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Text Part Number: 78EE117C99-1019736678

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## 1.1 protobuf 3.0.0-beta-3

### 1.1.1 Available under license :

This file contains a list of people who have made large contributions to the public version of Protocol Buffers.

Original Protocol Buffers design and implementation:

Sanjay Ghemawat <[sanjay@google.com](mailto:sanjay@google.com)>

Jeff Dean <[jeff@google.com](mailto:jeff@google.com)>

Daniel Dulitz <[daniel@google.com](mailto:daniel@google.com)>

Craig Silverstein  
Paul Haahr <haahr@google.com>  
Corey Anderson <corin@google.com>  
(and many others)

Proto2 C++ and Java primary author:  
Kenton Varda <kenton@google.com>

Proto2 Python primary authors:  
Will Robinson <robinson@google.com>  
Petar Petrov <petar@google.com>

Java Nano primary authors:  
Brian Duff <bduff@google.com>  
Tom Chao <chaot@google.com>  
Max Cai <maxtroy@google.com>  
Ulas Kirazci <ulas@google.com>

Large code contributions:  
Jason Hsueh <jasonh@google.com>  
Joseph Schorr <jschorr@google.com>  
Wenbo Zhu <wenboz@google.com>

Large quantity of code reviews:  
Scott Bruce <sbruce@google.com>  
Frank Yellin  
Neal Norwitz <nnorwitz@google.com>  
Jeffrey Yasskin <jyasskin@google.com>  
Ambrose Feinstein <ambrose@google.com>

Documentation:  
Lisa Carey <lcarey@google.com>

Maven packaging:  
Gregory Kick <gak@google.com>

Patch contributors:  
Kevin Ko <kevin.s.ko@gmail.com>  
\* Small patch to handle trailing slashes in --proto\_path flag.  
Johan Euphrosine <proppy@aminche.com>  
\* Small patch to fix Python CallMethod().  
Ulrich Kunitz <kune@deine-taler.de>  
\* Small optimizations to Python serialization.  
Leandro Lucarella <llucax@gmail.com>  
\* VI syntax highlighting tweaks.  
\* Fix compiler to not make output executable.  
Dilip Joseph <dilip.antony.joseph@gmail.com>  
\* Heuristic detection of sub-messages when printing unknown fields in

text format.

Brian Atkinson <nairb774@gmail.com>  
\* Added @Override annotation to generated Java code where appropriate.

Vincent Choiniere <Choiniere.Vincent@hydro.qc.ca>  
\* Tru64 support.

Monty Taylor <monty.taylor@gmail.com>  
\* Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>  
\* Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>  
\* MS Visual Studio error format option.  
\* Detect unordered\_map in stl\_hash.m4.

Brian Olson <brianolson@google.com>  
\* gzip/zlib I/O support.

Michael Poole <mdpooole@troilus.org>  
\* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).  
\* Added generation of field number constants.

Wink Saville <wink@google.com>  
\* Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>  
\* Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>  
\* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>  
\* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>  
\* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>  
\* Detect whether zlib is new enough in configure script.  
\* Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>  
\* Optimize Java serialization code when writing a small message to a stream.  
\* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.  
\* Clean up some Java warnings.  
\* Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>  
\* Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>  
\* Fixed m4/acx\_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>  
\* Fixed detection of sched\_yield on Solaris.  
\* Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>  
\* Fixed minor IBM xLC compiler build issues  
\* Added atomicops for AIX (POWER)

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## 1.2 opus 1.1.3

## 1.2.1 Available under license :

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Jean-Marc Valin, Timothy B. Terriberry,  
CSIRO, Gregory Maxwell, Mark Borgerding,  
Erik de Castro Lopo

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# 1.3 libjpeg 6b

## 1.3.1 Notifications :

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## 1.3.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998  
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Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at [jpeg-info@uunet.uu.net](mailto:jpeg-info@uunet.uu.net) to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

### DOCUMENTATION ROADMAP

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This file contains the following sections:

OVERVIEW        General description of JPEG and the IJG software.  
LEGAL ISSUES    Copyright, lack of warranty, terms of distribution.  
REFERENCES     Where to learn more about JPEG.  
ARCHIVE LOCATIONS Where to find newer versions of this software.  
RELATED SOFTWARE Other stuff you should get.  
FILE FORMAT WARS Software \*not\* to get.  
TO DO          Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc    How to configure and install the IJG software.  
usage.doc      Usage instructions for cjpeg, djpeg, jpegtran,  
rdjpgcom, and wjjpgcom.

\*.1            Unix-style man pages for programs (same info as usage.doc).  
wizard.doc     Advanced usage instructions for JPEG wizards only.  
change.log     Version-to-version change highlights.  
Programmer and internal documentation:  
libjpeg.doc    How to use the JPEG library in your own programs.  
example.c      Sample code for calling the JPEG library.  
structure.doc   Overview of the JPEG library's internal structure.  
filelist.doc   Road map of IJG files.  
coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

## OVERVIEW

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This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability;



for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has

been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that

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## REFERENCES

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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead;

it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department  
C-Cube Microsystems, Inc.  
1778 McCarthy Blvd.  
Milpitas, CA 95035  
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from [ftp.sgi.com](ftp://ftp.sgi.com) or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

## ARCHIVE LOCATIONS

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The "official" archive site for this software is [ftp.uu.net](ftp://ftp.uu.net) (Internet address 192.48.96.9). The most recent released version can always be found

there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

send usenet/news.answers/jpeg-faq/part1

send usenet/news.answers/jpeg-faq/part2

## RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/. Unfortunately PBPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it

is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

## FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

## TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to [jpeg-info@uunet.uu.net](mailto:jpeg-info@uunet.uu.net).

## 1.4 libyuv 1616

### 1.4.1 Available under license :

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## 1.5 webrtc 55

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base/base64.h  
base/md5.cc  
base/md5.h  
base/sha1.cc  
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base/sigslot.cc  
base/sigslot.h  
common\_audio/fft4g.c  
common\_audio/signal\_processing/spl\_sqrt\_floor.c  
common\_audio/signal\_processing/spl\_sqrt\_floor\_arm.S  
modules/audio\_coding/codecs/g711/main/source/g711.c  
modules/audio\_coding/codecs/g711/main/source/g711.h  
modules/audio\_coding/codecs/g722/main/source/g722\_decode.c  
modules/audio\_coding/codecs/g722/main/source/g722\_enc\_dec.h  
modules/audio\_coding/codecs/g722/main/source/g722\_encode.c  
modules/audio\_coding/codecs/isac/main/source/fft.c  
modules/audio\_device/mac/portaudio/pa\_memorybarrier.h  
modules/audio\_device/mac/portaudio/pa\_ringbuffer.c  
modules/audio\_device/mac/portaudio/pa\_ringbuffer.h  
modules/audio\_processing/aec/aec\_rdfc.c  
system\_wrappers/source/condition\_variable\_event\_win.cc  
system\_wrappers/source/set\_thread\_name\_win.h  
system\_wrappers/source/spreadsortlib/constants.hpp  
system\_wrappers/source/spreadsortlib/spreadsort.hpp

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-----  
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base/base64.h

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```
/**
 * Base64 - a simple base64 encoder and decoder.
 *
 * Copyright (c) 1999, Bob Withers - bwit@pobox.com
 *
 * This code may be freely used for any purpose, either personal
 * or commercial, provided the authors copyright notice remains
 * intact.
 *
 * Enhancements by Stanley Yamane:
 *   o reverse lookup table for the decode function
 *   o reserve string buffer space in advance
 */
-----
```

Files:

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base/md5.h

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/\*

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base/sha1.h

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/\*

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- \* By Steve Reid <sreid@sea-to-sky.net>
- \* 100% Public Domain
- \*
- \* -----
- \* Modified 7/98
- \* By James H. Brown <jbrown@burgoyne.com>
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- \*

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base/sigslot.h

License:

// sigslot.h: Signal/Slot classes

//

// Written by Sarah Thompson (sarah@telergy.com) 2002.

//

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common\_audio/signal\_processing/spl\_sqrt\_floor.c

common\_audio/signal\_processing/spl\_sqrt\_floor\_arm.S

License:

/\*

- \* Written by Wilco Dijkstra, 1996. The following email exchange establishes the
- \* license.

\*  
\* From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>  
\* Date: Fri, Jun 24, 2011 at 3:20 AM  
\* Subject: Re: sqrt routine  
\* To: Kevin Ma <kma@google.com>  
\* Hi Kevin,  
\* Thanks for asking. Those routines are public domain (originally posted to  
\* comp.sys.arm a long time ago), so you can use them freely for any purpose.  
\* Cheers,  
\* Wilco

\*  
\* ----- Original Message -----  
\* From: "Kevin Ma" <kma@google.com>  
\* To: <Wilco.Dijkstra@ntlworld.com>  
\* Sent: Thursday, June 23, 2011 11:44 PM  
\* Subject: Fwd: sqrt routine  
\* Hi Wilco,  
\* I saw your sqrt routine from several web sites, including  
\* <http://www.finesse.demon.co.uk/steven/sqrt.html>.  
\* Just wonder if there's any copyright information with your Successive  
\* approximation routines, or if I can freely use it for any purpose.  
\* Thanks.  
\* Kevin  
\*/

-----  
Files:

modules/audio\_coding/codecs/g711/main/source/g711.c  
modules/audio\_coding/codecs/g711/main/source/g711.h

License:

/\*  
\* SpanDSP - a series of DSP components for telephony  
\*  
\* g711.h - In line A-law and u-law conversion routines  
\*  
\* Written by Steve Underwood <steveu@coppice.org>  
\*  
\* Copyright (C) 2001 Steve Underwood  
\*  
\* Despite my general liking of the GPL, I place this code in the  
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\* detriment.  
\*/

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Files:

modules/audio\_coding/codecs/g722/main/source/g722\_decode.c  
modules/audio\_coding/codecs/g722/main/source/g722\_enc\_dec.h

modules/audio\_coding/codecs/g722/main/source/g722\_encode.c

License:

```
/*
 * SpanDSP - a series of DSP components for telephony
 *
 * g722_decode.c - The ITU G.722 codec, decode part.
 *
 * Written by Steve Underwood <steveu@coppice.org>
 *
 * Copyright (C) 2005 Steve Underwood
 *
 * Despite my general liking of the GPL, I place my own contributions
 * to this code in the public domain for the benefit of all mankind -
 * even the slimy ones who might try to propertize my work and use it
 * to my detriment.
 *
 * Based in part on a single channel G.722 codec which is:
 *
 * Copyright (c) CMU 1993
 * Computer Science, Speech Group
 * Chengxiang Lu and Alex Hauptmann
 */
```

-----  
Files:

modules/audio\_coding/codecs/isac/main/source/fft.c

License:

```
/*
 * Copyright(c)1995,97 Mark Olesen <olesen@me.QueensU.CA>
 * Queen's Univ at Kingston (Canada)
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\* should make their way back to the general Internet community so  
\* that everyone benefits.  
\*/

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Files:

modules/audio\_device/mac/portaudio/pa\_memorybarrier.h  
modules/audio\_device/mac/portaudio/pa\_ringbuffer.c  
modules/audio\_device/mac/portaudio/pa\_ringbuffer.h

License:

/\*  
\* \$Id: pa\_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche \$  
\* Portable Audio I/O Library  
\* Memory barrier utilities  
\*  
\* Author: Bjorn Roche, XO Audio, LLC  
\*  
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\* For more information see: <http://www.portaudio.com>  
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* they can be incorporated into the canonical version. It is also
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* license above.
*/

/*
* $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
* Portable Audio I/O Library
* Ring Buffer utility.
*
* Author: Phil Burk, http://www.softsynth.com
* modified for SMP safety on Mac OS X by Bjorn Roche
* modified for SMP safety on Linux by Leland Lucius
* also, allowed for const where possible
* modified for multiple-byte-sized data elements by Sven Fischer
*
* Note that this is safe only for a single-thread reader and a
* single-thread writer.
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: http://www.portaudio.com
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common\_audio/fft4g.c  
modules/audio\_processing/aec/aec\_rdfc.c

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/\*  
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Source:

<http://www1.cse.wustl.edu/~schmidt/ACE-copying.html>

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system\_wrappers/source/set\_thread\_name\_win.h

Source:

<http://msdn.microsoft.com/en-us/cc300389.aspx#P>

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# 1.6openh264 1.7

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```
include $(SRC_PATH)build/arch.mk
SHAREDLIBSUFFIX = so
SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)
SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHAREDLIB_MAJORVERSION)
SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)
CFLAGS += -fPIC -fstack-protector-all
LDFLAGS += -lpthread
STATIC_LDFLAGS += -lpthread -lm
ifeq ($(ASM_ARCH), x86)
ifeq ($(ARCH), x86_64)
ASMFLAGS += -f elf64
else
ASMFLAGS += -f elf
endif
endif
# Contributors to the OpenH264 project
```

Patrick Ai  
Sijia Chen  
ZhaoZheng Chu  
Paley Du  
Martin Ettl  
Andreas Gal  
Xu Guang  
Licai Guo  
Yi Guo  
Horace Huang  
Steven Huang  
Ethan Hugg  
Cullen Jennings  
Zhaofeng Jia  
Derrick Jin  
Jesse Li  
Jifei Li  
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Martin Storsj  
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# 1.7 libvpx 1.6.1-1352-g3ba9a2c8b

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Ajay Joshi <jaj@google.com>  
Balzs Dn <balazs.dan@gmail.com>  
Bharat Mediratta <bharat@menalto.com>  
Chandler Carruth <chandlerc@google.com>  
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Hady Zalek <hady.zalek@gmail.com>

Jeffrey Yasskin <jyasskin@google.com>  
Ji Sigursson <joi@google.com>  
Keir Mierle <mierle@gmail.com>  
Keith Ray <keith.ray@gmail.com>  
Kenton Varda <kenton@google.com>  
Manuel Klimek <klimek@google.com>  
Markus Heule <markus.heule@gmail.com>  
Mika Raento <mikie@iki.fi>  
Mikls Fazekas <mfazekas@szemafor.com>  
Pasi Valminen <pasi.valminen@gmail.com>  
Patrick Hanna <phanna@google.com>  
Patrick Riley <pfr@google.com>  
Peter Kaminski <piotrk@google.com>  
Preston Jackson <preston.a.jackson@gmail.com>  
Rainer Klaffenboeck <rainer.klaffenboeck@dynatrace.com>  
Russ Cox <rsc@google.com>  
Russ Rufer <russ@pentad.com>  
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Authors: Loren Merritt <lorenm@u.washington.edu>  
Anton Mitrofanov <BugMaster@narod.ru>  
Jason Garrett-Glaser <darkshikari@gmail.com>  
Henrik Gramner <hengar-6@student.ltu.se>

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