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December 08, 2023 (Release 2107)

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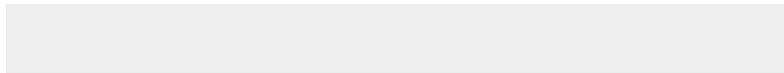
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If any provision of this Agreement is invalid or unenforceable under applicable law, it shall not affect the validity or enforceability of the remainder of the terms of this Agreement, and without further action by the parties hereto, such provision shall be reformed to the minimum extent necessary to make such provision valid and enforceable.

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*Example 15.1. Eclipse Public License 1.0*

# 16. Eclipse Public License 2.0

Eclipse Public License - v 2.0

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You may add additional accurate notices of copyright ownership.

*Example 16.1. Eclipse Public License 2.0*

# 17. GNU Lesser General Public License, Version 2.1

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Version 2.1, February 1999

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The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
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- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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## 27. libjpeg-turbo BSD License

```

*****
**      Background
*****

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2,
NEON, AltiVec) to accelerate baseline JPEG compression and decompression on
x86, x86-64, ARM, and PowerPC systems.  On such systems, libjpeg-turbo is
generally 2-4x as fast as libjpeg, all else being equal.  On other types of
systems, libjpeg-turbo can still outperform libjpeg by a significant amount,
by
virtue of its highly-optimized Huffman coding routines.  In many cases, the
performance of libjpeg-turbo rivals that of proprietary high-speed JPEG
codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less
powerful but more straightforward TurboJPEG API.  libjpeg-turbo also features
colorspace extensions that allow it to compress from/decompress to 32-bit
and
big-endian pixel buffers (RGEX, XBGR, etc.), as well as a full-featured Java
interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated
derivative of libjpeg v6b developed by Miyasaka Masaru.  The TigerVNC and
VirtualGL projects made numerous enhancements to the codec in 2009, and in
early 2010, libjpeg-turbo spun off into an independent project, with the goal
of making high-speed JPEG compression/decompression technology available to
a
broader range of users and developers.

*****
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*****

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```

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```
*****
**      Using libjpeg-turbo
*****
```

libjpeg-turbo includes two APIs that can be used to compress and decompress JPEG images:

TurboJPEG API: This API provides an easy-to-use interface for compressing and decompressing JPEG images in memory. It also provides some functionality that would not be straightforward to achieve using the underlying libjpeg API, such as generating planar YUV images and performing multiple simultaneous lossless transforms on an image. The Java interface for libjpeg-turbo is written on top of the TurboJPEG API.

libjpeg API: This is the de facto industry-standard API for compressing and decompressing JPEG images. It is more difficult to use than the TurboJPEG API but also more powerful. The libjpeg API implementation in libjpeg-turbo is both API/ABI-compatible and mathematically compatible with libjpeg v6b. It can also optionally be configured to be API/ABI-compatible with libjpeg v7 and v8 (see below).

There is no significant performance advantage to either API when both are used to perform similar operations.

```
=====
Colorspace Extensions
=====
```

libjpeg-turbo includes extensions that allow JPEG images to be compressed directly from (and decompressed directly to) buffers that use BGR, BGRX, RGBX, XBGR, and XRGB pixel ordering. This is implemented with ten new colorspace constants:

```
JCS_EXT_RGB    /* red/green/blue */
JCS_EXT_RGBX  /* red/green/blue/x */
JCS_EXT_BGR    /* blue/green/red */
JCS_EXT_BGRX  /* blue/green/red/x */
JCS_EXT_XBGR  /* x/blue/green/red */
JCS_EXT_XRGB  /* x/red/green/blue */
JCS_EXT_RGBA  /* red/green/blue/alpha */
JCS_EXT_BGRA  /* blue/green/red/alpha */
JCS_EXT_ABGR  /* alpha/blue/green/red */
JCS_EXT_ARGB  /* alpha/red/green/blue */
```

Setting `cinfo.in_color_space` (compression) or `cinfo.out_color_space` (decompression) to one of these values will cause libjpeg-turbo to read the red, green, and blue values from (or write them to) the appropriate position in the pixel when compressing from/decompressing to an RGB buffer.

Your application can check for the existence of these extensions at compile time with:

```
#ifdef JCS_EXTENSIONS
```

At run time, attempting to use these extensions with a libjpeg implementation that does not support them will result in a "Bogus input colorspace" error.

Applications can trap this error in order to test whether run-time support is available for the colorspace extensions.

When using the RGBX, BGRX, XBGR, and XRGB colorspaces during decompression, the X byte is undefined, and in order to ensure the best performance, libjpeg-turbo can set that byte to whatever value it wishes. If an application expects the X byte to be used as an alpha channel, then it should specify JCS\_EXT\_RGBA, JCS\_EXT\_BGRA, JCS\_EXT\_ABGR, or JCS\_EXT\_ARGB. When these colorspace constants are used, the X byte is guaranteed to be 0xFF, which is interpreted as opaque.

Your application can check for the existence of the alpha channel colorspace extensions at compile time with:

```
#ifdef JCS_ALPHA_EXTENSIONS
```

```
jcstest.c, located in the libjpeg-turbo source tree, demonstrates how to check for the existence of the colorspace extensions at compile time and run time.
```

```
=====
libjpeg v7 and v8 API/ABI Emulation
=====
```

With libjpeg v7 and v8, new features were added that necessitated extending the compression and decompression structures. Unfortunately, due to the exposed nature of those structures, extending them also necessitated breaking backward ABI compatibility with previous libjpeg releases. Thus, programs that were built to use libjpeg v7 or v8 did not work with libjpeg-turbo, since it is based on the libjpeg v6b code base. Although libjpeg v7 and v8 are not as widely used as v6b, enough programs (including a few Linux distros) made the switch that there was a demand to emulate the libjpeg v7 and v8 ABIs in libjpeg-turbo. It should be noted, however, that this feature was added primarily so that applications that had already been compiled to use libjpeg v7+ could take advantage of accelerated baseline JPEG encoding/decoding without recompiling. libjpeg-turbo does not claim to support all of the libjpeg v7+ features, nor to produce identical output to libjpeg v7+ in all cases (see below.)

By passing an argument of `--with-jpeg7` or `--with-jpeg8` to configure, or an argument of `-DWITH JPEG7=1` or `-DWITH JPEG8=1` to cmake, you can build a version of libjpeg-turbo that emulates the libjpeg v7 or v8 ABI, so that programs that are built against libjpeg v7 or v8 can be run with libjpeg-turbo. The following section describes which libjpeg v7+ features are supported and which aren't.

Support for libjpeg v7 and v8 Features:

-----  
Fully supported:

```
-- libjpeg: IDCT scaling extensions in decompressor
   libjpeg-turbo supports IDCT scaling with scaling factors of 1/8, 1/4, 3/8,
   1/2, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2/1 (only
   1/4 and 1/2 are SIMD-accelerated.)
-- libjpeg: arithmetic coding
-- libjpeg: In-memory source and destination managers
   See notes below.
-- cjpeg: Separate quality settings for luminance and chrominance
   Note that the libjpeg v7+ API was extended to accommodate this feature
   only for convenience purposes. It has always been possible to implement this
   feature with libjpeg v6b (see rdswitch.c for an example.)
```

```

-- cjpeg: 32-bit BMP support
-- cjpeg: -rgb option
-- jpegtran: lossless cropping
-- jpegtran: -perfect option
-- jpegtran: forcing width/height when performing lossless crop
-- rdjpgcom: -raw option
-- rdjpgcom: locale awareness

Not supported:

NOTE: As of this writing, extensive research has been conducted into the
usefulness of DCT scaling as a means of data reduction and SmartScale as a
means of quality improvement. The reader is invited to peruse the research
at
http://www.libjpeg-turbo.org/About/SmartScale and draw his/her own conclusions,
but it is the general belief of our project that these features have not
demonstrated sufficient usefulness to justify inclusion in libjpeg-turbo.

-- libjpeg: DCT scaling in compressor
  cinfo.scale_num and cinfo.scale_denom are silently ignored.
  There is no technical reason why DCT scaling could not be supported when
  emulating the libjpeg v7+ API/ABI, but without the SmartScale extension
  (see
  below), only scaling factors of 1/2, 8/15, 4/7, 8/13, 2/3, 8/11, 4/5, and
  8/9 would be available, which is of limited usefulness.

-- libjpeg: SmartScale
  cinfo.block_size is silently ignored.
  SmartScale is an extension to the JPEG format that allows for DCT block
  sizes other than 8x8. Providing support for this new format would be
  feasible (particularly without full acceleration.) However, until/unless
  the format becomes either an official industry standard or, at minimum,
  an
  accepted solution in the community, we are hesitant to implement it, as
  there is no sense of whether or how it might change in the future. It is
  our belief that SmartScale has not demonstrated sufficient usefulness as
  a
  lossless format nor as a means of quality enhancement, and thus, our
  primary
  interest in providing this feature would be as a means of supporting
  additional DCT scaling factors.

-- libjpeg: Fancy downsampling in compressor
  cinfo.do_fancy_downsampling is silently ignored.
  This requires the DCT scaling feature, which is not supported.

-- jpegtran: Scaling
  This requires both the DCT scaling and SmartScale features, which are not
  supported.

-- Lossless RGB JPEG files
  This requires the SmartScale feature, which is not supported.

What About libjpeg v9?
-----

libjpeg v9 introduced yet another field to the JPEG compression structure
(color transform), thus making the ABI backward incompatible with that of
libjpeg v8. This new field was introduced solely for the purpose of supporting
lossless SmartScale encoding. Further, there was actually no reason to extend

```

the API in this manner, as the color transform could have just as easily been activated by way of a new JPEG colorspace constant, thus preserving backward ABI compatibility.

Our research (see link above) has shown that lossless SmartScale does not generally accomplish anything that can't already be accomplished better with existing, standard lossless formats. Thus, at this time, it is our belief that there is not sufficient technical justification for software to upgrade from libjpeg v8 to libjpeg v9, and therefore, not sufficient technical justification for us to emulate the libjpeg v9 ABI.

=====

#### In-Memory Source/Destination Managers

=====

By default, libjpeg-turbo 1.3 and later includes the `jpeg_mem_src()` and `jpeg_mem_dest()` functions, even when not emulating the libjpeg v8 API/ABI. Previously, it was necessary to build libjpeg-turbo from source with libjpeg v8 API/ABI emulation in order to use the in-memory source/destination managers, but several projects requested that those functions be included when emulating the libjpeg v6b API/ABI as well. This allows the use of those functions by programs that need them without breaking ABI compatibility for programs that don't, and it allows those functions to be provided in the "official" libjpeg-turbo binaries.

Those who are concerned about maintaining strict conformance with the libjpeg v6b or v7 API can pass an argument of `--without-mem-srcdst` to configure or an argument of `-DWITH_MEM_SRC DST=0` to CMake prior to building libjpeg-turbo. This will restore the pre-1.3 behavior, in which `jpeg_mem_src()` and `jpeg_mem_dest()` are only included when emulating the libjpeg v8 API/ABI.

On Unix systems, including the in-memory source/destination managers changes the dynamic library version from 62.0.0 to 62.1.0 if using libjpeg v6b API/ABI emulation and from 7.0.0 to 7.1.0 if using libjpeg v7 API/ABI emulation.

Note that, on most Unix systems, the dynamic linker will not look for a function in a library until that function is actually used. Thus, if a program is built against libjpeg-turbo 1.3+ and uses `jpeg_mem_src()` or `jpeg_mem_dest()`, that program will not fail if run against an older version of libjpeg-turbo or against libjpeg v7- until the program actually tries to call `jpeg_mem_src()` or `jpeg_mem_dest()`. Such is not the case on Windows. If a program is built against the libjpeg-turbo 1.3+ DLL and uses `jpeg_mem_src()` or `jpeg_mem_dest()`, then it must use the libjpeg-turbo 1.3+ DLL at run time.

Both `cjpeg` and `djpeg` have been extended to allow testing the in-memory source/destination manager functions. See their respective man pages for more details.

\*\*\*\*\*  
 \*\* Mathematical Compatibility  
 \*\*\*\*\*

For the most part, libjpeg-turbo should produce identical output to libjpeg v6b. The one exception to this is when using the floating point DCT/IDCT, in which case the outputs of libjpeg v6b and libjpeg-turbo can differ for the following reasons:

-- The SSE/SSE2 floating point DCT implementation in libjpeg-turbo is ever so slightly more accurate than the implementation in libjpeg v6b, but not by any amount perceptible to human vision (generally in the range of 0.01 to 0.08 dB gain in PNSR.)

```

-- When not using the SIMD extensions, libjpeg-turbo uses the more accurate
  (and slightly faster) floating point IDCT algorithm introduced in libjpeg
  v8a as opposed to the algorithm used in libjpeg v6b.  It should be noted,
  however, that this algorithm basically brings the accuracy of the floating
  point IDCT in line with the accuracy of the slow integer IDCT.  The floating
  point DCT/IDCT algorithms are mainly a legacy feature, and they do not
  produce significantly more accuracy than the slow integer algorithms (to
  put numbers on this, the typical difference in PNSR between the two algorithms
  is less than 0.10 dB, whereas changing the quality level by 1 in the upper
  range of the quality scale is typically more like a 1.0 dB difference.)
-- If the floating point algorithms in libjpeg-turbo are not implemented
  using SIMD instructions on a particular platform, then the accuracy of the
  floating point DCT/IDCT can depend on the compiler settings.

While libjpeg-turbo does emulate the libjpeg v8 API/ABI, under the hood, it
is still using the same algorithms as libjpeg v6b, so there are several specific
cases in which libjpeg-turbo cannot be expected to produce the same output
as libjpeg v8:

-- When decompressing using scaling factors of 1/2 and 1/4, because libjpeg
  v8 implements those scaling algorithms differently than libjpeg v6b does,
  and libjpeg-turbo's SIMD extensions are based on the libjpeg v6b behavior.

-- When using chrominance subsampling, because libjpeg v8 implements this
  with its DCT/IDCT scaling algorithms rather than with a separate
  downsampling/upsampling algorithm.  In our testing, the subsampled/upsampled
  output of libjpeg v8 is less accurate than that of libjpeg v6b for this
  reason.

-- When decompressing using a scaling factor > 1 and merged (AKA "non-fancy"
  or "non-smooth") chrominance upsampling, because libjpeg v8 does not support
  merged upsampling with scaling factors > 1.

*****
** Performance Pitfalls
*****

=====
Restart Markers
=====

The optimized Huffman decoder in libjpeg-turbo does not handle restart markers
in a way that makes the rest of the libjpeg infrastructure happy, so it is
necessary to use the slow Huffman decoder when decompressing a JPEG image
that has restart markers.  This can cause the decompression performance to drop
by as much as 20%, but the performance will still be much greater than that of
libjpeg.  Many consumer packages, such as PhotoShop, use restart markers when
generating JPEG images, so images generated by those programs will experience
this issue.

=====
Fast Integer Forward DCT at High Quality Levels
=====

```

```
The algorithm used by the SIMD-accelerated quantization function cannot
produce
correct results whenever the fast integer forward DCT is used along with a
JPEG
quality of 98-100. Thus, libjpeg-turbo must use the non-SIMD quantization
function in those cases. This causes performance to drop by as much as 40%.
It is therefore strongly advised that you use the slow integer forward DCT
whenever encoding images with a JPEG quality of 98 or higher.
```

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*Example 31.1. Notice to the Spring Framework*

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Java HTML Tidy - JTidy HTML parser and pretty printer

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