INTERNATIONAL **STANDARD**

ISO/IEC 12089

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Information technology — Computer graphics and image processing — **Encoding for the Image Interchange Facility**

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(standards.iteh.ai) Technologies de l'information — Infographie et traitement de l'image — Codage pour les accessoires pour l'échange de l'image (IIF)



Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

International Standard ISO/IEC 12089 was prepared by Joint Technical Committee ISO/IEC JTC 1, Information technology, Subcommittee SC 24, IEW Computer graphics and image processing.

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Information technology — Computer graphics and image processing — Encoding for the Image Interchange Facility (IIF)

1 Scope

This International Standard defines the encoding rules which shall apply to the representation of IPI-IIF image data. The IPI-IIF data format is defined in ISO/IEC 12087-3, called "Image Interchange Facility (IIF)". It is Part 3 of the Image Processing and Interchange International Standard, defined in ISO/IEC 12087. The IPI-IIF facilitates the interchange of digital images. It consists of two major parts:

- (1) the IPI-IIF data format (IIF-DF) definition, whose syntax is described using ASN.1;
- (2) the IPI-IIF gateway definition, whose functionality is described by an application programmers interface.

The IPI-IIF is based on the definition described in Part 1, Common Architecture for Imaging (CAI) of the ISO/IEC 12087.

Due to the fact that the syntax of the IIF-DF is expressed using the Abstract Syntax Notation One (ASN.1), defined by ISO/IEC 8824, this standard makes use of the Basic Encoding Rules (BER) for ASN.1, by referring to ISO/IEC 8825 for the definition of encoding rules.

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NOTE - A rationale for the introduction of new encoding rules in addition to those defined by the BER is given in clause 4.

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Reference shall be made to this International Standard, and its definitions shall be employed, whenever images are interchanged, according to the IIF-DF, defined in ISO/IEC 12087-3.

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2 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this International Standard. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this International Standard are encouraged to investigate the possibility of applying the most recent editions of the standards indicated below. Members of IEC and ISO maintain registers of currently valid International Standards.

- ISO/IEC 8632:(all parts), Information technology Computer graphics Metafile for the storage and transfer of picture description information.
- ISO/IEC 8824:1990, Information technology Open Systems Interconnection Specification of Abstract Syntax Notation One (ASN.1).
- ISO/IEC 8825:1990, Information technology Open Systems Interconnection Specification of Basic Encoding Rules for Abstract Syntax Notation One (ASN.1).
- ISO/IEC 8825-2:1996, Information technology ASN.1 encoding rules: Specification of Packed Encoding Rules (PER).
- ISO/IEC 12087-1:1995, Information technology Computer graphics and image processing Image Processing and Interchange (IPI) - Functional specification - Part 1: Common architecture for imaging.
- ISO/IEC 12087-2:1994, Information technology Computer graphics and image processing Image Processing and Interchange (IPI) Functional specification Part 2: Programmer's imaging kernel system application programme interface.
- ISO/IEC 12087-3:1995, Information technology Computer graphics and image processing Image Processing and Interchange (IPI) Functional specification Part 3: Image Interchange Facility (IIF) https://standards.iteh.av.cataoog.standards/sist/aa9c11a7-b584-49c4-90f9-14b40ac3d23c/iso-iec-12089-1997

NOTE - Some ISO Standards are technically aligned with CCITT Recommendations, in particular the ASN.1 Standard (ISO Standards 8824/8825 and CCITT Recs. X.208/X.209). The differences between the International Standard definitions and the CCITT definitions are quite small, and should not affect interoperability between implementations written

against either document. Within this part of ISO/IEC 12087, the ISO Standards are referenced whenever possible.

3 Definitions and abbreviations

ASN.1 Abstract Syntax Notation One

BER Basic Encoding Rules

fre fraction

lsb least significant bit

lsB least significant Byte

msb most significant bit

msB most significant Byte

s sign

NOTE - For definitions and abbreviations concerning the Image Processing and Interchange Standard (IPI), refer also to clause 3 of ISO/IEC 12087-1, ISO/IEC 12087-2 and ISO/IEC 12087-3.

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4 Encoding rules for the IIF syntax entities

The encoding of syntax entities shall conform to the Basic Encoding Rules (BER) for ASN.1 - ISO/IEC 8825.

NOTE - Using the BER encoding overheads may occur. In particular, the encoding of a large pixel data field can produce considerable space and processing time overhead, when every pixel is represented as an elementary ASN.1 data entity, consisting of a "tag" and a "length" field that proceeds the "value" field.

For this reason this International Standard describes additional encoding methods that may be applied to pixel fields. These methods may neither be regarded as extensions, nor as changes to the tag-length-value concept of the BER. Instead, they only describe how to interpret the data contained in the elementary ASN.1 type OCTET STRING, when this elementary type was used to encode an entire field of pixel values (instead of just one value). Thus, these encoding rules may rather be regarded to lie "on top of" BER encoding/decoding tools.

This International Standard defines additional encodings for space-efficient representation of pixel fields. They are outlined in clause 5 in conjunction with additional IIF syntax entities which describe the degree of freedom for the selection of an encoding method.

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5 IIF syntax entities for the representation of pixel fields

The syntax is expressed in ASN.1 (Abstract Syntax Notation One), according to ISO/IEC Standard 8824, "Specification of Abstract Syntax Notation One (ASN.1)." ASN.1 is a formal description language. It defines a set of primitive data types, such as INTEGER, ENUMERATED, and REAL and provides a facility to construct new elements with their own typing inherent in the structure using the constructors SEQUENCE, SEQUENCE of and CHOICE. This allows for new data types to be defined which are uniquely recognisable within an application. To make these definitions more readable, textual labels may be associated with the elements in a constructor type. In order to distinguish different occurrences of the same type within one constructor, various types of tags are provided that may be associated with the constructor's elements.

Within the semantic description each element (which is either a primitive data type or a constructed type) is called *syntax entity*. According to ASN.1, the names of the syntax entities begin with capital letters. Syntax entities consist of a number of *components*. According to ASN.1, the component labels begin with lower case letters.

In the following, ASN.1 code is indicated by courier font. All syntax rules are preceded by a semantics statement. Some rules are succeeded by constraints statements. The rules are ordered in prefix form.

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IIF module declaration IIFEncoding

Semantics

IIFEncoding is the name of the ASN.1 module responsible for the encoding of fields of pixel values to be used mainly by the IIF-DF. Besides the full syntax (given by the PixelFieldEncoding entity), the module also exports the BooleanEncoding, IntegerEncoding, FixedPointEncoding, RealEncoding, ComplexEncoding and the EnumeratedEncoding entities. This provides other ASN.1 notated applications with direct access to these sub-objects. No objects are imported.

In order to obtain the full syntax for the module specification, the term <<declarations>> needs to be replaced with the syntax portions of all subsequent syntax entities within this clause.

```
IIFEncoding (iso(1) standard (0) ipi-encoding(12089)
              iif-encoding(1) }
DEFINITIONS ::=
BEGIN
EXPORTS
PixelFieldEncoding iTeh STANDARD PREVIEW
IntegerEncoding,
                           (standards.iteh.ai)
FixedPointEncoding,
RealEncoding,
                                 ISO/IEC 12089:1997
ComplexEncoding,
EnumeratedEncodihts://standards.iteh.ai/catalog/standards/sist/aa9c11a7-b584-49c4-90f9-
                             14b40ac3d23c/iso-iec-12089-1997
IMPORTS;
<<declarations>>
END
```

Constraints

None.

IIF syntax entity No. 1001

PixelFieldEncoding

Semantics

The PixelFieldEncoding entity is used to represent a field of pixel values whose structure is defined by an external image structure definition.

NOTE - In case of the IIF-DF, this image structure definition is given by the ImageStructure entity.

The byte-order-swapped component indicates the sequential order in which consecutive octets appear within the corresponding pixel-value component. The definitions of subsequent data types apply after octet swapping, if specified.

Possible values are:

The physical order matches the significance: ,,0"

```
1
| 6 | 5 | 4 | 3 | 2 | 1
```

,,1" The octets are swapped:

```
3
             2
TETER STEAM DARED PREVIEW
```

NOTE -When using ASN.1, machine dependencies, such as byte swapping are managed by the BER. However, within the PixelFieldEncoding entity an ASN.1 OCTET STRING is used to represent not just one value, but multiple values of various types such as integer or real. Thus, these machine dependencies need to be managed by the application again. https://standards.iteh.ai/catalog/standards/sist/aa9c11a7-b584-49c4-90f9-

The encoding-rules component determines the encoding rules that apply to the field of pixel values.

The pixel-values component represents the field of pixel values by the ASN.1 type BITSTRING.

NOTE -A field element is either the value of a pixel, or the value of an elementary part of a pixel, depending on whether the pixel type is defined to be elementary or compound (e.g., a record of some elementary types).

Syntax:

```
PixelFieldEncoding ::= SEQUENCE
  byte-order-swapped [0] INTEGER (0..1),
                       [1] EncodingRules,
   encoding-rules
   pixel-values
                       [2] BITSTRING
   }
```

Constraints

The number field elements contained in the pixel-values component must match the number of array elements declared by the corresponding image structure definition.

IIF syntax entity No. 1002

Encoding Rules

Semantics

The *EncodingRules* entity provides a generic method for the specification of the packed encoding of pixel values. The *uniform-encoding* component describes the encoding of heterogeneous pixel fields, while the *hierarchical-encoding* component facilitate the description of the complex hierarchical encodings.

EXAMPLE - Given a 2D image, which consists of two bands, called *hi* and *lo*, whereby hi has three times the resolution of *lo* in both dimensions: 192x192 pixels for *hi*, and 64x64 pixels for *lo*. According to its image structure definition, the image is represented pixel-interleaved, i.e. it consists of 3 by 3 blocks of *hi* pixels followed by a single *lo* pixel, followed by another block of *hi* pixels, etc. Let us now look at two cases

1) Let us assume that both bands have 8 bit unsigned integer pixels:

In this case the pixel values of both bands are represented in the same way. Thus, on the level of the encoding specification it is not necessary to express the complex pixel interleaved organisation. Instead it is sufficient to specify a plain (1-dimensional) sequence of 8 bit integers. The iteration component is being set to 49960 = 192x192 + 64x64. The bit pad component is set to zero, since no padding bits occur in the sequence.

```
EncodingRules
                                                      uniform-encoding
                                                                                 iteration-and-alignments
                                                                                                                                                                                                                                                                                                                                      = SEQUENCE OF
                                                                                                             1
                                                                                                                                                                                                                                                                                                           = IterationAndAlignment
                                                                                                                                                                                                                                                                                                            = INTEGER D
                                                                                                                                      explicit-iteration
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     40960
                                                                                                                                        alignment
                                                                                                                                                                                                                                                                                                                     Padding
                                                                                                                                                                  bit-pad
                                                                                                                                                                                                                                                                                                                    INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    0
                                                                                                                                                                                                                                                                                                                     SEQUENCE OF
                                                                                 components-encoding
                                                                                                                                                                                                                                                                                                           = ElementEncoding
                                                                                                                                       non-negative-integefo/IEC ±20nsighedIntegerEncoding
                                                                                                https://standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalog/standaumber-of-bitsalo
                                                                                                                                                                                                            14b40ac3d23c/iso-iec-12089-1997
```

2) Let us assume that hi band consists of 6 bit integers and the low band consists of 4 octet floats.

In this heterogeneous case a hierarchical encoding specifications is required, if each block of pixel elements is aligned to a 2 octet boundary. The first level describes the loop over pixel blocks. The second level describes the representation within one block.

```
EncodingRules
        hierarchical-encoding
             iteration-and-alignment
                                                    = IterationAndAlignment
                      explicit-iteration
                                                    = INTEGER
                                                                                        64
                      alignment
                                                    = Padding
                          octet-boundary
                                                    = INTEGER
                                                                                        2
             components-encoding
                                                    = SEQUENCE OF
                 1
                                                    = ComplexEncoding
                     elementary-component
                                                    = ElementEncoding
                          non-negative-integer
                                                    = UnsignedIntegerEncoding
                              number-of-bits
                                                    = INTEGER
                                                                                        6
                 2
                                                    = ComplexEncoding
                     elementary-component
                                                    = ElementEncoding
                         real
                                                    = RealEncoding
                              ieee-basic-single
                                                    = NULL
```

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Syntax

```
EncodingRules ::= CHOICE
{
  uniform-encoding [0] UniformEncoding,
  hierarchical-encoding [1] HierarchicalEncoding
}
```

Constraints

None.

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