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Audio levels and loudness

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Foreword

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SF	Frequency sharing and coordination between fixed-satellite and fixed service systems
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Note: This ITU-R Report was approved in English by the Study Group under the procedure detailed in Resolution ITU-R 1.

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REPORT ITU-R BS.2054-4

Audio levels and loudness

(2005-2008-2011-2012-2014)

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1 Definitions

Alignment level	An audio level used for alignment of VU meters. Refer Recommendations ITU-R BS.645 and ITU-R BS.1726 for more information.
Audio level	The reading from an audio level meter such as a volume unit (VU) meter or peak programme meter (PPM) meter. Note that these meters read different properties of an audio signal, and the interpretation of the audio level changes accordingly. Fluctuating signals, such as most programme material, can also result in differences in interpretation. Unless otherwise stated, audio levels in this document are read with a VU meter.
Audio loudness level	The reading from an audio loudness meter, typically conforming with Recommendation ITU-R BS.1770.
dBFS	Audio level in decibels relative to clipping point (“full scale”) in a digital audio system.
LKFS	Loudness level on an absolute digital scale, using “k” weighting as defined in Recommendation ITU-R BS.1770, analogous to dBFS. An increase of 1 LKFS corresponds to an increase of 1 dB on all active channels in an audio system.
Loudness meter	A meter indicating approximate perceived loudness under defined listening conditions, typically conforming with Recommendation ITU-R BS.1770.
LU	Relative loudness level, often using the reference loudness level in Recommendation ITU-R BS.1864 as a zero point. An increase of 1 LU is the same as an increase of 1 LKFS.
Quasi-peak level	The reading from a PPM meter.
Permitted maximum level	An audio level used for alignment of PPM meters. Refer Recommendations ITU-R BS.645 and ITU-R BS.1726 for more information.

PPM	The units used on a PPM meter. Two scales are used, the BBC scale 1 – 7 (using steps of 4 dB) and a dB-like scale ranging from negative to positive values, similar to a VU meter. When a reading is given without the sign, the BBC scale should be assumed.
PPM meter	Pseudo-peak meter, defined in IEC 60268-10.
Reference loudness level	A loudness level specified in Recommendation ITU-R BS.1864 for average programme loudness.
True peak level	The reading from a true peak meter.
True peak meter	An oversampling peak meter, typically conforming with Recommendation ITU-R BS.1770.
VU	The units used on a VU meter. An increase of 1 VU is equal to an increase of 1 dB.
VU meter	An alternative name for a volume indicator, as defined in IEC 60268-17 and BS 6840-17.

2 Introduction

The ITU-R has three Recommendations relating to measurement of programme loudness:

- Recommendation ITU-R BS.1770 – Algorithms to measure audio programme loudness and true-peak audio level;
- Recommendation ITU-R BS.1771 – Requirements for loudness and true-peak indicating meters;
- Recommendation ITU-R BS.1864 – Operational practices for loudness in the international exchange of digital television programmes.

This Report is a companion to those Recommendations. It offers advice on managing audio levels and loudness for the ingest and emission of television programmes which include pre-recorded television advertisements (commercials). This advice covers the processes of studio production, recording onto storage media, transport of the media and broadcast via a television presentation and emission system. The Report is based on elements of the approaches of several administrations to these processes.

One of the ITU's aims in formulating Recommendations on loudness management is to give broadcasters a means to control audio levels which can minimize the need to compress the dynamic range of the audio. It is recognized however that some dynamic range processing may still be desired by content producers for creative purposes and/or to enhance speech intelligibility. Guidelines have therefore been provided specifying that volume compression used **after the final mix** of a television commercial soundtrack should be restricted to a slope of 2:1 with an onset point of –12 dBFS.

3 Loudness considerations

Within most broadcasting systems, television broadcasters transmit material of varying programme genres contiguously and interspersed with inserted material, including advertisements. There is a potential for variations in the perceived loudness of adjacent audio segments, particularly at transition points.

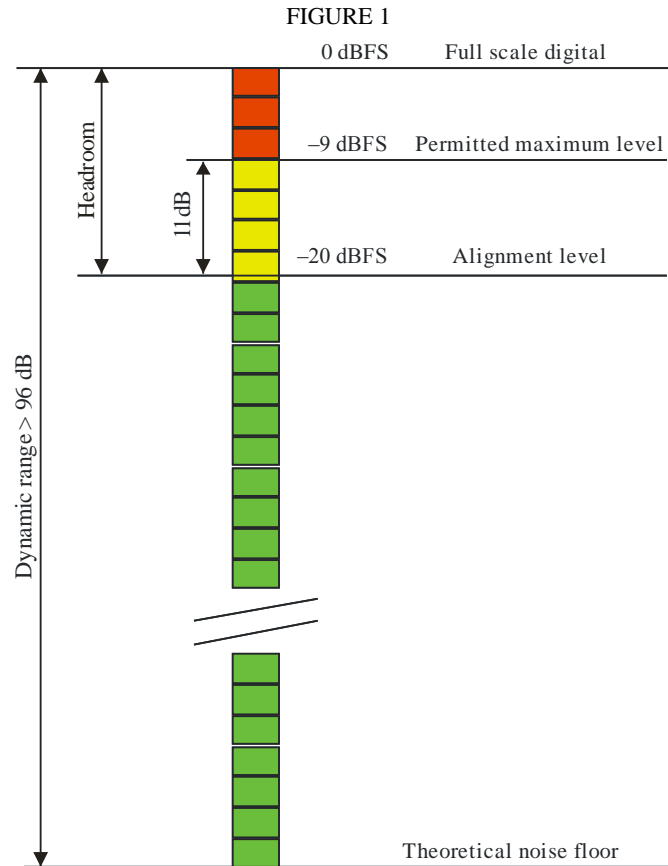
Correct alignment of audio loudness levels through the various stages of production and transmission and the careful management of dynamic range both contribute to audience satisfaction.

4 Operating in the digital domain

Where production, post-production, switching and mixing of television programmes and advertisements is carried out in the digital domain, the digital audio system is aligned using a 1 kHz sine wave reference signal 20 dB below full-scale digital “0 dBFS” (i.e. 20 dB below the level at which digital clipping of the sine wave signal commences)¹.

The alignment level –20 dBFS is usually equated to zero on the station’s VU meters or “4” or “TEST” on peak programme meters (PPM) meters.

Figure 1 describes the parameters and limits of the digital audio system as adopted by Australia.



Rep BS.2054-02

In a 16-bit digital audio system where there is a theoretical dynamic-range of some 96 dB, if the average audio level is zero VU and the quasi peak level is some 11 dB above the alignment level, then there will be some 9 dB range between quasi-peak level and the digital clipping point.

5 Use of audio meters

5.1 VU meters

Standard VU (volume unit) meters are commonly used in television facilities in many administrations to adjust audio levels during the recording, playback and transmission of audio material.

¹ See [3] and [4] for further information.

A VU meter will indicate an “average” audio level, but cannot indicate the instantaneous level of audio peaks. The standard VU meter has an integration time² of 300 ms and thus its transient reading relates to that particular integration time.

A VU meter scale is not capable of directly representing the full dynamic range of audio signals in analogue or digital systems but VU meters provide a convenient means of ascertaining that the audio level is within normal parameters relative to the alignment level and they provide some limited indication of loudness.

It should be noted that in production and broadcasting establishments there is a wide range of audio level indicators including LED and on-screen devices commonly called “VU meters”. Although most audio level indicators will return consistent measurements under steady state conditions such as that produced by a sinusoidal alignment tone, there may be inconsistencies between instruments where they are used to measure fluctuating programme levels.

5.2 Peak meters

The peak programme meter (PPM) indicate quasi peak levels more accurately than the VU meter because its time constants are optimized for such measurement³.

This makes PPMs more useful in the management of system headroom but they are of limited use in assessing loudness.

Sample peak meters indicate the absolute peak level of a signal for individual digital sample values. As such they have no value or use in assessing loudness. However, their value is in anticipation and prevention of clipping. An oversampling version of the sample peak meter is called a true peak meter. Such meters are valuable for anticipating and preventing clipping in oversampling D/A converters. A true peak meter algorithm is described in Recommendation ITU-R BS.1770.

5.3 Loudness meters

The development of meters which approximately model the human perception of loudness when the signal is reproduced on loudspeakers in a reference listening environment has led to the development of Recommendation ITU-R BS.1770.

Such meters provide producers and broadcasters with an objective means of comparing the perceived loudness of adjacent programme segments or commercial/programme junctions or differences between services, solely by measuring the electrical signal level.

6 Harmonization of audio alignment levels for digital programme exchange – Adoption of SMPTE RP155

Australian television broadcasters have adopted SMPTE RP155 audio levels for the digital audio interface.

For television recordings a sinusoidal steady state tone at 1 kHz representing the alignment level of –20 dBFS should precede programme material presented for broadcast. This level is usually equated to zero (zero VU) on the station’s VU type audio level meters and is used to align the broadcaster’s recording and transmission equipment to the same reference level as the originating equipment.

² VU meters are specified to reach 99% of final reading in 300 ms. The time to reach 63% of final value (–4 dB) is around 160 ms.

³ Nominal PPM rise time is 5 – 10 ms to reach 4 dB below final value. Fall time is 2 s for 20 dB fall.

When measured with a VU type meter, the normal audio level of the programme material that follows the alignment signal should be approximately zero VU.

When measured with a PPM or digital equivalent type meter, the normal quasi peak audio level of programme material will, depending on the level of processing used, vary typically in the range of +2 to +9 dB above alignment level (heavily compressed commercials and pop music may not peak above 4 or 4.5 on a PPM. In contrast wide range classical music might read ppm 6 to 6.5).

7 Peak audio level

In the digital domain quasi peak level should not exceed -9 dBFS, i.e. quasi peak excursions should not be more than 11 dB above the alignment level. It must be understood that +11 dB in this context is not a deliberate target for production levels, but is a technical limit to be observed. This limit will help ensure that short-duration true peaks do not reach 0 dBFS (full scale).

8 The studio environment

Studio digital sound systems typically operate with dynamic ranges of more than 90 dB. The lower limit in a digital audio system is determined by the theoretical digital noise floor where there is no meaningful data. This lower limit is principally determined by the audio word length (16, 18, 20, 24 bits).

The upper limit in a digital audio system is defined as the full-scale digital level, 0 dBFS. At that point, digital clipping occurs because the audio signal cannot be adequately represented by the finite number of data bits available.

Using a VU metering system, programme audio material should be recorded such that the normal programme level is around zero VU with occasional louder passages allowed to exceed this level by 2 or 3 dB (+3 dB being the limit on most VU meters). In a normal broadcast audio mix of speech and music and/or sound effects (not a proprietary multichannel surround mix), the dialogue level will typically fall at around -2 to -3 dB below the alignment level. For significantly processed material such as commercials or pop music the VU meter reading should not be permitted to exceed zero VU.

In both the production and transmission phases of audio, it is common to employ various forms of audio processing. In the production phase processing is a normal part of the creative process. However, both the production and emission processing will have a common aim, i.e. to provide material to the viewer so that the loudest and softest passages of the material can be enjoyed without the need to adjust the receiver volume control. An extreme example of this is the emission processing of cinema style audio mixes which require compression for comfortable listening in the home environment.

The consequence of compression is reduction of the ratio between the peak and “average” level of the content. Increasing the “average” level will increase the apparent loudness. The human ear tends to be more sensitive to frequencies in the mid-range and if these frequencies are artificially boosted, then again the apparent loudness will increase. The use of audio processing must be judicious so that the compression of the dynamic range of the soundtrack plus any other processing employed does not produce excessively loud or strident material.

Soundtrack production studios often employ gates to attenuate or eliminate the sounds below a lower threshold, and peak limiters to prevent audio exceeding the level that causes distortion, or digital clipping. These devices should not be used for the purpose of increasing the relative loudness of the material.

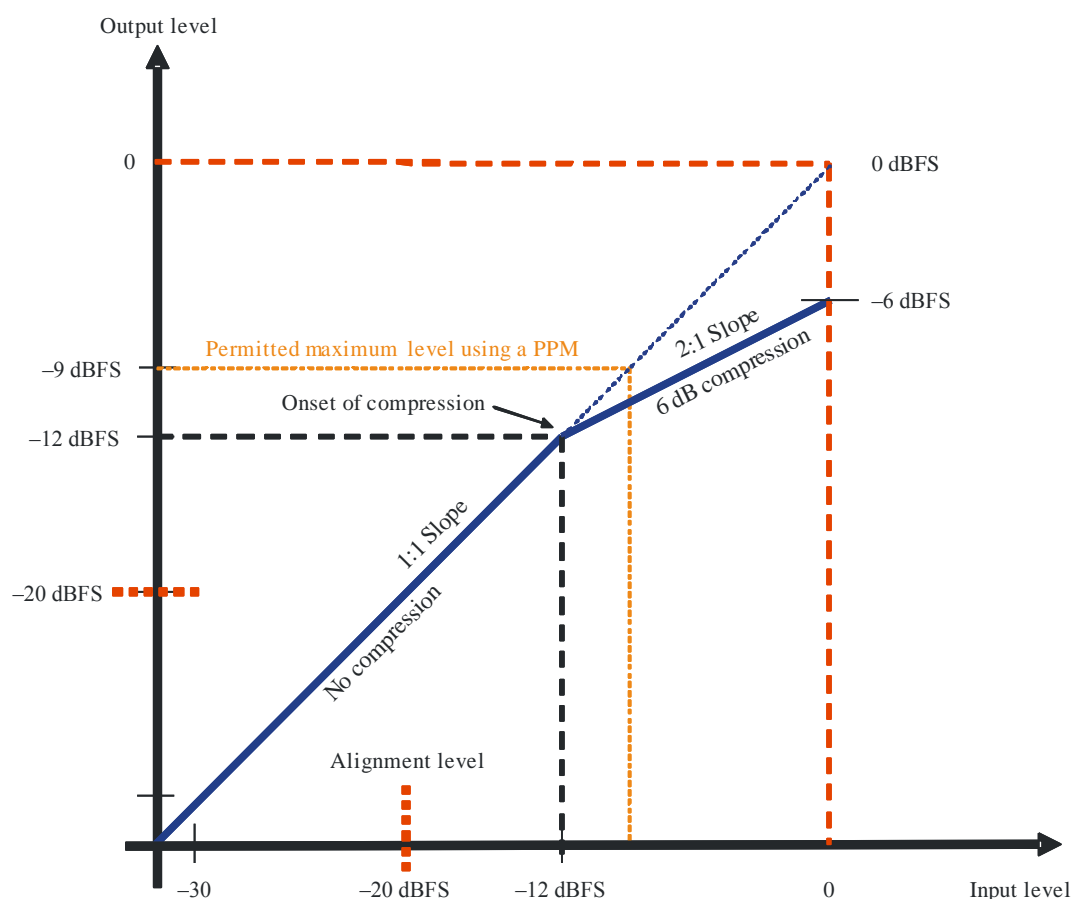
9 Application of volume compression in post-production following the final mix of a television commercial soundtrack

Australian free-to-air commercial television broadcasters have introduced guidelines specifying that volume compression should, where used **after the final mix**, be restricted to a slope of 2:1 with an onset point of -12 dBFS.

Figure 2 provides a diagrammatic representation of this simple profile. In this profile, an onset of compression at -12 dBFS allows for gentle compression of the upper 3 dB of the signal before reaching the maximum permissible peak level. If any further peak limiting were to be necessary, it would be provided automatically by the broadcaster's transmission processor.

The elements of a soundtrack, namely dialogue, music and effects are subject to various processes during production. Where these elements sit in the final soundtrack, with respect to audio levels and loudness, is the result of a final mix and effectively it is here that the loudness of the soundtrack will be principally influenced.

FIGURE 2



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Material that has been compressed may sound louder, even though there is no increase in peak level. This is because compression of a soundtrack may raise the energy content of the sound by reducing the dynamic range (i.e. the difference between the loudest and softest levels of the sound) thereby making it more dense.

Many modern processors are not calibrated in dB, have constantly varying compression ratios and are likely to be multiband devices which apply different amounts of compression in different

frequency bands. This makes it difficult for soundtrack producers to measure and quantify how much compression is applied to a soundtrack.

10 Loudness range calculation

The EBU has studied the needs of audio signal levels in production, distribution and transmission of broadcast programmes. The EBU has specified a descriptor “*Loudness Range*” that can be provided to characterize the dynamic range of the audio programme. The information provided by this descriptor may be useful to determine whether dynamic range processing of audio signals is needed to comply with the technical limits of the complete signal chain as well as the aesthetic needs of each programme/station depending on the genre(s) and the target audience.

In this Report, the descriptor “*Loudness Range*” and one algorithm (contributed by TC Electronic) for its computation will be introduced and explained in detail.

10.1 Loudness range

Loudness Range (abbreviated “LRA”) quantifies the variation in a time-varying loudness measurement. *Loudness Range* measures the variation of loudness on a macroscopic time-scale, in units of LU (loudness units). This example of the computation of *Loudness Range* is based on a measurement of loudness level as specified in Recommendation ITU-R BS.1770. *Loudness Range* should not be confused with other measures of dynamic range or crest factor, etc.

10.2 Example algorithm overview

One method for the computation of *Loudness Range* is based on the statistical distribution of measured loudness. Thus, a short but very loud event would not affect the *Loudness Range* of a longer segment. Similarly the fade-out at the end of a music track, for example, would not increase *Loudness Range* noticeably. Specifically, the range of the distribution of loudness levels is determined by estimating the difference between a low and a high percentile of the distribution. This method is analogous to the *Interquartile Range (IQR)*, used in the field of descriptive statistics to obtain a robust estimate of the spread of a data sample.

This method for computation of *Loudness Range* furthermore employs cascaded gating. Certain types of programme may be, overall, very consistent in loudness, but have some sections with very low loudness, for example only containing background noise (e.g. like atmosphere). If *Loudness Range* did not use the gating, such programmes would (incorrectly) get quite a high *Loudness Range* measurement, due to the relatively large difference in loudness between the regions of background noise and those of normal (foreground) loudness.

This *Loudness Range* algorithm is independent of the sample rate and format of the input signal.

10.3 Example algorithm definition

The input to the algorithm is a vector of loudness levels, computed as specified in Recommendation ITU-R BS.1770, using a *sliding analysis-window* of length 3 seconds for integration. An overlap between consecutive analysis-windows must be used in order to prevent loss of precision in the measurement of shorter programmes. A minimum block overlap of 66% (i.e. a minimum 2 s of overlap) between consecutive analysis windows is required; the exact amount of overlap is implementation-dependent.

A cascaded gating scheme is employed which uses an absolute threshold of very low level, in combination with a relative threshold of higher, signal-dependent, level.

The purpose of the relative-threshold gating is to gate out any periods of silence or background noise, using a method that is independent of any level-normalization of the input signal. The lower edge of *Loudness Range* should not be defined by the noise floor (which may be inaudible), but should instead correspond to the weakest “real signal”. The relative threshold is set to a level of -20 LU relative to the absolute-gated loudness level. The purpose of the absolute-threshold gate is to make the conversion from the relative threshold to an absolute level robust against longer periods of silence or low-level background noise. The absolute threshold is set to -70 LKFS, because no relevant signals are generally found below this loudness level.

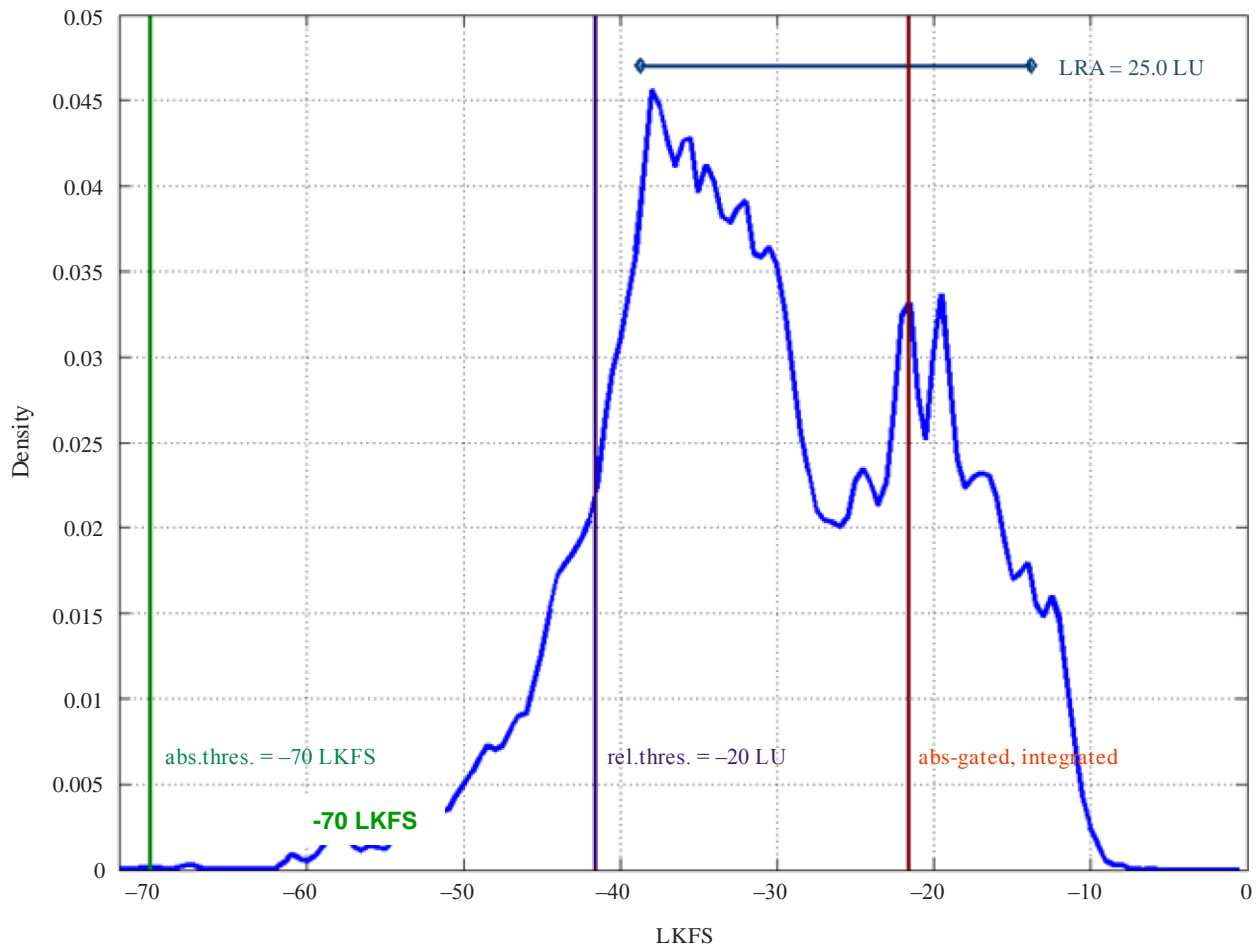
It is noted that measurement of very short programmes, where leading or trailing silence is included, or of programmes consisting, for example, of isolated utterances, could result in misleadingly high values of LRA.

The application of the cascaded gating leaves only the loudness levels of the sliding-window blocks that contain foreground and (medium-level) background sounds, eliminating low-level signals, background noise, and silence. The width of the distribution of these loudness levels is then quantified using a *percentile range*. Percentiles belong to *non-parametric statistics* and are employed in the computation of *Loudness Range* because the loudness levels cannot in general be assumed to belong to a particular statistical distribution.

LRA is defined as the difference between the estimates of the 10th and the 95th percentiles of the distribution. The lower percentile of 10%, can, for example, prevent the fade-out of a music track from dominating *Loudness Range*. The upper percentile of 95% ensures that a single unusually loud sound, such as a gunshot in a movie, cannot by itself be responsible for a large *Loudness Range*.

FIGURE 3

Loudness distribution, with gating thresholds and *Loudness Range* for the film ‘The Matrix’ (DVD version).
Adopted from Skovenborg & Lund (2009) ‘Loudness Descriptors to Characterize Wide Loudness-Range Material’, 127th AES Conv.



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In Fig. 3, the absolute threshold is marked at -70 LKFS. The absolute-gated loudness level from that is -21.6 LKFS (marked as *abs-gated, integrated*). The relative threshold is shown 20 LU below that at -41.6 LKFS. The resulting *Loudness Range* ($LRA = 25.0$ LU) is shown between the 10th and 95th percentiles of the distribution of loudness levels above the relative threshold.

10.4 MATLAB implementation of example loudness range algorithm

An algorithm for computing *Loudness Range* is provided below using the MATLAB® language (no MATLAB toolbox functions are used). This MATLAB implementation is intended to complement the textual definition of the LRA algorithm. However, other implementations would be equally valid provided that the measurements stay within the permitted tolerance, and even though they might yield slightly different LRA measurements for some input signals.

```
% A MATLAB FUNCTION TO COMPUTE LOUDNESS RANGE
```

```
% -----
```

```
function LRA = LoudnessRange (ShortTermLoudness)
```

```
% Input: ShortTermLoudness is a vector of loudness levels, computed
```

```
% as specified in Rec. ITU-R BS.1770, using a sliding analysis-window
```

```

% of length 3 s, overlap >= 2 s

% Constants
ABS_THRES = -70; % LKFS (= absolute measure)
REL_THRES = -20; % LU (= relative measure)
PRC_LOW = 10; % lower percentile
PRC_HIGH = 95; % upper percentile

% Apply the absolute-threshold gating
abs_gate_vec = (ShortTermLoudness >= ABS_THRES);
% abs_gate_vec is indices of loudness levels above absolute threshold
stl_absgated_vec = ShortTermLoudness(abs_gate_vec);
% only include loudness levels that are above gate threshold

% Apply the relative-threshold gating (non-recursive definition)
n = length(stl_absgated_vec);
stl_power = sum(10.^(stl_absgated_vec./10))/n; % undo 10log10, and calculate mean
stl_integrated = 10*log10(stl_power); % LKFS
rel_gate_vec = (stl_absgated_vec >= stl_integrated + REL_THRES);
% rel_gate_vec is indices of loudness levels above relative threshold
stl_relgated_vec = stl_absgated_vec( rel_gate_vec );
% only include loudness levels that are above gate threshold

% Compute the high and low percentiles of the distribution of
% values in stl_relgated_vec
n = length(stl_relgated_vec);
stl_sorted_vec = sort(stl_relgated_vec);
% sort elements in ascending order
stl_perc_low = stl_sorted_vec(round((n-1)*PRC_LOW/100 + 1));
stl_perc_high = stl_sorted_vec(round((n-1)*PRC_HIGH/100 + 1));

% Compute the Loudness Range descriptor
LRA = stl_perc_high - stl_perc_low; % in LU

```

11 Ingest of soundtracks into the television broadcasting chain

As noted previously, audio material delivered for transmission should be preceded by a sinusoidal audio alignment signal of 1 kHz at a level of -20 dBFS. The receiving station will align its systems to that signal so that it is equivalent to 0 VU, i.e. the level 20 dB below the point of digital clipping in the broadcasting station's audio system. Where PPMs are in use, this level is usually equivalent to "4" or the "TEST" level. A VU meter aligned to this reference level should read programme material in accordance with § 9 depending on the type of sounds and dynamic range of the material.

With file-based ingest of programme and commercial material, operational practices will need to be developed that reflect the nature of file-based operation.

As far as it is practicable, all stages of the broadcasting system should have unity gain and operate at the recommended levels for optimum headroom. It is intended that material provided to broadcasters should not require any level adjustment other than aligning the reference signal on the material to the broadcaster's reference.

Broadcasters may also compress the dynamic range of the audio signal at the broadcast station output in the digital transmission chain, to ensure that the audio levels are consistent and that listeners⁴ can enjoy the softest and loudest passages of sound without having to adjust their volume controls beyond a comfortable setting. Other delivery platforms such as mobile devices and the Internet will require even more audio processing for satisfactory reproduction.

Where broadcasters use an audio-processing system, it is strongly recommended that it provide the following functions:

- automatic gain control (AGC);
- multiband compressor;
- capacity to adjust the attack and release time of the compressor;
- limiter;
- adjustments to limit the range of AGC and compressor action to limit the gain applied to low-level passages; and
- ability to modify the action of the AGC and compressor to match future loudness measurement and control systems.

Figure 4 depicts a typical Australian television broadcasting station audio transmission chain.

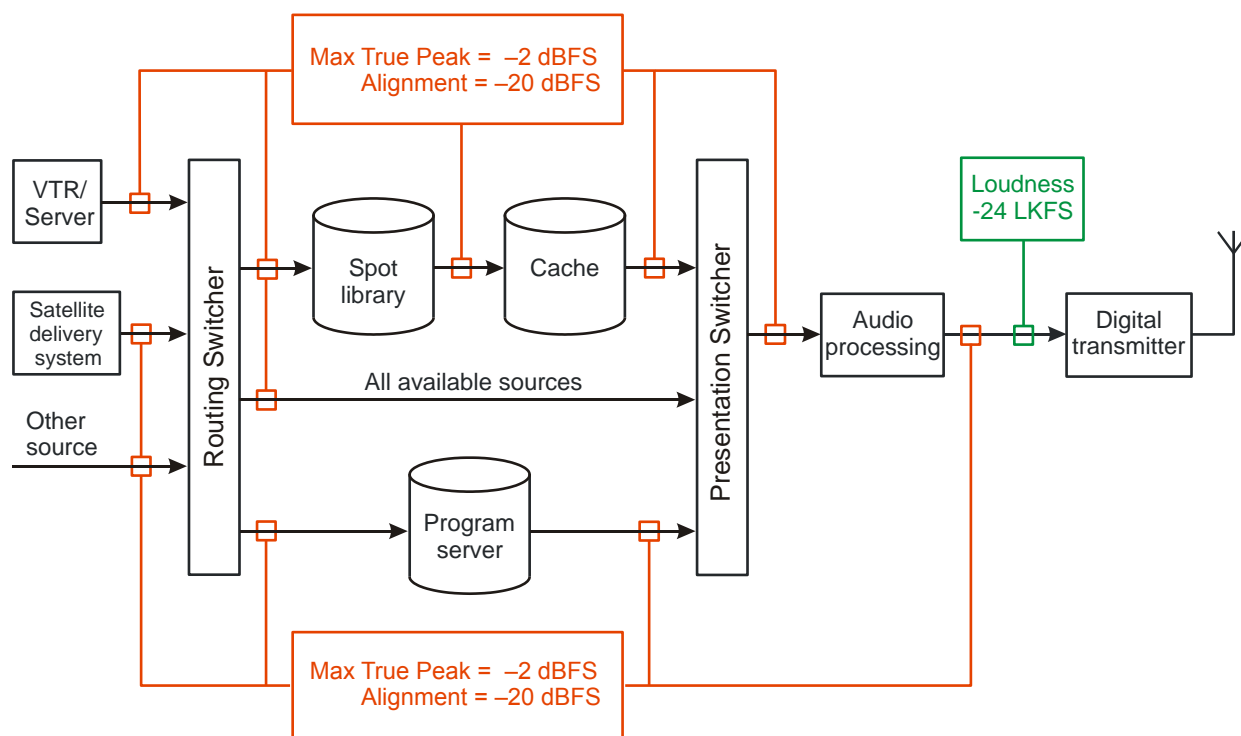
It is recognized that the optimum dynamic range of the studio's audio output will depend upon the intended listening environment.

If the television station were also streaming audio to an Internet service, for example, then the streamed audio would probably be separately processed to match the reproduction characteristic of computers or perhaps a mobile telephone.

An alternative architecture to Fig. 4 may be used with centralized distribution to a very large number of distant transmitters. This involves distribution of only a digital signal which has been pre-processed.

⁴ Studies have shown that listeners can comfortably tolerate some loudness variation as long as the loudness does not deviate from a "comfort zone", which is a loudness window of approximately +3 to -5 dB relative to the desired loudness. See footnote 6 for an example.

FIGURE 4



12 Tests performed at CBS

In an effort to better understand the problem of loudness in current television broadcasting and the best approach to avoid unwanted loudness jumps at programme transitions, CBS undertook a study of the loudness of programming on the CBS and CW Networks using available measurement techniques. The data set includes over 10 000 loudness samples and over 100 commercial breaks that were used to determine the range of loudness for a variety of programmes and commercials.

The effectiveness of the AC-3 parameter dialnorm⁵ to harmonize loudness at the boundary between programmes and commercials was also investigated using the collected data. A “comfort zone”⁶ excursion analysis was used to determine if the long-term loudness average, that dialnorm is based upon, accurately reflects the short term loudness differences experienced at programme-to-commercial boundaries.

CBS concluded that the test results indicate that while dialnorm may be helpful when the problem is to reasonably equalize loudness of programmes that have been produced at widely different average loudness levels, it is not very helpful when the problem is to equalize loudness at the transition

⁵ “Dialnorm” stands for “dialogue normalization”. The concept of dialogue normalization is that the measured loudness of a dialogue channel(s) (e.g. L/R, C, or all) is used to ensure equal psycho-acoustic perception of loudness, program to program. As originally intended, the measured value of dialnorm for each piece of content is to be transmitted as a metadata parameter and used to apply attenuation in a digital television receiver.

⁶ The “comfort zone” of the viewer is the loudness interval above and below the nominal listening level that does not cause viewer discomfort. The “comfort zone” has been determined to be +2.5 dB above to -5.5 dB below nominal listening level. The “comfort zone” was established in [2].

between programmes or commercials. The reason is that dialnorm is based on a measurement of loudness averaged over the whole programme duration, while the perception of a loudness jump at a programme transition depends on the difference of loudness between the few seconds that precede the transition and the few seconds that follows it.

In addition, dialnorm, as currently implemented, does not take into account the contribution of the LFE channel to total programme loudness, and this can introduce important discrepancies between measured and perceived loudness on some types of programmes such as rock music.

The tests have led CBS to conclude that the operation of a loudness controller to be used on-line in order to avoid excessive jumps in loudness at programme transitions should be based on loudness measurements taken over a travelling window of a few seconds duration, with suitable attack and release times and gain slopes.

CBS further concluded that loudness measurements systematically taken over the entire duration of each programme, if available and reliable, may be useful to identify and correct major differences in loudness between different programmes but will not generally help to remove loudness jumps at transitions between programmes and commercials.

13 Effect of channel format on predicted programme loudness

13.1 Introduction

A survey was conducted by Free TV Australia of the loudness levels of a range of content, measured with a meter conforming to Recommendation ITU-R BS.1770 – Algorithms to measure audio programme loudness and true-peak audio level. The aims of this survey were:

- to examine the effect on the loudness level of including the LFE channel;
- to examine differences in loudness readings between five channel and LoRo Stereo formats.

The channel weightings used in the LoRo downmix were $C = 0.707$ and $LS, RS = 0.707$.

Because the channel weightings in Recommendation ITU-R BS.1770 differ from the channel weightings in the standard stereo downmixes specified in Recommendation ITU-R BS.775, the loudness readings in the various channel formats may also differ (see Tables 1 and 2).

TABLE 1

Standard mixdown voltage gains. Mono, Lt and Rt coefficients are from Table 2 from Recommendation ITU-R BS.775. Lo and Ro coefficients are from Dolby Digital Professional Encoding Guidelines Issue 1 (see NOTE)

	L	R	C	LS	RS
Mono–1/0format					
C'=	0.7071	0.7071	1	0.5	0.5
Stereo–2/0format					
L'= Lt	1	0	0.7071	0.7071	0
R'= Rt	0	1	0.7071	0	0.7071
Lo (NOTE)	1	0	0.5, 0.596, 0.7071	0, 0.5, 0.7071	0, 0.5, 0.7071
Ro (NOTE)	0	1	0.5, 0.596, 0.7071	0, 0.5, 0.7071	0, 0.5, 0.7071

NOTE – LoRo downmixes are not specified in Recommendation ITU-R BS.775 – Multichannel stereophonic sound system with and without accompanying picture, but they are specified in ATSC Digital Audio Compression Standard (AC-3, E-AC-3) Revision B Document A/52B, 14 June 2005 and they are commonly used with the AC-3 sound system.

TABLE 2

Equivalent power gains for the mixdown coefficients in Table 1, compared with the channel weightings in Rec. ITU-R BS.1770

	L	R	C	LS	RS
Mono–1/0format					
C'=	0.5	0.5	1	0.25	0.25
Stereo–2/0format					
L'= Lt	1	0	0.5	0.5	0
R'= Rt	0	1	0.5	0	0.5
Lt + Rt	1	1	1	0.5	0.5
Lo (NOTE)	1	0	0.25, 0.355, 0.5	0, 0.25, 0.5	0, 0.25, 0.5
Ro (NOTE)	0	1	0.25, 0.355, 0.5	0, 0.25, 0.5	0, 0.25, 0.5
Lo + Ro	1	1	0.5, 0.707, 1	0, 0.5, 1	0, 0.5, 1
Rec. ITU-R BS.1770 coefficients	1	1	1	1.4125	1.4125

NOTE – LoRo downmixes are not specified in Recommendation ITU-R BS.775 – Multichannel stereophonic sound system with and without accompanying picture, but they are specified in ATSC Digital Audio Compression Standard (AC-3, E-AC-3) Revision B Document A/52B, 14 June 2005 and they are commonly used with the AC-3 sound system.

From the results of the study it is likely that default stereo downmixes from five channel source material may be up to 2 LU higher or 1 LU lower in measured loudness level than the five channel source material. This should be considered when setting programme loudness levels.

13.2 A survey of audio loudness in multichannel television programmes

This study was made by Free TV Australia, which represents the views of the Australian free-to-air commercial broadcasters, in association with the Australian Broadcasting Corporation (ABC) and the Special Broadcasting Service (SBS).

In addressing [Question ITU-R 2/6](#), Working Party 6C has noted that the inclusion of the low frequency effects (LFE) channel in the measurement method recommended in Recommendation ITU-R BS.1770 is still under discussion. It is also recognized that since the existing measuring algorithm was derived from tests using samples presented in monophonic form that more study should be undertaken to facilitate a better understanding of any differences that may exist when the Recommendation ITU-R BS.1770 method is applied to multichannel (typically presented in 5.1 format) audio material and also multichannel material that has been mixed down to two channel stereo as part of the broadcasting process.

In June 2009, a survey of programme material with multichannel audio (5.1 channels) was conducted in Sydney. The programme samples were supplied by Australian broadcasters. The trends shown by the results are interesting and informative. The 36 samples were representative of typical Australian television programming in a mixture of genres, each of 10-minute duration and chosen to be representative of the programmes as a whole. The samples were all “as supplied” to the broadcasters i.e. they had not been subjected to any processing or gain shifts.

This Report presents the findings of the Australian survey and draws some general conclusions that may prove informative for those considering further studies to improve the loudness measuring algorithm.

13.3 Objectives of the survey

The purpose of the survey was to reverse engineer the multichannel mix, determine the typical loudness contribution of each audio channel and of certain groups of channels (with all measurements noted in LKFS units). Additionally there were three objectives:

- To determine what, if any, abnormalities may exist in the material tested.
- To specifically determine the typical LFE contribution to help answer the question – “should it be included in the Recommendation ITU-R BS.1770 algorithm?”
- To specifically explore the relationship between the loudness of a multichannel product and its standard LoRo stereo downmix and to determine whether the stereo downmix loudness varies significantly from the parent multichannel loudness. This question relates to the weighting factor that is used in the Recommendation ITU-R BS.1770 algorithm for summing the surround channels.

13.4 Metering

The measurements were made using the LM5D Loudness Meter from TC Electronic. This instrument was chosen because it has flexible input options allowing individual audio channels or selected groups of channels to be measured.

For this test, the meter was variously configured to measure:

- Centre
- Centre + Left + Right

- Centre + Left + Right + Left Surround + Right Surround (5.0)
- Lo + Ro down-mix
- Low Frequency Effects.

The data sets were obtained by multiple passes of identical samples and analysis of the meter readings.

From these meter readings, the following additional quantities were derived:

- Left Surround + Right Surround
- 5.1 channels mixed
- 5.1 minus 5.0
- 5.1 minus LoRo
- 5.0 minus LoRo
- LoRo – (L+C+R).

13.5 Results

The data from the loudness meter indications is set out in Table 3.

With respect to the LFE content, the average contribution is 0.7 LKFS. It should be noted that the calculation involved adding 10 to the measured number in accordance with the standard practice of increasing the LFE reproduction level by 10 dB, or stated more accurately, by increasing the LFE SPL by 10 dB with respect to centre channel SPL over a band-pass of approximately 20 Hz to 120 Hz using a real time analyser for measurement.

However small the average values are, the measured range (up to 5.7) is rather more than expected. This is due to an abnormal situation in the case of several samples. These anomalies are clarified in “Abnormal results” (below).

The measured LFE contributions show a small average value and a small standard deviation, but nevertheless, as noted above, returned a large *RANGE* value. Figure 5 shows a plot of measured sample values ordered from maximum to minimum. This indicates that the samples measuring from around 2 LKFS to 5.7 LKFS are significant. Some of these samples are from what may be regarded as abnormal content, but nonetheless these results would suggest that including the LFE content in the Recommendation ITU-R BS.1770 algorithm would be the wiser course of action. Unfortunately, there is no guarantee as to the nature of the LFE content – this is discussed further in “Abnormal results” below.

Figure 6 contains a plot illustrating the combined contribution of the LFE channel and the surround channels to the overall loudness measurement of the programme samples.

With respect to the downmix question, this is related to the surround channel weighting factors used in the Recommendation ITU-R BS.1770 algorithm in that they might contribute to a significant difference in the measured loudness of the multichannel product versus its standard downmix. Figure 7 plots the differences between the loudness measured for 5.0 channels against that measured in a LoRo mix of the same material. The average measured differential value was 0.8 LKFS. This value is small and not of significance. In contrast, Fig. 8 plots the differences in loudness contribution between a LoRo downmix and the combined contribution of Left plus Centre plus Right channels. That plot indicates that the difference between the measured loudness of a standard downmix and an L+C+R measurement is greater than either a 5.0 or a 5.1 measurement of the identical material.

As was the case with the LFE measurements, the downmix *RANGE* value (up to 6.5 LKFS) is higher than expected. Again, as with the LFE measurements, a small number of abnormal samples have contributed to this situation. Also, the downmix range calculations have not taken into account the signs of the differentials. In this particular case the sign is not really relevant, as we are concerned

only with the magnitude of the differential between the stereo downmix and its unique parent multichannel product. Louder or softer is not the issue.

At the time of the measurements only a LoRo downmix with standard ITU coefficients was possible. However, we believe that a LtRt downmix would have given essentially the same results.

Not directly relevant to these measurements but nevertheless significant is an issue with downmixing that should be kept in mind. With any given recording that contains both multichannel audio and a stereo downmix, it is possible that the downmix may have been created either by “machine” or by “human”. If the downmix is a “human” creation, then its loudness may have no defined connection with the loudness of its multichannel parent because the mixing coefficients may be set arbitrarily by the audio director rather than being fixed and conforming to a conventional recommendation as is the case for the automatic downmixes created in the encoding equipment or in the consumer’s receiver.

It is possible to derive the “surrounds” contribution to the overall loudness of the multichannel product from the loudness meter readings. The average surround contribution in this test was 0.7 LKFS. The measured range extends to 3.3 LKFS, again due to what may be regarded as an abnormal product.

13.6 Abnormal usage of the LFE channel

In this survey there are four abnormal items that have produced non-typical results (where *typical* is defined as around the average value). These samples are shown in the plots as unfilled bars. One such item (sample 29) is mixed with no centre channel and very significant surround channels, producing a surround contribution of 3.3 LKFS. This same programme shows a large downmix differential of 3.6 LKFS which one could speculate was a result of its unconventional mix.

Potentially, the most serious problem which has been revealed, by investigation, is the process of taking bass information from the left and right channels, mixing it to mono and then inserting it into the LFE channel (samples 1, 22 and 31). This reveals a lack of knowledge of the purpose of the LFE channel. It is intended for low frequency effects only. In fact there are many styles of programme which do not require any such content, and in these cases the LFE channel should be silent. Information from the survey indicates that in a small number of cases music has been mixed into the LFE channel. This has occurred with drama, football and music-based programmes and has resulted in non-typical LFE contributions and larger downmix differentials.

Many domestic installations of multichannel audio employ some form of bass management (the characteristics of which vary). If we have a system which is a combination of variable domestic bass management and also, effectively a form of variable “bass management” applied by the audio director at the production stage, then the end results will truly be variable and unpredictable. This variability will also be reflected in the perceived loudness of the material.

13.7 Conclusions

Analysis of the data yielded by measurement of the 36 samples of typical multichannel sound in Australian television programmes suggests that:

- 1) loudness measured in multichannel sound depends on the structure of the multichannel mix;
- 2) when used for its intended purpose, the LFE channel did not contribute markedly to the loudness in the samples tested;
- 3) it is acknowledged that the downmix coefficients are to create an acceptable stereo programme, and channel weighting coefficients are to account for different perception of loudness depending on sound source position;

- 4) measured loudness of mixed-down multichannel material will depend on whether that downmix has been derived automatically or otherwise determined by human intervention; and
- 5) when the multichannel program has been mixed conventionally (with a centre channel included in the mix) the contribution of the surround channels to the measured loudness is minimal.

Australian television broadcasters are concerned that unconventional use of the LFE channel can impact negatively on the quality of the final multichannel mix. Combined with the complexities of the various “bass management” systems used in domestic listening environments, this indicates a potential quality problem that must be addressed in future studies.

TABLE 3
Survey data

Sample	C	C+L+R	C+L+R+Ls+Rs	(C+L+R+Ls+Rs)-(C+L+R)	Lo Ro Down mix	Raw LFE	LFE + 10 dB	5.1	5.1-5.0	Δ (5.1-LoRo)	Comments
1	-28.2	-24.5	-24.3	0.2	-23.6	-30.0	-20.0	-18.6	5.7	5.0	DR, DIAL, ULFE
2	-27.8	-25.4	-24.9	0.5	-24.6			-24.9	0.0	0.3	DR, DIAL, MUS, FX,
3	-27.6	-25.9	-24.6	1.3	-24	-41.7	-31.7	-23.8	0.8	0.2	DR, DIAL, MUS, FX
4	-23.8	-20.4	-19.9	0.5	-19.6	-47.1	-37.1	-19.8	0.1	0.2	DR, DIAL, MUS
5	-25.1	-22.8	-21.8	1.0	-21.3	-46.7	-36.7	-21.7	0.1	0.4	DR, DIAL, MUS, FX
6	-24.3	-23.3	-23	0.3	-22.6	-35.6	-25.6	-21.1	1.9	1.5	DR, DIAL, FX
7	-27.6	-23.9	-23.7	0.2	-22.2	-40.0	-30.0	-22.8	0.9	0.6	LCOM, CRFX
8	-27.2	-21.2	-21	0.2	-19.7	-53.7	-43.7	-21.0	0.0	1.3	LCOM, CRFX
9	-23.2	-19.4	-19.1	0.3	-19			-19.1	0.0	0.1	LCOM, CRFX, NLFE
10	-24.4	-21.8	-20.9	0.9	-20.7	-42.7	-32.7	-20.6	0.3	0.1	RCOM, ATM
11	-27.4	-27.1	-25.9	1.2	-25.7			-25.9	0.0	0.2	RCOM, ATM, NLFE
12	-25.7	-24.8	-24.7	0.1	-24.6			-24.7	0.0	0.1	RCOM, ATM, NLFE
13	-27	-22.8	-22.7	0.1	-22.1			-22.7	0.0	0.6	MUS, H, NLFE
14	-23.6	-20.3	-17.7	2.6	-17.9	-34.1	-24.1	-16.8	0.9	1.1	M, DIAL, LFE
15	-23.6	-22.6	-22.5	0.1	-22	-54.2	-44.2	-22.5	0.0	0.5	M, DIAL, LFE
16	-26.3	-24.7	-24.4	0.3	-23.9	-44.2	-34.2	-24.0	0.4	0.1	M, DIAL, LFE
17	-23.3	-19.9	-19.5	0.4	-18.9	-31.9	-21.9	-17.5	2.0	1.4	M, DIAL, LFE
18	-19.1	-17.1	-16.5	0.6	-16.6	-41.2	-31.2	-16.4	0.1	0.2	M, DIAL, LFE
19	-25	-24	-23.6	0.4	-23	-41.4	-31.4	-22.9	0.7	0.1	M, DIAL, LFE
20	-25.4	-24.5	-24.3	0.2	-24	-50.1	-40.1	-24.2	0.1	0.2	M, DIAL, LFE
21	-27.2	-24.3	-22.9	1.4	-23.5	-60.8	-50.8	-22.9	0.0	0.6	LCOM, CRFX

TABLE 3 (end)

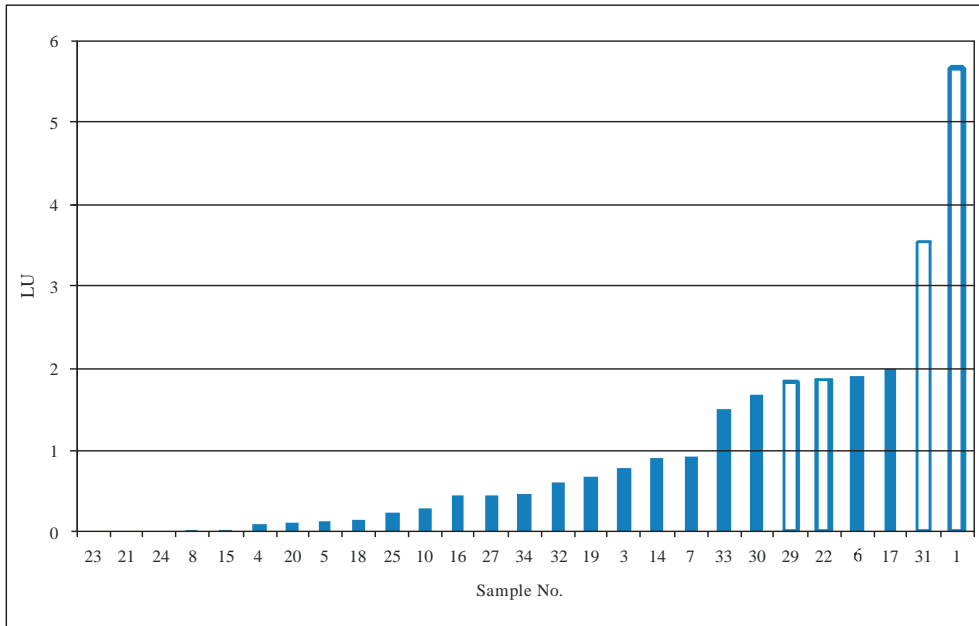
Sample	C	C+L+R	C+L+R+Ls+Rs	(C+L+R+Ls+Rs)-(C+L+R)	Lo Ro Down mix	Raw LFE	LFE + 10 dB	5.1	5.1-5.0	Δ (5.1-LoRo)	Comments
22	-25.2	-21.6	-20.5	1.1	-20.3	-33.2	-23.2	-18.6	1.9	1.7	LCOM, CRFX, MUS, ULFE
23	-25.8	-22.3	-20.3	2.0	-21	-61.5	-51.5	-20.3	0.0	0.7	LCOM, CRFX
24	-26	-21.4	-21.3	0.1	-19.4	-59.0	-49.0	-21.3	0.0	1.9	LCOM, LATM
25	-27.8	-26.4	-25.7	0.7	-25.4	-48.3	-38.3	-25.5	0.2	0.1	LCOM, LATM
26	-23.4	-22.7	-22.7	0.0	-22.5			-22.7	0.0	0.2	RCOM, ATM, LFE
27	-24.6	-23.7	-23.9	-0.2	-22.8	-43.6	-33.6	-23.5	0.4	0.7	DIAL, MUS, LFE
28	-32.2	-30.7	-30.4	0.3	-29.7			-30.4	0.0	0.7	DIAL, MUS, FX, LFE
29	Nil	-27	-23.7	3.3	-25.5	-36.5	-26.5	-21.9	1.8	3.6	RCOM, ATM, MUS NC
30	-30.7	-23.8	-22.8	1.0	-21	-36.1	-26.1	-21.1	1.7	0.1	MUS, H, AUD
31	-29.4	-23.3	-22.5	0.8	-21.2	-31.5	-21.5	-19.0	3.5	2.2	MUS, H, AUD, ULFE
32	-28.6	-21.6	-20.6	1.0	-19.2	-38.9	-28.9	-20.0	0.6	0.8	MUS, H, AUD
33	-22.6	-20	-19	1.0	-19.2	-32.8	-22.8	-17.5	1.5	1.7	M, DIAL, LFE
34	-23.9	-21.9	-21.6	0.3	-20.7	-41.1	-31.1	-21.1	0.5	0.4	M, DIAL, LFE
35	-33.5	-30.9	-30.5	0.4	-30.7			-30.5	0.0	0.2	M, DIAL, FX, RAW, NLFE
36	-28.6	-28.6	-28.5	0.1	-28.5			-28.5	0.0	0.0	M, DIAL, MUS, FX, NLFE
Max	-19.1	-17.1	-16.5	3.3	-16.6		-20.0	-16.4	5.7	5.0	
Min	-33.5	-30.9	-30.5	-0.2	-30.7		-51.5	-30.5	0.0	0.0	
Range	14.4	13.8	14.0	3.5	14.1		31.5	14.1	5.7	5.0	
Average	-26.1	-23.5	-22.8	0.7	-22.4		-32.9	-22.1	0.7	0.8	
SD	2.8	3.0	3.1	0.7	3.2		9.1	3.4	1.2	1.1	

ATM: Atmosphere
 CRFX: Crowd effects
 DIAL: Dialogue
 DR: Drama
 FX: Effects
 H: Hosted links
 LATM: Loud atmosphere
 LCOM: Loud commentary
 LFE: Low frequency effects in 0.1 channel
 MUS: Music
 NC: No centre channel present
 NLFE: No LFE channel present
 RAW: Raw uncorrected track
 RCOM: Regular commentary
 ULFE: Unconventional mix in LFE

LFE contribution histogram

FIGURE 5

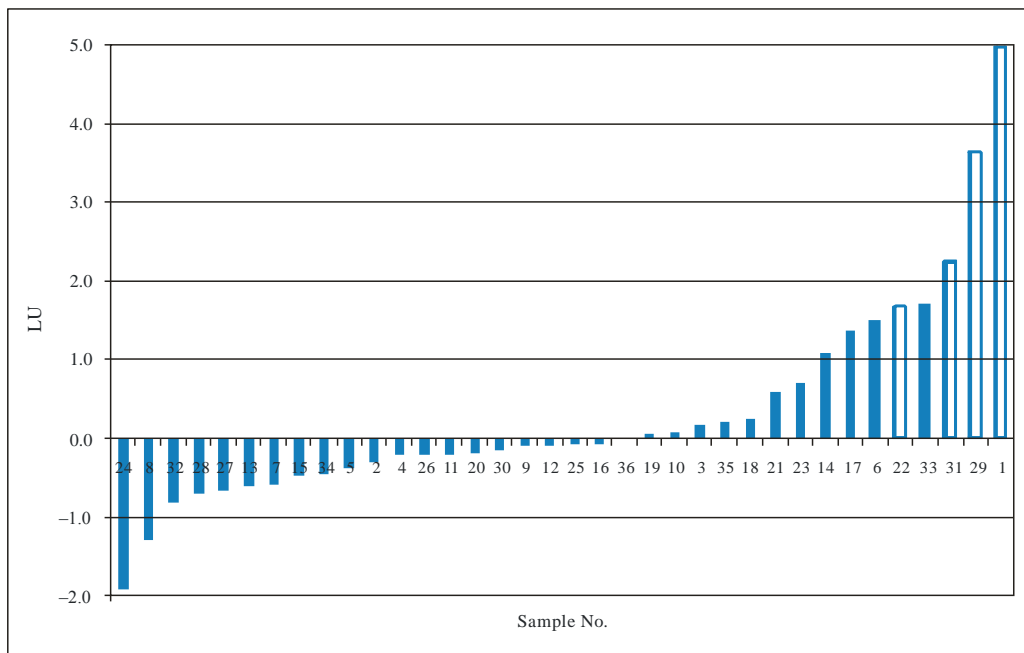
LFE contributions in order of magnitude. Hollow bars indicate unconventional use of the LFE channel. If these are ignored, the largest error from omitting the LFE channel is around 2 LKFS



Report BS.2054-06

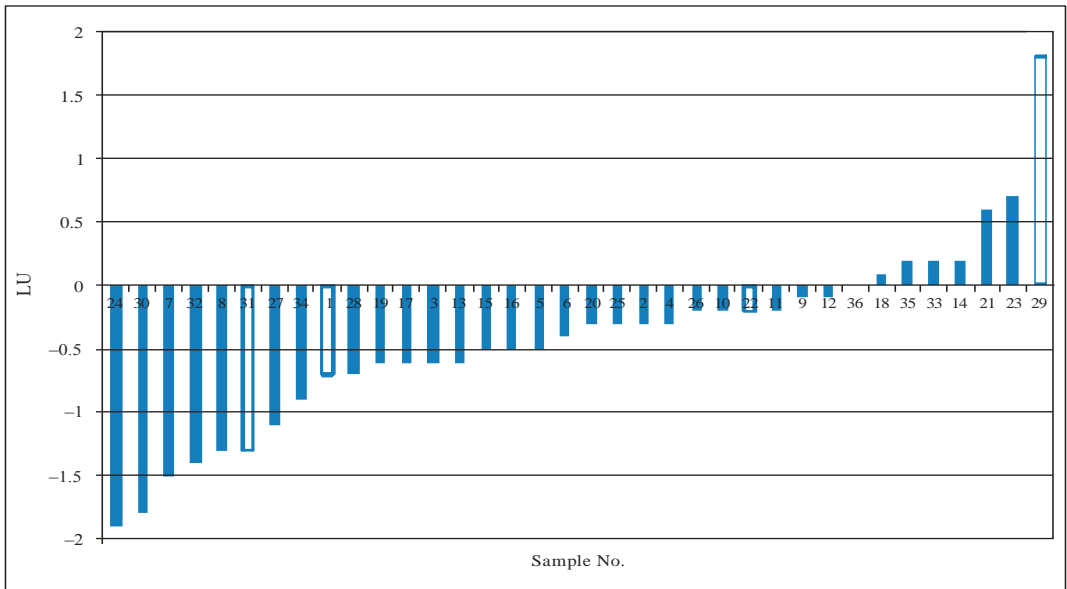
FIGURE 6

Loudness difference between 5.1 surround format and LoRo downmix



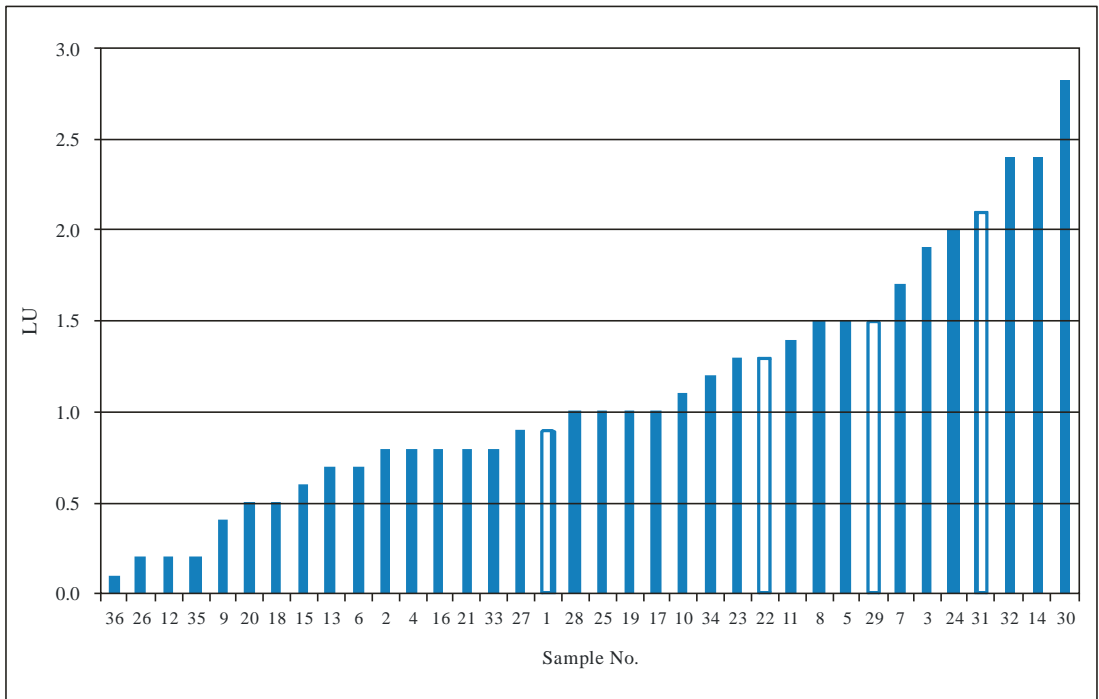
Report BS.2054-07

FIGURE 7
Loudness difference between 5.0 surround format and LoRo downmix



Report BS.2054-08

FIGURE 8
Loudness difference between L+C+R channels and LoRo downmix



Report BS.2054-09

Operating practices in Australia

Some Australian television broadcasters have adopted the following principles for programme and advertising material provided to a television broadcaster:

- a) Programme and advertising material shall be preceded by an audio alignment signal as specified below. The audio content as measured on a VU-type level meter shall in general be consistent with the alignment signal level. Ideally, it is intended that the television station

equipment settings should remain fixed, so that there is a unity relationship between the alignment signal on the material, the ingest process and the transmission process.

- b) In digital systems the alignment level will be 20 dB below full-scale digital, i.e. –20 dBFS, in accordance with SMPTE RP155. The audio quasi peak level should nominally not exceed 11 dB above the alignment level.

The television station alignment level of –20 dBFS⁷ will be the level that causes reference modulation in the station's digital transmitters under test conditions (transmitter processing bypassed). It will also ensure optimum operation and headroom in the station's analogue and digital recording equipment.

Audio-processing techniques employed during the production of audio material must not produce passages of audio which are strident or excessively loud. Broadcasters should process the transmission audio in the analogue and digital streams to maintain the dynamic range within a range of sound control settings that are comfortable for the listening audience.

14 References

- [1] SMPTE RP155 Motion-Pictures and Television – Reference Level for Digital Audio Systems.
- [2] RIEDMILLER, J.C., LYMAN, S. and ROBINSON, C. [2003], Intelligent Program Loudness Measurement and Control: What Satisfies Listeners? Audio Engineering Society Convention Paper, 2003 October 10-13, New York, New York, United States of America.
- [3] Recommendation ITU-R BS.645 – Test signals and metering to be used on international sound programme connections.
- [4] Recommendation ITU-R BS.1726 – Signal level of digital audio accompanying television in international programme exchange.
- [5] Recommendation ITU-R BS.1770 – Algorithms to measure audio programme loudness and true-peak audio level.
- [6] Recommendation ITU-R BS.1771 – Requirements for loudness and true-peak indicating meters.
- [7] Recommendation ITU-R BS.1864 – Operational practices for loudness in the international exchange of digital television programmes.
- [8] IEC 60268-10 Sound System Equipment: Part 10 – Peak Programme Level Meters.
- [9] IEC 60268-17 Sound System Equipment: Part 17 – Standard Volume Indicators.

⁷ Normal alignment level in a studio domain is normally set using a 1 kHz tone.