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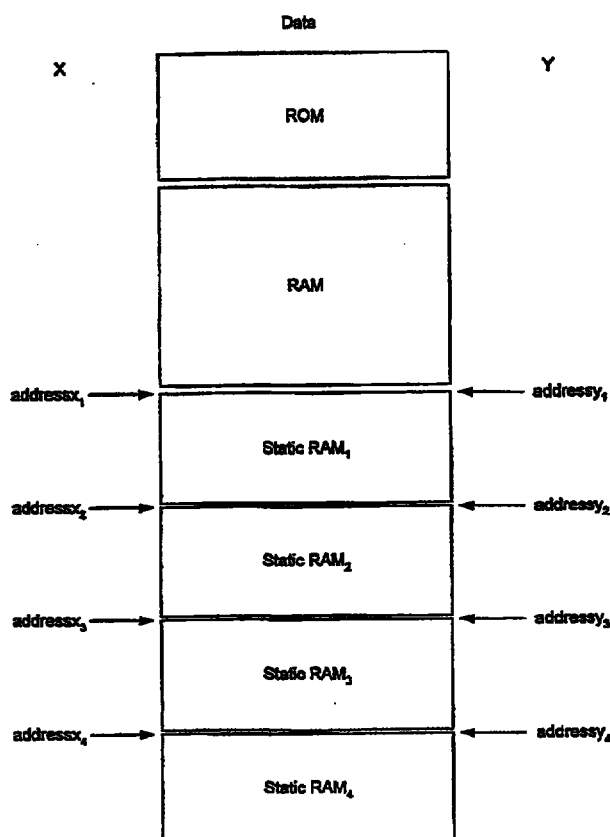
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(54) Title: MULTIPLE INSTANCE IMPLEMENTATION OF SPEECH CODECS



(57) Abstract: A method for multiple instance implementation of speech codecs is described. By partitioning the data memory into ROM, local temporary RAM, and static RAM segments, a memory efficient multiple instance codec can be implemented. All the static memory segments are accessed by indirect addressing mode using index registers. A plurality of different codecs can also be implemented using the multiple-instance scheme. The described method provides a relatively easy way in which to implement multiple instance codecs or modify existing non-multiple instance implementations with the multiple instance feature for increased performance.

WO 01/23993 A1