On Audio-Visual File Formats

Reto Kromer • AV Preservation by reto.ch

Film Preservation and Restoration
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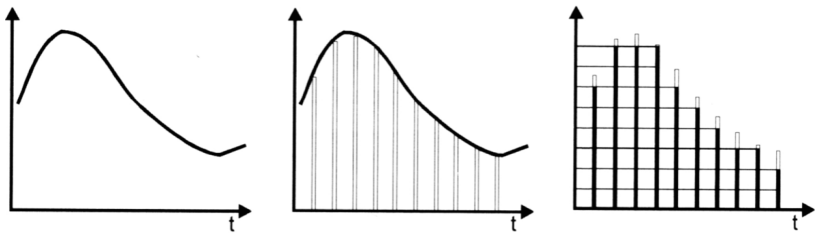
Summary

- digital audio and digital video
- container, codec, raw data
- different formats for different purposes
- audio-visual data transformations

Digital Audio

Digital Audio

- sampling
- quantisation



digitisation = sampling + quantisation

Sampling

- 44.1 kHz
- 48 kHz
- 96 kHz
- 192 kHz

Quantisation

- 16 bit (2^{16} = 65 536)
- 24 bit (2^{24} = 16 777 216)
- 32 bit (2^{32} = 4 294 967 296)

Digital Video

Digital Video

- resolution
- bit depth
- linear, power, logarithmic
- colour model
- chroma subsampling
- illuminant

Resolution

- SD 480i / SD 576i
- HD 720p / HD 1080i
- 2K / HD 1080p
- 4K / UHD-1
- 8K / UHD-2

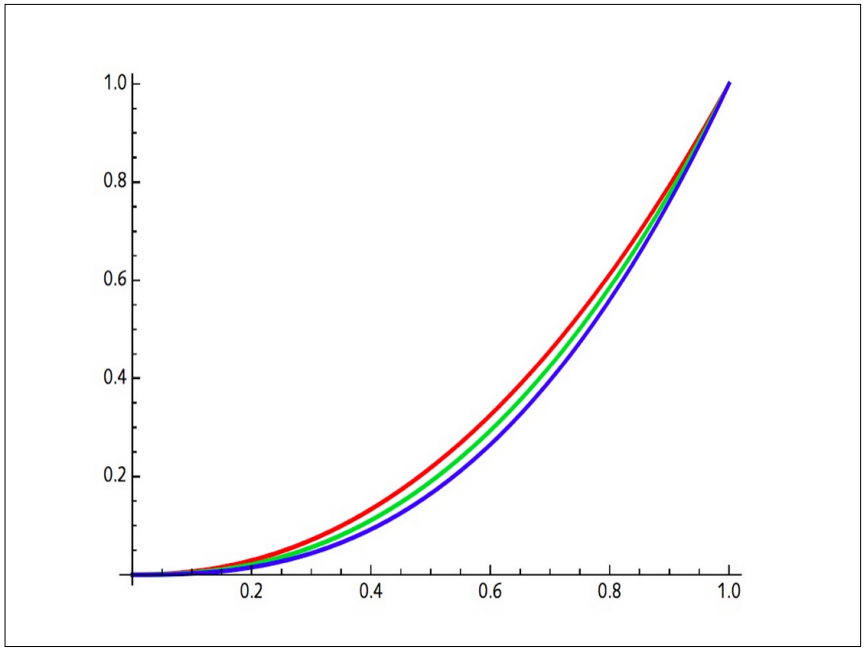
Bit Depth

- 8 bit ($2^8 = 256$)
- 10 bit ($2^{10} = 1\,024$)
- 12 bit ($2^{12} = 4\,096$)
- 16 bit ($2^{16} = 65\,536$)
- 24 bit ($2^{24} = 16\,777\,216$)

Linear, Power, Logarithmic

«medium grey»

- linear: 18%
- power: 50%
- logarithmic: 50%



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Colour Model

- XYZ, L*a*b*
- RGB / R′G′B′ / CMY / C′M′Y′
- Y′IQ / Y′UV / Y′D_BD_R
- Y′C_BC_R / Y′C_OC_G
- Y′P_BP_R

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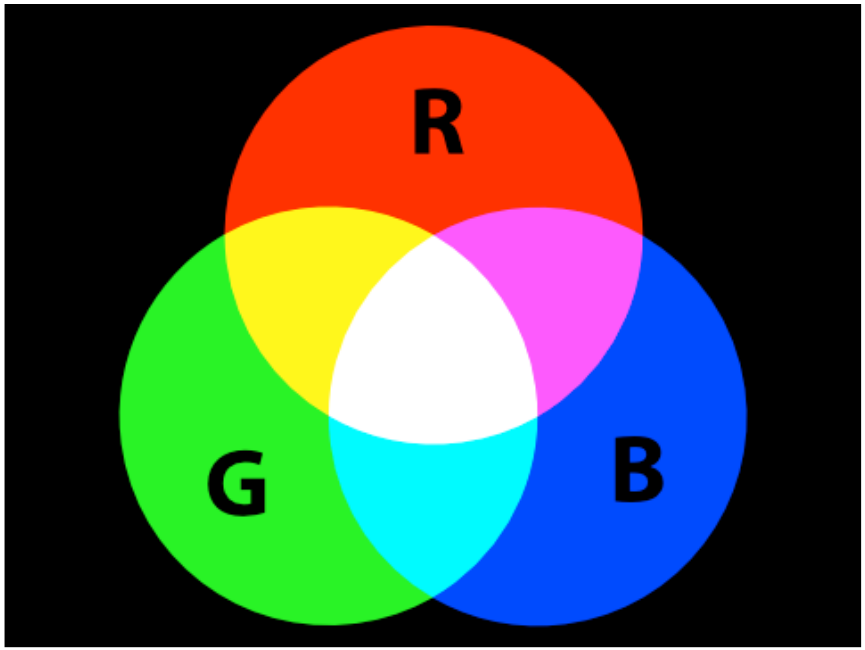

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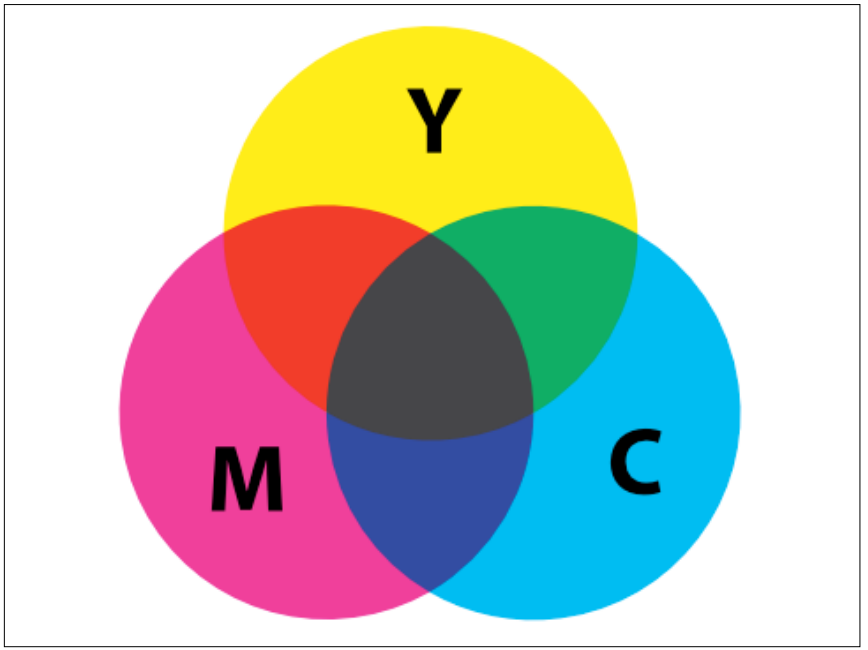

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$$\begin{pmatrix} R' \\ G' \\ B' \end{pmatrix} = \begin{pmatrix} 1 & 0 & 1.396523 \\ 1 & -0.342793 & -0.711348 \\ 1 & 1.765078 & 0 \end{pmatrix} \begin{pmatrix} Y' \\ C_B \\ C_R \end{pmatrix}$$

$$\begin{pmatrix} Y' \\ C_B \\ C_R \end{pmatrix} = \begin{pmatrix} 0.299 & 0.587 & 0.114 \\ -0.168074 & -0.329965 & 0.498039 \\ 0.498039 & -0.417947 & -0.080992 \end{pmatrix} \begin{pmatrix} R' \\ G' \\ B' \end{pmatrix}$$

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$$\begin{pmatrix} R' \\ G' \\ B' \end{pmatrix} = \begin{pmatrix} 1 & 1 & -1 \\ 1 & 0 & 1 \\ 1 & -1 & -1 \end{pmatrix} \begin{pmatrix} Y' \\ C_O \\ C_G \end{pmatrix}$$

$$\begin{pmatrix} Y' \\ C_O \\ C_G \end{pmatrix} = \begin{pmatrix} \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{2} & 0 & -\frac{1}{2} \\ -\frac{1}{4} & \frac{1}{2} & -\frac{1}{4} \end{pmatrix} \begin{pmatrix} R' \\ G' \\ B' \end{pmatrix}$$

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RGB24

00000000 00000000 00000000	11111111 00000000 00000000	00000000 11111111 00000000	00000000 00000000 11111111
00000000 11111111 11111111	11111111 00000000 11111111	11111111 11111111 00000000	11111111 11111111 11111111

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Compression

- uncompressed
- lossless compression
- lossy compression
- chroma subsampling
- born compressed

Uncompressed

+ data simpler to process
+ software runs faster
− bigger files
− slower writing, transmission and reading

Examples: TIFF, DPX, DNG, OpenEXR

Lossless Compression

+ smaller files
+ faster writing, transmission and reading
− data processing complexer
− software runs slower

Examples: JPEG 2000, FFV1

Lossy Compression

- optimised for image acquisition and/or postproduction
- optimised for access

Examples (mezzanine): ProRes 422, ProRes 4444, DNxHD, DNxHR

Examples (access): H.264 (AVC), H.265 (HEVC), AV1

Chroma Subsampling

- 4:4:4
- 4:2:2
- 4:2:0 / 4:1:1

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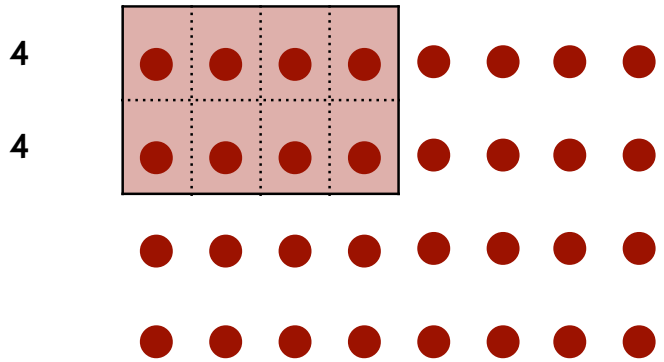
4:4:4



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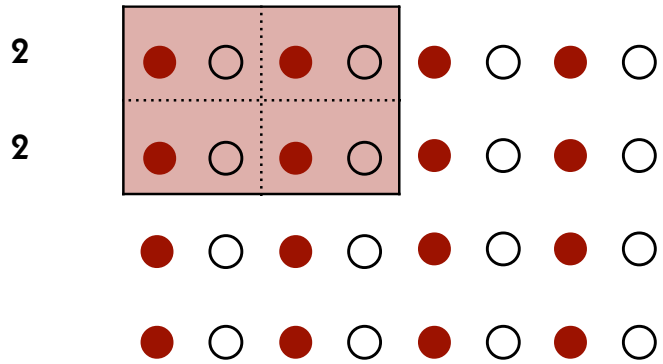
4:2:2



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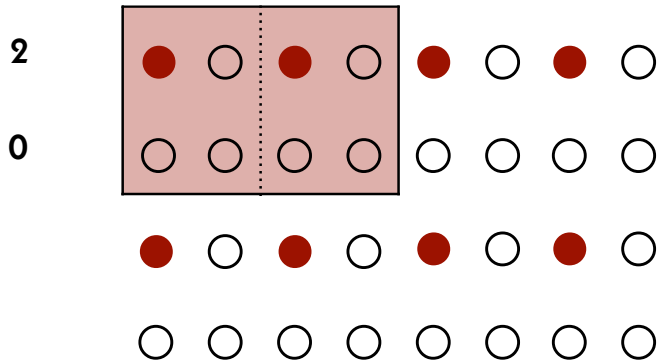
4:2:0



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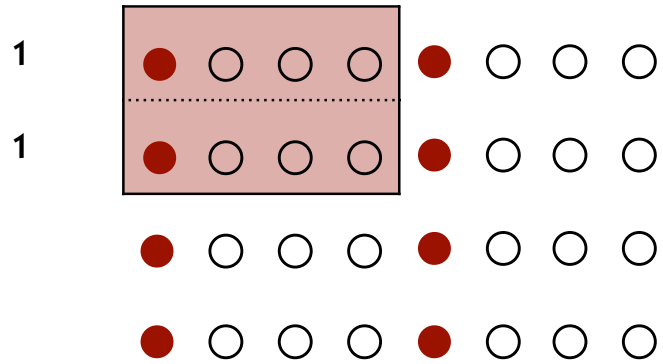
4:1:1



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Born Compressed

- optimised for both image acquisition and postproduction

Examples: CineForm RAW, ProRes RAW

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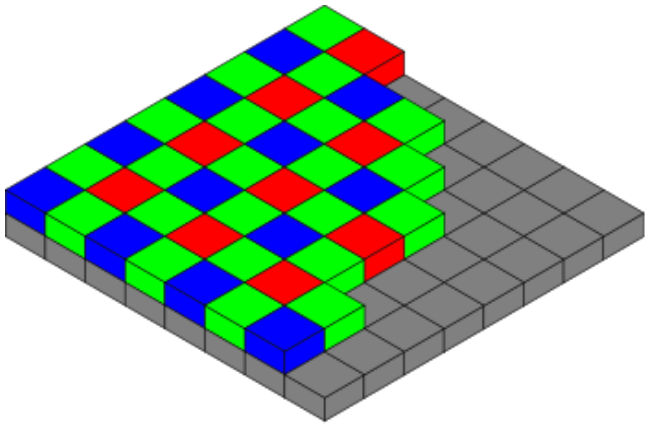
Bayer



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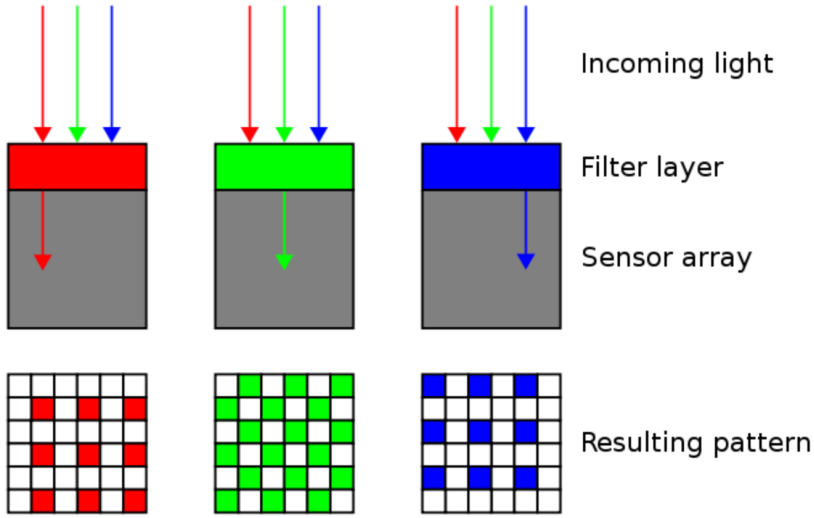

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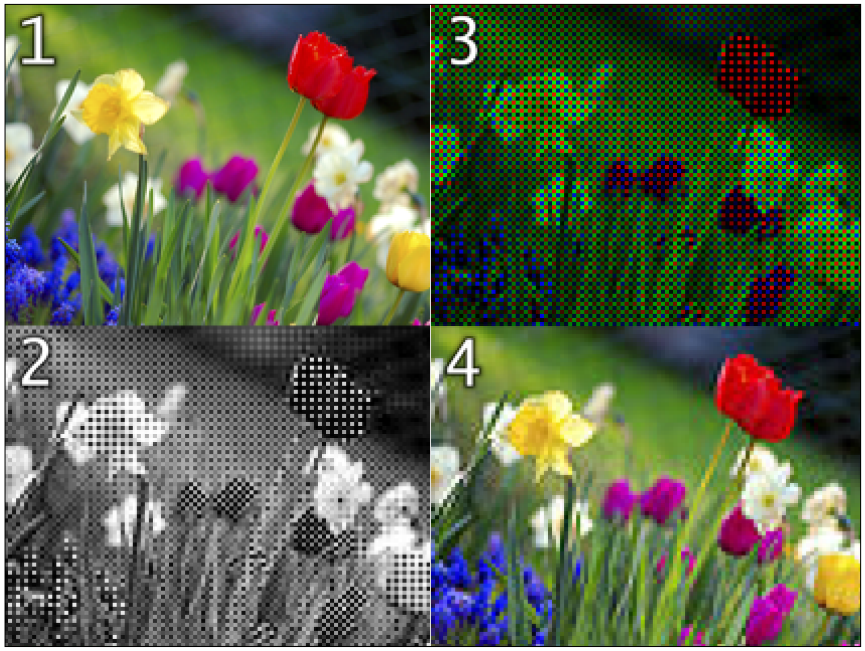

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Illuminant

- D50
- D55
- D65
- D75

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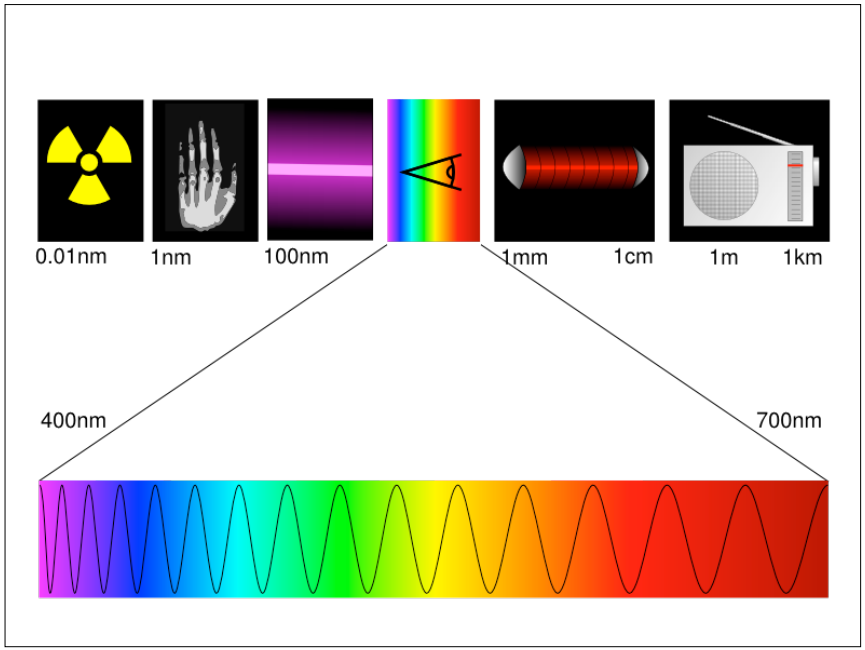

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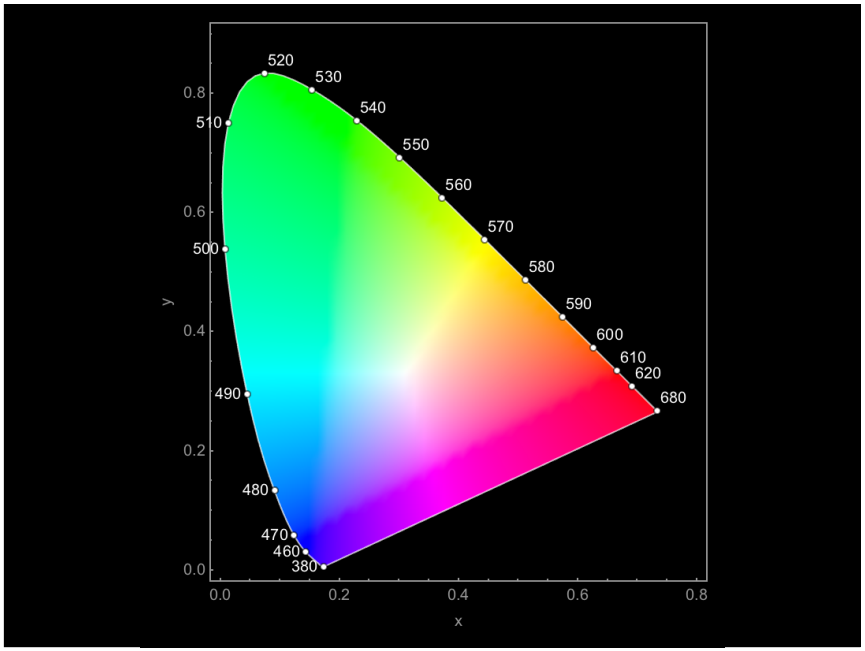

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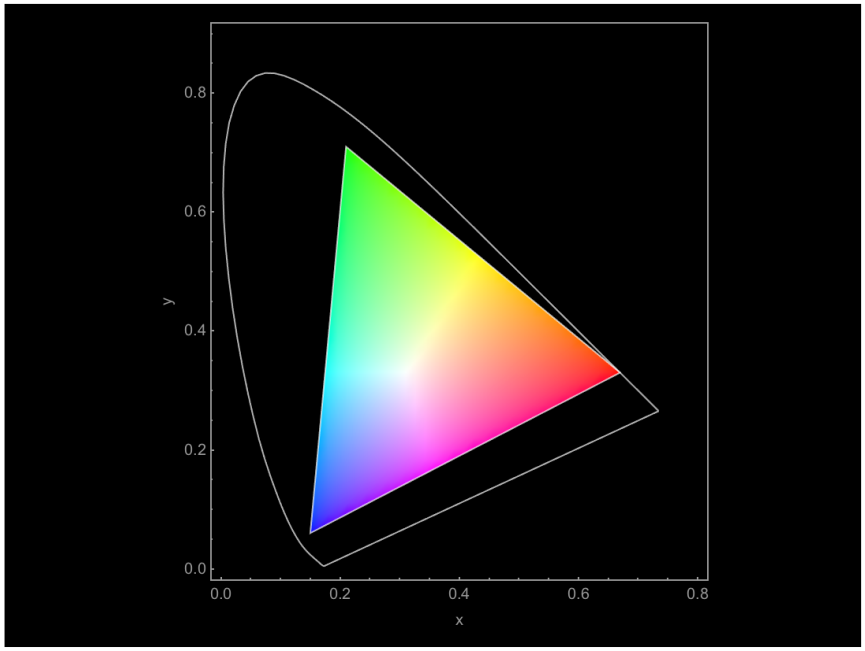

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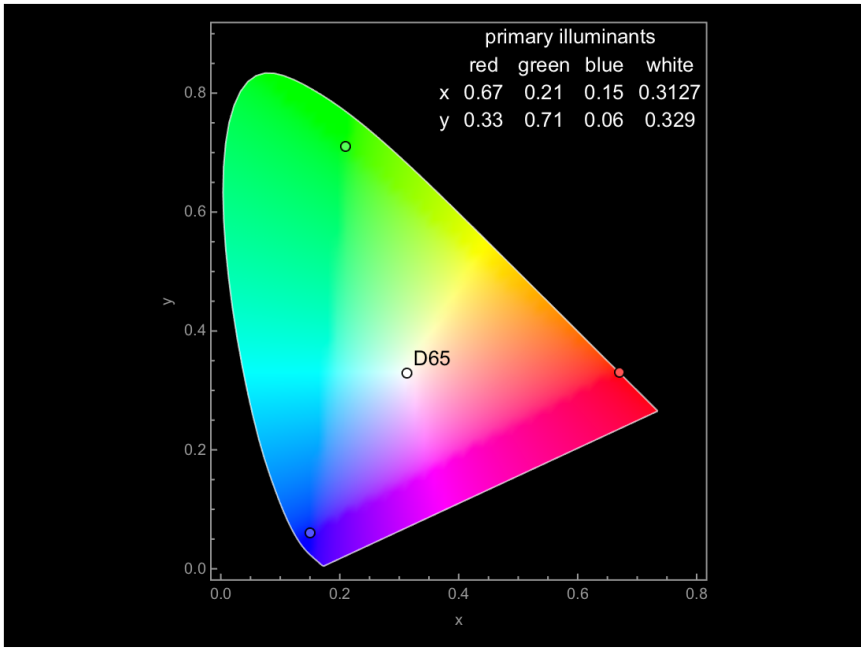

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File Structure

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```
01110101001010101000101101010111100
01001101010101010101000010111010100
01110101001010101000101101010111100
00011101010101010101000010111010100
01101010100101010100010110101011110
00101010101010100001011101010100000
01110101001010101000101101010111100
01010101010101010000101110101001100
10010111010100101010100010110101010
11100101010101010100001011101010100
01110101001010101000101101010111100
01010101010101010011010101000000010
00101000101010101010010101010101010
```

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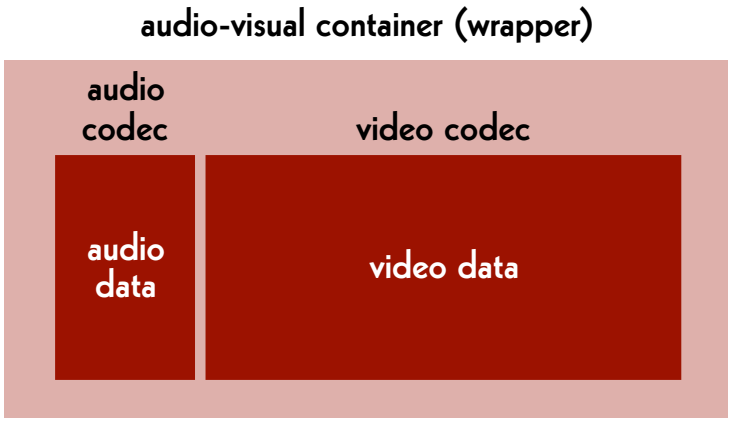
File Structure



Audio-Visual Container

- MP4
- MOV
- AVI
- MXF
- Matroska (.mkv)
- Flash

Single Images

- folder
- TAR
- ZIP
- MXF
- Matroska (.mkv)
- CinemaDNG

Audio Codec

- WAVE
- BWF
- FLAC
- AAC
- MP3

Video Codec (Master)

images

- TIFF
- DPX
- JPEG 2000
- OpenEXR
- DNG

streams

- 8 bit raw
- 10 bit raw
- HuffYUV
- FFV1

Video Codec (Mezzanine)

- ProRes 422, ProRes 4444, ProRes RAW
- DNxHD, DNxHR
- CineForm RAW

Video Codec (Access)

- H.264, H.265 (HEVC), AV1

Data is anything
but «raw».

Audio Data

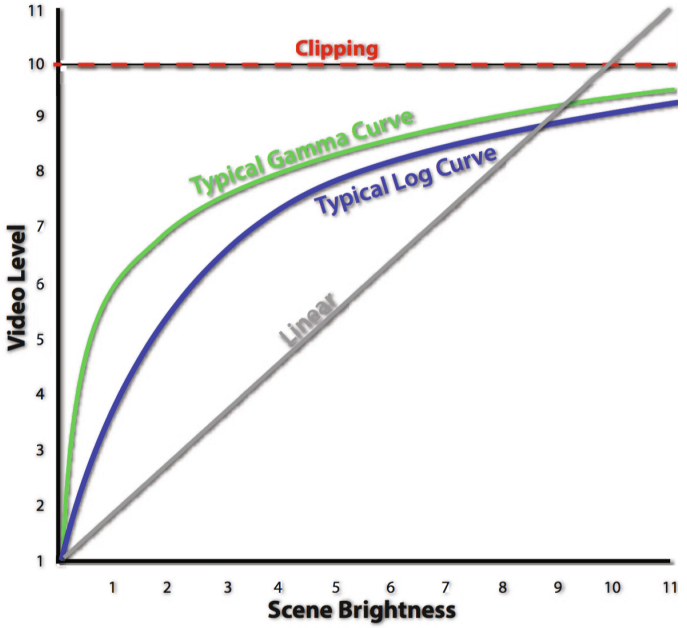
- pcm_s16le
- pcm_s24le
- pcm_s32le

Video Data

- rgb48le
- rgb24
- rgb72le
- bayer_bggr16le
- bayer_bggr24le
- yuv444p16le
- yuv422p10le
- uyvy422
- yuv420p
- yuv444p24le

What is inside my DPX?

- log neg encoding
- log RGB encoding or quasi-log encoding
- gamma encoding or power function encoding
- scene-linear encoding



File Formats

Principles

- **The archive must be able to handle the file formats it holds.**

- open source
- simple to use and well documented
- widely used by the community

Different Purposes

archive master format:
➔ for preservation

mezzanine format:
➔ for professional use in post-production

dissemination formats:
➔ for widely spreading and easy access

Elena Rossi-Snook:

Archiving without access isn't preservation, it's hoarding.

Archive Master (Today)

film
- folder, TIFF, 2K, RGB, 4:4:4, 16 bit
- MXF, DPX, 2K, R'G'B', 4:4:4, 10 bit

video
- AVI, «raw», HD, $Y'C_BC_R$, 4:2:2, 10 bit
- Matroska, FFV1, HD, $Y'C_BC_R$, 4:2:2, 10 bit

audio
- BWF, 96 kHz, 24 bit
- FLAC, 96 kHz, 24 bit

Mezzanine (Today)

video
- ProRes 4444, 2K
- DNxHR, 2K
- ProRes 422 HQ, HD
- DNxHD 175x, HD

audio
- BWF, 48 kHz, 24 bit
- WAVE, 48 kHz, 24 bit

Dissemination (Today)

MP4

Video
- H.264, SD, yuv420p, «lossy»
- H.264, HD, yuv420p, «lossy»

Sound
- AAC, 44.1 kHz, 16 bit
- AAC, 48 kHz, 16 bit

Archive Master and Mezzanine

film
- Matroska, FFV1, 2K, RGB, 4:4:4, 16 bit

video
- Matroska, FFV1, HD, $Y'C_BC_R$, 4:2:2, 10 bit

audio
- Matroska, FLAC, 96 kHz, 24 bit

Access

WebM (a subset of Matroska)

Video

- H.265, HD, yuv420p
- AV1, HD, yuv420p

Sound

- FLAC, 48 kHz, 16 bit

Reading

Reto Kromer: **Matroska and FFV1: One File Format for Film and Video Archiving?**, in «Journal of Film Preservation», n. 96 (April 2017), FIAF, Brussels, Belgium, p. 41–45

➔ https://retokromer.ch/publications/JFP_96.html

Pros & Cons

container:

- folder
- TAR
- ZIP
- MXF
- Matroska

codec:

- TIFF
- DPX
- JPEG 2000
- FFV1
- OpenEXR
- CineForm RAW
- ProRes RAW

	avantages	disavantages
TIFF DPX OpenEXR	data easier to process	bigger files
JPEG 2000 FFV1	smaller files	data complexer to process

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Transformations

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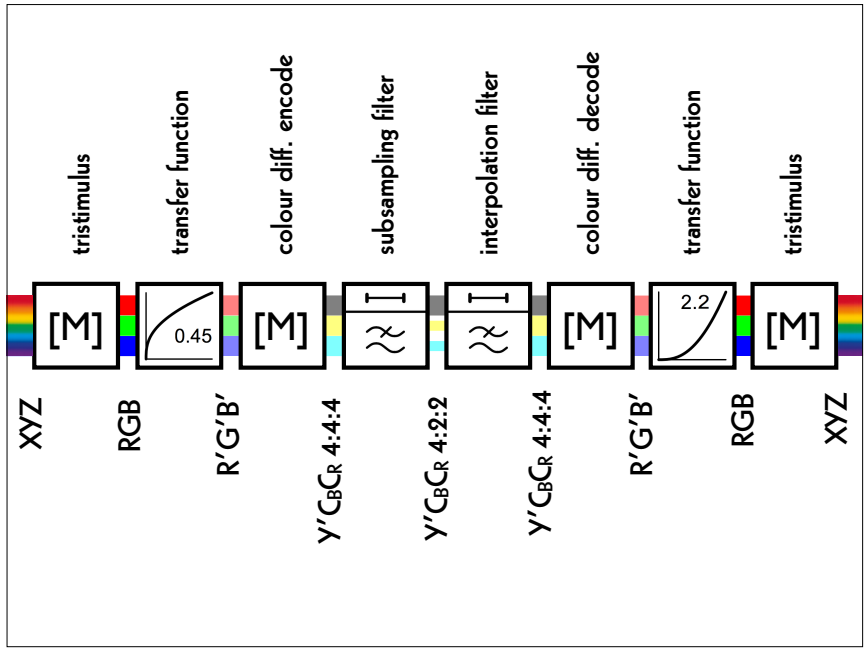

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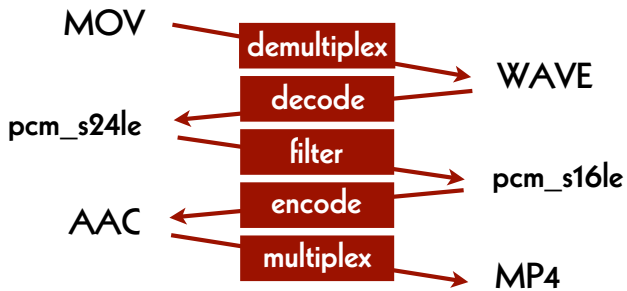
Audio Exemple



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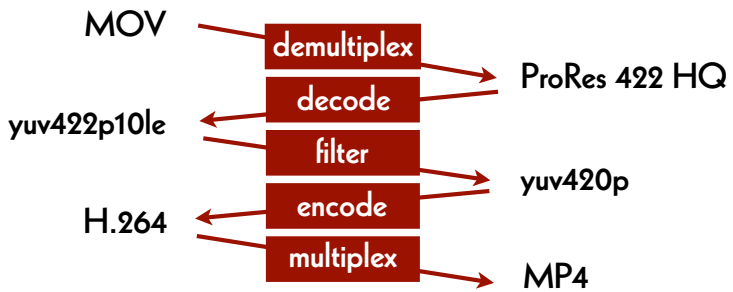
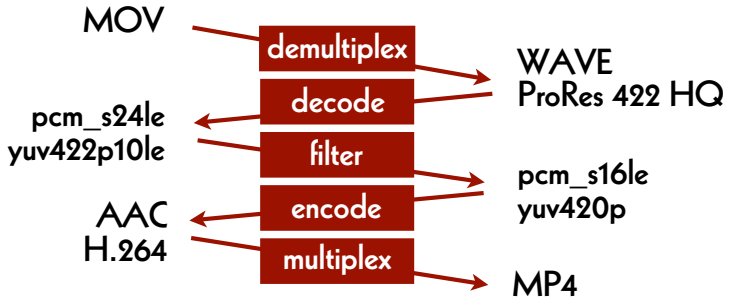
Video Exemple



Audio-Visual Exemple



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AV Preservation by reto.ch

chemin du Suchet 5
1024 Écublens
Switzerland

Web: reto.ch
Twitter: @retoch
Email: info@reto.ch