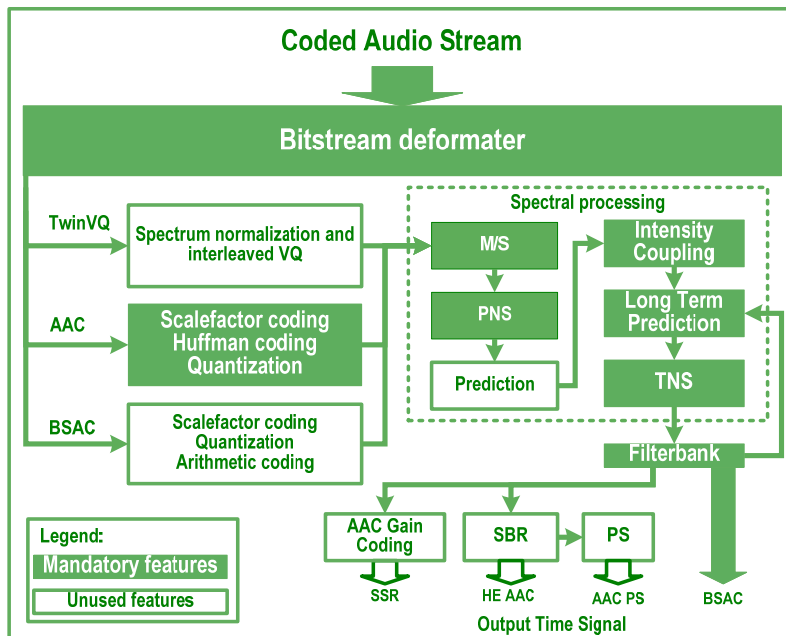


SPiRiT BSAC Codec

Bit Sliced Arithmetic Coding (BSAC) is a popular MPEG-4 standard for scalable audio coding. Codec bitrate changes in very small steps allowing the user to utilize the connection bandwidth with maximum efficiency.

BSAC uses arithmetic coding as an alternative lossless coding technique to Huffman coding used in MPEG-4 AAC. In other respects it is very similar to AAC. BSAC coding best performs in the range from 40 Kbps to 64 Kbps, though it operates in the range of 16 kbps to 64 Kbps.

SPiRiT BSAC Codec is an optimized implementation of MPEG-4 version 2 (ISO/IEC 14496-3 subpart 4). It conforms to the test criteria as specified by the standard.



Benefits

- Highly optimized code ideal for resource constrained applications
- Easy integration and fast time to market
- Allows to save several hours of SoC battery life

Key Features

- Low CPU usage
- Small memory footprint
- Simple API

Applications

- Portable media players
- Mobile phones
- Smartphones
- Set-top boxes
- Audio streaming/ Digital radio
- Car electronics

Availability

- ARM Call
- AudioDE Call
- TI C6xx Call
- TI OMAP3 Call
- MIPS Call

Features

- Low CPU usage
- Small memory footprint
- Conformance to MPEG-4 version 2 (ISO/IEC 14496-3 subpart 4)
- Code is reentrant, supports multithreading and dynamic memory allocation

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