                  circular_buffer_length;
    adi_aacd_bitstream_data_t *          circular_buffer_base;
    unsigned int                         check_enough_input_data;
    adi_aacd_frame_properties_t *        frame_properties_ptr;
    adi_aacd_stream_properties_t *       stream_properties_ptr;
    adi_aacd_chan_config_t               output_chan_config;
    int                                  output_chan_stride[ADI_AACD_MAX_NUM_OUTPUT_CHANS]
    adi_aacd_stream_format_t             container_format;
    adi_aacd_stream_config_t             container_info;
    unsigned int                         enable_sbr;
} adi_aacd_config_t;
```

Description

This structure is to be used to store all configuration parameters of the decoder. All parameters shall be assumed to be reconfigurable except where marked as NOT reconfigurable. All non-reconfigurable parameters are only configured once for a given stream, when the adi_aacd_init() function is called.

- **`audio_render_params`**

Embedded structure parameters specific to this decoder that control the rendering of the audio output. See 4.2.5

- **`use_circular_bitstream_buffer`**

If nonzero, the input buffer is circular. If zero, the input buffer is linear. (NOT reconfigurable)

- **`circular_buffer_length`**

The length of the circular buffer (not used by decoder if **`use_circular_bitstream_buffer`** set to zero). (NOT reconfigurable)

- **`circular_buffer_base`**

The starting address of the circular buffer (not used by decoder if **`use_circular_bitstream_buffer`** set to zero). See 4.2.2 (NOT reconfigurable)

- **`check_enough_input_data`**

If nonzero, the decoder will check whether at least one compressed audio unit is available in the input buffer. If zero, the decoder assumes a whole compressed audio unit is available in the input buffer when the number of input bytes is non-zero

- **`frame_properties_ptr`**

Pointer to structure holding audio frame-specific information extracted from the bitstream. See 4.2.6 (NOT reconfigurable)

- **`stream_properties_ptr`**

Pointer to structure holding audio stream-specific information extracted from the bitstream. See 4.2.7 (NOT reconfigurable)

- **`output_chan_config`**

Allows the application to select the number and configuration of PCM audio channels to be output from the decoder. See 4.2.8 (NOT reconfigurable)

- **`output_chan_stride[]`**

Allows the application to set the stride between PCM elements for each of the output PCM channels. Setting this to 1 indicates that the channel buffers are independantly located and not interleaved. Interleaving of channel data could be achieved by using this value to skip over other channel data in the output buffers. (NOT reconfigurable)

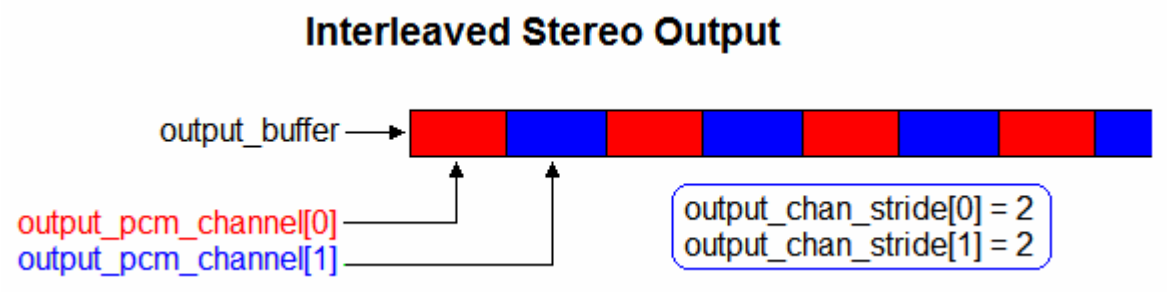

Figure 1 Interleaved Stereo Output

- **`container_format`**

Allows the application to signal to the decoder which container format encapsulates the input bitstream. See 4.2.9 (NOT reconfigurable)

- **`container_info`**

Embedded structure containing necessary fields extracted from the bitstream with an external parser. See 4.2.10 (NOT reconfigurable)

- **`enable_sbr`**:

If nonzero, enables Spectral-Band Replication (NOT reconfigurable). If zero, the decoder instance will behave as if it was a stereo AAC-LC decoder, and ignore any SBR information found in the bitstream.

4.2.5 adi_aacd_audio_config_t

```
typedef struct
{
} adi_aacd_audio_config_t;
```

Description

This structure (embedded in adi_aacd_config_t) is to control at run-time, how the output audio is rendered. Currently there are no such configuration parameters available for this codec.

4.2.6 adi_aacd_frame_properties_t

```
typedef struct
{
       int    sample_rate;
       int    num_channels;
} adi_aacd_frame_properties_t;
```

Description

This structure allows the application to monitor the frame specific information parsed from the bitstream.

- **`sample_rate`**:

  Sample rate of the output audio.

- **`num_channels`**:

  Number of channels encoded in the bitstream.

4.2.7 adi_aacd_stream_properties_t

```
typedef struct
{
       unsigned int   is_sbr_present;
} adi_aacd_stream_properties_t;
```

Description

This structure allows the application to monitor information that applies to all frames parsed from the bitstream.

- **`is_sbr_present`**:

  If nonzero, indicates Spectral Band Replication is present in the stream. This flag is only valid when the configuration parameter enable_sbr is nonzero.

4.2.8 adi_aacd_chan_config_t

```
typedef enum {
    ADI_AACD_1_0_CHAN_CONFIG       =    0x1,
    ADI_AACD_2_0_CHAN_CONFIG       =    0x2,
    ADI_AACD_3_0_CHAN_CONFIG       =    0x3,
    ADI_AACD_3_1_CHAN_CONFIG       =    0x5,
    ADI_AACD_3_2_CHAN_CONFIG       =    0x7,
    ADI_AACD_3_2_1_CHAN_CONFIG     =    0x10007,
    ADI_AACD_5_2_1_CHAN_CONFIG     =    0x10010
} adi_aacd_chan_config_t ;
```

Description

Enumerated type to select the desired output channel configuration. Must be ADI_AACD_1_0_CHAN_CONFIG (single channel output – data stored by the decoder in the output buffer **`output_pcm_channels[0]`**) or ADI_AACD_2_0_CHAN_CONFIG (two channel output – left channel data stored by the decoder in the output buffer **`output_pcm_channels[0],`** and right channel data in **`output_pcm_channels[1]`**). Using other values in this release will result in an INVALID_CONFIG_PARAMS error from adi_aacd_init().

4.2.9 adi_aacd_stream_format_t

```
typedef enum
{
       ADI_AACD_ISO_FF = 0,
       ADI_AACD_ADTS,
       ADI_AACD_ADIF,
       ADI_AACD_RAW
} adi_aacd_stream_format_t;
```

Description

This enumeration represents the possible container formats handled by the decoder.

- **`ADI_AACD_ADTS:`**

  The audio bitstream is encapsulated in the ADTS transport layer. The decoder handles the whole ADTS frame header.

- **`ADI_AACD_ADIF:`**

  The audio bitstream is encapsulated in the ADIF file format. The decoder handles the whole ADIF file header.

- **`ADI_AACD_RAW:`**

  The audio bitstream is not encapsulated in any container format. The decoder expects the bitstream to conform to the raw_data_block syntax outlined in the MPEG-4 [1] specification.

- **`ADI_AACD_ISO_FF:`**

  The audio bitstream is encapsulated in the ISO Base Media File Format (e.g. MPEG4 File Format, 3GP File Format). The decoder expects the whole "mdat" box header (8 bytes long) which is followed by the audio bitstream.

4.2.10 adi_aacd_stream_config_t

```
typedef struct
{
    int                num_channels;
    unsigned int       sampling_frequency_index;
    int                sampling_frequency;
    int                sbr_sampling_frequency;
    unsigned int       frame_length_flag;
    int                num_valid_cc_elements;
} adi_aacd_stream_config_t;
```

Description

This structure is used to allow the application to pass stream configuration information for all container formats other than ADIF/ADTS. The application may use an external parser to extract this information from the file format used to store the audio bitstream, or directly configure the information if in a system that operates on a restricted set of bitstreams conforming to a predefined configuration.

- **`num_channels`**:

  Total number of channels represented in the bitstream (valid values = 0…8). An entry outside this range will cause adi_aacd_init() to return an INVALID_CONFIG_PARAMS error.

- **`sampling_frequency_index`**:

  A four bit field (as defined in the MPEG4 standard [1]) indicating the sampling rate of the core AAC-LC audio signal used, as shown below.

sampling_frequency_index	Value
0x0	96000
0x1	88200
0x2	64000
0x3	48000
0x4	44100
0x5	32000
0x6	24000
0x7	22050
0x8	16000
0x9	12000
0xa	11025
0xb	8000
0xc	7350
0xd	reserved
0xe	reserved
0xf	escape value

Table 4-3: Allowed codes for sampling_frequency_index

- **`sampling_frequency`**:

  Configures the actual sampling rate of the core AAC-LC audio signal, if **`sampling_frequency_index`** equals 0xf.

- **`sbr_sampling_frequency`**:

  Configures the actual sampling rate of the output audio signal after applying SBR (must be the same or twice the sampling frequency signalled for the core AAC-LC audio signal).

- **`frame_length_flag`**:

  Flag determining core AAC-LC frame block length: 0 means 1024 samples, 1 means 960 samples.

- **`num_valid_cc_elements`**:

  Configures the number of coupled channels to be found in the bitstream.

4.2.11 adi_aacd_config_item_t

```
typedef enum {
       ADI_AACD_ALL_RECONFIG_PARAMS         = 0,
       ADI_AACD_CHECK_ENOUGH_INPUT_DATA     = 10
}
adi_aacd_config_item_t;
```

Description

This enumeration represents the list of configuration parameters that can be reconfigured after the **`adi_aacd_reconfigure`** function has been called. See section 4.1.6 for more details.

4.2.12 adi_aacd_mem_t;

```
typedef struct {
    adi_aacd_state_mem_t      state;
    adi_aacd_scratch_mem_t    scratch;
} adi_aacd_mem_t;
```

Description

This structure contains further structures to describe the state and scratch memory required by the decoder, which need to be passed in via the function adi_aacd_create ().

4.2.13 adi_aacd_output_status_t

```
typedef struct
{
    unsigned int                      warning_info;
    int                               num_output_samples_per_chan;
    unsigned int                      active_output_chans;
    adi_aacd_bitstream_data_t         *unconsumed_input_data_ptr;
    int                               num_input_bytes_consumed;
} adi_aacd_output_status_t;
```

Description

The structure holds information about the last frame of output samples.

- **`warning_info`**:

  Bitmapped warning flags *(currently not used)*

- **`num_output_samples_per_chan`**:

  The number of output samples generated for each channel by the decode operation

- **`active_output_chans`**:

  A bit mapped integer that indicates which output buffer contains new audio data resulting from the last call to **`adi_aacd_decoder()`**. Starting from the least significant bit, bit *n* corresponds to the *n*th buffer configured in the array **`output_pcm_channels`** (see adi_aacd_decoder() and 4.2.8 adi_aacd_chan_config_t).

- **`unconsumed_input_data_ptr`**:

  Pointer to the first unconsumed data byte

- **`num_input_bytes_consumed`**:

  The number of data bytes consumed by the last call to adi_aacd_decoder()

4.2.14 adi_aacd_frame_properties_t

```
typedef struct {
       int    sample_rate;
       int    num_channels;
} adi_aacd_frame_properties_t;
```

Description

- **`sample_rate`**: The sample rate of the output data (samples/second).
- **`num_channels`**: The number of channels of output data

4.2.15 adi_aacd_stream_properties_t

```
typedef struct
{
       unsigned int   is_sbr_present;
} adi_aacd_stream_properties_t;
```

Description

- **`is_sbr_present`**: SBR data was reconstructed by the decoder.

4.3 Macros

```
#define ADI_AACD_MIN_INPUT_NUMBYTES_PER_CHAN          768
#define ADI_AACD_MAX_OUTPUT_PCM_SAMPLES_PER_CHAN      2048
```

```
#define ADI_AACD_MAX_NUM_OUTPUT_CHANS                    2

#define ADI_AACD_MIN_BITSTREAM_BUFFER_NUMBYTES
(ADI_AACD_MAX_NUM_OUTPUT_CHANS* ADI_AACD_MIN_INPUT_NUMBYTES_PER_CHAN)

#define ADI_AACD_ADTS_HEADER_NUMBYTES                    7

#define ADI_AACD_ADIF_HEADER_NUMBYTES                    20
```

4.3.1 ADI_AACD_MIN_INPUT_NUMBYTES_PER_CHAN

The worst case ratio of the size of the input buffer to the number of channels that is required for correct operation of an ISO 14496-3 conformant decoder.

4.3.2 ADI_AACD_MAX_OUTPUT_PCM_SAMPLES_PER_CHAN

The maximum number of output samples in the output buffer.

4.3.3 ADI_AACD_MAX_NUM_OUTPUT_CHANS

The maximum number of output channels supported.

4.3.4 ADI_AACD_MIN_BITSTREAM_BUFFER_NUMBYTES

The minimum size in bytes of the bitstream buffer

4.3.5 ADI_AACD_ADTS_HEADER_NUMBYTES

The size of an ADTS header as defined in the MPEG4 standard [1].

4.3.6 ADI_AACD_ADIF_HEADER_NUMBYTES

The size of an ADIF header as defined in the MPEG4 standard [1].

4.3.7 ADI_AACD_*xxxx*_*yyyy*_zzzz_MEM_NUMBYTES

The minimum required lengths of the memory type xxxx of priority *yyyy* in memory type *zzzz*.

The memory blocks are allocated to state variables (*zzzz*=STATE, for a memory pool that is unique to each instance) or to scratch variables (*zzzz*=SCRATCH, for a memory pool that can be shared across instances running in the same thread).

Each pool consists of several separate blocks *xxxx* = {fastb0, fastb1, fast, or slow} located in different memory types. Operation is undefined if the memory pools allocated to adi_aacd_create() have blocks smaller than these required lengths.

The variable yyyy is used to aid in the decision of which sections of memory to remove from L1 when space is more important than performance, with a higher number indicating the lowest priority memory objects, and so being the first to be removed from L1 memory.

The defined memory block lengths are:

```
#define ADI_AACD_FASTB0_PRIO4_STATE_MEM_NUMBYTES   (7888)
#define ADI_AACD_FASTB1_PRIO6_STATE_MEM_NUMBYTES   (11504)
#define ADI_AACD_FAST_PRIO7_STATE_MEM_NUMBYTES     (13132)
#define ADI_AACD_FASTB0_PRIO0_SCRATCH_MEM_NUMBYTES (8192)
#define ADI_AACD_FASTB1_PRIO1_SCRATCH_MEM_NUMBYTES (8192)
#define ADI_AACD_FAST_PRIO2_SCRATCH_MEM_NUMBYTES  (3248)
#define ADI_AACD_FAST_PRIO3_SCRATCH_MEM_NUMBYTES  (8192)
```

5 Memory & Performance

5.1 Static Memory Sections & Linking

This section describes the memory sections in the AAC decoder library targeting the Blackfin processor. Some code and data sections should be placed in L1 memory whenever possible to achieve best performance. In the table below, the code and data sections and their ideal placement in memory are outlined. The section names given below also contain a 'prio' value, with 0 being the most important value, which will aid when trying to trade memory footprint for performance. For optimal performance, the instruction and data caches should be enabled.

Section Name	Code or Data	Size (KB)	Ideal Memory Location for Placement
adi_aacd_fast_prio0_code	Code	14	L1 (On-chip)
adi_aacd_fast_prio1_code	Code	16	L1 (On-chip)
adi_aacd_fast_prio2_code	Code	16	L1 (On-chip)
adi_aacd_slow_noprio_code	Code	17	L2/3 (Off-chip)
<PRIO 0>	Data[Scratch]	8	L1 (On-chip)
<PRIO 1>	Data[Scratch]	8	L1 (On-chip)
<PRIO 2>	Data[Scratch]	4	L1 (On-chip)
<PRIO 3>	Data[Scratch]	8	L1 (On-chip)
<PRIO 4>	Data[State]	8	L1 (On-chip)
adi_aacd_fastb0_prio5_r	Data[Static]	2	L1 (On-chip)
<PRIO 6>	Data[State]	12	L1 (On-chip)
<PRIO 7>	Data[State]	13	L1 (On-chip)
adi_aacd_fastb1_prio8_r	Data[Static]	2	L1 (On-chip)
adi_aacd_slow_noprio_r	Data[Static]	31	L2/3 (Off-chip)

Table 5-1: HE-AAC v1 HQ Stereo Memory sections

Memory sections for the LP decoder will be of similar magnitude and shall retain both the same naming scheme and similar names.

5.2 Dynamic Memory Requirements

The dynamic memory required per instance is required to be supplied by the system to each instance of the decoder via the adi_aacd_create () function. See section 4.3.7 for more details on memory sizes required.

5.3 MIPS & Memory Footprints

Please refer to our Product Highlights document ([6], [7]) for the latest performance figures.

Appendix A: AAC Decoder Usage Example Code

```
Please see the supplied simple file IO example.
```

Code Example 1: Simple usage example for the AAC Decoder