

JPEG XL — What is in those 32 bytes?

Signature

ff: 0xFF0A (JPEG marker: "Start of JPEG XL codestream")

SizeHeader

fa: not small, read height as $u(13)+1$, height = 1023 + 1 = 1024, width = height = 1024

ImageHeader

1f: not all default, no extra fields, bitdepth: uint8, modular_16_bit, no extra channels, not XYB, sRGB, no extensions, default transforms

FrameHeader

01: not all default, kRegularFrame, kModular, default flags, not YCbCr, no upsampling, group_dim = 1024, one pass, not cropped, kReplace, last frame, no name, no restoration filters, no extensions

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50: read section size as $u(10)$, size = 20 bytes

LfGlobal

41: default LF dequant, decode global MA tree, no lz77, simple clustering, single cluster, use prefix code, hybriduint config: $0 \rightarrow 0, n \rightarrow 2^{n-1} + u(n-1)$, symbol count is 10, [prefix code length code lengths], prefix code: $0 \rightarrow 0, 2 \rightarrow 100, 3 \rightarrow 101, 4 \rightarrow 110, 5 \rightarrow 1110, 9 \rightarrow 1111$

Global MA Tree

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graph TD
    A["if PrevAbsErr > 0"] --> B["AvgAll -4"]
    A --> C["if y > 0"]
    C --> D["if |W| > 0"]
    C --> E["Set 0"]
    D --> F["N + 0"]
    D --> G["if N > 0"]
    G --> H["Set 0"]
    G --> I["Set 255"]
  
```

Global Modular

49: no lz77, simple clustering, single cluster, use prefix code, hybriduint config 4-2-0, symbol count is 1, use global MA tree, default WP params, nb_transforms=1, transform: RCT of type 13 with begin_c=0, image data: all $u(0)$ evaluating to zeroes