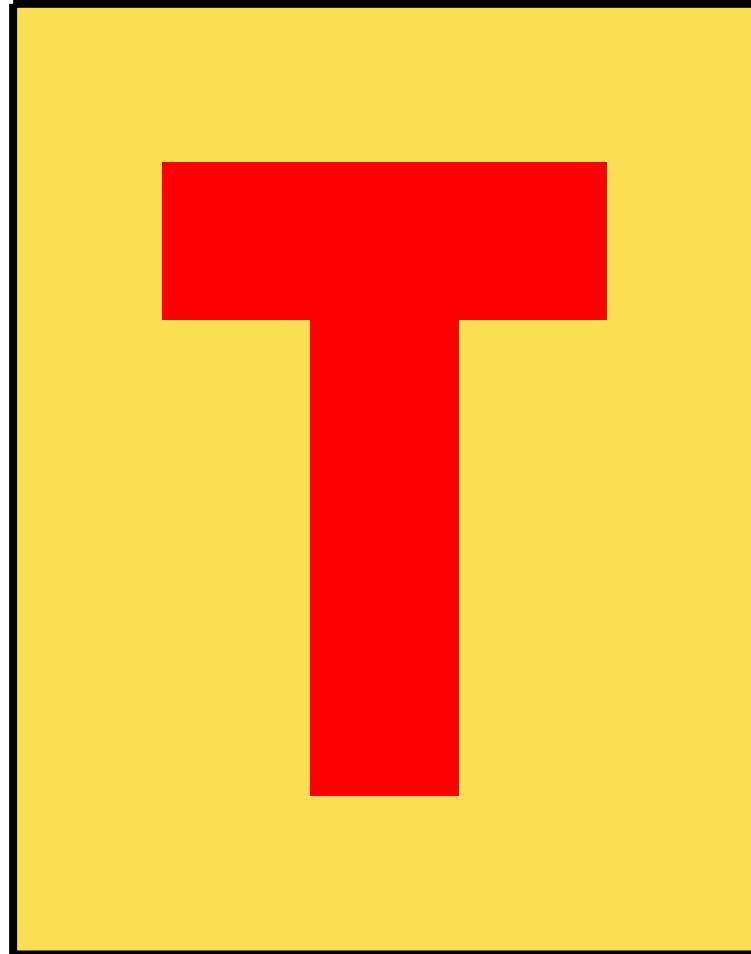


# File Formats and Significant Properties

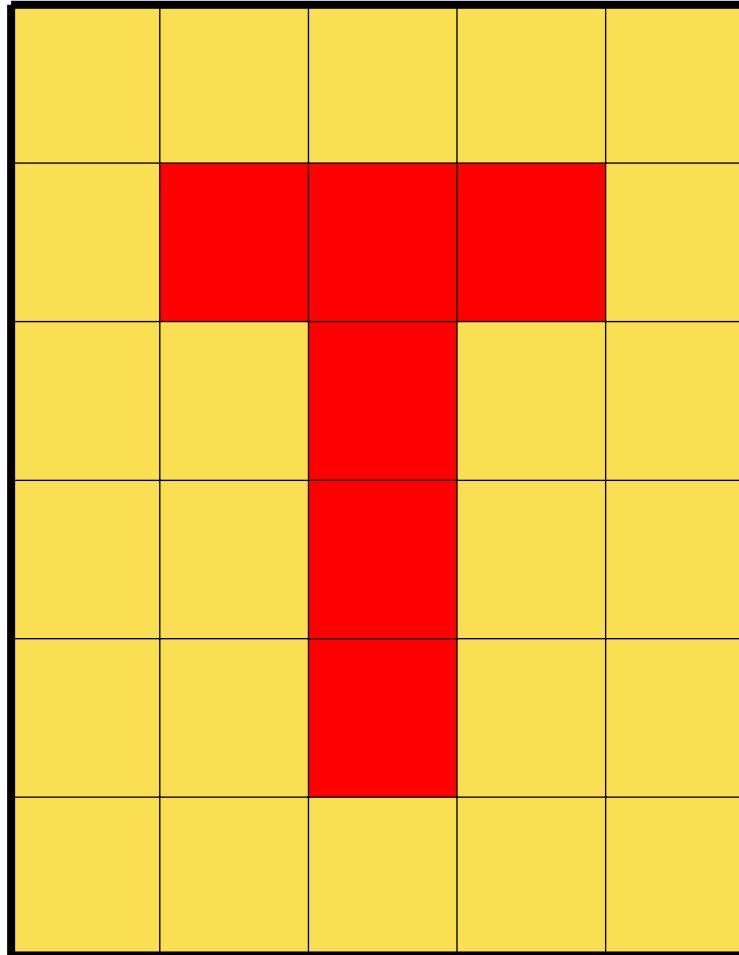
Manfred Thaller  
Universität zu\* Köln  
March 24<sup>th</sup>, 2009

\*University at not of Cologne

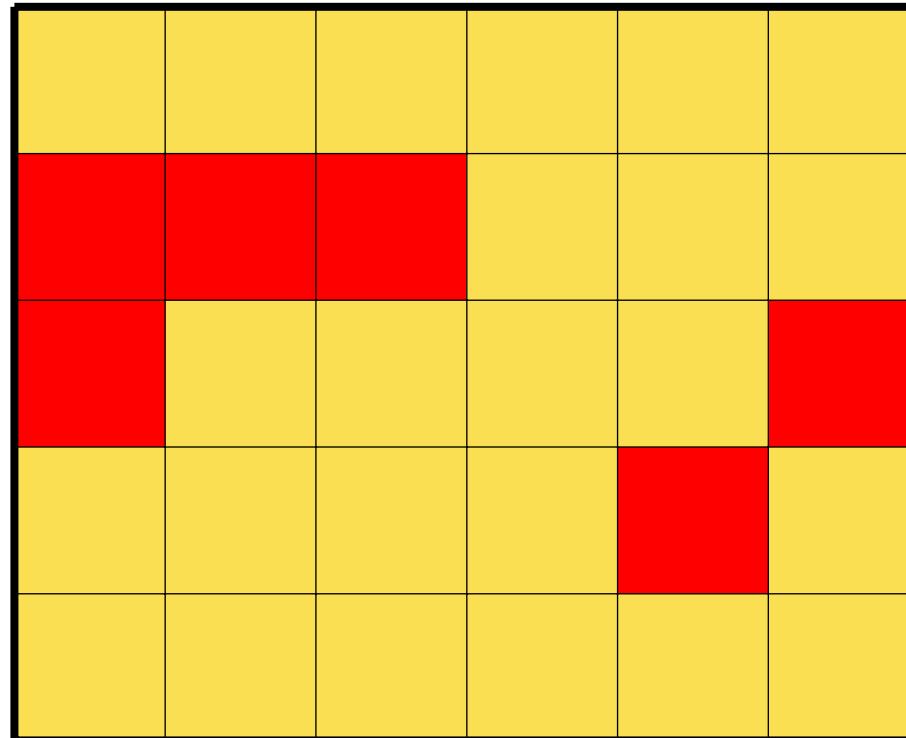
# I – What is (in) a format?



6 rows  
5 columns



5 rows  
6 columns



1 == ochre  
0 == red

1	1	1	1	1
1	0	0	0	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	1	1	1

1 == blue  
0 == yellow

1	1	1	1	1
1	0	0	0	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	1	1	1

Store:

1,1,1,1,1,1,0,0  
 ,0,1,1,1,0,1,1,  
 1,1,0,1,1,1,1,0  
 ,1,1,1,1,1,1,1,1

1	1	1	1	1
1	0	0	0	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	1	1	1

Store:

1,1,1,1,1,1,0,0  
 ,0,1,1,1,0,1,1,  
 1,1,0,1,1,1,1,0  
 ,1,1,1,1,1,1,1

Uncompressed

1	1	1	1	1
1	0	0	0	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	1	1	1

Store:

6,1,3,0,3,1,1,0  
 ,4,1,1,0,4,1,1,  
 0,7,1

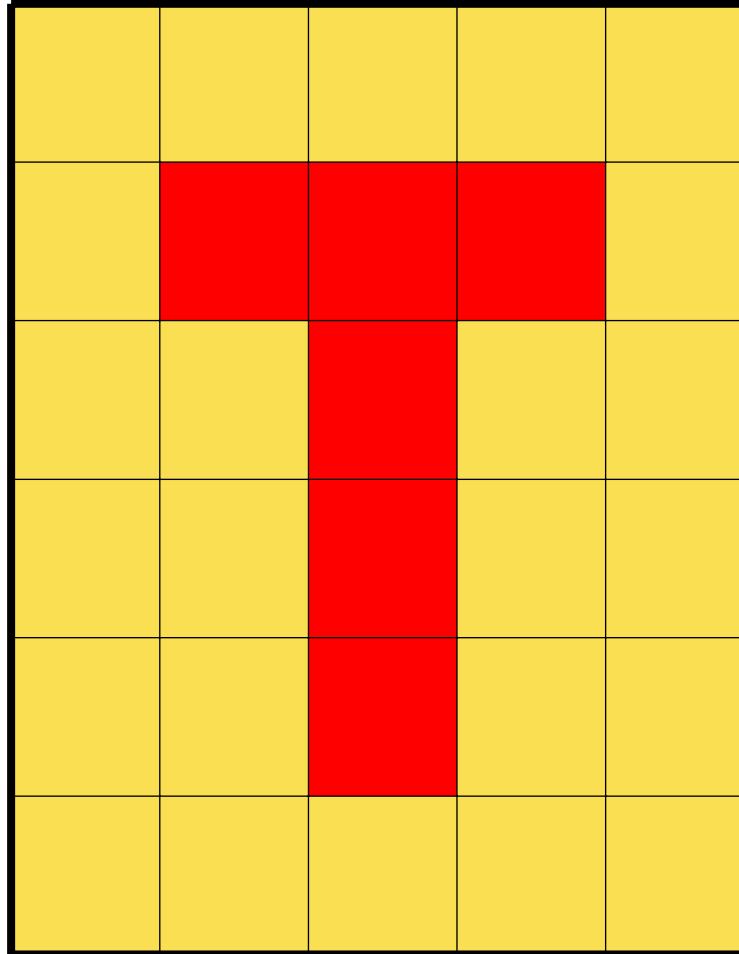
(Compressed)  
 Run Length  
 Encoded

1	1	1	1	1
1	0	0	0	1
1	1	0	1	1
1	1	0	1	1
1	1	0	1	1
1	1	1	1	1

6 rows  
5 columns

1 == ochre  
0 == red

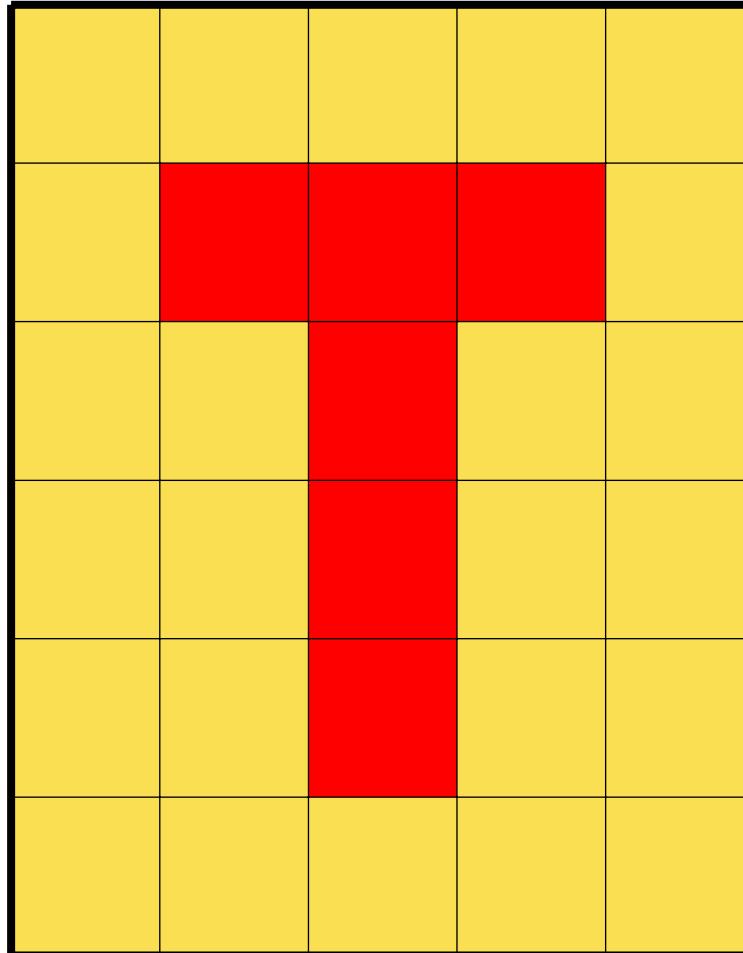
Uncompressed



*dimensions*

1 == ochre  
0 == red

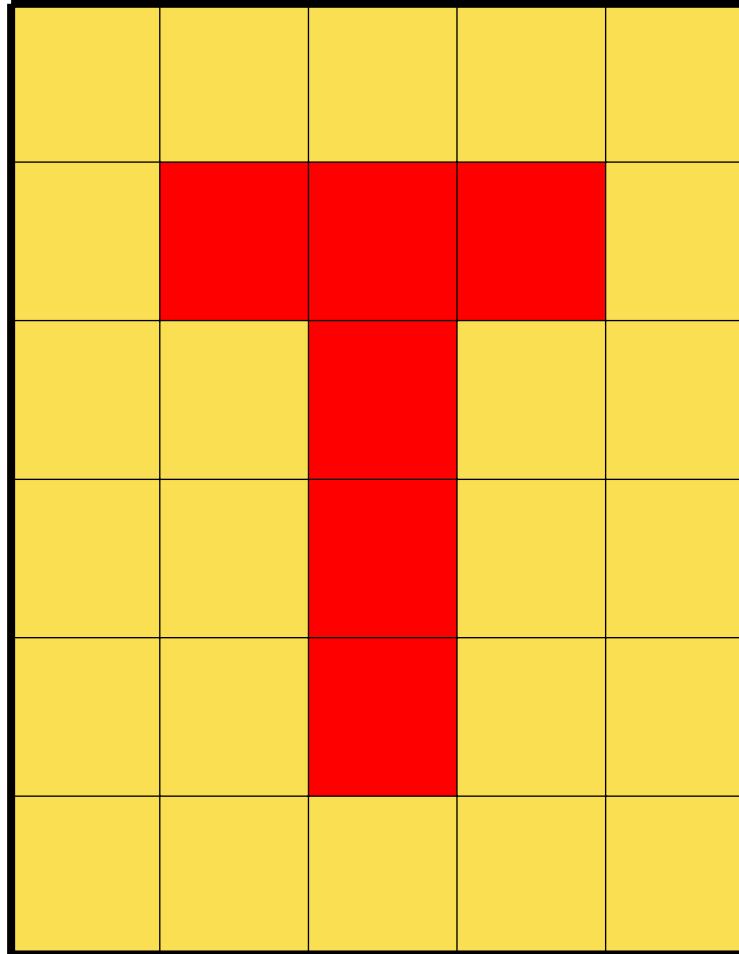
Uncompressed



*dimensions*

*photogrammetric  
interpretation*

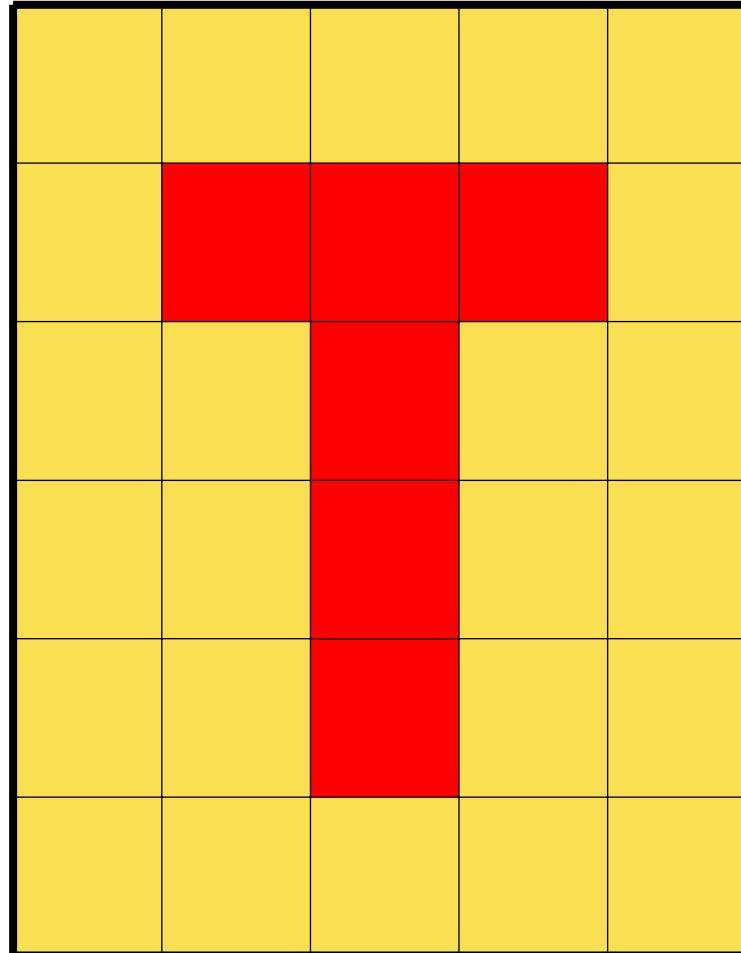
Uncompressed



*dimensions*

*photogrammetric  
interpretation*

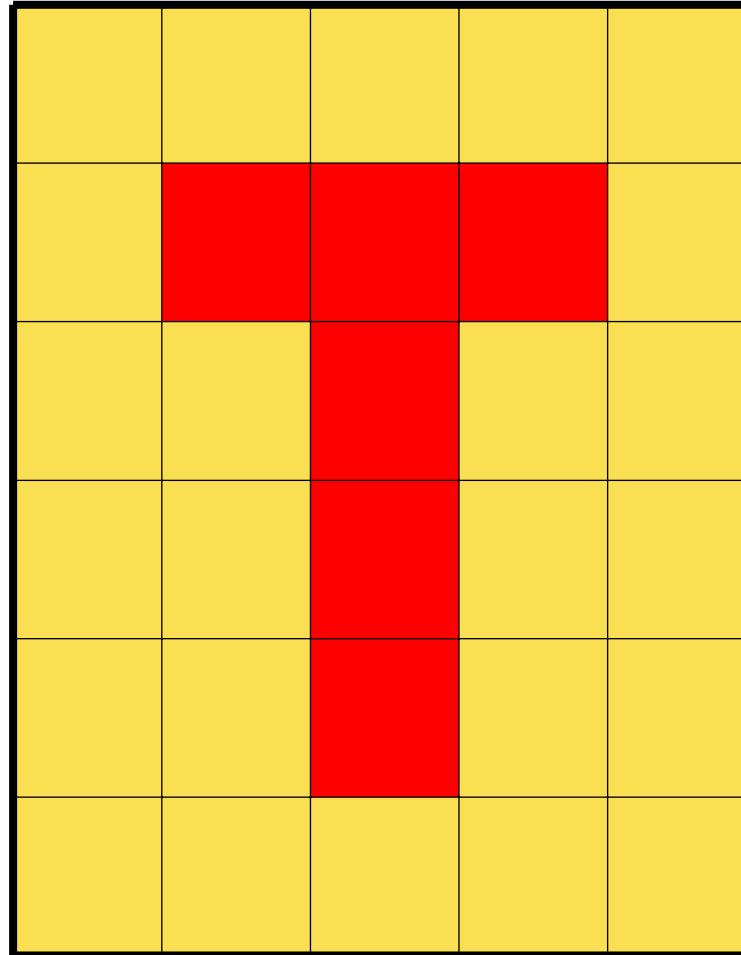
*compression*



*<basic  
information>*

*<rendering  
information>*

*<storage  
information>*



# File format

<basic information>

*What to do?*

<rendering information>

*How to do it?*

<storage information>

*How to move it from persistent to deployed form?*

<data>

*What to deploy?*

# File format

<basic information>

*Mandatory*

<rendering information>

*Useful*

<storage information>

*Historical*

<data>

*Mandatory*

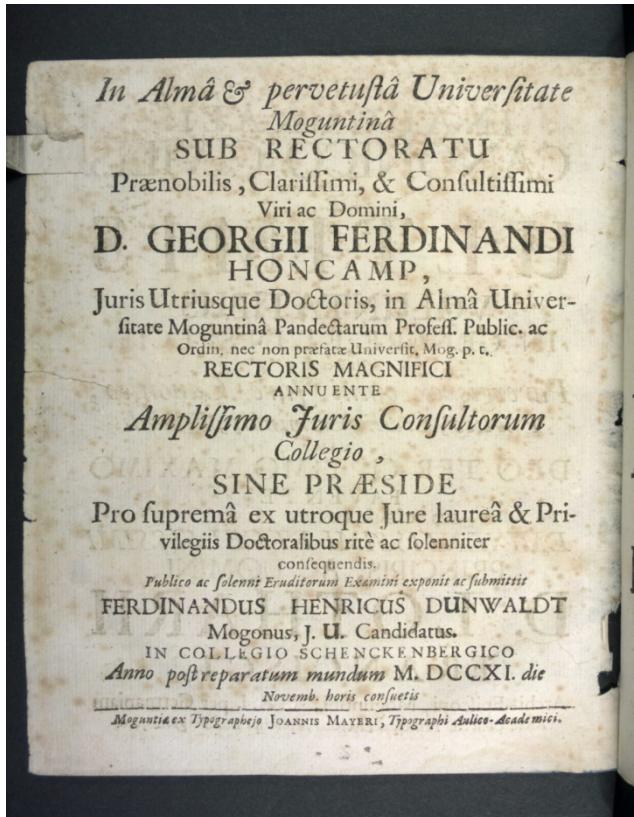
# File format

*A deterministic specification how the properties of a digital object can reversibly be converted into a linear bytestream (bitstream).*

## II – Why would we want to know?

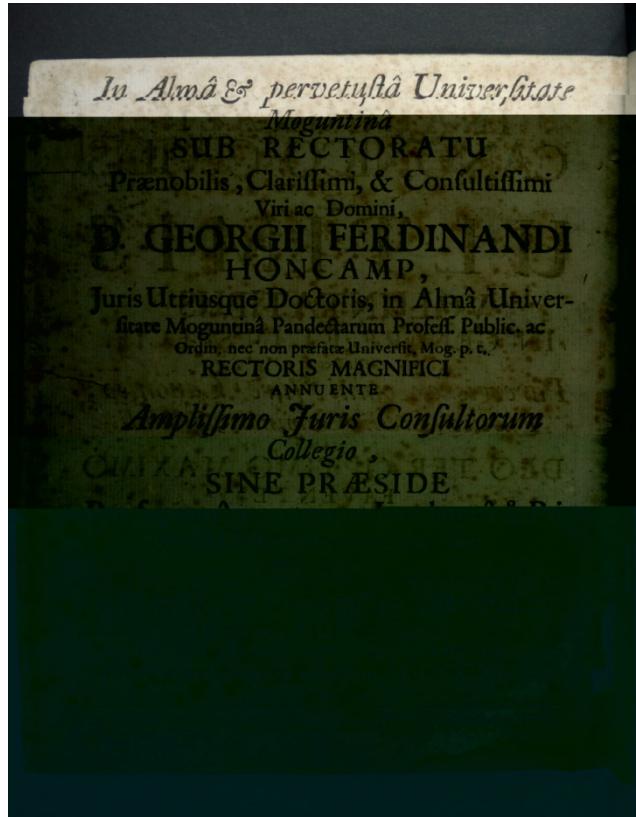
# Bit rot

An Image file  
before ....



... and after  
one byte is  
changed.

## Bit rot



Undetectable  
by software.

# Bit rot

002	004
234	123
234	156
127	178
221	221

Processing dictionary

Payload

## Bit rot

002	004
234	123
234	156
127	XXX
221	221

One byte is damaged, one byte cannot be displayed correctly.

## Bit rot

002	xxx
234	123
234	156
127	178
221	221

One byte is damaged, ten bytes  
cannot be displayed correctly.

But 1 ...

Why should I care?

Can I not just pay a technician to keep some system  
of checksums?

Counter-but 1 ...

Do you rather buy a brand of car with a reputation of  
an excellent network of maintenance shops, or one  
with a reputation for needing little maintenance?

But 2 ...

But is bit rot really *that* important?

I have read, that files most of the time get either unreadable completely, or stay completely undamaged?

Counter-but 2a ...

In disaster recovery: yes!

With files on degrading storage systems / devices:  
no!

But 2 ...

But is bit rot really *that* important?

Counter-but 2b ...

Bit rot is, indeed, just *one* problem!.

We do this is just to show, that there are differences between the technical fitness for preservation between formats. Others go beyond 15 minutes.

But 3 ...

But is there not a simple list in this type of problems,  
which I can consult easily?

Counter-but 3 ...

No.

### III – Which format to choose?

# Recommended formats: text

High confidence	Medium confidence	Low confidence
<ul style="list-style-type: none"> <li>❖ Plain text (encoding: ISO8859-1 - 9, UTF-8, UTF-16 with BOM)</li> <li>❖ XML (includes XSD/XSL/XHTML, etc.; with included or accessible schema and character encoding explicitly specified)</li> <li>❖ PDF/A-1 (ISO 19005-1)</li> </ul>	<ul style="list-style-type: none"> <li>❖ Cascading Style Sheets (*.css)</li> <li>❖ DTD (*.dtd)</li> <li>❖ PDF (*.pdf) (embedded fonts)</li> <li>❖ Rich Text Format 1.x (*.rtf)</li> <li>❖ HTML 4.x (include a DOCTYPE declaration)</li> <li>❖ SGML (*.sgml)</li> <li>❖ Open Office (*.sxw/*.odt)</li> <li>❖ Office Open XML (*.docx)</li> </ul>	<ul style="list-style-type: none"> <li>❖ PDF (*.pdf) (encrypted)</li> <li>❖ Microsoft Word (*.doc)</li> <li>❖ WordPerfect (*.wpd)</li> <li>❖ DVI (*.dvi)</li> <li>❖ All other text formats not listed here</li> </ul>

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Recommended formats: bitmap / raster image

High confidence	Medium confidence	Low confidence
<ul style="list-style-type: none"> <li>❖ TIFF (uncompressed)</li> <li>❖ PNG (*.png)</li> </ul>	<ul style="list-style-type: none"> <li>❖ BMP (*.bmp)</li> <li>❖ JPEG/JFIF (*.jpg)</li> <li>❖ JPEG2000 (prefer lossless or uncompressed) (*.jp2)</li> <li>❖ TIFF (compressed)</li> <li>❖ GIF (*.gif)</li> </ul>	<ul style="list-style-type: none"> <li>❖ MrSID (*.sid)</li> <li>❖ TIFF (in Planar format)</li> <li>❖ FlashPix (*.fpx)</li> <li>❖ PhotoShop (*.psd)</li> <li>❖ All other raster image formats not listed here</li> </ul>

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Recommended formats: vector graphics

High confidence	Medium confidence	Low confidence
❖SVG 1.1 (no Java binding) (*.svg)	❖Computer Graphic Metafile (CGM, WebCGM) (*.cgm)	❖Encapsulated Postscript (EPS) ❖Macromedia Flash (*.swf) ❖All other vector image formats not listed here

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Recommended formats: audio

High confidence	Medium confidence	Low confidence
<ul style="list-style-type: none"> <li>❖ AIFF (PCM) (*.aif, *.aiff)</li> <li>❖ WAV (PCM) (*.wav)</li> </ul>	<ul style="list-style-type: none"> <li>❖ SUN Audio (uncompressed) (*.au)</li> <li>❖ Standard MIDI (*.mid, *.midi)</li> <li>❖ Ogg Vorbis (*.ogg)</li> <li>❖ Free Lossless Audio Codec (*.flac)</li> <li>❖ Advance Audio Coding (*.mp4, *.m4a, *.aac)</li> <li>❖ MP3 (MPEG-1/2, Layer 3)(*.mp3)</li> </ul>	<ul style="list-style-type: none"> <li>❖ AIFC (compressed) (*.aifc)</li> <li>❖ NeXT SND (*.snd)</li> <li>❖ RealNetworks 'Real Audio, (*.ra, *.rm, *.ram)</li> <li>❖ Windows Media Audio</li> <li>❖ (*.wma)</li> <li>❖ WAV (compressed) (*.wav)</li> <li>❖ All other audio formats not listed here</li> </ul>

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Recommended formats: video

High confidence	Medium confidence	Low confidence
<ul style="list-style-type: none"> <li>❖ Motion JPEG 2000 (ISO/IEC 15444-4) (*.mj2)</li> <li>❖ AVI (uncompressed) (*.avi)</li> <li>❖ QuickTime Movie (uncompressed)(*.mov)</li> <li>❖ Motion JPEG (*.avi, *.mov)</li> </ul>	<ul style="list-style-type: none"> <li>❖ Ogg Theora (*.ogg)</li> <li>❖ MPEG-1, MPEG-2 (*.mpg, *.mpeg)</li> <li>❖ MPEG-4(*.mp4)</li> </ul>	<ul style="list-style-type: none"> <li>❖ AVI (compressed) (*.avi)</li> <li>❖ QuickTime Movie (compressed) (*.mov)</li> <li>❖ RealNetworks 'Real Video, (*.rv)</li> <li>❖ Windows Media Video (*.wmv)</li> <li>❖ All other video formats not listed here</li> </ul>

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Recommended formats: “data base”

High confidence	Medium confidence	Low confidence
<ul style="list-style-type: none"> <li>❖ Delimited Text (*.txt, *.csv)</li> <li>❖ SQL DDL</li> </ul>	<ul style="list-style-type: none"> <li>❖ DBF (*.dbf)</li> <li>❖ OpenOffice (*.sxc/*.ods)</li> <li>❖ Office Open XML (*.xlsx)</li> </ul>	<ul style="list-style-type: none"> <li>❖ Excel (*.xls)</li> <li>❖ All other spreadsheet/database formats not listed here</li> </ul>

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Recommended formats: 3D ("virtual reality")

High confidence	Medium confidence	Low confidence
<ul style="list-style-type: none"> <li>❖ X3D (*.x3d)</li> </ul>	<ul style="list-style-type: none"> <li>❖ VRML (*.wrl, *.vrml)</li> <li>❖ U3D (Universal 3D file format)</li> </ul>	<ul style="list-style-type: none"> <li>❖ All other virtual reality</li> <li>❖ formats not listed here</li> </ul>

<http://www.fcla.edu/digitalArchive/pdfs/recFormats.pdf>

# Thank you!

# Exercise

<format 1>

Size 1 - Count 1 - Shoot:

Some <xxx> are not correctly displayed

Some <xxx> are not recognized

Size 1 - Count 1 - Corrupt:

Unable to open the file

File size has changed

Size 512 - Count 1 - Shoot:

<xxx> are not displayed

<format 2>

...

Our findings support / do not support the Florida recommendations for this type of content, because ...

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