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The increasing capability of specialized digital focessors has led to the possibility of lmplementing a large number of image processing functions in near real time.


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## I. Introduction

### 1.1 Digital Image Feature Extraction and Processing

Digital image processing, the manipulation of images by computer, is a relatively recent development which has received an ever increasing amount of attention in terms of techniques ap plied, special processors, and the range of applications. Examples of this include medical diagnosis (x-rays or computer-aided tomography), aerial surveillance (agriculture, forestry, and land-use planning), such as LANDSAT, and military (navigation, target evaluation, mapping, and the like). Digital imagery contains a great amount of information or features whose extraction and processing can be useful in serving many different applications including those indicated above. The high-speed automated processing of imagery by computer is a crucial factor in the effective implementation of an advanced computer image exploitation facility. The increasing capability of digital computers has led to the possibility of implementing a large number of image processing functions in near "real-time," a result which is essential to establishing a near-production type facility. Digital image processing hardware and software are being developed and used by the government, industry, and universities. A significant government application is found in the military- surveillance, terrain identification, and defense mapping.

Digital image processing refers to any process or procedure which is applied by a digital computer to an image in digital form (sampled and quantitized), regardless of the source. A basic system example is illustrated in Fig. 1.1 below:


The overall exploitation procedure consists of image preprocessing, information extraction, and image decision making. Image preprocessing in a narrower interpretation consists of techniques
for improving or enhancing the image for information extraction or for the display of an image to a human observer. These techniques include the use of transforms for filtering, restoration of images, and image segmentation that precede further processing. Preprocessing can also include image "normalization" such as histogram modification, geometric corrections, control of scale and resolution, and image combining (e.g., subtraction or correlation), as well as techniques for noise supression and data clustering.

Another significant step or stage in image processing and exploitation is feature extraction. The objectives and particu. lar techniques applied in this stage often overlap those of preprocessing, depending upon the information extracted. Feature extraction can be viewed as an interpretation of the image in terms of specified features. These features include shapes, boundaries, edges, textures, and the like [1] - [17]. The extraction or detection of such features is often considered to be a part of an image preprocessing stage in image processing which leads to another image preprocessing step called segmentation [18] - [21]. The relative predominance and subsequent interpretation or significance of given features is highly dependent on the type of imagery. This imagery arises from such sources as LANDSAT, aerial photography, FLIR, and RADAR, some of which can be black and white or color. There has been a great deal of work done on the feature extraction problem as a part of the preprocessing stage [22] - [24]. This work includes that on thresholding [25], [26], edge or boundary following [3], [27], shape detection [16], [28], relaxation labeling [29] - [31], and other approaches to segmentation [32], [33]. Other preprocessing techniques include "averaging" and the application of various transforms [34], [35].

In an overall automated image exploitation facility, there is an emphasis on factors in addition to those illustrated in Fig. 1.1, which are significant to the efficiency and effective-
ness of the overall system. These factors consist of image storage and retrieval, image representation and display, image information manipulation, user interaction, and image generation; Fig. 1.2 illustrates these additional factors.


Fig. 1.2 Illustration of a More Complete Image Processing System Particular configurations of such a system, including hardware, software, displays, information extraction and the decision scheme or process are application dependent. The algorithms and procedures that are applied to implement various image processing techniques are a function of the objectives of the image processing system user.

In particular, there has been a set of algorithms developed under the OLPARS program at RADC, although other projects or systems at RADC were using algorithms similar to these (in the AFES system, for example). These algorithms include histogram modification, averaging, boundary inclosure, enhancement and other feature extraction and processing techniques. These techniques are well-developed and have proven useful as applied to various types of Imagery. These software techniques serve as
a basis for more sophisticated image processing built around a PDP 11/70. This system represents a near production system which handles a higher throughput for various types of imagery. This system has increased speed, memory size and terminal sophistication than previous systems. Of interest here is the processing speed of image feature extraction and processing techniques and its sensitivity to certain computer architectures. The capabilities of the basic AFES configuration to handle higher throughput rates can be significantly expanded by reducing the computation times associated with the implementation of image feature extraction and processing techniques.

### 1.2 Project Objectives

The objective of this project is to demonstrate the increased computational capability of special computer architectures with application to selected algorithms that would demonstrate a speedup that would hopefully imply increased throughput. In particular, the machine to demonstrate the proposed speed-up is a STARAN array processor. This machine was chosen because: 1) RADC has one that is operational and thus has an interest in it, and 2) the accessibility of a STARAN to the UMC researchers at Goodyear Aerospace along with expert help in its use from consultants at Goodyear. The idea is to increase computational efficiency and effectiveness through the use of this special image processing architecture. In particular, the STARAN serves as a representative of a special architecture amenable to speeding-up certain image feature extraction and processing techniques. The main thrust of this project is to provide results to support the decision to add or utilize a special architerture in an image processing facility. That is, rather than proposing a specific system configuration, the results of this project serve as a demonstration that a special computer architecture can effect a significant increase in computational speed and thus throughput when applied to selected algorithms for image feature extraction and processing.

### 1.3 Project Resources

The successful completion of the objectives of this project has depended upon the availability of specific resources. One of these resources is represented by computers; the project employed the use of a PDP $11 / 50$ and a PDP $11 / 34$ located at UMC and the STARAN facility, including the PDP $11 / 20$ host computer located at Goodyear Aerospace in Akron, Ohio. Both computer systems at UMC are RKO5 disc-based systems as was the system at Goodyear. All facilities had provision for hard-copy output and a high-resolution display unit (Comtal or Ramtek). Another resource has been manpower. This project has involved the part-time efforts of two faculty members and the part-time help of one to two research assistants (graduate students), depending on their availability over the span of the project. Finally, there was a subcontract with Goodyear Aerospace to provide us with two resources: 1) use of the STARAN facility for program debugging, testing and validation, and 2) personnel or consultants to provide help with the use of the STARAN facility and the actual set-up and demonstration of STARAN operation using programs developed at UMC.

### 1.4 Project Overview

The objective in seeking to speed-up image feature extraction and processing techniques, rather than just establishing faster processing (especially by sacrificing information content or accuracy), emphasizes techniques to significantly increase the throughput in a total image processing system, especially for a near production system for image interpretation and evaluation. The STARAN array processor represents the means for implementing such a speed-up.

The software to implement selected image processing algorithms on the STARAN array processor were developed by the UMC research team. Two computers at UMC were used for this purpose. Software was develofed but could not be debugged or tested at IIMC. The role of Goodyear Aerospace was to provide expertise on
the use of the STARAN and provide us time on the STARAN for debugging, testing, and evaluation of programs, along with a hard copy of the results and the display of appropriate images. The research team at UMC and colleagues at Goodyear Aerospace cooperated closely to achieve the goals of this project. This cooperation assumed several forms: 1) several visits of the UMC research team to Goodyear for discussion and use of the STARAN, 2) telephone conversations with colleagues at Goodyear, and 3) a remote terminal hook-up from the STARAN facility at Goodyear to a terminal at UMC via a phone line. After debugging and testing the software for selected algorithms, the results of run times, including the input/output, and display results were obtained with the use of the STARAN facility. Original images and images processed at the RADC STARAN facility would be used for a demonstration of part of the results obtained on this project.

For the most part, software for implementation on the STARAN was developed by research assistants at UMC supervised by faculty members. One of the longer-term or expected outcomes of the work described here is a more general one than using a particular computer architecture and applying or utilizing its speed for application to selected algorithms. Although the processor is a particular one, and the degree of computational speed-up depends on the amenability of the chosen algorithms to speed-up by that processor, the objective is to use the results obtained as a basis for predicting or recommending a more thorough study of special processors for increased throughput (at least an order of magnitude).

## II. Problem Formulation

### 2.1 Image Processing and the Need for Faster Computation

The effective and efficient operation of a near production or image processing facility involves a number of overlapping or interdependent tasks. These tasks include image storage and
retrieval, image enhancement, feature extraction, image recognition, and user display functions (interactive mode). The problem is compounded by the following factors: 1) increased resolution or picture size, say $1024 \times 1024$ or larger, 2) increased graylevel quantization, 3) complex algorithms involving large image segments, 4) multiple images of the same target- MSS or color, for example, and 5) rapid image handling for near real-time interaction by a user at a display. For example, for a large resolution image, say 4000 x 4000 pixels and 8 bits/pixel, the storage requirements are almost $10^{8}$ bits/image. Then, for say 1000 images, one is considering about $10^{11}$ bits, which exceeds the capacity range of most current mass storage facilities, at least for near real-time access. This project addresses only a segment of the overall throughput problem- the processing of images, image by image by high-speed image feature extraction and processing techniques. If the computer architecture that provides the speed-up in computation time is coupled or matched with fast l/O transfer; along with image compression techniques, the system throughput will significantly improve. At the image feature extraction and processing level, it is expected that these methods will speed-up processing time by at least an order of magnitude. The first problem is to select the image feature extraction and processing techniques to match the chosen computer architecture in order to realize its full capacity.

### 2.2 Justification for the Selected Algorithms

The variety of inage feature extraction and processing techniques covers a wide range. Fxamples inciude segmentation, texture identification, noise reduction, thresholding, edge enhancement, image transformation, and the like. Among the choices of algorithms are ones with the common characteristics of being "useful" and at the same time amenable to speed-up through the use of special computer architectures. One can classify the techniques of interest here into two broad categories: 1) feature extraction, and 2) image processing (enhancement). Feature
extraction techniques are concerned with the extraction of specific information from the entire image or from particular sections of it, such as edges, particular shaped objects, lines, pixel statistics (mean, variance, or texture). The main purpose for feature extraction is usually preparation for image recognition. Techniques associated with image preprocessing, in contrast, are applied so as to improve the image, preparing it for feature extraction. Examples of this include histogram modification, noise reduction or elimination, and edge sharpening. Another purpose of such preprocessing is to enhance the user display, such as on-1ine image manipulation (preprocessing techniques can be called-up), manuscript generation, and image compression and storage. Often the distinction of these two types of processing is not clear, such as with the application of transforms (Fourier, Walsch, etc.), which could precede filtering and then enhancement, or the spectrum could be used to generate a set of features.

Essentially, there were two algorithms which were chosen for implementation on the STARAN array processor. These are: 1) an edge detection (gradient) method, PTEDGE, for detecting or outlining edses, and 2) several techniques designed for image noise reduction or removal: a) MODAL, a technique for pixel replacement, b) ODDPX, another pixel replacement technique, and c) SIMNB, a noise removal technique. Each of these techniques itself involves several subroutines in the implementation. These techniques were developed and executed on a conventional (serial) machine (PDP 11/45); this is reported on in [36]. However, in that study, it appears that the actual application of the techniques to sample imagery was not done, or at least no "before and after" imagery were presented. Thus, the two selected techniques involve: 1) an edge detection or sharpening method, and 2) several variations of noise reduction or removal methods. Available software for these programs already existed in assembly language.

A11 of these computer-oriented techniques are local tech-
niques; that it, the operations performed on or applied to individual pixels depend on the gray levels of adjacent or immediate surrounding (neighborhood) pixels. Thus, the identification and modification of the gray level of a pixel are made on the basis of the gray levels of neighboring pixels. Being "local" techniques, they are highly amenable to parallel processing; this means that each small area of an entire image can be assigned to a separate processing element for computation. Then, the entire image ca.. be processed in a time close to that what a single area might require for processing. Some computing architectures, such as an array processor, handle the parallel processing in a line-by-line format.

### 2.3 Justification and Need for Special Computer Architecture

In various places in this report, the term "conventional" or serial machine will be used. This refers to what later is a class of computers called SISD (single instruction stream, single data stram). A "conventional" machine executes the instructions in sequence (serial) and in an image processing application, the processing is implemented pixel-by-pixel, area-by-area, or line-by-line. Thus, depending upon the computations applied to each pixel, area, or line, the total processing time is proportional to the number of pixels, areas or lines to process. This represents a very efficient approach to image processing. Then, the image throughput depends on or is limited by, for a given image (size and number of gray levels), the total sum of computation times associated with a given algorithm. Thus, it is proposed that the parallelism of special computer architectures be taken advantage of for the processing of the image sections. The main advantage of special architectures can occur when it is matched to the algorithm; then, the algorithm can be broken-down and restructured so as to take advantage of the special architectureparallel tasking, vector operations, and the like. Thus, the key element here is the ability to restructure an existing, chosen algorithm to match a given architecture.

## III. Review of Special Computing Architectures

### 3.1 General Overview

Advances in computer architecture, matching software, circuit design, device fabrication, as well as storage and retrieval techniques have resulted in an increased processing speed in modern digital computers. This, in turn, has provided the basis for a corresponding increase in image processing speeds. Hardware and software architectures are intimately related and difficult to separate. Hardware/software system design to bring about increased image processing speed and improved throughput involves a number of trade-offs, including speed, precision, reliability, flexibility for expansion, modes of operation, ease of use and interactive capabilities. The relative weights and/or constraints imposed on these factors is strongly application dependent. Here, the application is digital image processing, an image being represented by an array of pixels, whose gray levels have been quantitized. The need for high speed is readily apparent when real-time or near real-time image processing is required, especially in a near production environment. One example of near real-time image processing is in digital television [37]. A frame rate of $30 / \mathrm{sec}$. and a horizontal line scan of 63.5 microsec (with the remaining 13.5 microsec. being used for retrace). With a minimum horizontal resolution of about 500 pixels/line, there would be $50 / 500=100$ nanosec. processing time/pixel. This imposes a sever constraint or requirement on the computing architecture.

Many applications do not require the extraordinarily high processing speeds referred to previously. Digital images from weather or reconnaissance satellites may not require 30 processed images/sec. However, time-delays, even for a single frame, may not be acceptable due to rapid movement of storm systems or targets. Short processing times are important even for objects that do not appear to be changing. Image processing requirements
depend on image information content. For example, a single frame of LANDSAT imagery containes $30 \times 10^{6}$ bytes of information. The storage of 1000 such images would require some $3 \times 10^{11}$ bits of storage. To handle a high throughput with such a data base, memories could be arranged in hierarchical or functional manner, a buffer memory could be used ( $10^{8}$ bytes, say) along with a temporary working space (memory) and a high-speed data transfer rate.

In order to implement digital image processing techniques and satisfy reasonable goals regarding throughput, while being able to manipulate images and implement various sophisticated algorithms in near real-time, it is proposed to utilize advanced computer architectures and organization. These architectures include parallel processing, associative (array) processing, and multiprocessing. Computer architectures can be classified based on the properties of the data and instruction streams. This has led to 4 categories of computer architectures. These are summarized below.

|  | SD: Single Data MD: Multiple <br> Stream | Mata <br> Stream |
| :--- | :---: | :---: |
| SI:Single <br> Instruction <br> Stream | Unit <br> Processor | Parallel Process. <br> And <br> Associative Proc. |
| MI:Multiple <br> Instruction <br> Stream | Pipeline <br> Processor | Multi- <br> processor/ <br> Multicomputer |

Table 3.1 A Classification of Generic Processor Architectures Using this table, one can consider the following architectures:

1) SISD (Single Instruction stream/Single Data stream); uniprocessor (example: IBM 370).
2) MISD (Multiple Instruction stream/Single Data stream); pipeline (example: CDC Star 100).
3) SIMD (Single Instruction stream/Multiple Data stream); paral-
lel or array processor (examples: ILLIAC IV or STARAN):
4. MIMD (Multiple Instruction stream/Multiple Data stream); multiprocessor (example: UNIVAC 1108).
5. SIMD and MIMD combined.

The architecture for a "typical" array or parallel processor is shown in Fig. 3.1 below, (SIMD).


Fig. 3.1 Block Diagram of a Parallel Processor

The diagram in Fig. 3.2 shows a typical associative processor configuration (SIMD).


Fig. 3.2 Block Diagram of Associative Processor
Next, three different types of high-speed processors that vary significantly in architecture will be discussed. The ILLIAC IV and AP-120B are introduced in relatively brief form, while the main emphasis is on the STARAN associative processor.

## IV. High-Speed Processors

### 4.1 ILLIAC IV

### 4.1.1 Architecture

The first high speed processor to be examined is the ILLIAC IV. Its SIMD architecture and topological relationship between processing units result in the ILLIAC IV being classified as an array processor [38]. The design follows that of the SOLOMON computer which was one of the earliest processors designed with a high degree of parallelism [39].

Four types of units make up the ILLIAC IV system configuration as seen in Figure 4.l. The first unit, a Burroughs B6700, functions as a host computer. It provides for user interfacing and program assembly. An $I / O$ controller is the next unit. It provides for data and instruction transfers between mass storage and the arrays. Mass storage is provided by the third unit, a disk file. The disk file allows storage of large amounts of data and instructions. Such storage is particularly useful when the system is supporting many users. The final unit is the array which consists of a control unit (CU) and 64 processing units (PU). Data storage, instruction storage, arithmetic and logic operations are all performed by this unit.

The ILLIAC IV contains four arrays. Each of the arrays is designed to operate independently or in conjunction with each other. This is accomplished by having a controller for each array and also providing a system of interconnections between the control units and the processing units. The result is a variation of all four arrays acting independently, two sets of two arrays acting together or all four arrays acting as one large


Figure 4.1 ILLIAC IV System Configuration

(a) Adjacent PU's

(b) Nonadjacent PU's

Figure 4.2 PU Connections

Sixty-four processing units (PU) are connected together to make up an array. Each PU is connected to four neighbors. This allows the results of one calculation to be used in another calculation without lengthy data transfers. The interconnections can be seen in Figures 4.2 (a) and 4.2 (b). Each processing unit is represented by a small circle and its interconnection with other processing units by a line. Connections shown in both figures exist simultaneously; however, they are shown in separate figures to avoid confusion.

Instructions are both transferred to and in some instances executed by the control unit (CU), Figure 4.3. The instructions, 32 bits long, are read from the processing element memory (PEM), Figure 4.4, in blocks of eight words (16 instructions). They are stored in the instruction buffer which holds up to 128 instructions. Each instruction is then transferred to the advanced instruction station (ADVAST), where it is decoded. This station determines whether the instruction is to be executed in the CU or the PU.

Control unit instructions are executed immediately without being transferred to the final queue (FINQ). A typical example of a control unit instruction would be a jump instruction. This would require a change in the program counter, part of the $C U$, and would not interfere with the processing units.

If an instruction is to be executed by the processing units, it is transferred from the advance instruction station (ADVAST) to the final queue ( $F I N Q$ ). Here the instruction awaits transmission to the final station (FINST) or the broadcast data and address register. Data intended for use by all or many of the processing units is transferred to each PU from the broadcast data and address register. This is useful for adding a constant value to several or all PU's at the same time. Instructions entering the final station are decoded further and transmitted to the processing units as control signals.


Figure 4.3 ILLIAC IV Control Unit

The control unit has a limited arithmetic capability. This provides for such operations as address indexing. An index value stored in a processing element memory (PEM) location could be transferred to the local data buffer of the CU . The data would then go to the advanced instruction station which contains the arithmetic unit. After this data is added to an address previously sent to the ADVAST from the instruction buffer, the result is transferred to the memory access control. The address is then transferred to the broadcast data and address register where it is used to address a processing element memory.

Each of the processing units (PU) which have been mentioned so far, consists of a processing element (PE) and a processing element memory (PEM) shown in Figure 4.4 [38], [40]. Data and control signals enter the register block (RB) of the PE. Data zan be stored in the $R B$, which contains three storage registers and an accumulator, for use in arithmetic instructions which use the arithmetic logic unit (ALU). Transfers are made between the ALU and the RB to provide the needed feedback for operations such as shifting.

Addressing the PEM is accomplished by transferring the address from the CU or the PEM into the register block. The PU can then take advantage of the ALU to perform address modification. The address can be indexed, if desired, and then transferred to the address register. From there, it is used to address the processing element memory.

Arithmetic operations are performed in the ALU of the processing units. The ALU operates on a 64 -bit word which can be divided into two 32 -bit or eight 8 -bit segments. The $64-$ bit word and 32 -bit segments all have flags which can be used to determine if an operation is to take place. This flag is not operable for the 8 -bit segments, which prevents these segments from participating in simultaneous conditional operations. Each ALU can operate independently or in conjunction with neighboring processing units. Since each PU has its own memory, PEM,
simultaneous memory accesses by all PU's can occur.
The ILLIAC IV is capable of performing up to 256 simultaneous arithmetic operations involving 64 -bit words. Its architecture results in a machine capable of greatly surpassing sequential computers in a wide variety of operations.

### 4.1.2 Applications to Image Processing

The ILLIAC IV can be used in a wide variety of image processing applications. The discussion in this section, however, will be limited to three areas. They are table lookup, convolution, and Fourier analysis [41].


Figure 4.4 ILLIAC IV Processing Unit

Table lookup can be used to threshold an image. This process changes a pixel gray level to a predetermined value when the pixel gray level falls within certain limits [42]. Pixel gray level values can be stored ir the processing element memory. Then up to 512 pixels can simultaneously be assigned gray level values based on the limits they fall between.

Convolution can be used for smoothing, filtering, and edge detection [42]. Smoothing results when high frequencies are removed from the image. This will yield an image with high frequency noise filtered out; however, it may also result in blurring. Filtering can be used to enhance high frequencies and produce sharper images. Edge detection may be used to enhance the edges in an image. The convolution of a slowly changing gray level with an impulse results in a faster changing gray level with some overshoot. The result is edge enhancement.

Fourier analysis involves converting signals from the time domain or spatial domain to the frequency domain and back again. This conversion frequently requires complex operations in which the calculated conversion value of one pixel is required to calculate the next pixel. Once the conversion is accomplished, filtering in the frequency domain can result in edge emphasis (high pass) or noise removed (low pass).

### 4.1.3 Advantages/Disadvantages for Image Processing

The architecture of the ILLIAC IV is highly suited for image processing. Each of the four arrays consists of 64 processing units which yield a total of 256 PU's. Each processing unit uses a 64-bit word which can be separated into two 32-bit or eight 8-bit segments. The segments can each be treated separately, resulting in a total configuration of up to 2,048 eight-bit pixels. This in combination with indexing, high speed memory (250 nanoseconds), high speed processing (400 nanoseconds multiply) and the topological nature of the arrays, are the main advantages in using this computer for image processing.

Disadvantages of the ILLIAC IV include its expense and the flag bits used by the PU's. The large cost, apprcaimatoly 30 million dollars, is caused by the massive amount of electronics required to perform complex calculations in each processing unit [45]. Every processing unit requires around $10^{4} \mathrm{ECL}$ gates and 2,048 words of 250 nanoseconds memory which results in over 2.5 million ECL gates and over 4 M bytes of memory [39]. The ILLIAC IV was constructed in the mid-1960's, using the tachnology of the 1960's. The result was an extremely costly and large machine.

The flag biis mentioned earlier are a disadvantage because they have limited application. These bits can be used to determine if an operation is to take place in a processing unit. For example, an array may contain some data which must have a constant added to it, while the other data cannot be changed. This can be done by broadcasting data to all processing units in an array and setting the flag bit only on those data words which should have the constant added to them. The flag bit can be set for each 64-bit word in the processing element memory (PEM) or the two 32 -bit segments. The flag cannot be set for the eight 8 -bit segments which change a possible 2,048 simultaneous operations to 512.

In summary, the ILLIAC IV is a high speed array processor consisting of four arrays. Each array consists of 64 processing units which can be combined to give up to 256 64-bit computations simultaneously. Due to the high cost and mid-1960's technology, few ILLIAC IV's have been constructed. Access to an ILLIAC IV is limited primarily to users of the ARPA network.
4.2 AP-120B

### 4.2.1 Architecture

The $A P-120 B$ is a parallel pipelined processor [43]. Figure 4.5 illustrates the parallel pipelined concept. Processes A, B, and $C$ can take place simultaneously, hence they are called paral-
lel processes. Processes $D$ and $E$ can also occur simultaneously; however, data entering $E$ must first be processed by $D$. The pipelined concept implies that when data enters $E$ to be processed, new data may also enter $D$.

Figure 4.6 is a diagram of a typical AP-120B system. Unlike the other computers discussed in this thesis, the AP-120B must have a host computer. The host is a general purpose sequential computer. Its main functions are handling operating system overhead, user interfacing, and performing data manipulation required in preparation for the AP-120B. Data is transferred between computers via DMA cycle stealing and control signals are passed along through the I/O interface.

The architecture of the parallel pipelined processor is shown in Figure 4.7 [44]. Data, instructions, and control signal are received from the host through the $1 / 0$ interface. Instructions are then stored in the program memory. Data can be stored in the table memory, data pad $X$, data pad $Y$, main data memory, or the integer block.

When instructions in the program memory are ready for execution, they are transferred to the control buffer which generates control signals used in the AP-120B. The result can be a combination of up to all ten of the following operations: [43]

1. Floating-point add
2. Floating-point multiply
3. Fetch or store from main data memory
4. Read accumulator
5. Read accumulator
6. Store accumulator
7. Store accumulator
8. Conditional branching
9. Fetch from table memory
10. Integer block


Figure 4.5 Parallel Pipeline Concept


Figure 4.6 Typical AP-120B Configuration

Figure 4.7 AP-120B Architecture

The program memory is constructed with bipolar semiconductor memories. It is available in 1 K word increments and expandable up to 4 K words. The instructinn word size is 64 bits, which permits up to 10 different operations 10 be executed concurrently.

The table memory uses bipolar technology for both RAM's and ROM's. The ROM's occupy up to 4 K words and are used to store constants and sine/cosine tables. The RAM's are available in 1 K increments, bringing the total table memory capacity to 64 K words. Each data word is 38 bits long to provide increased accuracy in floating-point operations. The table memory can be used to store frequently used constants.

Data pad $X$ and data pad $Y$ are floating-point accumulators. Each pad has 32 floating-point accumulators which are 38 bits long. Data pad $X$ and $Y$ may be concurrently used for source and destination registers. The result is four accumulators (two source and two destination) capable of being accessed in one instruction.

The main data memory consists of up to 512 K words of MOS memory. Direct addressing is limited to 64 K ; however, paging techniques will result in 512 K addressable words. This memory is designed to store floating-point numbers which result in its 38-bit word length.

The integer block contains sixteen 16 -bit integer registers and an integer arithmetic logic unit. This unit is used for addressing functions and integer arithmetic.

### 4.2.2 Applications to Image Processing

The AP-120B parallel pipelined processor performs efficiently on calculations. Its high speed floating-point adder and multiplier yield rapid calculations required for such processes as Fourier Analysis, Convolution and Correlation.

The parallel pipelined architecture used by the AP-120B is ideal for many image processing applications. One example is

Fourier Analysis, which can be accomplished with the use of the Fast Fourier Transform. This transform requires many variables to be multiplied. This can be done in parallel. The results of the multiplications must also be added. This must also be done to the next group of variables which results in a pipeline movement of data.

### 4.2.3 Advantages/Disadvantages for Image Processing

The parallel pipelined architecture provides a large speed increase over traditional sequential machines. Fourier Analysis is accomplished in less time with the AP-120B than with general purpose computers. Performing a $512 \times 512$ Fast Fourier Transform of an image can be accomplished in 1.55 seconds on the AP-120B whereas a general purpose computer may require in excess of 30 minutes [43].

The AP-120B was designed to be a high speed processor for scientific use. To accomplish this, floating-point hardware became the basis for the processor. Many image processing appiications, however, do not require floating-point hardware. Large arrays with primitive arithmetic units would fit these applications better. Thresholding an image could be dome much more rapidly on a computer capable of operating on a large number of pixels at one time than it could be done on the AP-120B.

The AP-120B appears to be the most cost-effective of the three processors discussed in this thesis. Its price is in the one hundred thousand dollar range and its speed is around 3.5 million floating-point operations per second [45].

In summary, the AP-120B is a high-performance, relatively low-cost parallel pipeline processor. It is designed to be connected to a host computer which controls the overall system. The AP-120B became commercially available in the mid-1970's. As a result of the use of newer technology, MSI, LSI and higher speed memories, and the AP-120 architecture, its price and performance have resulted in many units being sold commercially.

Another variation on the $A P-120 B$ is a later model by the same manufacturer, the FP-100. This machine does not have the same capabilities, but is more cost-effective and is well matched to host machines such as a PDP 11/23.

### 4.3 Other Architecture

Other examples of special machines for picture processing which are much faster than conventional machines are the CLIP series, PPM and PICAP. The CDC Flexible Processor and the TOSPICS are two additional examples of more powerful machines, which are similar in their treatment of image processing tasks. A feature of some of these more powerful machines is having a special type of memory, CAM (content addressable memory [51]).

Special purpose computer architecture for digital image processing can be partitioned into two broad classes, bit-plane processing and distributed processing. The bit-plane approach uses Boolean operators as processors on primarily binary images. The distributed computing approach appears to have more computational capability. Most of the existing machines designed for parallel and array processing have the disadvantage of not being "reconfigurable," whereas a variety of digital image processing tasks would greatly benefit from this feature. A multi-processor configuration should be considered; it may be useful to combine the capabilities of both parallelism and array processing. Four principal areas where system performance can be improved for specific applications are: 1) devices and circuits, 2) system architecture, 3) system organization, and 4) system software. Performance characteristics include throughput, flexibility, availability, and reliability. The essential characteristics of a multiprocessor are as follows:

1) contains two or more processors of approximately comparable capabilities
2) all processors share access to common memory
3) all processors share access to input/output channels, control units and devices
4) entire system is controlled by one operating system providing interaction among processors and their programs at the job, task, step, and data set element levels

A key to classifying such structures is the interconnection subsystem- its topology and operations. Three organizations of this subsystem are common: 1) time-shared on common bus, 2) cross-bar switch matrix, and 3) multiport memories. A cross-bar configuration must be capable of resolving conflict situations. The essential structure of a multi-processor system consists of a host computer such as a PDP $11 / 70$ or $11 / 780$, multiple processors, shared memory, local memories, a mass storage memory, inter-processor connections to link processors, memory and I/O, and multiport memories. A basic, but general multi-processor organization is illustrated in Fig. 4.8.

The RCA 215 is an example of a cross-bar multiprocessor, while the Univac 1108 is an example of a multiport memory multiprocessor. The concept and use of multiport memories are represented at the chip level by special processors, such as the Intel 2920 and the AMD S2811.


Fig. 4.8 Basic Multiprocessor Organization

Another approach to special architecture for high-speed image processing is the use of bit-slice architecture. Here, the computational tasks are separated from the control and memory tasks. Special chips are designed as the computational units $\quad 2$-bit, 4-bit, or 8-bit (one byte) slices; they are designed with highspeed technology devices (bipolar Schotky or ECL). These highspeed computational units are then coupled together for form n -bits ( $8,12,16,32$, as required). Computational tasks are performed by special programs (microprogrammed) stored in a ROM (Control ROM). A fast, common memory is used for storing the image processing algorithms. Register to register transfer times of data within these devices are in the nanosec. range. Byte slice devices are now available. The advances of this approach include the high speed characterıstics of the bit or byte slice devices and the ease of combining the basic units to form larger combinations as required.

### 4.4 The STARAN

### 4.4.1 Introduction

One of the special computer architectures emphasized here in regard to speeding-up image feature extraction and processing techniques is the STARAN. It is emphasized here because this machine was used to demonstrate the speed-up possible with an array-type computer architecture.

### 4.4.2 Architecture

The STARAN associateive processor (AP) is a parallel processor designed to provide efficient computations of parallel operations. Its associative architecture is derived from the content addressable arrays. In its normal configuration, Figure 4.9, STARAN is connected to a sequential controller. This controller provides a method to load AP programs, a user interface with the AP, a program assembly and debug capability, and control over the AP [46]. The host computer can provide overall system control for time sharing operation.

The STARAN, on which the work for this project was implemented, is located at the Goodyear Aerospace Corporation (GAC) in Akron, Ohio. A PDP $11 / 20$ is used as the sequential controller or host computer at GAC. Mass storage is provided by two DEC RKO5 disk drives and two tape drives. The user interface is a DECwriter. A tape drive is employed for the imagery input, while a COMTAL display is used for the imagery output. Later on in the project period, a remote link was established from the STARAN facility at GAC to a remote terminal at the University via a telephone link.

STARAN architecture consists of a control memory unit (CMU) and associative arrays, Fig. 4.10. The minimum configuration requires the CMU and one array. The maximum configuration would consist of up to 32 arrays; however, the STARAN at Goodyear Aerospace Corporation, consists of only two arrays.

The control memory unit interfaces the sequential controller to the associative arrays. Data and instructions are normally transferred from the sequential controller storage devices to the CMU where they are stored. Data can be moved through a 32-bit common register in the CMU to the associative arrays for processing and then back to the CMU. Instructions are executed in the CMU.

The associative arrays consist of a multidimensional access (MDA) memory, response store registers, and a shift network. These units are used for storage of the 256256 -bit words, arithmetic and logic operations, and flags to allow content addressability. Parallel I/O directly into and out of the arrays is also available in some STARAN associative processors.

A more detailed description of the STARAN architecture is presented in Section 5.1.


Figure 4.9 STARAN System Configuration


Figure 4.10 STARAN Architecture

### 4.4.3 Applications to Image Processing

The STARAN associative processor has proven to be a powerful computer capable of handing many applications. It has been used extensively by the Rome Air Development Center to investigate its usefulness in such areas as Advanced Warning and Control Systems (AWACS) tracking systems and Air Traffic Control systems [50]. For image processing application, STARAN is particularly useful in areas requiring manipulations of pixels. Examples would be histograms, convolution, noise removal, and thresholding. Such techniques can be carried out without the use of floating-point numbers for which the STARAN is not ideally suited.

Examining the application of STARAN to producing a histrogram will demonstrate the power of the associative arrays. Since an array consists of 256 words, it can hold up to 256 pixels, storing only one pixel per word. Two arrays will hold up to 512 pixels which allows simultaneous comparisons of all 512 pixels with a specific pixel. The number of matches can be determined, which results in a pixel count for the histogram. Only 512 such operations are required to complete the histogram of a $512 \times 512$ image. On a sequential computer, 262,144 such operations would be required.

### 4.4.4 Advantages/Disadvantages for Image Processing

The two greatest advantages of the STARAN are the large arrays and the powerful associative instruction set. The arrays, 256 x 256 bits, can provide arithmetic operations on at least 256 pixels at the same time. A system which has 32 arrays could, for example, check 8,192 pixels for a particular gray level value all at one time with the execution of one instruction. The associative instruction set allows complex manipulation of data in the MDA memory, response store registers and the common registers.

The disadvantages of STARAN include that of most high performance processors, cost- approximately $3 / 4$ of a million dollars. Several other areas need improvement, also. Data transfers from
the control memory unit to the associative arrays must go through the common register. This is a 32 -bit register which forms a bottleneck when trying to transfer large amounts of data to the arrays. An attempt to overcome this was made by providing for parallel $I / O$ directly to into the arrays. This method, however, is not available on all STARAN associative processors.

Associative arrays are constructed with 256 words of memory per array. Each word can perform a primitive arithmetic and logic operation. These operations are not efficient for multiplication and division, requiring additional execution time. Floating-point arithmetic requires additional software which results in a further slowing of execution speeds. This disadvantage could prove significant for algorithms such as the Fast Fourier Transform.

In summary, the STARAN's associative arrays provide a powerful means of processing parallel integer oriented operations. The lack of floating-point hardware does significantly reduce the speed of this machine for many scientific applications.

## V. STARAN Associative Processor

### 5.1 Architecture

A brief discussion of the STARAN architecture was given in Section 4.4.2. This section will expand on that introduction by examining more closely the control memory unit and the associative arrays.

The control memory unit can be divided into 10 areas, Figure 5.1, as follows:

Page 0. This is a memory that uses bipolar technology to achieve fast access. It contains 51232 -bit words. Page memory is used for instruction storage only. This page is used primarily for a library of microprograms that are frequently required in STARAN programs. Page 0 contains hexadecimal addresses 000 through 1FF.

Page 1. This page has the same amount and type of memory as page 0 ; however, it is intended for STARAN programs about to be executed. It contains hexadecimal addresses 200 through 3FF.

Page 2. This page is functionally identical to Page 1. Its address space is hexadecimal 400 through 5 FF .

HSDB. The high speed data buffer is a 512 32-bitword bipolar memory. It is intended for data storage requiring frequent access. Its address space is hexadecimal 600 through 7 FF .

Bulk Core Memory. This memory is nonvolatile core which is intended for program and data storage. The standard configuration contains 16 K 32 -bit words occupying hexadecimaı addresses 8,000 through BFFF.

Port Switch Logic. This unit acts as a switch to connect the program pager to page 0,1 , or 2 for a memory write operation. It also can connect page 0,1 , or 2 to the AP control or sequential controller for memory read.

Figure 5.1 Control Memory Unit

Port Priority Switch Logic. This unit determines the priority of the port switches and sends out control signals to allow port activation. It also provides switched paths for the high speed data buffer to the AP control and sequential controller. Switched paths also exist from the bulk core memory to the AP control, program pager and the sequential controller.

AP Control. The associative processor control is designed to control the STARAN arrays. Instructions which are fetched from bulk core memory, page memory, or external logic are decoded and executed in the AP control or the associative arrays, Figure 5.2.

Program Pager. The program pager is connected to the bulk core memory and page memories via port switches. Its function is to load the high speed page memory with programs stored in the lower speed bulk core memory. This allows for large program storage in bulk core and fast program access in page memory. Programs should be written to require a sufficient amount of execution time in page memory to allow one of the unused page memories to be loaded by the program pager.

External Function Logic. This unit transfers control and status lines of some STARAN elements for external use. Resetting and clearing various registers and flags can be accomplished externally. AP control status is also monitored. The AP control unit, Figure 5.2, will be discussed in detail to allow a better understanding of the programs found later in this thesis.

Data enters the AP control from the memory in the control memory unit. Jt is transferred to one or more of the following registers:

1. Common Register (C)
2. Array Select Register (AS)
3. Field Length Counter (FL1 or FL2)
4. Fie1d Pointer (FP1, FP2, of FP3)
5. Field Pointer Extra (FPE)
6. Block Length Counter (BL)
7. Data Pointer (DP)
8. Program Counter (PC)
9. Interrupt Mask (IMASK)
10. Instruction Register

Data can also be written back to memory from these registers.
Instructions from the page or bulk core memory are transferred to the instruction register (IR). In the IR instructions can be modified by data entering the adder. For example, address modification by a register is possible in the instruction, LR $C, O$ (DP) which loads register $C$ with the contents of the memory location in the CMU addressed by register DP. After any necessary instruction modifications are made, the IR outputs control signals for use within the AP control unit.

The following is a brief description of the functional blocks shown in Figure 5.2 .

Bus Logic. This unit provides logic to interface the AP control to the CMU memory.

Instruction Register. It modifies, if necessary, and then decodes the 32 -bit instruction words received from CMU memory. It also outputs control signals for use within the AP control unit.

Common Register. It provides a transfer path for 32-bit words between memory and associative arrays.

Array Select Register. Each bit in this register is an associative array enable bit.

FL1, F12. These field length counters are 8-bit registers that can be decremented and checked for a zero value with a branch instruction.

FP1, FP2, FP3, FPE. The field pointers are 8-bit registers which can be incremented or decremented. They are frequently used to point to a location in the associative array.

Figure 5.2 AP Control

BL. The block length counter is a 16 -bit register which can be decremented.

DP. The data pointer is a l6-bit register which is frequently used in combination with the BL counter to step through a block of data. It can be incremented or decremented.

PC. The program counter is a 16 -bit register used to address the next instruction in the CMU memory.

IMASK. This register is four bits long and used to enable interrupts.

Array Select. This register uses either the array select register (AS) or the field pointer FPl, to select which array or arrays are active.

Final Resolver. This register determines the first responder set ( $Y$ response store register) and returns the array address to FP1 and the word address to FP2.

Control Line Conditioner. The conditioner generates control signals required to obtain addresses in the final resolver.

Array Address. This unit generates the address mode used in each array, bit column or word.

Flip/Shift Control. This unit generates control signals used to provide multidimensional access of the arrays.

Loop Counter. Two 16 -bit registers and a comparator make up this unit. One register holds the starting address of the loop. The other register holds the final address of the loop. When the comparator indicates the $P C$ and the final address register are the same, the starting address is loaded in the PC to continue the loop. The loop is repeated as many times as specified in the instruction.

The STARAN contains from one to 32 arrays. Each of these arrays contains a multidimensional access memory which has 256 words that are 256 bits long. The major units in the arrays are
shown in Figure 5.3.
Control signals, data, and addresses are transferred from the control memory unit to the array control in the associative array. The control signals are used for the resolver ( $Y$ response store), the response store registers, the shift network, and the multidimensional access (MDA) memory. Addresses are used to locate words, bit columns, or fields in the array.

The response store registers are 256 words 1 ong and one bit wide. The $M$ response store register is used for temporary storage and also as a mask to enable array words to participate in an arithmetic, logic, or move instructions. The $X$ register is used for temporary storage. The $Y$ register is used for temporary storage, but it also functions as a resolver. When operating in this mode, the $Y$ register has a bit set corresponding to each word in the MDA memory which meets conditions required by the instruction. For example, the instruction EQC sets each bit in the $Y$ response store register if the specified fields in the common register ( $C$ ) and the array field are equal. The response store registers are also used to perform arithmetic and logic operations in the array.

The shift network allows the data in a response store register to be shifted and loaded to another response store register or into the MDA memory.

The MDA memory is $256 \times 256$ bits. It is segmented into fields, words, and bit column addresses as shown in Figure 5.4. The field address shown in this figure is not fixed in length, but can range from one to 256 bits long. STARAN instructions use three types of addresses in performing data manipulations in the array.

### 5.2 Instruction Set

The STARAN instruction set can be grouped into three areas. The first area is the control memory unit instructions. These instructions correspond to sequential computer instructions in


Figure 5.3 Associative Array


Figure 5.4 Associative Array Addresses
most cases. Branching, register manipulation, and control instructions are included in this group. The second area is the associative array instructions. They are uniquely STARAN instructions which takes advantage of the multidimensional access memory. The final area is the parallel input and output instructions. This area is designed to take advantage of facilities which support high speed parallel $1 / 0$ to and from the arrays. Parallel I/O instructions were not used in the research for this thesis. They are not supported by the STARAN for which this research has been done and will not be discussed further.

Control memory unit instructions can be grouped into three types. The first type is branch instructions, the second type is register instructions, and the third type is control instructions. The instructions required for the associative array are grouped into six types. These types are branch, load, store, move, searches, and arithmetic.

A brief description is given in Appendix $A$ of most of the instructions used in Appendices B, C, and D [47]. They include both control memory unit instructions and associative array instructions.

The use of several instructions will follow. They are store, arithmetic, search, and load instructions and are listed in Appendix A.

A store instruction moves data from one location in the array to another or from the CMU to the array. If it is desired to move data from the CMU memory to the associative array memory, the SC $c, d$ instruction can be used. First, data must be moved from the CMU memory to the common register via a load register instruction. Next, the $S C$ c,d instruction can be executed.

The SC $c, d$ instruction affects only those arrays that are enabled by the array select register and only those array words which have their mask bit (M response store register) set. The parameter ' $c$ ' is used to specify a field in the common register.

This register is 32 bits long and the field can be from 1 to 32 bits long. A field designation of (4, 20) indicates that starting at bit number 4 , the fifth bit, 20 bits in the common register are used. The parameter 'd' is used to specify a field in the associative array.

An example of this instruction is $\operatorname{SC}(0,8),(249,8)$. This instruction moves the first byte of the common register to the last byte in each array word which has its mask bit set.

The arithmetic instruction, $A D C a, b, c$, will be considered next. If data from the CMU memory is to be added to a field in the array, this instruction can be used. Data will first have to be moved from the CMU memory to the common register. Then the instruction $A D C$ a, $b, c$ will add field ' $b$ ' of the common register to field 'a' of the array and store the result in field 'c' of the array. Again the array and array words must be enabled to participate in this instruction.

A search instruction can be used to determine if fields in an array meet certain conditions. The instruction GEC $a, b$ can be used to determine if the contents of field 'a' is greater than field 'b'. Field 'a' is in the common register and field 'b' is in the array. Only arrays that are enabled and words that have their mask bit set participate in the instruction. If the conditions are met, then a bit is set in the $Y$ response store register corresponding to the word in which the conditions were met.

It may be desired to move the contents of the array fields which met the above criteria, back into the CMU. This can be done with the load instruction LCM $c, d$. First, the link pointer (FP12) is set equal to the array field location which has a $Y$ response store register bit set. This can be done with the STEP instruction [47]. Then instruction LCM is executed which moves field 'd' of the array to field 'c' in the common register. The array field is determined by the contents of FP12 which was determined by the contents of the $Y$ response store register.

### 5.3 Comparison with Sequential Computer Instruction Set

STARAN has instructions which are both parallel and sequential in nature. The instructions for the control memory unit are sequential and very similar to those found in a typical sequential computer such as the PDP 11/45. The instructions for the associative arrays are parallel in nature and bear little resemblance to those of a sequential computer.

The control memory unit has been seen to have branch instructions and register instructions. These instructions provide little more than the minimum necessary to carry nut elementary data manipulation. While the STARAN can use direct, register, and autoindexing address modes, it lacks the power of indirect addressing which is found in many sequential computers. This adds to the weakness of the STARAN instruction set.

An almost total lack of arithmetic and logic instructions further weakens the control memory unit's usefulness. Complementing, both 1 's and 2's, incrementing and decrementing is the extent of these instructions. Sequential computers have a wide variety of arithmetic and logic instructions. The PDP 11/45 uses instructions such as ADD, SUB, MUL, and DIV, which result in addition, subtraction, multiplication, and division, respectively [48]. Such functions are not always of a parallel nature and to process them on the STARAN requires the additional step of moving them into the associate array.

The reasons for selecting and using the STARAN for implementing the speed-up of image feature extraction and processing techniques are two-fold. 1) The STARAN is an excellent example of a particular type of high-speed architecture- associative arrays that are content addressable. 2) The STARAN has been available to RADC in either a stand-along mode or through MULTICS, and this can be viewed as providing motivation for the interest at RADC in using special architectures for speed-up. At the same time, a preestablished contact with a colleague at Goodyear

Aerospace led to a joint working relationship between the research team at UMC and colleagues at Goodyear. This relationship included the use of their STARAN computer for programming, debugging, testing, and evaluation, as well as help regarding its use. Thus, the selection of the STARAN to establish the advantages of special computer architectures for speeding-up image processing was a very practical one from the point of view of availability as well as its potential use by RADC. At the same time, however, this project can be viewed as a demonstration project in which the choice of the STARAN is not as important as demonstrating that a special computer architecture can provide a significant speed-up of image feature extraction and processing techniques. This is exactly what this project has established.
VI. Project Description and Procedures
6.1 Achieving the Required Background and Experience

This section briefly describes the preparation and general approach by the UMC research team on this project in order to achieve its objectives. The original research team (who also completed most of the programming work) consisted of two faculty members and two research assistants. All have had experience in image processing and recognition. The two faculty members had worked with other image processing projects involving the processing of medical imagery and LANDSAT imagery, while the research assistants have had a very practical background in software development for image processing. as well as in the use of image processing and analysis equipment at UMC. However, this project has presented some special challenges in terms of using a special computer and taking advantage of its architecture for speeding-up image extraction and processing techniques. Therefore, it was necessary to learn the basic structure and programming language (APPLE and MAPLE) so as to be able to restructure programs prepared for conventional or serial machines for execution on the STARAN as well as test and evaluate the programs developed.

Material obtained from Goodyear Aerospace provided background on the STARAN, including history, structure, and operation (programming). With this material and direct help from colleagues at Goodyear Aerospace during a visit there, we were able to prepare programs that would eventually run successfully on the STARAN. For the most part, throughout the project, programs that were developed at UMC were debugged, tested, and evaluated during visits to Goodyear Aerospace by two or more of the UMC research team.

### 6.2 Selection of Algorithms

As experience was gained in the operation of the STARAN, the UMC project team was also evaluating and reviewing various existing algorithms in order to select two or three that would have a high potential for speed-up when executed on the STARAN. One source of material describes some programs developed for PDP 11/ 45, but not actually demonstrated with displayed imagery; another source was the OLPAR programs which were successfully used by RADC. The criteria for selection of algorithms were two-fold: 1) to select "useful" algorithms in the sense of commonly used or significant algorithms, and 2) select algorithms that would be amenable to significant speed-up when executed on the STARAN. Two such algorithms were then selected: a) an edge gradient technique, and b) a noice reduction or elimination technique. The next step was to change the form of these algorithms by breaking them down into elemental operations.

### 6.3 Role of UMC Computing Facility

The University of Missouri-Columbia Image Analysis Laboratory provided one of the main facilities to implement the goals of the project. The equipment essentially consisted of a PDP 11/50 minicomputer with 88 k words of memory and operates under RSX-11M. On-line computer peripherals include a RPO3 disk drive, two cartridge disk drives, nine track, 800 bpi tape drive, card reader, line printer, and four CRT terminals. On-line image analysis peripherals include a Spatial Data Computer Eye 108
television digitizer, a Dicommed 50B image dissector scanner, a Ramtex color display ( $25 \%$ : 256 x 12) and a Ramtex black and white display ( $512 \times 512 \times 8$ ), a joystick interfaced through the computer eye and a Graf Pen $x-y$ tablet. Also used was a black and white display built around a Data Disc fixed-head per track disk drive, a second Computer EYE, and a Hewlet-Packard x-y plotter. In addition, a PDP $11 / 34$ minicomputer was available for use, with one fixed head and one removable head disk (RKO5). Also, the University Computer Network (Amdah1 470/V7 and IBM 3031) was available for larger data processing needs such as measurement selection on large data bases. Images and data can be transferred via a 9 -track magnetic tape from the image analysis laboratory to the Computer Network. Fig. 6.l illustrates the essential equipment available to the UMC research team for carrying out the objectives of this project.

The initial role of the UMC computing facilities was to simply test and displuy the results of the selected algorithms on particular imagery. This initial study helped to provide a basis for selecting the algorithms by demonstrating their effectiveness and efficiency in achieving their objective on selected imagery. This was accomplished using the original, available form of the selected algorithms assembly language level. The effectiveness was measured by "before and after" displays, and at the same time, algorithm parameters were varied to determine and optimize their effect. Then, with the algorithms selected, the effect of sensitivity, thresholding, amount and type of noise removed, and the like, could be studied. Another purpose was to prepare (but unable to test) programs in APPLE (or MAPLE) for execution at the Goodyear Aerospace STARAN facility. A related task or function using equipment at UMC was to prepare the developed software in the correct format and media for direct use at Goodyear and eventually at RADC for program execution. At a later point in the project, the sample imagery used for illustrating the selected algorithms included $\eta$ example image provided by RADC.


Fig. 6.1 The Image Analysis Laburatory at UMC

Another purpose of the UMC facilities was to evaluate results obtained during visits to Goodyear Aerospace in terms of processed imagery ("before and after") to verify that the required processing and effects of design parameters had taken place, and so that the next visit for using the STARAN could be made more effective. Finally, another purpose of using the facilities at UMC was to take photographs of the selected "before and after" imagery from the display equipment to provide a more viewable and permanent record of results.

### 6.4 Use of the STARAN Computer at Goodyear Aerospace

Part of the work completed on this project in achieving its objectives was implemented through a subcontract with Goodyear Aerospace Corporation at Akron, Ohio. Frequent contact was maintained between the research team at UMC and colleagues at Goodyear during the development of the programs to be executed on the STARAN. The major purpose in establishing this working relationship with Goodyear Aerospace (regarding the project) was, of course, to learn how to use the STARAN and use the facility for program modifications, testing and evaluation. They provided background material on the STARAN for study early in the project period and prior to the first visit by the UMC research team to the STARAN facility at Goodyear. During the first visit to Goodyear, the research team was provided with further background "lec tures" on the STARAN and was given a demonstration of the use of the STARAN facility. Frequent consultation with colleagues at Goodyear was necessary in regard to basic questions, programming problems, arranging for visits, and setting-up a remote terminal. The second segment of the joint effort concerned the actual use of the STARAN facility. This facility was used excensively during subsequent visits by the UMC research team for program modification, testing, and evaluation. In addition, the facility was also used when a terminal was set up at UMC as a remote terminal with access to the STARAN. Thus, the cooperation of Goodyear Aerospace in providing consulting help and availability of
the STARAN facility was essential for successful achievement of the project goals.

### 6.5 Image Description

Basically, the imagery used in this project is represented by a $512 \times 512$ pixel black and white image, each pixel defined by an 8-bit gray-level. Essentially, three types or topics were used for the imagery in order to illustrate the effects of the applied image feature extraction and processing techniques. These were: 1) an example of LANDSAT imagery, 2) a camera lens sap, and 3) an aerial image of a runway provided by RADC. For different purposes, it was necessary that the imagery be available on different media. For processing and for transfer to and from UMC and the STARAN facility, it was most useful to use the RKO5 disc system (RLOL and RLO2 are now replacing this system). However, for longer-term storage and availability/transfer from one machine or image processing to another not having a common disk system, it is useful to store programs on a nine-track unformatted magnetic tape. The STARAN facility and the UMC computer facility used different displays.
6.6 Procedures for Software Development and Testing

In order to achieve the objectives of this project, the following sequence of steps or procedures was followed:

1) Select algorithms for analysis.
2) Analyze the selected algorithms in detail using flowcharts.
3) Test the selected algorithms on particular images.
4) Vary the design parameters to provide a basis to select usable values.
5) Translate the selected algorithms into assembly level programs for execution on the STARAN (APPLE/MAPLE).
6) Debug and modify, test, and evalue programs on STARAN.
7) Display and document results.

### 6.7 Basis of Comparison

One of the central objectives of this project is to establish the speed advantage of a special computer architecture over a conventional or serial machine in terms of image feature extrac-
tion and processing. Thus, essentially one can simply consider the "run" times for a given algorithm on the serial machine and on the STARAN. This project shows a significant speed-up of runtimes for the STARAN. In general, the run times include $1 / 0$ time and actual execution time directly associated with the algorithm. With the STARAN, the I/O transfers were relatively slow because the host machine was a serial machine. Thus, it may be more meaningful to separate the $1 / 0$ times from the algorithm execution times. In this way, the speed advantage of a special architecture in executing a given algorithm would be more apparent. The I/O, in fact, if handled by a conventional machine, would certainly slow-down the through-put of a "near" production system. In general, the solution to this problem would be to use a special host machine to handle the I/O operations campatible with the special processor. For the STARAN, this would require a 256 bit I/O transfer register as an interface. As the results indicate, there is a significant speed-up for implementing or executing the selected algorithms for image feature extraction and processing techniques as compared with conventional machines.

## VII. Presentation of Results: Image Noise Reduction

### 7.1 Moda1 Technique

### 7.1.1 Description

The modal technique is a method for removing noise from an image [36]. The process works by examining neighbors of each pixel to determine if the pixel should be replaced. A $3 \times 3$ neighborhood is used, resulting in eight neighboring pixels and the pixel being considered for replacement, the center pixel. Any pixels that do not have eight neighbors are not replaced. This prevents the edge points of an image from being changed.

When a pixel is being considered for replacement, all neighbors and the center pixel are compared. If two or more pixels have the same gray level value, they are grouped into a mode. The mode contains the gray level value and a frequency
count to indicate how many pixels are in the mode. After all comparisons have been made, the center pixel is replaced with the gray level of the mode with the highest frequency count.

When more than one mode has the same frequency count, the mode is selected by priority. A mode is prion'tized according to which pixels are in it. The priorities ne $3 \times 3$ neighborhood from highest to lowest are the center, top left, top middle, top right, middle left, middle right, bottom left, and bottom middle.

If no mode occurs in a neighborhood, the center point is not changed.

### 7.1.2 STARAN Implementation

A STARAN implementation of the modal technique appears in Appendix $B$. The following discussion is based on this program. Figure 7.1 is a flowchart of this program and should be referred to when reading this section.

The processing discussed in Section 7.1.1 takes place in the associative arrays. Buffers are set up in arrays 0 and 1 to allow for storage and comparisons. Since the image being processed is 512 x 512 , and an array is 256 x 256 , two arrays are used to store an image line.

Each pixel is in a separate word of the array as shown in Appendix B. This allows load, store, search, move, or arithmetic instructions to perform simultaneously on an entire line of the image.

Arrays 0 and 1 are loaded with the first, second, and third image lines. Each line has 8 -bit pixels so they occupy a field of eight bits. For line one, the field is $(0,8)$ which means the field's most significant bit is in bit column zero, and the field is eight bits long. Line two has a field of $(8,8)$ and line three has a field of $(16,8)$. Since all the instructions requiring inputs from these fields are logical and not arithmetic, a sign bit is not required.

Another buffer used in the array is the compare buffer. This buffer contains all the pixels in the neighborhood and the center pixel. The center pixel is the one from the second line stored in the array. Nine pixels are in the compare buffer which is in field $(24,72)$.

The frequency count buffer is composed of two types of entries. The first entry is the frequency count discussed in Section 7.1 .1 and the next is the pixel gray level value. All pixels in the neighborhood except the bottom right pixel are in this buffer, including the center pixel. The buffer contains eight pixels, 64 bits, and frequency count tags, 32 bits, which are in field $(96,96)$.

The final buffer is the output line. It is eight bits long and is in field $(192,8)$.

The first segment in the modal program initialized the input and output devices. This is done by setting up the tran block for the input, mag tape, and the output, COMTAL display.

Image data is read in from the magnetic tape on the PDP 11/ 20. The data on tape has had every 16 -bit haif word swapped and every byte swapped from the original image. This results in a byte sequence of $43218765 \ldots$ when $12345678 .$. was the original sequence. The swapping is necessary if STARAN instructions are not used to swap the data input. The STARAN interfaces are configured in such a way that they swap the data; this requires the program swap the data or the input data be swapped to compensate.

The amount of data input to the STARAN memory depends on the record size of the magnetic tape. The value used for this program was 16,384 bytes.

After 16,384 bytes of the image has been input, 32 image lines, buffer pointers are initialized. These pointers indicate when the input buffer, IBUFF, is empty, when the output buffer, OBUFF, is full, and when the last image line has been input. LIF. Data input from the mag tape is stored in the IBUFF and data to


Figure 7.1 MODAL Flowchart


D)


Figure 7.1 MODAL Flowchart (Cont'd)
be output to the COMTAL display is stored in the OBUFF.
The first image line is moved from $I B C F F$ to OBUFF. Since the edge pixels of the image do not have complete neighborhoods, chese pixels are not processed. Next, the first two lines from the IBUFF are moved into the associative arrays.

The following step marks the beginning of a program loop which is continued until all image lines have been loaded into the arrays.

Another line from IBUFF is moved into the arrays. This line occupies field $(16,8)$ in the arrays, and is the final line required before processing the second line in the arrays.

Buffers are set up in the arrays to prepare for processing. The comparison buffer is set up in field (24,72). Field (96,96) is then cleared and the frequency count buffer is set up in it.

Pixels in the comparison buffer are now compared with each other, and the frequency counts are stored in the frequency count tag. After this is complete, the frequency count tags are sorted along with their corresponding pixel values. The most frequently occurring gray levels are moved to the output line in the arrays.

The output line is moved to the OBUFF with a pixel swap taking place to ensure proper display on the COMTAL. After the move, image lines 2 and 3 in the array are moved over one field to occupy lines 1 and 2 . This allows a new line to be read into the arrays.

The OBUFF is checked next to determine if it is full. If it is, the OBUFF will have its data output to the COMTAL display.

The IBUFF will be checked to determine if it is empty. If it is, more data will be read in, if available; if not, a new line will be moved into the array. When the IBUFF is empty, a flag will be checked to determine if the last image line has been read from the mag tape. If it has, the final line will be output to the COMTAL display and the program will halt. If it has not,
a new record will be read from the mag tape into the array.
Processing will start over when a new line is moved into the arrays.

### 7.1.3 Results and Evaluation

A digitized image of a photograph was used to test the MODAL program. The digitized image, Figure 4.2 (a), had random noise added to it. Five percent of the pixels had a random gray level, -100 to 100 , added to them. Values over 255 were set equal to 255. Values under 0 were set to 0 . Figure 7.2 (b) is a photograph of the noisy image.

The MODAL program was run with the noisy image for input. After processing, the output, Figure 7.2 (c), had a significantly lower noise level. The river, left to right on the photograph, is almost entirely free of noise. The tree line, top to bottom, has much less noise in it; however, the improvements were not as great as that seen for the river. Significant improvements are seen in the fields, also, which appear to have undergone about the same amount of noise removal as the tree line.

Noise removal was seen to be greater in the river than anywhere else on the image. Examination of this image shows the main difference in this area is a uniform gray level. The modal technique uses the most frequently occurring gray level. One, two, three, or four noisy pixels in a neighborhood and the uniform gray level, the river, would be in five pixels and, therefore be chosen as the correct value. If the noisy pixels are not the same value, which would be expected for random noise but not for some types of noise, up to seven noise pixels could be in a neighborhood, and the correct pixel value would be chosen.

The reason noise was not removed from the tree line and fields as well as it was from the river, is the variation in gray levels. Two or more gray levels must be exactly the same to be a mode. Since the gray levels can vary from 0 to 255 , there are many times when adjacent gray levels are not equal.

(a) Digitized Image

(b) Noise Added

(c) Modal Technique Used on Noisy Image

Figure 7.2 Images with $512 \times 512$ Resolution

### 7.2 Odd Pixel

### 7.2.1 Description

Odd pixel noise reduction uses a $3 \times 3$ neighborhood to determine if the center pixel is to be replaced [36]. Two different replacement modes are used. In mode 0 , the 8 neighboring pixels are added together and divided by 8 to get their average. If this average differs from the center pixel by more than a user specified threshold (THRES), the center point is replaced by the average, otherwise the center point is not changed. In mode 1 , the user specifies an additional parameter, the number of neighbors (NON). The number of neighbors varies from 1 to 8. This parameter is the number of neighbors that must differ from the threshold if the center pixel is to be replaced. The number of neighbors actually differing by the threshold amount may be greater than NON, but if it is less, the center point will not change.

### 7.2.2 STARAN Implementation

The input and output of image data along with the data transfers to and from the arrays are the same as for the MODAL program. The processing is different, as can be seen in Figure 7.3 , and will be presented in this section.

Array buffers are different in the ODDPX program, Appendix C, than in the MODAL program. A description of these buffers is in Appendix $C$.

Mode 0 is implemented on the STARAN by adding all the neighbors together at one time. Each array word has a center pixel in it and the sum of the eight neighbors. The sum is stored in SUMBUF. A comparison is made between the average, sum shifted 3 bits, and the center pixel. If the difference exceeds the user specified threshold (THRES), the average is moved to OUTBUF in place of the center pixel.

If the difference is equal or less than the threshold, the
center pixel is moved to OUTBUF. OUTBUF is used the same way in the ODDPX program as output line is in the MODAL program.

Mode 1 is implemented by adding together all the neighbors that differ from the center pixel by more than the threshold. The sum is stored in SUMBUF and the number of neighbors that exceed the threshold is stored in CNTBUF. if CNTBUF equals or exceeds the user specified parameter NON, then the average of the value in SUMBUF is stored in OUTBUF. If this condition is not met, the center pixel is moved to the OUTBUF.

### 7.2.3 Results and Evaluation

The ODDPX program processed the same image used by the MODAL program, Figure 4.2 (b).

Processing in mode 0 with a threshold of 25 , produced the image seen in Figure 7.4 (a). Noise appears to be almost totally absent in this photograph. The photograph also appears slightly blurred.

Absence of noise in the processed photograph is due to the averaging nature of the processing. The center pixel will tend to blend in more with its neighbors. This also results in blurring of edges. One white spot in the lower right corner of this photograph appears to be caused by the film processing since it is irregular shaped and does not appear in the original or noisy photograph.

When mode 1 was used for processing several different values of $N O N$, some interesting results occurred. With a threshold of 25 and $N O N=1$, the program resulted in the images in Figure 7.4 (b) and (c). The result of trying to choose a new center pixel based on any one pixel, is noise amplification. For each noisy pixel, the surrounding eight neighbors are made equal to it and the noise point is changed to the previous value of its neighbors. This is evident in the Figure 7.4 (c) which is an enlargement of Figure 7.4 (b). The process involved in amplifying the noise is seen in Figure 7.5 The value 1 is the noisy pixel and $c$ is the


(c) ODDPX THRES $=25$, NON=1, Enlarged

Figure 7.4 Images with $512 \times 512$ Resolution
center point. In Figure 7.5 (a) the center point does not have any noise points as neighbors. The result is no change in the center pixel. In Figure 7.5 (b), the neighborhood has one noisy pixel which differs from the center pixel and other neighbors. The result is a center pixel which is the average of those pixels differing, 1. As we move around the noisy pixel, we make the value of all its neighbors equal to it. In Figure 7.5 (c), all eight neighbors differ, and their average is 0 , which results in the noisy pixel being replaced by the neighbor's without noise.

Using mode 1 with $\mathrm{NON}=3$ and THRES $=25$ results in the image in Figure 7.6 (a). This image is absent of most of the noisy pixels. The areas where noisy pixels are appear to be larger than the original pixels. This is caused by the low value of NON which enlarges those areas with many adjacent noisy pixels. The edge of this image is rough for the same reason.

When NON $=5$, Figure 7.6 (b), the noisy pixels are absent and the edges are not pitted. When $N O N=8$, Figure 7.6 (c), noisy pixels appear again in the image. This is caused by more than one noisy pixel in the neighborhood or by neighbors whose differences exceed the threshold.

(a) No Change

| $u$ | 0 | 0 |  |
| :--- | :--- | :--- | :--- |
| 0 | $C$ | 0 | 0 |
| 0 | 0 | 1 | 0 |
|  | 0 | 0 | 0 |

(b) Neighbor Changed to Noise

| 0 | 0 | 0 |
| :--- | :--- | :--- |
| 0 | C | 0 |
| 0 | 0 | 0 |

(c) Noise

Changed to Neighbor

Figure 7.5 Noise Amplification

(c) ODDPX THRES $=25$, NON $=8$

Figure 7.6 Images with $512 \times 512$ Resolution

### 7.3 Similar Neighbors Technique

### 7.3.1 Description

Similar neighbor noise removal uses a $3 \times 3$ neighborhood. Each neighbor is compared to the center pixel. If the center pixel minus the neighbor is greater than the user specified threshold, the neighbor will be similar if high noise is to be removed. If the neighbor minus the center pixel is greater than the threshold, the neighbor will be similar if low noise is to be removed.

The user must specify whether low or high noise is to be removed. When similar neighbors are determined, there must be at least two of them adjacent for the center point to remain unchanged. If at least two are not adjacent, the center pixel will be replaced with the average of the dissimilar neighbors.

### 7.3.2. STARAN Implementation

The input and output of data into the STARAN in this program is identical to the previous programs.

A description of the array buffers for the program SIMNB is in Appendix D.

The processing, as seen in Figure 7.7 , begins similar to mode 1 of OLDPX. The number of pixels whose difference exceeds the threshold is determined. Actual calculations depend on whether low or high noise is to be removed. When similar neighbors are determined, a comparison is made to determine if any are adjacent. If any are, the center pixel is moved to OUTBUF. If two or more adjacent similar pixels are not found, the average of the dissimlar neighbors is moved to OUTBUF.

### 7.3.3 Results and Evaluation

With the image of Figure 7.2 (b) as the input, the program SIMNB was run. A threshold of 25 and low noise set for removal gave the result seen in Figure 7.8 (a). Removal of low noise appears to be complete with this technique. The image is clear


Figure 7.7 SIMNB Flowchart
and sharp.
Using a threshold of 25 and specifying high noise remor results in Figure 7.2 (b). The rivers, tree line and fields appear to be absent of noisy pixels and blurring.

Combining the two operations yields a picture with both high and low noise removed, Figure 7.8 (c). This image is clear and has sharp edges.

Requiring two adjacent pixels to be similar, as this technique does, results in excellent noise removal characteristics. When two adjacent neighbors do not contain noise, the gray level difference between them is usually small, except at the edges. This small difference is usually within the user specified threshold if a reasonable value is chosen. If an edge exists in the $3 \times 3$ neighborhood, it will usually cause at least two adjacent edge points in the neighborhood. The result of this would be to make no changes to the center pixel.

The similar neighbors technique efficiently removed the noisy pixels from the image. When combined with the sharpness of the image, this appears to be a valuable noise removal technique. The method of requiring two or more adjacent similar neighbors is especially good for preserving edges.

(a) SIMNB THRES $=25$, Low Noise Removed

(b) SIMNB THRES=25, High Noise Removed

(c) SIMNB THRES $=25$, Low and High Noise Removed

Figure 7.8 Images with $512 \times 512$ Resolution

### 7.4 Comparisons and Conclusions

Execution of image processing algorithms has been done on a PDP 11/45 in the U.S. Air Force's On-Line Pattern Analysis and Recognition System (OLPARS). This system uses two 9 -track 800 bpi tape drives for image input and output. Three algorithms, written in assembly language, in OLPARS (MODREP, ODDOT, AND ODDLIN), were run, using the image shown in Figure 4.2 (b). The total run time was measured and based on a worst case tape drive speed, 25 inches per second, execution and $I / O$ times were calculated. The time required to read or write an image to tape is approximately $512 \times 512 /(800 \times 25)=13$ seconds.

NAME

| Program | OLPARS |
| :---: | :---: |
| MODAL | MODREP |
| ODDPX | ODDDOT |
| SIMNB | ODDLIN |

## TIME

Execution
$4 \mathrm{~min}, 34 \mathrm{sec}$
$2 \mathrm{~min}, 1 \mathrm{sec}$
$2 \mathrm{~min}, 22 \mathrm{sec}$

I/0
26 sec
26 sec
26 sec

Total
$5 \mathrm{~min}, 0 \mathrm{sec}$
$2 \mathrm{~min}, 27 \mathrm{sec}$
$2 \mathrm{~min}, 48 \mathrm{sec}$

Programs were also written in FORTRAN that performed the , ame functions. A multi-platter moving head disk was used for storing image data which resulted in an insignificant amount of I/O time when compared to the execution time. The programs were run in the Electrical Engineering Image Analysis Laboratory at the University of Missouri on a PDP 11/50. The processing times are as follows:
Program Name
MODAL
ODDPX
SIMNB

> Total Time
> 30 min
> 15 min
> 15 min

Appendices $B, C$, and $D$ contain listings of programs executed at Goodyear Aerospace Corporation on the STARAN associative processor. These programs performed the same functions as those mentioned in OLPARS. Each STARAN program contained less than 512 words, which allowed them to be placed in page memory to increase execution speed. The times listed below were measured for

| each program: | TIME |  |  |
| :---: | :---: | :---: | :---: |
| Program Name | Execution | I/O | Total |
| MODAL | .998 sec | 15.6 sec | 16.6 sec |
| ODDPX | 1.08 sec | 15.6 sec | 16.7 sec |
| SIMNB | 1.12 sec | 15.6 sec | 16.7 sec |

A sizable difference in execution time is seen between the OLPARS programs and the STARAN programs. The execution time ranges from $(2 \times 60+1) / 1.08=112$ to $(4 \times 60+34) / .998=275$ times faster when the STARAN is used. The total times, however, do not reflect this large speed difference due to the slow $1 / 0$ devices, the tape drives. Approximately ( $15.6 / 16.6$ ) $\times 100 \%=94 \%$ of the STARAN's time is spent waiting on $\mathrm{I} / 0$ in the MODAL program. This compares to $(26 / 5 \times 60) \times 100 \%=8.7 \%$ of the PDP $11 / 45$ 's time. The resulting total time speed up is only $(2 \times 60+1) / 16.7=7$ to $(4 \times 60+34) / 16.6=17$ times faster with the STARAN.

While a speed up of 275 times is impressive, the STARAN still falls short of real-time processing when parallel I/O facilities are not used. Processing times of 16 seconds do, however, offer help for those bogged down with numerous images to process.

Adding additional arrays to the STARAN would further decrease the execution time of the programs. If a full 32 arrays were available, an increase in speed of approximately $32 / 2=16$ times would be made. This would, however, require considerable expense.

Using parallel $1 / 0$ would increase throughput to the arrays. This would allow 256 input and 256 output lines for each array. Data could be input directly into the STARAN arrays without being stored in the control memory unit memory. Parallel $1 / 0$ along with the STARAN's submicrosecond execution time would lend itself to some applications in real-time processing.

When considering the STARAN's cost versus performance, the 750 thousand dollar price tag may well prevent many commercial users from examining it closer. While this computer may cost 10 to 20 times as much as a PDP $11 / 45$, it can deliver over 200 times
the processing speed. This factor alone may not be enough to compensate for the high price.

## VIII. Presentation of Results: Edge Detection

### 8.1 Description

The edge detection (PTEDGE) technique is a method for determining or defining edge points in a digital image. The first step is to determine gradients within the image which exceed a threshold specified by the user. A gradient test is made within a $3 \times 3$ neighborhood about each point. If the gray-level difference between the center point and any user-specified neighbors is greater than the threshold, the point corresponding in position to the center point is defined as an edge point.

### 8.2 Algorithm

The original image to be processed for edge detection has a resolution of $512 \times 512$; this means 512 pixels/line and 512 lines/ image. Any particular pixel can be specified by line number and element. A $3 \times 3$ neighborhood is used to implement the edge detection procedure. In order to establish a comparison between the center point and its neighbors, the neighbors are numbered as shown in Fig. 8.1. The neighbor number, $k$, must be specified if

| 6 | 5 | 4 |
| :---: | :---: | :---: |
| 7 | $x$ | 3 |
| 8 | 1 | 2 |


| line $i$ |
| :--- |
| line $i+1$ |$\quad x=$ center point

Fig. 8.1 Assighment of Neighbors for Center Point $x$
a comparison is to be made $x$ and neighbor $k$. The resultant edge detected image would have pixels that atisfy the criterion,

$$
|g(x)-g(k)| \geqq \text { Threshold }
$$

where $g(x)$ and $g(k)$ are the gray levels of the center point and the neighbor $k$, respectively. For this application, the associative processor of the STARAN has the control memory arranged as shown in Fig. 8.2.


Fig. 8.2 Associative Processor (AP) Control Memory Arrangement

### 8.3 STARAN Implementation

The next several Figures illustrate the data paths, the arrangement of data and the sequence of tasks which the STARAN would carry out in the implementation of this algorithm. The data paths followed are shown in Fig. 8.3.


Fig. 8.3 Data Paths in the STARAN

Fig. 8.4 shows the arrangement of array modules in the STARAN as set-up for the execution of the PTEDGE program. The required arrangment of image data on the (input) tape is shown in Fig. 8.5.

$L_{1}, L_{2}, L_{3}: \begin{gathered}\text { Store } 3 \text { consecutive image lines; each field is } 8 \text { bits long } \\ \text { (bits } 8-31 \text { ). }\end{gathered}$
$P_{1}, P_{2}, \ldots, P_{8}$ : Store the neighbors of each center point (bits $24-87$ ).
Temp. : Store temporary result of comparison (bits 88 -95).
Result : Store result of overall comparison (bits 96 - 103).

Fig. 8.4 Arrangement of array modules in the STARAN


Each record has 16,384 bytes; this is equivalent to 32 512-pixel image lines; 16 records are needed to store a $512 \times 512$ image.

Fig. 8.5 Data Structure on the Tape (Input Data)
A flow-chart for the point edge detection program to be executed on the STARAN is shown in Fig. 8.6. A program listing for the PTEDGE technique is given in Appendix $E$.

### 8.4 Memory Map and User Options

For the PTEDGE algorithm, program execution relative to bulk core uses the following locations:
a. Locations 6ø8-616 (in high-speed data buffer): all variables and constants.



Fig. 8.6 Flow-chart for PTEDGE (Cont'd)
b. Locations $9 \varnothing \varnothing \varnothing$ - 928ø: store program.
c. Locations Ag - AFFF: store input data (from tape).
d. Locations $B \varnothing \varnothing$ - BFFF: store processed data (ready for Comtal display).

Program execution relative to page memory uses the following locations:
a. Locations 0000- 028 D : store programs.
b. Other locations are retained.

Contents to be changed use the following locations:
a. Location 60 C contains the threshold value.
b. Locations 60F - 616 contain the selected neighbors; the selected neighbors are declared by loading the value 1 into its corresponding locations.

### 8.5 Program Descriptions

The overall program which implements the execution of the PTEDGE technique can be described in terms of the following subprograms:
a. PTEDGE: This is the main program which controls the logical flow during implementation of the Point Edge Detection procedure.
b. EDGE: This subroutine tests the gradient between any selected neighbor and the center point. If the gradients are greater than the threshold, a value of 255 is assigned to the corresponding position in the RESULT field. Otherwise, a value of 0 is assigned.
c. MOVE: This subroutine moves field $L_{2}$ to $L_{1}$ and $L_{3}$ to $L_{2}$ after one image line has been processed.
d. LINEIN: This subroutine packs an mage line from Bulk Core memory and loads it into the Array memory.
e. LINEBOUT: This subroutine packs the contents of the Array memory, which represents an image 1 ine, and moves them to Bulk Core.
f. FORMAT: This subroutine formats a $3 \times 3$ neighborhood into a linear arrangement in order to provide the Subroutine EDGE with workable data.
g. STORAGE: This subroutine defines all the variables and constants. The addresses of input buffer are also specified.
h. ALLIO: This subroutine defines the parameter blocks which are involved in TRAN I/O.

### 8.6 Results and Evaluation

A digitized image was used to test the PTEDGE program. The original image, Fig. 8.7 (a), is the digitized image of a "lense cap." The outline or shape of the lense cap as well as the lettering on the cap represent potential edges (to the viewer) for detection. The next four figures, Fig. 8.7 (b), 8.7 (c), 8.7 (d), and 8.7 (e), show the results of applying the PTEDGE technique to the image of Fig. 8.7 (a). Each of these four figures, Figs. 8.7 (b) - 8.7 (e), represents a variation in the application of the PTEDGE program. Fig. 8.7 (b) shows the result of detecting horizontal edges, Fig. 8.7 (c) shows vertical edges, Fig. 8.7 (d) shows edges at 45 degrees (to the right), and Fig. 8.7 (e) shows edges in all directions. The white, straight, almost horizontal line near the top of the images shown in Figs. 8.7 (b) -8.7 (e) is an artifact. By examining the results of applying the PTEDGE program, one would conclude that the program is working. Note, for example, that for a given direction of edge detection, edges that are parallel to that direction almost disappear, while edges that are at right angles to that direction show a definite sharpening. The PTEDGE program was also applied to the digital image of a runway (provided by RADC); the original is shown in Fig. 8.8 (a). Fig. 8.8 (b) shows the result of applying this program in the vertical direction, Fig. 8.8 (c) shows similar results for edges along a 45 degree angle (to the left), and Fig. 8.8 (d) shows similar results for applying the program in all directions. Fig. 8.8 (c) also shows a horizontal artifact structure near the middle of the image.


(d) $45^{\circ}$ Edges

(e) Edges in AlJ Directions

Fig. 8.7 Results of Applying the PTEDGE Program

(a) Original Image

Fig. 8.8 Results of Applying the PTlincil Program to Runway.

(b) Vertical bideres


(i) EAGい: in All biractine:


### 8.7 Time Efficiency

The table shown below, Table 8.1, shows the execution times associated with each one of a number of tasks that are necessary for the implementation of the PTEDGE program by the STARAN computer. From an examination of this table, several conclusions can be made. l) By comparing these results with similar ones obtained for the programs associated with the nosie reduction programs discussed in Section VII, there is a definite speed advantage in using the STARAN by one to two orders of magnitude. 2) The most time consuming tasks are TRANIN and TRANOUT, which are associated with getting the data in and out of the processor; this reinforces the need for a parallel $\mathrm{I} / 0$ port (256 bits long) to take advantage of the associative processor. 3) There is a definite speed advantage in loading the program into page memory instead of bulk core; this was an expected result. 4) An 8-point edge detection scheme requires more execution time than for a one point edge detection scheme, but the difference is only about $2 \%$.

| Program Load In: $\qquad$ <br> Program Sect. | $\begin{gathered} \text { Page Memory } \\ (\mathrm{sec}) \end{gathered}$ | $\underset{(\mathrm{sec})}{\mathrm{Bu} \text { Mery }}$ |
| :---: | :---: | :---: |
| Overall Efficiency | 17.88.09219 | 21.8283354 |
|  | 17.5888866 | 21.3121987 |
| EDGE ${ }^{8} \mathrm{p}$ | 0.1392855 | 0.623975 |
|  | 0.0509124 | 0.1654172 |
| TRANIN | 7.89336855 | 6.609249 |
| TRANOUT | 8.5948942 | 8.2893537 |
| LINEIN | 0.4318520 | 2.1508331 |
| LINEOUT | 0.3844740 | 1.5908665 |
| FORMAT | 0.0342776 | 0.1977352 |
| MOVE | 0.0053604 | 0.0290251 |

Table 8.1 Time Efficiency for Tasks Associated with the Implementation of the PTEDGE Program.

## IX. Conclusions/Future Work

As emphasized earlier, the STARAN was chosen for 1) its special architecture to speed-up image feature extraction and processing, and 2) accessibility and interest to the Air Force. The results obtained in this project clearly demonstrate that a special computer architecture does have a speed advantage. However, the STARAN itself does not take advantage of current technology, and, of course, a host computer more closely matched to the capability of the STARAN would increase the throughput. In particular, if the host of "control" computer had a 256 bit I/O register, the data transfers in and out of storage would be more efficient, and throughput would be improved. The results indicate that with the use of a special computer architecture such as the STARAN, the speed-up in execution time is on the order of two orders of magnitude. When $I / O$ time is included, however, the speed advantage is only about one order of magnitude. In both cases, the basis for comparison is a PDP 11/45, using assemblylevel programming.

The emphasis in this project has been on the use of the STARAN to demonstrate the speed advantage of special computer architectures. Also, several structures other than that of the STARAN were investigated with the objective to determine their amenability to speed-up image feature extraction and processing. As a result, it is recommended that three additional structures be studied further to determine their advantages and disadvantages in an image processing environment and that they be applied to specific algorithms. One of these structures is a pipeline structure; when this is coupled with a multiport memory, there is a definite indication that it can result in a speed-up of image processing. Another structure which has a strong potential for the speed-up of image processing is a multiprocessor structure, where multiple processors operate in parallel on the same image. The interprocessor connections can vary considerably.

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## Control Memory Unit Instructions

Branch
B $\quad a(r) \pm k, c$
This instruction is an unconditional branch. Entry 'a' is either a symbol or a constant. Entry 'r' is optional and may be register RO through R7 or DP. Entry 'k' is optional and is a simple expression modifying a(r). Entry ' $c$ ' is a control digit which modifies BL or DP registers as follows:

| $\frac{c}{c}$ | Function |
| :--- | :--- |
| 1 | Decrement BL |
| 2 | Decrement DP |
| 3 | Decrement BL and increment DP |
| 4 | Decrement DP |
| 5 | Decrement BL and DP |

BAL, $r_{1} a(r) \pm k, c$
This is a branch and link instruction. The program branches to a location determined by $a(r) \pm k$. When the instruction $B\left(r_{1}\right)$ is encountered, a branch to the address in $r_{1}$ is executed. This address is that of the instruction immediately following the BAL, $\mathrm{r}_{1}$ instruction.
$B N Z, r_{1} a(r) \pm k, c$
This instruction executes a branch if the value of register $r_{1}$ is not equal to zero.
$B Z, r_{1} a(r) \pm k, C$
This instruction executes a branch is the value of register $r_{1}$ is equal to zero.

LOOP, $a_{1} a(r) \pm k$
This instruction will loop through a program segment starting with the instruction LOOP and ending at address $a(r) \pm k$. The number of loops is ' $a_{1}$ ' which can be a simple address expression.

RPT, a
The repeat instruction executes the instruction following it 'a' times.

## Register

DECR b
The contents of register 'b' is decremented by 1.

INCR b
The contents of register 'b' is incremented by 1.

LI,s b,a
The immediate data 'a' is loaded into register 'b'. Entry 's' is optional and specifies the number of left end-around byte shifts before loading.

LR,s $\quad b, a(r) \pm k, c$
Register ' $b$ ' is loaded with the contents of memory location $a(r)+k$.

SR,s $b, a(r) \pm k, c$
The contents of register 'b' is stored at location $\mathrm{a}(\mathrm{r}) \pm \mathrm{k}$.

Control
WAIT
This instruction sets the processor to an inactive state.

This instruction changes all bits in response store register 'a' to zero.

L, w a,b
This instruction loads the response store register 'a' with the source 'b'. Entry 'a' can be response store register $X, Y$, or $M$. Entry 'b' can be response store register $X, Y$, or $M$, a simple address expression, an associative field expression, a field pointer, a link pointer or a resolver value. When an address, associative field expression or a field pointer is used, a bit column or word is loaded into the response store register 'a' depending on entry 'w'. Entry 'w' is optional and is used to indicate word mode access of the array. When a link pointer (FP12) is used for entry 'b' FP1 points to the array and FP2 to the word or bit column.

LN,w a,b
This isntruction operates the same way the $L, w a, b$ does except the data loaded in 'a' is complemented.

LCM c,d
This instruction loads field ' $c$ ' in the common register with field 'd' in the array. The link pointer (FP12) points to the word which will be used in the associative array.

LCW e
This instruction will load the common register with one of eight 32 -bit blocks from response store register $X$ or $Y$. Entry ' $e$ ' designates the register
and block number, for example, $X(1)$ is the $X$ response store register bits 32 through 63.

ROT $a, b, c$
This instruction will rotate the selected response store register or common register, entry 'a'. Entry 'b' indicates the number of end-around bit positions to be rotated. If 'b' is negative, the rotation is left, otherwise it is right. Entry 'c' is optional and indicates the modulus to be rotated.

SET a
This instruction changes all bits in response store register 'a' to one.

Store
S,w a,b
This instruction stores response store register 'a' into destination 'b'. Entries 'a', 'b', and 'w' are the same as those used in instruction $L, w a, b$.

SC c,d
This instruction will store field 'c' of the common register into field 'd' of the associative memory or response store register 'd'. If the associative memory is used, response store register $M$ is used as a mask register. Only array words with mask bits set participate in the operation.

SCW c,d
This instruction is the same as $\operatorname{SC} c, d$ except the associative memory word is pointed to by the link pointer (FP12).

## Searches

EQF $a, b$
This instruction sets bits in the $Y$ response store register if corresponding mask bits (M response store) are set and the contents of the array field 'a' is equal to the contents of array field 'b'.

GEC $a, b$
This instruction sets bits in the $Y$ response store register if corresponding mask bits (M response store) are set and the contents of array field 'a' is greater than or equal to the contents of common register field 'b'.

GTC $a, b$
This instruction is the same as GEC except field 'a' must be greater than field 'b'.

LEC $\mathrm{a}, \mathrm{b}$
This instruction is' the same as GEC except field 'a' must be less than or equal to field 'b'.

LTC a,b
This instruction is the same as GEC except field 'a' must be less than field 'b'.

LTF $\mathrm{a}, \mathrm{b}$
This instruction sets bits in the $Y$ response stoie register if corresponding mask bits (M resopnse store) are set and the contents of array field 'a' is less than the contents of array field 'b'.

Move
MVF $a, b$
This instruction moves the contents of array field
'a' to array field 'b' in each word of the array which has its mask (M resonse store) bit set.

MVNF $a, b$
This instruction operates the same as MVF except the two's complement of field 'a' is moved.

## Arithmetic

$\operatorname{ADC} a, b, c$
This instruction adds field 'a' in the common register to field 'b' in the array and stores the result in field 'c' of the array. This operation takes place in each word that has its mask bit set.

ADF $a, b, c$
This instruction is the same as $A D C$ except all the fields 'a', 'b' and 'c' are in the array.

DVF a,b,c
This instruction divides field 'a' by field 'b' and stores the result in field ' $c$ '. All fields are in the array. Each word with a mask bit set participates.

SBF $a, b, c$
This instruction subtracts field 'b' from field 'a' and stores the results in field 'c'. All fields are in the array. Each word with a mask bit set participates.

APPENDIX B

MODAL PROGRAM

| $\begin{array}{r} \text { MOOAL } \\ 1 \end{array}$ | APPLE V04-00 24-JUL-80 | 20:17:30 PAGE 00001 V |
| :---: | :---: | :---: |
| 2 | ; |  |
| 3 | ; |  |
| 4 | MOOAL | START |
| 5 |  | EXTRN LIAKBKI,LINKEK2,TRAN1,TRAN2 |
| 6 |  | EXTRN LINKWD1,LINKWD2 |
| 7 |  | ENTRY ERRTN1, ERRTN2,ERRTN3 |
| 8 |  | ENTRY ERRTN4,ERRTNS |
| 9 | ; |  |
| 10 | ; |  |
| 11 | ; |  |
| 12 | ; | DAVID M. CRAWFORD |
| 13 | ; | RESEARCH ASSISTANT |
| 14 | ; | ELECTRICAL ENGINEERING DEPT. |
| 15 | ; | UNIVERSITY OF MISSOURI - CDLUNBIA |
| 16 | ; | 16 May 1980 |
| 17 | ; | REVISION: 16 JULY 1980 |
| 18 | ; | REVISION: 22 JULY 1980 |
| 19 | ; |  |
| 20 | ; |  |
| 21 | ; | THIS PROGRAM IS DESIGNED TO PERFORM NOISE |
| 22 | ; | REDUCTION ON IMAGES BY USING A MODAL RE- |
| 23 | ; | PLACEMENT TECHNIQUE. THE IMAGE, $512 \times 512$ |
| 24 | ; | PIXELS, IS READ FROM MAGNETIC TAPE AND PRO- |
| 25 | ; | CESSED BY Staran. the new image is then |
| 26 | ; | OUTPUT TO THE COMTAL OISPLAY. |
| 27 | ; |  |
| 28 | ; | MODAL REPLACEMENT- |
| 29 | ; |  |
| 30 | ; | THIS TECHNIQUE USES A $3 \times 3$ NEIGHBORHOOD. ANY |
| 31 | ; | GRAY LEVELS IN THE NEIGNBORHOOD THAT OCCUR |
| 32 | ; | MORE THAN ONCE ARE GROUPED INTO MODES. THE |
| 33 | ; | MORE OFTEN THE GRAY LEVEL OCCURS THE MIGHER |
| 34 | ; | THE FREQUENCY COUNT OF THE MODE. THE HIGH- |
| 35 | ; | EST FREQUENCY COUNT CORRESPONDS TO THE |
| 36 | ; | SElected mooe. If several modes have the |
|  | ; | SAME FREQUENCY COUNT A PRIORITY SYSTEM |
| 38 | ; | 15 USED AS FOLLOWS: |
| 39 | ; | CENTER, TOP LEFT, TOP CENTER, TOP RIGHT, |
| 40 | ; | Midole left, etc. this is illustrateb |
| 41 | ; | BELOW. |
| 42 | ; |  |
| 43 | ; | 123 . . . FIRST LINE |
| 44 | ; | $456 . .$. SECOND LINE |
| 45 | ; | 789 . . . . THIRD LINE |
| 46 | ; |  |
| 47 | ; | PRIORITY - 5,1,2,3,4,6,7,8 |
| 48 | ; |  |
| 49 | ; | IF NO MODES OCCUR THE CENTER PIXEL IS |
| 50 | ; | ChOSEN AS the modal value. |
| 51 | ; |  |





| MODAL |  | APPLE | V04-00 24-JU | 20:17:3 | 30 Page 00005 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0048 | 0048 | 01500001 | INCR | FP12 | NEXT WORD |
| 2 | 0049 | 0049 | 400088A1 | SCW | $(24,8),(0,8)$ | PX TO ARRAY |
|  | 004A | 004A | 4 FCOAOSF |  |  |  |
|  | 004B | 004B | 42008840 |  |  |  |
|  | 004 C | 004C | 40E0885A |  |  |  |
|  | 0040 | 0040 | 40F8385A |  |  |  |
|  | 004 E | 004E | 57C00002 |  |  |  |
|  | 004F | 004 F | 08000003 |  |  |  |
| 3 | 0050 | 0050 | $01 E 00001 \mathrm{Ll}$ | INCR | FP12 | NEXT HORD |
| 4 | 0051 | 0051 | 33000000 | LI | FP12,0 | ARRAY WORD POINTER |
| 5 | 0052 | 0052 | 3F75006F | LOOP, SP | 12 | END LINE IN ARRAY |
| 6 | 0053 | 0053 | 3605A000 | LR | C,IBUFF(DP), 3 | LOAD 4 PX IN C REG |
| 7 | 0054 | 0054 | 400088Al | SCW | $(0,8),(8,8)$ | PX TO ARRAY |
|  | 0055 | 0055 | $4 \mathrm{FCOAB7F}$ |  |  |  |
|  | 0056 | 0056 | 42008840 |  |  |  |
|  | 0057 | 0057 | $40 F 83852$ |  |  |  |
|  | 0058 | 0058 | 57C00002 |  |  |  |
|  | 0057 | 0059 | 08000003 |  |  |  |
| 8 | 005A | 005A | 01800001 | INCR | FP12 | NEXT WORD |
| 9 | 0058 | 0053 | 40008881 | SCW | $(8,8),(8,8)$ | PX TO ARRAY |
|  | 0050 | 005C | 4FC0A378 |  |  |  |
|  | 0050 | 0050 | 57600000 |  |  |  |
|  | 0058 | 005E | 08000003 |  |  |  |
| 10 | 005F | 005F | 01E00001 | IficR | FP12 | NEXT WORD |
| 11 | 0060 | 0060 | 40098841 | SCW | $(16,8),(8,8)$ | PX TO ARRAY |
|  | 0061 | 0061 | $4 \mathrm{FCOA87F}$ |  |  |  |
|  | 0062 | 0062 | 42008840 |  |  |  |
|  | 0063 | 0063 | 40F8835A |  |  |  |
|  | 0064 | 0054 | 4000895A |  |  |  |
|  | 0065 | 0065 | 57C00002 |  |  |  |
|  | 0066 | 0056 | 08000003 |  |  |  |
| 12 | 0067 | 0067 | 01E00001 | INCR | FP12 | NEXT WORD |
| 13 | 0058 | 0068 | 400088 Al | SCW | $(24,8),(8,8)$ | PX TO ARRAY |
|  | 0069 | 0069 | $4 \mathrm{FCOAB7F}$ |  |  |  |
|  | 006A | 006A | 42008840 |  |  |  |
|  | 0068 | 006B | 40F0885A |  |  |  |
|  | 006C | 006C | 4000885A |  |  |  |
|  | 0060 | 0060 | 57000002 |  |  |  |
|  | 006E | 006E | 08000003 |  |  |  |
| 14 | 006F | 006F | $01 E 00001$ L2 | INCR | FP12 | NEXT WORD |
| W 15 | 0070 | 0070 | 30810611 | SR | DP, IRDP |  |
| W 16 | 0071 | 0071 | 30810613 | SR | BL, IREF |  |



| MODAL APPLE V04-00 24 |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |
| 2 |  |  |  | ; | SET UP PIXEL COMPARISON |  | BUFFER( 24,72$)$ IN THE |
| 3 |  |  |  | ; | ARRAY FIELOS (24,24),(48,24) AND (72,24) |  |  |
| 4 |  |  |  | ; |  |  |  |
| 5 | 0094 | 0094 | 73900000 |  | LI | FP1,0 |  |
| 6 | 0095 | 0095 | 73400018 |  | LI | FP2,24 |  |
| 7 | 0096 | 0096 | 35400048 |  | LI | FP3, 72 |  |
| 8 | 0097 | 0097 | 3F17009F |  | LOOP,24 | SHFT | MOVE FIELD (0,24) |
| 9 | 0098 | 0098 | 43008845 |  | 2 | X,FP1 |  |
| 10 | 0099 | 0099 | 40FF8883 |  | ROT | $x, 1$ | DOWN A WORD TO |
| 11 | 009A | 009A | 58400003 |  | 5 | X,Fpz | FIELD (24,24) AND |
| 12 | 0098 | 009B | 40FE8888 |  | ROT | $x,-2$ | UP A HORD TO |
|  | 0095 | 009 C | 40008888 |  |  |  |  |
| 13 | 0090 | 0090 | 18800003 |  | 5 | X,FP3 | FIELD (72,24) |
| 14 | 009E | 009E | 01700001 |  | INCR | FP1, FP2 | NEXT BIT COLUPN |
| 15 | 009F | 0095 | 01400001 | SHFT | INCR | FPS |  |
| 16 | 00AO | 00A0 | 73600000 |  | LI | FP12,0 | grRar O HORD O |
| 17 | 00al | 0041 | 47C08845 |  | LCM | $(0,24),(24,24)$ | TO |
|  | 00az | 00A2 | 40F88883 |  |  |  |  |
|  | 0043 | 00A3 | 65C1A0BB |  |  |  |  |
| 18 | 0044 | 00A4 | 73600100 |  | LI | FP12,X'0100' | ARRAY 1 HORD 0 |
| 19 | 00A5 | 00A5 | 40008641 |  | SCH | $(0,24),(24,24)$ |  |
|  | 0046 | 0046 | 4FC0AOBF |  |  |  |  |
|  | 00A7 | 0047 | 40008841 |  |  |  |  |
|  | 00as | 0048 | 40F8885A |  |  |  |  |
|  | 0049 | 00A9 | 40E0885A |  |  |  |  |
|  | 00AA | 00AA | 48000002 |  |  |  |  |
|  | 0048 | 00AB | 48C00001 |  |  |  |  |
|  | 00AC | 00AC | 42008840 |  |  |  |  |
|  | 00AD | 00AD | 40F8885A |  |  |  |  |
|  | 00AE | OOAE | 40E0885A |  |  |  |  |
|  | DoAF | OOAF | 57C00002 |  |  |  |  |
|  | 0080 | 0080 | 48000003 |  |  |  |  |
| 20 | 00B1 | 00B1 | 73C001FF |  | LI | FP12,X'01FF' | array 1 HORO 255 |
| 21 | 0082 | 00B2 | 47C088A5 |  | LCM | $(0,24),(72,24)$ | 70 |
|  | 0083 | 0083 | 40188883 |  |  |  |  |
|  | 0084 | 0084 | 65C2808B |  |  |  |  |
| 22 | 0085 | 0085 | 73C000FF |  | LI | FP12,X'00FF' | arrar 0 HORD 255 |
| 23 | 0086 | 0086 | 400088A1 |  | SCN | $(0,24),(72,24)$ |  |
|  | 0087 | 0087 | 4FC2ABFF |  |  |  |  |
|  | 00B8 | 0086 | 42408840 |  |  |  |  |
|  | 0089 | 0089 | $40 F 88852$ |  |  |  |  |
|  | 00BA | 008A | 57600002 |  |  |  |  |
|  | 0088 | 008B | 48000003 |  |  |  |  |
| 24 | 008C | 00BC | 40008BA1 |  | SET | M |  |
|  | 0080 | 0080 | 48000003 |  |  |  |  |
| 25 | 00BE | 008E | 3790:717 |  | MVF | $(0,24),(46,24)$ |  |
|  | 00BF | 008F | 3F1700C2 |  |  |  |  |
|  | 00C0 | 00CO | 433488A5 |  |  |  |  |
|  | 00 Cl | 00C1 | 48800001 |  |  |  |  |
|  | 00C2 | 00C2 | 13440003 |  |  |  |  |





DETERMINE THE PIXEL FREQUENCY COUNT AND STORE IT IN THE TAG

EQF $(100,8),(136,8)$ COMPARE PX 5 TO PX 3

SET M
EGF $(100,8), 1148,8)$ COMPARE PX 5 TO PX 4
$M$



MODAL APPLE V04-00 24-JUL-80 20:17:30 PAGE 00013V
1 01A1 01A1 4000BBA1 SET M
0142014248000003

- 01430143 $014401 A 400008841$ $014501 A 5$ 3F0701AB $014601 A 643 A 488 A 5$ 0147 01A7 43340045 0148014800002243
30149014948000002
4 OlAA OLAA 75E0036F 01AB 01AB 73C01F6F 01AC OIAC 37200303 OIAD OlAD 2C000000
5 OlAE OIAE 4000bBAl OIAF OIAF 48000003
6 0180 0180 7790775F 0181018100008841 01820182 3F0701B5 0183 0183 43A488A5 $01840184433400 A 5$ 0185018500002243 7 01B6 0186 48000002 $801 B 70187$ 75E0036F 01B8 0188 73C01F6F 01B9 01B9 37200303 01BA 01BA 2C000000
9 01BB 01BB 4000BBAL 01BC 01BC 48000003
10 01BD 01BO 7790838F 01BE 018E 00008841 O1BF 01BF 3F0701C2 01C0 01C0 43A488A5 $01 C 1$ 01C1 $433400 A 5$ 01C2 01C2 00002243
11 01C3 01C3 48000002
12 01C4 01C4 75E00378 01C5 01C5 73C01F78 $01 C 6$ 01C6 37200303 $01 C 701 C 72 C 000000$
13 01C8 01C8 4000BBA1 01C9 01C9 48000003
14 O1CA OICA 77908398 OICB O1CB 00008841 01CC 01CC 3F0701CF O1CD O1CO 43A488A5 OICE OICE 433400 A 5 O1CF OLCF 00002243
150100010048000002
16 O1D1 01D1 75E0037B $0102010273 C 01 F 7 B$ 0103010337200303 0104010420000000
$170105010540008 B A 1$ 0106010608000003
$L \quad M, Y$
ADC (106,4),(28,4),(108,4) INCR TAG?

SET M
EQF (112,8),(88,8) COMPARE PX 2 TO PX 9
$L$
ADC

SET M
EQF (124,6),(136,8) COMPARE PX 2 TO PX 3
$L \quad M, Y$
ADC $(120,4),(28,4),(120,4)$ INCR TAG?

SET M
EGF $(124,8),(148,8)$ COMPARE PX 2 TO PX 4

1 M,Y
ADC $\quad(120,4),(28,4),(120,4)$ INCR TAG?

SET M

| MODAL |  | APPLE | V04-00 24 | 4-JUL-80 20: | :17:30 PAGE 00014 V |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0107 | 0107 | 77908347 | EGF | (124,8),(160,8) COMPARE | PX 210 | PX 6 |
|  | 0108 | 0108 | 00008841 |  |  |  |  |
|  | 0109 | 0109 | 3F07010 |  |  |  |  |
|  | 010A | 010A | 43A488A5 |  |  |  |  |
|  | 0108 | 0108 | 43340045 |  |  |  |  |
|  | 010C | 010c | 00002243 |  |  |  |  |
| 2 | 0100 | 0100 | 48000002 | L | M, Y |  |  |
| 3 | O1DE | 010E | 75E00378 | ADC | (120,4), (28,4), (120,4) | INCR | TAG? |
|  | 010F | 010F | 73C01F78 |  |  |  |  |
|  | OLEO | 01E0 | 37200303 |  |  |  |  |
|  | O1E1 | O1E1 | 2C000000 |  |  |  |  |
| 4 | 01E2 | 01E2 | 40008BA1 | SET | M |  |  |
|  | $01 E 3$ | 01E3 | 48000003 |  |  |  |  |
| 5 | 0154 | 01E4 | 77908383 | EqF | (124,8),(172,8) COMPARE | PX 2 TO | PX 7 |
|  | $01 E 5$ | 01E5 | 00008841 |  |  |  |  |
|  | 0186 | 01E6 | 3F0701E9 |  |  |  |  |
|  | $01 E 7$ | $01 E 7$ | 43A488A5 |  |  |  |  |
|  | 01 EB | O1E8 | 433400A5 |  |  |  |  |
|  | 0159 | 01E9 | 00002243 |  |  |  |  |
| 6 | O1EA | OLEA | 48000002 | $L$ | M, Y |  |  |
| 7 | 01EB | 01EB | 75E00378 | ADC | $(120,4),(28,4),(120,4)$ | INCR | TAG? |
|  | 01EC | O1EC | 73C01F78 |  |  |  |  |
|  | O1ED | 01ED | 37200303 |  |  |  |  |
|  | O1EE | O1EE | 2C000000 |  |  |  |  |
| 8 | O1Ef | OLEF | 400088al | SET | M |  |  |
|  | $01 F 0$ | 01F0 | 48000003 |  |  |  |  |
| 9 | 01F1 | $01 F 1$ | 7790838F | EQF | (124,8),(184,8) COMPARE | PX 2 T0 | PX 8 |
|  | 0172 | 0172 | 00008841 |  |  |  |  |
|  | $01 F 3$ | 01F3 | 3F0701F6 |  |  |  |  |
|  | 0174 | 0154 | 43A488A5 |  |  |  |  |
|  | 01F5 | 01F5 | 43340025 |  |  |  |  |
|  | 0176 | 01F6 | 00002243 |  |  |  |  |
| 10 | $01 F 7$ | 01F7 | 48000002 | L | M, Y |  |  |
| 11 | $01 F 8$ | 01F8 | 75E00378 | $A D C$ | $(120,4),(28,4),(120,4)$ | INCR | TAG? |
|  | 0179 | 01F9 | 73C01F78 |  |  |  |  |
|  | 01FA | O1FA | 37200303 |  |  |  |  |
|  | 01FB | 01FB | 2C000000 |  |  |  |  |
| 12 | 01FC | 01FC | 4000BBA1 | SET | M |  |  |
|  | 01FD | 01FD | 48000003 |  |  |  |  |
| 13 | 01FE | O2FE | 7790835F | EQF | (124,8),(88,8) COMPARE | PX 2 TO | PX 9 |
|  | 01FF | 01FF | 00008841 |  |  |  |  |
|  | 0200 | 0200 | 3F070203 |  |  |  |  |
|  | 0201 | 0201 | 43A488A5 |  |  |  |  |
|  | 0202 | 0202 | 43340045 |  |  |  |  |
|  | 0203 | 0203 | 00002243 |  |  |  |  |
| 14 | 0204 | 0204 | 48000002 | L | M, Y |  |  |
| 15 | 0205 | 0205 | 75E0037B | ADC | (120,4), (28,4),(120,4) | INCR | TAG? |
|  | 0206 | 0206 | 73C01F78 |  |  |  |  |
|  | 0207 | 0207 | 37200303 |  |  |  |  |
|  | 0208 | 0208 | $2 \mathrm{C000000}$ |  |  |  |  |
| 16 | 0209 | 0209 | 4000B8A1 | SET | M |  |  |
|  | 020A | 020A | 48000003 |  |  |  |  |
| 17 | 0208 | 0208 | 77908 F 98 | EQF | (136,8), (148,8) COMP' 'E | PX 3 TO | PX 4 |
|  | 020C | 020C | 00008841 |  |  |  |  |
|  | 0200 | 0200 | 3F070210 |  |  |  |  |
|  | O20E | 020E | 43A488A5 |  |  |  |  |
|  | 020F | 020F | 43340045 |  |  |  |  |
|  | 0210 | 0210 | 00002243 |  |  |  |  |


| MODAL |  | APPLE | V04-00 24 | 20: | 30 Page 00015 V |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0211 | 0211 | 48000002 | L | M, Y |  |  |  |
| 2 | 0212 | 0212 | 75E00387 | ADC | $(132,4),(28,4),(132,4)$ |  | INCR | TAG? |
|  | 0213 | 0213 | 73C01F87 |  |  |  |  |  |
|  | 0214 | 0214 | 37200303 |  |  |  |  |  |
|  | 0215 | 0215 | $2 \mathrm{C000000}$ |  |  |  |  |  |
| 3 | 0216 | 0216 | 4000BBA1 | SET | M |  |  |  |
|  | 0217 | 0217 | 48000003 |  |  |  |  |  |
| 4 | 0218 | 0218 | 77908FA7 | EQF | ( 236,8$),(160,8)$ COMPARE | PX | 3 10 | PX 6 |
|  | 0219 | 0219 | 00008841 |  |  |  |  |  |
|  | 0214 | 021A | 3F070210 |  |  |  |  |  |
|  | 0218 | 0218 | 43448885 |  |  |  |  |  |
|  | 021 C | 021C | 43340045 |  |  |  |  |  |
|  | 0210 | 0210 | 00002243 |  |  |  |  |  |
| 5 | $021 E$ | 021E | 48000002 | $L$ | M, Y |  |  |  |
| 6 | 021F | 021F | 75E00387 | ADC | $(132,4),(28,4),(132,4)$ |  | INCR | TAG? |
|  | 0220 | 0220 | $73 \mathrm{CO1F87}$ |  |  |  |  |  |
|  | 0221 | 0221 | 37200303 |  |  |  |  |  |
|  | 0222 | 0222 | $2 \mathrm{C000000}$ |  |  |  |  |  |
| 7 | 0223 | 0223 | 4000BBA1 | SET | M |  |  |  |
|  | 0224 | 0224 | 48000003 |  |  |  |  |  |
| 8 | 0225 | 0225 | 77908FB3 | EQF | (136,8),(172,8) COMPARE | PX | 3 T0 | PX 7 |
|  | 0226 | 0226 | 00008841 |  |  |  |  |  |
|  | 0227 | 0227 | 3F07022A |  |  |  |  |  |
|  | 0228 | 0228 | 43448845 |  |  |  |  |  |
|  | 0229 | 0229 | 43340045 |  |  |  |  |  |
|  | 022A | 022A | 00002243 |  |  |  |  |  |
| 9 | 022B | 0228 | 48000002 | L | M, Y |  |  |  |
| 10 | 022C | 022C | 75E00387 | ADC | (132,4), (28,4),(132,4) |  | INCR | TAG? |
|  | 0220 | 0220 | $73 \mathrm{COLF87}$ |  |  |  |  |  |
|  | 022E | 022E | 37200303 |  |  |  |  |  |
|  | 022F | 022F | 2C000000 |  |  |  |  |  |
| 11 | 0230 | 0230 | 4000BBA1 | SET | M |  |  |  |
|  | 0231 | 0231 | 48000003 |  |  |  |  |  |
| 12 | 0232 | 0232 | 77908FBF | EQF | (136,81,(184,8) COMPARE | PX | 3 T0 | PX 8 |
|  | 0233 | 0233 | 00008841 |  |  |  |  |  |
|  | 0234 | 0234 | 3F070237 |  |  |  |  |  |
|  | 0235 | 0235 | 43A488A5 |  |  |  |  |  |
|  | 0236 | 0236 | 43340045 |  |  |  |  |  |
|  | 0237 | 0237 | 00002243 |  |  |  |  |  |
| 13 | 0238 | 0238 | 48000002 | L | M, Y |  |  |  |
| 14 | 0239 | 0239 | 75 E 00387 | ADC | $(132,4),(28,4),(132,4)$ |  | INCR | TAG? |
|  | 023A | 023A | $73 C 01 F 87$ |  |  |  |  |  |
|  | 023B | 023B | 37200303 |  |  |  |  |  |
|  | 023 C | 023C | 2C000000 |  |  |  |  |  |
| 15 | 0230 | 0230 | 40008BA1 | SET | M |  |  |  |
|  | $023 E$ | 023E | 48000003 |  |  |  |  |  |
| 16 | $023 F$ | $023 F$ | 77908F5F | EaF | (136,8), (88,8) COMPARE | PX | 3 T0 | PX 9 |
|  | 0240 | 0240 | 00008841 |  |  |  |  |  |
|  | 0241 | 0241 | 3F070244 |  |  |  |  |  |
|  | 0242 | 0242 | 43448845 |  |  |  |  |  |
|  | 0243 | 0243 | 43340045 |  |  |  |  |  |
|  | 0244 | 0244 | 00002243 |  |  |  |  |  |
| 17 | 0245 | 0245 | 48000002 | 4 | M, Y |  |  |  |
| 18 | 0246 | 0246 | 75E00387 | ADC | (132,4),(28,4),(132,4) |  | INCR | TAG? |
|  | 0247 | 0247 | $73 C 01 F 87$ |  |  |  |  |  |
|  | 0248 | 0248 | 37200303 |  |  |  |  |  |
|  | 0249 | 0249 | $2 C 000000$ |  |  |  |  |  |

MOOAL APPLE V04-00 24-JUL-80 20:17:30 PAGE 00016 V
1 024A 024A 4000BBA1 SET M
$0 こ 4 B 024 B 48000003$
2024 C 024 C 77909 BA 7 0240024000008841 024E 024E 3F070251 02',F 024F 43A488A5 02500250433400 A5 0251025100002243
30252025248000002
$40253025375 E 00393$ 02540254 73C01F93 0255025537200303 0256025620000000
$50257025740008 B A 1$ 0258025848000003
$602590259779098 B 3$ 025A 025A 09008841 025B 025B 3F07025E 025 C 025 C 43A488A5 0250025043340045 025E 025E 00002243 7 025F 025F 48000002
$80260026075 E 00393$ 02610261 73C01F93 0262026237200303 $026302632 C 000000$ 9026402644000 BBA1 0265026548000003 $1002660266779098 B F$ 0267026700008841 02680268 3F07026B 0269026943148825 026A 026A 433400A5 026B 026800002243 11 026C 026C 48000002 120260026075 E 00393 026E 026E 73C01F93 026F 026F 37200303 02700270 2C000000 $1302710271400088 A 1$ 0272027248000003
14027302737790985 F 0274027400008841 02750275 3F070278 $0276027643 A 488 A 5$ 0277027743340045 0278027800002243 150279027948000002 16 027A 027A 75E00393

L M,Y
ADC $(144,4),(28,4),(144,4)$ INCR TAG?

SET M
EQF $(148,8),(172,8)$ COMPARE PX 4 TO PX 7

SET M
$L \quad M, r$
ADC $(144,4),(28,4),(144,4)$ INCR TAG? (148,8), (172,8) COMPARE PX 4 TO PX 7

EGF $(148,8),(184,8)$ COMPARE PX 4 TO PX 8
$L \quad M, Y$
ADC $\quad(144,4),(28,4),(144,4) \quad$ INCR TAG?

SET M
EGF $(148,8),(88,8)$ COMPARE PX 4 TO PX 9

L M,Y
AOC $(144,4),(28,4),(144,4)$ INCR TAG?

> INCR IAG: 027 B 0278 73C01F93 027 C 027C 37200303 027D 027D 2C000000 17 027E 027E 4000BBA1 027F 027F 08000003

SET M


```
MODAL APPLE V04-00 24-JUL-80 20:17:30 PAGE 00018 V
    l 02BA 02BA 48000002 L M,Y
    2 02BB 02BB 75E003AB AD
    ADC (168,4),(28,4),(168,4)
        INCR TAG?
        02BC 02BC 73C01FAB
        028D 02B0 37200303
        02BE 02BE 2C000000
    3 02BF 02BF 4000BBA1
        02C0 02CO 48000003
    4 02C1 02C1 7790BF5F
        02C2 02C2 00008841
        02C3 02C3 3F0702Cs
        02C4 02C4 43A48845
        02C5 02C5 433400A5
        02C6 02C6 00002243
    5 02C7 02C7 480000002
    6 02C8 02C8 75E003B7
        02C9 02C9 73C01FB7
        02CA 02CA 37200303
        02CB 02CB 2C000000
    SET M.
    EGF (184,8),(88,8) COMPARE PX 8 TO PX 9
L M,Y
ADC (180,4),(28,4),(180,4) INCR TAG?
```






|  |  |  | APPLE | V04-00 24 | 4-JUL | 20:27 | 0 PAGE 00023 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 |  |  |  |  |  |  |  |
|  | 2 |  |  |  |  | IF OBUF | F IS FULL OUTPUT | to comtal |
|  | 3 |  |  |  |  |  |  |  |
|  | 4 | 0340 | 0340 | 34810612 |  | LR | BL, OBEF | 15 OBUFF FULL? |
|  | 5 | 034E | 034E | 2911035 E |  | BNZ,BL | OBNF | IF NOT CHECK IBUFF |
|  | 6 |  |  |  |  | TRAN | TRAN1 | IF 30, OUTPUT |
|  |  | 0347 | 0345 | 72800000 |  |  |  |  |
|  |  | 0350 | 0350 | 34100016 |  |  |  |  |
|  |  | 0351. | 0351 | $30 C 18010$ |  |  |  |  |
|  | 8 |  |  |  |  | IOMAIT | LINK以D1 |  |
|  |  | 0352 | 0352 | 72800000 |  |  |  |  |
|  |  | 0353 | 0353 | 74100000 |  |  |  |  |
|  |  | 0354 | 0354 | 37200000 |  |  |  |  |
|  |  | 0355 | 0355 | 30C18019 |  |  |  |  |
|  | 9 | 0356 | 0356 | 36810001 |  | LR | (BL,DP), TRANL+1 | UPDATE TRAN OUT |
|  | 10 | 0357 | 0357 | 3E2F0358 |  | RPT, LOE |  |  |
|  | 11 | 0358 | 0358 | 28140001 |  | INPR | Op |  |
|  | 12 | 0359 | 0359 | 30810001 |  | SP | (BL,OP) , TRANL+1 |  |
|  | 13 | 035A | 0 551 | 32800000 |  | LI | DP,0 | RE-IMITIALIEE |
| W | 14 | 035B | 0358 | 30810610 |  | SR | DP, DEDP | OBUFF DATA POINTER |
|  | 15 | 035C | 035C | 34101000 |  | LI | BL, MxOADP | And |
| W | 16 | 0350 | 0350 | 30810612 |  | 3 R | BL, CBEF | OBUFF EMPTY FLAG |
|  | 17 |  |  |  | ; |  |  |  |
|  | 18 |  |  |  | ; | IF IBUF | F IS NOT EMPTY GE | ET NEXT LINE |
|  | 19 |  |  |  |  |  |  |  |
|  | 20 | 035E | 035E | 34810613 | OBNF | LR | BL, IBEF | IS IBUFF EMPTY? |
|  | 21 | 035F | 035F | 29110072 |  | BNZ, $\mathrm{BL}^{\text {ch }}$ | NXLINE | If MOT, NEXT LINE |
|  | 22 |  |  |  | ; |  |  |  |
|  | 23 |  |  |  | ; | IF ENTI | RE IMAGE HAS NOT | BEEN INPUT |
|  | 24 |  |  |  | ; | MOVE | RE DATA INTO IBUF | IF |
|  | 25 |  |  |  | ; |  |  |  |
|  | 26 | 0360 | 0360 | 34810614 |  | LR | BL, LIF | HAS ENTIRE IMAGE |
|  | 27 | 0361 | 0361 | 01030001 |  | DECR | BL | BEEN INPUT |
| W | 28 | 0362 | 0362 | 30810614 |  | SR | BL,LIf |  |
|  | 29 | 0363 | 0363 | 29010370 |  | BZ,BL TRAN | DONE tranz | IF 50, 60 TO DONE IF NOT, INPUT |
|  |  | 0364 | 0364 | 72800000 |  |  |  |  |
|  |  | 0365 | 0365 | 34A00016 |  |  |  |  |
|  |  | 0366 | 0366 | 30C18010 |  |  |  |  |
|  | 32 |  |  |  |  | IOWAIT | LINKW02 | more image |
|  |  | 0367 | 0367 | 72800000 |  |  |  |  |
|  |  | 0368 | 0368 | 74100000 |  |  |  |  |
|  |  | 0369 | 0369 | 37200000 |  |  |  |  |
|  |  | 036A | 036A | $30 C 28010$ |  |  |  |  |
|  | 33 | 036B | 036B | 32800000 |  | 11 | QP, 0 | RE-INITIALIzE |
| W | 34 | 036C | 036C | 30810611 |  | SR | DP, IBDP | IBUFF OATA POINTER |
|  | 35 | 0360 | 034D | 34401000 |  | LI | BL, MXIEDP | AND |
| H | 36 | O36E | 036E | 30810613 |  | 5R | BL, IBEF | IBUFF EMPTY FLAG |
|  | 37 | 036F | 036F | 28010072 |  | B | NXLINE | PROCESS NEXT LINE |


| MOOAL |  | APPLE | V04-00 24 | 24-JUL-80 | 20:17:30 | 30 PAGE 00024 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  | ; |  |  |  |
| 2 |  |  |  | ; | move las | St LINE TO OBUFF | ANO |
| 3 |  |  |  | ; | OUTPUT O | DBUFF TO COMTAL |  |
| 4 |  |  |  | ; |  |  |  |
| 5 | 0370 | 0370 | 3F7F0370 | DONE | LOOP, 3P | LTIINE | HOVE LINE TO OBUFF |
| 6 | 0371 | 0371 | 32810611 |  | LR | DP, IBDP |  |
| 7 | 0372 | 0372 | 36044000 |  | LR | C,IBUFF(DP),2 | LOAD 4 PX IN C REE |
| W 8 | 0373 | 0373 | 30810611 |  | SR | DP, IEDP |  |
| 9 | 0374 | 0374 | 400077A1 |  | CLR | $\times$ | PIXEL SHAP |
| 10 | 0375 | 0375 | 42009940 |  | SC | $x(0)$ | 1,2,3,4 TO 4,3,2,1 |
| 11 | 0376 | 0376 | 40088880 |  | ROT | $x,-8,16$ |  |
|  | 0377 | 0377 | 400088B0 |  |  |  |  |
| 12 | 0378 | 0378 | 40100888 |  | ROT | $x,-16,32$ |  |
|  | 0379 | 0379 | 40008008 |  |  |  |  |
| 13 | 037A | 037A | 21COAOFB |  | LCM | X 0 O) |  |
| 14 | 0378 | 0378 | 32810610 |  | LR | DP,080P |  |
| 15 | 037C | 037C | 30048000 |  | SR | C, OBUFF(DP),2 | STORE 4 PX IN OBUFF |
| W 16 | 0370 | 0370 | 30810610 | LTLINE | SR | DP,OBDP |  |
| 17 |  |  |  |  | TRAN | TRAN1 | OUTPUT FIMAL OBUFF |
|  | 0378 | $037 E$ | 72800000 |  |  |  |  |
|  | 037 F | 037F | 34A00016 |  |  |  |  |
|  | 0380 | 0380 | $30 C 18010$ |  |  |  |  |
| 19 |  |  |  |  | IOMAIT | LINKMDI |  |
|  | 0382 | 0382 | 72800000 |  |  |  |  |
|  | 0382 | 0382 | 74100000 |  |  |  |  |
|  | 0383 | 0383 | 37200000 |  |  |  |  |
|  | 0384 | 0384 | 30 Cl 8010 |  |  |  |  |
| 20 |  |  |  |  | RLSE | LINKKDI |  |
|  | $0385$ | $0385$ | $72800000$ |  |  |  |  |
|  | 0386 | $0386$ | $34 A 00018$ |  |  |  |  |
|  | 0387 | 0387 | 30 Cl 18010 |  |  |  |  |
| 22 |  |  |  |  | RLSE | LINKKD2 |  |
|  | 0388 | 0388 | 72800000 |  |  |  |  |
|  | 0389 | 0389 | 34400018 |  |  |  |  |
|  | 038A | 0384 | $30 C 18010$ |  |  |  |  |
| 24 | 0388 | 0388 | 38002000 | ERR | WAIT |  |  |
| 25 |  |  | 0610 |  | ORG | X'0610', | HIEH SPEED DATA BUFFER |
| 26 |  |  | 0610 | 080P | D3 |  | OBUFF POINTER STORAGE |
| 27 |  |  | 0612 | IBDP | DS |  | IBUFF POINTER STORAGE |
| 28 |  |  | 0612 | OBEF | DS |  | OBUFF EMPTY FLAG |
| 29 |  |  | 0613 | IBEF | DS |  | IBUFF EMPTY FLAG |
| 30 |  |  | 0614 | LIF | DS |  | LAST IBUFF FLAG |
| 31 |  |  | 0000 |  | END | MODAL |  |

MODAL APPLE V04-00 24-JUL-80 20:17:30 PAGE 00025 V ERRORS DETECTED: 00000 WARNINGS DETECTED: 00018

APPENDIX C

ODDPX PROGRAM

| OODPX | APPLE V04-00 24-JUL-80 | 21:05:11 PAGE 00001 V |
| :---: | :---: | :---: |
| 2 | ; |  |
| 3 | ; |  |
| 4 | ODOPX | StART |
| 5 |  | EXTRN LINKBK1,LINKKBK2,TRAN1,TRAN2 |
| 6 |  | EXTRN LINKWDI, LINKWO2 |
| 7 |  | ENTRY ERRTN1, ERRTN2,ERRTN3 |
| 8 |  | ENTRY ERRTN4,ERRTNS |
| 9 | ; |  |
| 10 | ; |  |
| 11 | ; |  |
| 12 | ; | DAVID M. CRAHFORD |
| 13 | ; | RESEARCH ASSISTANT |
| 14 | ; | ELECTRICAL ENGINEERING DEPT. |
| 15 | ; | UNIVERSITY OF MISSOURI - COLUMBIA |
| 16 | ; | 16 MAY 1980 |
| 17 | ; | REVISION: 16 JULY 1980 |
| 18 | ; | REVISION: 22 JULY 1980 |
| 19 | ; |  |
| 20 | ; |  |
| 21 | ; | THIS PROERAM IS DESIGNED TO PERFORM NOISE |
| 22 | ; | REDUCTION ON IMAGES BY USING AN ODD PIXEL |
| 23 | ; | REPLACEMENT TECHNIGUE. THE IMAGE, $512 \times 512$ |
| 24 | ; | PIXELS, IS READ FROM MAGNETIC TAPE AND PRO- |
| 25 | ; | CESSED BY STARAN. THE NEN IMAGE IS THEN |
| 26 | ; | OUTPUT TO THE COMTAL DISPLAY. |
| 27 | ; |  |
| 28 | ; | COD PIXEL REPLACEMENT- |
| 29 | ; |  |
| 30 | ; | THIS TECHNIGUE USES A 3X3 NEIEHBORHOOO. |
| 31 | ; | THO MODES OF OPERATION ARE USED: |
| 32 | ; | HODE O - THE NEIGHBORS IN THE NEIGHBORHOOD |
| 33 | ; | ARE AVERAGED BY ADOING THEM TOGETHER |
| 34 | ; | AND DIVIDING BY EIEHT, IF THIS |
| 35 | ; | AVERAGE DIFFERS FROM THE CENTER |
| 36 | ; | PIXEL OF THE NEIGHBORHOOD BY MORE |
| 37 | ; | THAN A USER SPECIFIED THRESHOLD |
| 38 | ; | (THRES) THE CENTER PIXEL IS REPLACED |
| 39 | ; | by the average. |
| 40 | ; | HODE 1 - EIGHT NEIGHBORING PIXELS ARE EACH |
| 41 | ; | COMPARED TO THE CENTER PIXEL. THE |
| 42 | ; | NUMBER OF NEIGHBORS THAT EXCEED |
| 43 | ; | A USER SPECIFIED THRESHOLD(THRES) |
| 44 | ; | ARE DETERMINED. If THIS NUMBER |
| 45 | ; | EQUALS OR EXCEEDS THE MMOUNT |
| 46 | ; | SPECIFIED SY THE USER (NON) THE |
| 47 | ; | CENTER PIXEL WILL BE REPLACED BY |
| 48 | ; | the average of those neighbors |
| 49 | ; | EXCEEDING THE THRESHOLD. |
| 50 | ; |  |
| 51 | ; |  |






| ODOPX |  | APFLE | V04-00 24-JU | 21:05:1 | 11 PAGE 00006 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 005A | 005A | 33000000 | LI | FP12,0 | ARRAY WORD POINTER |
| 2 | 005B | 0058 | 3F7F0078 | LOOP, SP | L2 | 2ND LINE IN ARRAY |
| 3 | 005C | 005C | 3605A000 | LR | C, IBUFF(DP), 3 | LOAD 4 PX IN C REG |
| 4 | 0050 | 0050 | 400088A1 | SCW | $(0,8),(10,8)$ | PX TO ARRAY |
|  | 005E | 005E | 4FCOAABF |  |  |  |
|  | 005F | 005F | 42008840 |  |  |  |
|  | 0060 | 0060 | 40FE8852 |  |  |  |
|  | 0061 | 0061 | $40 F 88852$ |  |  |  |
|  | 0062 | 0062 | $57 C 00002$ |  |  |  |
|  | 0063 | 0063 | 08000003 |  |  |  |
| 5 | 0064 | 0064 | $01 E 00001$ | INCR | FP12 | NEXT HORD |
| 6 | 0065 | 0065 | 400088A1 | SCN | $(8,0),(10.0)$ | PX TO ARRAY |
|  | 0066 | 0066 | 4FCOAA8F |  |  |  |
|  | 0067 | 0067 | 42008840 |  |  |  |
|  | 0068 | 0068 | 40FE8852 |  |  |  |
|  | 0069 | 0069 | 57C00002 |  |  |  |
|  | 006A | 006A | 08000003 |  |  |  |
| 7 | 0068 | 0068 | 01E00001 | INCR | FP12 | NEXT HORD |
| 8 | 006C | 006C | 400088A1 | SCW | $(16,8),(10,8)$ | PX TO ARRAY |
|  | 0060 | 0060 | $4 F C O A A B F$ |  |  |  |
|  | 006 E | 006E | 42008840 |  |  |  |
|  | $006 F$ | 006F | 40F8885A |  |  |  |
|  | 0070 | 0070 | 40FE885A |  |  |  |
|  | 0071 | 0071 | 57C00002 |  |  |  |
|  | 0072 | 0072 | 08000003 |  |  |  |
| 9 | 0073 | 0073 | 01E00001 | INCR | FP12 | NEXT HORD |
| 10 | 0074 | 0074 | 400088A1 | SCH | $(24,8),(10,8)$ | PX TO ARRAY |
|  | 0075 | 0075 | 4FCOAABF |  |  |  |
|  | 0076 | 0076 | 42008840 |  |  |  |
|  | 0077 | 0077 | 40F0885A |  |  |  |
|  | 0078 | 0078 | 40FE885A |  |  |  |
|  | 0079 | 0079 | 57C00002 |  |  |  |
|  | 007A | 007A | 08000003 |  |  |  |
| 11 | 0078 | 007B | 01E00001 L2 | INCR | FP12 | NEXT HORD |
| W 12 | 007 C | 007 C | 30810611 | SR | DP, IBDP |  |
| W 13 | 0070 | 0070 | 30810613 | SR | BL, I8EF |  |


| $\begin{array}{r} \text { ODOPX } \\ 1 \\ 2 \end{array}$ |  | APPLE | V04-00 | $\begin{aligned} & \text { 24-JUL-8 } \\ & \text {; } \end{aligned}$ | 21:05:1 | OTHER LINE FROM | IBUFF TO THE ARRAY |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 3 |  |  |  | , |  |  |  |
| 4 | 007E | $007 E$ | 32810611 | NXLINE | LR | DP, IBDP |  |
| 5 | 007 F | 007F | 34810613 |  | LR | BL,IBEF |  |
| 6 | 0080 | 0080 | 33C00000 |  | 11 | FP12,0 | ARRAY WORD POINTER |
| 7 | 0081 | 0081 | 3F7F00A5 |  | LOOP,5P | LINE | move line in apray |
| 8 | 0082 | 0082 | 3605A000 |  | LR | C,IBUFF(0P), 3 | LOAD 4 PX IN C REG |
| 9 | 0083 | 0083 | 400088A1 |  | SCH | $(0,8),(19,8)$ | PX TO ARRAY |
|  | 0084 | 0084 | $4 \mathrm{FCOB3D} 7$ |  |  |  |  |
|  | 0085 | 0085 | 42008840 |  |  |  |  |
|  | 0086 | 0086 | $40 F C 8852$ |  |  |  |  |
|  | 0087 | 0087 | 40FF885A |  |  |  |  |
|  | 0088 | 0088 | 40F0885A |  |  |  |  |
|  | 0089 | 0089 | 57C00002 |  |  |  |  |
|  | 008A | 008A | 08000003 |  |  |  |  |
| 10 | 008B | 0088 | 01E00001 |  | INCR | FP12 | NEXT HORD |
| 11 | 008C | 008C | 400088A1 |  | SCH | $(8,8),(19,8)$ | PX TO ARRAY |
|  | 0080 | 0080 | 4FCOB307 |  |  |  |  |
|  | 008E | 008E | 42008840 |  |  |  |  |
|  | 008F | 008F | 40FC885A |  |  |  |  |
|  | 0090 | 0090 | 40FF8852 |  |  |  |  |
|  | 0091 | 0092 | 40F0885A |  |  |  |  |
|  | 0092 | 0092 | 57C00002 |  |  |  |  |
|  | 0093 | 0093 | 08000003 |  |  |  |  |
| 12 | 0094 | 0094 | 01E00001 |  | INCR | FP12 | NEXT WORD |
| 13 | 0095 | 0095 | 400088A1 |  | SCW | $(16,8),(19,8)$ | PX TO ARRAY |
|  | 0096 | 0096 | $4 \mathrm{FCOB3D7}$ |  |  |  |  |
|  | 0097 | 0097 | 42008840 |  |  |  |  |
|  | 0098 | 0098 | 40FF885A |  |  |  |  |
|  | 0099 | 0099 | 40FC885A |  |  |  |  |
|  | 009A | 009A | 57C00002 |  |  |  |  |
|  | 0098 | 0098 | 08000003 |  |  |  |  |
| 14 | 009C | 009C | $01 E 00001$ |  | INCR | FP12 | NEXT HORD |
| 15 | 0090 | 0090 | 400088A1 |  | SCH | $(24,8),(19,8)$ | PX TO ARRAY |
|  | 009 E | 009 E | 4FCOB307 |  |  |  |  |
|  | 009F | 009F | 42008840 |  |  |  |  |
|  | 0040 | 0040 | 40FC885A |  |  |  |  |
|  | 00Al | 00A1 | 40FF8852 |  |  |  |  |
|  | 00A2 | 00A2 | 4000885A |  |  |  |  |
|  | 00A3 | 00a3 | 57C00002 |  |  |  |  |
|  | 0014 | 0014 | 08000003 |  |  |  |  |
| 16 | 00A5 | 00A5 | $01 E 00001$ | LINE | INCR | FP12 | NEXT WORD |
| H 17 | 00ab | doab | 30810611 |  | SR | DP, IRDP |  |
| H 18 | 0047 | 0047 | 30810613 |  | SR | BL, IBEF |  |





| osurs |  |  | 104-00 | -4-JUL-00 | 21:05.11 Page 00011 V |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  | ; |  |  |  |
| 2 |  |  |  | ; | CALCULATE THE NIJIEER OF NEIGHBORING FIVF:S |  |  |
| 3 |  |  |  | ; | DIFFERING FPOM THE CENTER PIXEL BY PIODE :IMAI\% |  |  |
| 4 |  |  |  | ; | the threshold store value in cnteuf (10:,51. |  |  |
| 5 |  |  |  | ; | ADD THOSE NEIGHBORS TOGETHER THAT DIFFER BY |  |  |
| 6 |  |  |  | ; | more than the threshold ardo store them in |  |  |
| 7 |  |  |  | ; | SUMBUF ( 81,12 ). |  |  |
| 8 |  |  |  | ; | LI |  |  |
| 9 | 012F | 012 F | 74200001 | 1 METH2 |  | CH, 1 | ADD 1 |
| 10 | 0130 | 0130 | 72000019 |  | 11 | $\mathrm{Cl}_{\mathrm{M}}^{\text {chithres }}$ | THRESHOLO |
| 11 | 0131 | 0131 | 40008BA1 |  | SET |  |  |
|  | 0132 | 0132 | 48000003 |  |  | M | PX2-Px5 |
| 12 | 0133 | 0133 | 75E00808 |  | SBF | $(0,9),(9,9),(93,9)$ |  |
|  | 0134 | 0134 | $73 C 01165$ |  |  |  |  |
|  | 0135 | 0135 | 37200808 |  |  |  |  |
|  | 0136 | 0136 | 2C000000 |  |  |  |  |
| 13 | 0137 | 0137 | 2C21024D |  | BAL,R2 | LIMITS |  |
| 14 | 0138 | 0138 | 75E0085C |  | ADF | (0,9),(81, 12),(81,12) | ADD TO sutibuf |
|  | 0139 | 0139 | 73C0085C |  |  |  |  |
|  | 013A | 013A | 37200808 |  |  |  |  |
|  | 013 B | 0138 | 2C000000 |  |  |  |  |
| 15 | 013 C | $013 C$ | 75E0046A |  | ADC | $(102,5),(12,5),(102,5)$ | IHCR Ciatbuf |
|  | 0130 | 0130 | 73C00F6A |  |  |  |  |
|  | 013 E | 013E | 37200404 |  |  |  |  |
|  | $013 F$ | $013 F$ | 2C000000 |  |  |  |  |
| 16 | 0140 | 0140 | 4000BBAL |  | SET | M |  |
|  | 0141 | 0141 | 48000003 |  |  |  |  |  |
| 17 | 0142 | 0142 | 75E0081A |  | SBF | $(18,9),(9,9),(93,9)$ | PX8-PX5 |
|  | 0143 | 0143 | $73 C 01165$ |  |  |  |  |
|  | 0144 | 0144 | 37200808 |  |  |  |  |
|  | 0145 | 0145 | $2 C 000000$ |  |  |  |  |
| 18 | 0146 | 0146 | 2C21024D |  | $\begin{aligned} & B A L, R 2 \\ & A D F \end{aligned}$ | LIMITS$(18,9),(81,12),(81,12)$ | ado to Sumela |
| 19 | 0147 | 0147 | 75E0085C |  |  |  |  |
|  | 0148 | 0148 | 73C01A5C |  |  |  |  |
|  | 0149 | 0149 | 37200808 |  |  |  |  |
|  | 014A | 014A | 2C000000 |  |  |  |  |
| 20 | 0148 | 0148 | 75E0046A |  | ADC | $(102,5),(11,5),(102,5)$ | INCR CINTBUF |
|  | $014 C$ | 014C | 73C00F6A |  |  |  |  |
|  | 014 D | 0140 | 37200404 |  |  |  |  |
|  | 014E | 014E | 2C000000 |  |  |  |  |
| 21 | $014 F$ | 014F | 40008BA1 |  | SET | M |  |
|  | 0150 | 0150 | 48000003 |  |  |  |  |
| 22 | 0151 | 0151 | 75E00823 |  | SBF | $(27,9),(9,9),(93,9)$ | PX1-PX5 |
|  | 0152 | 0152 | $73 C 01165$ |  |  |  |  |
|  | 0153 | 0153 | 37200808 |  |  |  |  |
|  | 0154 | 0154 | 2C000000 |  |  |  |  |
| 23 | 0155 | 0155 | $2 \mathrm{C210240}$ |  | $\begin{aligned} & \text { BAL, RZ } \\ & \text { ADF } \end{aligned}$ | LIMITS$(27,9),(81,12),(81,12)$ |  |
| 24 | 0156 | 0156 | 75E0085C |  |  |  | ADD TO Slmeuf |
|  | 0157 | 0157 | 73C0235C |  |  |  |  |
|  | 0158 | 0158 | 37200808 |  |  |  |  |
|  | 0159 | 0159 | 2C000000 |  |  |  |  |
| 25 | 015A | 015A | 75E0046A |  | ADC | $(102,5),(11,5),(102,5)$ | INCR CNTEUF |
|  | 0158 | 0158 | 73C00F6A |  |  |  |  |
|  | $015 C$ | 015C | 37200404 |  |  |  |  |
|  | 0150 | 0150 | 2C000000 |  |  |  |  |
| 26 | $015 E$ | 015 E | 40008BA1 |  | SET | M |  |



| ODDPX |  | APPLE | V04-00 24 | 24-JUL-80 21:05 | 1 PAGE 00013 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0196 | 0196 | 75E0046A | ADC | $(102,5),(11,5),(102,5)$ | INCR CNTBUF |
|  | 0197 | 0197 | 73C00F6A |  |  |  |
|  | 0198 | 0198 | 37200404 |  |  |  |
|  | 0199 | 0199 | 2C000000 |  |  |  |
| 2 | 0194 | 019A | 4000BEA1 | SET | M |  |
|  | 0198 | 0198 | 48000003 |  |  |  |
| 3 | 019 | 019 C | 75E00850 | SBF | $(72,9),(9,9),(93,9)$ | PX9-PX5 |
|  | 0190 | 0190 | $73 C 01165$ |  |  |  |
|  | 0195 | 019E | 37200808 |  |  |  |
|  | 019 F | 019 F | 2C000000 |  |  |  |
| 4 | 0140 | 0140 | 2C210240 | BAL,R2 | LIMITS |  |
| 5 | 01A1 | 01al | 75E0085C | ADF | $(72,9),(81,12),(81,12)$ | ADD TO SumbuF |
|  | 0142 | 01A2 | 73C0505C |  |  |  |
|  | 0143 | 0143 | 3720080B |  |  |  |
|  | 0144 | 01A4 | 2C000000 |  |  |  |
| 6 | 0145 | 01A5 | 75E0046A | ADC | $(102,5),(11,5),(102,5)$ | INCR CNTBUF |
|  | 0146 | 01A6 | 73C00F6A |  |  |  |
|  | 0147 | 0147 | 37200404 |  |  |  |
|  | 0148 | 0148 | 2 COOOOOO |  |  |  |





|  | PX |  | APPLE | V04-00 24 | 4-JUL-80 | 21:05:1 | 11 PAGE 00017 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 |  |  |  | ; |  |  |  |
|  | 2 |  |  |  | ; | If ENTIR | Re Image has not | BEEN INPUT |
|  | 3 |  |  |  | ; | MOVE MOR | Pe data into ibuff |  |
|  | 4 |  |  |  | ; |  |  |  |
|  | 5 | 0221 | 0221 | 34810614 |  | LR | BL, LIF | HAS ENTIRE IMAGE |
|  | 6 | 0222 | 0222 | 01030001 |  | DECR | BL | BEEN INPUT |
| W | 7 | 0223 | 0223 | 30810614 |  | SR | BL, LIF |  |
|  | 8 | 0224 | 0224 | 29010231 |  | BZ,BL | DONE | IF SO, GO TO DONE |
|  | 9 |  |  |  |  | TRAN | TRAN2 | IF NOT, INPUT |
|  |  | 0225 | 0225 | 72800000 |  |  |  |  |
|  |  | 0226 | 0226 | 34900016 |  |  |  |  |
|  |  | 0227 | 0227 | $30 C 18010$ |  |  |  |  |
|  | 11 |  |  |  |  | IOWAIT | LINKWD2 | MORE IMAGE |
|  |  | 0228 | 0228 | 72800000 |  |  |  |  |
|  |  | 0229 | 0229 | 74400000 |  |  |  |  |
|  |  | 022A | 022A | 37200000 |  |  |  |  |
|  |  | 022B | 022B | 30C18010 |  |  |  |  |
|  | 12 | 022C | 022C | 32800000 |  | LI | DP, 0 | RE-INITIALIzE |
| W | 13 | 022D | 0220 | 30810611 |  | SR | DP, IBDP | IbUFF data pointer |
|  | 14 | 022E | 022E | 34A01000 |  | L1 | BL, MXIBDP | AND |
| W | 15 | 022F | 022F | 30810613 |  | SR | BL, IBEF | IBUFF EMPTY FLAG |
|  | 16 | 0230 | 0230 | 2801007 E |  | B | NXLINE | PROCESS NEXT LINE |
|  | 17 |  |  |  | ; |  |  |  |
|  | 18 |  |  |  | ; | MOVE LAS | ST LINE TO OBUFF | AND |
|  | 19 |  |  |  | ; | OUTPUT O | OBUFF TO COMTAL |  |
|  | 20 |  |  |  | ; |  |  |  |
|  | 21 | 0231 | 0231 | 3F7F023E | DONE | LOOP, SP | LTLINE | MOVE LINE TO OBuFF |
|  | 22 | 0232 | 0232 | 32810611 |  | LR | DP, IBDP |  |
|  | 23 | 0233 | 0233 | 3604A000 |  | LR | C, IBUFF(DP), 2 | LOAD 4 PX IN C REG |
| W | 24 | 0234 | 0234 | 30810611 |  | SR | OP, 180P |  |
|  | 25 | 0235 | 0235 | 400077A1 |  | CLR | $X$ | PIXEL SWAP |
|  | 26 | 0236 | 0236 | 420099AO |  | SC | $x(0)$ | 1,2,3,4 TO 4,3,2,1 |
|  | 27 | 0237 | 0237 | 400888BB |  | ROT | $x,-8,16$ |  |
|  |  | 0238 | 0238 | 400088 BB |  |  |  |  |
|  | 28 | 0239 | 0239 | 401086BB |  | ROT | $x,-16,32$ |  |
|  |  | 0234 | 023A | 400088BB |  |  |  |  |
|  | 29 | 0238 | 0238 | 21COAOFB |  | LCW | $x(0)$ |  |
|  | 30 | 023C | 023C | 32810610 |  | LR | DP,OBDP |  |
|  | 31 | 0230 | 0230 | 30048000 |  | SR | C, OBUFFIDP), 2 | STORE 4 PX IN OBUFF |
| W | 32 | 023E | 023E | 30810610 | LTLINE | SR | DP,ORDP |  |
|  | 33 |  |  |  |  | TRAN | TRAN1 | OUTPUT FINAL OBUFF |
|  |  | 023F | 023F | 72800000 |  |  |  |  |
|  |  | 0240 | 0240 | 34400016 |  |  |  |  |
|  |  | 0241 | 0241 | 30C18010 |  |  |  |  |
|  | 35 |  |  |  |  | IOWAIT | [INKWDI |  |
|  |  | 0242 | 0242 | 72800000 |  |  |  |  |
|  |  | 0243 | 0243 | 74A00000 |  |  |  |  |
|  |  | 0244 | 0244 | 37200000 |  |  |  |  |
|  |  | 0245 | 0245 | 30C18010 |  |  |  |  |
|  | 36 |  |  |  |  | RLSE | LINKWDI |  |
|  |  | 0246 | 0246 | 72800000 |  |  |  |  |
|  |  | 0247 | 0247 | 34400018 |  |  |  |  |
|  |  | 0248 | 0248 | 30C18010 |  |  |  |  |
|  | 38 |  |  |  |  | RLSE | LINKWD2 |  |
|  |  | 0249 | 0249 | 72800000 |  |  |  |  |
|  |  | 024A | 024A | 34A00018 |  |  |  |  |
|  |  | 0248 | 0248 | 30 Cl 18010 |  |  |  |  |
|  | 40 | 024C | 024C | 38002000 | ERR | WAIT |  |  |


| OODPX |  | APPLE | V04-00 24 | 4-JUL-80 | 21:05 | 5:11 PAGE 00018 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  | ; |  |  |  |
| 2 |  |  |  | ; | CHECK | DIfBUF(93,9) TO O | OETERMINE IF |
| 3 |  |  |  | ; | THE ? | HRESHOLD HAS BEEN | EXCEEDED |
| 4 |  |  |  | ; |  |  |  |
| 5 | 0240 | 0240 | 40007741 | Limits | CLR | $Y$ |  |
| 6 | 024E | 024E | 7790651F |  | LEC | $(93,9),(23,9)$ | DIFBUF<THRES |
|  | 024F | 024F | 03848445 |  |  |  |  |
|  | 0250 | 0250 | 3E060251 |  |  |  |  |
|  | 0251 | 0251 | 03841645 |  |  |  |  |
|  | 0252 | 0252 | 43802945 |  |  |  |  |
|  | 0253 | 0253 | 40002241 |  |  |  |  |
| 7 | 0254 | 0254 | 48000002 |  | L | M, Y |  |
| 8 | 0255 | 0255 | 75E00865 |  | MVNF | $(93,9),(93,9)$ | DIFBUF $=-$ DIFBUF |
|  | 0256 | 0256 | 33400065 |  |  |  |  |
|  | 0257 | 0257 | 26010000 |  |  |  |  |
| 9 | 0258 | 0258 | 40007741 |  | CLR | Y |  |
| 10 | 0259 | 0259 | 7790651F |  | LEC | $(93,9),(23,9)$ | -OIFBUF<THRES |
|  | 025A | 025A | 0384B445 |  |  |  |  |
|  | 025B | 025B | 3E06025C |  |  |  |  |
|  | $025 C$ | 025C | 03841645 |  |  |  |  |
|  | 0250 | 0250 | 43802945 |  |  |  |  |
|  | 025E | 025E | 40002241 |  |  |  |  |
| 11 | 025F | 025F | 400044A2 |  | LN | $M, Y$ |  |
|  | 0260 | 0260 | 08000003 |  |  |  |  |
| 12 | 0261 | 0261 | 28040000 |  | B | O(R2) |  |
| 13 |  |  | 0610 |  | ORG | $X^{\prime} 0610^{\prime}, 4$ | HIGH SPEED DATA BUFFER |
| 14 |  |  | 0610 | OBDP | DS |  | OBUFF POINTER STORAGE |
| 15 |  | , | 0611 | IBDP | DS |  | IBUFF POINTER STORAGE |
| 16 |  |  | 0612 | OBEF | DS |  | OBUFF EMPTY FLAG |
| 17 |  |  | 0613 | ISEF | 05 |  | IBUFF EMPTY FLAG |
| 18 |  |  | 0614 | LIF | DS |  | LAST IBUFF flag |
| 19 |  |  | 0000 |  | END | ODDPX |  |

ODDPX APPLE V04-00 24-JUL-80 21:05:11 PAGE 00019 V ERRORS DETECTED: 00000 WARNIHGS DETECTED: 00018

APPENDIX D

SIMNB PROGRAM


```
    SIMNB START
        EXTRH ITNKBKI,LINKBK2,TFAM,1,:PA::
```




```
        ENTRY EPPINA, ET\1H.5
```

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| SIMNB |  | APPLE | V04-00 24-JU | 21:47:5 | 54 PAGE 00006 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 005A | 005A | $33 \mathrm{COO000}$ | LI | FP12,0 | ARRAY WORD POINTER |
| 2 | 005B | 0058 | 3F7F0078 | LOOP,SP | 12 | 2ND LINE IN ARRAY |
| 3 | 005C | 005C | 3605A000 | LR | C,IBUFF(DP),3 | LOAD 4 PX IN C REG |
| 4 | 005D | 0050 | 400088A1 | SCW | $(0,8),(10,8)$ | PX TO ARRAY |
|  | 005E | 005E | 4FCOAABF |  |  |  |
|  | 005F | 005F | 42008840 |  |  |  |
|  | 0060 | 0060 | 40FE8852 |  |  |  |
|  | 0061 | 0061 | $40 F 88852$ |  |  |  |
|  | 0062 | 0062 | 57600002 |  |  |  |
|  | 0063 | 0063 | 08000003 |  |  |  |
| 5 | 0064 | 0064 | $01 E 00001$ | INCR | FP12 | NEXT WORD |
| 6 | 0065 | 0065 | 400088A1 | SCW | $(8,8),(10,8)$ | PX TO ARRAY |
|  | 0066 | 0066 | 4FCOAABF |  |  |  |
|  | 0067 | 0067 | 42008840 |  |  |  |
|  | 0068 | 0068 | $40 F E 8852$ |  |  |  |
|  | 0069 | 0069 | $57 C 00002$ |  |  |  |
|  | 006A | 006A | 08000003 |  |  |  |
| 7 | 006B | 0068 | 01500001 | INCR | FP12 | NEXT WORD |
| 8 | 006C | 006C | 400088A1 | SCW | $(16,8),(10,8)$ | PX TO ARRAY |
|  | 0060 | 0060 | $4 F C 0 A A 8 F$ |  |  |  |
|  | 006E | 006E | 42008840 |  |  |  |
|  | 006F | 006F | 40F8885A |  |  |  |
|  | 0070 | 0070 | 40FE885A |  |  |  |
|  | 0071 | 0071 | 57C00002 |  |  |  |
|  | 0072 | 0072 | 08000003 |  |  |  |
| 9 | 0073 | 0073 | 01E00001 | INCR | FPİ | NEXT WORD |
| 10 | 0074 | 0074 | 400088A1 | SCW | $(24,8),(10,8)$ | PX TO ARRAY |
|  | 0075 | 0075 | 4FCOAABF |  |  |  |
|  | 0076 | 0076 | 42008840 |  |  |  |
|  | 0077 | 0077 | 40F0885A |  |  |  |
|  | 0078 | 0078 | 40FE885A |  |  |  |
|  | 0079 | 0079 | 57C00002 |  |  |  |
|  | 007A | 007A | 08000003 |  |  |  |
| 11 | 0078 | 0078 | $01 E 00001$ L2 | INCR | FP12 | NEXT WORD |
| W 12 | 007C | 007C | 30810611 | SR | DP, IBDP |  |
| H 13 | 0070 | 0070 | 30810613 | SR | BL, IBEF |  |



| SITNB APPLE V04-00 24-JUL-80 21:47:54 PAGE 00008 |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  | ; |  |  |  |
| 2 |  |  |  | ; | SET UP PIXEL COMPARISON |  | BUFFER(27,54) IN |
| 3 |  |  |  | ; | THE ARRAY FIELDS (27,27) |  | AND (54,27). |
| 4 |  |  |  | ; |  |  |  |
| 5 | OOAB | 0048 | 73900000 |  | LI | FP1,0 |  |
| 6 | 00A9 | 00A9 | 73400018 |  | LI | FP2,27 |  |
| 7 | 00Aa | 00AA | 35A00036 |  | LI | FP3,54 |  |
| 8 | ooab | 00AB | 3F1A0083 |  | LOOP, 27 | SHFT | MOVE FIELO (0,27) |
| 9 | ooac | 00AC | 43009845 |  | L | $X, F P 1$ |  |
| 10 | 00AD | 00AD | 40FF88B3 |  | ROT | $x, 1$ | DOWN A WORD TO |
| 11 | doat | OOAE | 58400003 |  | S | X,FP2 | FIELO (27,27) ANO |
| 12 | 00aF | 00AF | 40FE8888 |  | ROT | $x,-2$ | UP A WORD TO |
|  | 00BO | 0080 | 400n888B |  |  |  |  |
| 13 | 0081 | 0081 | 18800003 |  | 3 | X,FP3 | FIELO (54,27) |
| 14 | 0082 | 0082 | 01700001 |  | INCR | FP1,FP2 | NEXT BIT CO.UATt |
| 15 | 0083 | 0083 | 01400001 | SHFT | INCR | FP3 |  |
| 16 | 0084 | 0084 | 73600000 |  | LI | FP12,0 | array 0 hord 0 |
| 17 | 0085 | 0085 | 47C088A5 |  | LCM | $(0,27),(27,27)$ | T0 |
|  | 0086 | 00B6 | 40 F 88883 |  |  |  |  |
|  | 0087 | 00B7 | 401C888B |  |  |  |  |
|  | 0088 | 0088 | 401F888B |  |  |  |  |
|  | 0089 | 0089 | 65C1A0D3 |  |  |  |  |
| 18 | 00BA | 008A | 73 COOLOO |  | II | FP12,X'0100' | MRRAY 1 HORD 0 |
| 19 | 00BB | 008B | 400088A1 |  | SCW | (0,27),(27,27) |  |
|  | OOBC | 008C | 4FC0A007 |  |  |  |  |
|  | 008D | 008D | 40008841 |  |  |  |  |
|  | OOBE | 008E | 40FC885A |  |  |  |  |
|  | 00BF | 008F | 40FF8852 |  |  |  |  |
|  | 00C0 | 00CO | 40E0885A |  |  |  |  |
|  | 00 Cl | 00C1 | 48000002 |  |  |  |  |
|  | 00 C 2 | 00C2 | 48600001 |  |  |  |  |
|  | 0063 | 00C3 | 42008840 |  |  |  |  |
|  | 00 C 4 | 00C4 | 40FC885A |  |  |  |  |
|  | 00 C 5 | 00C5 | 40FF8852 |  |  |  |  |
|  | $00 \mathrm{C6}$ | 00C6 | 40E0885A |  |  |  |  |
|  | 00 C 7 | $00 C 7$ | 57C00002 |  |  |  |  |
|  | 00 CB | 00C8 | 48000003 |  |  |  |  |
| 20 | 00c9 | 00C9 | 73C001FF |  | 11 | FP12,X'01FF' | ARRAY 1 HORD 255 |
| 21 | 00CA | 00CA | 47C088A5 |  | LCM | $(0,27),(54,27)$ |  |
|  | 00CB | 00CB | $40 F E 8883$ |  |  |  |  |
|  | OOCC | 00CC | 40F88883 |  |  |  |  |
|  | DOCD | OOCD | 65C2A003 |  |  |  |  |
| 22 | OOCE | OOCE | 73C000FF |  | LI | FP12,X'00FF' | ARRAY 0 MCRD 255 |
| 23 | 00CF | 00CF | 400088A1 |  | SCW | (0,27),(54,27) |  |
|  | 00DO | 0000 | 4FC1ACD7 |  |  |  |  |
|  | 0001 | 0001 | 40008841 |  |  |  |  |
|  | 0002 | 0002 | 40F8885A |  |  |  |  |
|  | 0003 | 0003 | 40FE8852 |  |  |  |  |
|  | 0004 | 0004 | 40E0885A |  |  |  |  |
|  | 0005 | 0005 | 48000002 |  |  |  |  |
|  | 0006 | 0006 | 4BC00001 |  |  |  |  |
|  | 0007 | 0007 | 42208840 |  |  |  |  |
|  | 0008 | 0008 | 40F8885A |  |  |  |  |
|  | 0009 | 0009 | 40FE8852 |  |  |  |  |
|  | 000A | 000A | 40E0885A |  |  |  |  |
|  | 0008 | 00DB | $57 \mathrm{C00002}$ |  |  |  |  |
|  | 000C | 00DC | 08000003 |  |  |  |  |










| SIMNB1 APPLE V04-00 24-JUL-80 21:47:54 P4GE 00017 V |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  | - | MOVE FIRST PIXEL AND LAST PIXEL UNALTERED TO OUTBUF $(107,8)$ |  |  |  |  |
| 3 |  |  |  | ; |  |  |  |  |  |
| 4 |  |  |  | ; |  |  |  |  |  |
| 5 | 0248 | 0248 | 73609000 |  | LI | FP12,0 | array | 0 | WORD 0 |
| 6 | 0249 | 0249 | $47 \mathrm{COB8A5}$ |  | LCM | $(0,8),(10,8)$ |  |  |  |
|  | 024A | 024A | 401E888B |  |  |  |  |  |  |
|  | 0248 | 0248 | 40188838 |  |  |  |  |  |  |
|  | 024C | $024 C$ | 65C0803B |  |  |  |  |  |  |
| 7 | 0240 | 0240 | 400088A1 |  | SCW | $(0,8),(107,8)$ | FIRST | PX | OF LINE |
|  | 024E | 024E | $4 F C 3 A B 97$ |  |  |  |  |  |  |
|  | 024F | $024 F$ | 42608640 |  |  |  |  |  |  |
|  | 0250 | 0250 | 40FC885a |  |  |  |  |  |  |
|  | 0251 | 0251 | 40 FF8852 |  |  |  |  |  |  |
|  | 0252 | 0252 | 40F0885A |  |  |  |  |  |  |
|  | 0253 | 0253 | 57C00002 |  |  |  |  |  |  |
|  | 0254 | 0254 | 48000003 |  |  |  |  |  |  |
| 8 | 0255 | 0255 | 73C001FF |  | LI | FPI2,X'01FF' | MRRAY | 1 | WORO 255 |
| 9 | 0256 | 0256 | $47 \mathrm{COB8A5}$ |  | LCH | $(0,8),(10,8)$ |  |  |  |
|  | 0257 | 0257 | 401E888B |  |  |  |  |  |  |
|  | 0258 | 0258 | 401888BB |  |  |  |  |  |  |
|  | 0259 | 0259 | 65C0803B |  |  |  |  |  |  |
| 10 | 025A | 025A | 400088A1 |  | SCW | $(0,8),(107,8)$ | LAST PX | PX 0 | OF ilne |
|  | 0258 | 0258 | $4 F C 3 A B 97$ |  |  |  |  |  |  |
|  | 025C | 025C | 42608840 |  |  |  |  |  |  |
|  | 0250 | 0250 | 40FC885A |  |  |  |  |  |  |
|  | $025 E$ | 025E | 40FF8852 |  |  |  |  |  |  |
|  | 025F | 025F | 40F0885A |  |  |  |  |  |  |
|  | 0260 | 0260 | 57600002 |  |  |  |  |  |  |
|  | 0261 | 0261 | 08000003 |  |  |  |  |  |  |




| SIMAB 1 |  | APPLE | V04-00 24 | $\begin{aligned} & \text { 24-JUL-80 } \\ & \text {; } \end{aligned}$ | 21:47:5 | 54 PAGE 00020 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2 |  |  |  | ; | MOVE LAS | St LINE YO OBUFF | AND |
| 3 |  |  |  |  | OUTPUT O | OBUFF TO COMTAL |  |
| 4 |  |  |  | ; |  |  |  |
| 5 | 02A8 | 02AB | 3F7F02B8 | DONE | LOOP, SP | LTLINE | MOVE LINE TO OBUFF |
| 6 | 02AC | 02AC | 32810611 |  | LR | DP, IBDP |  |
| 7 | 02AD | 02AD | 3604A000 |  | LR | C,IBUFF(DP),2 | LOAD 4 PX IN C REG |
| W 8 | 02AE | 02aE | 30810621 |  | SR | DP,IBDP |  |
| 9 | 02AF | - caf | 400077A1 |  | CLR | X | PIXEL SWAP |
| 10 | 0280 | 02B0 | 420099A0 |  | SC | $x(0)$ | 1,2,3,4 TO 4,3,2,1 |
| 11 | 0281 | 0281 | 4008888B |  | ROT | $x,-8,16$ |  |
|  | 02B2 | 02B2 | 400088BB |  |  |  |  |
| 12 | 0283 | 02B3 | 401088BB |  | ROT | $x,-16,32$ |  |
|  | 0284 | 0284 | 4000888B |  |  |  |  |
| 13 | 0285 | 02B5 | 21C0A0FB |  | LCW | $\mathrm{X}(0)$ |  |
| 14 | 0286 | 0286 | 32810610 |  | LR | DP,OBDP |  |
| 15 | 0287 | 0287 | 30048000 |  | SR | C,OBUFF(DP), 2 | STORE 4 PX IN OBUFF |
| M 16 | 0288 | 02B8 | 30810610 | LTLINE | SR | DP,OBDP |  |
| 17 |  |  |  |  | TRAN | TRANI | OUTPUT FINAL OBUFF |
|  | 0289 | 0289 | 72800000 |  |  |  |  |
|  | 028A | 028A | 34400016 |  |  |  |  |
|  | 0288 | 0288 | $30 C 18010$ |  |  |  |  |
| 19 |  |  |  |  | IOWAIT | LINKWD1 |  |
|  | 0288 | 02BC | 72800000 |  |  |  |  |
|  | 0280 | 02BD | 74A00000 |  |  |  |  |
|  | 028E | 02BE | 37200000 |  |  |  |  |
|  | 02BF | 02BF | 30C18010 |  |  |  |  |
| 20 |  |  |  |  | RLSE | LINKWOI |  |
|  | 02C0 | 02C0 | 72800000 |  |  |  |  |
|  | 02C1 | 02Cl | 34A00018 |  |  |  |  |
|  | $02 \mathrm{C2}$ | $02 C 2$ | 30C18010 |  |  |  |  |
| 22 |  |  |  |  | RLSE | LINKWD2 |  |
|  | $02 C 3$ | $02 C 3$ | 72800000 |  |  |  |  |
|  | $02 \mathrm{C4}$ | $02 C 4$ | 34000028 |  |  |  |  |
|  | $02 C 5$ | $02 C 5$ | 30C18010 |  |  |  |  |
| 24 | 02C6 | 02C6 | 38002000 | ERR | HAIT |  |  |


| SIMIB |  | APPLE | V04-00 24 | $24-J U L-80$ | 21:47: | 54 Page 00021 V |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2 |  |  |  | ; | CHECK 0 | IfBUF( 93.9 ) TO | determime if the |
| 3 |  |  |  | ; | THRESHO | LO HAS BEEN EXC | EEDED CHECK |
| 4 |  |  |  | ; | FOR LOW | OR HIGH NOISE | AS SPECIFIED. |
| 5 |  |  |  | , |  |  |  |
| 6 | $02 C 7$ | $02 C 7$ | 40007741 | 1 LIMITS | CLR | $\gamma$ |  |
| 7 | 02C8 | 02C8 | 32800000 |  | LI | DP, HOISE |  |
| 8 | 02C9 | 02C9 | 29510201 |  | BNZ,DP | HIGH |  |
| 9 | 22CA | 02CA | 7790651F |  | GTC | $(93,9),(23,9)$ | DIFBUF > THRES |
|  | 02CB | 02CB | 03847845 |  |  |  |  |
|  | 02CC | 02CC | 3E0602CD |  |  |  |  |
|  | 02CD | 02C0 | 03842945 |  |  |  |  |
|  | 02CE | 02CE | 43801645 |  |  |  |  |
|  | 02CF | 02CF | 00002241 |  |  |  |  |
| 10 | 0200 | 0200 | 2801020A |  | B | 41 |  |
| 11 | 0201 | 02D1 | 75100865 | 5 HIGH | MVNF | (93,9), (93,9) | OIFBUF=-01FBUF |
|  | 0202 | 02 D 2 | 33400065 |  |  |  |  |
|  | 0203 | 02D3 | 2C010000 |  |  |  |  |
| 12 | 0204 | 0204 | 7790651F |  | GTC | $(93,9),(23,9)$ | DIFBUF >THRES |
|  | 0205 | 0205 | 03847845 |  |  |  |  |
|  | 0206 | 02D6 | 3E060207 |  |  |  |  |
|  | 0207 | 02 D 7 | 03842945 |  |  |  |  |
|  | 0208 | 0208 | 43801645 |  |  |  |  |
|  | 0209 | 0209 | 40002241 |  |  |  |  |
| 13 | 020A | 020A | 08000002 | Al | $L$ | M, Y |  |
| 14 | 020B | 0208 | 28040000 |  | B | O(R2) |  |
| 15 |  |  | 0610 |  | ORG | X'0610', A | HIGH SPEED DATA EUFFER |
| 16 |  |  | 0610 | O 080p | DS |  | OBUFF POINTER STORAGE |
| 17 |  |  | 0611 | 1 I8OP | DS |  | IBUFF POINTER STORAGE |
| 18 |  |  | 0612 | 2 OBEF | DS |  | DBUFF EMPTY FLAG |
| 19 |  |  | 0613 | 3 IBEF | DS |  | IBUFF EMPTY FLAg |
| 20 |  |  | 0614 | LIF | DS |  | LAST IBUFF FLAG |
| 21 |  |  | 0000 |  | END | SIIWB |  |

SIMNB APPLE V04-00 24-JUL-80 21:47:54 PAGE 00022 V ERRORS DETECTED: 00000
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## APPENDIX E

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