Inside PDF

Lecture @21C3

The Portable Document Format

A Short Introduction

Maik Musall <maik@musall.de> CCC Erlangen

Overview

- History of PDF and it's relation to PostScript
- Licenses and legal issues
- File format syntax and semantics
- Display model
- Images and vector graphics
- Text and Font management
- Encryption and compression
- Overview of Tools and libraries

History of PDF versions

- The past:
- The present:
- The near future:
- The prepress world:
- The archiver's vision:

PDF 1.0 (1993) to 1.4 PDF 1.5, a contribution to storage and bandwidth PDF 1.6, the 3D bloat PDF/X (ISO standards) PDF/A (upcoming ISO)

PDF and PostScript

- PS is a programming language (special domain, but turing-complete). PDF is not.
- PDF is just a data structure and provides random access to all contained objects.
- PDF supports interactive features (forms, annotations, JavaScript, open actions etc.)
- PDF shares the PS imaging model.
- Both will produce the same output when printed.
- Both have similar licenses that include permission for free use, but prohibit cloning the format.
- Lots of PDF features cannot be represented in PS.

PDF Syntax: General File Structure

- A file is read starting at the end.
- Incremental Updates may be appended at the end, leading to several body, xref and trailer sections.
- A PDF can be written all ASCII, if needed.
- Single-Pass File Generation is possible.



PDF Syntax: Object types

- Bool
- Numbers
- Strings
- Names
- Arrays
- Dictionaries <</Key1 val1 /Key2 val2>>
- Streams
- The null Object null
- Indirect Objects 665 0 R
- EOL is flexible (CR "Mac", LF "Unix", CRLF "DOS")

[obj obj obj]

true false

(Hello World) <4D617465>

<<...>> stream...endstream

0 1 5.4 -.002

/Type /Pages

- Filters may be used to encode streams.
- PDF 1.5 introduces object streams.

PDF Encryption

- All strings and streams go through the cipher (more selectively since PDF 1.5)
- up to PDF 1.3: RC4, 40 Bit
- since PDF 1.4: RC4, up to 128 Bit
- since PDF 1.4: unpublished algo (U.S. export law, no longer in use)
- since PDF 1.6: AES
- PDF 1.3 (spec 1.5): PKCS#7 (RFC 2315)
- PDF spec requires implementators to honor document access restriction settings.

PDF Document Structure

- Everything starts at a root object (/Type /Catalog)
- Pages are organized in a tree of objects
- Trees are also used for Names, Outlines (a.k.a. bookmarks), Logical structure, ...
- Tree nodes can contain data that is inherited to their child nodes (e.g. physical page dimensions).
- A most basic PDF document will contain:
 * Header, XRef table, trailer
 * /Catalog, /Pages, one /Page, page content stream
- Content streams use a language resembling PostScript

PDF Display model (1)

- Model is identical to that of PostScript, existing implementations can be reused (so does ghostscript)
- Three types of content are common: Text, Bitmap images, and vector graphics
- A set of coordinate systems is used to transform between user space and devices with different resolutions.
- Relations of coordinate systems are described using transformation matrices



PDF Display model (2)

- A Graphics State stack machine is used to manage changes in CTM, color, overprint, clipping, line patterns, transparency (PDF 1.4) etc.
- Color spaces can be RGB, CMYK, Gray, ICC, Indexed, and a few others, grouped in Device-, CIE- and special color space groups
- Each content object can be reused several times within the document.

PDF Text

- Text state knows: char spacing, word spacing, horizontal scaling, leading, font name, font size, rendering mode, rise and knockout.
- Font types are: Type0 (composite), Type1 (PS font program), Type3 (arbitrary graphics operators), TrueType, CIDFonts.
- Choice of embedding levels: name only, glyphs, complete font program
- The 14 PS standard fonts (Helvetica, Courier, Times in different styles, Symbol, ZapfDingbats) are considered built-in and required by every PDF processor to provide on it's own.
- Each text object can have a different encoding.

PDF Bitmap Images

- Bitmap Images are stored in stream objects
- Each one can have it's own resolution, dimension, depth, color space, compression.
- Depth: 1, 2, 4, 8 or (PDF 1.5) 16 bits per component
- All filters can be applied as for every stream: ASCIIHex, ASCII85, LZW, Flate, RLE, CCITT, JBIG2 (PDF 1.4), DCT (Jpeg), JPX (Jpeg2000, PDF 1.5), Crypt (PDF 1.5).
- An image may be present in several representations, e.g. a low-resolution image for fast screen viewing and a very-high-resolution image for printing.

PDF Vector Graphics

- Arbitrary "Paths" can be painted using Bézier curves.
- Paths can overlap, using transparency features (since PDF 1.4).
- One Path can function as a clip/crop mask for another one.
- Paths can create fill patterns.
- Paths can even define Type3 font glyphs.
- Other object (annotation) types include Sounds, Movies, and 3D objects (PDF 1.6).

PDF Metadata

- Since PDF 1.4, a document may include metadata in XML format
- The XML semantics use the XMP (Extensible Metadata Platform) technology.
- XMP is a RDF application
- "XMP is an important piece that brings the Semantic Web closer to realization." (Eric Miller, W3C Semantic Web Activity Lead)

Tools and Libraries

- Adobe PDF Library (datalogics.com): can do everything, but quite expensive
- C/C++: pdflib (pdflib.com), free and commercial variants available. Good for creation, processing limited to copying whole pages.
- Java: iText (lowagie.com): very promising, still some flaws with PDF 1.5/1.4 hybrid updates a few months ago, but quickly developing, gcj compatible
- Apache FOP (xml.apache.org/fop), an XSL-FO implementation transforming XML to PDF
- Nothing fits all purposes, most tools have a special domain (creation, conversion, split/concat etc.)

PDF Information Resources

- Adobe Specification and Resources: http://partners.adobe.com/asn/techresources.jsp
- PDF/X: http://www.pdfx.info
- Forums: http://www.planetpdf.com
- Tools: http://www.pdf-tools.com
- Portal: http://www.pdfzone.com
- Usenet: news://comp.text.pdf

Thanks for listening!

 Contact: <maik@musall.de>
 Congress DECT: M-A-I-K (6-2-4-5)

