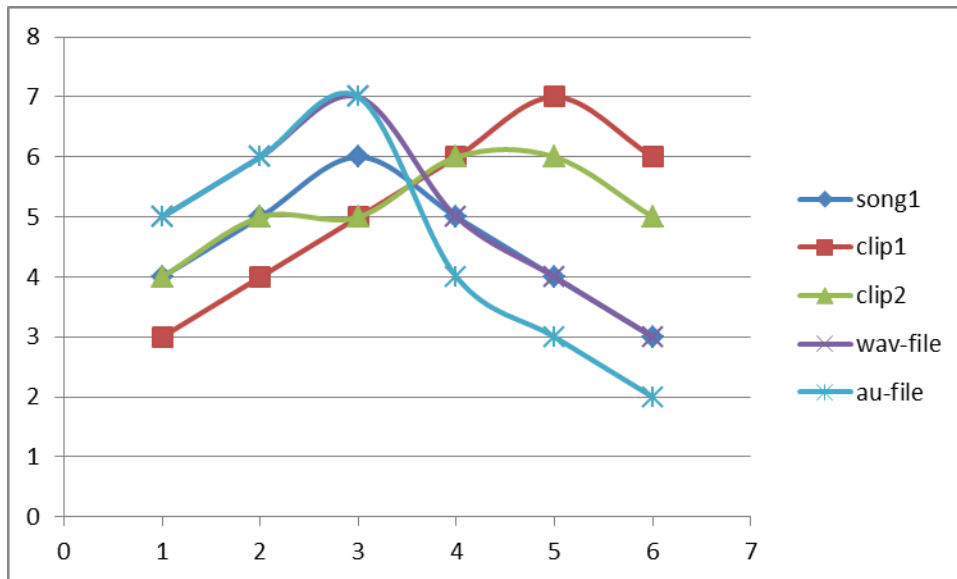


NOTE: This report contains some [technical language] which may be incorrect!



(Part A) Figure 1 shows the quality histogram/graph.

(Part B)

Song 1 (k.mp3) quality increases with delay (ms) with highest quality at 3ms, and then rapidly deteriorates over higher delays. Clip 1 and 2 have a longer ramp up to their highest quality around 4-5ms and then begin to deteriorate. The key factors appear to be [jitter] and [packet loss] with more [packet loss] for longer clips. The WAV and AU files have noticeably better quality (25% more) than the MP3 clips at lower delays but they deteriorate much more at higher delays. The key factors appear to be the [type of music – film music vs classical music vs hard rock] and the [delay]. We believe the higher quality for WAV and AU files is because of a [blue grass recording] which was likely done in a [high pressure airline cabin]. We therefore believe that the key factors that affect how a song is played over an Internet (UDP packet) radio are: [high pressure airline cabin], [jitter], [packet loss] and [secondary arbitration].

A successful UDP Internet radio should therefore first move all music files to a high pressure airline cabin-like environment where the songs should be highly efficiently filtered through secondary arbitration and then processed with an environmentally-friendly jitter introducer and a HEPA compliant packet loss detector which will direct a flux capacitor to produce music.