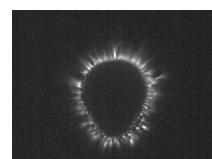


 <b>EPIC™</b> RESEARCH DIAGNOSTICS	<h1 style="text-align: center;">Analysis Function Requirements</h1>
<b>1.0 Purpose</b>	
<p>The purpose of this document is to describe the requirements for the image analysis process.</p>	
<b>2.0 Scope</b>	
<p>The scope of this document consists of the Analysis Function processes as a whole, no other systems requirements are defined in this document. The initial release of this document addresses only the requirements for the core system; this will be augmented as new requirements are introduced.</p>	
<b>3.0 Definitions</b>	
<b>Background Noise Level</b>	<p>This is the pixel intensity (a value between 0 and 255) that represents the point at which we will consider the pixel 'on'. This is used to remove extraneous noise from the image.</p>
<b>Bitmap</b>	<p>A graphic format used by the system. All images captured by the system are stored in this format. The images are all 320 pixels by 240 pixels in size.</p>
<b>Calibration Image</b>	<p>An image captured using a probe rather than a human finger. This is used as a baseline in performing some image calculations.</p>
<b>Coefficients</b>	<p>Numerical calculations that describe specific attributes of the image.</p>
<b>Encryption</b>	<p>Modifying human readable text into a format that is not readable without performing a conversion.</p>
<b>Energized Image</b>	<p>The image captured by the scanner showing the release of energy. This image is captured and stored as a bitmap having a width of 320 pixels and a height of 240 pixels and 24 bit color depth. An example of an energized image is show below:</p> <div style="text-align: center;">  </div>

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<b>EPIC Image Analysis Engine (EIAE)</b>	A library of code that processes data contained in an image and produces a set of measurements from the data (coefficients).
<b>EPIC Scoring Engine (ESE)</b>	A library of code that is responsible for processing the coefficients to obtain a response scale value. The response scale value is the value that is reported to the end user.
<b>Filtered Image</b>	A energized image obtained by placing a specially designed filter between the subjects finger and the scanner lens.
<b>Finger Image</b>	The raw image of the finger captured before the voltage is applied to the plate.
<b>Finger Sector</b>	A portion of the finger that image that is analyzed for the calculating the various coefficients. All of the fingers have between 6 and 9 sectors for calculation purposes. The sectors are represented as 'pie slices' emanating from the calculated center of the image.
<b>Fractal</b>	A geometrical or physical structure having an irregular or fragmented shape. In an energized image, the fractal coefficient identifies the presence of a repeated pattern in the image.
<b>License Key</b>	File containing a value or string that represents the capabilities of the software. This string is always encrypted.
<b>Pixel</b>	A graphical component that has the ability to turn on and off and display color and intensity.
<b>Scan</b>	The process of collecting the energized images from the fingers of a subject. A complete scan will consist of 10 filtered and 10 unfiltered images.
<b>Sector Quadrant</b>	One of four equal in radius sections of a sector. This can be thought of like a piece of pie segmented into 4 sections starting at the inner radius of the sector out in four equal radii measurements.
<b>Unfiltered Image</b>	An energized image obtained by placing the subject's finger directly on the scanner lens.

## 4.0 System Requirements



- ▲ Image analysis must take place immediately upon request by the user after all of the images are captured.
- ▲ Analysis requires a set of 10 filtered and 10 unfiltered images.
- ▲ A valid calibration set must be current and available before analysis can begin.
- ▲ The system must calculate a noise value which will be referred to as the background noise level. This level should be the pixel intensity below which will be considered 0 or no intensity at all.
- ▲ The number of pixels within a sector that are above the noise level should be measured, this coefficient will be known as the sector area.
- ▲ The area respective to the size of the sector must be calculated, this coefficient will be known as the normalized area.
- ▲ The average intensity of all pixels in a sector must be determined; this coefficient will be called average intensity.
- ▲ The measurement of disorganization in a sector should be measured; this coefficient will be known as the entropy.
- ▲ Measure the level of continuity along the radii of the sectors, this coefficient will be known as form. The form coefficient will encompass approximately 2/3 of the depth of the sector, a separate coefficient called Form2 will look at the outer 1/3 of the sector.
- ▲ Breaks or lines in a sector will be known as Break Coefficient
- ▲ A measurement of the fractal dimension in a sector must be calculated, this coefficient will be known as fractal.
- ▲ A measurement of the difference between a calibration image and the captured energized image per sector must be reported, this coefficient will be known as NS.
- ▲ The general data flow will be as follows:
  - ▲ Collect images → Perform coefficients calculations → Store raw data → Run coefficients through analysis algorithm → Result in Response Scale Measurement → store analyzed data → produce a report.
- ▲ The raw coefficients should be persisted in their original state in a table in the ClearView database.
- ▲ Z Scores will be calculated for each instance of all coefficients.
- ▲ A base score will be calculated for each finger sector, this score is a product of the weighting factor (which is unique to each coefficient), the calculated coefficient and the coefficient z-score.
- ▲ Specific combinations of high scoring coefficients will be worth more than others. Rules will be put in place to enforce this.
- ▲ A scale will then be applied to the score that was created; the scale will reduce the results to a number between 1 and 25.



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- ▲ Calibration images must be saved with the raw data.
- ▲ The final report data must be saved to the ClearView database.
  - The user will have the ability to print a report of the Response Scale measurements.
  - The user will have the ability to view and sort the Response Scale measurements.
  - The user will have the ability to view a graphical representation of the NS coefficient.
  - The user will have the ability to view the energized image sectors in relation to a visual representation of the body.
- ▲ The ClearView system should require that a license file be present before the software can be used.
- ▲ The ClearView system should support two types of licenses, Basic and Full.
- ▲ A ClearView system utilizing a Basic license will display only one output tab upon completion of processing that will contain the ClearView Report.
- ▲ A ClearView system utilizing a Full license will display all output tabs upon completion of processing.
- ▲ The ClearView report displayed in the ClearView system utilizing a 'Full' license will be significantly different in format and content than the report under the 'Basic' license.
- ▲ A new raw coefficient should be added to the ClearView system, called Form1\_1. This will be a measurement of form in the first quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called Form1\_2. This will be a measurement of form in the second quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called Form1\_3. This will be a measurement of form in the third quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called Form1\_4. This will be a measurement of form in the first quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called AI1. This will be a measurement of the average intensity in the first quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called AI2. This will be a measurement of the average intensity in the second quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called AI3. This will be a measurement of the average intensity in the third quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called AI4. This will be a measurement of the average intensity in the fourth quadrant of the sector.
- ▲ A new raw coefficient should be added to the ClearView system, called Ring Thickness. This will be a measurement of the number of pixels along a radii that are within a specific intensity if each other. In some cases this value may be zero.



## Analysis Function Requirements

- ▲ A new raw coefficient should be added to the ClearView system, called Ring Intensity. This will be a measurement of the number of the average intensity in the area that makes up the value for Ring Thickness.
- ▲ A new scoring process (Naive Bayse) will be added to the scoring calculation. This will be calculated completely independent of the EPIC scoring process.
- ▲ The Naive Bayse score will be displayed in a new section in the ClearView report separated from the standard scoring section. This will be treated as an overall score.
- ▲ Another new scoring mechanism will be added to the ClearView system, this will be known as the Logistic Regression score. Although this score will never be directly displayed on the report, it will be used in specific conditions to calculate it.
- ▲ The method of converting the EPIC score value to the final score for the report will be modified to use a new process developed by the Chief Scientist and Statistician to take the population data into consideration.
- ▲ The method of converting the Logistic Regression score value to the final score for the report will be added based on a new process developed by the Chief Scientist and Statistician to take the population data into consideration.
- ▲ A process for selecting which of the two scores for each measurement to select (EPIC or Logistic Regression) will be implemented into the score development algorithm.
- ▲ The Microsoft report viewer and reporting system should be replaced with the Crystal Reports reporting system with minimal change to the end user display.
- ▲ The ClearView report will be modified to have two new sections in the "Full" license mode:
  - An overview text section
  - The Overview score section
  - The Organ System Detail Section
  - The related systems section
- ▲ The ClearView report for the "Basic" licensed product will display only one section that contains Hand/Finger/Measurement # and the appropriate scores.
- ▲ The Biofield page will be modified to remove the organ system tab. The radio buttons located on that tab will be moved to the main tab.
- ▲ The magnification algorithm used on the Biofield page will be modified to use a more smooth scaling routine.



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# Analysis Function Requirements

## Document Revision History

Version Number:	Description of Change:	Date:	Updated by:
000	Introduction	5/24/11	A. Mason
001	Update to include new raw coefficients, the logistic regression scoring mechanism, and the Naïve Baise scoring mechanism in order to implement a new look to the ClearView Report. Remove the requirement for an organ system sub-tab in the Biofield Report Tab, include requirement to use Crystal Reports for generating the ClearView Report, and implement the license requirements in order to offer two different sets of reports based on the user requirements. Alphabetically ordered the Definitions.	10/20/11	A. Mason
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