

# How does digital video work?

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1 What are .mkv, .mp4, .mov etc.?

2 What is a codec?

3 Pixel formats

# A "video file" is not just a video file

File formats such as .mkv (matroska) or .mp4 (MPEG-4 part 14) do not store video themselves.

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## Definition

**Container format** - (sometimes called *wrapper*) a file format that stores multiple data streams in one file.

A common example would be a ZIP file, as it contains multiple files.

```
1 Input #0, matroska,webm, from 'Fullmetal Alchemist - Brotherhood - S01E01 - Fullmetal Alchemist.mkv':
2   Metadata:
3     title           : Fullmetal Alchemist: Brotherhood - 01
4     encoder         : libebml v1.3.10 + libmatroska v1.5.2
5     creation_time   : 2021-02-16T20:29:53.000000Z
6   Duration: 00:24:29.64, start: 0.000000, bitrate: 9739 kb/s
7   Chapter #0:0: start 0.000000, end 58.809000
8   Metadata:
9     title           : Prologue
10    Chapter #0:1: start 58.809000, end 148.774000
11   Metadata:
12     title           : OP
13    Chapter #0:2: start 148.774000, end 655.154000
14   Metadata:
15     title           : Part A
16    Chapter #0:3: start 655.154000, end 1347.137000
17   Metadata:
18     title           : Part B
19    Chapter #0:4: start 1347.137000, end 1437.603000
20   Metadata:
21     title           : ED
22    Chapter #0:5: start 1437.603000, end 1469.635000
23   Metadata:
24     title           : Preview
25   Stream #0:0(jpn): Video: h264 (High 10), yuv420p10le(tv, bt709/unknown/unknown, progressive), \
26     1920x1080, SAR 1:1 DAR 16:9, 23.98 fps, 23.98 tbr, 1k tbn, 47.95 tbc (default)
27   Metadata:
28     BPS-eng         : 6345806
29     DURATION-eng     : 00:24:29.635000000
```

```
30     NUMBER_OF_FRAMES-eng: 35236
31     NUMBER_OF_BYTES-eng: 1165752385
32 Stream #0:1(eng): Audio: flac, 48000 Hz, 5.1(side), s16 (default)
33 Metadata:
34     BPS-eng           : 1473847
35     DURATION-eng      : 00:24:27.297000000
36     NUMBER_OF_FRAMES-eng: 17195
37     NUMBER_OF_BYTES-eng: 270321527
38 Stream #0:2(jpn): Audio: flac, 48000 Hz, stereo, s16
39 Metadata:
40     BPS-eng           : 714029
41     DURATION-eng      : 00:24:29.635000000
42     NUMBER_OF_FRAMES-eng: 17223
43     NUMBER_OF_BYTES-eng: 131170331
44 Stream #0:3(eng): Audio: flac, 48000 Hz, stereo, s32 (24 bit)
45 Metadata:
46     title             : Commentary
47     BPS-eng           : 1162785
48     DURATION-eng      : 00:24:28.622000000
49     NUMBER_OF_FRAMES-eng: 17211
50     NUMBER_OF_BYTES-eng: 213461522
51 Stream #0:4(eng): Subtitle: ass (default)
52 Metadata:
53     title             : Signs/Songs
54     BPS-eng           : 36
55     DURATION-eng      : 00:23:22.880000000
56     NUMBER_OF_FRAMES-eng: 87
57     NUMBER_OF_BYTES-eng: 6321
58 Stream #0:5(jpn): Subtitle: ass
59 Metadata:
```

```
60     BPS-eng           : 132
61     DURATION-eng      : 00:24:15.8000000000
62     NUMBER_OF_FRAMES-eng: 393
63     NUMBER_OF_BYTES-eng: 24189
64 Stream #0:6: Attachment: otf
65 Metadata:
66     filename          : Wunderlich-Medium.otf
67     mimetype           : application/vnd.ms-opentype
68 Stream #0:7: Attachment: ttf
69 Metadata:
70     filename          : Calligraphic-810-BT.ttf
71     mimetype           : application/x-truetype-font
72 Stream #0:8: Attachment: otf
73 Metadata:
74     filename          : A-OTF-SHINMGOPRO-MEDIUM.OTF
75     mimetype           : application/vnd.ms-opentype
76 Stream #0:9: Attachment: ttf
77 Metadata:
78     filename          : DFPHSMincho-W9.ttf
79     mimetype           : application/x-truetype-font
```

# What is a codec?

**Codec** is a software or hardware that encodes or decodes data, that is stored in a specified standard format. That data might be compressed, but does not need to be.



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**Format** is a specification, that describes the way data will be stored.

For example:

format: `h.264` codec: `libx264`

format: `mp3` codec: `libmp3lame`

# What does effect picture quality?

**bitrate** - How much data is the stream allowed to take up in a unit of time, you can usually set it as a min/max value.

**CRF** - Alternative to bitrate, what is the target quality, encoder will vary the bitrate accordingly.

**patience** - Some encoders can do a better job if they are given more time, much more time.

pixel format

# What is a pixel format?

Pixel format is specified in part by bit depth (aka number of colors):



Pixel format also includes information about *chroma subsampling*.

Most common bit depth is 24, also known as “milions of colors”

# What is chroma subsampling?

Instead of **RGB** we can use other formats such as  $YC_bC_r$ :

$Y$  - Luminance, or “Black&White”

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As humans are bad at perceiving color, but better at perceiving brightness, we can store  $C_bC_r$  at a lower resolution.

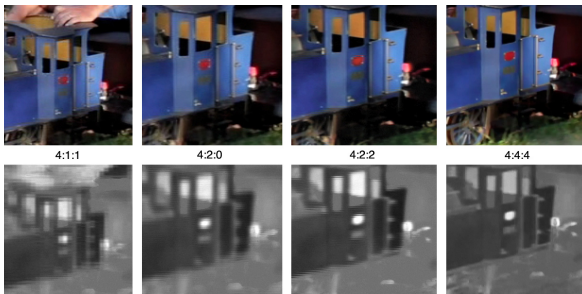
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# The end!

## Sources:

- Wikipedia articles
- FFmpeg wiki
- Technology Connections - “Lines of Light: How Analog Television Works”