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A-law algorithm

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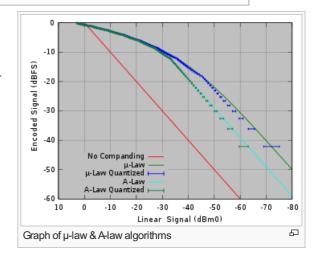
This article includes a list of references, related reading or external links, but its sources remain unclear because it lacks inline citations.

Please improve this article by introducing more precise citations. (February 2013)

An **A-law algorithm** is a standard companding algorithm, used in European 8-bit PCM digital communications systems to optimize, *i.e.*, modify, the dynamic range of an analog signal for digitizing.

It is similar to the μ -law algorithm used in North America and Japan.

For a given input *x*, the equation for A-law encoding is as follows,



$$F(x) = \operatorname{sgn}(x) \begin{cases} \frac{A|x|}{1 + \ln(A)}, & |x| < \frac{1}{A} \\ \frac{1 + \ln(A|x|)}{1 + \ln(A)}, & \frac{1}{A} \le |x| \le 1, \end{cases}$$

where A is the compression parameter. In Europe, $A=^{\prime\prime\prime}87.6^{\prime\prime\prime}$.

A-law expansion is given by the inverse function,

$$F^{-1}(y) = \operatorname{sgn}(y) \begin{cases} \frac{|y|(1+\ln(A))}{A}, & |y| < \frac{1}{1+\ln(A)} \\ \frac{\exp(|y|(1+\ln(A))-1)}{A}, & \frac{1}{1+\ln(A)} \le |y| < 1. \end{cases}$$

The reason for this encoding is that the wide dynamic range of speech does not lend itself well to efficient linear digital encoding. A-law encoding effectively reduces the dynamic range of the signal, thereby increasing the coding efficiency and resulting in a signal-to-distortion ratio that is superior to that obtained by linear encoding for a given number of bits.

Comparison to µ-law [edit]

The μ -law algorithm provides a greater larger dynamic range than the A-law at the cost of worse proportional distortion for small signals. By convention, A-law is used for an international connection if at least one country uses it.

See also [edit]

- µ-law algorithm
- Audio level compression
- Signal compression
- Companding
- G.711
- DS0

External links [edit]

Waveform Coding Techniques ☑ - Has details of implementation (but note that the A-law equation is incorrect)

- A-Law and μ-law Companding Implementations Using the TMS320C54x μ (PDF)
- \bullet A-law implementation in C-language with example code $\ensuremath{\mbox{\sc d}}$

v·t·e		Data compression methods [hide]
Lossless	Entropy type	Unary · Arithmetic · Golomb · Huffman (Adaptive · Canonical · Modified) · Range · Shannor · Shannon–Fano · Shannon–Fano–Elias · Tunstall · Universal (Exp-Golomb · Fibonacci · Gamma · Levenshtein)
	Dictionary type	$\label{eq:byte-pair-encoding} \begin{array}{l} \text{Byte pair-encoding} \cdot \text{DEFLATE} \cdot \text{Lempel-Ziv} \\ \text{LZRW} \cdot \text{LZS} \cdot \text{LZSS} \cdot \text{LZW} \cdot \text{LZW} \cdot \text{LZX} \cdot \text{LZ4} \cdot \text{Statistical}) \end{array}$
	Other types	BWT · CTW · Delta · DMC · MTF · PAQ · PPM · RLE
Audio	Concepts	Bit rate (average (ABR) · constant (CBR) · variable (VBR)) · Companding · Convolution · Dynamic range · Latency · Nyquist–Shannon theorem · Sampling · Sound quality · Speech coding · Sub-band coding
	Codec parts	$ \textbf{A-law} \cdot \mu - law \cdot ACELP \cdot ADPCM \cdot CELP \cdot DPCM \cdot Fourier \ transform \cdot LPC \ (LAR \cdot LSP) \cdot MDCT \cdot Psychoacoustic model \cdot WLPC $
Image	Concepts	Chroma subsampling · Coding tree unit · Color space · Compression artifact · Image resolution · Macroblock · Pixel · PSNR · Quantization · Standard test image
	Methods	Chain code · DCT · EZW · Fractal · KLT · LP · RLE · SPIHT · Wavelet
Video	Concepts	Bit rate (average (ABR) · constant (CBR) · variable (VBR)) · Display resolution · Frame · Frame rate · Frame types · Interlace · Video characteristics · Video quality
	Codec parts	Lapped transform · DCT · Deblocking filter · Motion compensation
Theory	Entropy · Kolmogorov complexity · Lossy · Quantization · Rate–distortion · Redundancy · Timeline of information theory	
Compression formats ⋅		

Categories: Audio codecs

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