

# CV

## Project 6: Image Compression and Decompression via Distance Transform

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Due 11/2/2022

### My Algorithms:

#### firstPass8Distance():

This method perform the first pass of the Distance Transform algorithm on the binary input image.

- 1) **Loop:**  $i \rightarrow [1 \text{ to } \text{numRows}]$ 
  - a) **Loop:**  $j \rightarrow [1 \text{ to } \text{numCols}]$ 
    - i)  $\text{pixel} \leftarrow \text{ZFary}[i][j]$
    - ii) if  $\text{pixel} > 0$ :
      - (1)  $\text{ZFary}[i][j] \leftarrow \text{checkNeighbors}(\text{ZFary}, \text{"min"}, 1, i, j) + 1$

#### int checkNeighbors(Ary, string "min" or "max", set 1 or -1, i, j):

This function returns an integer with the min or max of all the neighbors of the current pixel

- 1)  $\text{Arr}[] \leftarrow \{\text{Ary}[i-1*\text{set}][j-1], \text{Ary}[i-1*\text{set}][j], \text{Ary}[i-1*\text{set}][j+1], \text{Ary}[i][j-1*\text{set}]\}$
- 2) If  $\text{min}$  :  $\text{return} \leftarrow *_{\text{min\_element}}(\text{begin}(\text{arr}), \text{end}(\text{arr}))$
- 3)  $\text{return} \leftarrow *_{\text{max\_element}}(\text{begin}(\text{arr}), \text{end}(\text{arr}))$

#### secondPass8Distance():

Similar to pass1, loops from bottom to top, right to left. Keeps track of new min and max values

- 1)  $\text{newMinVal} = 999$
- 2)  $\text{newMaxVal} = -1$
- 3)  $\text{flag} \leftarrow \text{true}$
- 4) **Loop:**  $i \rightarrow [\text{numRows}-1 \rightarrow 1]$ 
  - a) **Loop:**  $j \rightarrow [\text{numCols}-1 \rightarrow 1]$ 
    - i)  $\text{pixel} \leftarrow \text{ZFary}[i][j]$
    - ii) if  $\text{pixel} > 0$ :
      - (1)  $\text{ZFary}[i][j] \leftarrow \min(\text{checkNeighbors}(\text{ZFary}, \text{"min"}, -1, i, j) + 1, \text{pixel})$
      - (2) If  $\text{ZFary}[i][j] < \text{newMinVal}$  :
        - (a)  $\text{newMinVal} = \text{ZFary}[i][j]$
      - (3) If  $\text{ZFary}[i][j] > \text{newMaxVal}$  :
        - (a)  $\text{newMaxVal} = \text{ZFary}[i][j]$

#### computeLocalMaxima():

This Algorithm creates the Skeleton Image by adding pixels into the skelton array iff it's a local maxima

- 1) **Loop:**  $i \rightarrow [1 \text{ to } \text{numRows}]$ 
  - a) **Loop:**  $j \rightarrow [1 \text{ to } \text{numCols}]$

- i) if isLocalMaxima(i,j):
  - (1) SkeletonAry[i][j]  $\leftarrow$  ZFAry[i][j]

### Bool isLocalMaxima(i, j):

A pixel is a local maxima if its greater than all its 8 neighbors

- 1) Pixel  $\leftarrow$  ZFAry[i][j]
- 2) If pixel  $\geq$  checkNeighbors(ZFAry, "max", 1, i, j) && pixel  $\geq$  checkNeighbors(ZFAry, "max", -1, i, j) :
  - a. Return  $\leftarrow$  true
- 3) Return  $\leftarrow$  false

### loadSkeleton(ifstream& inFile):

- 1) Zero2D(ZFAry)
- 2) i, j, val
- 3) inFile >> numRows >> numCols >> newMinVal >> newMaxVal
- 4) WHILE inFile >> i >> j >> val:
  - a. ZFAry[i][j] = val

### firstExpansion():

- 1) **Loop:** i  $\rightarrow$  [1 to numRows]
  - a) **Loop:** j  $\rightarrow$  [1 to numCols]
    - i) pixel  $\leftarrow$  ZFAry[i][j]
    - ii) if pixel == 0:
      - (1) ZFAry[i][j]  $\leftarrow$  max(max(checkNeighbors(ZFAry, "max", 1, i, j) -1, checkNeighbors(ZFAry, "max", -1, i, j)-1), pixel)

### secondExpansion():

- 1) **Loop:** i  $\rightarrow$  [numRows-1  $\rightarrow$  1]
  - a) **Loop:** j  $\rightarrow$  [numCols-1  $\rightarrow$  1]
    - i) pixel  $\leftarrow$  ZFAry[i][j]
      - (1) m  $\leftarrow$  max(checkNeighbors(ZFAry, "max", 1, i, j) -1, checkNeighbors(ZFAry, "max", -1, i, j)-1)
      - (2) if pixel < m:
        - (a) ZFAry[i][j]  $\leftarrow$  m

```

/*
Computer Vision
Project 6
Created by Adrian Noa

usage:

g++ noa_adrian_main.cpp -o main && ./main img1

*/

```

```

#include <iostream>
#include <fstream>
#include <cmath>
#include <string>
#include <algorithm>
using namespace std;

class SkeletonCompression{
public:

    int numRows;
    int numCols;
    int minVal;
    int maxVal;
    int newMinVal;
    int newMaxVal;
    int** ZFary; //a 2D array, need to dynamically allocate of size numRows + 2 by numCols + 2.
    int** skeletonAry; //a 2D array, need to dynamically allocate of size numRows + 2 by numCols + 2.

    SkeletonCompression(ifstream& inFile){
        inFile >> numRows >> numCols >> minVal >> maxVal;

        ZFary = new int*[numRows+2];
        skeletonAry = new int*[numRows+2];

        for (int i = 0; i < numRows+2; i++){
            ZFary[i] = new int[numCols+2](); // initialize and set zero
            skeletonAry[i] = new int[numCols+2]();
        }

        loadImage(inFile);
    }

    // - methods:

    void zero2D(int** Ary){ // algorithm is given in class.
        for (int i = 1; i <= numRows+1; i++)
            for (int j = 1; j <= numCols+1; j++)
                Ary[i][j]=0;
    }

    void loadImage(ifstream& inFile){
        for (int i = 1; i <= numRows; i++) {
            for (int j = 1; j <= numCols; j++) {
                inFile >> ZFary[i][j];
            }
        }
    }

    void compute8Distance(ofstream& outFile){ // See algorithm below.
        fistPass8Distance();
        reformatPrettyPrint(ZFary, outFile, "Distance Transform First Pass");
        secondPass8Distance();
        reformatPrettyPrint(ZFary, outFile, "Distance Transform Second Pass");
    }

    void fistPass8Distance(){ // algorithm is given in class.
        int pixel;
        for (int i = 1; i <= numRows; i++) {
            for (int j = 1; j <= numCols; j++) {
                pixel = ZFary[i][j];
                if(pixel){
                    ZFary[i][j] = checkNeighbors(ZFary, "min", 1, i, j)+1;
                }
            }
        }
    }

    int checkNeighbors(int** Ary, string min_max="max", int set=1, int i=0 , int j=0 ){

        // return "min" or return "max"
        // neighbor array = {a,b,c, d} set=1 or {f,g,h, e} set=-1
        int arr[] = {Ary[i -1*set][j-1], Ary[i -1*set][j],Ary[i -1*set][j+1],Ary[i][j -1*set]};

        if(min_max == "min"){
            return *min_element(begin(arr), end(arr));
        }
        return *max_element(begin(arr), end(arr));
    }

    void secondPass8Distance(){ // algorithm is given in class.
        int pixel; // keep track of newMinVal and newMaxVal.
        newMinVal = 9999;
        newMaxVal = -1;
        for (int i = numRows; i >= 1; i--) {
            for (int j = numCols; j >= 1; j--) {
                pixel = ZFary[i][j];
                if(pixel){
                    ZFary[i][j] = min(checkNeighbors(ZFary, "min", -1, i, j)+1, pixel);
                    if(ZFary[i][j] < newMinVal) newMinVal = ZFary[i][j];
                    if(ZFary[i][j] > newMaxVal) newMaxVal = ZFary[i][j];
                }
            }
        }
    }

    void imageCompression(ofstream& outFile, ofstream& skeleton){ // See algorithm below
        computeLocalMaxima();
        reformatPrettyPrint(skeletonAry, outFile, "Skeleton Image from Local Maxima");
    }
}

```

```

        extractSkeleton(skeleton);
    }
    bool isLocalMaxima(int i, int j){ // A pixel is local maxima if >= to all its 8 neighbors. On your own
        int pixel = ZFAry[i][j];
        if (pixel >= checkNeighbors(ZFAry, "max", 1, i, j) && pixel >= checkNeighbors(ZFAry, "max", -1, i, j))
            return true;
        return false;
    }
    void computeLocalMaxima(){ // Check all pixels, ZFAry[i,j] in ZFAry
        for (int i = 1; i <= numRows; i++) {
            for (int j = 1; j <= numCols; j++) {
                if(isLocalMaxima(i,j)){
                    skeletonAry[i][j] = ZFAry[i][j];
                }
            }
        }
    }
    // Please note, in real life, i and j need to subtract by 1 since skeletonAry has been framed;
    // however, for easy programming and since we are reusing ZFAry,
    // i and j do not need to subtract by 1.
    void extractSkeleton (ofstream& skeletonFile){ // if skeletonAry[i,j] > 0 write the triplet (i.e., i, j, skeletonAry[i,j]) to
        skeletonFile << numRows << " " << numCols << " " << newMinVal << " " << newMaxVal << endl;
        for (int i = 1; i <= numRows; i++) {
            for (int j = 1; j <= numCols; j++) {
                if(skeletonAry[i][j] > 0)
                    skeletonFile << i << " " << j << " " << skeletonAry[i][j] << endl;
            }
        }
    }
    void loadSkeleton(ifstream& skeletonFile){ // Load the skeleton file onto inside frame of ZFAry
        zero2D(ZFAry);
        int i, j, val;
        skeletonFile >> numRows >> numCols >> newMinVal >> newMaxVal;
        // while(!skeletonFile.eof()){
        while(skeletonFile >> i >> j >> val){
            ZFAry[i][j] = val;
        }
    }
    void imageDeCompression(ofstream& outFile){ // See algorithm below
        firstPassExpansion();
        print(ZFAry);
        reformatPrettyPrint(ZFAry, outFile, "Expansion First Pass");
        secondPassExpansion();
        reformatPrettyPrint(ZFAry, outFile, "Expansion Second Pass");
    }
    void firstPassExpansion(){ // algorithm is given in class.
        int pixel;
        for (int i = 1; i <= numRows; i++) {
            for (int j = 1; j <= numCols; j++) {
                pixel = ZFAry[i][j];
                if(pixel==0){
                    ZFAry[i][j] = max(max(checkNeighbors(ZFAry, "max", 1, i, j)-1, //top
                                            checkNeighbors(ZFAry, "max", -1, i, j)-1), //bottom
                                      pixel);
                }
            }
        }
    }
    void secondPassExpansion(){ // algorithm is given in class.
        int pixel, m; // keep track of newMinVal and newMaxVal.
        newMinVal = 9999;
        newMaxVal = -1;
        for (int i = numRows; i >= 1; i--) {
            for (int j = numCols; j >= 1; j--) {
                pixel = ZFAry[i][j];
                m = max(checkNeighbors(ZFAry, "max", 1, i, j)-1, checkNeighbors(ZFAry, "max", -1, i, j)-1);
                if(pixel < m){
                    ZFAry[i][j] = m;
                    // if(ZFAry[i][j] < newMinVal) newMinVal = ZFAry[i][j];
                    // if(ZFAry[i][j] > newMaxVal) newMaxVal = ZFAry[i][j];
                }
            }
        }
    }
    void threshold(int threshold, ofstream& decompress){ // do a threshold on pixels inside of ZFAry with the threshold value at 1;
        newMinVal = 0;
        newMaxVal = threshold;
        for (int i = 1; i <= numRows; i++) {
            for (int j = 1; j <= numCols; j++) {
                int pixel = ZFAry[i][j];
                if(pixel >= 1){
                    ZFAry[i][j] = 1;
                }
            }
        }
        extractImage(decompress);
    }
    // i.e., if ZFAry (i, j) >= 1
    // output 1 and a blank space to decompressed file.
    // else
    // output 0 and a blank space to decompressed file.
    void reformatPrettyPrint(int** Ary, ofstream& outFile, string s){ // reuse codes from your previous project
        drawTitle(outFile, s);
        for(int i = 0; i <= numRows+1;i++) {

```

```

        for (int j = 0; j <= numCols+1; j++) {
            if(Ary[i][j]>=10) outFile << Ary[i][j] <<" ";
            else if(Ary[i][j]>0) outFile << " " << Ary[i][j] <<" ";
            else outFile << " . ";
        }
        outFile << endl;
    }
}

void drawTitle(ofstream &outFile, string str){
    int maxL = numCols * 3;
    int l = ((maxL+1)/2);
    int sl = l - str.length()/2;
    for(int r=-1; r<3; r++){
        for (int i = 0; i <= maxL + (3+1)*1; i++){
            if(r==0 || r==2) outFile << "-";
            else if(r==1){
                if(i==sl-1) outFile << " " << str << " ";
                else if(i<=sl-1) outFile << " ";
                else if (i>sl+str.length()+2) outFile << " ";
            } else outFile << " ";
        } outFile << endl;
    }
}

void print(int** Ary){
    for (int i = 1; i <= numRows; i++) {
        for (int j = 1; j <= numCols; j++) {
            cout << Ary[i][j] << " ";
        }
        cout << "\n";
    }
}

void extractImage(ofstream& outFile){
    outFile << numRows << " " << numCols << " " << newMinVal << " " << newMaxVal << endl;
    // outFile << numRows << " " << numCols << " " << minVal << " " << maxVal << endl;
    for (int i = 1; i <= numRows; i++) {
        for (int j = 1; j <= numCols; j++) {
            outFile << ZFAry[i][j] << " ";
        }
        outFile << "\n";
    }
}

~SkeletonCompression(){
    for (int i = 0; i < numRows+2; i++){
        delete[] ZFAry[i];
        delete[] skeletonAry[i];
    }
    delete[] ZFAry;
    delete[] skeletonAry;
}

};

int main(int argc, const char* argv[]){
    ifstream inFile(argv[1]);
    ofstream outFile(string(argv[1])+"_outFile");
    ofstream skeletonFile(string(argv[1])+"_skeleton");
    ofstream deCompressFile(string(argv[1])+"_deCompressed");

    SkeletonCompression sc = SkeletonCompression(inFile);

    sc.compute8Distance(outFile);
    // sc.print();

    sc.imageCompression(outFile, skeletonFile);
    skeletonFile.close();

    ifstream skeletonFile2(string(argv[1])+"_skeleton");
    sc.loadSkeleton(skeletonFile2);
    skeletonFile2.close();

    sc.imageDeCompression(outFile);
    sc.threshold(1, deCompressFile);

    deCompressFile.close();
    outFile.close();
    inFile.close();
    return 0;
}

```

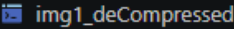
## IMG 1 Output

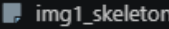
```

specs > img1_outFile
1
2 -----
3 Distance Transform First Pass
4 -----
5 . . . . . . . . . . . . . . . . . .
6 . . . . . . . . . . 1 . . . . . . . .
7 . . . . . . . . . . 1 1 1 . . . . . .
8 . . . . . . . . 1 1 2 1 1 . . . . . .
9 . . . . . . 1 1 2 2 2 1 1 . . . . . .
10 . . . . . 1 1 2 2 3 3 2 2 1 1 . . . .
11 . . . . 1 1 2 2 3 3 3 2 2 1 1 . . . .
12 . . . 1 1 2 2 3 3 4 3 3 2 2 1 1 . . .
13 . . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 . .
14 . 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 .
15 . 1 2 3 3 4 4 5 5 5 4 4 3 3 2 2 . . .
16 . 1 2 3 4 5 5 6 5 5 4 4 3 3 . . . .
17 . . 1 2 3 4 5 6 5 5 4 4 . . . . . .
18 . . . 1 2 3 4 5 6 6 5 5 . . . . . .
19 . . . . 1 2 3 4 5 6 6 . . . . . .
20 . . . . . 1 2 3 4 5 . . . . . . . .
21 . . . . . . 1 2 3 . . . . . . . .
22 . . . . . . . 1 . . . . . . . . .
23 . . . . . . . . . . . . . . . . . .
24 -----
25
26 Distance Transform Second Pass
27 -----
28 . . . . . . . . . . . . . . . . . .
29 . . . . . . . . 1 . . . . . . . . .
30 . . . . . . . 1 1 1 . . . . . . . .
31 . . . . . . 1 1 2 1 1 . . . . . . .
32 . . . . . 1 1 2 2 2 1 1 . . . . . .
33 . . . . 1 1 2 2 3 3 2 2 1 1 . . . .
34 . . . 1 1 2 2 3 3 3 2 2 1 1 . . . .
35 . . 1 1 2 2 3 3 4 3 3 2 2 1 1 . . .
36 . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 . .
37 . 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 .
38 . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 . .
39 . 1 1 2 2 3 3 4 4 3 3 2 2 1 1 . .
40 . . 1 1 2 2 3 3 3 2 2 1 1 . . . .
41 . . . 1 1 2 2 3 2 2 1 1 . . . . .
42 . . . . 1 1 2 2 2 1 1 . . . . . .
43 . . . . . 1 1 2 1 1 . . . . . . .
44 . . . . . . 1 1 . . . . . . . .
45 . . . . . . . 1 . . . . . . . .
46 . . . . . . . . . . . . . . . . .
47 -----
48
49 Skeleton Image from Local Maxima
50 -----
51 . . . . . . . . . . . . . . . . . .
52 . . . . . . . . . . 1 . . . . . . . .
53 . . . . . . . . . . 2 . . . . . . . .
54 . . . . . . . . . . 3 . . . . . . . .
55 . . . . . . . . . . 4 . . . . . . . .
56 . . . . . . . . . . 5 . . . . . . . .
57 . . . . . . . . . . 4 . . . . . . . .
58 . . . . . . . . . . 3 . . . . . . . .
59 . . . . . . . . . . 2 . . . . . . . .
60 . 1 . 2 . 3 . 4 . 5 . 4 . 3 . 2 . 1 .
61 . . . . . . . . . . 4 . . . . . . . .
62 . . . . . . . . . . 4 . . . . . . . .
63 . . . . . . . . . . 3 . . . . . . . .
64 . . . . . . . . . . 2 . . . . . . . .
65 . . . . . . . . . . 2 . . . . . . . .
66 . . . . . . . . . . 1 . . . . . . . .
67 . . . . . . . . . . 1 . . . . . . . .
68 . . . . . . . . . . 1 . . . . . . . .
69 . . . . . . . . . . . . . . . . . .
70 -----
71
72 Expansion First Pass
73 -----
74 . . . . . . . . . . . . . . . . . .
75 . . . . . . . . . . 1 . . . . . . . .
76 . . . . . . . . . . 1 1 1 . . . . .
77 . . . . . . . . . . 1 2 1 . . . . .
78 . . . . . . . . . . 2 2 2 1 . . . . .
79 . . . . . . . . . . 1 2 3 2 1 . . . .
80 . . . . . . . . . . 1 3 3 3 2 1 . . .
81 . . . . . . . . . . 2 3 4 3 2 1 . . .
82 . . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 .
83 . 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 .
84 . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 . .
85 . . 1 1 2 2 3 3 4 3 3 2 2 1 1 . .
86 . . . 1 1 2 2 3 3 3 2 2 1 1 . . .
87 . . . . 1 1 2 2 3 2 2 1 1 . . . .
88 . . . . . 1 1 2 2 2 1 1 . . . . .
89 . . . . . . 1 2 1 1 . . . . . .
90 . . . . . . . 1 1 1 . . . . . .
91 . . . . . . . . 1 . . . . . . .
92 . . . . . . . . . . . . . . . . .
93 -----
94
95 Expansion Second Pass
96 -----
97 . . . . . . . . . . . . . . . . . .
98 . . . . . . . . . . 1 . . . . . . . .
99 . . . . . . . . . . 1 1 1 . . . . .
100 . . . . . . . . . . 1 1 2 1 1 . . . .
101 . . . . . . . . . . 1 1 2 2 2 1 1 . . .
102 . . . . . . . . . . 1 1 2 3 2 2 1 1 .
103 . . . . . . . . . . 1 1 2 2 3 3 2 2 1 1
104 . . . 1 1 2 2 3 3 4 3 3 2 2 1 1 . .
105 . . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 .
106 . 1 1 2 2 3 3 4 4 5 4 4 3 3 2 2 1 1 .
107 . 1 1 2 2 3 3 4 4 4 3 3 2 2 1 1 . .
108 . . 1 1 2 2 3 3 4 3 3 2 2 1 1 . .
109 . . . 1 1 2 2 3 3 3 2 2 1 1 . . .
110 . . . . 1 1 2 2 3 2 2 1 1 . . . .
111 . . . . . 1 1 2 2 2 1 1 . . . . .
112 . . . . . . 1 1 2 1 1 . . . . . .
113 . . . . . . . 1 1 1 . . . . . .
114 . . . . . . . . 1 . . . . . . .
115 . . . . . . . . . . . . . . . . .

```

## IMG 1 Compression and Decompression files

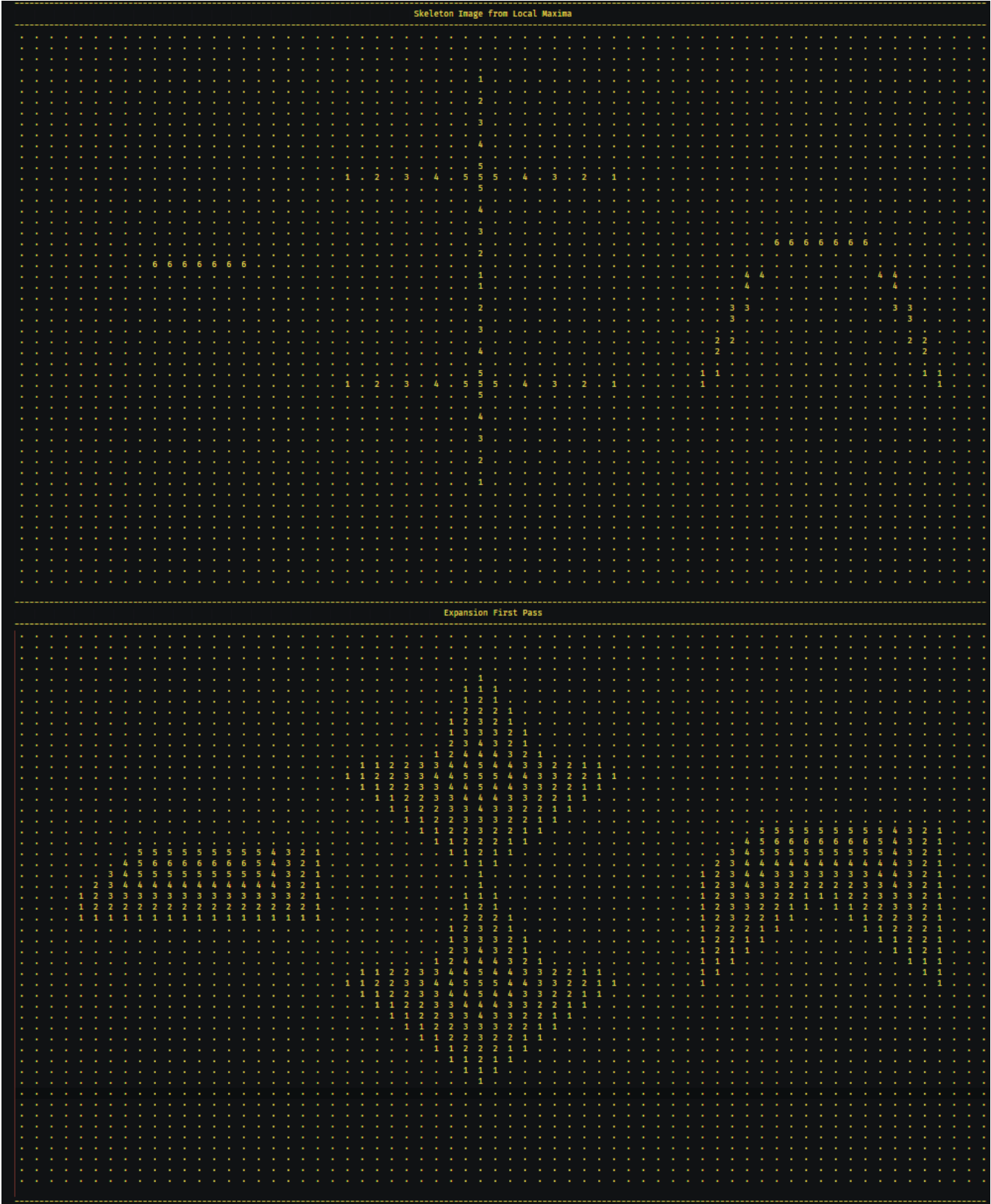
```
specs > i
1 17 17 0 1
2 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0
3 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0
4 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0
5 0 0 0 0 0 1 1 1 1 1 1 1 0 0 0 0 0
6 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0 0 0
7 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 0
8 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0
9 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0
10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
11 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0
12 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0
13 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0
14 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0
15 0 0 0 0 0 1 1 1 1 1 1 1 1 0 0 0 0
16 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0
17 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0
18 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0
19
```

```
img1_skeleton X
specs > i
1 17 17 1 5
2 1 9 1
3 3 9 2
4 5 9 3
5 7 9 4
6 9 1 1
7 9 3 2
8 9 5 3
9 9 7 4
10 9 9 5
11 9 11 4
12 9 13 3
13 9 15 2
14 9 17 1
15 11 9 4
16 13 9 3
17 15 9 2
18 17 9 1
19
```

[illegible]



IMG 2 Output



## IMG 2 Compression file

specs > img2_skeleton	specs > img2_skeleton
1 49 64 1 6	40 22 59 4
2 4 31 1	41 23 31 1
3 6 31 2	42 23 49 4
4 8 31 3	43 23 59 4
5 10 31 4	44 25 31 2
6 12 31 5	45 25 48 3
7 13 22 1	46 25 49 3
8 13 24 2	47 25 59 3
9 13 26 3	48 25 60 3
10 13 28 4	49 26 48 3
11 13 30 5	50 26 60 3
12 13 31 5	51 27 31 3
13 13 32 5	52 28 47 2
14 13 34 4	53 28 48 2
15 13 36 3	54 28 60 2
16 13 38 2	55 28 61 2
17 13 40 1	56 29 31 4
18 14 31 5	57 29 47 2
19 16 31 4	58 29 61 2
20 18 31 3	59 31 31 5
21 19 51 6	60 31 46 1
22 19 52 6	61 31 47 1
23 19 53 6	62 31 61 1
24 19 54 6	63 31 62 1
25 19 55 6	64 32 22 1
26 19 56 6	65 32 24 2
27 19 57 6	66 32 26 3
28 20 31 2	67 32 28 4
29 21 9 6	68 32 30 5
30 21 10 6	69 32 31 5
31 21 11 6	70 32 32 5
32 21 12 6	71 32 34 4
33 21 13 6	72 32 36 3
34 21 14 6	73 32 38 2
35 21 15 6	74 32 40 1
36 22 31 1	75 32 46 1
37 22 49 4	76 32 62 1
38 22 50 4	77 33 31 5
39 22 58 4	78 35 31 4
40 22 59 4	79 37 31 3
41 23 31 1	80 39 31 2
42 23 49 4	81 41 31 1
43 23 59 4	82
44 25 31 2	
45 25 48 3	

## IMG 2 Decompression files

[illegible]