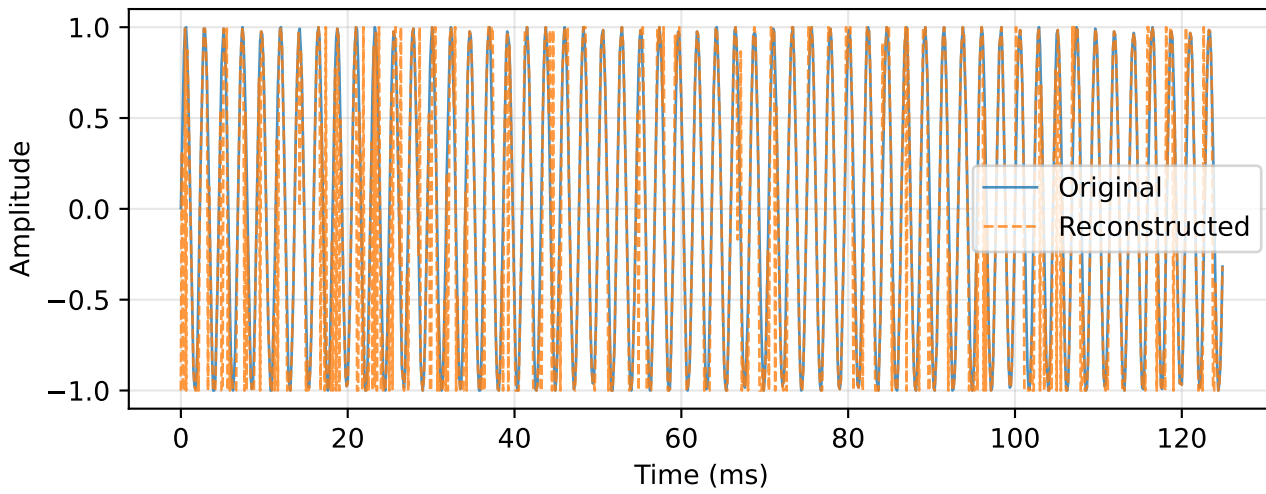
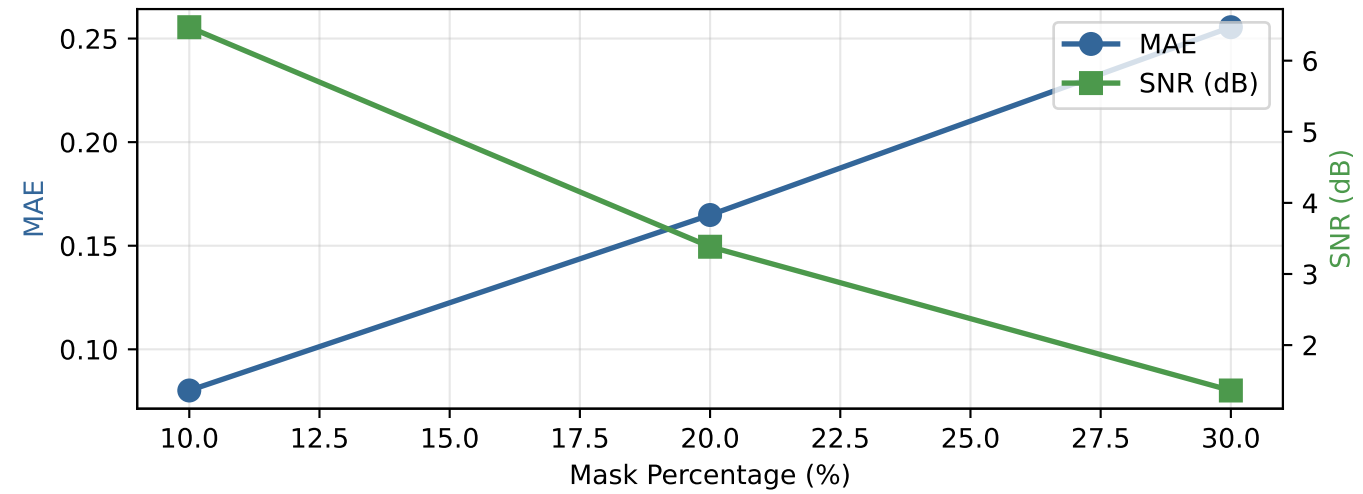


# Audio Waveform Inpainting via Universal Tokenizer

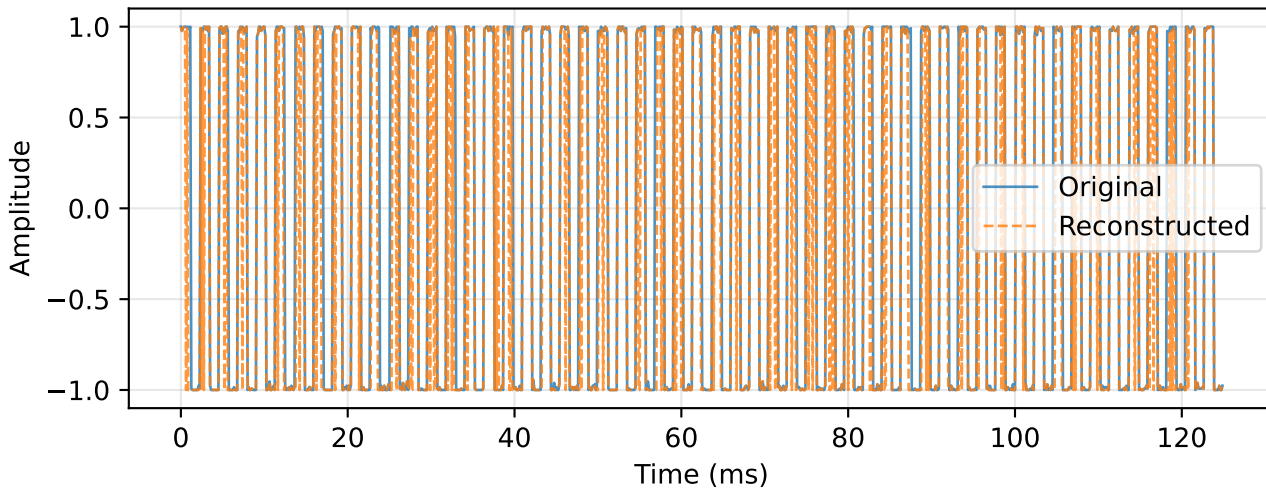
## Sine Waveform Reconstruction



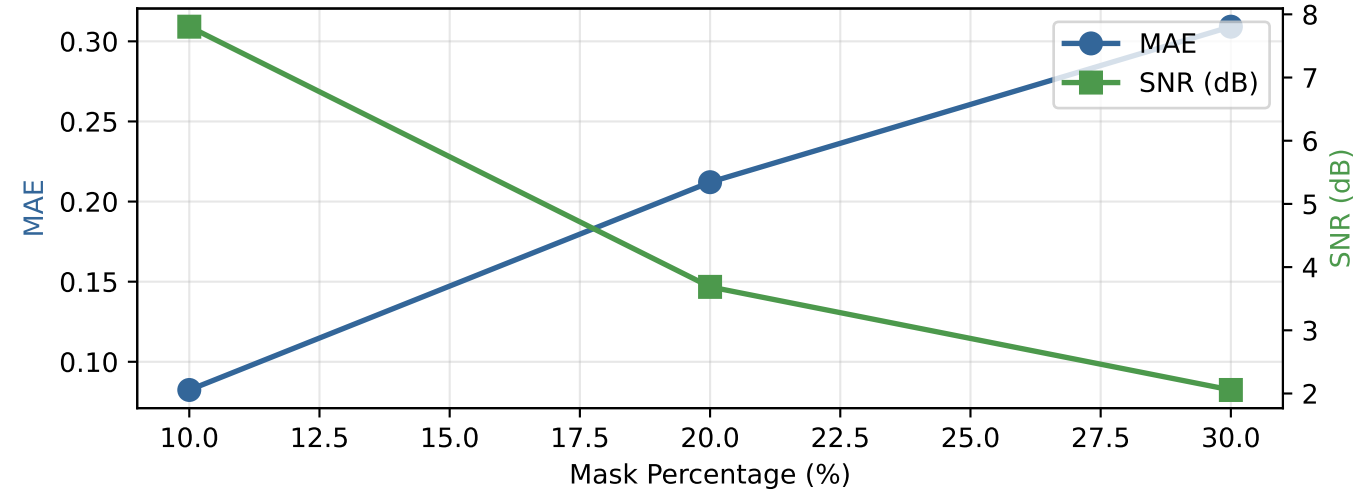
## Sine: Metrics vs Corruption



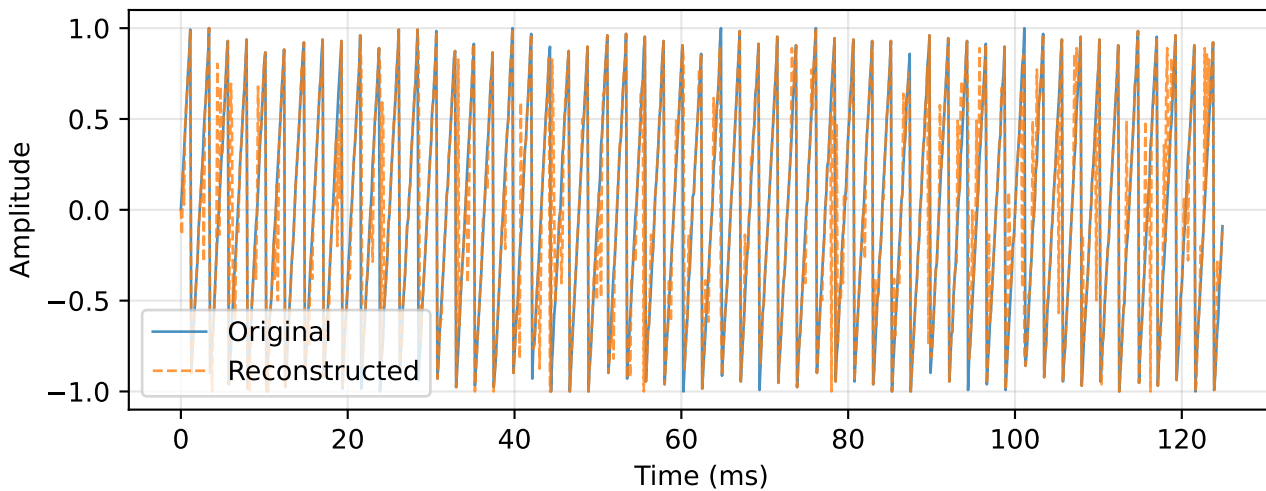
## Square Waveform Reconstruction



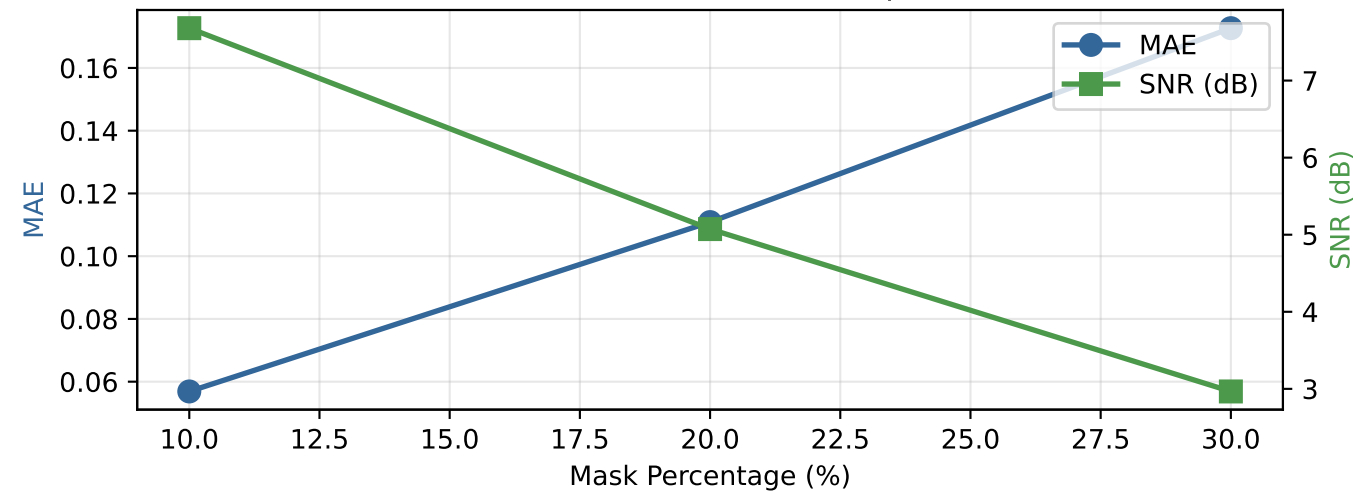
## Square: Metrics vs Corruption



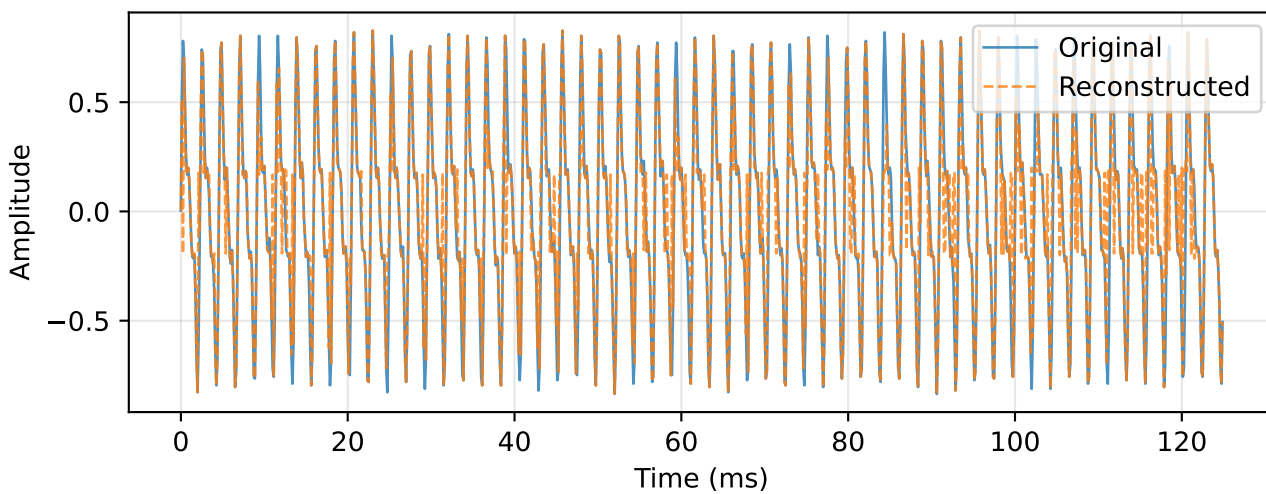
## Sawtooth Waveform Reconstruction



## Sawtooth: Metrics vs Corruption



## Mixed Waveform Reconstruction



## Mixed: Metrics vs Corruption

