



COVERING NOTE

GENERAL SECRETARIAT OF THE INTERNATIONAL TELECOMMUNICATION UNION

Geneva, 26 May 2014

ITU – TELECOMMUNICATION STANDARDIZATION SECTOR

Subject: Erratum 1 (05/2014) to Recommendation ITU-T G.728 (2012), Coding of speech at 16 kbit/s using low-delay code excited linear prediction

1) The codevector components associated to channel index 36 and channel index 42 contain wrong signs. Correct the signs of the codevector components indicated with underlining as shown below:

Channel index	Codevector components				
....
36	<u>-3837</u>	<u>-1831</u>	6397	2545	<u>-2848</u>
....
82	<u>-45</u>	1198	2160	<u>-1449</u>	2203
....

2) Table G.5 contains extraneous characters. Correct Table G.5, Integer values of gain codebook related arrays, to read as follows (underlining indicates values that are being rectified):

Table G.5 – Integer values of gain codebook related array

Array index	1	2	3	4	5	6	7	8
GQ (Q13)	4224	<u>7392</u>	12936	22638	-4224	<u>-7392</u>	-12936	-22638
GB (Q13)	5808	10164	17787	*	-5808	-10164	-17787	*
G2 (Q12)	4224	<u>7392</u>	12936	22638	-4224	<u>-7392</u>	-12936	-22638
GSQ (Q11)	545	<u>1668</u>	<u>5107</u>	15640	<u>545</u>	<u>1668</u>	<u>5107</u>	<u>15640</u>

* Can be any arbitrary value (not used).

3) In clause G.2.2, some of the indentation in the main loop has been lost. Correct the indentation of the Recursion module as shown below, where additional clarification has been added to identify loop boundaries, and scratch variable IP has been replaced with scratch variable IA to avoid confusion with pointer IP in the main code.

RECURSION:

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For MINC = MINC0 + 1, MINC0 + 2, ..., LPC, do the following indented lines
  AA0 = 0
  For IA = 2, 3, ..., MINC, do the next 3 lines
    N1 = MINC - IA + 2
    P = RTMP(N1) * ATMP(IA)
    AA0 = AA0 + P                                | 32 bits for SUM
  AA0 = AA0 << 1

  AA0 = AA0 << NRS
  AA1 = RTMP(MINC + 1) << 16
  AA0 = AA0 + AA1                                |
  SIGN = RND(AA0)                                | Save high word sign
  NUM = SIGN
  If NUM < 0, set NUM = -NUM
  If NUM ≥ ALPHATMP, go to FAILED                    |
  Call SIMPDIV(NUM, ALPHATMP, AA0)                  | Divide to get RC
  AA2 = AA0 << 15                                    | AA2 stores 17-bit RC
  RC = RND(AA2)
  If SIGN > 0, set RC = -RC

                                                    | Now update ALPHATMP

  AA1 = ALPHATMP << 16
  P = RC * SIGN
  AA1 = AA1 + (P << 1)
  If AA1 ≤ 0, go to FAILED
  ALPHATMP = RND(AA1)

  MH = MINC/2 + 1                                    | Fractional part of MINC/2 truncated;
| MH = integer
| Begin to update predictor
| coefficients
  For IA = 2, 3, 4, ..., MH, do the following 24 lines
    IB = MINC - IA + 2
    AA0 = ATMP(IA) <<16                            | Load AA0 high word
    P = RC * ATMP(IB)                              | Q15/16 RC, so << 1
    AA0 = AA0 + (P << 1)
    If AA0 overflowed, then do the following 5 lines
      NRS = NRS + 1
      For LP = 2, 3, ..., MINC, set ATMP(LP) = ATMP(LP) >> 1
      AA0 = ATMP(IA) <<16                            | First re-scale ATMP
      P = RC * ATMP(IB)                              | Next re-calculate
      AA0 = AA0 + (P << 1)                            | overflowed AA0

    AA1 = ATMP(IB) <<16
    P = RC * ATMP(IA)
    AA1 = AA1 + (P << 1)
    If AA1 overflowed, then do the following 8 lines
      NRS = NRS + 1
      For LP = 2, 3, ..., MINC, set ATMP(LP) = ATMP(LP) >> 1
      AA0 = ATMP(IA) <<16                            | First re-scale ATMP(IA)
      P = RC * ATMP(IB)                              | Next re-calculate AA0
      AA0 = AA0 + (P << 1)                            |
      AA1 = ATMP(IB) << 16                            | Next re-scale ATMP(IB)
      P = RC * ATMP(IA)                              | Next re-calculate
      AA1 = AA1 + (P << 1)                            | overflowed AA1

  ATMP(IA) = RND(AA0)

```

