ISO/IEC 15444-1:2024-11 (E)

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

Contents

Page

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 ... 8
6 Encoder requirements ... 10
7 Decoder requirements ... 10
7.1 Codestream syntax requirements ... 10
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.1.1 Types of markers and marker segments ... 12
A.1.2 Syntax similarity with Rec. ITU-T T.81 | ISO/IEC 10918-1 ... 12
A.1.3 Marker and marker segment and codestream rules ... 13
A.1.4 Key to graphical descriptions (informative) ... 13
A.2 Information in the marker segments ... 14
A.3 Construction of the codestream ... 15
A.4 Delimiting markers and marker segments ... 19
A.4.1 Start of codestream (SOC) ... 19
A.4.2 Start of tile-part (SOT) ... 19
A.4.3 Start of data (SOD) ... 20
A.4.4 End of codestream (EOC) ... 20
A.5 Fixed information marker segment ... 20
A.5.1 Image and tile size (SIZ) ... 21
A.5.2 Extended Capabilities (CAP) ... 24
A.5.3 Profile (PRF) ... 25
A.6 Functional marker segments ... 26
A.6.1 Coding style default (COD) ... 26
A.6.2 Coding style component (COC) ... 29
A.6.3 Region of interest (RGN) ... 31
A.6.4 Quantization default (QCD) ... 32
A.6.5 Quantization component (QCC) ... 33
A.6.6 Progression order change (POC) ... 34
A.7 Pointer marker segments ... 36
A.7.1 Tile-part lengths (TLM) ... 36
A.7.2 Packet length, main header (PLM) ... 37
A.7.3 Packet length, tile-part header (PLT) ... 38
A.7.4 Packed packet headers, main header (PPM) ... 39
A.7.5 Packed packet headers, tile-part header (PPT) ... 40
A.8 In-bit-stream marker and marker segments ... 40
A.8.1 Start of packet (SOP) ... 40

A.8.2 End of packet header (EPH) ... 41
A.9 Informational marker segments ... 41
A.9.1 Component registration (CRG) ... 42
A.9.2 Comment (COM) ... 42
A.10 Codestream restrictions conforming to this Recommendation | International Standard ... 43
A.10.1 Codestream restrictions for digital cinema applications including archiving ... 44
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.10.1 Bit-stuffing routine ... 71
B.10.2 Tag trees ... 71
B.10.3 Zero length packet ... 72
B.10.4 Code-block inclusion ... 72
B.10.5 Zero bit-plane information ... 72
B.10.6 Number of coding passes ... 72
B.10.7 Length of the compressed image data from a given code-block ... 73
B.10.8 Order of information within packet header ... 73
B.11 Tile and tile-parts ... 75
B.12 Progression order ... 76
B.12.1 Progression order determination ... 76
B.12.2 Progression order volumes ... 78
B.12.3 Progression order change signalling ... 79
Annex C Arithmetic entropy coding ... 80
C.1 Binary encoding (informative) ... 80
C.1.1 Recursive interval subdivision (informative) ... 80
C.1.2 Coding conventions and approximations (informative) ... 80
C.2 Description of the arithmetic encoder (informative) ... 81
C.2.1 Encoder code register conventions (informative) ... 82
C.2.2 Encoding a decision (ENCODE) (informative) ... 83
C.2.3 Encoding a 1 or a 0 (CODE1 and CODE0) (informative) ... 83
C.2.4 Encoding an MPS or LPS (CODEMPS and CODELPS) (informative) ... 84
C.2.5 Probability estimation ... 86
C.2.6 Renormalization in the encoder (RENORME) (informative) ... 87
C.2.7 Compressed image data output (BYTEOUT) (informative) ... 88
C.2.8 Initialization of the encoder (INITENC) (informative) ... 89
C.2.9 Termination of coding (FLUSH) (informative) ... 90
C.3 Arithmetic decoding procedure ... 92
C.3.1 Decoder code register conventions ... 93
C.3.2 Decoding a decision (DECODE) ... 93
C.3.3 Renormalization in the decoder (RENORMD) ... 96
C.3.4 Compressed image data input (BYTEIN) ... 97
C.3.5 Initialization of the decoder (INITDEC) ... 98
C.3.6 Resetting arithmetic coding statistics ... 98
C.3.7 Saving arithmetic coding statistics ... 98
Annex D Coefficient bit modelling ... 99
D.1 Code-block scan pattern within code-blocks ... 99
D.2 Coefficient bits and significance ... 99
D.2.1 General case notations ... 99
D.2.2 Notation in the case with ROI ... 100
D.3 Decoding passes over the bit-planes ... 100
D.3.1 Significance propagation decoding pass ... 100
D.3.2 Sign bit decoding ... 101
D.3.3 Magnitude refinement pass ... 102
D.3.4 Cleanup pass ... 102
D.3.5 Example of coding passes and significance propagation (informative) ... 103
D.4 Initializing and terminating ... 104

D.4.1 Expected codestream termination 104
D.4.2 Arithmetic coder termination 104
D.4.3 Length computation (informative) 105
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.1.1 Irreversible transformation 109
E.1.2 Reversible transformation 110
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.2.1 Low-pass and high-pass filtering (informative) 112
F.2.2 Decomposition levels 112
F.2.3 Discrete wavelet filters (informative) 112
F.3 Inverse discrete wavelet transformation 112
F.3.1 The IDWT procedure 112
F.3.2 The 2D_SR procedure 114
F.3.3 The 2D_INTERLEAVE procedure 115
F.3.4 The HOR_SR procedure 117
F.3.5 The VER_SR procedure 118
F.3.6 The 1D_SR procedure 120
F.3.7 The 1D_EXTR procedure 120
F.3.8 The 1D_FILTR procedure 121
F.4 Forward transformation (informative) 123
F.4.1 The FDWT procedure (informative) 123
F.4.2 The 2D_SD procedure (informative) 125
F.4.3 The VER_SD procedure (informative) 126
F.4.4 The HOR_SD procedure (informative) 127
F.4.5 The 2D_DEINTERLEAVE procedure (informative) 128
F.4.6 The 1D_SD procedure (informative) 130
F.4.7 The 1D_EXTD procedure (informative) 130
F.4.8 The 1D_FILTD procedure (informative) 131
Annex G DC level shifting and multiple component transformations 133
G.1 DC level shifting of tile-components 133
G.1.1 DC level shifting of tile-components (informative) 133
G.1.2 Inverse DC level shifting of tile-components 133
G.2 Reversible multiple component transformation (RCT) 134
G.2.1 Forward RCT (informative) 134
G.2.2 Inverse RCT 134
G.3 Irreversible multiple component transformation (ICT) 134
G.3.1 Forward ICT (informative) 134
G.3.2 Inverse ICT 135
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.2.1 Encoding of ROI (informative) 136
H.2.2 Selection of scaling value, s, at encoder side (informative) 137
H.3 Remarks on region of interest coding (informative) 137
H.3.1 Region of interest mask generation (informative) 137
H.3.2 Multi-component remark (informative) 139
H.3.3 Disjoint regions remark (informative) 139
H.3.4 Implementation precision remark (informative) 139
H.3.5 An example of the usage of the Maxshift method (informative) 139

Annex I JP2 file format syntax 140
I.1 File format scope 140
I.2 Introduction to the JP2 file format 140
I.2.1 File identification 140
I.2.2 File organization 140
I.2.3 Greyscale, colour, palette, multi-component specification 141
I.2.4 Inclusion of opacity channels 142
I.2.5 Metadata 142
I.2.6 Conformance with the file format 142
I.3 Greyscale/Colour/Palettized/multi-component specification architecture 142
I.3.1 Enumerated method 142
I.3.2 Restricted ICC profile method 142
I.3.3 Using multiple methods 143
I.3.4 Palettized images 143
I.3.5 Interactions with the decorrelating multiple component transform 143
I.3.6 Key to graphical descriptions (informative) 143
I.4 Box definition 144
I.5 Defined boxes 146
I.5.1 JPEG 2000 Signature box 146
I.5.2 File Type box 146
I.5.3 JP2 Header box (superbox) 147
I.5.4 Contiguous Codestream box 161
I.6 Adding intellectual property rights information in JP2 161
I.7 Adding vendor-specific information to the JP2 file format 161
I.7.1 XML boxes 161
I.7.2 UUID boxes 162
I.7.3 UUID Info boxes (superbox) 162
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.4.1 Example of 9-7 irreversible wavelet transformation 168
J.4.2 Example of 5-3 reversible wavelet transformation 170
J.5 Row-based wavelet transform 171
J.5.1 The FDWT_ROW procedure 171
J.5.2 The INIT procedure 173
J.5.3 The START_VERT procedure 174
J.5.4 OUTPUT_ROW procedure 180
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.8.1 Extracting the colour transformation from an ICC profile 181
J.8.2 Colour processing equations for three-component RGB images 182
J.8.3 Converting images to sRGB 183
J.8.4 Converting images to other colourspaces 184
J.8.5 Input and output ranges and quantization 184
J.8.6 Taking advantage of multiple colour specifications 185
J.9 An example of the interpretation of multiple components 185
J.10 An example of decoding showing intermediate steps 185
J.10.1 Main header 186
J.10.2 Tile-part header 187
J.10.3 Packet headers 187
J.10.4 Arithmetic-coded compressed data 188
J.10.5 Wavelet and level shift 189
J.11 Visual frequency weighting 189
J.11.1 Modify quantization step size 190
J.11.2 Modify the embedded coding order 190

J.11.3 Visual progressive coding (VIP) 190
J.11.4 Recommended frequency weighting tables 190
J.12 Encoder sub-sampling of components 191
J.13 Rate control 192
J.13.1 Introduction to key concepts for rate control 192
J.13.2 Layered bit-stream abstraction 192
J.13.3 Rate-distortion optimization 193
J.13.4 Efficient distortion estimation for R-D optimal truncation 194
J.14 Guidelines on handling YCC codestream 196
J.14.1 Use of multiple component transformation 196
J.14.2 Using the JP2 format 196
J.14.3 Chrominance offset 196
J.15 Guidelines for digital cinema applications 197
J.15.1 Reliable multicast transmission of JPEG 2000 codestreams 198
J.15.2 Implementation guidelines for digital cinema distribution 207
J.15.3 Implementation guidelines for the use of JPEG 2000 in film archive applications 210
Annex K Additional reading 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 Guidelines for digital cinema applications 214
Annex L Patent statement 216
Annex M Elementary stream for broadcast applications 217
M.1 Introduction 217
M.2 Definitions 217
M.3 Access unit construction 217
M.4 Elementary stream marker box (superbox) 218
M.4.1 Frame Rate Coding box (required) 218
M.4.2 Maximum Bit Rate box (required) 219
M.4.3 Field Coding box (optional) 219
M.4.4 Time Code box (required) 220
M.4.5 Broadcast Colour Specification box (required) 220
M.4.6 Mastering Display Metadata Box (optional) 221
Annex N Media type registrations 223
N.1 Introduction 223
N.2 References 223
N.3 image/j2c 223
N.3.1 Semantics 223
N.3.2 Registration 223
Bibliography 225