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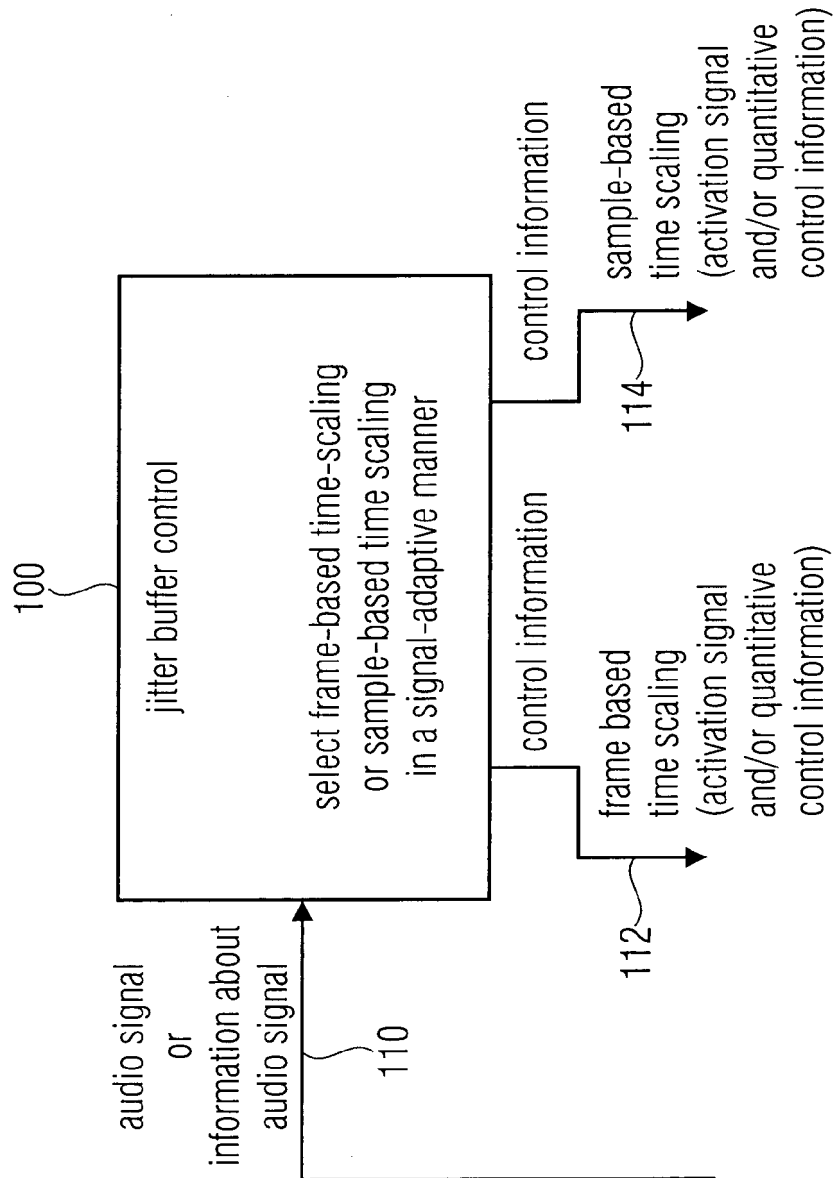


FIG 1

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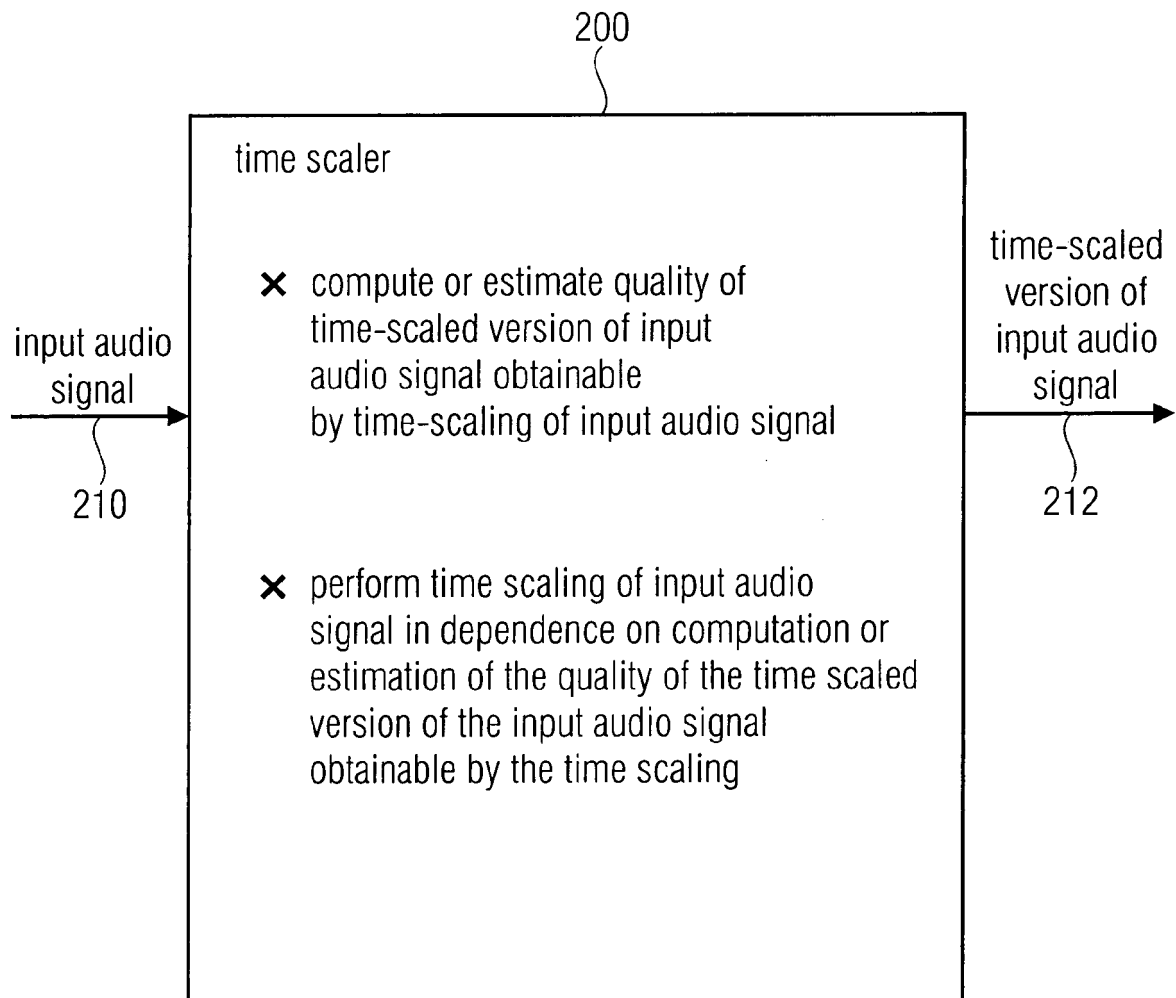


FIG 2

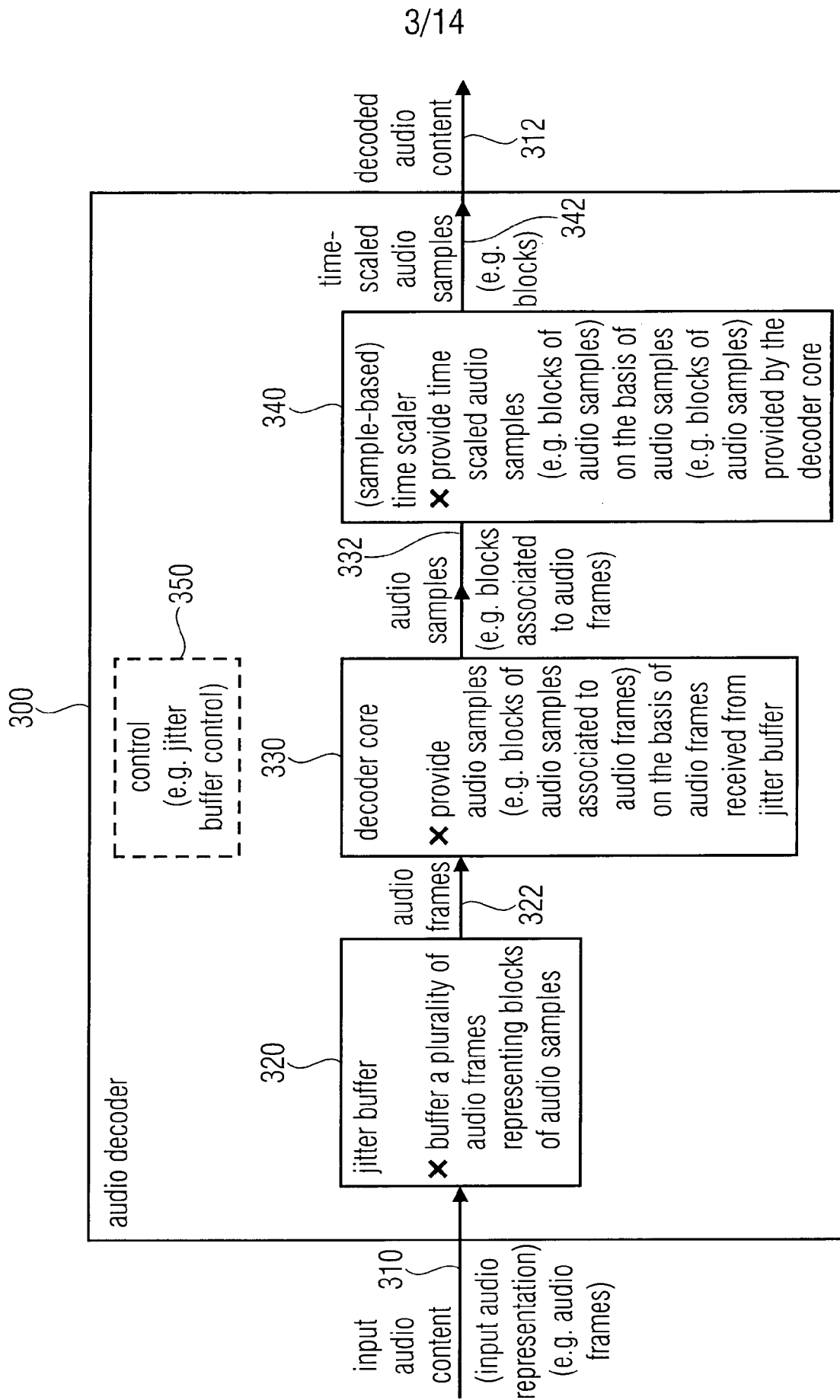


FIG 3

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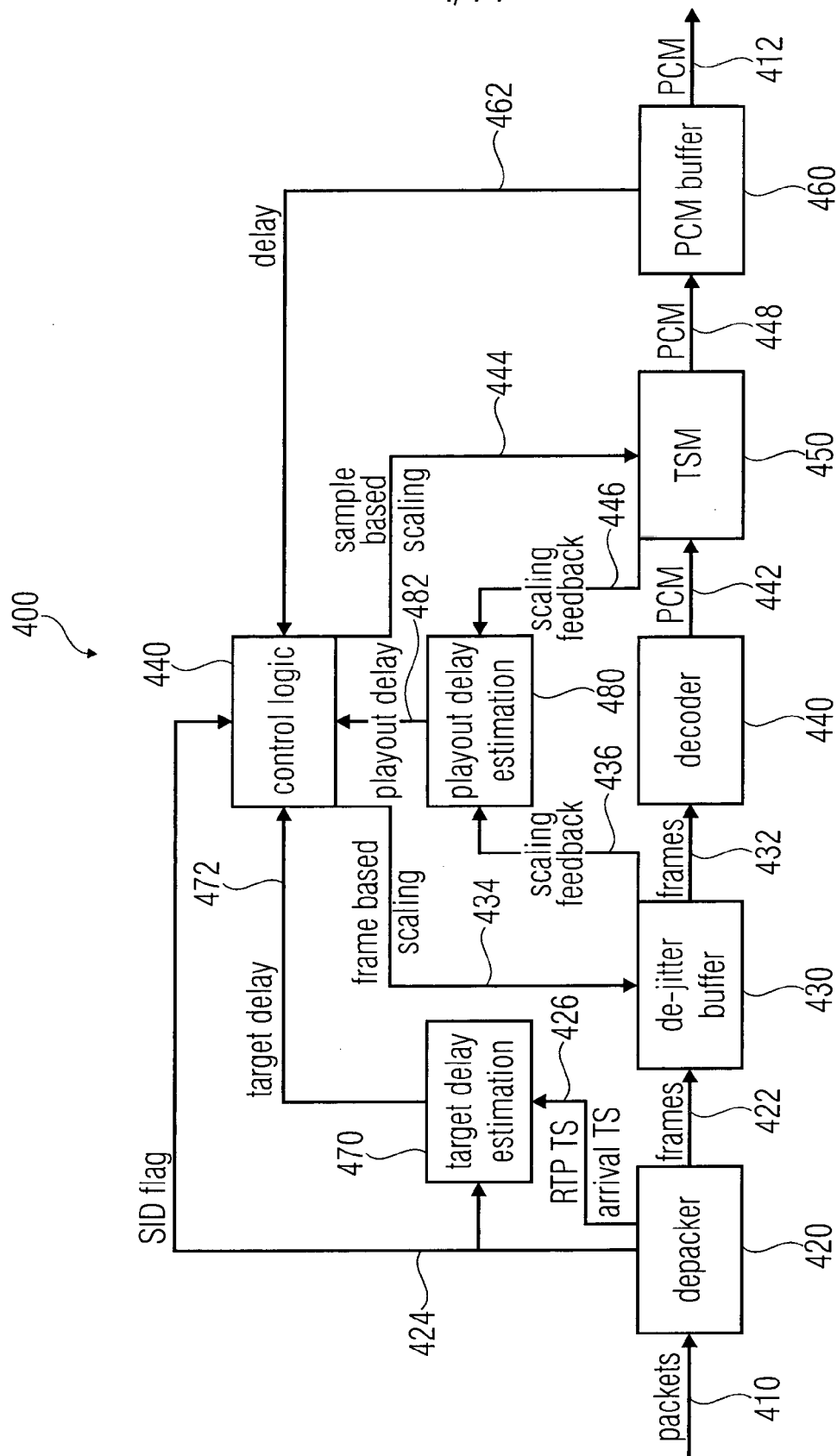


FIG 4

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```

soundCardFrameSize = sampleRate * 20 / 1000;
while(pcmBuffer_nReadableSamples() < soundCardFrameSize) {
    accessUnit = deJitterBuffer_pop();           ← 510
    audioSamples = decoder_decodeOrConceal(accessUnit); ← 512
    tsm_scale(audioSamples);                     ← 514
    pcmBuffer_write(audioSamples);              ← 516
}
audioSamples = pcmBuffer_read(soundCardFrameSize); ← 520
soundcard_push(audioSamples);                  ← 522

```

FIG 5

```

rtpTimeDiff = rtpTimeStamp - prevRtpTimeStamp; ← 610
rcvTimeDiff = rcvTime - prevRcvTime;           ← 612
/* convert time base to milliseconds */
rtpTimeTicks = rtpTimeStamp * sysTimeScale / rtpTimeScale; ← 614
rtpTimeDiff = rtpTimeDiff * sysTimeScale / rtpTimeScale; ← 616
delay = rcvTimeDiff - rtpTimeDiff + prevDelay; ← 618
offset = rcvTime - rtpTimeTicks;                ← 620
longTermFifo_add( delay, offset, rtpTimeTicks ); ← 622
/* backup values of current packet */
prevRtpTimeStamp = rtpTimeStamp;
prevRcvTime      = rcvTime;
prevDelay        = delay;                       } ← 624

```

FIG 6

```

targetMax = shortTermJitter + 60; ← 710
targetMin = min( longTermJitter + 20, targetMax ); ← 712
targetDtx = min( longTermJitter, shortTermJitter ); ← 714
targetStartUp = ( targetMin + targetMax ) / 2; ← 716

```

FIG 7

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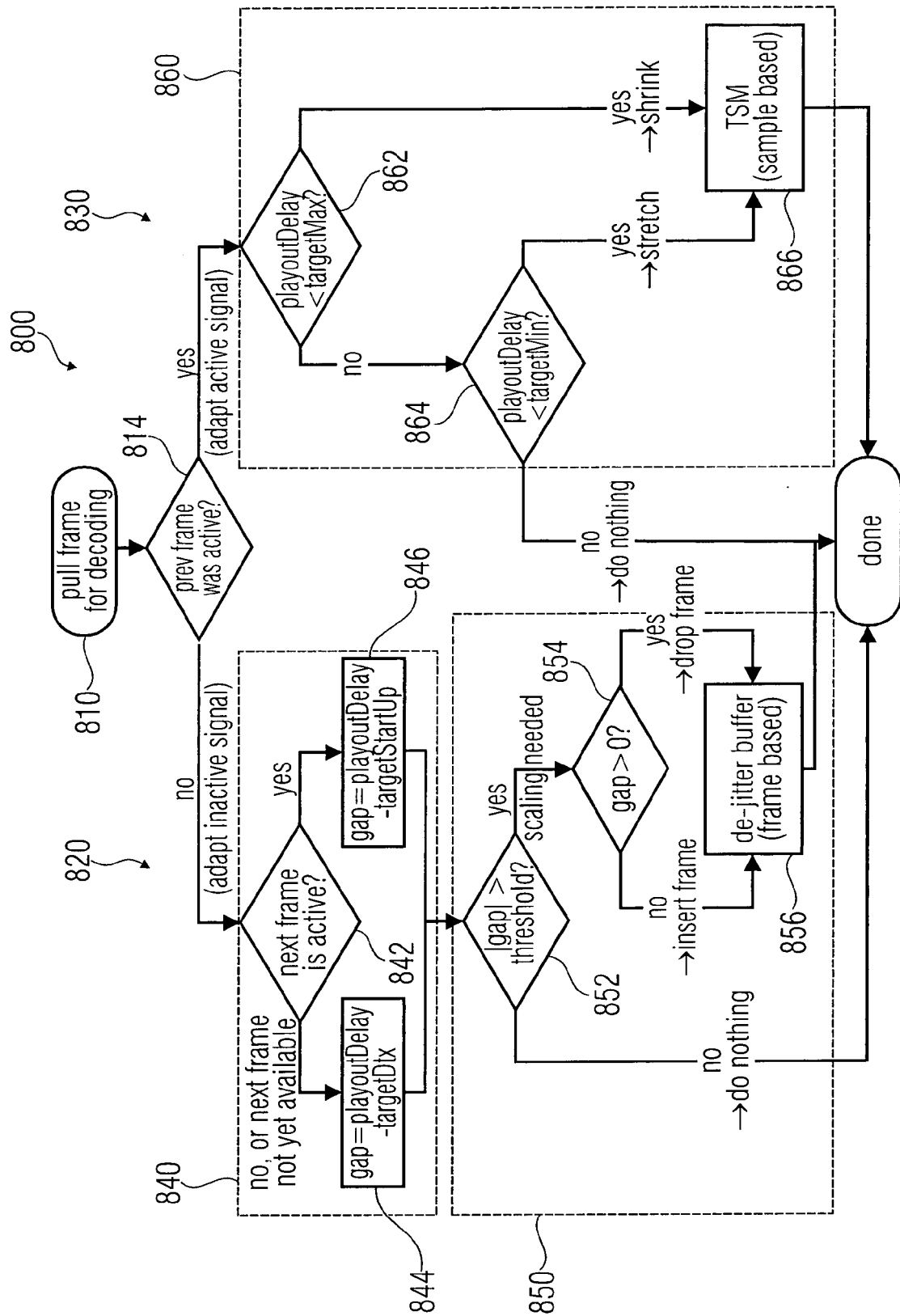


FIG 8

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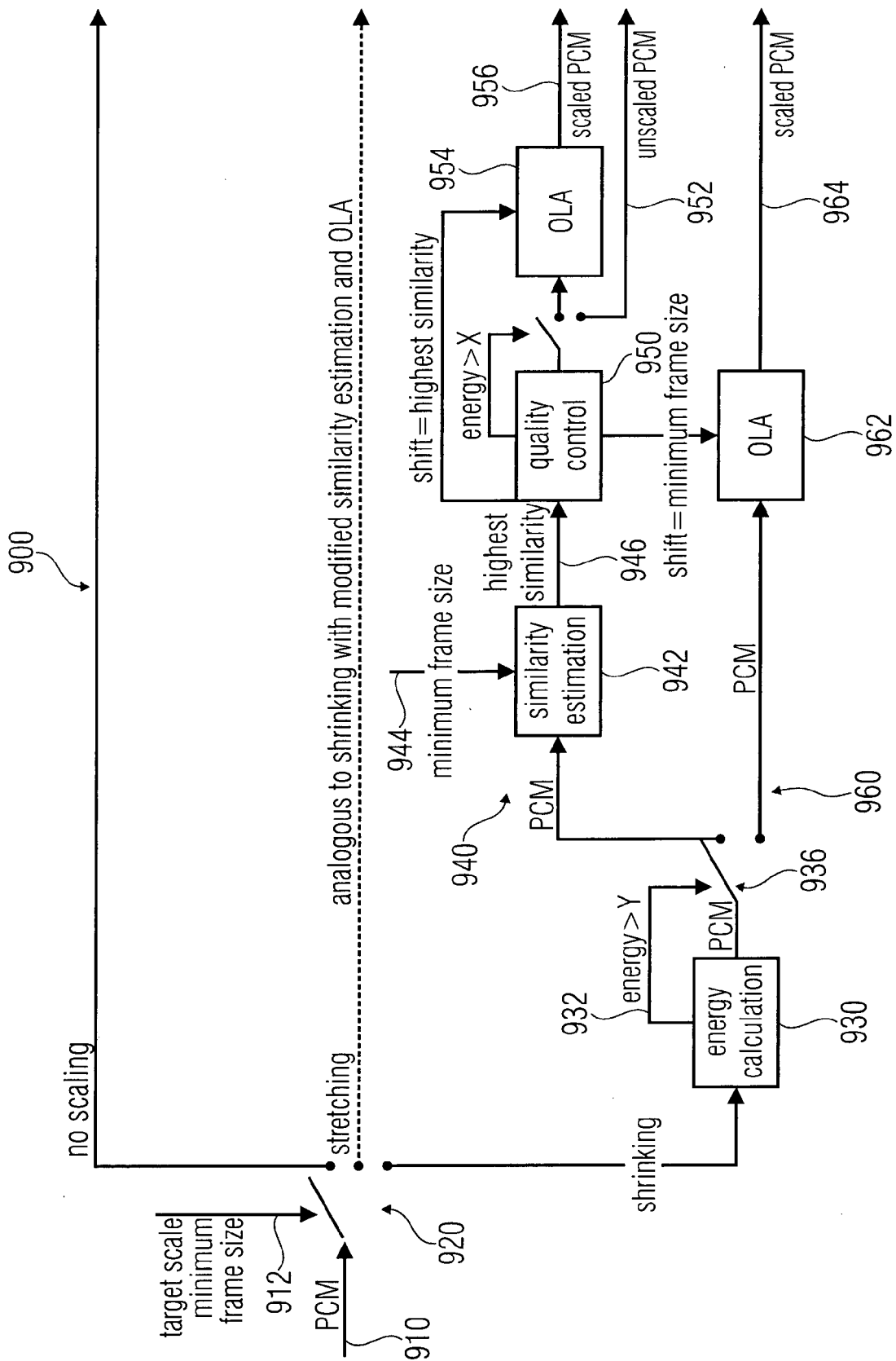


FIG 9

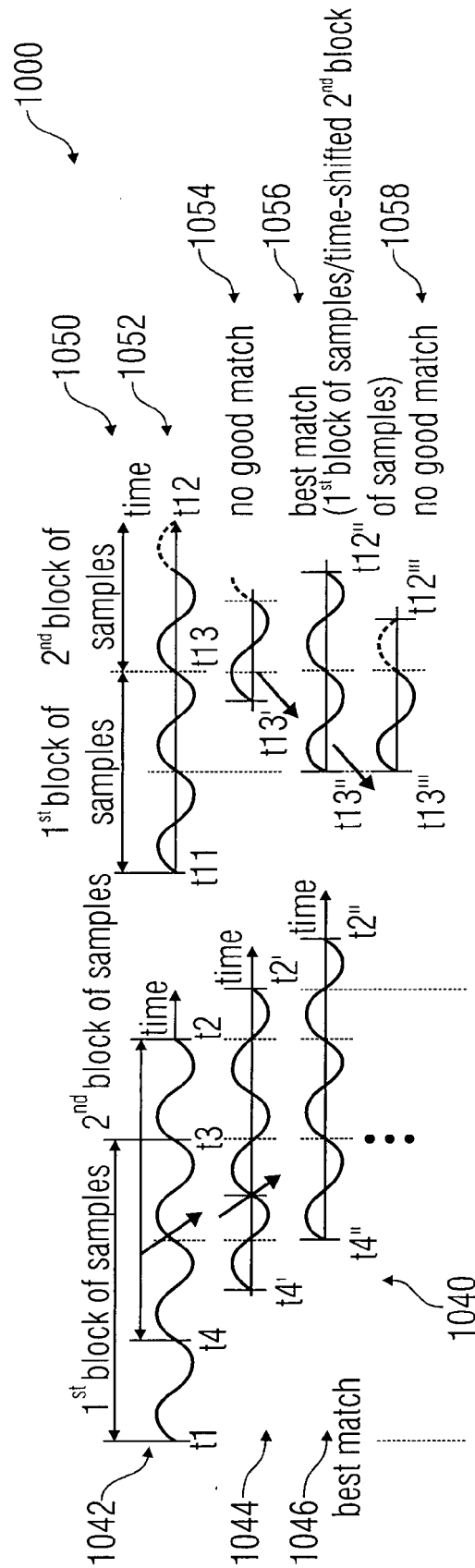


FIG 10A-1

|         |           |
|---------|-----------|
| FIG 10A | FIG 10A-1 |
|         | FIG 10A-2 |

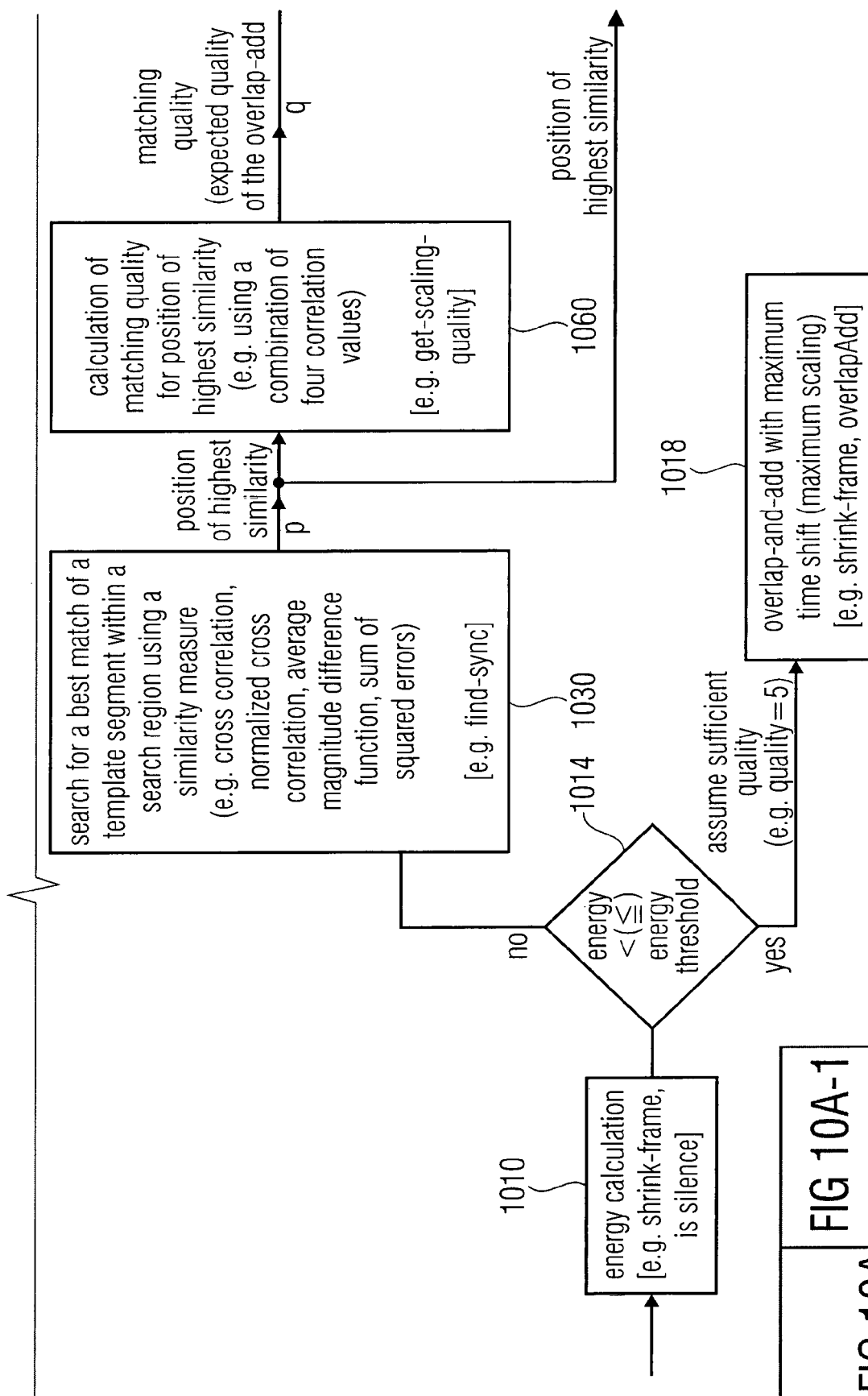


FIG 10A-2

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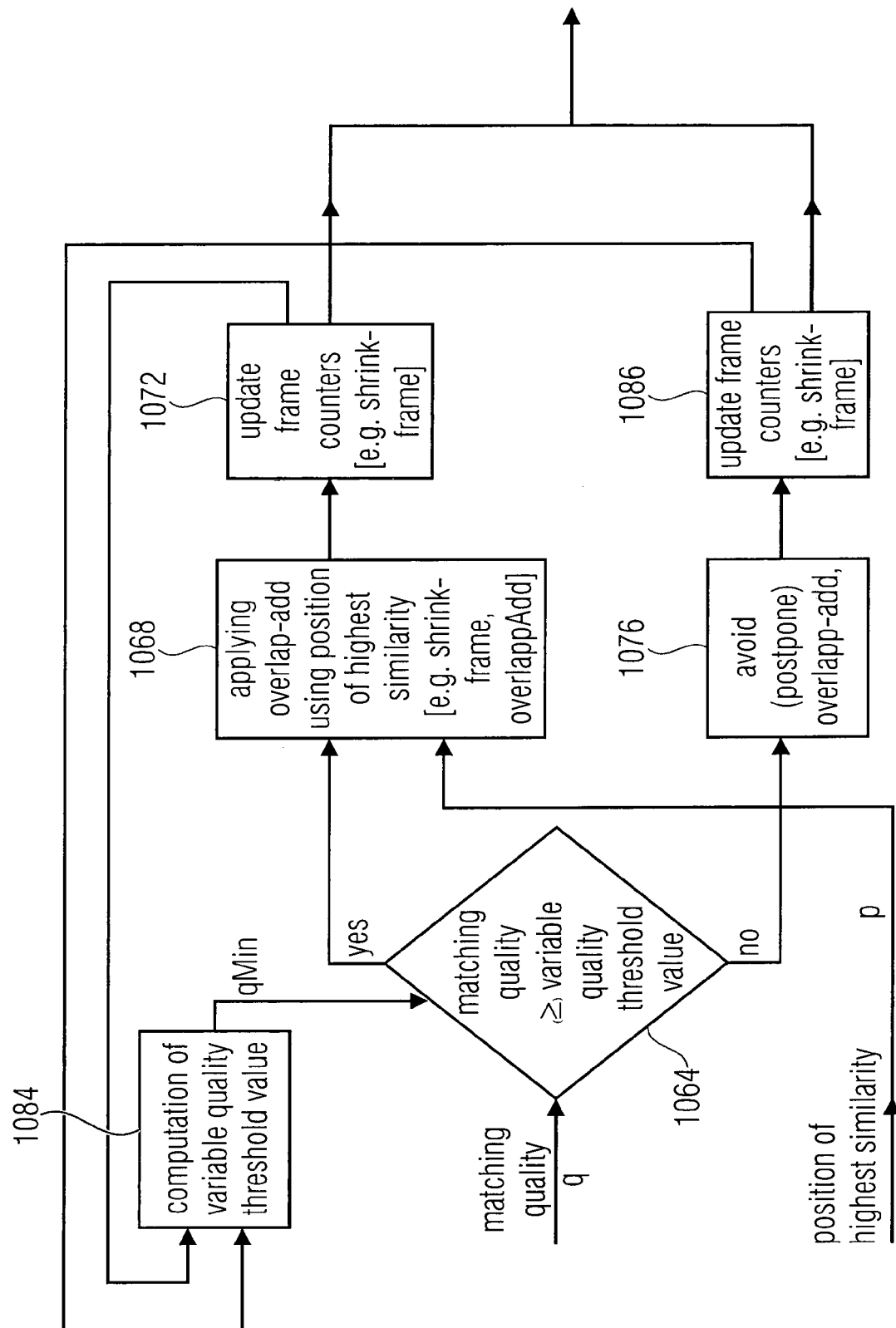


FIG 10B

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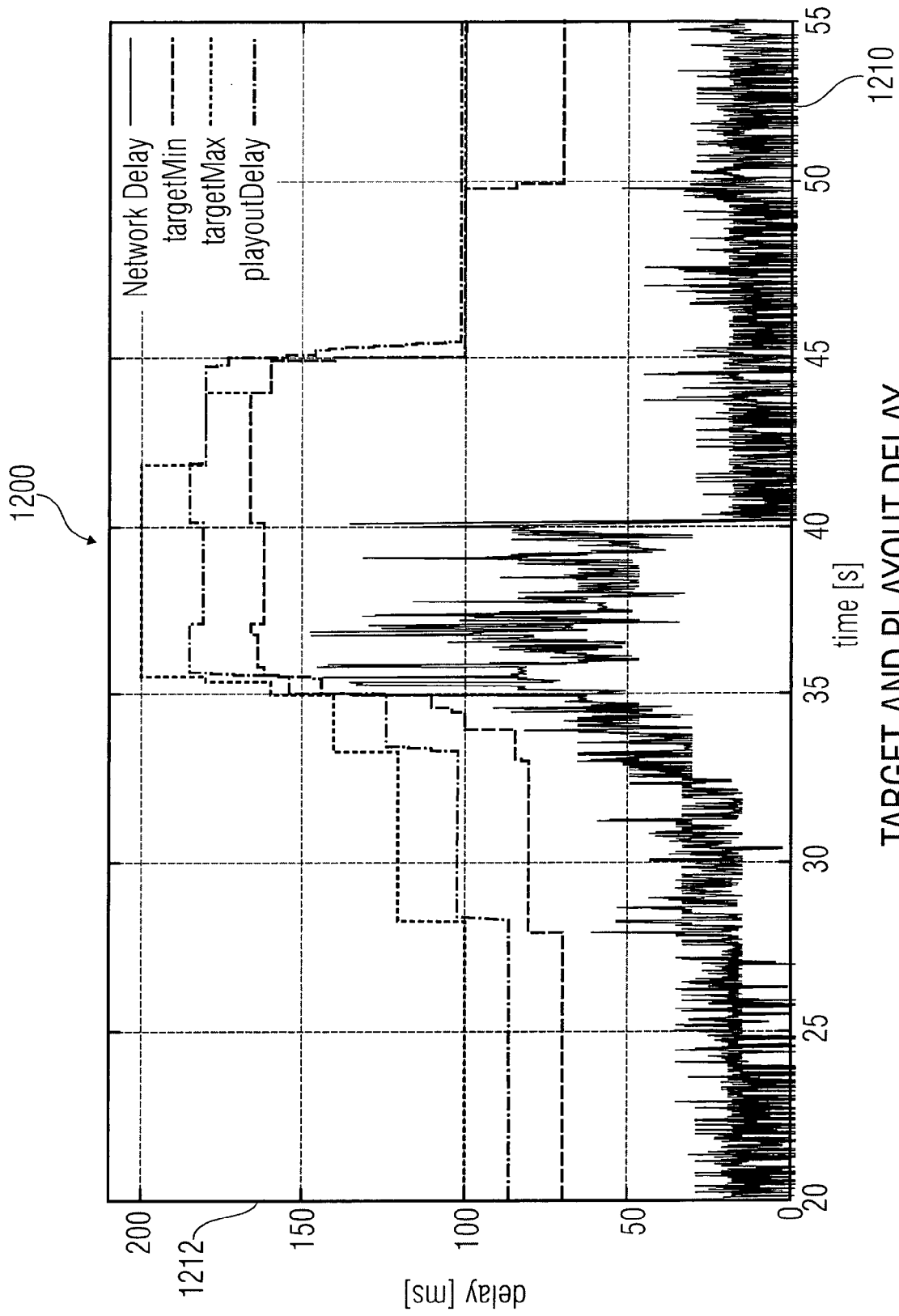
```

qMinInitial = 1;           ← 1110
qualityRise = 4;           ← 1112
qualityRed = 4;            ← 1114
p = similarityEstimation(); ← 1116
q = c(p) * c(2*p) + c(3/2*p) * c(1/2*p);
qMin = qMinInitial - (nNotScaled * 0.1) + (nScaled * 0.2); ← 1118
if(q >= qMin) { /* sufficient quality, apply time-scaling */ ← 1120
    applyOverlapAdd();    ← 1122
    if( nNotScaled > 0 )   } ← 1124
        nNotScaled = nNotScaled - 1;
    if( nScaled < qualityRise ) } ← 1126
        nScaled = nScaled + 1;
}
else { /* not sufficient, postpone time-scaling */
    if( nNotScaled < qualityRed ) } ← 1128
        nNotScaled = nNotScaled + 1;
    if( nScaled > 0 ) } ← 1130
        nScaled = nScaled - 1;
}

```

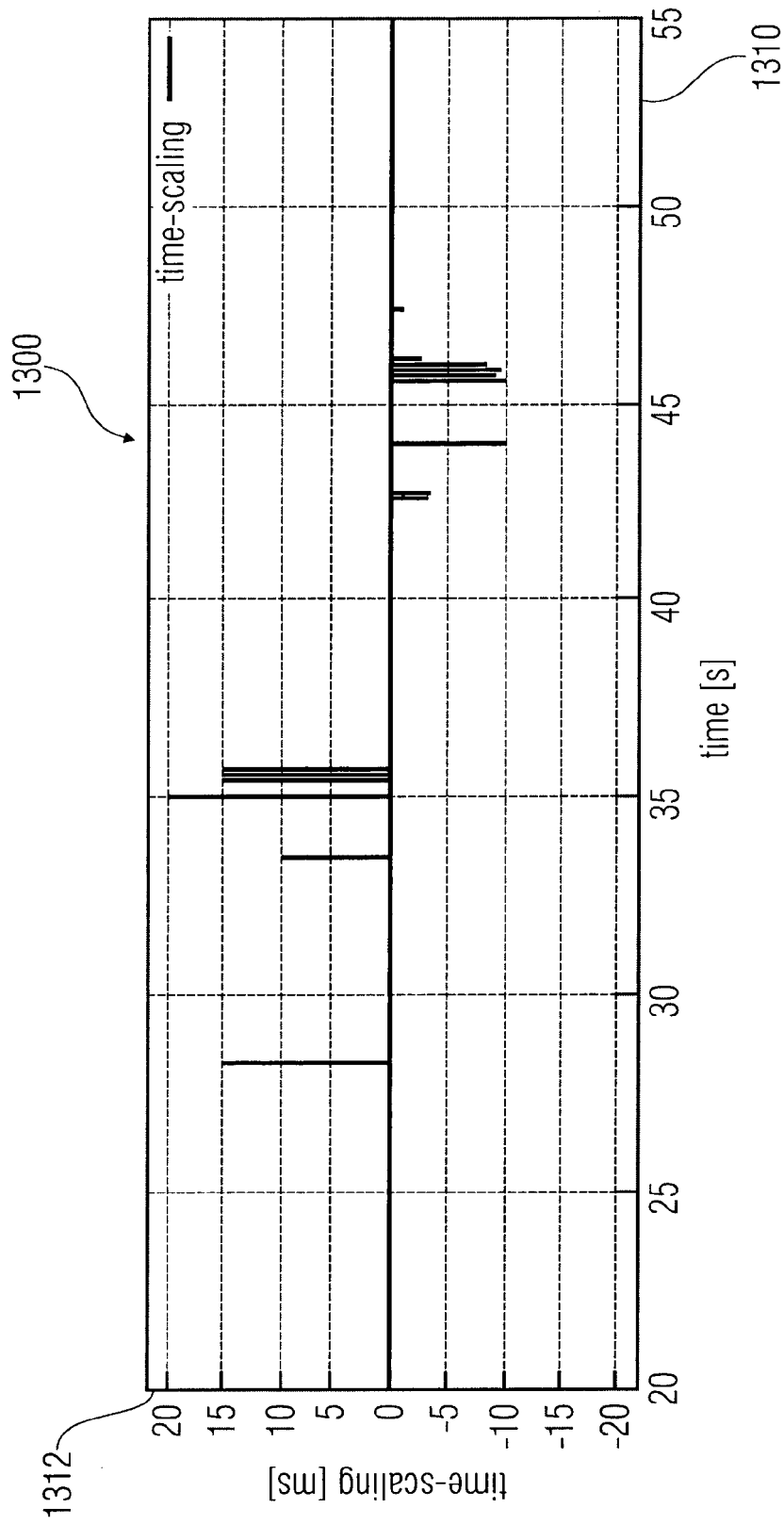
FIG 11

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TARGET AND PLAYOUT DELAY

FIG 12



TIME-SCALING  
FIG 13

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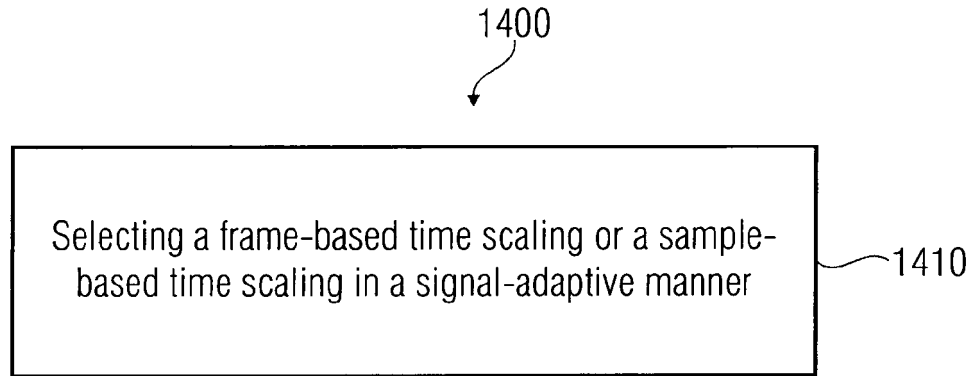


FIG 14

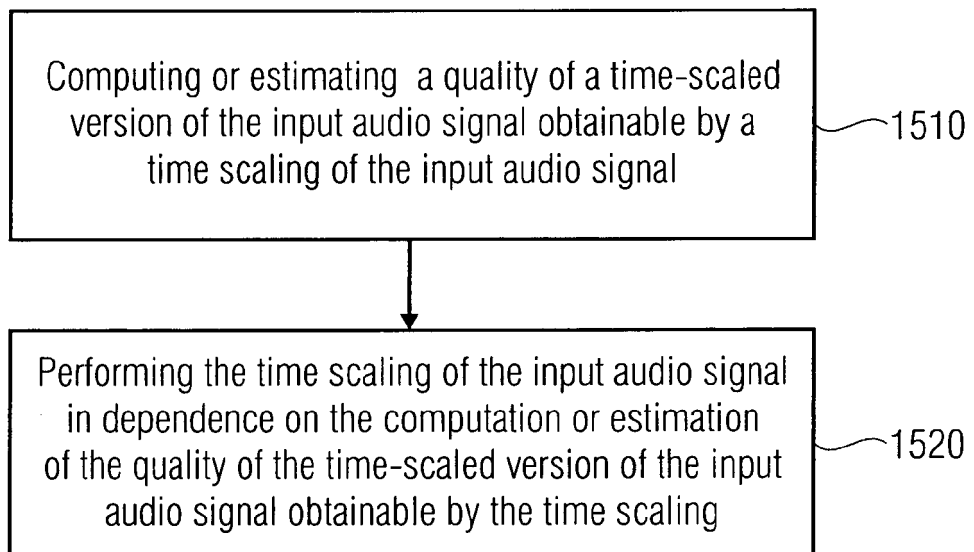


FIG 15