

November 24, 2020 at 13:24

1. Introduction. I'm reregenerating the illustrations for my paper in the Transactions on Graphics. This program has little generality, but it could be easily modified.

```
#define m 360      /* this many rows */
#define n 250      /* this many columns */
#define lisacode 1  /* say 1 for Mona Lisa */
#define spherecode 2 /* say 2 for the sphere */
#define fscode 1    /* say 1 for Floyd-Steinberg */
#define odithcode 2 /* say 2 for ordered dither */
#define ddiffcode 3 /* say 3 for dot diffusion */
#define sdiffcode 4 /* say 4 for smooth dot diffusion */
#define ariescode 5 /* say 5 for ARIES */

#include <gb_graph.h>
#include <gb_lisa.h>
#include <math.h>
#include <time.h>

<Preprocessor definitions>
time_t clokk;
double A[m + 2][256]; /* pixel data (darknesses), bordered by zero */
int board[10][10];

Graph * gg;
int kk;

<Global variables 6>
<Subroutines 7>

main(argc, argv)
    int argc;
    char *argv[];
{
    register int i, j, k, l, ii, jj;
    register double err;
    register Graph *g;
    register Vertex *u, *v;
    register Arc *a;
    int imagecode, sharpcode, methodcode;

    <Scan the command line, give help if necessary 2>;
    <Input the image 3>;
    <Sharpen if requested 4>;
    <Generate and print the base matrix, if any 5>;
    <Compute the answer 33>;
    <Spew out the answers 29>;
    <Print relevant statistics 34>;
}
```

2. $\langle \text{Scan the command line, give help if necessary } 2 \rangle \equiv$

```

if (argc  $\neq$  4  $\vee$  sscanf(argv[1], "%d", &imagecode)  $\neq$  1  $\vee$ 
    sscanf(argv[2], "%d", &sharpcode)  $\neq$  1  $\vee$ 
    sscanf(argv[3], "%d", &methodcode)  $\neq$  1) {
usage: fprintf(stderr, "Usage: %s imagecode sharpcode methodcode\n", argv[0]);
    fprintf(stderr, "  _Mona_Lisa = %d, _Sphere = %d\n", lisacode, spherecode);
    fprintf(stderr, "  _unretouched = %d, _edges_enhanced = %d\n", 0, 1);
    fprintf(stderr, "  _Floyd-Steinberg = %d, _ordered_dither = %d, \n", fscode, odithcode);
    fprintf(stderr, "  _dot_diffusion = %d, _smooth_dot_diffusion = %d, \n", ddiffcode, sdiffcode);
    fprintf(stderr, "  _ARIES = %d\n", ariescode);
    exit(0);
}

```

This code is used in section 1.

3. $\langle \text{Input the image } 3 \rangle \equiv$

```

if (imagecode  $\equiv$  lisacode) { Area workplace;
    register int *mtx = lisa(m, n, 255, 0, 0, 0, 0, 0, workplace);
    for (i = 0; i < m; i++)
        for (j = 0; j < n; j++) A[i + 1][j + 1] = pow(1.0 - (*(mtx + i * n + j) + 0.5)/256.0, 2.0);
    fprintf(stderr, "(Mona_Lisa_image_loaded)\n");
}
else if (imagecode  $\equiv$  spherecode) {
    for (i = 1; i  $\leq$  m; i++)
        for (j = 1; j  $\leq$  n; j++) {
            register double x = (i - 120.0)/111.5, y = (j - 120.0)/111.5;
            if (x * x + y * y  $\geq$  1.0) A[i][j] = (1500.0 * i + j * j)/1000000.0;
            else A[i][j] = (9.0 + x - 4.0 * y - 8.0 * sqrt(1.0 - x * x - y * y))/18.0;
        }
    fprintf(stderr, "(Sphere_image_loaded)\n");
}
else goto usage;

```

This code is used in section 1.

4. $\langle \text{Sharpen if requested } 4 \rangle \equiv$

```

if (sharpcode  $\equiv$  1) {
    for (i = 1; i  $\leq$  m; i++)
        for (j = 1; j  $\leq$  n; j++) A[i - 1][j - 1] = 9 * A[i][j] -
            (A[i - 1][j - 1] + A[i - 1][j] + A[i - 1][j + 1] + A[i][j - 1] +
             A[i][j + 1] + A[i + 1][j - 1] + A[i + 1][j] + A[i + 1][j + 1]);
    for (i = m; i > 0; i--)
        for (j = n; j > 0; j--)
            A[i][j] = (A[i - 1][j - 1]  $\leq$  0.0 ? 0.0 : A[i - 1][j - 1]  $\geq$  1.0 ? 1.0 : A[i - 1][j - 1]);
    for (i = 0; i < m; i++) A[i][0] = 0.0;
    for (j = 1; j < n; j++) A[0][j] = 0.0;
    fprintf(stderr, "(with_enhanced_edges)\n");
}
else if (sharpcode  $\equiv$  0) fprintf(stderr, "(no_sharpening)\n");
else goto usage;

```

This code is used in section 1.

5. \langle Generate and print the base matrix, if any 5 $\rangle \equiv$

```

switch (methodcode) {
case fscode: fprintf(stderr, "(using_Floyd-Steinberg_error_diffusion)\n"); goto done;
case odithcode: fprintf(stderr, "(using_ordered_dithering)\n");
    for (i = 0; i < 4; i++)
        for (j = 0; j < 4; j++)
            for (k = 0; k < 4; k++) {
                ii = 4 * di[k] + 2 * di[j] + di[i] + 2;
                jj = 4 * dj[k] + 2 * dj[j] + dj[i] + 2;
                kk = 16 * i + 4 * j + k;
                board[8 - (jj & 7)][1 + (ii & 7)] = kk;
            }
    goto finishit;
case ddiffcode: fprintf(stderr, "(using_dot_diffusion)\n"); break;
case sdiffcode: fprintf(stderr, "(using_smooth_dot_diffusion)\n"); break;
case ariescode: fprintf(stderr, "(using_ARIES)\n"); break;
default: goto usage;
}
 $\langle$  Set up the board for dot diffusion 9  $\rangle$ ;
finishit:
for (i = 1; i ≤ 8; i++) board[i][0] = board[i][8], board[i][9] = board[i][1];
for (j = 0; j ≤ 9; j++) board[0][j] = board[8][j], board[9][j] = board[1][j];
if (methodcode ≥ ddiffcode)  $\langle$  Install the vertices and arcs of the control graph 11  $\rangle$ ;
 $\langle$  Print the board 10  $\rangle$ ;
done:

```

This code is used in section 1.

6. \langle Global variables 6 $\rangle \equiv$

```

int di[4] = {0, 1, 0, 1};
int dj[4] = {0, 1, 1, 0};

```

See also sections 8, 14, 16, 19, and 26.

This code is used in section 1.

7. $\langle \text{Subroutines 7} \rangle \equiv$

```

void store(i, j)
    int i, j;
{
    Vertex *v;
    if (i < 1) i += 8; else if (i > 8) i -= 8;
    if (j < 1) j += 8; else if (j > 8) j -= 8;
    board[i][j] = kk;
    v = gg→vertices + kk;
    sprintf(name_buffer, "%d", kk);
    v→name = gb_save_string(name_buffer);
    v→row = i; v→col = j;
    kk++;
}

void store_eight(i, j)
    int i, j;
{
    store(i, j); store(i - 4, j + 4); store(1 - j, i - 4); store(5 - j, i);
    store(j, 5 - i); store(4 + j, 1 - i); store(5 - i, 5 - j); store(1 - i, 1 - j);
}

```

See also section 25.

This code is used in section 1.

8. $\langle \text{Global variables 6} \rangle + \equiv$

```

char name_buffer[] = "99";

```

9. **#define** *row* *u.I*
#define *col* *v.I*
#define *weight* *w.I*
#define *del_i* *a.I*
#define *del_j* *b.I*

$\langle \text{Set up the board for dot diffusion 9} \rangle \equiv$

```

kk = 0;
gg = g = gb_new_graph(64);
store_eight(7, 2); store_eight(8, 3); store_eight(8, 2); store_eight(8, 1);
store_eight(1, 4); store_eight(1, 3); store_eight(1, 2); store_eight(2, 3);

```

This code is used in section 5.

10. $\langle \text{Print the board 10} \rangle \equiv$

```

for (i = 1; i ≤ 8; i++) {
    for (j = 1; j ≤ 8; j++) fprintf(stderr, "%2d", board[i][j]);
    fprintf(stderr, "\n");
}

```

This code is used in section 5.

```

11.  ⟨Install the vertices and arcs of the control graph 11⟩ ≡
    if (methodcode ≡ ddiffcode) { /* dot diffusion, two dots per 8 × 8 cell */
        for (v = g-vertices; v < g-vertices + 64; v++) {
            i = v-row;
            j = v-col;
            v-weight = 0;
            for (ii = i - 1; ii ≤ i + 1; ii++)
                for (jj = j - 1; jj ≤ j + 1; jj++) {
                    u = g-vertices + board[ii][jj];
                    if (u > v) {
                        gb_new_arc(v, u, 0);
                        v-arcs-del_i = ii - i;
                        v-arcs-del_j = jj - j;
                        v-weight += 3 - (ii - i) * (ii - i) - (jj - j) * (jj - j);
                    }
                }
        }
    }
    else { /* each vertex has a neighborhood covering 32 classes */
        for (v = g-vertices; v < g-vertices + 64; v++) {
            i = v-row;
            j = v-col;
            for (jj = j - 3; jj ≤ j + 3; jj++) { register int del = (jj < j ? j - jj : jj - j);
                for (ii = i - 3 + del; ii ≤ i + 4 - del; ii++) {
                    u = g-vertices + board[ii & 7][jj & 7];
                    if (u > v) {
                        gb_new_arc(v, u, 0);
                        v-arcs-del_i = ii - i;
                        v-arcs-del_j = jj - j;
                    }
                }
            }
        }
    }
    for (i = 0; i < 10; i++)
        for (j = 0; j < 10; j++) board[i][j] >>= 1;
}

```

This code is used in section 5.

12. Error diffusion. The Floyd-Steinberg algorithm uses a threshold of 0.5 at each pixel and distributes the error to the four unprocessed neighbors.

```
#define alpha 0.4375 /* 7/16, error diffusion to E neighbor */
#define beta 0.1875 /* 3/16, error diffusion to SW neighbor */
#define gamma 0.3125 /* 5/16, error diffusion to S neighbor */
#define delta 0.0625 /* 1/16, error diffusion to SE neighbor */
#define check(i,j)
{
    if (A[i][j] < lo_A) lo_A = A[i][j];
    if (A[i][j] > hi_A) hi_A = A[i][j];
}

⟨Do Floyd-Steinberg 12⟩ ≡
for (i = 1; i ≤ m; i++)
    for (j = 1; j ≤ n; j++) {
        err = A[i][j];
        if (err ≥ .5) err -= 1.0;
        A[i][j] -= err; /* now it's 0 or 1 */
        A[i][j+1] += err * alpha; check(i, j+1);
        A[i+1][j-1] += err * beta; check(i+1, j-1);
        A[i+1][j] += err * gamma; check(i+1, j);
        A[i+1][j+1] += err * delta; check(i+1, j+1);
    }
```

This code is used in section 33.

13. ⟨Print boundary leakage and extreme values 13⟩ ≡

```
if (methodcode ≠ sdiffcode) {
    for (i = 0; i ≤ m+1; i++) edge_accum += fabs(A[i][0]) + fabs(A[i][n+1]);
    for (j = 1; j ≤ n; j++) edge_accum += fabs(A[0][j]) + fabs(A[m+1][j]);
}
fprintf(stderr, "Total leakage at boundaries: %.20g\n", edge_accum);
fprintf(stderr, "Data remained between %.20g and %.20g\n", lo_A, hi_A);
```

This code is used in section 34.

14. ⟨Global variables 6⟩ +=

```
double edge_accum;
double lo_A = 100000.0, hi_A = -100000.0; /* record-breaking values */
```

15. Ordered dithering. The ordered dither algorithm uses a threshold based on the pixel's place in the grid.

```

⟨ Do ordered dither 15 ⟩ ≡
  for (i = 1; i ≤ m; i++)
    for (j = 1; j ≤ n; j++) {
      k = board[i & 7][j & 7];
      err = A[i][j];
      if (err ≥ (k + 0.5)/64.0) err -= 1.0;
      A[i][j] -= err; /* now it's 0 or 1 */
      accum += fabs(err); /* accumulate undiffused error */
      block_err[(i - 1) >> 3][(j - 1) >> 3] += err; /* accumulate error in 8 × 8 block */
    }

```

This code is used in section 33.

```

16. ⟨ Global variables 6 ⟩ +=
  double accum;
  double block_err[(m + 7) >> 3][(n + 7) >> 3];
  int bad_blocks;

```

```

17. ⟨ Print accumulated lossage 17 ⟩ ≡
  fprintf(stderr, "Total_undiffused_error: %.20g\n", accum);
  for (i = 0, accum = 0.0; i < m; i += 8)
    for (j = 0; j < n; j += 8) {
      if (fabs(block_err[i >> 3][j >> 3]) > 1.0) bad_blocks++;
      accum += fabs(block_err[i >> 3][j >> 3]);
    }
  fprintf(stderr, "Total_block_error: %.20g (%d_bad)\n", accum, bad_blocks);

```

This code is used in section 34.

18. Dot diffusion. The dot diffusion algorithm uses a fixed threshold of 0.5 and distributes errors to higher-class neighbor pixels, except at baron positions.

```

⟨ Do dot diffusion 18 ⟩ ≡
  for (v = g-vertices; v < g-vertices + 64; v++)
    for (i = v-row; i ≤ m; i += 8)
      for (j = v-col; j ≤ n; j += 8) {
        err = A[i][j];
        if (err ≥ .5) err -= 1.0;
        A[i][j] -= err; /* now it's 0 or 1 */
        if (v-arcs) ⟨ Distribute the error to near neighbors 20 ⟩
        else { /* baron */
          accum += fabs(err);
          barons++;
          if (fabs(err) > 0.5) bad_barons++;
          if (err < lo_err) lo_err = err;
          if (err > hi_err) hi_err = err;
        }
      }
}

```

This code is used in section 33.

```

19. ⟨ Global variables 6 ⟩ +=
  int barons; /* how many barons are there? */
  int bad_barons; /* how many of them eat more than 0.5 error? */
  double lo_err = 100000.0, hi_err = -100000.0; /* record-breaking errors */

```

```

20. ⟨ Distribute the error to near neighbors 20 ⟩ ≡
  for (a = v-arcs; a; a = a-next) {
    ii = i + a-del_i; jj = j + a-del_j;
    A[ii][jj] += err * (double)(3 - a-del_i * a-del_i - a-del_j * a-del_j) / (double) v-weight;
    check(ii, jj);
  }

```

This code is used in section 18.

21. Smooth dot diffusion is similar, but it uses a class-based threshold and considers a larger neighborhood of size 32.

```

⟨ Do smooth dot diffusion 21 ⟩ ≡
  for (v = g-vertices; v < g-vertices + 64; v++)
    for (i = v-row; i ≤ m; i += 8)
      for (j = v-col; j ≤ n; j += 8) {
        k = (v - g-vertices) >> 1; /* class number */
        err = A[i][j];
        if (err ≥ .5/(double)(32 - k)) err -= 1.0;
        A[i][j] -= err; /* now it's 0 or 1 */
        if (v-arcs) ⟨ Distribute the error to dot neighbors 22 ⟩
        else { /* baron */
          accum += fabs(err);
          barons++;
          if (fabs(err) > 0.5) bad_barons++;
          if (err < lo_err) lo_err = err;
          if (err > hi_err) hi_err = err;
        }
      }
}

```

This code is used in section 33.

22. This pixel has $31 - k$ neighbors of higher classes; each shares equally in the distribution.

```

⟨ Distribute the error to dot neighbors 22 ⟩ ≡
  for (a = v-arcs; a; a = a-next) {
    ii = i + a-del_i; jj = j + a-del_j;
    if (ii > 0 ∧ ii ≤ m ∧ jj > 0 ∧ jj ≤ n) {
      A[ii][jj] += err/(double)(31 - k); check(ii, jj);
    }
    else edge_accum += fabs(err); /* error leaks out the boundary */
  }
}

```

This code is used in section 21.

23. ⟨ Print baronial lossage 23 ⟩ ≡

```

fprintf(stderr, "Total_undiffused_error_%.20g_at_%.20g_barons\n", accum, barons);
fprintf(stderr, "_(%d_bad, _min_%.20g, _max_%.20g)\n", bad_barons, lo_err, hi_err);

```

This code is used in section 34.

24. Alias-Reducing Image-Enhancing Screening. The ARIES method works with 32-pixel dots and dithers them but adjusts the threshold by considering the average intensity in the dot.

```

⟨Do ARIES 24⟩ ≡
  for (i = -1; i ≤ m + 3; i += 4)
    for (j = (i & 4) ? 2 : -2; j ≤ n + 3; j += 8) { double s = 0.5;
      ll = 0; /* number of cells in current dot */
      for (jj = j - 3; jj ≤ j + 3; jj++) { register int del = (jj < j ? j - jj : jj - j);
        for (ii = i - 3 + del; ii ≤ i + 4 - del; ii++)
          if (ii > 0 ∧ ii ≤ m ∧ jj > 0 ∧ jj ≤ n) s += A[ii][jj], rank(ii, jj);
      }
      ⟨Blacken the top ⌊s⌋ pixels of the dot 27⟩;
    }
}

```

This code is used in section 33.

25. The ranking procedure sorts the entries by the key $a_{ij} - k/32$, where k is the class number of cell (i, j) .

```

⟨Subroutines 7⟩ +=
  rank(i, j)
  int i, j;
  {
    register double key = A[i][j] - board[i & 7][j & 7]/32.0;
    register int l;
    for (l = ll; l > 0; l--)
      if (key ≥ val[l - 1]) break;
      else inxi[l] = inxi[l - 1], inxj[l] = inxj[l - 1], val[l] = val[l - 1];
    inxi[l] = i; inxj[l] = j; val[l] = key; ll++;
  }

```

26. ⟨Global variables 6⟩ +=

```

  int ll; /* the number of items in the ranking table */
  int inxi[32], inxj[32]; /* indices of the ranked pixels */
  double val[32]; /* keys of the ranked pixels */

```

27. I have to admit that I rather like this implementation of ARIES!

```

⟨Blacken the top ⌊s⌋ pixels of the dot 27⟩ ≡
  if (ll) { barons++; accum += fabs(s - 0.5 - (int) s); }
  while (ll > 0) {
    ll--; s -= 1.0;
    ii = inxi[ll]; jj = inxj[ll];
    err = A[ii][jj];
    if (s ≥ 0.0) err -= 1.0;
    A[ii][jj] -= err; /* now it's 0 or 1 */
  }

```

This code is used in section 24.

28. ⟨Print ARIES lossage 28⟩ ≡

```

  fprintf(stderr, "Total lossage %.20g in %d dots\n", accum, barons);

```

This code is used in section 34.

29. Encapsulated PostScript. When all has been done (but all has not necessarily been said), we output the matrix as a PostScript file with resolution 72 pixels per inch.

```

⟨ Spew out the answers 29 ⟩ ≡
  ⟨ Output the header of the EPS file 30 ⟩;
  ⟨ Output the image 31 ⟩;
  ⟨ Output the trailer of the EPS file 32 ⟩;

```

This code is used in section 1.

```

30.  ⟨ Output the header of the EPS file 30 ⟩ ≡
    printf ("%!PS\n");
    printf ("%%%BoundingBox: 0 0 %d %d\n", n, m);
    printf ("%%%Creator: togpap\n");
    clokk = time(0);
    printf ("%%%CreationDate: %s", ctime(&clokk));
    printf ("%%%Pages: 1\n");
    printf ("%%%EndProlog\n");
    printf ("%%%Page: 1 1\n");
    printf ("/picstr %d string def\n", (n + 7) >> 3);
    printf ("%d %d scale\n", n, m);
    printf ("%d %d true [%d 0 0 - %d 0 0] \n", n, m, n, m, m);
    printf ("% {currentfile picstr readhexstring pop} imagemask\n");

```

This code is used in section 29.

```

31.  ⟨ Output the image 31 ⟩ ≡
    for (i = 1; i ≤ m; i++) {
      for (j = 1; j ≤ n; j += 8) {
        for (k = 0, l = 0; k < 8; k++) l = l + l + (A[i][j + k] ? 1 : 0);
        printf ("%02x", l);
      }
      printf ("\n");
    }

```

This code is used in section 29.

```

32.  ⟨ Output the trailer of the EPS file 32 ⟩ ≡
    printf ("%%%EOF\n");

```

This code is used in section 29.

33. Synthesis. And now to put the pieces together:

```

⟨ Compute the answer 33 ⟩ ≡
  switch (methodcode) {
    case fscore: ⟨ Do Floyd-Steinberg 12 ⟩; break;
    case odithcode: ⟨ Do ordered dither 15 ⟩; break;
    case ddiffcode: ⟨ Do dot diffusion 18 ⟩; break;
    case sdiffcode: ⟨ Do smooth dot diffusion 21 ⟩; break;
    case ariescode: ⟨ Do ARIES 24 ⟩; break;
  }

```

This code is used in section 1.

34. ⟨ Print relevant statistics 34 ⟩ ≡

```

  switch (methodcode) {
    case odithcode: ⟨ Print accumulated lossage 17 ⟩; break;
    case ariescode: ⟨ Print ARIES lossage 28 ⟩; break;
    case ddiffcode: case sdiffcode: ⟨ Print baronial lossage 23 ⟩;
    case fscore: ⟨ Print boundary leakage and extreme values 13 ⟩; break;
  }

```

This code is used in section 1.

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