

# Jpylyzer User Manual



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# Chapter 1

## Introduction

### 1.1 About jpylyzer

This User Manual documents *jpylyzer*, a validator and feature extractor for JP2 images. JP2 is the still image format that is defined by JPEG 2000 Part 1 (ISO/IEC 15444-1). *Jpylyzer* was specifically created to answer the following questions that you might have about any JP2 file:

1. Is this really a JP2 and does it really conform to the format's specifications (validation)?
2. What are the technical characteristics of this image (feature extraction)?

### 1.2 Validation: scope and restrictions

Since the word 'validation' means different things to different people, a few words about the overall scope of *jpylyzer*. First of all, it is important to stress that *jpylyzer* is not a 'one stop solution' that will tell you that an image is 100% perfect. What *jpylyzer* does is this: based on the JP2 format specification (ISO/IEC 15444-1), it parses a file. It then subjects the file's contents to a large number of tests, each of which is based on the requirements and restrictions that are defined by the standard. If a file fails one or more tests, this implies that it does not conform to the standard, and is no valid JP2. Importantly, this presumes that *jpylyzer*'s tests accurately reflect the format specification, without producing false positives.

### 1.2.1 ‘Valid’ means ‘probably valid’

If a file passes all tests, this is an indication that it is *probably* valid JP2. This (intentionally) implies a certain degree of remaining uncertainty, which is related to the following.

First of all, *jpylyzer* (or any other format validator for that matter) ‘validates’ a file by trying to prove that it does *not* conform to the standard. It cannot prove that that a file *does* conform to the standard.

Related to this, even though *jpylyzer*’s validation process is very comprehensive, it is not complete. For instance, the validation of JPEG 2000 codestreams at this moment is still somewhat limited. Section 7.2 discusses these limitations in detail. Some of these limitations (e.g. optional codestream segment markers that are only minimally supported at this stage) may be taken away in upcoming versions of the tool.

### 1.2.2 No check on compressed bitstreams

One important limitation that most certainly will *not* be addressed in any upcoming versions is that *jpylyzer* does not analyse the data in the compressed bitstream segments. Doing so would involve decoding the whole image, and this is completely out of *jpylyzer*’s scope. As a result, it is possible that a JP2 that passes each of *jpylyzer*’s tests will nevertheless fail to render correctly in a viewer application.

### 1.2.3 Recommendations for use in quality assurance workflows

Because of the foregoing, a thorough JP2 quality assurance workflow should not rely on *jpylyzer* (or any other format validator) alone, but it should include other tests as well. Some obvious examples are:

- A rendering test that checks if a file renders at all
- Format migration workflows (e.g. TIFF to JP2) should ideally also include some comparison between source and destination images (e.g. a pixel-wise comparison)

Conversely, an image that successfully passes a rendering test or pixel-wise comparison may still contain problematic features (e.g. incorrect colour space information), so validation, rendering tests and pixel-wise comparisons are really complementary to each other.



### 1.2.4 Note on ICC profile support

The support of ICC profiles in JP2 was recently extended through an amendment to the standard. These changes are taken into account by *jpylyzer*, which is in line with the most recent version of the (updated) standard.

## 1.3 Outline of this User Manual

Chapter 2 describes the installation process of *jpylyzer* for Windows and Unix-based systems. Chapter 3 explains the usage of *jpylyzer* as a command-line tool, or as an importable Python module. Chapter 4 gives a brief overview of the structure of JP2 and its ‘box’ structure. *Jpylyzer*’s output format is explained in chapter 5. The final chapters give a detailed description of the tests that *jpylyzer* performs for validation, and its reported properties. Chapter 6 does this for all ‘boxes’, except for the ‘Contiguous Codestream’ box, which is given a Chapter (7) of its own.

## 1.4 Funding

The development of *jpylyzer* was funded by the EU FP 7 project SCAPE (SCalable Preservation Environments). More information about this project can be found here:

<http://www.scape-project.eu/>

## 1.5 License

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<http://www.gnu.org/licenses/>

On Debian systems, the complete text of the GNU Lesser General Public License version 3 can be found in:

`/usr/share/common-licenses/LGPL-3`



## Chapter 2

# Installation and set-up

### 2.1 Obtaining the software

To obtain the latest version of the software please use the download links at the *jpylyzer* homepage:

<http://jpylyzer.openpreservation.org/>

You have three options:

1. Use the Python source code. This allows you to run the software as a Python script on most popular platforms (Windows, Linux, Mac, etc.). However, this requires that you have a recent version of the Python interpreter available on your system.
2. Alternatively, for Windows users there is also a set of stand-alone binaries<sup>1</sup>. These allow you to run *jpylyzer* as an executable Windows application, without any need for installing Python. This option is particularly useful for Windows users who cannot (or don't want to) install software on their system.
3. For Linux users Debian packages are available. These allow you to run *jpylyzer* without any need for installing Python.

These options are described in the following sections.

---

<sup>1</sup>The *jpylyzer* binaries were created using the *PyInstaller* package: <http://www.pyinstaller.org/>

## 2.2 Installation of Python script (Linux/Unix, Windows, Mac OS X)

First, download the source files using one of the ‘Source Code Downloads’ links on the OPF *jpylyzer* page.

Then unzip the contents of the ZIP file to an empty directory. If you are working on a Linux/Unix based system you may need to make the scripts executable, and convert any line breaks to Unix-style ones. To do this, use the following commands:

```
chmod 755 *.py
dos2unix *.py
```

In order to run the script you will need either Python 2.7, or Python 3.2 (or more recent)<sup>2</sup>. Python can be downloaded from:

<http://python.org/>

### 2.2.1 Testing the installation

To test your installation, open a console window (or command prompt) and type:

```
%jpylyzerPath%/jpylyzer.py -h
```

In the above command, replace *%jpylyzerPath%* with the full path to the *jpylyzer* installation directory (i.e. the directory that contains ‘jpylyzer.py’ and its associated files). For example, if you extracted the files to directory ‘/home/jpylyzer’, the command would become:

```
/home/jpylyzer/jpylyzer.py -h
```

Executing this command should result in the following screen output:

```
usage: jpylyzer.py [-h] [--verbose] [--recurse] [--wrapper] [--nullxml]
                  [--nopretty] [--version] jp2In [jp2In ...]
```

### 2.2.2 Troubleshooting

If the above test didn’t run successfully, first verify the following possible causes:

- On Windows: check if files with a *.py* extension are associated with the Python interpreter. If you have multiple versions of Python on your system, make sure that the association does not link to a Python version that is incompatible with *jpylyzer* (e.g. Python 2.6 or older, or Python 3.0/3.1).

---

<sup>2</sup>Note that *jpylyzer* will not work under Python versions 3.0-3.1!

- On Unix/Linux: by default, *jpylyzer* uses the command interpreter that is defined by the ‘python’ environment variable. If this is linked to some (very) old version of Python, things may not work as expected. If you run into problems because of this, update the command interpreter references in *jpylyzer.py*, i.e. change:

into:

## 2.3 Installation of Windows binaries (Windows only)

Download the binary using the link on the *jpylyzer* homepage. Unzip the contents of this file to an empty folder on your PC. *Jpylyzer* should now be ready for use.

### 2.3.1 Testing the installation

To test your installation, open a Command Prompt (‘DOS prompt’) and type:

```
%jpylyzerPath%\jpylyzer -h
```

In the above command, replace *%jpylyzerPath%* with the full path to the *jpylyzer* installation directory (i.e. the directory that contains ‘jpylyzer.exe’ and its associated files). For example, if you extracted the files to directory *c:\tools\jpylyzer*, the command would become:

```
c:\tools\jpylyzer\jpylyzer -h
```

Executing this command should result in the following screen output:

```
usage: jpylyzer.py [-h] [--verbose] [--recurse] [--wrapper] [--nullxml]
                  [--nopretty] [--version] jp2In [jp2In ...]
```

### 2.3.2 Running jpylyzer without typing the full path

Optionally, you may also want to add the full path of the *jpylyzer* installation directory to the Windows ‘Path’ environment variable. Doing so allows you to run *jpylyzer* from any directory on your PC without having to type the full path. In Windows 7 you can do this by selecting ‘settings’ from the ‘Start’ menu; then go to ‘control panel’/‘system’ and go to the ‘advanced’ tab. Click on the ‘environment variables’ button. Finally, locate the ‘Path’ variable in the ‘system variables’ window, click on ‘Edit’ and add the full *jpylyzer* path (this requires local Administrator privileges). The settings take effect on any newly opened command prompt.

## 2.4 Installation of Debian packages (Ubuntu/Linux)

For a number of Linux architectures Debian packages of *jpylyzer* exist. To install, simply download the *.deb* file, double-click on it and select *Install Package*. Alternatively you can also do this in the command terminal by typing:

```
sudo dpkg -i jpylyzer_1.13.0_i386.deb
```

In both cases you need to have administrative privileges.

# Chapter 3

## Using *jpylyzer*

### 3.1 Overview

This chapter describes the general use of *jpylyzer*. The first sections cover the use of *jpylyzer* as a command-line tool and as an importable Python module.

### 3.2 Command-line usage

This section explains *jpylyzer*'s general command-line interface. For the sake of brevity, all command-line examples assume the use of the Python script; moreover, full paths are omitted. This means that, depending on your system and settings, you may have to substitute each occurrence of 'jpylyzer.py' with its full path, the corresponding Windows binary, or a combination of both. The following examples illustrate this:

This User Manual	jpylyzer.py
Substitution example Linux	/home/jpylyzer/jpylyzer.py
Substitution example Windows binaries	c:\tools\jpylyzer\jpylyzer

Furthermore, command line arguments that are given between square brackets (example: [-h]) are optional.

#### 3.2.1 Synopsis

*Jpylyzer* can be invoked using the following command-line arguments:

```
usage: jpylyzer.py [-h] [--verbose] [--recurse] [--wrapper] [--nullxml]
                  [--nopretty] [--version] jp2In [jp2In ...]
```

With:

```
jp2In input JP2 image(s)
[-h, --help] show help message and exit
[--verbose] report test results in verbose format
[--recurse, -r] when analysing a directory, recurse into subdirectories (im-
                  plies --wrapper)
[--wrapper, -w] wraps the output for individual image(s) in 'results' XML
                  element
[--nullxml] extract null-terminated XML content from XML and UUID
                  boxes(doesn't affect validation)
[--nopretty] suppress pretty-printing of XML output
[-v, --version] show program's version number and exit
```

Note that the input can either be a single image, a space-separated sequence of images, a pathname expression that includes multiple images, or any combination of the above. For example, the following command will process one single image:

```
jpylyzer.py rubbish.jp2
```

The next example shows how to process all files with a 'jp2' extension in the current directory:

```
jpylyzer.py *.jp2
```

Note that on Unix/Linux based systems pathname expressions may not work properly unless you wrap them in quotation marks:

```
jpylyzer.py "*.jp2"
```

### 3.2.2 Output redirection

All output (except warning and system error messages) is directed to the standard output device (stdout). By default this is the console screen. Use your platform's standard output redirection operators to redirect output to a file. The most common situation will be to redirect the output of one invocation of *jpylyzer* to an XML file, which can be done with the '>' operator (both under Windows and Linux):

```
jpylyzer.py jp2In > outputFile
```

E.g. the following command will run *jpylyzer* on image 'rubbish.jp2' and redirects the output to file 'rubbish.xml':

```
jpylyzer.py rubbish.jp2 > rubbish.xml
```

The format of the XML output is described in Chapter 5.



### 3.2.3 ‘recurse’ option

If the *-recurse* option is used, *jpglyzer* will recursively traverse all subdirectories of a filepath expression. E.g:

```
jpglyzer.py /home/myJP2s/*.jp2 > rubbish.xml
```

In this case *jpglyzer* analyses all files that have a *.jp2* extension in directory */home/myJP2s* and all its subdirectories.

### 3.2.4 Creating valid XML with multiple images

By default, *jpglyzer* creates a separate XML tree for each analysed image, without any overarching hierarchy. If you use a pathname expression to process multiple images and redirect the output to a file, the resulting file will **not** be a well-formed XML document. An example:

```
jpglyzer.py rubbish.jp2 garbage.jp2 > rubbish.xml
```

In this case, the output for these 2 images is redirected to ‘rubbish.xml’, but the file will be a succession of two XML trees, which by itself is not well-formed XML. Use the *-wrapper* option if you want to create valid XML instead:

```
jpglyzer.py --wrapper rubbish.jp2 garbage.jp2 > rubbish.xml
```

In the above case the XML trees of the individual images are wrapped inside a ‘results’ element. When the *-recurse* option is used, *jpglyzer* will automatically wrap the output in a ‘results’ element, so there’s no need to specify *-wrapper* in that case.

### 3.2.5 ‘nullxml’ option

The *nullxml* option was added to enable extraction of XML content that is terminated by a null-byte. By default *jpglyzer* doesn’t report the XML in that case, because it throws an exception in the XML parser. Apparently some old versions of the Kakadu demo applications would erroneously add a null-byte to embedded XML, so this option can be used to force extraction for images that are affected by this.

### 3.2.6 User warnings

Under the following conditions *jpglyzer* will print a user warning to the standard error device (typically the console screen):

### 3.2.6.1 No images to check

If there are no input images to check (typically because the value of `jp2In` refers to a non-existent file), the following warning message is shown:

User warning: no images to check!

### 3.2.6.2 Unsupported box

In some cases you will see the following warning message:

User warning: ignoring 'boxName' (validator function not yet implemented)

The reason for this: a JP2 file is made up of units that are called ‘boxes’. This is explained in more detail in Chapter 4. Each ‘box’ has its own dedicated validator function. At this stage validator functions are still missing for a small number of (optional) boxes. *Jpylyzer* will display the above warning message if it encounters a (yet) unsupported box. Any unsupported boxes are simply ignored, and the remainder of the file will be analyzed (and validated) normally.

### 3.2.6.3 Error while processing a file

In rare cases you may come across one of the following messages:

User warning: memory error (file size too large)

Memory errors may occur for (very) large images. If you get this warning, try using a machine with more RAM. Also, a machine’s chip architecture and the operating system may put constraints on the amount of memory that can be allocated.

The following warning indicates an input error:

User warning: I/O error (cannot open file)

Finally, the following messages most likely indicate a *jpylyzer* bug:

User warning:runtime error (please report to developers)

User warning: unknown error (please report to developers)

If you ever run into either of these two errors, please get in touch with the *jpylyzer* developers. The easiest way to do this is to create a new issue at:

<https://github.com/openpreserve/jpylyzer/issues>

### 3.2.6.4 Unknown box

Occasionally, you may see this warning message:

User warning: ignoring unknown box

This happens if *jpglyzer* encounters a box that is not defined by JPEG 2000 Part 1. It should be noted that, to a large extent, JPEG 2000 Part 1 permits the presence of boxes that are defined outside the standard. Again, *jpglyzer* will simply ignore these and process all other boxes normally.

### 3.3 Using *jpglyzer* as a Python module

Instead of using *jpglyzer* from the command-line, you can also import it as a module in your own Python programs. To do so, put all the *jpglyzer* source files in the same directory as your own code. Then import *jpglyzer* into your code by adding:

```
import jpglyzer
```

Subsequently you can call any function that is defined in *jpglyzer.py*. In practice you will most likely only need the *checkOneFile* function, which can be called in the following way:

```
jpglyzer.checkOneFile(file)
```

Here, *file* is the path to a file object. The function returns an element object that can either be used directly, or converted to XML using the *ElementTree* module<sup>1</sup>. The structure of the element object follows the XML output that described in Chapter 5.

Alternatively, you may only want to import the *checkOneFile* function, in which case the import statement becomes:

```
from jpglyzer import checkOneFile
```

This will allow you to call the function as follows:

```
checkOneFile(file)
```

---

<sup>1</sup>Note that *jpglyzer* versions 1.8 and earlier returned a formatted XML string instead of an element object!



## Chapter 4

# Structure of a JP2 file

### 4.1 Scope of this chapter

This chapter gives a brief overview of the JP2 file format. A basic understanding of the general structure of JP2 is helpful for appreciating how *jpylyzer* performs its validation. It will also make it easier to understand *jpylyzer*'s extracted properties, as these are reported as a hierarchical tree that corresponds to the internal structure of JP2.

For an exhaustive description of every detail of the format you are advised to consult Annex I ('JP2 file format syntax') and Annex A ('Codestream syntax') of ISO/IEC 15444-1.

### 4.2 General format structure

At the highest level, a JP2 file is made up of a collection of *boxes*. A *box* can be thought of as the fundamental building block of the format. Some boxes ('superboxes') are containers for other boxes. The Figure below gives an overview of the top-level boxes in a JP2 file.

A number of things here are noteworthy to point out:

- Some of these boxes are required, whereas others (indicated with dashed lines in the Figure) are optional.
- The order in which the boxes appear in the file is subject to some constraints (e.g. the first box in a JP2 must always be a 'Signature' box, followed by a 'File Type' box).

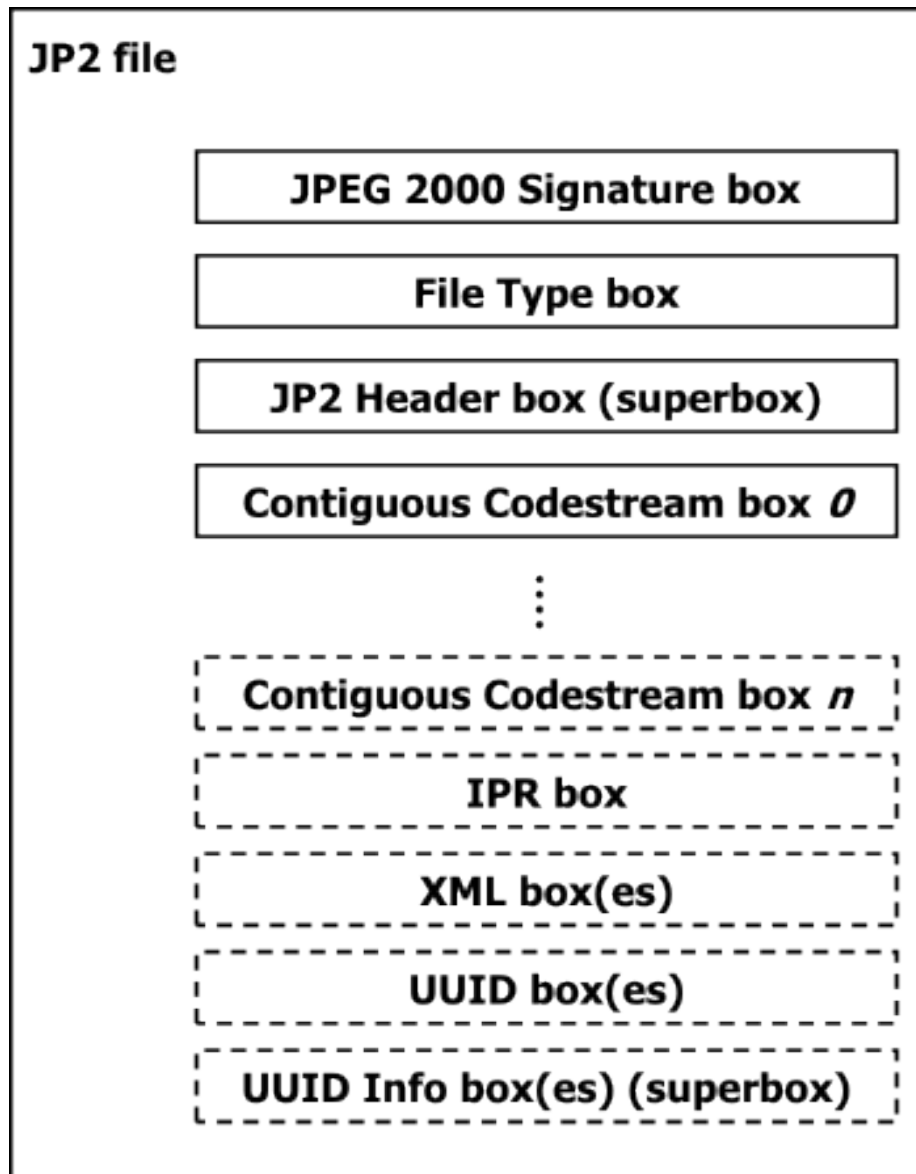


Figure 4.1: Top-level overview of a JP2 file. Boxes with dashed borders are optional.

- Some boxes may have multiple instances (e.g. ‘Contiguous Codestream’ box), whereas others must be unique (e.g. ‘JP2 Header’ box).

More specific details can be found in the standard. The important thing here is that requirements like the above are something that should be verified by a validator, and this is exactly what *jpglyzer* does at the highest level of its validation procedure.

### 4.3 General structure of a box

All boxes are defined by a generic binary structure, which is illustrated by the following Figure:

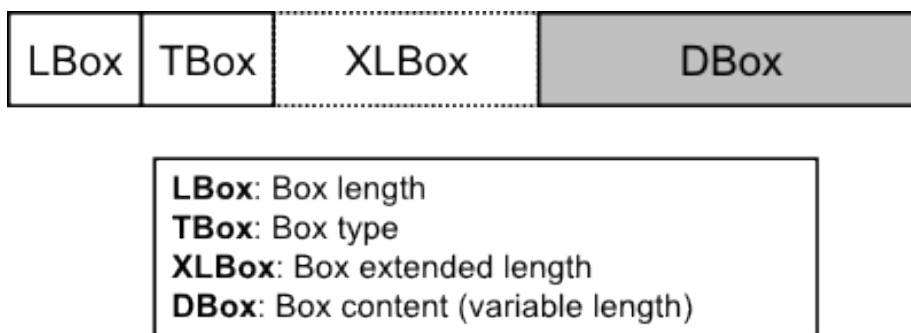


Figure 4.2: General structure of a box.

Most boxes are made up of the following three components:

1. A fixed-length ‘box length’ field that indicates the total size of the box (in bytes).
2. A fixed-length ‘box type’ field which specifies the type of information that can be found in this box
3. The box contents, which contains the actual information within the box. Its internal format depends on the box type. The box contents of a ‘superbox’ will contain its child boxes (which can be parsed recursively).

In some cases a box will also contain an ‘extended box length’ field. This field is needed if the size of a box exceeds 232-1 bytes, which is the maximum value that can be stored in the 4-byte ‘box length’ field.

## 4.4 Defined boxes in JP2

The following Table (taken from Table I.2 in ISO/IEC 15444-1, with minor modifications) lists all boxes that are defined in the standard. Addition signs in the ‘box name’ column indicate boxes that are children of a ‘superbox’.

Box name	Superbox	Required?	Purpose
JPEG 2000 Signature box	No	Required	Identifies the file as being part of the JPEG 2000 family of files.
File Type box	No	Required	Specifies file type, version and compatibility information, including specifying if this file is a conforming JP2 file or if it can be read by a conforming JP2 reader.
JP2 Header box	Yes	Required	Contains a series of boxes that contain header-type information about the file.



Box name	Superbox	Required?	Purpose
+ Image Header box	No	Required	Specifies the size of the image and other related fields.
+ Bits Per Component box	No	Optional	Specifies the bit depth of the components in the file in cases where the bit depth is not constant across all components.
+ Colour Specification box	No	Required	Specifies the colourspace of the image.
+ Palette box	No	Optional	Specifies the palette which maps a single component in index space to a multiple-component image.

Box name	Superbox	Required?	Purpose
+ Component Mapping box	No	Optional	Specifies the mapping between a palette and codestream components.
+ Channel Definition box	No	Optional	Specifies the type and ordering of the components within the codestream, as well as those created by the application of a palette.
+ Resolution box	Yes	Optional	Contains the grid resolution.
++ Capture Resolution box	No	Optional	Specifies the grid resolution at which the image was captured.
++ Default Display Resolution box	No	Optional	Specifies the default grid resolution at which the image should be displayed.

Box name	Superbox	Required?	Purpose
Contiguous Codestream box	No	Required	Contains the codestream.
Intellectual Property box	No	Optional	Contains intellectual property information about the image.
XML box	No	Optional	Provides a tool by which vendors can add XML formatted information to a JP2 file.
UUID box	No	Optional	Provides a tool by which vendors can add additional information to a file without risking conflict with other vendors.
UUID Info box	Yes	Optional	Provides a tool by which a vendor may provide access to additional information associated with a UUID.

Box name	Superbox	Required?	Purpose
+ UUID List box	No	Optional	Specifies a list of UUIDs.
+ URL box	No	Optional	Specifies a URL.

A JP2 file may contain boxes that are not defined by the standard. Such boxes are simply skipped and ignored by conforming reader applications.

## Chapter 5

# Output format

This chapter explains *jpylyzer*'s output format.

### 5.1 Overview

*Jpylyzer* generates its output in XML format, which is defined by the schema that can be found [here](#). The following Figure shows the output structure:

The root element (*jpylyzer*) contains 5 child elements:

1. *toolInfo*: information about *jpylyzer*
2. *fileInfo*: general information about the analysed file
3. *statusInfo*: information about the status of *jpylyzer*'s validation attempt
4. *isValidJP2*: outcome of the validation
5. *tests*: outcome of the individual tests that are part of the validation process (organised by box)
6. *properties*: image properties (organised by box)

If *jpylyzer* is executed with the *-wrapper* option, the root element is *results*, which contains one or more *jpylyzer* elements which otherwise follow the above structure. From version 1.12 onward, the XML output is pretty-printed. You can use the *-npretty* switch to disable pretty-printing (this produces smaller files and may give a slightly better performance).

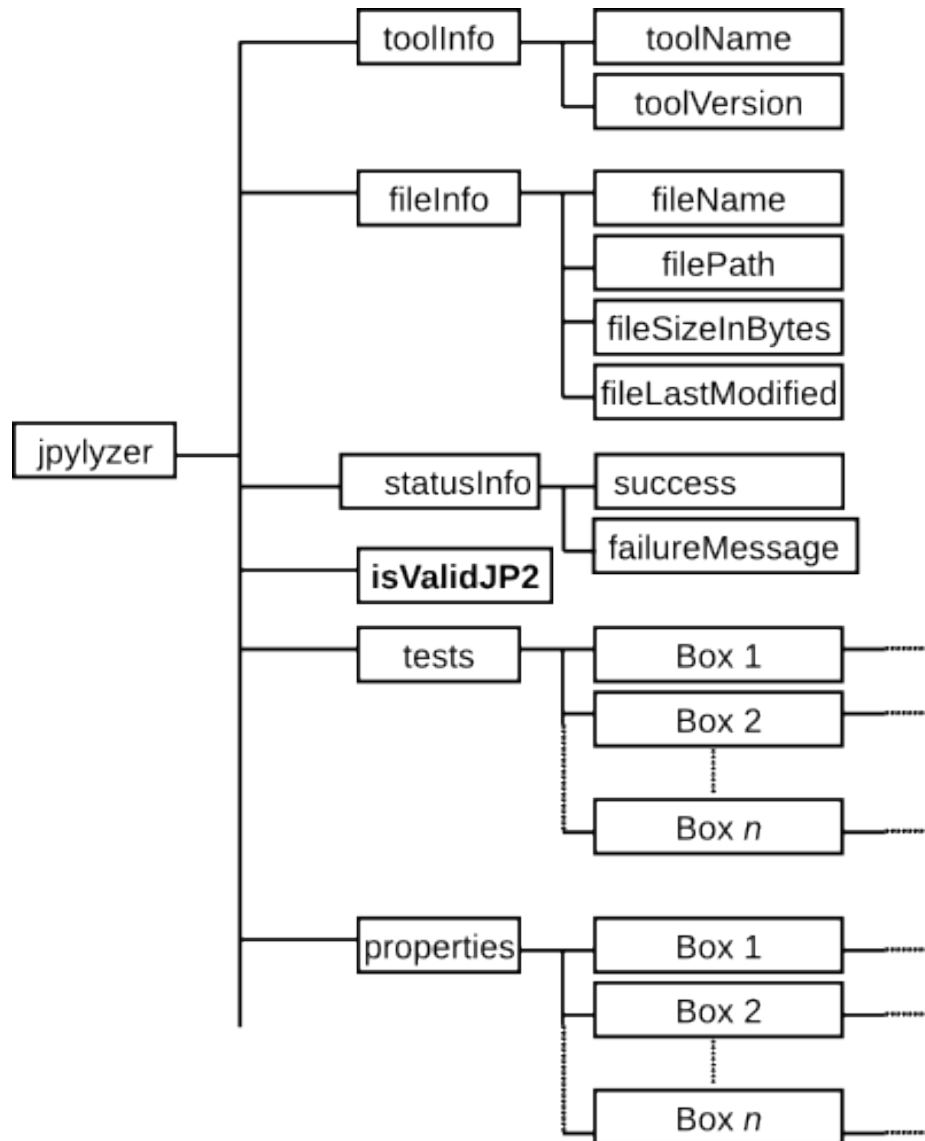


Figure 5.1: Jpylyzer's XML output structure. 'box' elements under 'tests' and 'properties' contain further sub-elements.

## 5.2 toolInfo element

This element holds information about *jpylyzer*. Currently it contains the following sub-elements:

- *toolName*: name of the analysis tool (i.e. *jpylyzer.py* or *jpylyzer*, depending on whether the Python script or the Windows binaries were used)
- *toolVersion*: version of *jpylyzer* (*jpylyzer* uses a date versioning scheme)

## 5.3 fileInfo element

This element holds general information about the analysed file. Currently it contains the following sub-elements:

- *filename*: name of the analysed file without its path (e.g. “rubbish.jp2”)
- *filePath*: name of the analysed file, including its full absolute path (e.g. “d:\data\images\rubbish.jp2”)
- *fileSizeInBytes*: file size in bytes
- *fileLastModified*: last modified date and time

## 5.4 statusInfo element

This element holds general information about about the status of *jpylyzer*’s attempt at validating a file. It tells you whether the validation process could be completed without any internal *jpylyzer* errors. It contains the following sub-elements:

- *success*: a Boolean flag that indicates whether the validation attempt completed normally (“True”) or not (“False”). A value of “False” indicates an internal error that prevented *jpylyzer* from validating the file.
- *failureMessage*: if the validation attempt failed (value of *success* equals “False”), this field gives further details about the reason of the failure. Examples are:

memory error (file size too large)

runtime error (please report to developers)

unknown error (please report to developers)

## 5.5 isValidJP2 element

This element contains the results of the validation. If a file passed all the tests (i.e. all tests returned “True”, see section 5.5) it is most likely valid JP2, and the value of `isValidJP2` will be “True”. Its value is “False” otherwise.

## 5.6 tests element

This element is reserved to hold the outcomes of all the individual tests that *jpylyzer* performs to assess whether a file is valid JP2. The results are organised in a hierarchical tree that corresponds to JP2’s box structure. Each individual test can have two values:

- “True” if a file passed the test.
- “False” if a file failed the test.

If a file passed *all* tests, this is an indication that it is most likely valid JP2. In that case, the *isValidJP2* element (section 5.4) has a value of “True” (and “False” in all other cases). These tests are all explained in chapters 6 and 7.

### 5.6.1 Default and verbose reporting of test results

By default, *jpylyzer* only reports any tests that failed (i.e. returned “False”), including the corresponding part of the box structure. For a valid JP2 the tests element will be empty. If the `-verbose` flag is used, the results of *all* tests are included (including those that returned “True”)<sup>1</sup>.

## 5.7 properties element

This element contains the extracted image properties, which are organised in a hierarchical tree that corresponds to JP2’s box structure. See chapters 6 and 7 for a description of the reported properties.

---

<sup>1</sup>Note that *jpylyzer* versions 1.4 and earlier used the verbose output format by default. This behaviour has changed in version 1.5 onwards, as the lengthy output turned out to be slightly confusing to some users.



## Chapter 6

# JP2: box by box

The following two chapters provide a detailed explanation of *jpglyzer*'s functionality and its output. In particular, the following two aspects are addressed:

1. The reported properties
2. The tests that *jpglyzer* performs to establish the validity of a file.

### 6.1 About the properties and tests trees

The 'properties' element in *jpglyzer*'s output holds a hierarchical tree structure that contains all extracted properties. The 'tests' tree follows the same structure. The hierarchy reflects JP2's box structure (explained in Chapter 4): each box is represented by a corresponding output element that contains the corresponding property entries. If a box is a superbox, the output element will contain child elements for each child box. For some boxes, the output contains further sub-elements. This applies in particular to the Contiguous Codestream box, since its contents are more complex than any of the other boxes. Also, if a Colour Specification box contains an embedded ICC profile, the properties of the ICC profile are stored in a separate sub-element. In addition to this, one 'property' that is reported by *jpglyzer* (the compression ratio) is not actually extracted from any particular box. Instead, it is calculated from the file size and some properties from the Header boxes. As a result, it is reported separately in the root of the properties tree.

#### 6.1.1 Naming of properties

The naming of the reported properties largely follows the standard (ISO/IEC 15444-1). Some minor differences follow from the fact that the standard does

have any consistent use of text case, whereas *jpglyzer* uses lower camel case. In addition, some parameters in the standard are compound units that aggregate a number of Boolean ‘switches’, where no names are provided for each individual switch. An example of this is the *Scod* (coding style) parameter in the code-stream header, which contains three switches that define the use of precincts, start-of-packet markers and end-of-packet markers. For cases like these *jpglyzer* uses its own (largely self-descriptive) names (which are all documented in these chapters).

## 6.2 JPEG 2000 Signature box

This box contains information that allows identification of the file as being part of the JPEG 2000 family of file formats.

### 6.2.1 Element name

signatureBox

### 6.2.2 Reported properties

None (box only holds JPEG 2000 signature, which includes non-printable characters)

### 6.2.3 Tests

Test name	True if
boxLengthIsValid	Size of box contents equals 4 bytes
signatureIsValid	Signature equals 0x0d0a870a

## 6.3 File Type box

This box specifies file type, version and compatibility information, including specifying if this file is a conforming JP2 file or if it can be read by a conforming JP2 reader.

### 6.3.1 Element name

fileTypeBox

6.3.2 Reported properties

Property	Description
br	Brand
minV	Minor version
cL*	Compatibility field (repeatable)

6.3.3 Tests

Test name	True if
boxLengthIsValid	Size of box – 8) / 4 is a whole number (integer)
brandIsValid	<i>br</i> equals 0x6a703220 (“jp2”)
minorVersionIsValid	<i>minV</i> equals 0
compatibilitySequenceIsValid	Size of compatibility fields includes one entry that equals 0x6a703220 (“jp2”)

## 6.4 JP2 Header box (superbox)

This box is a superbox that holds a series of boxes that contain header-type information about the file.

### 6.4.1 Element name

jp2HeaderBox

### 6.4.2 Reported properties

Since this is a superbox, it contains a number of child boxes. These are represented as child elements in the properties tree:

Child element	Description
imageHeaderBoxProperties (section 6.5)	from Image Header box (required)
bitsPerComponentBoxProperties (section 6.6)	from Bits Per Component box (optional)
ColourSpecificationBoxProperties (section 6.7)	from Colour Specification box (required)
paletteBoxProperties (section 6.8)	from Palette box (optional)
componentMappingBoxProperties (section 6.9)	from Component Mapping box (optional)

Child element	Description
channelDefinitionBox (section 6.10)	Properties from Channel Definition box (optional)
resolutionBox (section 6.11)	Properties from Resolution box (optional)

6.4.3 Tests

Test name	True if
containsImageHeaderBox	Box contains required Image Header box
containsColourSpecificationBox	Box contains required Colour Specification box

Test name	True if
containsBitsPerComponentBox	Box contains Bits Per Component Box, which is required if <i>bPC-Sign</i> and <i>bPCDepth</i> in Image Header Box equal 1 and 128, respectively (test is skipped otherwise)
firstJP2HeaderBoxIsImageHeaderBox	Box child box is Image Header Box

Test name	True if
noMoreThanOneImageHeaderBox	no more than one Image Header box
noMoreThanOneBitsPerComponentBox	no more than one Bits Per Compo- nent box
noMoreThanOnePaletteBox	no more than one Palette box
noMoreThanOneComponentMappingBox	no more than one Compo- nent Map- ping box

Test name	True if
noMoreThanOneChannelDefinitionBox	OneChannelDefinitionBox con- tains no more than one Chan- nel Defini- tion box
noMoreThanOneResolutionBox	OneResolutionBox con- tains no more than one Resolu- tion box
colourSpecificationsBoxesAreContiguous	DefinitionsBoxesAreContiguous of mul- tiple Colour Specifi- cation boxes, they appear contigu- ously in the JP2 Header box



Test name	True if
paletteAndComponentMappingBoxesOnlyTogether	Box contains a Palette box (only if Component Mapping box is present); box contains a Component Mapping box (only if Palette box is present)

6.5 Image Header box (child of JP2 Header box)

This box specifies the size of the image and other related fields.

6.5.1 Element name

imageHeaderBox

6.5.2 Reported properties

Property	Description
height	Image height in pixels
width	Image width in pixels
nC	Number of image components
bPCSign	Indicates whether image components are signed or unsigned
bPCDepth	Number of bits per component
c	Compression type
unkC	Colourspace Unknown field (“yes” if colourspace of image data is unknown; “no” otherwise)
iPR	Intellectual Property field (“yes” if image contains intellectual property rights information; “no” otherwise)

### 6.5.3 Tests

Test name	True if
boxLengthIsValid	<i>Size</i> of box con- tents equals 14 bytes
heightIsValid	<i>height</i> is within range [1, 232 - 1]
widthIsValid	<i>width</i> is within range [1, 232 - 1]
nCIsValid	<i>nC</i> is within range [1, 16384]
bPCIsValid	<i>bPCDepth</i> is within range [1,38] OR <i>bPC-</i> <i>Sign</i> equals 255 (in the latter case the bit depth is vari- able)

Test name	True if
cIsValid	<i>c</i> equals 7 ("jpeg2000")
unkCIsValid	<i>unkC</i> equals 0 ("no") or 1 ("yes")
iPIsValid	<i>iPR</i> equals 0 ("no") or 1 ("yes")

## 6.6 Bits Per Component box (child of JP2 Header box)

This (optional) box specifies the bit depth of the components in the file in cases where the bit depth is not constant across all components.

### 6.6.1 Element name

bitsPerComponentBox

### 6.6.2 Reported properties

Property	Description
bPCSign*	Indicates whether image component is signed or unsigned (repeated for each component)
bPCDepth*	Number of bits for this component (repeated for each component)

6.6.3 Tests

Test name	True if
bPCIsValid*	<i>bPCDepth</i> is within range [1,38] (repeated for each component)

6.7 Colour Specification box (child of JP2 Header box)

This box specifies the colourspace of the image.

6.7.1 Element name

colourSpecificationBox

6.7.2 Reported properties

Property	Description
meth	Specification method. Indicates whether colourspace of this image is defined as an enumerated colourspace or using a (restricted) ICC profile.
prec approx	Precedence Colourspace approximation
enumCS (if meth equals “Enumerated”)	Enumerated colourspace (as descriptive text string)
icc (if meth equals “Restricted ICC” or “Any ICC” <sup>1</sup> )	Properties of ICC profile as child element (see below)

---

<sup>1</sup>The “Any ICC” method is defined in ISO/IEC 15444-2 (the JPX format), and is not allowed in JP2. However, *jpylyzer* offers limited support for JPX here by also reporting the properties of ICC profiles that were embedded using this method. Note that any file that uses this method will fail the “methIsValid” test (and thereby the validation).

### 6.7.3 Reported properties of ICC profiles

If the colour specification box contains an embedded ICC profile, *jpglyzer* will also report the following properties (which are all grouped in an “icc” sub-element in the properties tree). An exhaustive explanation of these properties is given in the ICC specification (ISO 15076-1 / ICC.1:2004-10). Note that *jpglyzer* does *not* validate embedded ICC profiles (even though it does check if a specific ICC profile is allowed in JP2)!

Property	Description
profileSize	Size of ICC profile in bytes
preferredCMType	Preferred CMM type
profileVersion	Profile version. Format: “majorRevision.minorRevision.bugFixRevision”
profileClass	Profile/device class
colourSpace	Colourspace
profileConnectionSpace	Profile connection space
dateTimeStamp	Date / time string. Format: “YYYY/MM/DD, h:m:s”
profileSignature	Profile signature
primaryPlatform	Primary platform

Property	Description
embeddedProfile	Flag that indicates whether profile is embedded in file (“yes”/”no”)
profileCannotBeUsedIndependently	Flag that indicates whether profile cannot (!) be used independently from the embedded colour data (“yes”/”no”)
deviceManufacturer	Identifies a device manufacturer
deviceModel	Identifies a device model
transparency	Indicates whether device medium is reflective or transparent
glossiness	Indicates whether device medium is glossy or matte



Property	Description
polarity	Indicates whether device medium is positive or negative
colour	Indicates whether device medium is colour or black and white
renderingIntent	Rendering intent
connectionSpace	Profile connection space illuminant X
connectionSpace	Profile connection space illuminant Y
connectionSpace	Profile connection space illuminant Z
profileCreator	Identifies creator of profile
profileID	Profile checksum (as hexadecimal string)
tag*	Signature of profile tag (repeated for each tag in the profile)

Property	Description
description	Profile description (extracted from ‘desc’ tag)

#### 6.7.4 Tests

Test name	True if
methIsValid	<i>meth</i> equals 1 (enu- mer- ated colourspace) or 2 (re- stricted ICC profile)
precIsValid	<i>prec</i> equals 0
approxIsValid	<i>approx</i> equals 0
enumCSIsValid (if meth equals “Enumer- ated”)	<i>enumCS</i> equals 16 (“sRGB”), 17 (“greyscale”) or 18 (“sYCC”)

Test name	True if
iccSizeIsValid (if meth equals “Re- stricted ICC”)	Actual size of embed- ded ICC profile equals value of profile- Size field in ICC header
iccPermittedProfileClass (if meth equals “Re- stricted ICC”)	ICCProfileClass profile class is “input device” or “display de- vice” <sup>2</sup>
iccNoLUTBasedProfile (if meth equals “Re- stricted ICC”)	ICCProfile profile type is not N- component LUT based (which is not allowed in JP2)

<sup>2</sup>Originally ISO/IEC 15444-1 only allowed “input device” profiles. Support of “display device” profiles was added through an amendment to the standard in 2013. The behaviour of *jpglyzer* is consistent with this amendment.

## 6.8 Palette box (child of JP2 Header box)

This (optional) box specifies the palette which maps a single component in index space to a multiple-component image.

### 6.8.1 Element name

paletteBox

### 6.8.2 Reported properties

Property	Description
nE	Number of entries in the table
nPC	Number of palette columns
bSign*	Indicates whether values created by this palette column are signed or unsigned (repeated for each column)
bDepth*	Bit depth of values created by this palette column (repeated for each column)

Property	Description
cP**	Value for this entry (repeated for each column, and for the number of entries)

### 6.8.3 Tests

Test name	True if
nEIsValid	$nE$ is within range $[0,1024]$
nPCIsValid	$nPC$ is within range $[1,255]$
bDepthIsValid*	$bDepth$ is within range $[1,38]$ (repeated for each column)

## 6.9 Component Mapping box (child of JP2 Header box)

This (optional) box specifies the mapping between a palette and codestream components.

### 6.9.1 Element name

componentMappingBox

### 6.9.2 Reported properties

Property	Description
cMP*	Component index (repeated for each channel)

Property	Description
mTyp*	Specifies how channel is generated from codestream component (repeated for each channel)
pCol*	Palette component index (repeated for each channel)

### 6.9.3 Tests

Test name	True if
cMPIsValid	<i>cMP</i> is within range [0,16384]
mTypIsValid*	<i>mTyp</i> is within range [0,1] (repeated for each channel)
pColIsValid*	<i>pCol</i> is 0 if <i>mTyp</i> is 0 (repeated for each channel)

## 6.10 Channel Definition box (child of JP2 Header box)

This (optional) box specifies the type and ordering of the components within the codestream, as well as those created by the application of a palette.

### 6.10.1 Element name

channelDefinitionBox

### 6.10.2 Reported properties

Property	Description
n	Number of channel descriptions
cN*	Channel index (repeated for each channel)
cTyp*	Channel type (repeated for each channel)
cAssoc*	Channel association (repeated for each channel)

### 6.10.3 Tests

Test name	True if
nIsValid	<i>n</i> is within range [1, 65535]
boxLengthIsValid	Valid size of box – 2) / equals $6*n$
cNIsValid*	<i>cN</i> is within range [0, 65535] (repeated for each channel)
cTypIsValid* <i>cType</i>	is within range [0, 65535] (repeated for each channel)

Test name	True if
cAssocIsValid	*Assoc is within range [0, 65535] (re- peated for each chan- nel)

## 6.11 Resolution box (child of JP2 Header box, superbox)

This (optional) box contains the grid resolution.

### 6.11.1 Element name

resolutionBox

### 6.11.2 Reported properties

Since this is a superbox, it contains one or two child boxes. These are represented as child elements in the properties tree:

Child element	Description
captureResolutionBox (section 6.12)	Properties from Capture Resolution box



Child element	Description
displayResolutionBox (section 6.13)	Properties from Default Display Resolution box

6.11.3 Tests

Test name	True if
containsCaptureOrDisplayResolutionBox	contains either a Capture Resolution box or a Default Display Resolution box, or both
noMoreThanOneCaptureResolutionBox	contains no more than one Capture Resolution box

Test name	True if
noMoreThanOneDisplayResolutionBox	contains no more than one Default Display Resolu- tion box

## 6.12 Capture Resolution box (child of Resolution box)

This (optional) box specifies the grid resolution at which the image was captured.

### 6.12.1 Element name

captureResolutionBox

### 6.12.2 Reported properties

Resolution information in this box is stored as a set of vertical and horizontal numerators, denominators and exponents. *Jpylyzer* also reports the corresponding grid resolutions in pixels per meter and pixels per inch, which are calculated from these values.

Property	Description
vRcN	Vertical grid resolution numerator
vRcD	Vertical grid resolution denominator

Property	Description
hRcN	Horizontal grid resolution numerator
hRcD	Horizontal grid resolution denominator
vRcE	Vertical grid resolution exponent
hRcE	Horizontal grid resolution exponent
vRescInPixelsPerMeter <sup>3</sup>	Vertical grid resolution, expressed in pixels per meter <sup>3</sup>
hRescInPixelsPerMeter <sup>4</sup>	Horizontal grid resolution, expressed in pixels per meter <sup>4</sup>
vRescInPixelsPerInch <sup>5</sup>	Vertical grid resolution, expressed in pixels per inch <sup>5</sup>
hRescInPixelsPerInch <sup>6</sup>	Horizontal grid resolution, expressed in pixels per inch <sup>6</sup>

<sup>3</sup>Calculated as: vRcN vRcD • 10 vRcE

<sup>4</sup>Calculated as: hRcN hRcD • 10 hRcE

<sup>5</sup>Calculated as: vRescInPixelsPerMeter • 25.4 • 10<sup>-3</sup>

<sup>6</sup>Calculated as: hRescInPixelsPerMeter • 25.4 • 10<sup>-3</sup>

### 6.12.3 Tests

Test name	True if
boxLengthIsValid	Size of box contents equals 10 bytes
vRcNIsValid	<i>vRcN</i> is within range [1,65535]
vRcDIsValid	<i>vRcD</i> is within range [1,65535]
hRcNIsValid	<i>hRcN</i> is within range [1,65535]
hRcDIsValid	<i>hRcD</i> is within range [1,65535]
vRcEIsValid	<i>vRcE</i> is within range [-127,128]
hRcEIsValid	<i>hRcE</i> is within range [-127,128]

## 6.13 Default Display Resolution box (child of Resolution box)

This (optional) box specifies the default grid resolution at which the image should be displayed.

### 6.13.1 Element name

displayResolutionBox

### 6.13.2 Reported properties

Resolution information in this box is stored as a set of vertical and horizontal numerators, denominators and exponents. *Jpylyzer* also reports the corresponding grid resolutions in pixels per meter and pixels per inch, which are calculated from these values.

Property	Description
vRdN	Vertical grid resolution numerator
vRdD	Vertical grid resolution denominator
hRdN	Horizontal grid resolution numerator

Property	Description
hRdD	Horizontal grid resolution denominator
vRdE	Vertical grid resolution exponent
hRdE	Horizontal grid resolution exponent
vResdInPixelsPerMeter	Vertical grid resolution, expressed in pixels per meter <sup>7</sup>
hResdInPixelsPerMeter	Horizontal grid resolution, expressed in pixels per meter <sup>8</sup>
vResdInPixelsPerInch	Vertical grid resolution, expressed in pixels per inch <sup>9</sup>
hResdInPixelsPerInch	Horizontal grid resolution, expressed in pixels per inch <sup>10</sup>

6.13.3 Tests

<sup>7</sup>Calculated as:  $vRdN \cdot vRdD \cdot 10 \cdot vRdE$   
<sup>8</sup>Calculated as:  $hRdN \cdot hRdD \cdot 10 \cdot hRdE$   
<sup>9</sup>Calculated as:  $vResdInPixelsPerMeter \cdot 25.4 \cdot 10^{-3}$   
<sup>10</sup>Calculated as:  $hResdInPixelsPerMeter \cdot 25.4 \cdot 10^{-3}$

Test name	True if
boxLengthIsValid	Size of box contents equals 10 bytes
vRdNIsValid	<i>vRdN</i> is within range [1,65535]
vRdDIsValid	<i>vRdD</i> is within range [1,65535]
hRdNIsValid	<i>hRdN</i> is within range [1,65535]
hRdDIsValid	<i>hRdD</i> is within range [1,65535]
vRdEIsValid	<i>vRdE</i> is within range [-127,128]
hRdEIsValid	<i>hRdE</i> is within range [-127,128]

## 6.14 Contiguous Codestream box

This box contains the codestream. See chapter 7.

## 6.15 Intellectual Property box

This (optional) box contains intellectual property information about the image. The JP2 format specification (ISO/IEC 15444-1) does not provide any specific information about this box, other than stating that “the definition of the format of [its] contents [...] is reserved for ISO”. As a result, *jpglyzer* does not currently include a validator function for this box, which is now simply ignored. *Jpylyzer* will display a user warning message in that case.

## 6.16 XML box

This (optional) box contains XML formatted information.

### 6.16.1 Element name

xmlBox

### 6.16.2 Reported properties

If the contents of this box are well-formed XML (see ‘tests’ below), the ‘xmlBox’ element in the properties tree will contain the contents of the XML box. Note that, depending on the character encoding of the original XML, it may contain characters that are not allowed in the encoding that is used for *jpglyzer*’s output. Any such characters will be represented by numerical entity references in the output. If the box contents are not well-formed XML, no properties are reported for this box.

### 6.16.3 Tests

Test name	True if
containsWellformedXML	Contents of box are parsable, well-formed XML

Note that *jpglyzer* does not check whether the XML is *valid*, as this is not required by the standard. Besides, doing so would make *jpglyzer* significantly slower for XML that contains references to external schemas and DTDs.

## 6.17 UUID box

This (optional) box contains additional (binary) information, which may be vendor-specific. Some applications (e.g. Kakadu and ExifTool) also use this box for storing XMP metadata (see Section 1.1.4 in Part 3 of the XMP specification<sup>11</sup>).

### 6.17.1 Element name

uuidBox

### 6.17.2 Reported properties

If the value of *uuid* indicates the presence of XMP metadata and the contents of this box are well-formed XML, (see ‘tests’ below), the ‘uuidBox’ element in the properties tree will contain the XMP data. Note that, depending on the character encoding of the original XML, it may contain characters that are not allowed in the encoding that is used for *jpglyzer*’s output. Any such characters will be represented by numerical entity references in the output. In all other cases, the ‘uuidBox’ element will contain a standard string representation the of UUID.

<sup>11</sup>Link: <http://www.images.adobe.com/www.adobe.com/content/dam/Adobe/en/devnet/xmp/pdfs/cs6/XMPSpecificationPart3.pdf>

Property	Description
uuid	Standard string representation of UUID ( <b>only</b> if uuid has value other than <i>be7acfb-97a9-42e8-9c71-999491e3afac</i> ). For an explanation of UUIDs see e.g. Leach <i>et al.</i> , 2005.
XMP data	XMP metadata ( <b>only</b> if uuid has value <i>be7acfb-97a9-42e8-9c71-999491e3afac</i> )

Note that except for the XMP case, *jpglyzer* will not be able to report any information on the actual contents of this box, since it is defined outside of the scope of JPEG 2000.

### 6.17.3 Tests



Test name	True if
boxLengthIsSize	Size of box contents is greater than 16 bytes
containsWellFormedXML	Contents of box are parsable, well-formed XML (this test is <b>only</b> performed if uuid has value <i>be7acfb-97a9-42e8-9c71-999491e3afac</i> )

6.18 UUID Info box (superbox)

This (optional) box contains additional information associated with a UUID.

6.18.1 Element name

uuidInfoBox

### 6.18.2 Reported properties

This is a superbox which contains two child boxes. These are represented as child elements in the properties tree:

Child element	Description
uuidListBox (section 6.19)	Properties from UUID List box
urlBox (section 6.20)	Properties from Data Entry URL box

### 6.18.3 Tests

Test name	True if
containsOneListBox	Box contains exactly one UUID List box
containsOneURLBox	Box contains exactly one Data Entry URL box

## 6.19 UUID List box (child of UUID Info box)

This (optional) box specifies a list of UUIDs.

### 6.19.1 Element name

uuidListBox

### 6.19.2 Reported properties

Property	Description
nU	Number of UUIDs
uuid*	Standard string representation of UUID (repeated $nU$ times)

### 6.19.3 Tests

Test name	True if
boxLengthIsValid	Size of box equals $nU * 16 + 2$

## 6.20 Data Entry URL box (child of UUID Info box)

This (optional) box specifies a URL.

### 6.20.1 Element name

urlBox

### 6.20.2 Reported properties

Property	Description
version	Version number
loc	Location, which specifies a URL of the additional information associated with the UUIDs in the UUID List box that resides in the same UUID Info box

### 6.20.3 Tests

Test name	True if
flagIsValid	Three bytes that make up “flag” field equal 0x00 00 00 (‘flag’ is not re- ported to output because it only con- tains null bytes)
locIsUTF8	Location (URL) can be de- coded to UTF-8
locHasNullTerminator	Location (URL) is a null- terminated string

6.21 Unknown box

An image may contain boxes that are not defined by ISO/IEC 15444-1. Although *jpglyzer* ignores such boxes, it will report some minimal info that will allow interested users to identify them to a limited extent.

**6.21.1 Element name**

unknownBox

**6.21.2 Reported properties**

Property	Description
boxType	Four-character text string that specifies the type of information that is found in this box (corresponds to <i>TBox</i> in section I.4 of ISO/IEC 15444-1).

**6.22 Top-level tests and properties**

This section describes the tests and output for the top file level.

**6.22.1 Element name**

properties

**6.22.2 Reported properties**

The metrics that are listed here are not ‘properties’ in a strict sense; instead they are secondary or derived metrics that are calculated by combining information from different parts / boxes of the file.

Property	Description
compressionRatio	Compression ratio

The compression ratio is calculated as the ratio between the size of the uncompressed image data and the actual file size:

$$\text{compressionRatio} = \frac{\text{sizeUncompressed}}{\text{sizeCompressed}}$$

Here, *sizeCompressed* is simply the file size (*fileSizeInBytes* in output file's 'file-Info' element). The uncompressed size (in bytes) can be calculated by multiplying the number of bytes per pixel by the total number of pixels:

$$\text{sizeUncompressed} = 1.8 \cdot \sum_{i=1}^{\text{nC}} \text{bPCDepth}_i \cdot \text{height} \cdot \text{width}$$

With:

**nC** number of image components (from Image Header box)

**i** component index

**bPCDepth<sub>i</sub>** bits per component for component *i* (from Image Header box or Bits Per Component box)

**height** image height (from Image Header box)

**width** image width (from Image Header box)

In addition, the root of the properties tree contains the elements for all top-level boxes:

Child element	Description
signatureBox (section 6.2)	Properties from JPEG 2000 Signature box
fileTypeBox (section 6.3)	Properties from File Type box
jp2HeaderBox (section 6.4)	Properties from JP2 Header box
contiguousCodestreamBox (chapter 7)	Properties from Contiguous Codestream box
intellectualPropertyBox (section 6.15)	Properties from Intellectual Property box (optional)

Child element	Description
xmlBox (section 6.16)	Properties from XML box (optional)
uuidBox (section 6.17)	Properties from UUID box (optional)
uuidInfoBox (section 6.18)	Properties from UUID Info box (optional)

6.22.3 Tests

The tests that *jpylyzer* performs at the root level fall in either of the following two categories:

- 1. Tests for the presence of required top-level boxes, the order in which they appear and restrictions on the number of instances for specific boxes
- 2. Tests for consistency of information in different parts of the file. In particular, a lot of the information in the Image Header box is redundant with information in the codestream header, and *jpylyzer* performs a number of tests to verify the consistency between these two.

Test name	True if
containsSignatureBox	file root contains a JPEG 2000 Signature box

Test name	True if
containsFileTypeBox	File root con- tains a File Type box
containsJP2HeaderBox	File root con- tains a JP2 Header box
containsContiguousCodestreamBox	File root con- tains a Con- tiguous Code- stream box



Test name	True if
containsIntellectualPropertyBox	File root contains an Intellectual Property box, which is required if <i>iPR</i> field in Image Header Box equals 1 (test is skipped otherwise)
firstBoxIsSignatureBox	First box is JPEG 2000 Signature box
secondBoxIsFileTypeBox	Second box is FileType box

Test name	True if
locationJP2HeaderBoxIsValid	Header box is located after File Type Box and before (first) Contiguous Code-stream box
noMoreThanOneSignatureBox	File SignatureBox root contains no more than one JPEG 2000 Signature box
noMoreThanOneFileTypeBox	File FileTypeBox root contains no more than one File Type box

Test name	True if
noMoreThanOneJP2HeaderBox	root con- tains no more than one JP2 Header box
heightConsistentWithSIZ	value of <i>height</i> from Image Header Box equals <i>ysiz</i> $-yOsize$ from code- stream SIZ header
widthConsistentWithSIZ	value of <i>width</i> from Image Header Box equals <i>xsiz</i> $-xOsize$ from code- stream SIZ header

Test name	True if
nCConsistentWithSIZ	<p>           If the value of <i>nC</i> from Image Header Box equals <i>csiz</i> from code-stream SIZ header         </p>
bPCSignConsistentWithSIZ	<p>           If the value of <i>bPC-Sign</i> from Image Header box (or Bits Per Component box) are equal to corresponding <i>ssizSign</i> values from code-stream SIZ header         </p>

Test name	True if
bPCDepthConsistentWithSIZ	Values of <i>bPCDepth</i> from Image Header box (or Bits Per Component box) are equal to corresponding <i>ssizDepth</i> values from code-stream SIZ header



## Chapter 7

# Contiguous Codestream box

### 7.1 General codestream structure

The Contiguous Codestream box holds the JPEG 2000 codestream, which contains the actual image data in a JP2.

#### 7.1.1 Markers and marker segments

A codestream is made up of a number of functional entities which are called *markers* and *marker segments*. A *marker* is essentially a 2-byte delimiter that delineates the start or end position of a functional entity. A *marker segment* is the combination of a marker and a set of associated parameters (*segment parameters*). However, not every marker has any associated parameters.

#### 7.1.2 General structure of the codestream

The codestream is made up of a number of components. The Figure below gives an overview.

From top to bottom, the Figure shows the following components:

1. A *start of codestream* (SOC) marker, which indicates the start of the codestream
2. A main codestream header (which includes a number of header marker segments)

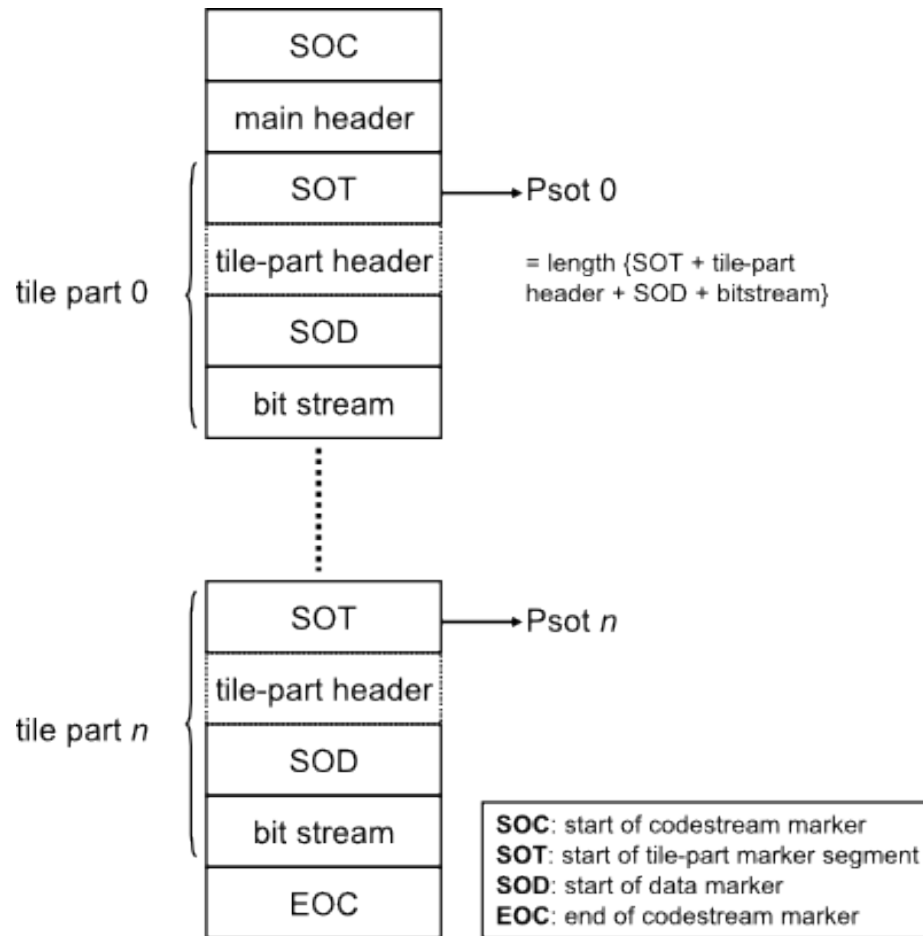


Figure 7.1: General structure of a JPEG 2000 codestream.



3. A sequence of one or more *tile parts*. Each tile part consists of the following components:
  - a. A *start of tile-part* (SOT) marker segment, which indicates the start of a tile part, and which also contains index information of the tile part and its associated tile
  - b. Optionally this may be followed by one or more additional tile-part header marker segments
  - c. A *start of data* (SOD) marker that indicates the start of the bitstream for the current tile part
  - d. The bitstream
4. An ‘end of codestream’ (EOC) marker that indicates the end of the codestream.

## 7.2 Limitations of codestream validation

It is important to stress here that *jpglyzer* currently doesn’t support the full set of marker segments that can occur in a codestream. As a result, the validation of codestreams is somewhat limited. These limitations are discussed in this section.

### 7.2.1 Main codestream header

Annex A of ISO/IEC 15444-1 lists a total of 13 marker segments that can occur in the main codestream header. Most of these are optional. The current version of *jpglyzer* only offers full support (i.e. reads and validates) for the following main header marker segments (which includes all the required ones):

- Start of codestream (SOC) marker segment (required)
- Image and tile size (SIZ) marker segment (required)
- Coding style default (COD) marker segment (required)
- Quantization default (QCD) marker segment (required)
- Comment (COM) marker segment (optional)

In addition the codestream header may also contain any of the following marker segments, which are all optional:

- Coding style component (COC) marker segment (optional)\*
- Region-of-interest (RGN) marker segment (optional) \*
- Quantization component (QCC) marker segment (optional) \*

- Progression order change (POC) marker segment (optional) \*
- Packet length, main header (PLM) marker segment (optional) \*
- Packed packet headers, main header (PPM) marker segment (optional) \*
- Tile-part lengths (TLM) marker segment (optional) \*
- Component registration (CRG) marker segment (optional) \*

The above marker segments (which are marked with an asterisk) are only minimally supported at this stage: if *jpglyzer* encounters any of them, it will include the corresponding element in the *properties* element of the output. However, *jpglyzer* currently does not analyse the contents of these marker segments, which means that the respective elements in the output will be empty.

### 7.2.2 Tile parts

The tile part validation has similar limitations. The standard lists 11 marker segments that can occur in the tile part header. Currently, *jpglyzer* only fully supports the following ones:

- Start of tile part (SOT) marker segment (required)
- Coding style default (COD) marker segment (optional)
- Quantization default (QCD) marker segment (optional)
- Comment (COM) marker segment (optional)
- Start of data (SOD) marker segment (required)

In addition the following optional marker segments may also occur:

- Coding style component (COC) marker segment (optional)\*
- Region-of-interest (RGN) marker segment (optional) \*
- Quantization component (QCC) marker segment (optional) \*
- Progression order change (POC) marker segment (optional) \*
- Packet length, tile-part header (PLT) marker segment (optional) \*
- Packed packet headers, tile-part header (PPT) marker segment (optional) \*

These marker segments (which are marked with an asterisk) are only minimally supported at this stage: if *jpglyzer* encounters any of them, it will include the corresponding element in the *properties* element of the output. However, *jpglyzer* currently does not analyse their contents, and the respective elements in the output will be empty.

### 7.2.3 Bit streams

In addition to the above limitations, *jpglyzer* can *not* be used to establish whether the data in the bitstream are correct (this would require decoding the compressed image data, which is completely out of *jpglyzer*'s scope)<sup>1</sup>. As a result, if *jpglyzer* is used as part of a quality assurance workflow, it is recommended to also include an additional check on the image contents<sup>2</sup>. Also, *jpglyzer* does not perform any checks on marker segments within the bit-stream: start-of packet (SOP) and end-of-packet (EPH) markers.

### 7.2.4 Detection of incomplete or truncated codestreams

A JP2's tile part header contains information that makes it possible to detect incomplete and truncated codestreams in most cases. Depending on the encoder software used, this method may fail for images that only contain one single tile part (i.e. images that do not contain tiling).

### 7.2.5 Current limitations of comment extraction

Both the codestream header and the tile part header can contain comment marker segments, which are used for embedding arbitrary binary data or text. *Jpglyzer* will extract the contents of any comments that are text.

## 7.3 Structure of reported output

The Figure below illustrates the structure of *jpglyzer*'s codestream-level output.

At the top level, the SIZ, COD, QCD and COM marker segments are each represented as individual sub elements. The tile part properties are nested in a *tileParts* element, where each individual tile part is represented as a separate *tilePart* sub element.

## 7.4 Contiguous Codestream box

### 7.4.1 Element name

contiguousCodestreamBox

---

<sup>1</sup>However, support for start of packet (SOP) and end of packet (EPH) markers may be included in future versions.

<sup>2</sup>For example, in a TIFF to JP2 conversion workflow one could include a pixel-by-pixel comparison of the values in the TIFF and the JP2.

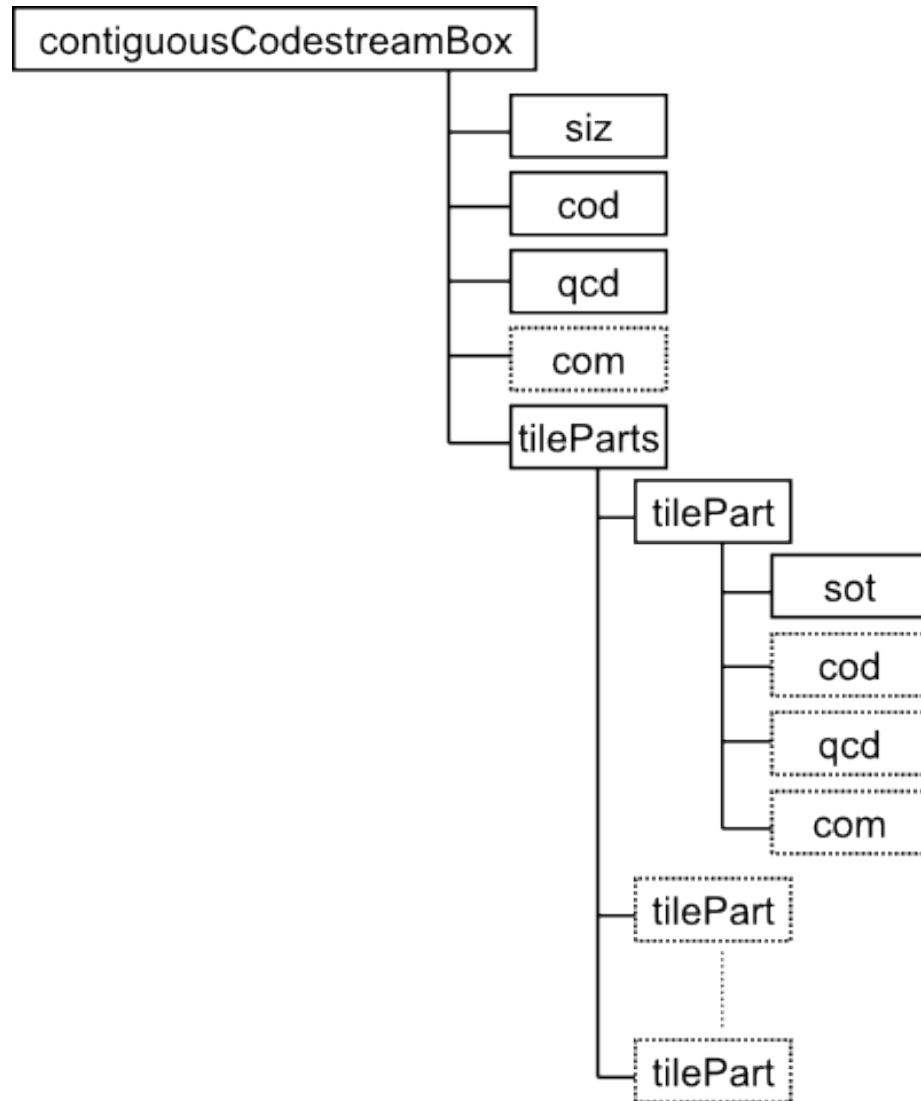


Figure 7.2: Structure of codestream-level XML output.

### 7.4.2 Reported properties

The reported properties for this box are organised into a number groups, which are represented as child elements in the properties tree:

Child element	Description
siz (section 7.5)	Properties from the image and tile size (SIZ) marker segment (codestream main header)
cod (section 7.6)	Properties from the coding style default (COD) marker segment (codestream main header)
qcd (section 7.7)	Properties from the quantization default (QCD) marker segment (codestream main header)

Child element	Description
com (section 7.8)	Properties from the (optional) comment (COM) marker segment (codestream main header)
tileParts (section 7.9)	Properties from individual tile parts

7.4.3 Tests

Test name	True if
codestreamStartsWithSOCMarker	bits 2 bytes in code-stream constitute a start of code-stream (SOC) marker segment

Test name	True if
foundSIZMarker	Second marker seg- ment in code- stream is image and tile size (SIZ) marker seg- ment
foundCODMarker	Codestream main header con- tains coding style default (COD) marker seg- ment
foundQCDMarker	Codestream main header con- tains quanti- zation default (QCD) marker seg- ment

Test name	True if
quantizationConsistentWithLevels	Values of quantization parameters from QCD marker segment are consistent with <i>levels</i> from COD marker segment <sup>3</sup>
foundExpectedNumberOfTiles	Number of encountered tiles is consistent with expected number of tiles (as calculated from SIZ marker, see section 7.5)

<sup>3</sup>The consistency check verifies if the length of the quantization default marker segment (*lqcd* from *qcd*) is consistent with the quantization style (*qStyle* from *qcd*) and the number of decomposition levels (*levels* from *cod*). They are consistent if the following equation is true:



Test name	True if
foundExpectedNumberOfTileParts	if number of encountered tile parts is consistent with expected number of tile parts (values of <i>tnsot</i> from SOT marker, see section 7.10)
foundEOCMarker	if 2 bytes in code-stream constitute an end of code-stream (EOC) marker segment

## 7.5 Image and tile size (SIZ) marker segment (child of Contiguous Codestream box)

### 7.5.1 Element name

siz

### 7.5.2 Reported properties

Property	Description
lsiz	Length of SIZ marker segment in bytes
rsiz	Decoder capabilities
xsiz	Width of reference grid
ysiz	Height of reference grid
xOsiz	Horizontal offset from origin of reference grid to left of image area
yOsiz	Vertical offset from origin of reference grid to top of image area

## 7.5. IMAGE AND TILE SIZE (SIZ) MARKER SEGMENT (CHILD OF CONTIGUOUS CODESTREAM BOX)91

Property	Description
xTsiz	Width of one reference tile with respect to the reference grid
yTsiz	Height of one reference tile with respect to the reference grid
xTOsiz	Horizontal offset from origin of reference grid to left side of first tile
yTOsiz	Vertical offset from origin of reference grid to top side of first tile
numberOfTiles	Number of tiles <sup>4</sup>
csiz	Number of components

<sup>4</sup>Calculated as:  $\text{numberOfTiles} = \lceil \text{xsiz} - \text{xOsiz} \text{ xTsiz} \rceil \bullet \lceil \text{ysiz} - \text{yOsiz} \text{ yTsiz} \rceil$

Property	Description
ssizSign*	Indicates whether image component is signed or unsigned (repeated for each component)
ssizDepth*	Number of bits for this component (repeated for each component)
xRsiz*	Horizontal separation of sample of this component with respect to reference grid (repeated for each component)
yRsiz*	Vertical separation of sample of this component with respect to reference grid (repeated for each component)

### 7.5.3 Tests

7.5. IMAGE AND TILE SIZE (SIZ) MARKER SEGMENT (CHILD OF CONTIGUOUS CODESTREAM BOX)93

Test name	True if
lsizIsValid	<i>lsiz</i> is within range [41,49190]
rsizIsValid	<i>rsiz</i> equals 0 (“ISO/IEC 15444- 1”), 1 (“Pro- file 0”) or 2 (“Pro- file 1”)
xsizIsValid	<i>xsiz</i> is within range [1,232 - 1]
ysizIsValid	<i>ysiz</i> is within range [1,232 - 1]
xOsizIsValid	<i>xOsiz</i> is within range [0,232 - 2]
yOsizIsValid	<i>yOsiz</i> is within range [0,232 - 2]
xTsizIsValid	<i>xTsiz</i> is within range [1,232 - 1]

Test name	True if
yTsizIsValid	$yTsiz$ is within range [1,232 - 1]
xTOsizIsValid	$xTOsiz$ is within range [0,232 - 2]
yTOsizIsValid	$yTOsiz$ is within range [0,232 - 2]
csizIsValid	$csiz$ is within range [1,16384]
lsizConsistentWithCsiz	$lsiz$ equals $38 + 3 * csiz$
ssizIsValid*	$ssizDepth$ is within range [1,38] (re- peated for each compo- nent)

Test name	True if
xRsizIsValid	* <i>xRsiz</i> is within range [1,255] (re- peated for each compo- nent)
yRsizIsValid	* <i>yRsiz</i> is within range [1,255] (re- peated for each compo- nent)

## 7.6 Coding style default (COD) marker segment

### 7.6.1 Element name

cod

### 7.6.2 Reported properties

Property	Description
lcod	Length of COD marker segment in bytes

Property	Description
precincts	Indicates use of precincts (“yes”/“no”)
sop	Indicates use of start of packet marker segments (“yes”/“no”)
eph	Indicates use of end of packet marker segments (“yes”/“no”)
order	Progression order
layers	Number of layers
multipleComponentTransform	Indicates use of multiple component transformation (“yes”/“no”)
levels	Number of decomposition levels
codeBlockWidth	Code block width
codeBlockHeight	Code block height



Property	Description
codingBypass	Indicates use of coding bypass ("yes"/"no")
resetOnBoundaries	Indicates reset of context probabilities on coding pass boundaries ("yes"/"no")
termOnEachPass	Indicates termination on each coding pass ("yes"/"no")
vertCausalContext	Indicates vertically causal context ("yes"/"no")
predTermination	Indicates predictable termination ("yes"/"no")
segmentationSymbols	Indicates use of seg- mentation symbols ("yes"/"no")

Property	Description
transformation	Wavelet transformation: “9-7 irreversible” or “5-3 reversible”
precinctSizeX	P*precinct width (repeated for each resolution level; order: low to high) (only if <i>precincts</i> is “yes”)
precinctSizeY	P*precinct height (repeated for each resolution level; order: low to high) (only if <i>precincts</i> is “yes”)

### 7.6.3 Tests

Test name	True if
lcodIsValid	<i>lcod</i> is within range [12,45]

Test name	True if
orderIsValid	<i>order</i> equals 0 ("LRCP"), 1 ("RLCP"), 2 ("RPCL"), 3 ("PCRL") or 4 ("CPRL")
layersIsValid	<i>layers</i> is within range [1,65535]
multipleComponentTransformation	IsValid
levelsIsValid	<i>levels</i> is within range [0,32]
lcodConsistentWithLevelsPrecincts	IsValid
	equals 12 ( <i>precincts</i> = "no") or <i>lcod</i> equals 13 + <i>levels</i> ( <i>precincts</i> = "yes")
codeBlockWidthEBPoleWidthComponent	IsValid
	is within range [2,10]

Test name	True if
codeBlockHeightExponentValid	codeBlockHeightExponent is within range [2,10]
sumHeightWidthExponentValid	$\text{codeBlockHeightExponent} + \text{codeBlockWidthExponent}$ is within range [2,10]
precinctSizeXValid	precinctSizeX is valid (except lowest resolution level) (repeated for each resolution level; order: low to high) (only if <i>precincts</i> is “yes”)

Test name	True if
precinctSizeYIsValid	precinctSizeY is valid 2 (except lowest resolu- tion level) (re- peated for each resolu- tion level; order: low to high) (only if <i>precincts</i> is “yes”)

7.7 Quantization default (QCD) marker segment

7.7.1 Element name

qcd

7.7.2 Reported properties

Property	Description
lqcd	Length of QCD marker segment in bytes

Property	Description
qStyle	Quantization style for all components
guardBits	Number of guard bits
epsilon*	<p>- If <i>qStyle</i> equals 0 (“no quantization”):  <i>Epsilon</i> exponent in Eq E-5 of ISO/IEC 15444-1  (repeated for all decomposition levels; order: low to high)- If <i>qStyle</i> equals 1 (“scalar derived”):  <i>Epsilon</i> exponent in Eq E-3 of ISO/IEC 15444-1- If <i>qStyle</i> equals 2 (“scalar ex-pounded”):  <i>Epsilon</i> exponent in Eq E-3 of ISO/IEC 15444-1  (repeated for all decomposition levels; order: low to high)</p>

Property	Description
$\mu^*$	<p>- If <math>qStyle</math> equals 1 (“scalar derived”):  <math>\mu</math> constant in Eq E-3 of ISO/IEC 15444-1- if <math>qStyle</math> equals 2 (“scalar expounded”)  <math>\mu</math>: <math>\mu</math> constant in Eq E-3 of ISO/IEC 15444-1  (repeated for all decomposition levels;  order: low to high)</p>

### 7.7.3 Tests

Test name	True if
<code>lqcdIsValid</code>	$lqcd$ is within range [4,197]

Test name	True if
<code>qStyleIsValid</code>	<code>qStyle</code> equals 0 (“no quanti- za- tion”), 1 (“scalar de- rived”), or 2 (“scalar ex- pounded”)

## 7.8 Comment (COM) marker segment

### 7.8.1 Element name

com

### 7.8.2 Reported properties

Property	Description
lcom	Length of COM marker segment in bytes



Property	Description
<i>rcom</i>	Registration value of marker segment (indicates whether this comment contains binary data or text)
<i>comment</i>	Embedded comment as text (only if <i>rcom</i> = 1 )

### 7.8.3 Tests

Test name	True if
<i>lcomIsValid</i>	<i>lqed</i> is within range [5,65535]
<i>rcomIsValid</i>	<i>rcom</i> equals 0 (“binary”) or 1 (“ISO/IEC 8859-15 (Latin”))

Test name	True if
commentIsValid	comment is valid ISO/IEC8859- 15 and does not contain control charac- ters, other than tab, newline or carriage return

## 7.9 Tile part (child of Contiguous Codestream box)

Tile-part level properties and tests. This is not a box or a marker segment!

### 7.9.1 Element name

tilePart (child of tileParts)

### 7.9.2 Reported properties

Each tile part element can contain a number of child elements:

Child element	Description
sot (section 7.10)	Properties from start of tile (SOT) marker segment

Child element	Description
cod (section 7.6)	Properties from the (optional) coding style default (COD) marker segment (tile part header)
qcd (section 7.7)	Properties from the (optional) quantization default (QCD) marker segment (tile part header)
com (section 7.8)	Properties from the (optional) comment (COM) marker segment (tile part header)

### 7.9.3 Tests

Test name	True if
foundNextTilePartOrEOC	part start offset + <i>tilePartLength</i> points to either start of new tile or EOC marker (useful for de- tecting within- codestream byte corrup- tion)
foundSODMarker	marker seg- ment of tile part is a start- of-data (SOD) marker

7.10 Start of tile part (SOT) marker segment  
(child of tile part)

7.10.1 Element name

sot

### 7.10.2 Reported properties

Property	Description
lsot	Length of SOT marker segment in bytes
isot	Tile index
psot	Length of tile part
tpsot	Tile part index
tnsot	Number of tile-parts of a tile in the codestream (value of 0 indicates that number of tile-parts of tile in the codestream is not defined in current header)

### 7.10.3 Tests

Test name	True if
lsotIsValid	<i>lsot</i> equals 10
isotIsValid	<i>isot</i> is within range [0,65534]
psotIsValid	<i>psot</i> is <b>not</b> within range [1,13]
tpsotIsValid	<i>tpsot</i> is within range [0,254]

The following marker segments are only minimally supported: *jpglyzer* will report their presence in the *properties* element, but it does not perform any further tests or analyses. This may change in upcoming versions of the software.

## 7.11 Coding style component (COC) marker segment

### 7.11.1 Element name

coc

### 7.11.2 Reported properties

Property	Description
----------	-------------

### 7.11.3 Tests

Test name	True if
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## 7.12 Region-of-interest (RGN) marker segment

### 7.12.1 Element name

rgn

### 7.12.2 Reported properties

Property	Description
----------	-------------

### 7.12.3 Tests

Test name	True if
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7.14. PROGRESSION ORDER CHANGE (POC) MARKER SEGMENT 111

Test name	True if

7.13 Quantization component (QCC) marker segment

7.13.1 Element name

qcc

7.13.2 Reported properties

Property	Description

7.13.3 Tests

Test name	True if

7.14 Progression order change (POC) marker segment

7.14.1 Element name

poc

7.14.2 Reported properties

Property	Description

**7.14.3 Tests**

Test name	True if
<hr/>	

**7.15 Packet length, main header (PLM) marker segment****7.15.1 Element name**

plm

**7.15.2 Reported properties**

Property	Description
<hr/>	

**7.15.3 Tests**

Test name	True if
<hr/>	

**7.16 Packed packet headers, main header (PPM) marker segment****7.16.1 Element name**

ppm

**7.16.2 Reported properties**



Property	Description

### 7.16.3 Tests

Test name	True if

## 7.17 Tile-part lengths (TLM) marker segment

### 7.17.1 Element name

tlm

### 7.17.2 Reported properties

Property	Description

### 7.17.3 Tests

Test name	True if

## 7.18 Component registration (CRG) marker segment

### 7.18.1 Element name

crg

7.18.2 Reported properties

Property	Description

7.18.3 Tests

Test name	True if

7.19 Packet length, tile-part header (PLT) marker segment

7.19.1 Element name

plt

7.19.2 Reported properties

Property	Description

7.19.3 Tests

Test name	True if

**7.20 Packed packet headers, tile-part header  
(PPT) marker segment**

**7.20.1 Element name**

ppt

**7.20.2 Reported properties**

Property	Description

**7.20.3 Tests**

Test name	True if



## Chapter 8

# References

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