

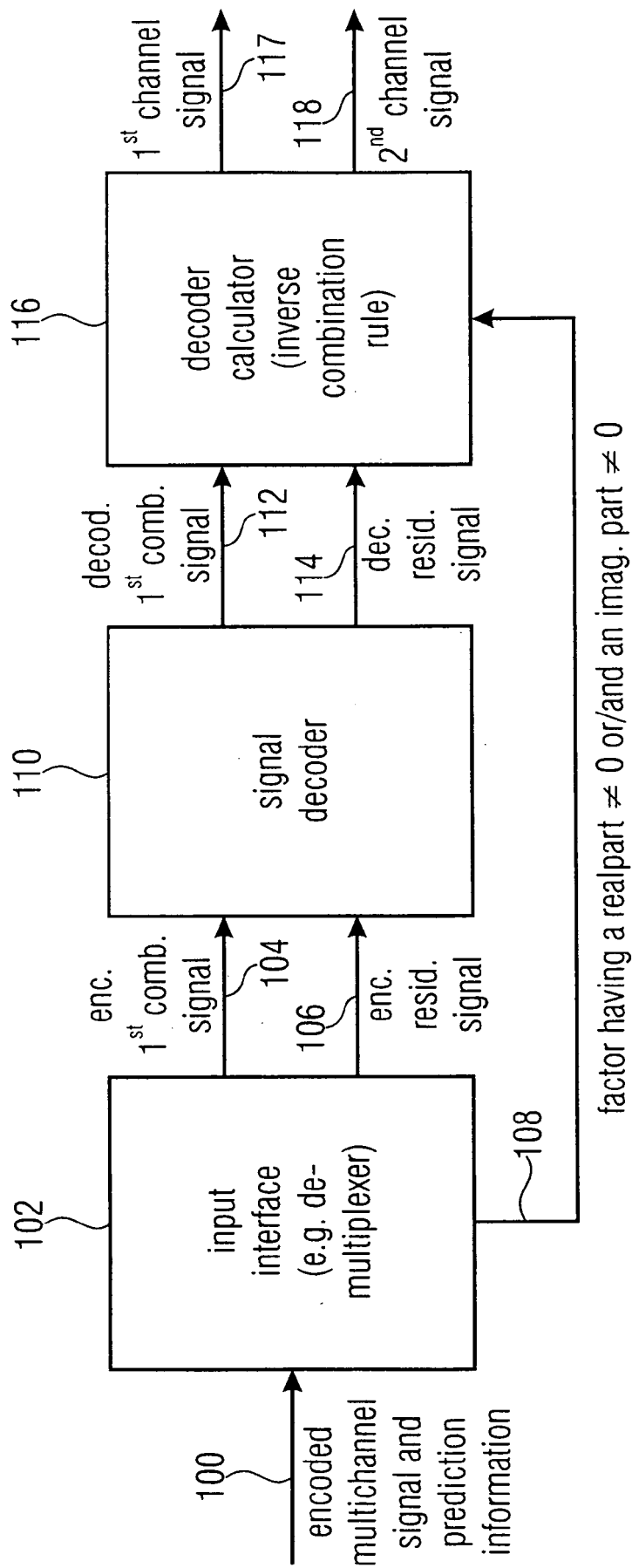


FIGURE 1
(AUDIO DECODER)

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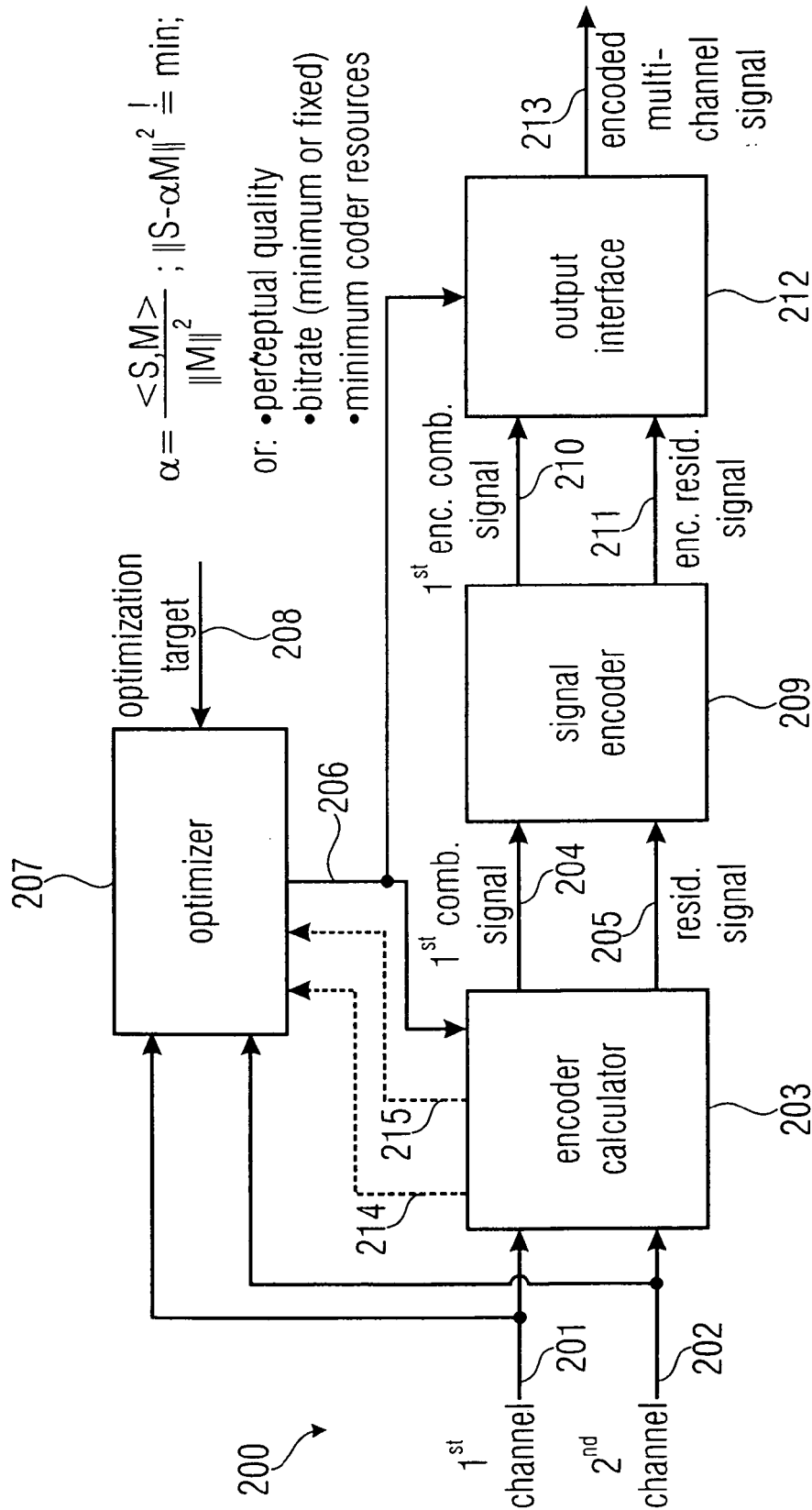


FIGURE 2
(AUDIO ENCODER)

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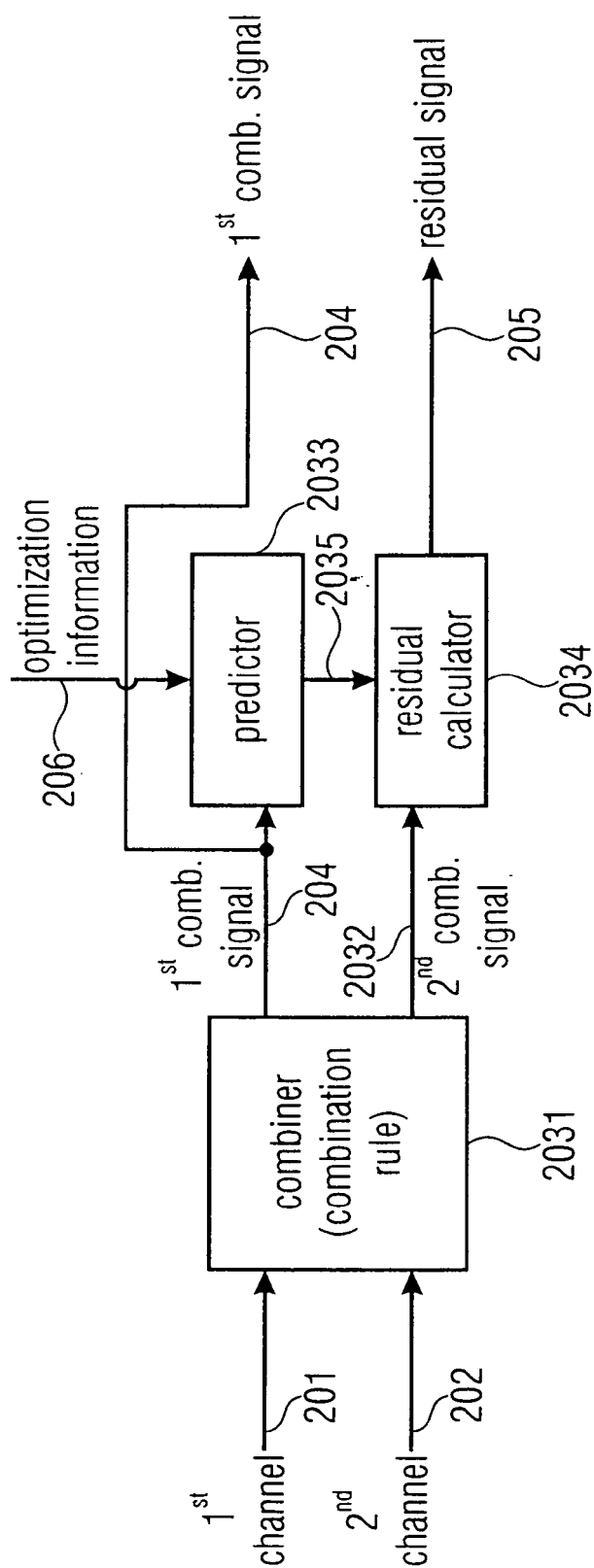


FIGURE 3A
(AUDIO ENCODER SIDE)

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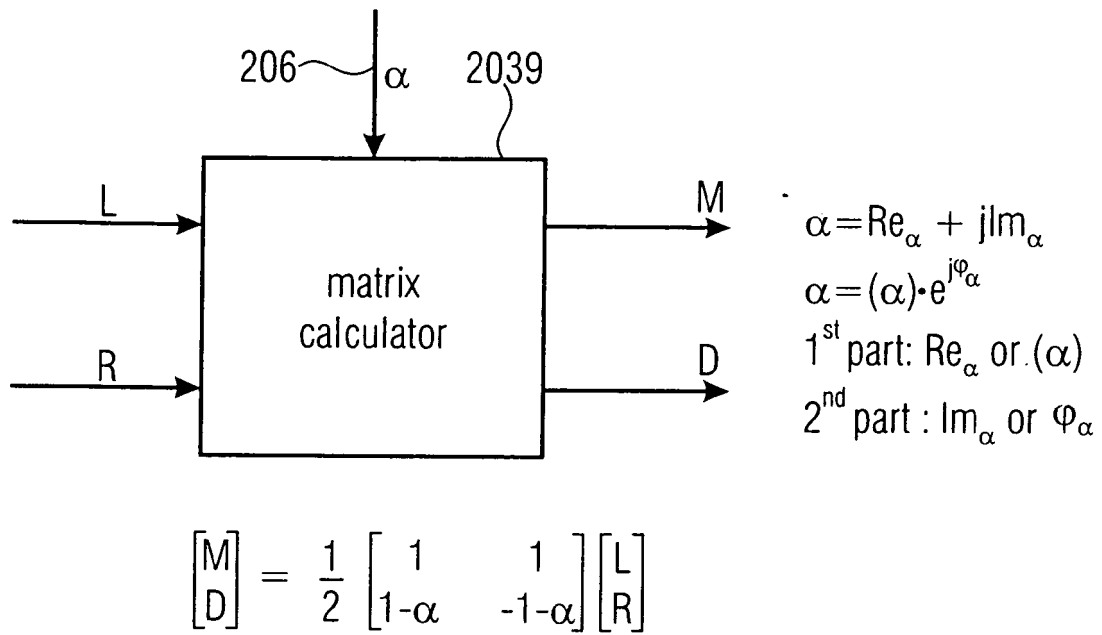


FIGURE 3B
(AUDIO ENCODER SIDE)

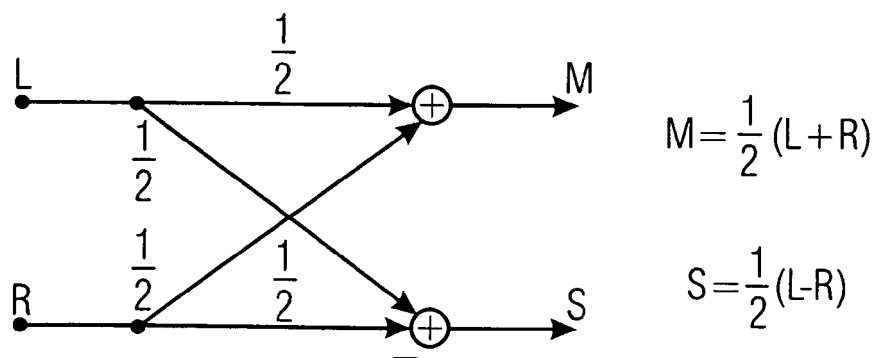


FIGURE 3C
(COMBINATION RULE)

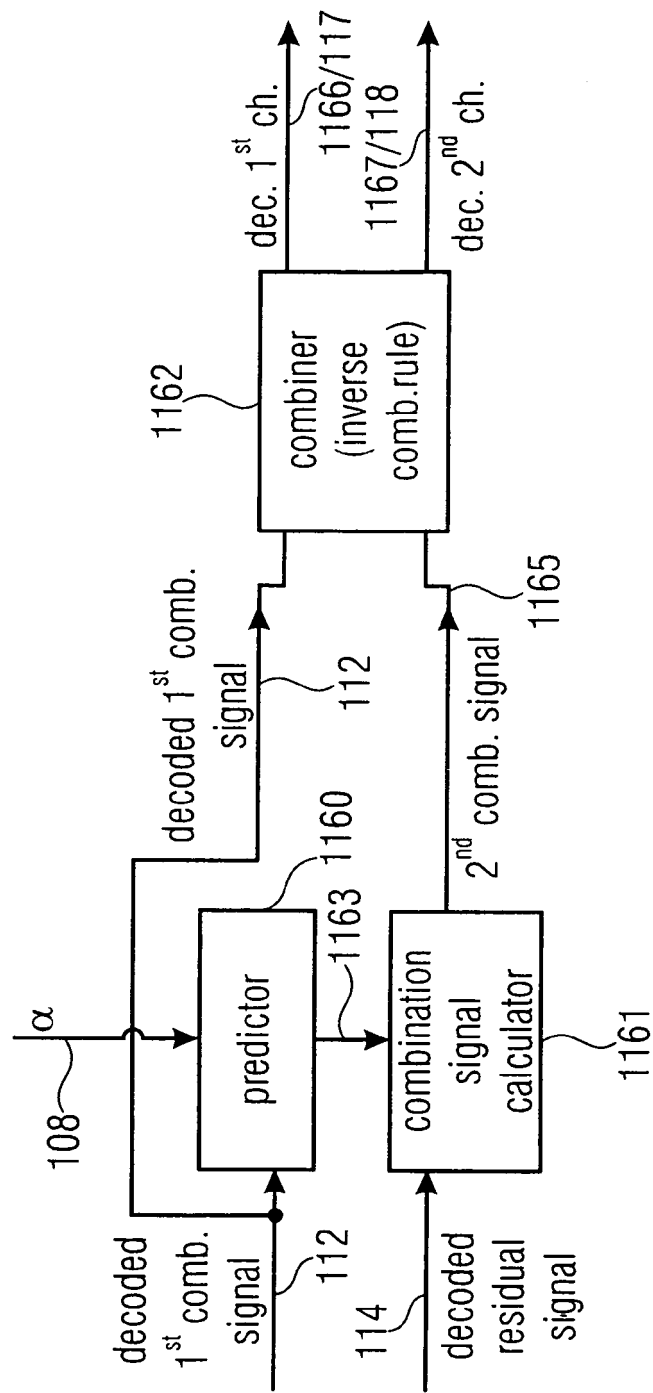


FIGURE 4A
(AUDIO DECODER SIDE)

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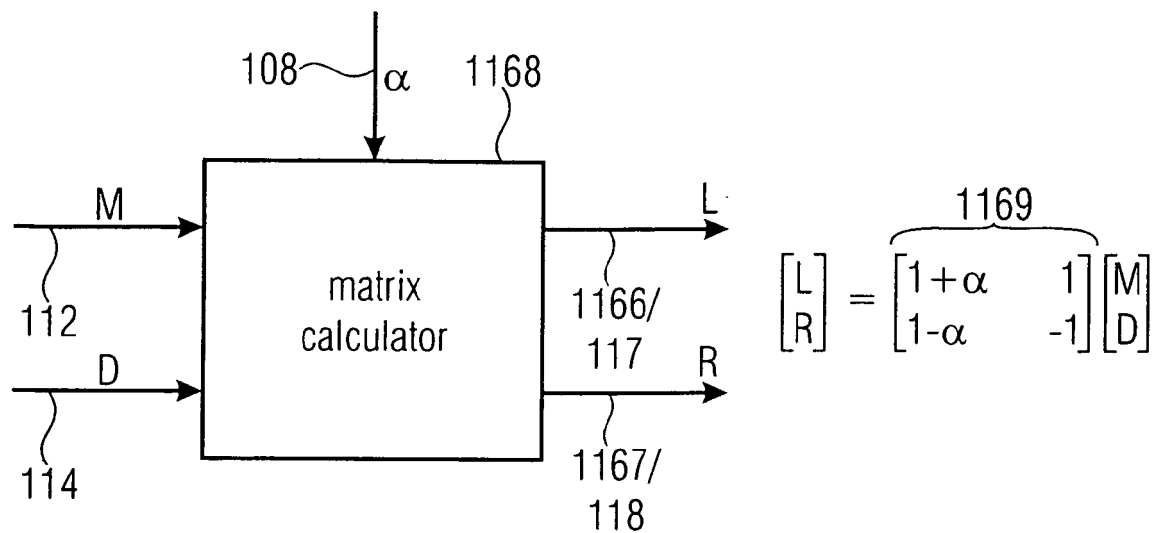


FIGURE 4B
(AUDIO DECODER SIDE)

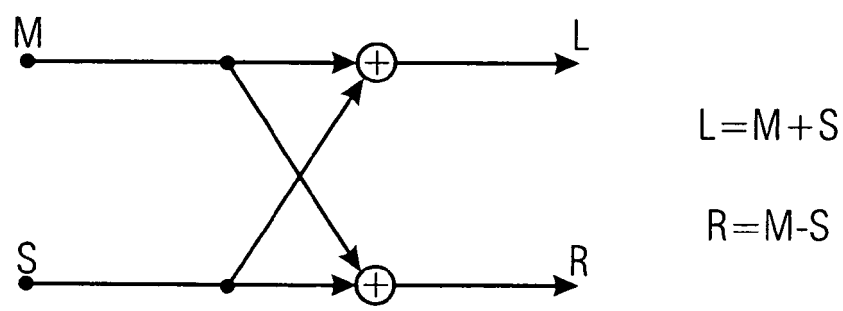


FIGURE 4C
(INVERSE COMBINATION RULE)

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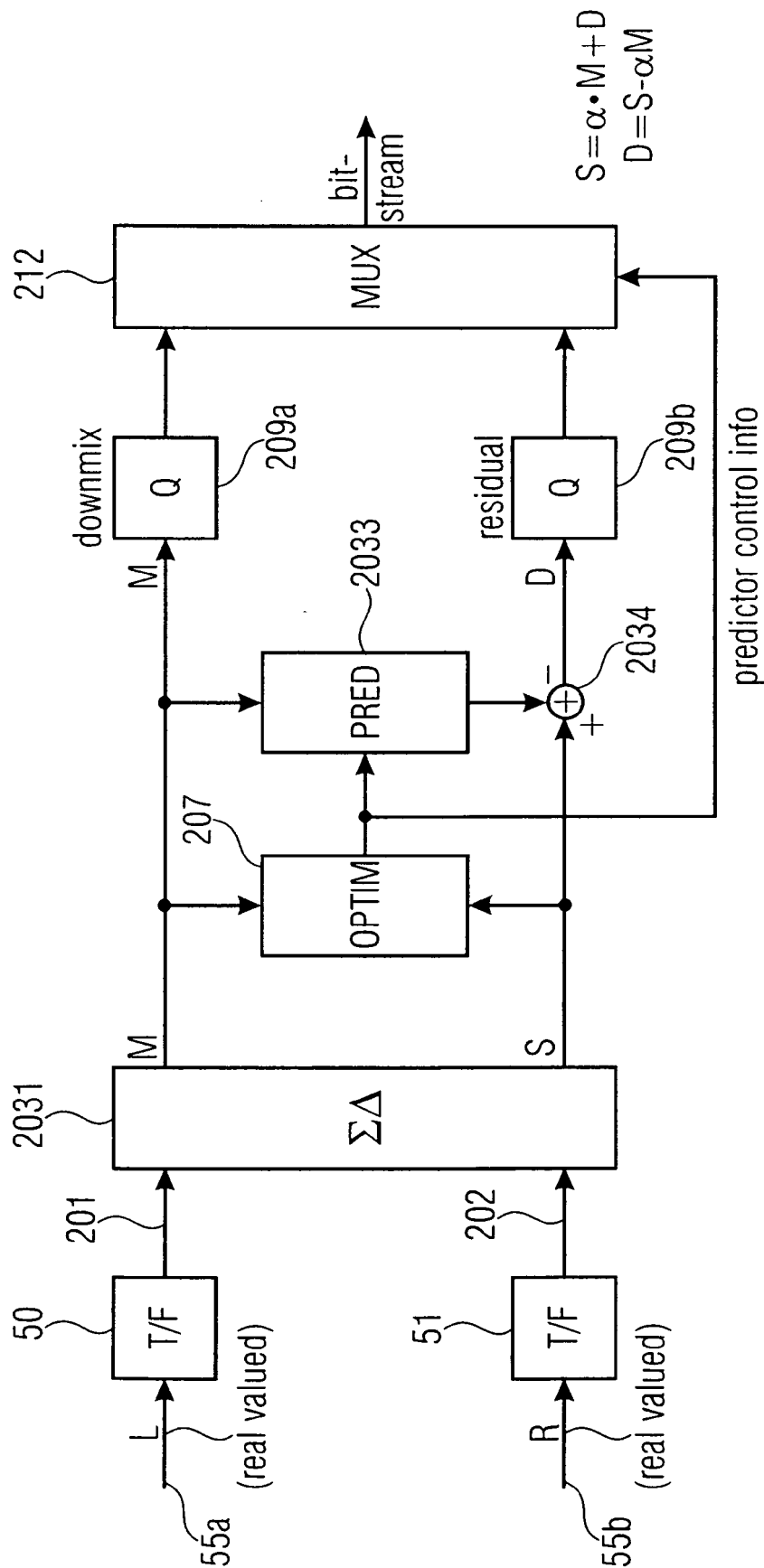


FIGURE 5A
(ENCODER SIDE)

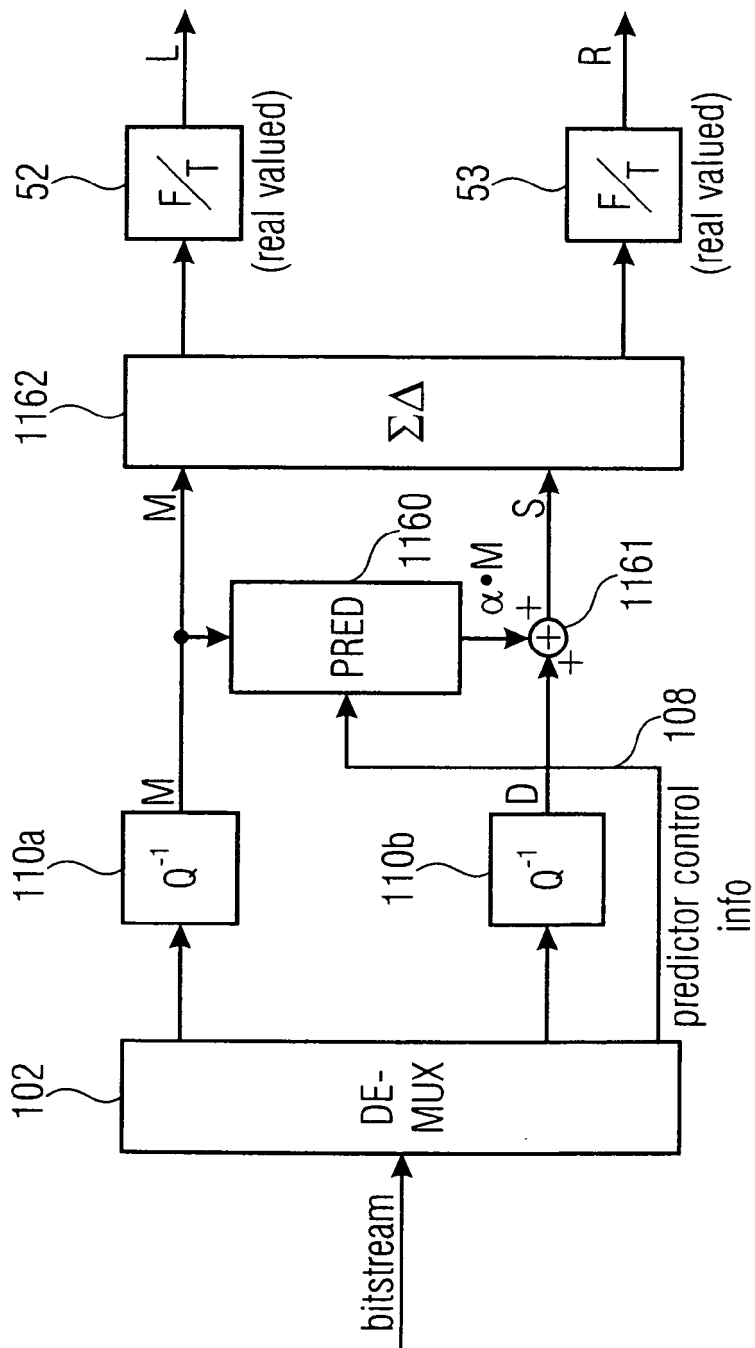


FIGURE 5B
(DECODER SIDE)

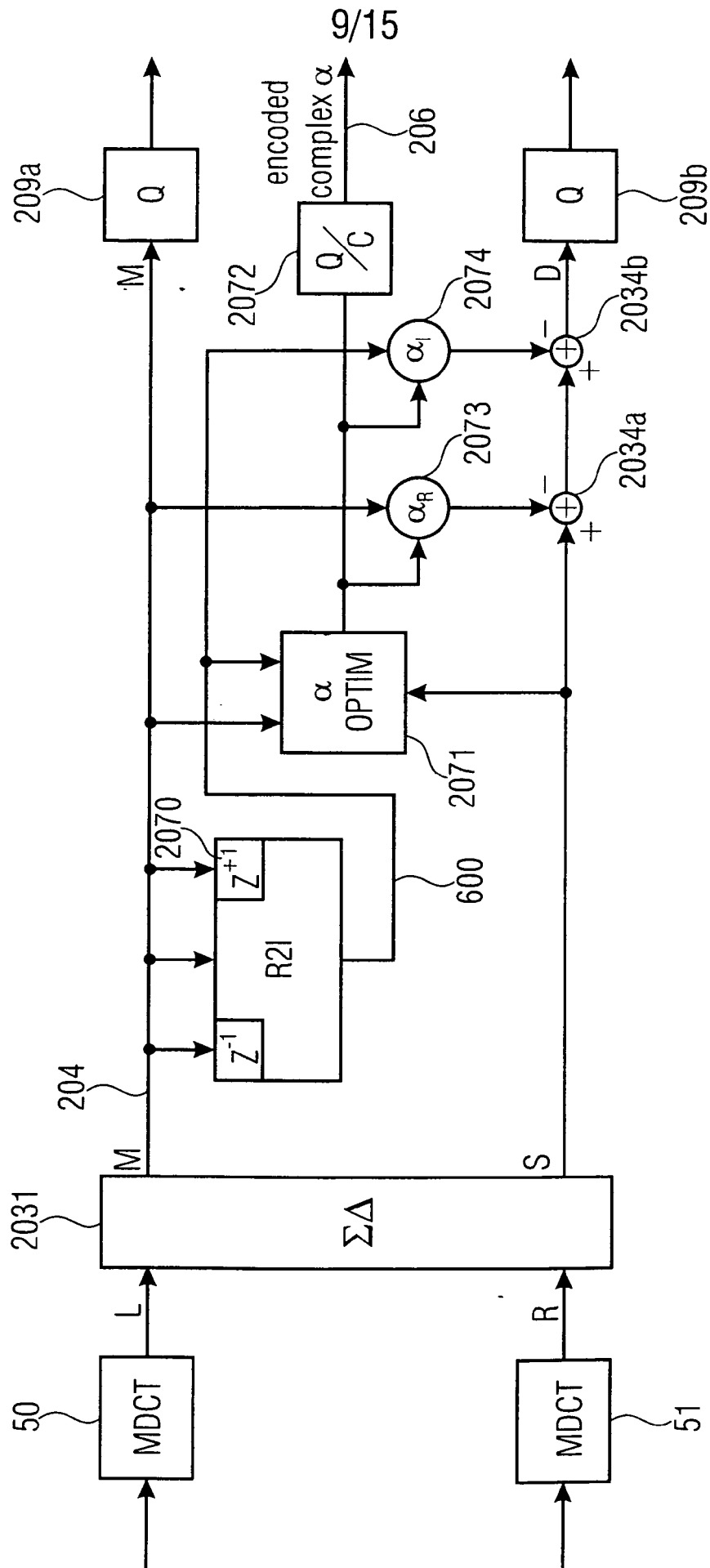
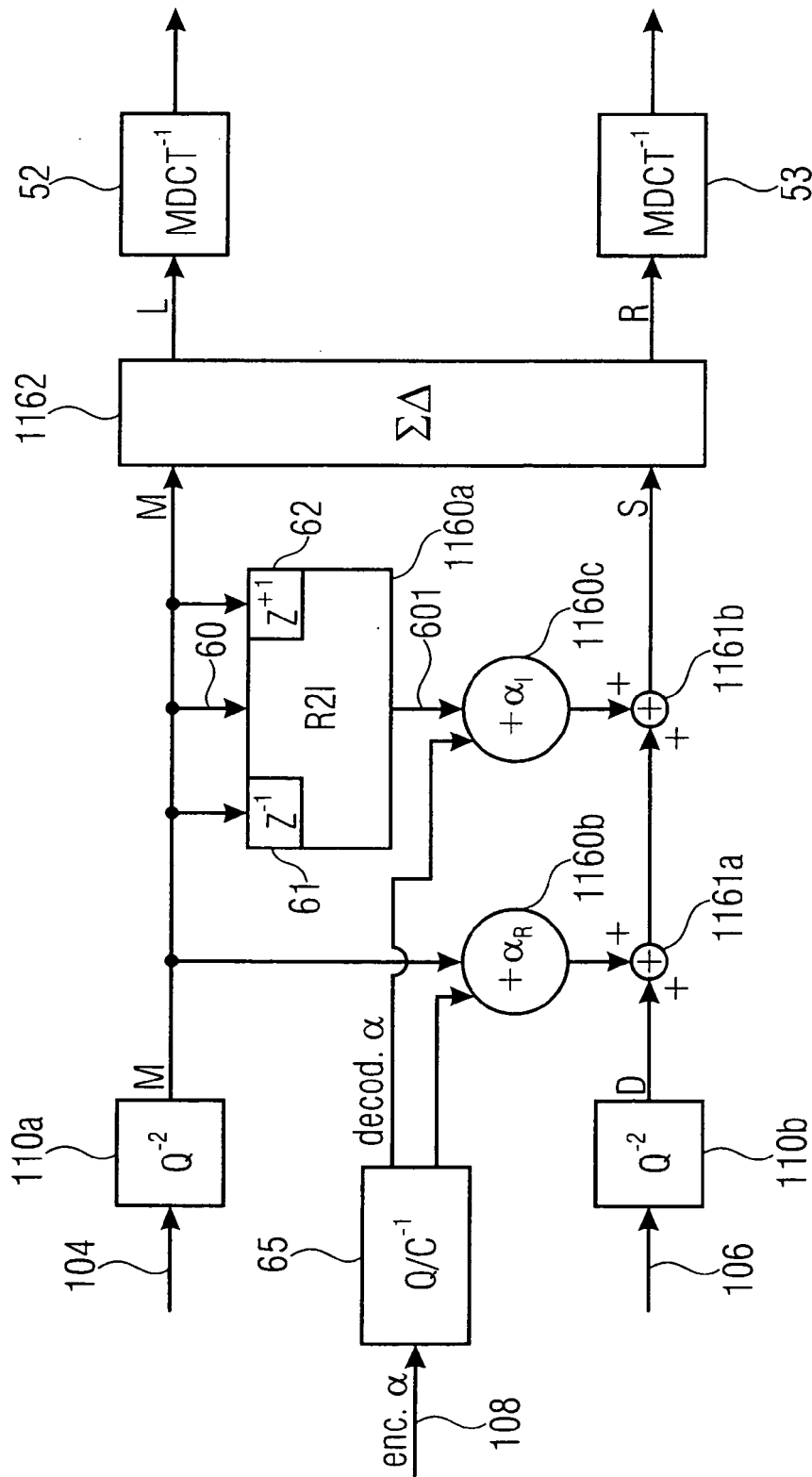


FIGURE 6A
(ENCODER SIDE)

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FIGURE 6B
(DECODER SIDE)

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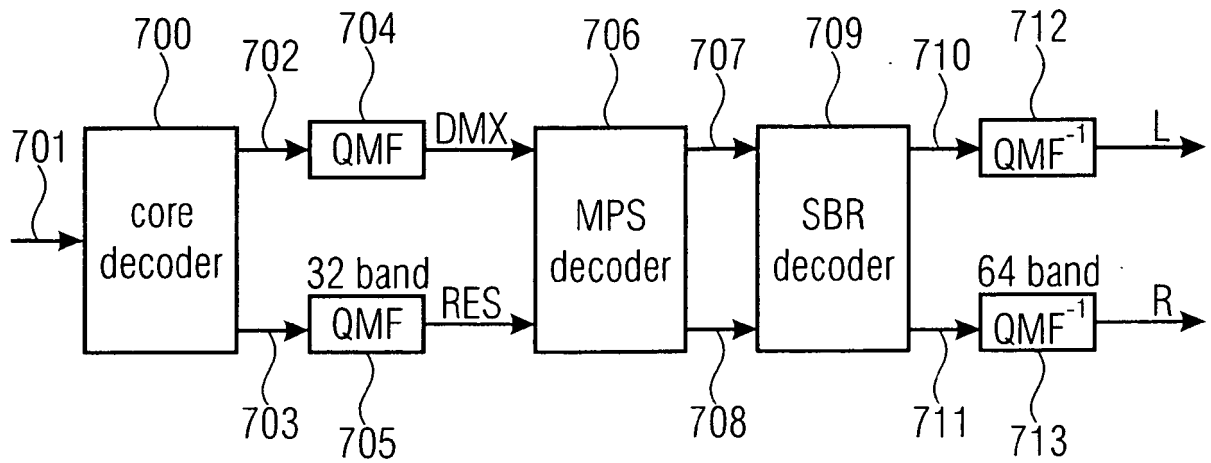


FIGURE 7A

$$\begin{bmatrix} L \\ R \end{bmatrix} = g \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} DMX \\ RES \end{bmatrix}$$

FIGURE 7B

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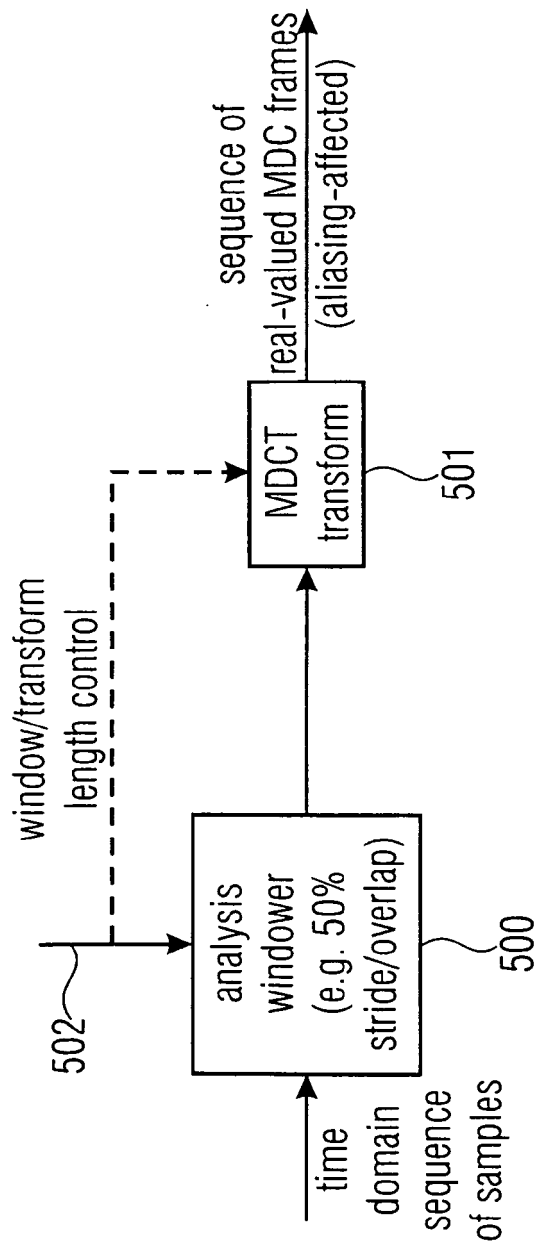


FIGURE 8A

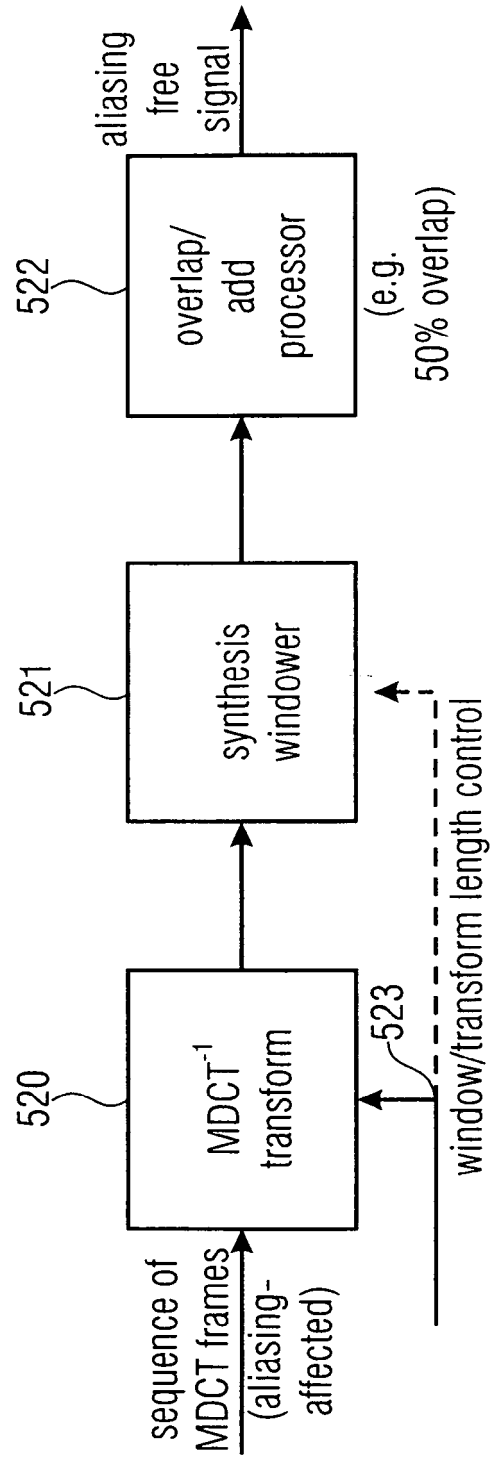


FIGURE 8B

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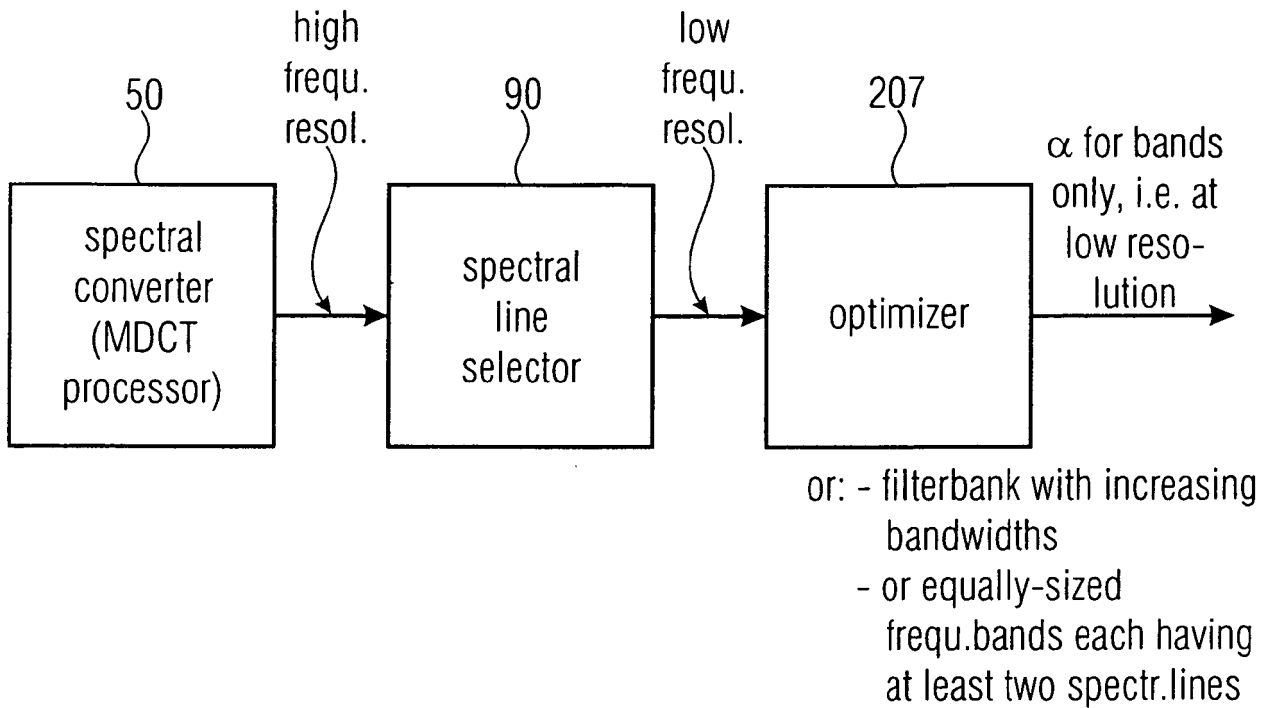
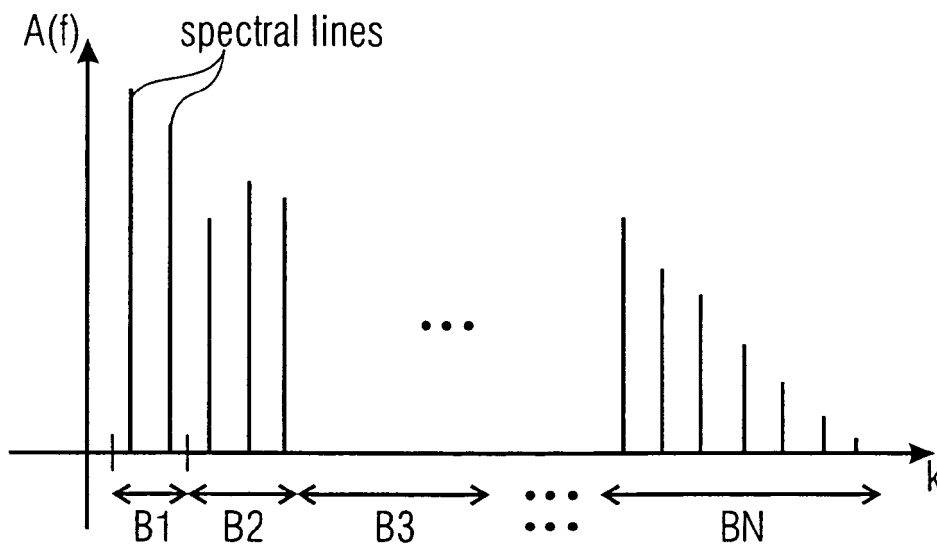


FIGURE 9A



- only a single α is calculated for each band
(e.g. - 1024 spectral lines;
- less than 30 complex α -values (e.g. 22))
- B_i increase with frequency

FIGURE 9B

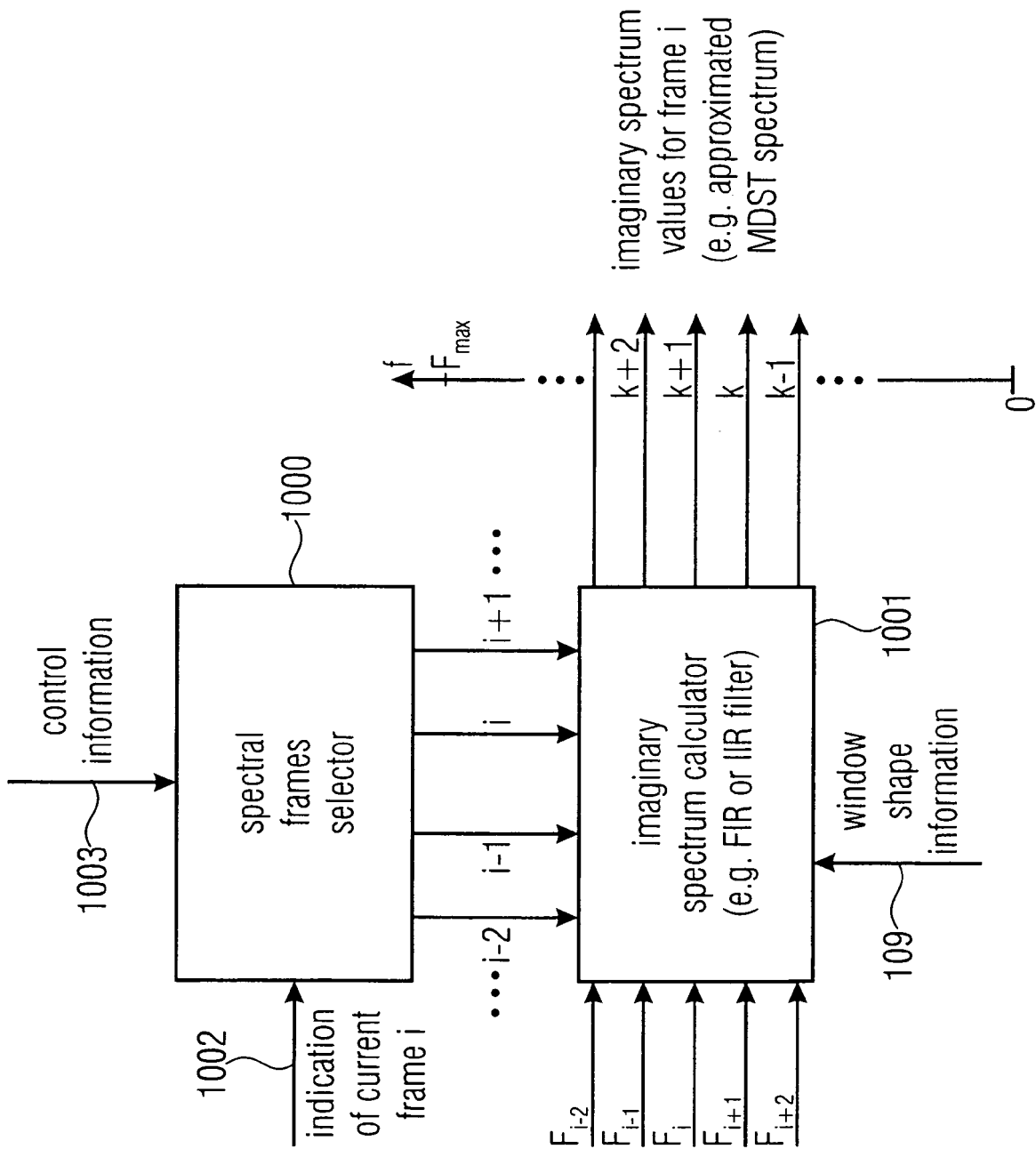


FIGURE 10A

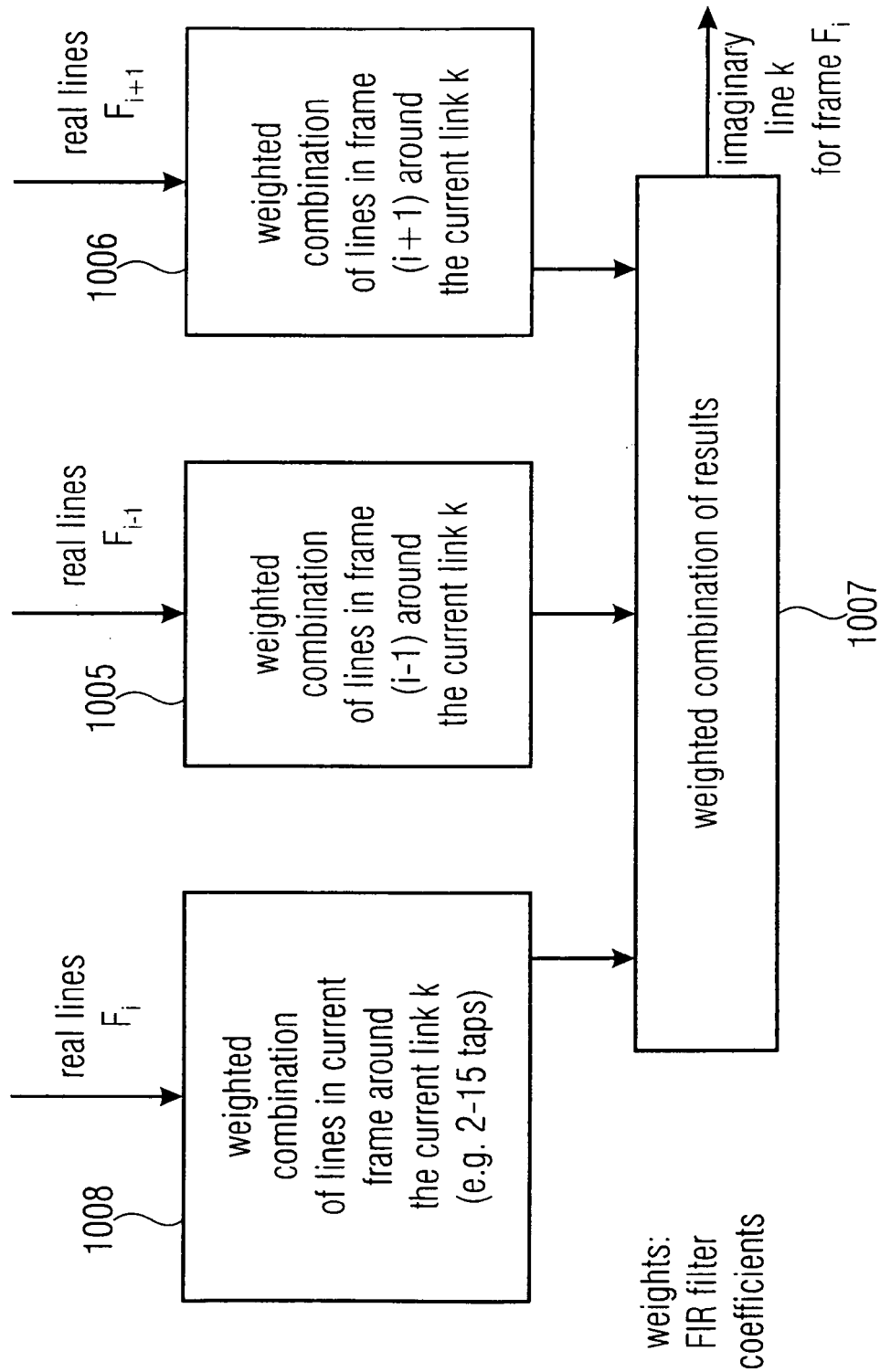


FIGURE 10B