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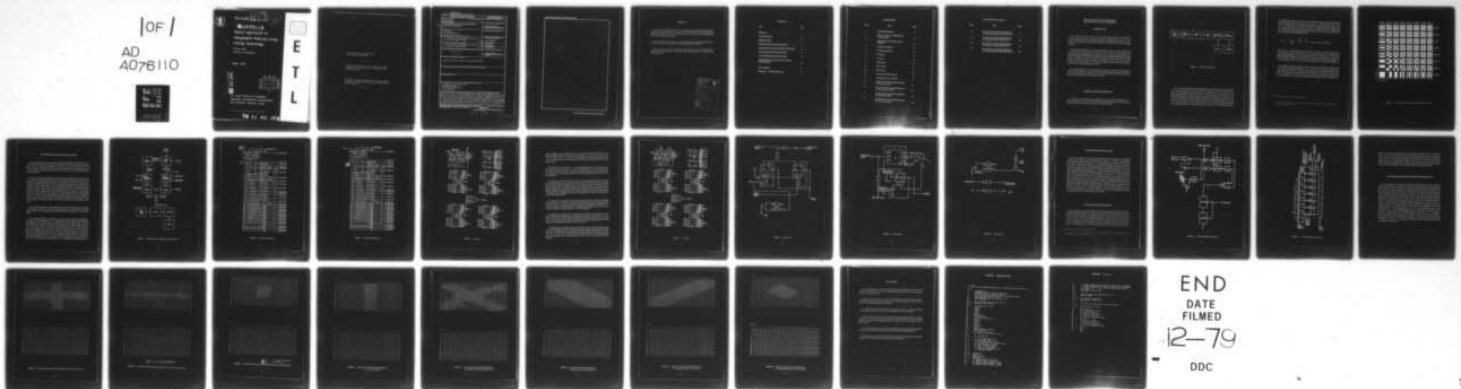
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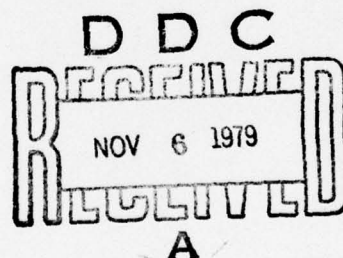
*Signal signatures of
topographic features using
analog technology*

Pi-Fuay Chen

William W. Seemuller

MAY 1979

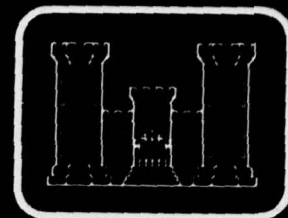
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PREFACE

This work was authorized by the U. S. Army Engineer Topographic Laboratories, Fort Belvoir, Virginia under FY-78 In-House Laboratory Independent Research Program, Project Number 4A161101A91D, entitled "Research of Signal Signatures of Topographic Features Using Analog Technology."

The authors wish to thank Dr. F. W. Rohde for helpful suggestions and discussions, and to Mr. C. Johnson for building the hardware Walsh function generator.

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SIGNAL SIGNATURES OF TOPOGRAPHIC FEATURES USING ANALOG TECHNOLOGY

INTRODUCTION

The objective of this research was to develop signal signatures and signatures of spectral decompositions of selected man-made topographic features, such as linear roads, road intersections, and rectangular buildings. An analog signal processor was proposed as the signature detection device because of its high speed and large bandwidth capability.

The gray shade distribution of selected topographic features from aerial photographs was converted into analog electronic signals by an area sensor array. The signals were passed through the threshold gate to eliminate unwanted background noise and were constructed as two-dimensional binary pictures that represent spatial signal signatures of the selected topographic features. The threshold signals were transformed into the Walsh domain, and various spectral components were obtained. An electronic system capable of generating two-dimensional, 32×32 low-order Walsh functions for decomposing topographic feature images was designed and built.

The signal signatures were compared in both domains to identify uniqueness, simplicity, and detectability. A scheme for detecting the decomposed spectral components of the selected topographic features using an analog processor is presented. In the last sections, conclusions based on the research are listed.

PRESENT SYSTEM CONFIGURATION

A system that will produce signal signatures from the gray shade distribution of a photo transparency in a short time and with recognizable resolution was conceived and developed. The block diagram of such a system is shown in figure 1.

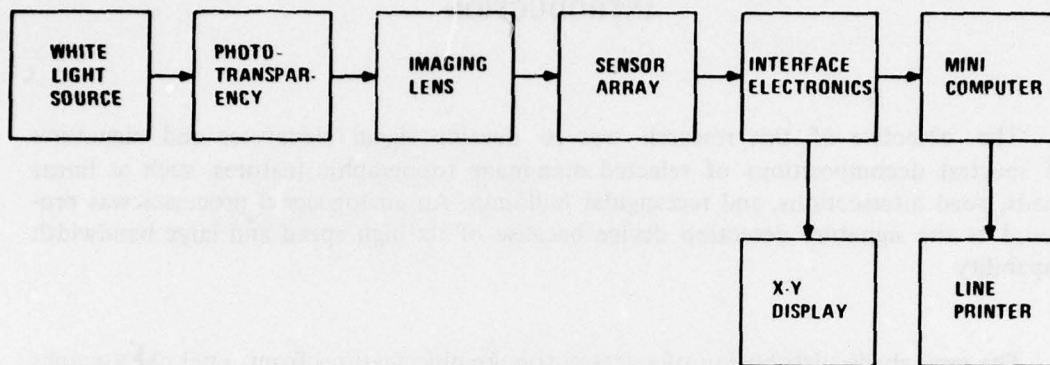


Figure 1. System Block Diagram.

A 9- by 9-inch aerial transparency is illuminated by a white light source, and a section of the image is projected on a Reticon 32- by 32-element area sensor array through a lens. The array converts the optical energy of the image into a video signal. The video signal going through the interface electronic is passed through the threshold gate of a Hewlett-Packard (HP) 2100 mini-computer and becomes two values, "on" and "off." The value of the threshold is variable, which provides a very convenient means for isolating signals representing the selected feature image from the unwanted background noise. The "on" value of the video is set to "100" and "off" to "0," and the set values are printed by an HP line printer as a two-dimensional binary array of 32 x 32 pixels that represent

the spatial signal signatures of the selected topographic features. After passing through the threshold gate, the signal is also stored in 32 x 32 memory locations. This stored signal is multiplied with a two-dimensional Walsh function that has two values, either +1 or -1 in magnitude, and it has the same 32 x 32 clock periods as the input signal. The multiplied outputs for each frame are added and the total becomes the Walsh transform coefficient for that particular Walsh function used. This process implements the two-dimensional discrete Walsh transform,¹

$$a(i,j) = \frac{1}{1024} \sum_{k=1}^{32} \sum_{l=1}^{32} f(k,l) \text{Wal}(i,k) \text{Wal}(j,l)$$

where $f(k,l)$ is the image binary array, $\text{Wal}(i,k)$ $\text{Wal}(j,l)$ is the two-dimensional Walsh function of order i and j , and k, l, i , and j take values from 1 through 32. By sequentially changing the order of the Walsh function, the complete set (32 x 32) of the Walsh transform coefficients was obtained. The Walsh functions used were generated by the minicomputer. Figure 2 shows the first 8-by 8-order, two-dimensional Walsh functions in the range of $-1/2$ to $+1/2$. The black areas indicate +1 in magnitude, and white -1.

Since Walsh transform coefficients were produced by using Walsh functions having spatially alternating magnitudes (from +1 to -1) at different sequences, the Walsh transform coefficients are also decomposed spectral components of the signal signature of the input signal. These spectral components were divided by a convenient constant, in this case 1,024, which is the number of pixels in a frame for normalization purposes. The entire normalized set of the spectral components was printed out by the line printer.

¹ H. F. Harmuth, *Sequence Theory, Foundation and Application*, New York, Academic Press, Inc., 1977, pp. 55-56.

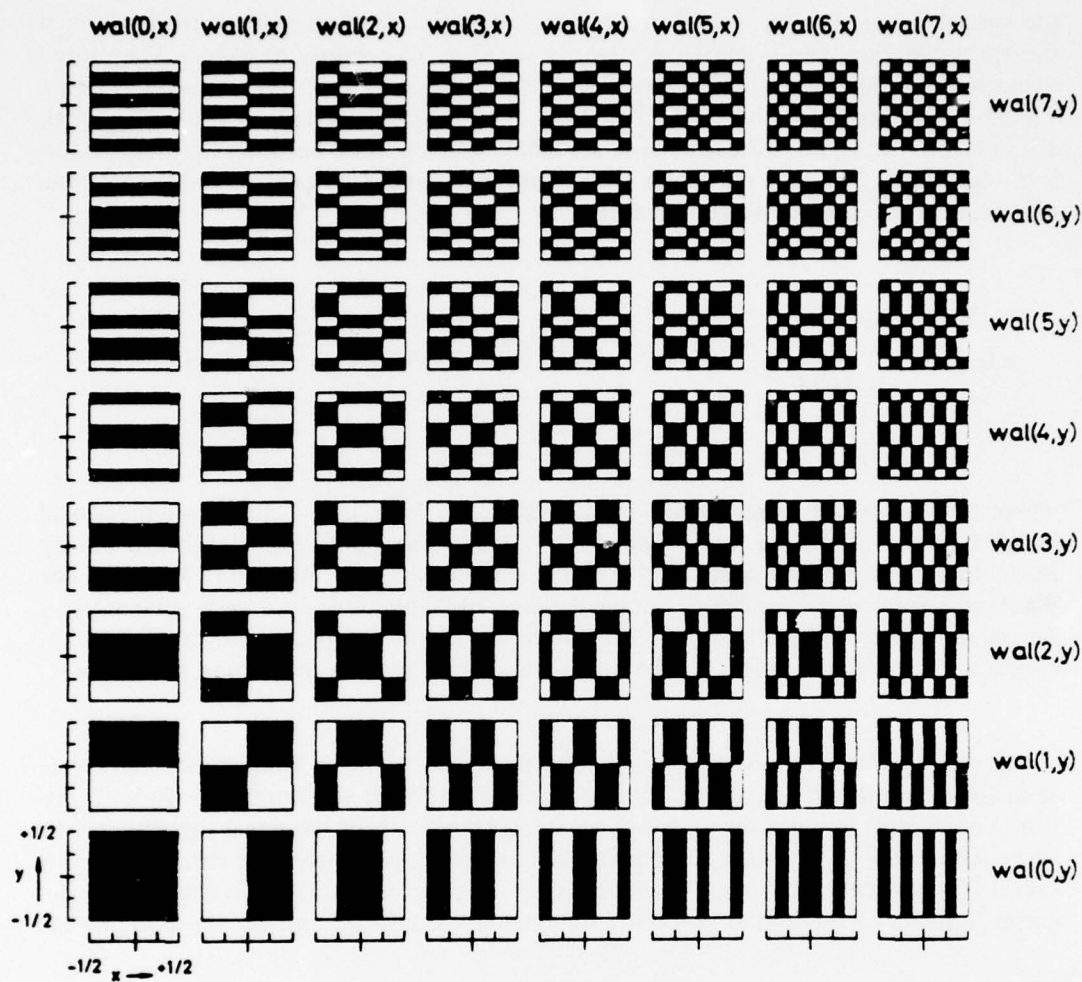


Figure 2. First 8- x 8-Order, Two-Dimensional Walsh Functions.

ELECTRONIC WALSH FUNCTION GENERATOR

The signal signatures of the decomposed spectral components described in the previous section were obtained by using the minicomputer with the video signals from the array as input. It takes approximately 2 seconds to produce a complete set of 32×32 Walsh transform coefficients. To reduce this long processing time, a hardware electronic system capable of generating two-dimensional, 32×32 , lower order, Walsh functions was designed and built.

Figure 3 shows the block diagram of this Walsh function generator. The entire generator consists of seven subfunctions as shown. Since the X function generator and the X decoder are functionally identical to the Y function generator and the Y decoder, only one pair of them will be discussed. The X function generator consists of a 5-digit binary counter, 26 exclusive OR gates, and 6 inverters as shown in figure 4. The binary counter (a SN7493 4-digit binary counter, plus a SN74H106 flip-flop) uses a modified clock as input to generate a 5-digit binary counting sequence A, B, C, D, and E. By properly gating one of these digits with another or with an already produced lower order Walsh function, the first 32 lower order, X-direction Walsh functions, $Wal(0, x)$ through $Wal(31, x)$ are generated. The end-of-lines (EOL) pulse from the array resets the whole sequence after 32 clock pulses, and the next following modified clock restarts the whole sequence again. This process repeats until a set of decomposed signal signatures is obtained.

The Y function generator is functionally identical to the X function generator except that the input of the binary counter is the EOL pulses and the reset pulses are the end-of-frame (EOF) pulses. This generator produces $Wal(0, y)$ through $Wal(31, y)$ as shown in figure 5.

The X decoder consists of a 5-digit binary counter, a dual 2-to-4-line demultiplexer, four dual 4-to-1-line multiplexers, a reset monostable multivibrator, and eight OR gates (see figure 6). The binary counter (a 4-digit binary counter SN7493, plus a flip-flop SN74H106) uses the frame reset pulses as input to generate a 5-digit counting sequence A, B, C, D, and E. Digits C, D, and E are used as input to the dual 2-to-4-line demultiplexer for generating G_1 to G_8 pulses. The main decoding task is done by four dual 4-to-1-line multiplexers (SN74153). The X Walsh functions generated by the X function generator are permanently connected to 32 inputs of these multiplexers, as shown in figure 6. By proper selection of A, B, and G_1 through G_8 , $Wal(0, x)$, $Wal(1, x)$, $Wal(31, x)$ will appear sequentially in one of the outputs of the multiplexers for each frame period of the array. The outputs of the multiplexers 1 to 8 are gated through eight OR gates to

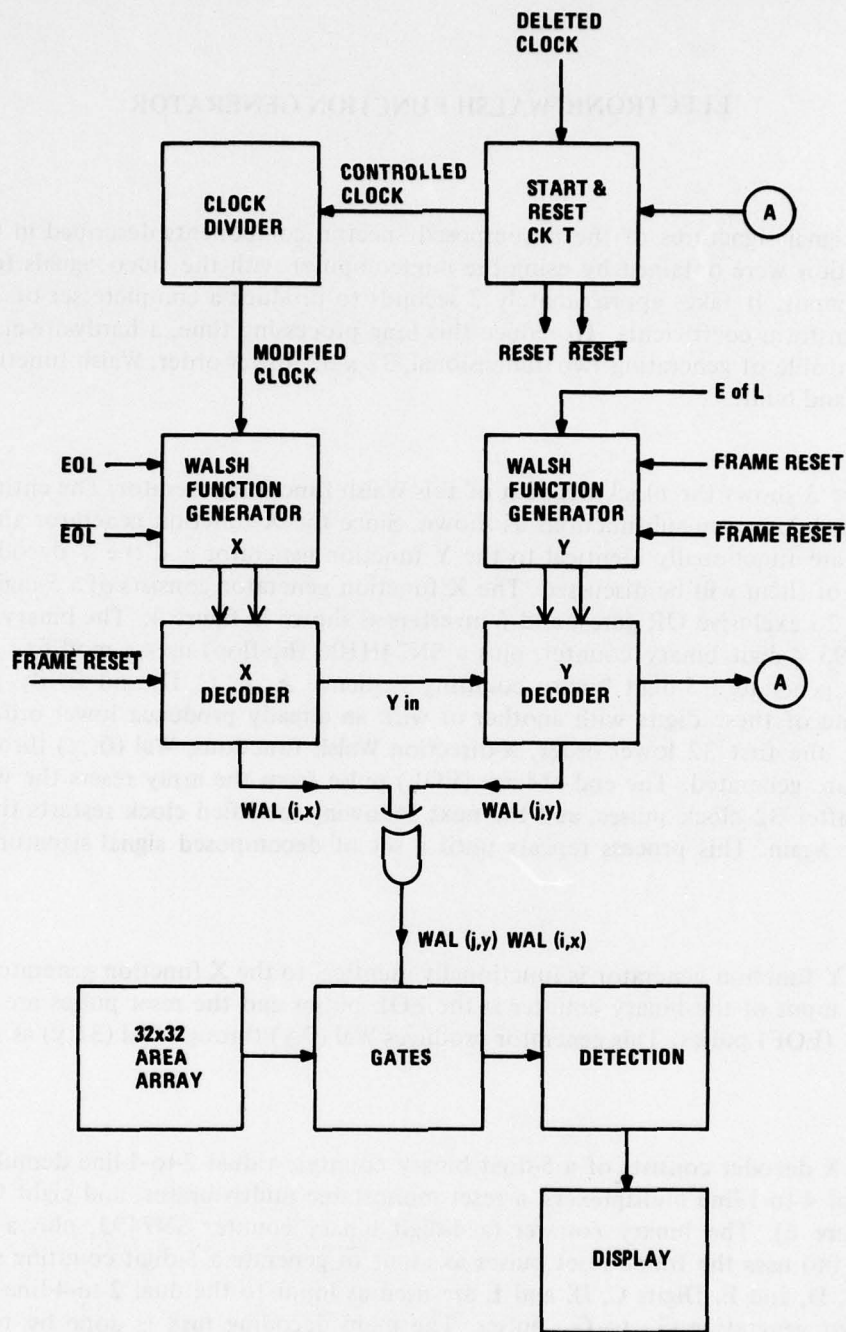


Figure 3. Block Diagram of a Walsh Function Generator.

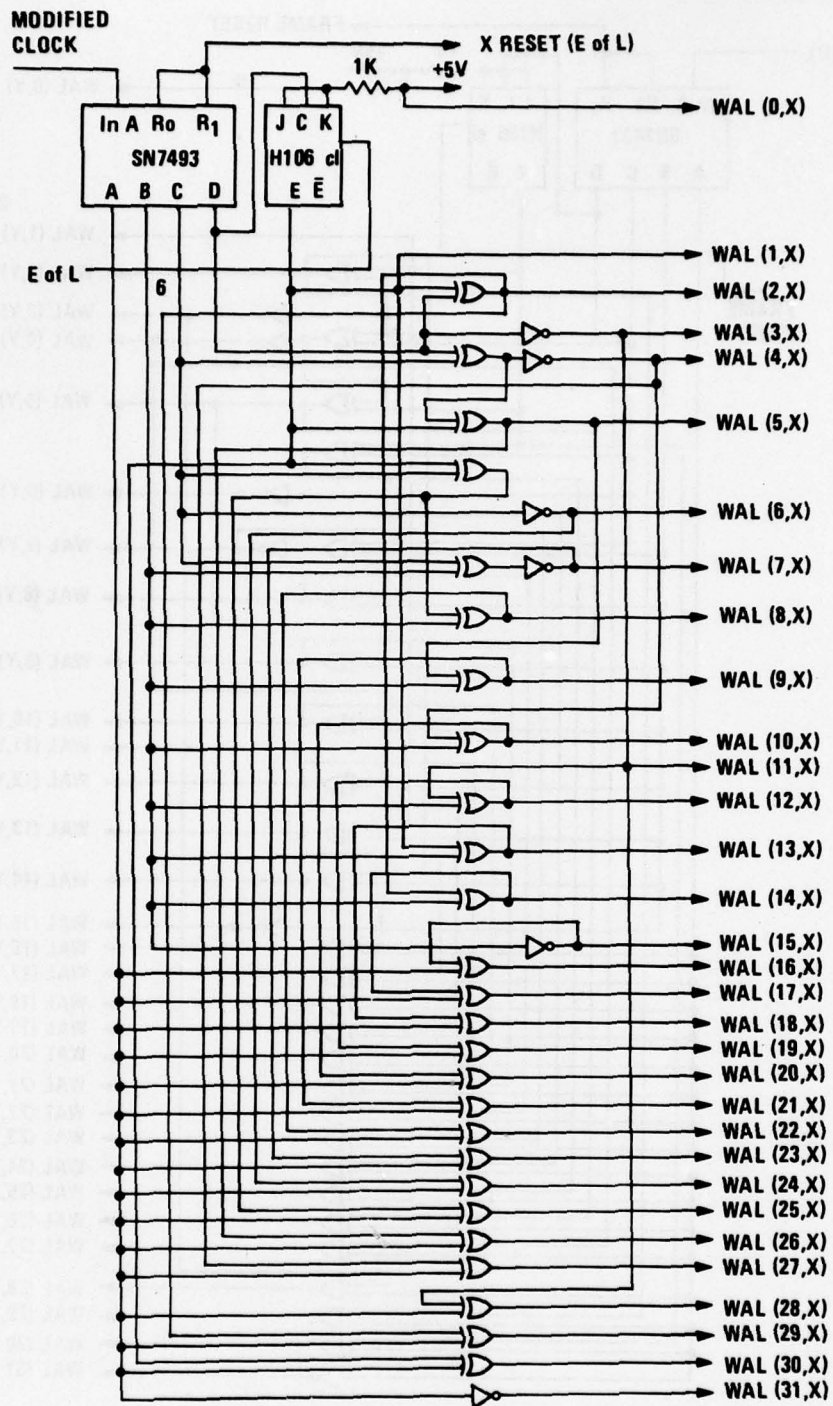


Figure 4. X Function Generator.

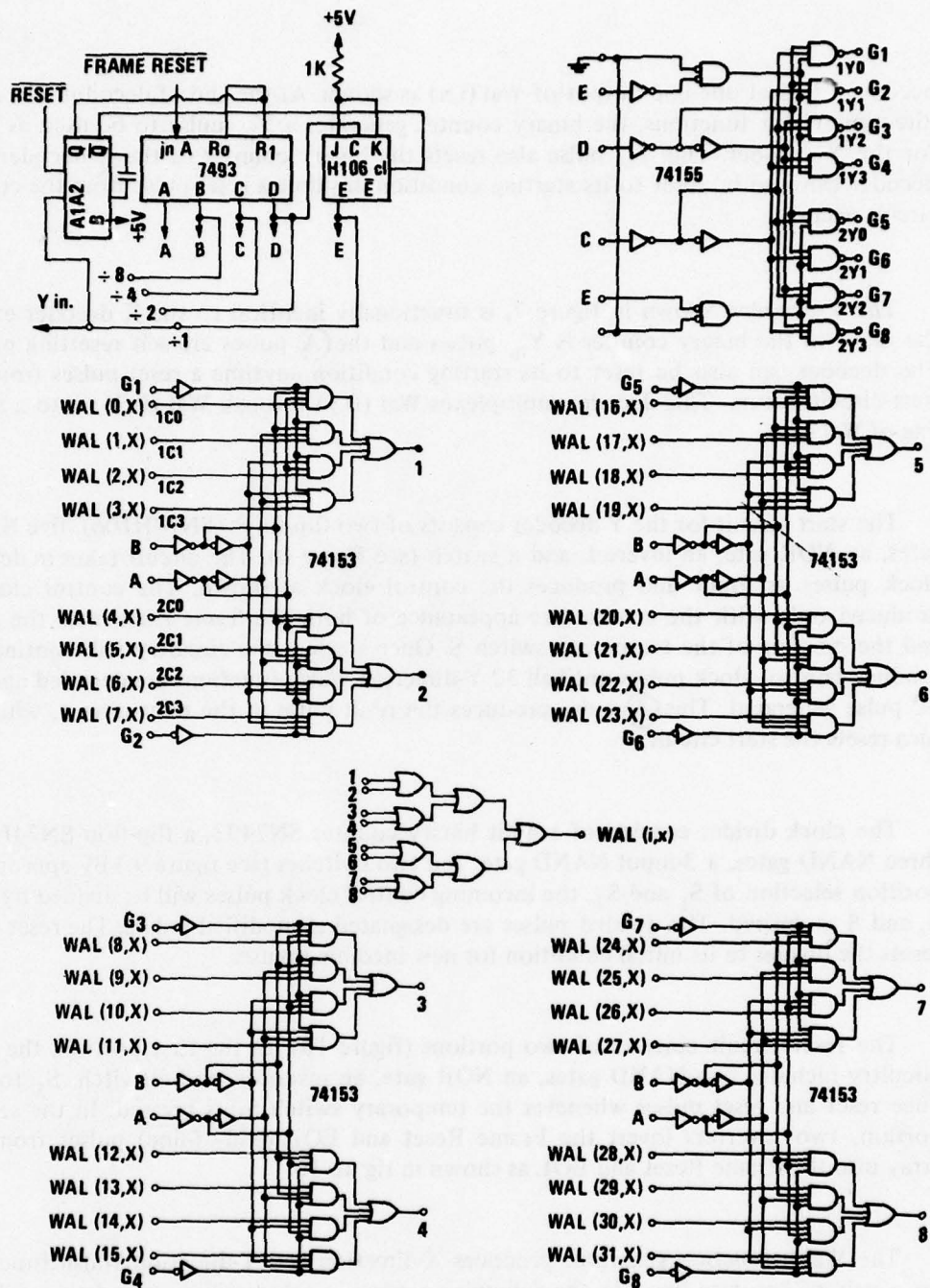


Figure 6. X Decoder.

become a logical one-line output of $Wal(i,x)$ as shown. At the end of decoding the 32 X-direction Walsh functions, the binary counter generates a Y_{in} pulse to be used as input for the Y decoder. This Y_{in} pulse also resets the binary counter of the X decoder. The decoder can also be reset to its starting condition anytime a reset pulse from the control circuit occurs.

The Y decoder, shown in figure 7, is functionally identical to the X decoder except the input to the binary counter is Y_{in} pulses and the $\textcircled{A}$ pulses are self resetting pulses. The decoder can also be reset to its starting condition anytime a reset pulses from the start circuit occurs. This decoder multiplexes $Wal(0,y)$ through $Wal(0,31)$ into a single line of $Wal(j,y)$.

The start circuit for the Y decoder consists of two flip-flops (SN74H106), five NAND gates, an NOR gate, an inverter, and a switch (see figure 8). The circuit takes in deleted clock pulses as input and produces the control clock as shown. The control clock is produced only with the consecutive appearance of both the frame reset from the array and the pressing of the temporary switch S. Once started, the circuitry will continue to produce control clock pulses until all 32 Y-direction Walsh functions are decoded and the $\textcircled{A}$ pulse generated. This $\textcircled{A}$ pulse produces the reset pulse in the reset circuit, which in turn resets the start circuit.

The clock divider consists of a 4-bit binary counter SN7493, a flip-flop SN74H106, three NAND gates, a 3-input NAND gate, and two switches (see figure 9.) By appropriate position selection of S_1 and S_2 , the incoming control clock pulses will be divided by 1, 2, 4, and 8 as desired. The divided pulses are designated as modified pulses. The reset pulse resets the divider to its initial condition for new incoming pulses.

The reset circuit consists of two portions (figure 10). In the first portion, the reset circuitry includes two NAND gates, an NOR gate, an inverter, and a switch S_3 to produce reset and reset pulses whenever the temporary switch S_3 is pressed. In the second portion, two inverters invert the Frame Reset and EOL (end-of-line) pulses from the array into the Frame Reset and EOL as shown in figure 10.

The Walsh function generator produces X-direction and Y-direction Walsh functions on a pair of separate lines. In the following section, a scheme is discussed that will use outputs of the Walsh function generators as two-dimensional Walsh functions in conjunction with a sensor array system for producing Walsh transforms. The Walsh function generator discussed above was designated, built, and tested to verify feasibility of performance.

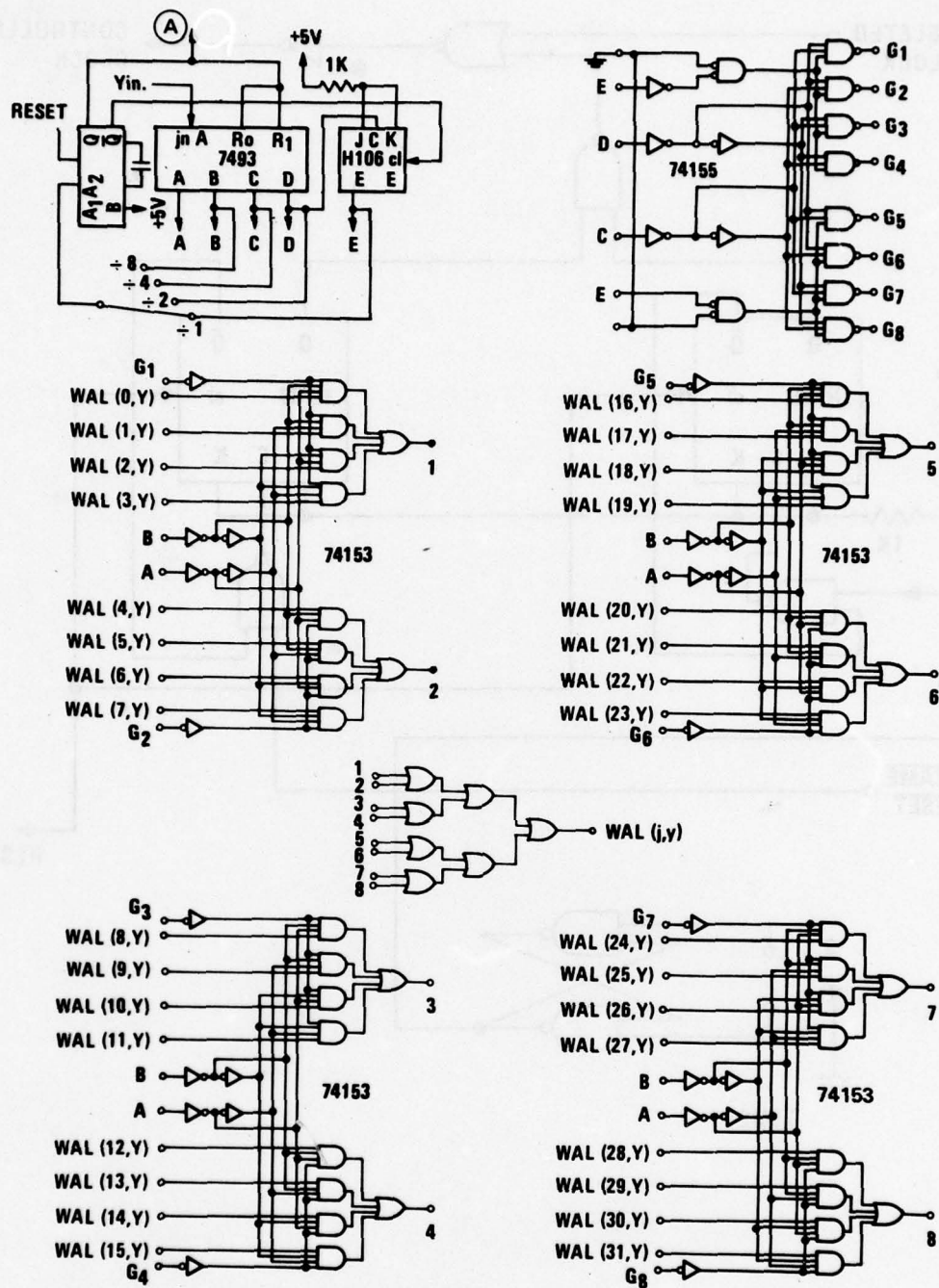


Figure 7. Y Decoder.

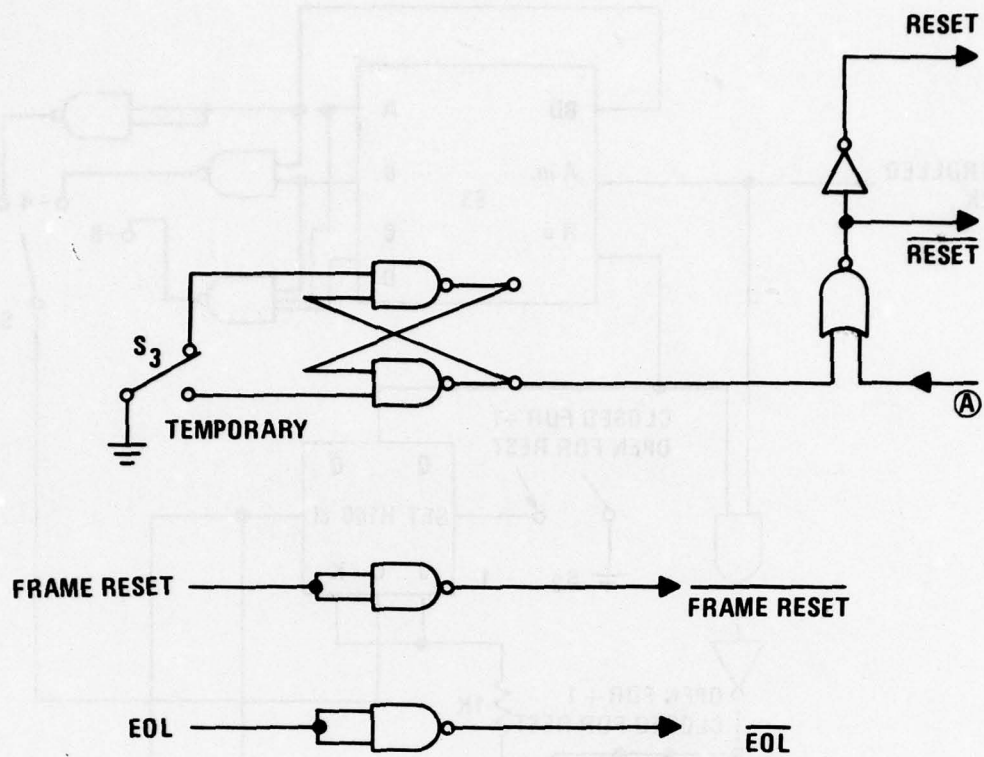


Figure 10. Reset Circuit.

FUTURE SYSTEM CONFIGURATION

The future system will use the hardware Walsh function generator in conjunction with a 32-by 32-element sensor array system (see figure 11.) The $Wal(i,x)$ and $Wal(j,y)$ from the Walsh Function Generator will be passed through an exclusive OR gate to produce pulses representing +1 values of the two-dimensional $Wal(i,x)Wal(j,y)$. This signal is inverted to yield -1 values of $Wal(i,x)Wal(j,y)$. The topographic images sensed by the array (video signal) will pass through the threshold gate, MC1414L, as shown. The signal, after passing through the threshold gate, is gated with signals representing +1 and -1 of $Wal(i,x)Wal(j,y)$ in separate NAND gates with the inverted modified clock as controlling signals. The output from each of these NAND gates is counted by a counter for an array frame. The difference between these two numbers (positive or negative) represents the Walsh transform coefficient of the image for that particular Walsh function. The outputs of the counters are converted to analog signals by two digital-to-analog converters. The converted analog signals are subtracted in a differential amplifier. The output of the differential amplifier represents a Walsh transform coefficient of the topographic feature sensed by the sensor array for a Walsh function. By sequentially changing i and j of $Wal(i,x)Wal(j,y)$, all 32×32 Walsh transform coefficients will be obtained. By using the hardware Walsh function generator, the time required for processing Walsh transforms is much less than the time required by using software.

A SUGGESTED DETECTION SCHEME

In this section, a scheme for detecting the decomposed spectral components (or Walsh transform coefficients) using an analog processor is described. In the scheme, two cascaded, 32-stage programmable, binary-analog correlators² are used (figure 12). In the next section, it will be shown that the significant spectral components, in most cases, appear in the first 8 by 8, lower order, Walsh transform coefficients. Thus, two cascaded, 32-state, binary-analog correlators should be sufficient to detect the important coefficient to yield recognizable results. The Walsh transform coefficients will be connected to the input of the analog delay line, and the binary pattern that represents known features

²V. Strasilla, *A Programmable Binary-Analog Correlator*, Reticon Corporation, Sunnyvale, CA, Technical Note No. 106

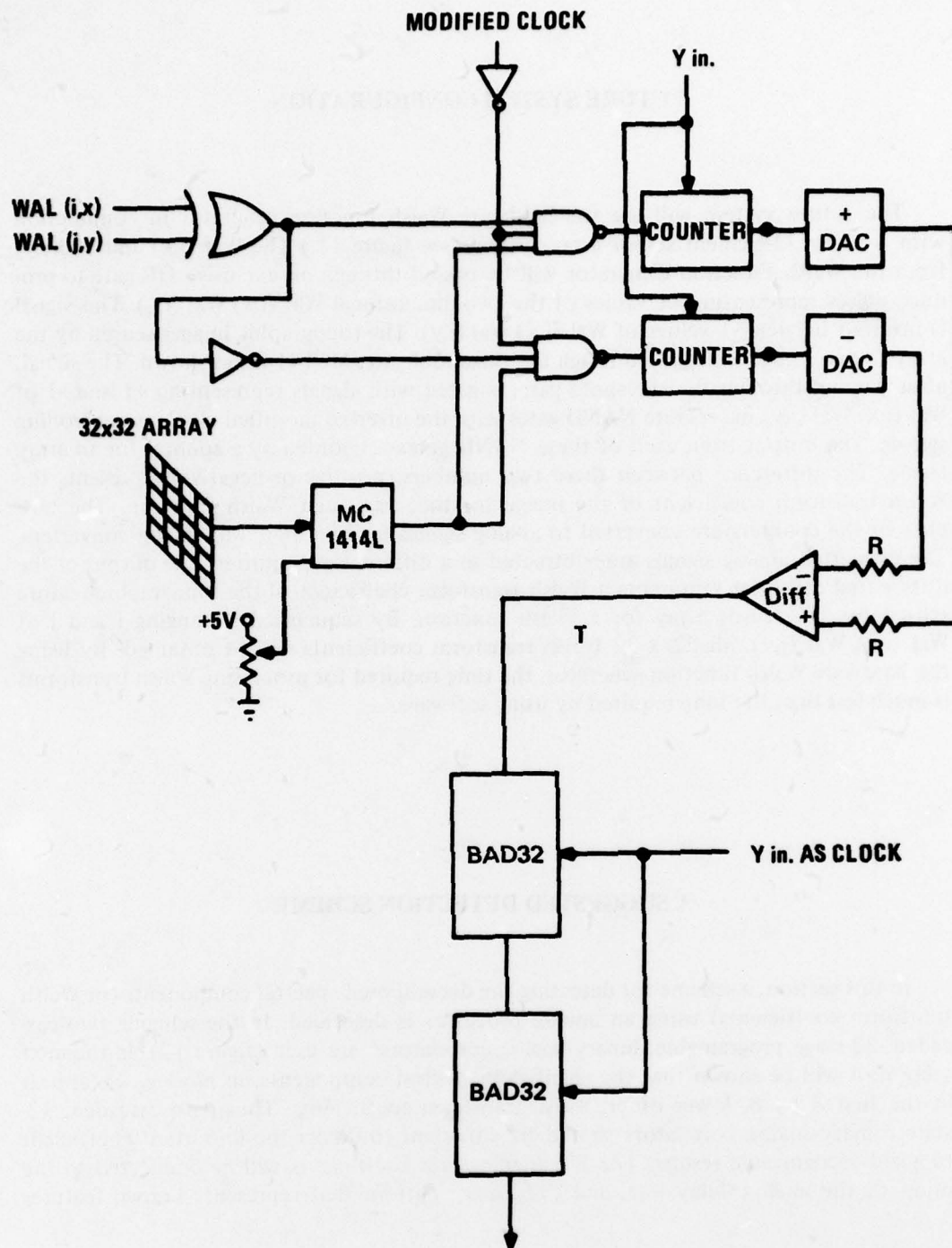


Figure 11. Future System Block Diagram.

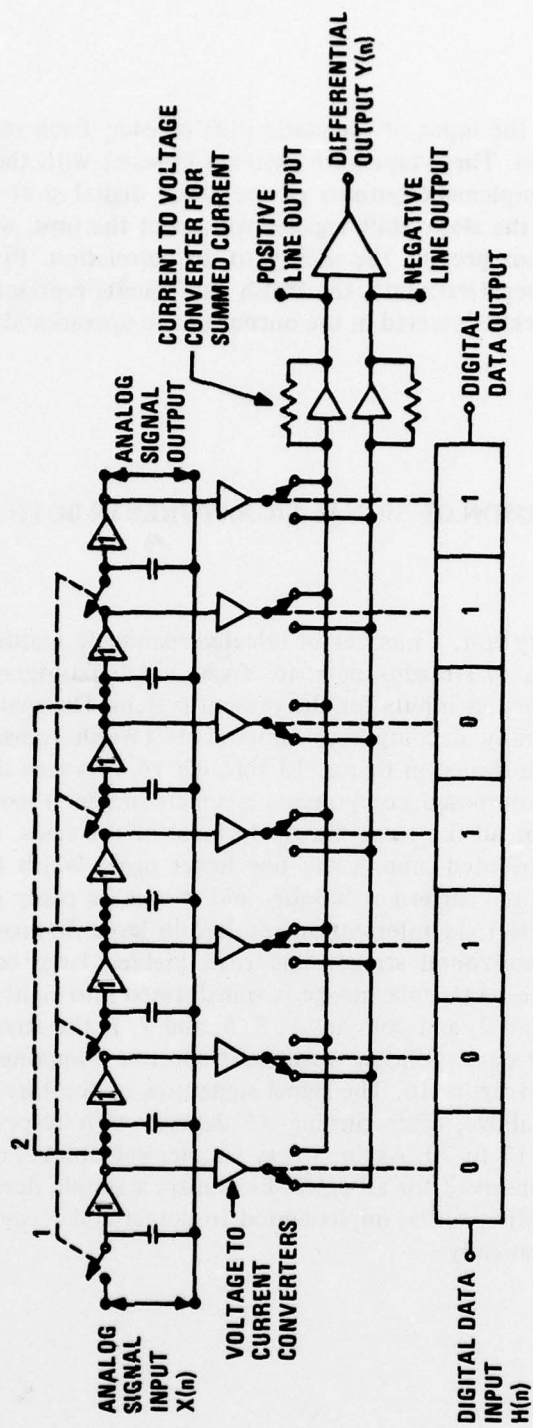


Figure 12. A Suggested Detection Scheme.

will be connected to the input of the static shift register. Each stage of the analog delay line has a pair of taps. These taps have switches in series with them that are controlled by the true and complement outputs of the static digital shift register. By loading a binary word into it, the static shift register will select the taps, which are connected to two output lines, thus proving the ability to do correlation. By sweeping the known binary words with megaHertz rate, the Walsh coefficients representing a particular type of feature will be quickly detected in the output of the operational amplifier.

COMPARISON OF SIGNAL SIGNATURES IN BOTH DOMAINS

As the preliminary test, a number of selected manmade features, such as road intersections and portions of straight-line roads from aerial photographs, and a rectangular mask pattern were used as inputs for the present system. The spatial signal signature and the associated spectrally decomposed components (Walsh transform coefficients) for these test features are shown in figures 13 through 15. It is seen that the signal signature of the spectrally decomposed components is much simpler than the spatial signal signature of features for all the cases shown. In most of the cases, the significant spectral components are distributed among the few lower order Walsh transform coefficients. Further, each transform pattern is unique, and it can be easily distinguished from the rest. For example, the road intersection resulted in large first-row and first-column coefficients, and the horizontal straight-line road yielded large coefficients in the first column. However, the rectangular image is transformed into eight significant coefficients intersecting rows 1 and 3, and columns 1, 3, 5, and 7. If the straight-line road is turned 90 degrees, then the corresponding significant spectral components will appear in the first row as shown in figure 16. The signal signatures of the three types of topographic features considered above, after turning 45 degrees with respect to x-y coordinates, are shown in figures 17 to 20. Again, a very simple, yet unique, distribution of spectral decomposition was observed for all cases. Evidently, a simple decision procedure, either in hardware or software, can be implemented to detect and recognize the above limited set of features automatically.

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Figure 14. Spatial and Decomposed Signal Signatures of a Horizontal Line Road.

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Figure 15. Spatial and Decomposed Signal Signatures of a Rectangular Object.

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1	100	100	100	100	100	100	100	0	0	0	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100
2	100	100	100	100	100	100	100	100	0	0	100	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100	
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7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
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11	0	0	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
12	0	0	0	0	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
13	0	0	0	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
14	0	0	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
15	0	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
16	0	0	0	0	0	0	0	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
17	0	0	0	0	0	0	100	100																								

[illegible]

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[illegible][illegible]

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CONCLUSIONS

1. The signal signature of the spectrally decomposed topographic features is much simpler in distribution compared to the spatial signal signature of the same topographic feature for all selected cases.
2. In most cases, the significant spectral components are distributed among few lower order Walsh transform coefficients. Further, each pattern transform is unique in itself, and it can be easily distinguished from the rest.
3. A simple decision procedure, either in hardware or software, can be implemented to detect and recognize the selected set of topographic features automatically.
4. The present sensor array and minicomputer system requires about 2 seconds to obtain 32×32 , lower order, Walsh transform coefficients. With the in-house designed and built hardware Walsh function generator, this process time can be reduced to less than 1 second.
5. The analog signal processors have large bandwidths and very short processing time, and they serve as very convenient means for detecting extracted signal signatures.
6. General feature extraction with arbitrary orientation will be possible if a rotational capability of the feature patterns or the sensor array is provided.

APPENDIX. PROGRAM WALSH

```

1  FTN4.L
2  C*****PROGRAM "WALSH"--REV 1/4/78*****
3  C
4  C
5      PROGRAM WALSH
6      DIMENSION IA1(1024),IA2(1024),IDARK(512)
7      DIMENSION INPUT(9),LABIN(10),LABOT(10)
8      DATA INPUT/2HDK,2HIN,2HNM,2HPI,2HPT,2HTR,2HWT,2HWH,2HWC/
9      DATA LABIN/2HIN,2HPU,2HT ,7*2H /
10     DATA LABOT/2HTR,2HAN,2HSF,2HOR,2HM ,5*2H /
11     DATA IYES/2HYES/
12  C
13  C      GET LU OF FIRST MCI AND OUTPUT DEVICE.
14  C      GENERATE WALSH FUNCTIONS.
15  C
16      CALL LUNIT(148,IA1,IA2)
17      LUIN=IA1
18      NORM=1
19      ITHRS=0
20      IX=32
21      IY=32
22      WRITE(2,5)
23  5      FORMAT("LP?")
24      READ(1,30)ICMND
25      IF (ICMND.EQ.IYES)GO TO 6
26      LUOT=2
27      NCHRS=72
28      GO TO 7
29  6      LUOT=6
30      NCHRS=132
31  7      INTVL=1
32      WRITE(2,8)
33  8      FORMAT("BIPOLAR INTERVAL?")
34      READ(1,30)ICMND
35      IF (ICMND.EQ.IYES)INTVL=-1
36      CALL INTF(IA1,IA2,32,INTVL,32,32,32)
37  C
38  C      INPUT COMMAND LOOP
39  C
40  C      DK--INPUT ARRAY DARK LEVELS
41  C      IN--INPUT ARRAY DATA
42  C      NM--SET NORMALIZATION CONSTANT
43  C      NC--SET BOUNDS ON COEFFICIENTS COMPUTED
44  C      TH--INPUT THRESHOLD CONSTANT
45  C      WT--TAKE THE WALSH TRANSFORM
46  C      PI--PRINT THE INPUT ARRAY
47  C      PT--PRINT THE TRANSFORMED ARRAY
48  C      TR--TERMINATE PROGRAM
49  C
50  C
51  10     WRITE(2,20)
52  20     FORMAT("??")
53      READ(1,30)ICMND
54  30     FORMAT(A2)
55      IF (ICMND.EQ.INPUT(1))GO TO 100
56      IF (ICMND.EQ.INPUT(2))GO TO 200
57      IF (ICMND.EQ.INPUT(3))READ(1,*)NORM
58      IF (ICMND.EQ.INPUT(8))READ(1,*)ITHRS
59      IF (ICMND.EQ.INPUT(9))READ(1,*)IX,IY

```

APPENDIX. (Continued)

```

60      IF (ICMND.EQ.INPUT(4))CALL MATOT(IA1,LABIN,32,32,3,LUOT,MCNRS)
61      IF (ICMND.EQ.INPUT(5))CALL MATOT(IA2,LABOT,IX,IY,3,LUOT,MCNRS)
62      IF (ICMND.EQ.INPUT(7))CALL IUTF(IA1,IA2,32,0,NORM,IX,IY)
63      CALL PTPOF
64      IF (ICMND.EQ.INPUT(6))STOP
65      GO TO 10
66      C
67      C      INPUT THE ARRAY DARK LEVELS AND PACK INTO
68      C      BUFFER "IDARK"
69      C
70      100    CALL DMAIN(IA1,1024,LUIN)
71            CALL IPACK(IA1,IDARK,1024)
72            GO TO 10
73      C
74      C      INPUT ONE ARRAY FRAME, SUBTRACT THE DARK LEVELS
75      C
76      200    CALL DMAIN(IA1,1024,LUIN)
77            J=1
78            DO 210 I=1,512
79              CALL UNPAK(IDARK(I),IA2,2)
80              IA1(J)=IA1(J)-IA2(1)
81              IF (IA1(J).LT.0)IA1(J)=0
82              IF (ITHRS.EQ.0)GO TO 201
83              IF (IA1(J).LT.ITHRS)IA1(J)=0
84              IF (IA1(J).GE.ITHRS)IA1(J)=100
85      201    J=J+1
86            IA1(J)=IA1(J)-IA2(2)
87            IF (IA1(J).LT.0)IA1(J)=0
88            IF (ITHRS.EQ.0)GO TO 210
89            IF (IA1(J).LT.ITHRS)IA1(J)=0
90            IF (IA1(J).GE.ITHRS)IA1(J)=100
91      210    J=J+1
92            GO TO 10
93            END
94            END$

```