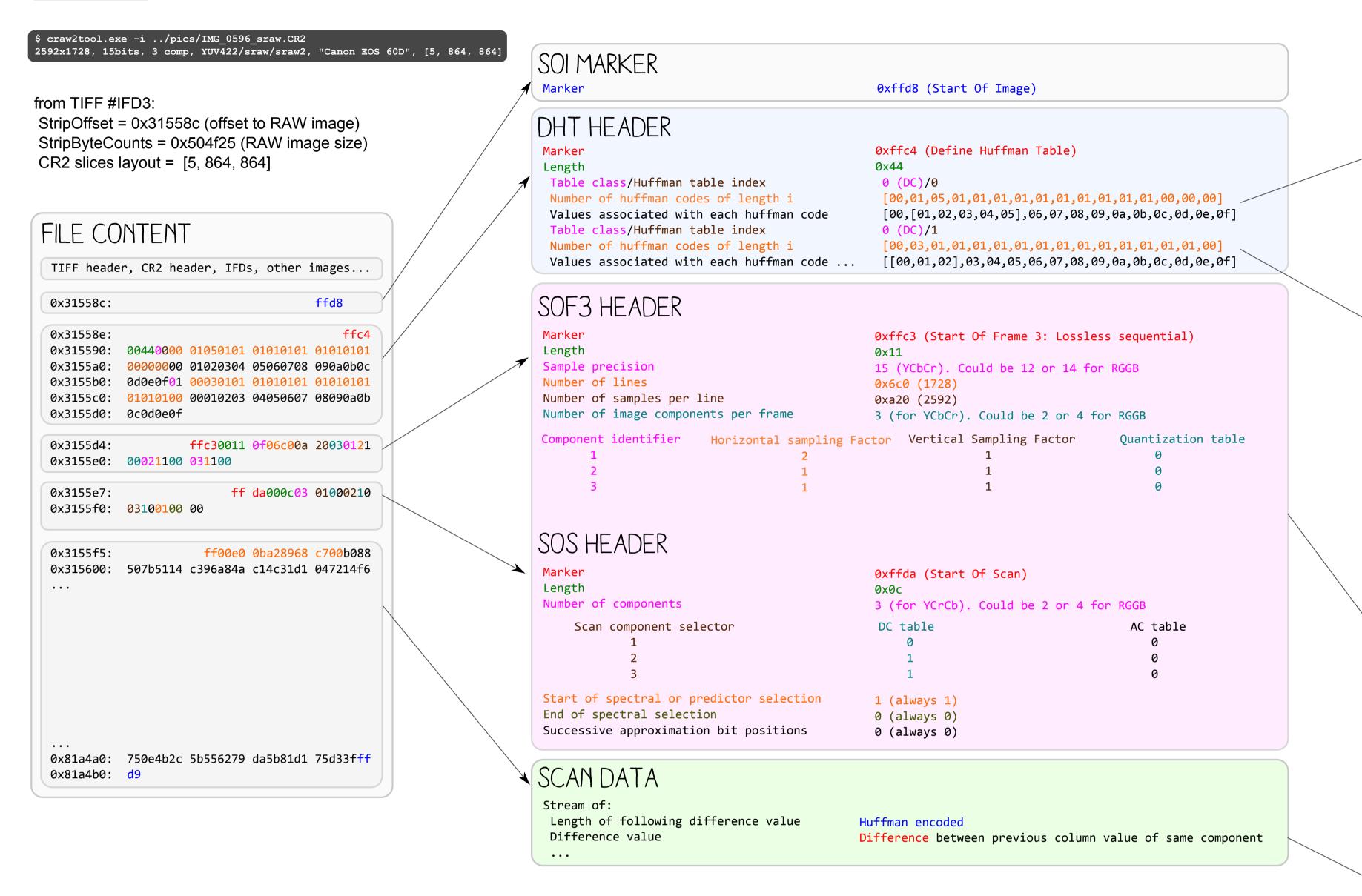


v1.02 Laurent Clévy @lorenzo2472 http://lclevy.free.fr/cr2



HUFFMAN TABLE & TREE #0 DC, Destination= 0 maxCodeLen=13 nbCodePerSizes: 00010501010101010101010101000000 number of codes of length 1 bits: 0 () number of codes of length 2 bits: 1 (00:00,) number of codes of length 3 bits: 5 (01:010, 02:011, 03:100, 04:101, 05:110,) number of codes of length 4 bits: 1 (06:1110,) number of codes of length 5 bits: 1 (07:11110,) number of codes of length 6 bits: 1 (08:111110,) 3:100) number of codes of length 7 bits: 1 (09:1111110,) number of codes of length 8 bits: 1 (0a:11111110,) number of codes of length 9 bits: 1 (0b:111111110,) number of codes of length 10 bits: 1 (0c:1111111110,) number of codes of length 11 bits: 1 (0d:11111111110,) number of codes of length 12 bits: 1 (0e:111111111110,) number of codes of length 13 bits: 1 (0f:1111111111110,) number of codes of length 14 bits: 0 () number of codes of length 15 bits: 0 () number of codes of length 16 bits: 0 () totalNumberOfCodes= 16 HUFFMAN TABLE & TREE #1 DC, Destination= 1 maxCodeLen=15 nbCodePerSizes: 000301010101010101010101010100 number of codes of length 1 bits: 0 () number of codes of length 2 bits: 3 (00:00, 01:01, 02:10,) number of codes of length 3 bits: 1 (03:110,) number of codes of length 4 bits: 1 (04:1110,) number of codes of length 5 bits: 1 (05:11110,) number of codes of length 6 bits: 1 (06:111110,) number of codes of length 7 bits: 1 (07:1111110,) number of codes of length 8 bits: 1 (08:11111110,) number of codes of length 9 bits: 1 (09:111111110, number of codes of length 10 bits: 1 (0a:1111111110, number of codes of length 11 bits: 1 (0b:11111111110,) (4:1110[°] number of codes of length 12 bits: 1 (0c:111111111110,) number of codes of length 13 bits: 1 (0d:1111111111110, number of codes of length 14 bits: 1 (0e:1111111111110,) number of codes of length 15 bits: 1 (0f:11111111111110,) number of codes of length 16 bits: 0 () totalNumberOfCodes= 16

CANON RAW JPEG PROPERTIES

15 bits

mraw/sraw1

Y1 Y2 Y3 Y4 Cb Cr

Y1 Cb Cr Y2 x x

Y3 x x Y4 x x

LOSSLESS JPEG DECOMPRESSION (ITU-T81)

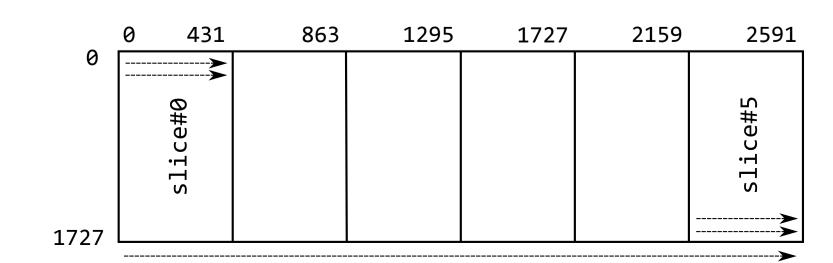
Uncompression algorithm:

- 1. Find Huffman code in compressed stream for the following difference code length. SOS section tells which Huffman table to use (here #0 for Y, #1 for Cb and Cr). Length 0 means difference value is 0.
- 2. Move the stream pointer [Huffman_code_length] bits forward, read [Huffman_code_value] bits = difference_code (see *1).
- 3. We can compute the current component value by adding the previous value for this component and difference value.
- 4. goto 1 until end of scan data, to fill image slice per slice.

Resulti	ng out	put aft	ter dec	compres	sion	(missing	Cb a	nd Cr	values	must be	interp	oolated	befor	e conv	ersion	to RGB):
Υ	Cb	Cr	Υ	Cb	Cr	Y	Cb	Cr	Y	Cb	Cr	Υ	Cb	Cr	Υ	Cb	Cr
47	-3	-2	42	•	•	40	-2	-2	40	•	.	42	-2	-2	42		•

UNSLICING

CR2 slices layout is [5, 864, 864]. Means "first 5 slices of 864, and a last one of 864". Horizontal sampling factor is 2, thus here slice width is 432 and not 864. Slices must be filled one by one from left to right and within slices from left to right, top / bottom.



SCAN DATA (COMPRESSED)

15 bits

sraw/sraw2

Y1 Y2 Cb Cr...

Y1 Cb Cr Y2 x x

Y1 Cb Cr Y2 x x

Sample precision

Image type

Number of components

Horizontal Sampling Factor

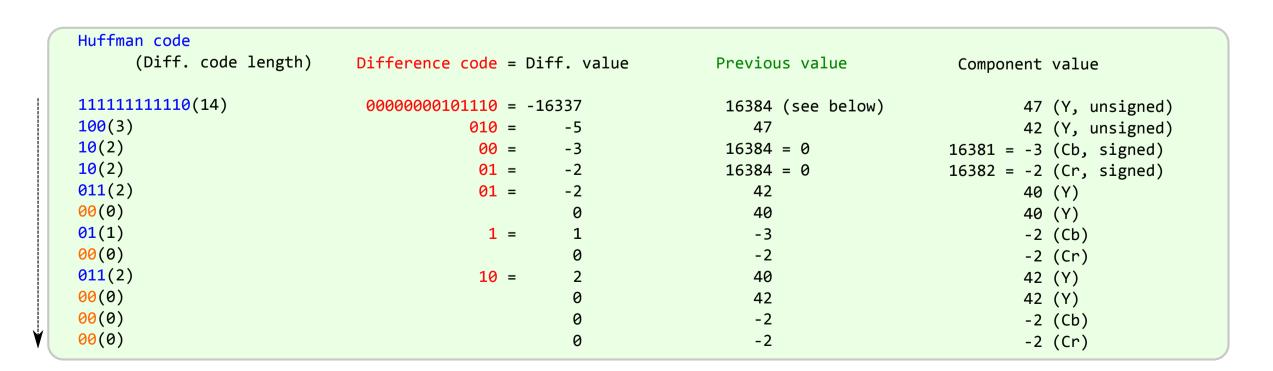
Vertical Sampling Factor

Decompressed data layout

Image components layout

(x means missing data)

f f 0 0 e 0 0 b a 2 8 9 6 8 c 7 0 0 b 0 0 1111 1111 1111 0000 0000 1110 0000 0000 1011 1010 0010 1000 1001 0110 1000 1100 0111 0000 0000 1011 0000



Difference code length	Difference codes (*1)	Difference value
0		0
1	0, 1	-1, 1
2	00, 01, 10, 11	-3, -2, 2, 3
3	000 111	-7, -6, -5, -4, 4, 5, 6, 7
4	0000 1111	-15 15
•••	•••	•••
15 000	0000000000000 11111111111111	-32768 32768

Default previous value: 2^(jpeg->bits-1) here 2^14 = 16384.

0xff00: to encode 0xff in a JPEG stream, to avoid ambiguity with markers, write 0xff followed by 0x00, and 0x00 will be ignored at decoding.

14 or 12 bits

normal RAW (RGGB)

RGRGRGRG

GBGBGBGB

RGRGRGRGR...GBGBGBGB...

4 or 2