
**Information technology — JPEG XL
image coding system —**

**Part 2:
File format**

*Technologies de l'information - Système de codage d'images JPEG
XL —*

Partie 2: Format de fichiers

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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.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives or www.iec.ch/members_experts/refdocs).

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html. In the IEC, see www.iec.ch/understanding-standards.

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

A list of all parts in the ISO/IEC 18181 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

Information technology — JPEG XL image coding system —

Part 2: File format

1 Scope

This document specifies the transport and container formats for JPEG XL codestreams as specified in ISO/IEC 18181-1. This document specifies how to add metadata and extensions to JPEG XL codestreams. A file as described by this document is called a JPEG XL file.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 18181-1:—¹⁾, *Information technology — JPEG XL image coding system — Part 1: Core coding system*

ISO/IEC 19566-5, *Information technologies — JPEG systems — Part 5: JPEG universal metadata box format (JUMBF)*

INTERNET ENGINEERING TASK FORCE (IETF) RFC 7932, *Brotli Compressed Data Format* [online]. July 2016 [viewed 2021-04-19]. Available at <https://tools.ietf.org/html/rfc7932>

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 18181-1, ISO/IEC 19566-5 and the following apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at <https://www.iso.org/obp>

— IEC Electropedia: available at <https://www.electropedia.org/>

3.1

box

structured collection of data describing the image or the image decoding process

3.2

box content

data wrapped within the box structure

3.3

box type

kind of information stored within the box

3.4

file format

set of data structures for the storage of metadata and extensions of a codestream

1) Under preparation. Stage at the time of publication: ISO/IEC FDIS 18181-1:2021.

3.5

JPEG XL file

data file encoded in the file format defined by this document

3.6

superbox

box that carries other boxes as payload data

4 General

This document defines the file format of a JPEG XL file.

A JPEG XL file shall contain a codestream as specified in ISO/IEC 18181-1, and may contain additional metadata and extensions.

A JPEG XL file shall come in one of the following forms.

- A box structure, as defined in [Clause 5](#).
- A direct JPEG XL codestream without box structure.

The rest of this document only defines the box structure, the codestream without box structure is valid but is completely specified in ISO/IEC 18181-1.

A decoder shall require the file format to follow either the structure of a codestream without box structure, or follow the box structure as defined in [Clause 5](#) and follow all box requirements in [Clauses 6](#) to [9](#). A decoder can extract the codestream from the box structure and decode the image from the codestream using the procedure specified in ISO/IEC 18181-1, and can decode the contents of other boxes following their respective specifications in this document.

NOTE A direct JPEG XL codestream without box structure is also a valid JPEG XL file. This allows, for example, a more efficient encoding of images for the web, in cases where information encoded in other boxes than the codestream is not required.

5 File organization

A JPEG XL file using the box structure is formed as a series of boxes. These boxes contain all data within the file, including the initial signature required by the file format.

NOTE This box-based file format is based on the same syntax as described in ISO/IEC 15444-1:2019, Annex I or ISO/IEC 15444-2:2004, Annex M, or ISO/IEC 21122-3. The binary format of a box is also described in [Clause 8](#).

Boxes of different types contain different types of data, such as the file signature, metadata and the codestream. [Clause 9](#) defines box types that may appear in a JPEG XL file and their requirements. Boxes with an unrecognized type shall be ignored and skipped by the decoder.

A JPEG XL file shall contain a JPEG XL codestream. The codestream can be split across multiple boxes: JPEG XL partial codestream boxes. In this case, the codestream is formed by the concatenation of the content of all those boxes.

Any boxes, content and codestreams present in a superbox, such as another JPEG XL file in a JUMBF superbox, shall not be taken into account for the syntactic requirements of this document; they recursively follow their applicable specification.

[Figures 1](#) and [2](#) each show a conceptual box structure of a JPEG XL file, that is a possible series of different box types that form the file, respectively with a single full codestream box and with multiple partial codestream boxes. Boxes that may appear multiple times are indicated with '...' and optional boxes are indicated in a dashed rectangle. These figures are only an indication and do not imply any ordering or counting requirements for the boxes. The decoder shall not make any assumptions about the ordering of any boxes after the first two, except where indicated.

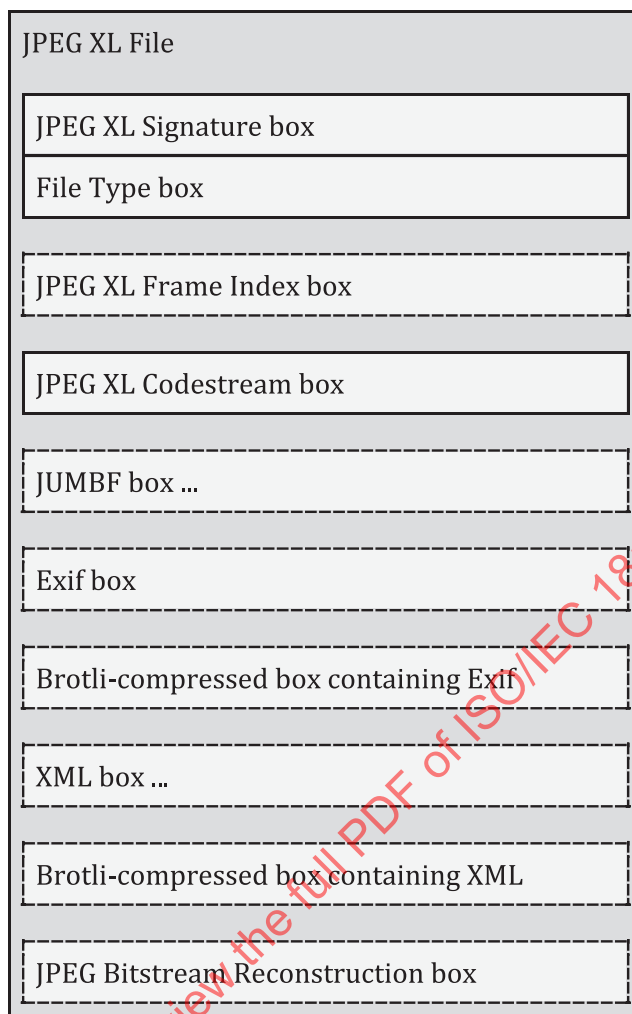


Figure 1 — Conceptual structure of a JPEG XL file using a full codestream box

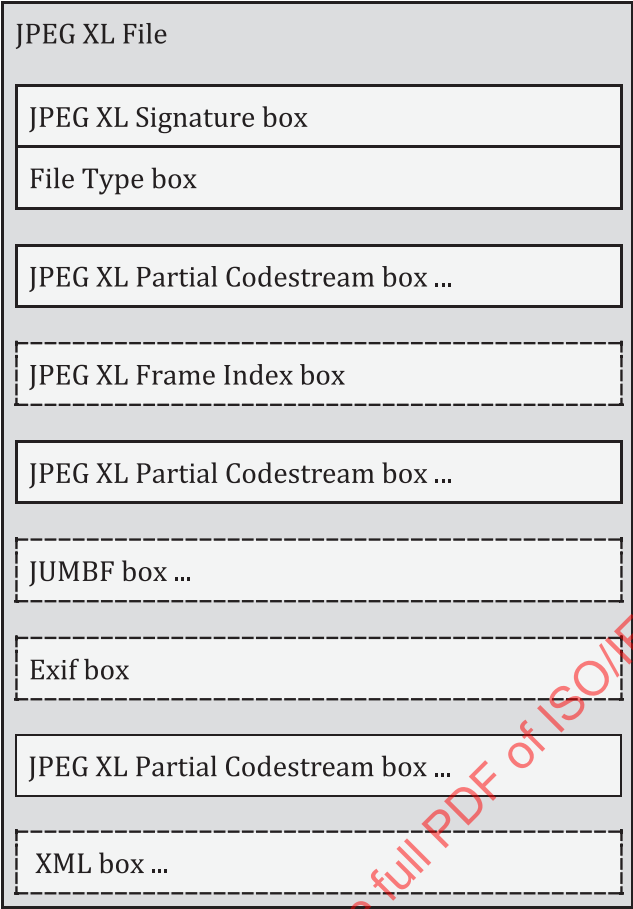


Figure 2 — Conceptual structure of a JPEG XL file using partial codestream boxes

6 Data types and numerical values

Data types used in this document shall be interpreted by the decoder as follows.

- u32: a 32-bit unsigned integer encoded in big endian order (4 bytes).
- u64: a 64-bit unsigned integer encoded in big endian order (8 bytes).
- Varint(): an unsigned integer value of up to 63 bits as a variable length integer in little endian order as specified in ISO/IEC 18181-1:—, 9.2.1.5.

Numerical values for bytes are given as hexadecimal values, each individually prefixed by 0x. Hexadecimal byte values are given in the order as they appear in the file. In some cases, these bytes spell out text in ASCII, this is informatively indicated after the hexadecimal values.

7 Graphical descriptions

Box definitions contain graphical description figures to illustrate the structure of the box. These figures should be interpreted as follows.

- A sequence of rectangles is used to indicate the fields of the box and their order.
- Optional fields have a dashed border.

- A grey background indicates a variable length field. Exact data types or sizes are indicated by name either in the rectangle after the name of the field, or in a description of the fields outside of the figure.
- Larger outer rectangles may show fields that are grouped in a larger named structure.

Figure 3 shows an example of a box with 3 fields.

- A: a name given to a group of the three fields contained within.
- B: required field with a fixed length data type: the type u32.
- C: optional field with a fixed length data type (e.g. u32, u64 or a fixed amount of bytes).
- D: required field with a variable length data type (such as Varint(), or remaining amount of bytes).

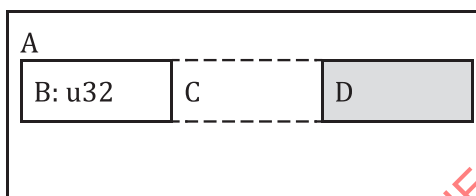


Figure 3 — Example of a graphical description of a box definition

8 Binary format of a box

Each box shall have the structure indicated in Figure 4. This structure consists of a header indicating size and box type, and box content.

NOTE 1 This format is also specified in ISO/IEC 15444-1 and ISO/IEC 15444-2.

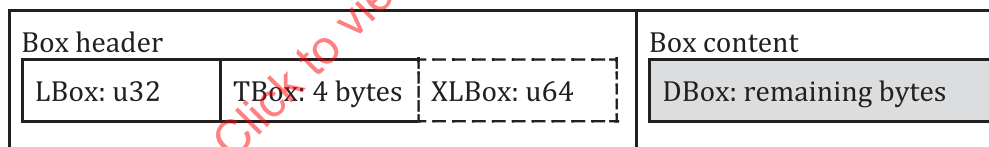


Figure 4 — Binary format of a box

The fields given in Figure 4 are the following.

- LBox: has type u32. Gives the size of the box in bytes, including the box header fields. If the value is 1, then XlBox is used instead to indicate the size of the box. If the value is 0, then this box is the last box of the file, and its data extends to the end of the file. If the value is not 0 or 1, it shall be at least 8.
- TBox: has 4 bytes (e.g. a FourCC code): box type, specifies the type of information found in the box content, e.g. whether it is a JPEG XL signature box, a file type box, and so on.
- XlBox: has type u64. Only present if LBox == 1. If present this field, instead of the LBox field, indicates the size of the box in bytes. Its value shall be at least 16.
- DBox: has the remaining bytes. The box content (data). The content is formed by all the remaining bytes of the box. The size of the content in bytes is the box size minus the size of the box header fields. The format and meaning of this content are indicated by the box type, and Clause 9 defines the format of the contents that may appear in a JPEG XL file.

NOTE 2 The box size is a multiple of bytes. This includes the JPEG XL codestream box. The JPEG XL codestream is zero-padded at the end to align to a byte.

9 Box types

9.1 JPEG XL signature box

The JPEG XL signature box shall contain exactly the following 12 bytes, given as hexadecimal numbers:

- 0x0 0x0 0x0 0xC
- 0x4A 0x58 0x4C 0x20 (the box type "JXL " in ASCII)
- 0xD 0xA 0x87 0xA

A JPEG XL file shall contain exactly one signature box. The signature box shall be the first box.

9.2 File type box

The file type box shall contain exactly the following 20 bytes:

- 0x0 0x0 0x0 0x14
- 0x66 0x74 0x79 0x70 (the box type "ftyp" in ASCII)
- 0x6A 0x78 0x6C 0x20 ("jxl " in ASCII)
- 0x0 0x0 0x0 0x0
- 0x6A 0x78 0x6C 0x20 ("jxl " in ASCII)

A JPEG XL file shall contain exactly one file type box. The file type box shall be the second box. The profile of the codestream box contained in this file is the main profile.

9.3 Level box

The type of this box shall be given by the 4 bytes 0x6A 0x78 0x6C 0x6C ("jxll" in ASCII).

[Figure 5](#) shows the contents of a level box, excluding the box header.



Figure 5 — Content of a level box

A JPEG XL file shall contain at most one level box. Encoders are encouraged to write it immediately after the file type box.

If there is no level box, the level is assumed to be 5. This level applies to the content of the JPEG XL codestream box, as described in ISO/IEC 18181-1:—, Annex N.

9.4 JUMBF box

The type of this box shall be given by the 4 bytes 0x6A 0x75 0x6D 0x62 ("jumb" in ASCII). This box shall follow the specification defined by ISO/IEC 19566-5.

A JUMBF box is a superbox that shall contain exactly one JUMBF Description box followed by one or more Content Boxes.

9.5 Exif box

The type of this box shall be given by the 4 bytes 0x45 0x78 0x69 0x66 ("Exif" in ASCII).

Figure 6 shows the contents of an Exif box, excluding the box header.

tiff header offset: u32	Exif payload: remaining bytes
-------------------------	-------------------------------

Figure 6 — Content of an Exif box

The Exif payload is as described in JEITA CP-3451E^[6] or CP-3461B^[7]. The tiff header offset denotes, as specified in JEITA CP-3451B, the number of bytes, counting from the first byte of Exif_payload to the first byte of the TIFF header of the Exif metadata. The value is zero if the payload starts immediately with the TIFF header.

NOTE 1 The content of this box is exactly ExifDataBlock as defined in ISO/IEC 23008-12:2017, A.2.

For any Exif fields that have equivalents within the codestream, a decoder shall consider the codestream to take precedence. Encoders are encouraged to ensure the Exif and codestream fields are identical.

NOTE 2 Examples of such fields include orientation and pixel dimensions.

9.6 XML box

The type of this box shall be given by the 4 bytes 0x78 0x6D 0x6C 0x20 ("xml " in ASCII).

The XML box contains a well-formed XML document as defined by XML 1.0^[8].

Figure 7 shows the content of an XML box.

XML data: all bytes

Figure 7 — Content of an XML box

NOTE This box follows the specification of XML Box in ISO/IEC 15444-2.

A JPEG XL file may contain multiple XML boxes.

9.7 Brotli-compressed box

The type of this box shall be given by the 4 bytes 0x62 0x72 0x6f 0x62 ("brob" in ASCII).

Figure 8 shows the contents of a Brotli-compressed box, excluding the box header.

payload box type: 4 bytes	Brotli-compressed payload: remaining bytes
---------------------------	--

Figure 8 — Content of a Brotli-compressed box

This box shall be treated as if it is a box of the type given by the first 4 bytes of its contents (the payload box type), with a contents equal to the Brotli-decompressed data obtained from the remaining bytes. The payload box type shall not be 0x62 0x72 0x6f 0x62 ("brob") and shall not start with 0x6A 0x78 0x6C ("jxl").

Brotli-compressed data shall be decoded as specified in IETF RFC 7932.

9.8 Frame index box

The type of this box shall be given by the 4 bytes 0x6A 0x78 0x6C 0x69 ("jxli" in ASCII).

This box contains an index of animation frame offsets. This box is optional and allows a decoder to efficiently seek the data of a frame based on time or frame order. Not all frames are necessarily listed in the index. All frames listed in the index shall be "keyframes". The first frame shall always be listed. Keyframes are defined such that when a decoder seeks to the beginning of this frame, the result of decoding this frame and future frames is the same as when the decoder starts from the beginning. This implies that the current frame does not use earlier frames for features such as blending, patches or lf_level, and later frames can only refer to this frame or later for these features. The JPEG XL codestream supports frames with a duration of 0 ticks. These frames are not presented by the decoder but can be used to form composite frames such as through blending. Such frames are not counted as frames for the purpose of the F_i fields listed in Figure 9, but the offset can point to such frames, as they are required for decoding the full composite frame and may form the beginning of a composite keyframe.

The box content shall have the structure indicated in Figure 9 and further described below. In this figure, all cells with a grey background are of type Varint() and other cells are of type u32.

NF	T _{NUM}	T _{DEN}	OFF ₀	T ₀	F ₀	...	OFF _{NF-1}	T _{NF-1}	F _{NF-1}
----	------------------	------------------	------------------	----------------	----------------	-----	---------------------	-------------------	-------------------

Figure 9 — Organization of the data of a frame index box

The fields in Figure 9 shall be interpreted as follows.

- NF: has type Varint(): number of frames listed in the index.
- T_{NUM}: has type u32: numerator of tick unit.
- T_{DEN}: has type u32: denominator of tick unit. If this value is 0, the file is ill-formed.
- per frame i listed:
 - OFF _{i} : has type Varint(): offset of start byte of this frame compared to start byte of previous frame from this index in the JPEG XL codestream. For the first frame, this is the offset from the first byte of the JPEG XL codestream.
 - T _{i} : has type Varint(): duration in ticks between the start of this frame and the start of the next frame in the index. If this is the last frame in the index, this is the duration in ticks between the start of this frame and the end of the stream. A tick lasts $T_{\text{NUM}} / T_{\text{DEN}}$ seconds.
 - F _{i} : has type Varint(): amount of frames the next frame in the index occurs after this frame. If this is the last frame in the index, this is the amount of frames after this frame in the remainder of the stream. Only frames that are presented by the decoder are counted for this purpose, this excludes frames that are not intended for display but for compositing with other frames, such as frames that aren't the last frame with a duration of 0 ticks.

It is the responsibility of the creator of the file to ensure the frame index box corresponds to the codestream, in particular that the offsets point to the correct location of the corresponding frame, the frames are keyframes and the first frame is present in the list.

There shall be either zero or one frame index boxes in a JPEG XL file.

The frame index box may come before or after partial codestream boxes. Encoders are encouraged to write the frame index before the codestream, but the codestream header before the frame index, if possible.

NOTE 1 If the frame index box appears before the frames of the codestream, a streaming decoder would be able to issue range requests for an individual frame. If a partial codestream precedes the frame index box, it would preferably be small, for example containing only the codestream header and a preview image, which is useful to get image dimensions and preview from the earliest bytes of the file.

NOTE 2 The offsets OFF_i per frame are given as bytes in the codestream, not as bytes in the file format using the box structure. This means if JPEG XL partial codestream boxes (as defined in 9.10) are used, the offset is counted within the concatenated codestream, bytes from box headers or non-codestream boxes are not counted.

9.9 JPEG XL codestream box

The type of this box shall be given by the 4 bytes 0x6A 0x78 0x6C 0x63 ("jxlc" in ASCII). Its contents shall be the codestream described in ISO/IEC 18181-1.

A JPEG XL file shall contain either exactly one JPEG XL codestream box, or one or more JPEG XL partial codestream boxes, but not both.

Encoders are encouraged to place any metadata that might affect rendering before the partial or full codestream.

9.10 JPEG XL partial codestream box

The type of this box shall be given by the 4 bytes 0x6A 0x78 0x6C 0x70 ("jxlp" in ASCII). Its contents shall contain an index and a part of the codestream described in ISO/IEC 18181-1. Figure 10 shows the contents of a JPEG XL partial codestream box, excluding the box header.

index: u32	Partial codestream payload: remaining bytes
------------	---

Figure 10 — Content of a JPEG XL partial codestream box

This type of box allows to split the codestream into multiple parts. When partial codestream boxes are used, the full codestream is formed by the concatenation of the partial codestream payload of all partial codestream boxes in order of increasing index. The index modulo 2^{31} shall be 0 for the first partial codestream box, and incremented by 1 for each next partial codestream box. The index shall be lower than 2^{31} , except for the last partial codestream box, which shall have an index of at least 2^{31} . The boxes shall appear in the file in order of increasing index. The full concatenation of all partial codestream boxes in this order shall form exactly one complete and valid JPEG XL codestream.

A JPEG XL file shall contain either exactly one JPEG XL codestream box, or one or more JPEG XL partial codestream boxes, but not both.

Encoders are encouraged to place any metadata that might affect rendering before the partial or full codestream.

NOTE 1 Splitting the codestream into multiple parts allows placing the first part of the codestream (e.g. the header and preview) early in the file, followed by possible metadata boxes, followed by the main part of the codestream.

NOTE 2 Partial codestream boxes can have an empty payload.

9.11 JPEG bitstream reconstruction data box

9.11.1 Syntax

The type of this box shall be given by the 4 bytes 0x6A 0x62 0x72 0x64 ("jbrd" in ASCII).

This subclause uses the same notation conventions as in ISO/IEC 18181-1. The decoder reads the fields listed in Table 1 (which refers to bundles defined in Tables 2 to 8).

Table 1 — JPEGBitstream bundle

condition	type	default	name
	Bool()		is_grey
	0xc0 + Bits(6)		marker[0]
for(i = 1; marker[i-1] != 0xd9; i++)	0xc0 + Bits(6)		marker[i]
	AppMarker		app_marker[num_app_markers]
	1 + Bits(16)		com_length[num_com_markers]
	1 + Bits(2)		num_quant_tables
	QuantTable		quant[num_quant_tables]
	Bits(2)		comp_type
comp_type == 3	1 + Bits(2)	numc	num_comp
comp_type == 3	Bits(8)	d_id	component_id[num_comp]
	Bits(2)		component_q_idx[num_comp]
	U32(Val(4), BitsOffset(3, 2), BitsOffset(4, 10), BitsOffset(6, 26))		num_huff
	HuffmanCode		huffman_code[num_huff]
	ScanInfo		scan_info[num_scans]
has_dri	Bits(16)	0	restart_interval
	ScanMoreInfo		scan_more_info[num_scans]
	Bits(16)		intermarker_length [num_intermarker]
	U32(Val(0), BitsOffset(8, 1), BitsOffset(16, 257), BitsOff- set(22, 65793))		tail_data_length
	Bool()		has_padding
has_padding	Bits(24)	0	nbit
	Bool()		bbit[nbit]

Here, marker is an array of integers, num_app_markers is the number of occurrences of a number between 0xe0 and 0xef, num_com_markers is the number of occurrences of the number 0xfe, num_scans is the number of occurrences of the number 0xda, num_intermarker is the number of occurrences of the number 0xff, and has_dri is true if the number 0xdd occurs.

The default number of components numc is equal to 1 if comp_type == 0 and 3 otherwise. The default component identifiers d_id is equal to {1} if comp_type == 0, to {1,2,3} if comp_type == 1, and to {'R', 'G', 'B'} if comp_type == 2.

Table 2 — AppMarker bundle

condition	type	default	name
	U32(Val(0), Val(1), BitsOffset(1, 2), BitsOffset(2, 4))		type
	1 + Bits(16)		length

Table 3 — QuantTable bundle

condition	type	default	name
	Bits(1)		precision
	Bits(2)		index
	Bool()		is_last

Table 4 — HuffmanCode bundle

condition	type	default	name
	Bool()		is_ac
	Bits(2)		id
	Bool()		is_last
	U32(Val(0), Val(1), BitsOffset(3, 2), Bits(8))		counts[16]
	U32(Bits(2), BitsOffset(2, 4), BitsOffset(4, 8), BitsOffset(8, 1))		values[sum(counts)]

Table 5 — ScanInfo bundle

condition	type	default	name
	1 + Bits(2)		num_comps
	Bits(6)		ss
	Bits(6)		se
	Bits(4)		Al
	Bits(4)		Ah
	ScanComponentInfo		component[num_comp]
	U32(Val(0), Val(1), Val(2), BitsOffset(3, 3))		last_needed_pass

Table 6 — ScanComponentInfo bundle

condition	type	default	name
	Bits(2)		comp_idx
	Bits(2)		ac_tbl_idx
	Bits(2)		dc_tbl_idx

Table 7 — ScanMoreInfo bundle

condition	type	default	name
	U32(Val(0), BitsOffset(2, 1), BitsOffset(4, 4), BitsOffset(16, 20))		num_reset_points
	U32(Val(0), BitsOffset(3, 1), BitsOffset(5, 9), BitsOffset(28, 41))		reset_point [num_reset_points]
	U32(Val(0), BitsOffset(2, 1), BitsOffset(4, 4), BitsOffset(16, 20))		num_extra_zero_runs
	ExtraZeroRun		extra_zero_run [num_extra_zero_runs]

Table 8 — ExtraZeroRun bundle

condition	type	default	name
	U32(Val(1), BitsOffset(2, 2), BitsOffset(4, 5), BitsOffset(8, 20))		num_runs
	U32(Val(0), BitsOffset(3, 1), BitsOffset(5, 9), BitsOffset(28, 41))		run_length

After reading these fields, the decoder decompresses a single Brotli stream as specified in IETF RFC 7932. The decompressed stream contains a concatenation of the following data:

- First the contents of every unknown app marker: for i from 0 to $\text{num_app_markers} - 1$, if $\text{app_marker}[i].\text{type}$ is 0, then $\text{app_marker}[i].\text{length}$ bytes are given corresponding to APPn segment $\text{app_data}[i]$ (otherwise the bytes will be provided in a different way);

- Then for i from 0 to $\text{num_com_markers} - 1$, there are $\text{com_length}[i]$ bytes corresponding to COM segment $\text{com_data}[i]$;
- Then for i from 0 to $\text{num_intermarker} - 1$, there are $\text{intermarker_length}[i]$ bytes corresponding to unrecognized segment $\text{intermarker_data}[i]$;
- Finally there are tail_data_length bytes which denoted as tail_data .

9.11.2 Reconstruction procedure

9.11.2.1 General

The reconstructed JPEG bitstream is produced as a concatenation of {0xFF, 0xD8} bytes (implicit SOI segment) and a sequence of segments, generated on the basis of the elements of the `marker` array. Element values determine the `type` of the corresponding segment. Detailed instructions for various `type` values are specified in 9.11.2.2. to 9.11.2.11. If the encountered `type` does not match any instruction, then the codestream is ill-formed.

`app_data`, `com_data`, `inter_marker_data`, `huffman_code`, `quant`, `bbit` and `scan_info` members are accessed through "iterators"; this means that during JPEG reconstruction every element (usually referenced as "**next**") is requested only once.

9.11.2.2 SOF segment

"Start Of Frame" segment.

`type` is one of {0xC0, 0xC1, 0xC2, 0xC9, 0xCA}.

Segment starts with 10 bytes: {0xFF, `type`, `len_hi`, `len_lo`, 8, `height_hi`, `height_lo`, `width_hi`, `width_lo`, `num_comp`}, where `*_hi` and `*_lo` are the highest and lowest 8 bits of corresponding values, `len` is the final length of this segment minus 2, `height` and `width` are the image dimensions.

For each of the `num_comp` components, 3 more bytes are appended to this segment: {`component_id[i]`, (`h_samp_factor[i] << 4`) | `v_samp_factor[i]`, `component_q_idx[i]`}, where `h_samp_factor` (`v_samp_factor`) is the horizontal (vertical) sampling factor of the corresponding component according to the `jpeg_upsampling` field (see ISO/IEC 18181-1:—, C.2) — note that in case of YCbCr, the order is Cb, Y, Cr in the `jpeg_upsampling` field while it is Y, Cb, Cr in the reconstructed JPEG bitstream.

9.11.2.3 DHT segment

"Define Huffman Table(s)" segment.

`type` is 0xC4.

In this segment a series of HuffmanCode entities are serialized. Entities are fetched from the `next huffman_code` until the element with set `is_last` member is met.

Segment starts with 4 bytes: {0xFF, 0xC4, `len_hi`, `len_lo`}, where `len_hi` and `len_lo` are the highest and lowest 8 bits of the final length of this segment minus 2.

For each HuffmanCode entity `hc`, the segment content is defined in ISO/IEC 10918-1:1994, B.2.4.2, with the following mapping:

- T_c together with T_h , encoded as a single byte, is `hc.id`
- L_i are corresponding `hc.counts` elements, except for the last non-zero element, which shall be decremented by 1, before storing
- (flattened) $V_{i,j}$ are corresponding `hc.values` elements

9.11.2.4 RSTn segment

"Restart" segment.

`type` is in the range `[0xD0, 0xD8]`.

This segment contains 2 bytes: `{0xFF, type}`.

9.11.2.5 EOI segment

"End Of Image" segment; this is the last segment.

`type` is `0xD9`.

Segment starts with `{0xFF, 0xD9}` bytes. The rest of the segment is copied from `tail_data`.

9.11.2.6 SOS segment

"Start Of Scan" segment.

`type` is `0xDA`.

Let `si` be the next `scan_info` element, `smi` be the next `scan_more_info` element, `num_comps = si.num_comps`, and `len = 6 + 2 × num_comps`.

Segment starts with `{0xFF, 0xDA, len_hi, len_lo, num_comps}` bytes, where `len_hi` and `len_lo` are the highest and lowest 8 bits of `len`.

For each `si.component` element `csi`, the segment content is defined in ISO/IEC 10918-1:1994, B.2.3, with the following mapping:

- `Csj` is `component_id[csi.comp_idx]`
- `Tdj` is `csi.dc_tbl_idx`
- `Taj` is `csi.ac_tbl_idx`

Next 3 bytes of segment are also defined in ISO/IEC 10918-1:1994, B.2.3, with the following mapping: `Ss` is `si.Ss`, `Se` is `si.Se`, `Ah` is `si.Ah`, and `Al` is `si.Al`

DCT coefficient data is encoded according to ISO/IEC 10918-1 with the following changes to enable unambiguous bit-precise JPEG stream reconstruction:

- if `has_padding` then, making entropy-coded segments (see ISO/IEC 10918-1:1994, B.1.1.5) an integer number of bytes is performed as follows: *next* bits from `bbit` are used, if necessary, to pad to the end of the compressed data to complete the final byte of a segment (otherwise these padding bits are zero);
- when encoding AC coefficients for sequential DCT (see ISO/IEC 10918-1:1994, F.1.2.2.1), `ezr.num_runs` extra "ZRL" symbols are emitted before processing the end-of-block, where `ezr` is the `smi.extra_zero_run` element whose `block_idx` member matches the currently serialized block index (in the current scan); the final "EOB" symbol is emitted only if the number of 0 coefficients remaining to be encoded is non-negative;
- when encoding AC coefficients for progressive DCT (see ISO/IEC 10918-1:1994, G.1.2.2) `ezr.num_runs` extra "ZRL" symbols shall be emitted before updating "EOBRUN", where `ezr` is the `smi.extra_zero_run` element whose `block_idx` member matches the currently serialized block index (in the current scan); "EOBRUN" is updated only if the number of 0 coefficients remaining to be encoded is non-negative;