

ISO/IEC 15444-1:2019-10 (E)

Information technology - JPEG 2000 image coding system - Part 1: Core coding system

CONTENTS

| | <i>Page</i> |
|---------|---|
| 1 | Scope 1 |
| 2 | References 1 |
| 2.1 | Identical Recommendations International Standards 1 |
| 2.2 | Additional references 1 |
| 3 | Definitions 2 |
| 4 | Abbreviations and symbols 6 |
| 4.1 | Abbreviations 6 |
| 4.2 | Symbols 7 |
| 5 | General description 8 |
| 5.1 | Purpose 8 |
| 5.2 | Codestream 8 |
| 5.3 | Coding principles 9 |
| 6 | Encoder requirements 10 |
| 7 | Decoder requirements 10 |
| 7.1 | Codestream syntax requirements 11 |
| 7.2 | Optional file format requirements 11 |
| 8 | Implementation requirements 11 |
| Annex A | – Codestream syntax 12 |
| A.1 | Markers, marker segments and headers 12 |
| A.2 | Information in the marker segments 14 |
| A.3 | Construction of the codestream 15 |
| A.4 | Delimiting markers and marker segments 19 |
| A.5 | Fixed information marker segment 20 |
| A.6 | Functional marker segments 26 |
| A.7 | Pointer marker segments 36 |
| A.8 | In-bit-stream marker and marker segments 40 |
| A.9 | Informational marker segments 41 |
| A.10 | Codestream restrictions conforming to this Recommendation International Standard 43 |
| Annex B | – Image and compressed image data ordering 59 |
| B.1 | Introduction to image data structure concepts 59 |
| B.2 | Component mapping to the reference grid 59 |
| B.3 | Image area division into tiles and tile-components 61 |
| B.4 | Example of the mapping of components to the reference grid (informative) 62 |
| B.5 | Transformed tile-component division into resolution levels and sub-bands 65 |
| B.6 | Division of resolution levels into precincts 66 |
| B.7 | Division of the sub-bands into code-blocks 67 |
| B.8 | Layers 68 |
| B.9 | Packets 69 |
| B.10 | Packet header information coding 70 |
| B.11 | Tile and tile-parts 75 |
| B.12 | Progression order 76 |
| Annex C | – Arithmetic entropy coding 80 |
| C.1 | Binary encoding (informative) 80 |
| C.2 | Description of the arithmetic encoder (informative) 81 |
| C.3 | Arithmetic decoding procedure 92 |

| | |
|---|-----|
| Annex D – Coefficient bit modelling..... | 99 |
| D.1 Code-block scan pattern within code-blocks..... | 99 |
| D.2 Coefficient bits and significance | 99 |
| D.3 Decoding passes over the bit-planes | 100 |
| D.4 Initializing and terminating | 104 |
| D.5 Error resilience segmentation symbol | 105 |
| D.6 Selective arithmetic coding bypass | 105 |
| D.7 Vertically causal context formation | 106 |
| D.8 Flow diagram of the code-block coding..... | 107 |
| Annex E – Quantization..... | 109 |
| E.1 Inverse quantization procedure | 109 |
| E.2 Scalar coefficient quantization (informative)..... | 110 |
| Annex F – Discrete wavelet transformation of tile-components..... | 112 |
| F.1 Tile-component parameters..... | 112 |
| F.2 Discrete wavelet transformations | 112 |
| F.3 Inverse discrete wavelet transformation..... | 112 |
| F.4 Forward transformation (informative)..... | 123 |
| Annex G – DC level shifting and multiple component transformations..... | 133 |
| G.1 DC level shifting of tile-components | 133 |
| G.2 Reversible multiple component transformation (RCT)..... | 134 |
| G.3 Irreversible multiple component transformation (ICT)..... | 134 |
| G.4 Chrominance component sub-sampling and the reference grid | 135 |
| Annex H – Coding of images with regions of interest..... | 136 |
| H.1 Decoding of ROI..... | 136 |
| H.2 Description of the Maxshift method..... | 136 |
| H.3 Remarks on region of interest coding (informative) | 137 |
| Annex I – JP2 file format syntax | 140 |
| I.1 File format scope..... | 140 |
| I.2 Introduction to the JP2 file format | 140 |
| I.3 Greyscale/Colour/Palettized/multi-component specification architecture | 142 |
| I.4 Box definition..... | 144 |
| I.5 Defined boxes..... | 146 |
| I.6 Adding intellectual property rights information in JP2..... | 161 |
| I.7 Adding vendor-specific information to the JP2 file format..... | 161 |
| I.8 Dealing with unknown boxes | 164 |
| Annex J – Examples and guidelines | 165 |
| J.1 Software conventions adaptive entropy decoder..... | 165 |
| J.2 Selection of quantization step sizes for irreversible transformations | 166 |
| J.3 Filter impulse responses corresponding to lifting-based irreversible filtering procedures | 167 |
| J.4 Example of discrete wavelet transformation | 168 |
| J.5 Row-based wavelet transform..... | 171 |
| J.6 Scan-based coding..... | 180 |
| J.7 Error resilience | 180 |
| J.8 Implementing the Restricted ICC method outside of a full ICC colour management engine | 181 |
| J.9 An example of the interpretation of multiple components | 185 |
| J.10 An example of decoding showing intermediate steps | 185 |
| J.11 Visual frequency weighting | 189 |
| J.12 Encoder sub-sampling of components..... | 191 |
| J.13 Rate control | 192 |
| J.14 Guidelines on handling YCC codestream | 196 |
| J.15 Guidelines for digital cinema applications | 197 |

| | |
|--|-----|
| Annex K – Bibliography..... | 213 |
| K.1 General..... | 213 |
| K.2 Quantization and entropy coding | 213 |
| K.3 Wavelet transformation | 213 |
| K.4 Region of interest coding | 214 |
| K.5 Visual frequency weighting | 214 |
| K.6 Error resilience | 214 |
| K.7 Scan-based coding..... | 215 |
| K.8 Colour..... | 215 |
| K.9 Guidelines for digital cinema applications | 215 |
| Annex L – Patent statement | 217 |
| Annex M – Elementary stream for broadcast applications | 218 |
| M.1 Introduction | 218 |
| M.2 Definitions..... | 218 |
| M.3 Access unit construction..... | 218 |
| M.4 Elementary stream marker box (superbox) | 219 |