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FACSIMILE CODING SCHEMES AND CODING CONTROL FUNCTIONS FOR GROUP 4 FACSIMILE APPARATUS

ITU-T Recommendation T.6

(Extract from the *Blue Book*)

NOTES

1   ITU-T Recommendation T.6 was published in Fascicle VII.3 of the *Blue Book*. This file is an extract from the *Blue Book*. While the presentation and layout of the text might be slightly different from the *Blue Book* version, the contents of the file are identical to the *Blue Book* version and copyright conditions remain unchanged (see below).

2   In this Recommendation, the expression "Administration" is used for conciseness to indicate both a telecommunication administration and a recognized operating agency.

Recommendation T.6

**FACSIMILE CODING SCHEMES AND CODING CONTROL FUNCTIONS
FOR GROUP 4 FACSIMILE APPARATUS**

(Malaga-Torremolinos, 1984; amended at Melbourne, 1988)

1   General

1.1   *Scope*

1.1.1   Recommendation T.6 defines the facsimile coding schemes and their control functions to be used in the Group 4 facsimile.

1.1.2   This Recommendation should be read in conjunction with the following Recommendations:

T.503	A document application profile for the interchange of Group 4 facsimile documents
T.521	Communication application profile for document bulk transfer based on the session service (according to the rules defined in T.62 *bis*)
T.563	Terminal characteristics for Group 4 facsimile apparatus
T.73	Document interchange protocol for the Telematic services
T.62	Control procedures for Teletex and Group 4 facsimile services
T.62 *bis*	Control procedures for Teletex and Group 4 facsimile services based on Recommendations X.215/X.225
T.70	Network-independent basic transport service for Telematic services
F. 161	International Group 4 facsimile service

In addition, in the case of Group 4 Class II/III (Teletex or mixed mode of operation), the following Recommendations should also be read:

T.60	Terminal equipment for use in the Teletex service
T.61	Character repertoire and coded character sets for the international Teletex service
T.72	Terminal capabilities for mixed mode of operation

1.2   *Fundamental principles*

1.2.1   *Facsimile coding schemes and coding control functions*

Facsimile coding schemes consist of the basic facsimile coding scheme and optional facsimile coding schemes. They are defined in § 2 and §§ 3 and 4, respectively.

Facsimile coding schemes are specified assuming that transmission errors are corrected by control procedures at a lower level.

The basic facsimile coding scheme is the two-dimensional coding scheme which is in principle the same as the two-dimensional coding scheme of Group 3 facsimile specified in Recommendation T.4.

Optional facsimile coding schemes are specified not only for black and white images but also for grey scale images and colour images.

Facsimile coding control functions are used in facsimile user information in order to change facsimile parameters or to invoke the end of facsimile block. They are defined in § 2.4.

2   Facsimile coding schemes and coding control functions for black and white images

2.1   *General*

This section specifies the facsimile coding schemes, and associated control functions for black and white images.

Facsimile coding schemes consist of the basic facsimile coding scheme and optional coding schemes.

The use of the optional facsimile coding schemes is subject to mutual agreement between terminals and shall be initiated by the appropriate procedural steps.

2.2   *Basic facsimile coding scheme*

2.2.1   *Principle of the coding scheme*

The coding scheme uses a two-dimensional line-by-line coding method in which the position of each changing picture element on the current coding line is coded with respect to the position of a corresponding reference element situated on either the coding line or the reference line which is immediately above the coding line. After the coding line has been coded, it becomes the reference line for the next coding line. The reference line for the first coding line in a page is an imaginary white line.

2.2.2   *Definition of changing picture elements* (see Figure 1 /T.6)

A changing element is defined as an element whose "colour" (i.e. black or white) is different from that of the previous element along the same scan line.

Reference line
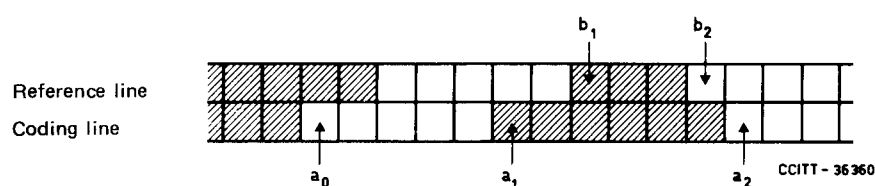
Coding line

a_0 :   The reference or starting changing element on the coding line. At the start of the line a_0 is set on an imaginary white changing element situated just before the first element on the line. During the coding of the coding line, the position of a_0 is defined by the previous coding mode (see § 2.2.3).

a_1 :   The next changing element to the right of a_0 on the coding line.

a_2 :   The next changing element to the right of a_1 on the coding line.

b_1 :   The first changing element on the reference line to the right of a_0 and of opposite colour to a_0.

b_2 :   The next changing element to the right of b_1 on the reference line.

FIGURE 1/T.6

Changing picture elements

2.2.3   *Coding modes*

One of the three coding modes are chosen according to the coding procedure described in § 2.2.4 to code the position of each changing element along the coding line. Examples of the three coding modes are given in Figure 2/T.6, 3/T.6 and 4/T.6.

2.2.3.1 *Pass mode*

This mode is identified when the position of b_2 lies to the left of a_1. (See Figure 2/T.6.)

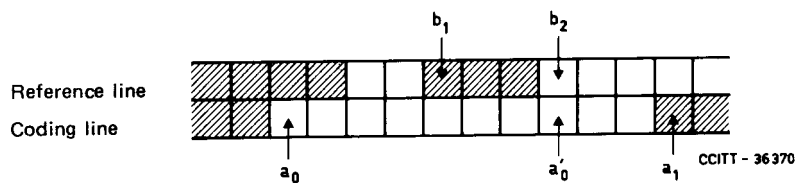However, the state where b_2 occurs just above a_1 as shown in Figure 3/T.6 is not considered as a pass mode.
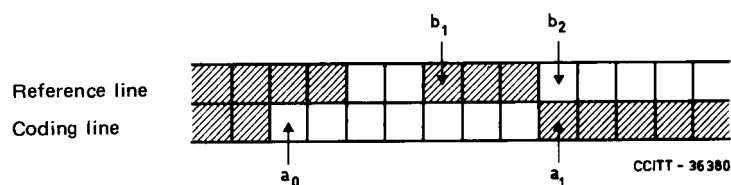
FIGURE 2/T.6

Pass mode

FIGURE 3/T.6

An example not corresponding to a Pass mode

2.2.3.2 *Vertical mode*

When this mode is identified, the position of a_1 is coded relative to the position of b_1. The relative distance a_1b_1 can take on one of seven values $V(0)$, $V_R(1)$, $V_R(2)$, $V_R(3)$, $V_L(1)$, $V_L(2)$ and $V_L(3)$, each of which is represented by a separate code word. The subscripts R and L indicate that a_1 is to the right or left respectively of b_1, and the number in brackets indicates the value of the distance a_1b_1 (see Figure 4/T.6).
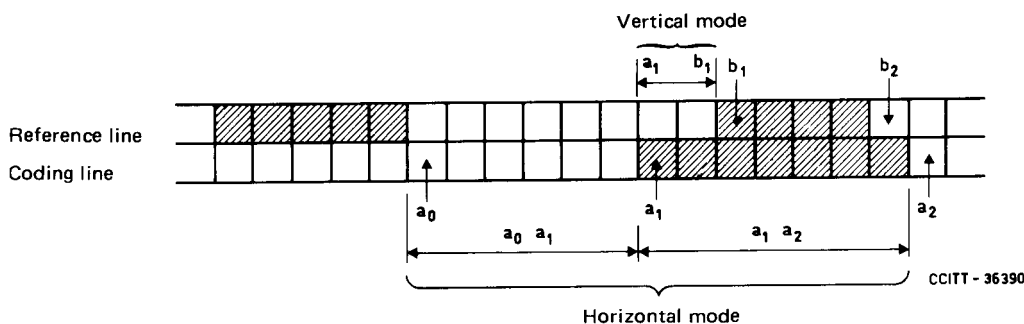
FIGURE 4/T.6

Vertical mode and horizontal mode

2.2.3.3 *Horizontal mode*

When this mode is identified, both the run-lengths a_0a_1 and a_1a_2 are coded using the code words $H + M(a_0a_1) + M(a_1a_2)$. H is the flag code word 001 taken from the two-dimensional code table (Table 1/T.6). $M(a_0a_1)$ and $M(a_1a_2)$ are code words which represent the length and "colour" of the runs a_0a_1 and a_1a_2 respectively and are taken from the appropriate white or black run-length code tables (Tables 2/T.6 and 3/T.6).

Code table

Mode	Elements to be coded		Notation	Code word
Pass	b_1, b_2		P	0001
Horizontal	a_0a_1, a_1a_2		H	$001 + M(a_0a_1) + M(a_1a_2)$ (see Note)
Vertical	a_1 just under b_1	$a_1b_1 = 0$	V(0)	1
	a_1 to the right of b_1	$a_1b_1 = 1$	$V_R(1)$	011
		$a_1b_1 = 2$	$V_R(2)$	000011
		$a_1b_1 = 3$	$V_R(3)$	0000011
	a_1 to the left of b_1	$a_1b_1 = 1$	$V_L(1)$	010
		$a_1b_1 = 2$	$V_L(2)$	000010
		$a_1b_1 = 3$	$V_L(3)$	0000010
Extension				0000001xxx

Note – Code M( ) of the horizontal mode represents the code words in Tables 2/T.6 and 3/T.6.

Terminating codes

White run length	Code word	Black run length	Code word
0	00110101	0	0000110111
1	000111	1	010
2	0111	2	11
3	1000	3	10
4	1011	4	011
5	1100	5	0011
6	1110	6	0010
7	1111	7	00011
8	10011	8	000101
9	10100	9	000100
10	00111	10	0000100
11	01000	11	0000101
12	001000	12	0000111
13	000011	13	00000100
14	110100	14	00000111
15	110101	15	000011000
16	101010	16	0000010111
17	101011	17	0000011000
18	0100111	18	0000001000
19	0001100	19	00001100111
20	0001000	20	00001101000
21	0010111	21	00001101100
22	0000011	22	00000110111
23	0000100	23	00000101000
24	0101000	24	00000010111
25	0101011	25	00000011000
26	0010011	26	000011001010
27	0100100	27	000011001011
28	0011000	28	000011001100
29	00000010	29	000011001101
30	00000011	30	000001101000
31	00011010	31	000001101001
32	00011011	32	000001101010
33	00010010	33	000001101011
34	00010011	34	000011010010
35	00010100	35	000011010011
36	00010101	36	000011010100
37	00010110	37	000011010101
38	00010111	38	000011010110
39	00101000	39	000011010111
40	00101001	40	000001101100
41	00101010	41	000001101101
42	00101011	42	000011011010
43	00101100	43	000011011011
44	00101101	44	000001010100
45	00000100	45	000001010101
46	00000101	46	000001010110
47	00001010	47	000001010111
48	00001011	48	000001100100
49	01010010	49	000001100101
50	01010011	50	000001010010
51	01010100	51	000001010011
52	01010101	52	000000100100
53	00100100	53	000000110111
54	00100101	54	000000111000
55	01011000	55	000000100111
56	01011001	56	000000101000
57	01011010	57	000001011000
58	01011011	58	000001011001
59	01001010	59	000000101011
60	01001011	60	000000101100
61	00110010	61	000001011010
62	00110011	62	000001100110
63	00110100	63	000001100111

Make-up codes between 64 and 1728

White run length	Code word	Black run length	Code word
64	11011	64	0000001111
128	10010	128	000011001000
192	010111	192	000011001001
256	0110111	256	000001011011
320	00110110	320	000000110011
384	00110111	384	000000110100
448	01100100	448	000000110101
512	01100101	512	0000001101100
576	01101000	576	0000001101101
640	01100111	640	0000001001010
704	011001100	704	0000001001011
768	011001101	768	0000001001100
832	011010010	832	0000001001101
896	011010011	896	0000001110010
960	011010100	960	0000001110011
1024	011010101	1024	0000001110100
1088	011010110	1088	0000001110101
1152	011010111	1152	0000001110110
1216	011011000	1216	0000001110111
1280	011011001	1280	0000001010010
1344	011011010	1344	0000001010011
1408	011011011	1408	0000001010100
1472	010011000	1472	0000001010101
1536	010011001	1536	0000001011010
1600	010011010	1600	0000001011011
1664	011000	1664	0000001100100
1728	010011011	1728	0000001100101

Make-up codes between 1792 and 2560

Run length (black and white)	Make-up codes
1792	00000001000
1856	00000001100
1920	00000001101
1984	000000010010
2048	000000010011
2112	000000010100
2176	000000010101
2240	000000010110
2304	000000010111
2368	000000011100
2432	000000011101
2496	000000011110
2560	000000011111

2.2.4 *Coding procedure*

The coding procedure identifies the coding mode that is to be used to code each changing element along the coding line. When one of the three coding modes has been identified according to Step 1 or Step 2 mentioned below, an appropriate code word is selected from the code table given in Table 1/T.6. The coding procedure is as shown in the flow diagram of Figure 5/T.6.
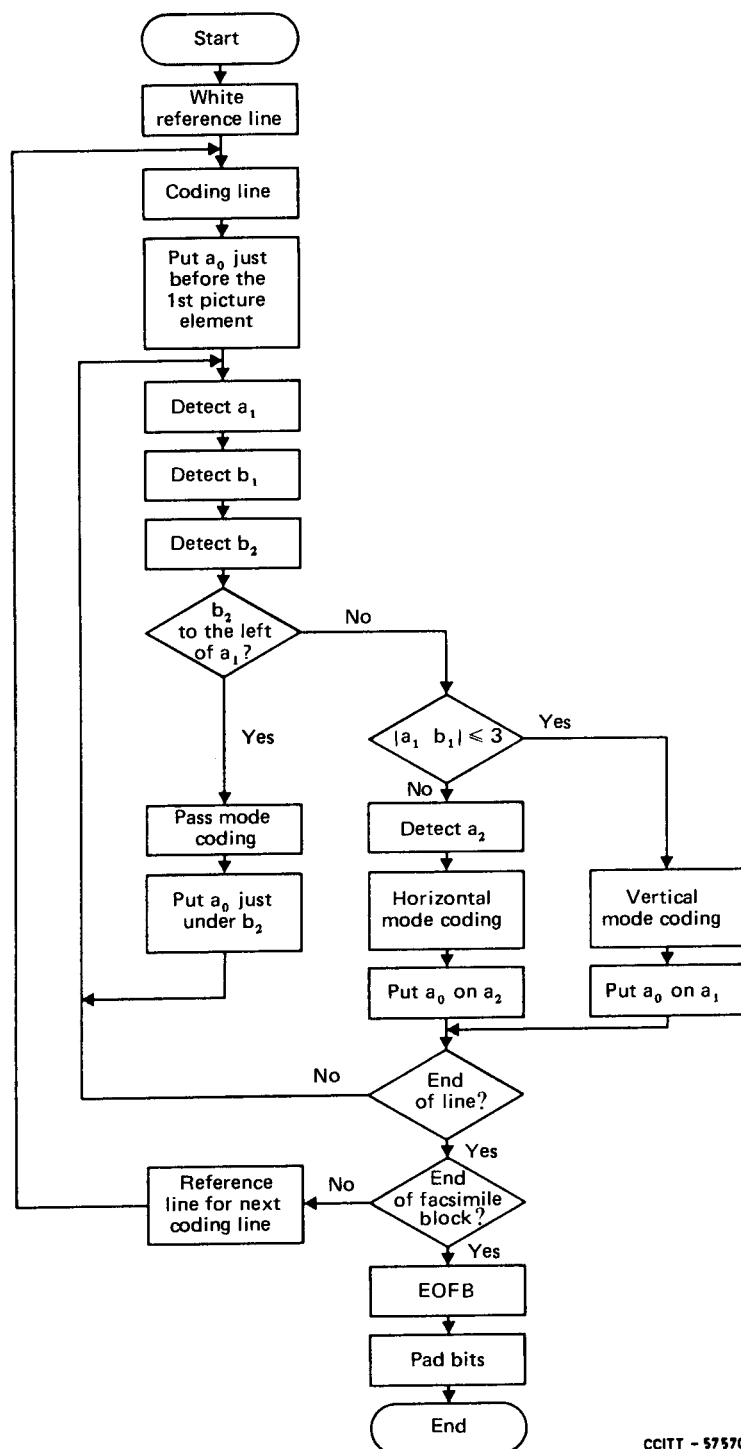
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FIGURE 5/T.6

Coding flow diagram

Step 1

i) If a pass mode is identified, this is coded using the word 0001 (Table 1/T.6). After this processing, picture element a'_0 just under b_2 is regarded as the new starting picture element a_0 for the next coding (see Figure 2/T.6).

ii) If a pass mode is not detected, then proceed to Step 2.

Note – It does not affect compatibility to restrict the use of pass mode in the encoder to a single pass mode. Variations of the algorithm which do not affect compatibility should be the subject of further study.

Step 2

i) Determine the absolute value of the relative distance a_1b_1.

ii) If $| a_1b_1 | \leq 3$, as shown in Table 1/T.6, a_1b_1 is coded by the vertical mode, after which position a_1 is regarded as the new starting picture element a_0 for the next coding.

iii) If $| a_1b_1 | > 3$, as shown in Table 1/T.6, following horizontal mode code 001, a_0a_1 and a_1a_2 are respectively coded by one-dimensional run length coding.

Run lengths in the range of 0 to 63 pels are encoded with their appropriate terminating code word of Table 2/T.6. Note that there is a different list of code words for black and white run lengths. Run lengths in the range of 64 to 2623 pels are encoded first by the make-up code word representing the run length which is nearest, not longer, to that required. This is then followed by the terminating code word representing the difference between the required run length and the run length represented by the make-up code. Run lengths in the range of lengths longer than or equal to 2624 pels are coded first by the make-up code of 2560. If the remaining part of the run (after the first make-up code of 2560) is 2560 pels or greater, additional make-up code(s) of 2560 are issued until the remaining part of the run becomes less than 2560 pels. Then the remaining part of the run is encoded by terminating code or by make-up code plus Terminating code according to the range as mentioned above.

After this processing, position a_2 is regarded as the new starting picture element a_0 for the next coding.

Note – Coding examples are given in Recommendation T.4, § 4.2.5.

2.2.5 *Processing the first and last picture element in a line*

2.2.5.1 *Processing the first picture element*

The first starting picture element a_0 on each coding line is imaginarily set at a position just before the first picture element, and is regarded as a white picture element (see § 2.2.2).

The first run length on a line a_0a_1 is replaced by $a_0a_1 - 1$. Therefore, if the first actual run is black and is deemed to be coded by horizontal mode coding, then the first code word $M(a_0a_1)$ corresponds to an imaginary white run of zero length (see Figure 10/T.4).

2.2.5.2 *Processing the last picture element*

The coding of the coding line continues until the position of the imaginary changing element situated just after the last actual element has been coded. This may be coded as a_1 or a_2. Also, if b_1 and/or b_2 are not detected at any time during the coding of the line, they are positioned on the imaginary changing element situated just after the last actual picture element on the reference line.

2.3 *Optional facsimile coding schemes for black and white images*

2.3.1 *Uncompressed mode*

Uncompressed mode is an optional coding scheme associated to the basic facsimile coding scheme and is used to transmit the image information without data compression techniques as shown in Table 4/T.6.

The extension code in § 2.2.4 with the xxx bits set to 111 is used as an entrance code from the basic coding scheme in § 2.2 to the uncompressed mode.

While using the uncompressed mode, the last picture elements of the end of the line and the first picture elements of the beginning of the following line are concatenated to one pattern.

TABLE 4/T.6

Uncompressed mode code words

Entrance code to uncompressed mode	Basic coding scheme: 0000001111	
	Image pattern	*Code word*
Uncompressed mode code	1 01 001 0001 00001 00000	1 01 001 0001 00001 000001
Exit from uncompressed mode code	0 00 000 0000	0000001T 00000001T 000000001T 0000000001T 00000000001T

T denotes a tag bit which tells the colour of the next run (black = 1, white = 0).

2.4   *Facsimile coding control functions*

2.4.1   *Control functions for basic facsimile coding scheme*

2.4.1.1 *End-of-facsimile block*

The end-of-facsimile block (EOFB) code is added to the end of every coded facsimile block. The format of EOFB is as follows:

Format: 000000000001000000000001

24 bits

2.4.1.2 *Pad bits*

Pad bits may be used after the end-of-facsimile block code if it is necessary to align on octet boundaries or to a fixed block size. The format used is as follows.

Format: Variable length string of 0s.

2.4.1.3 *Extension*

Extension code is used to indicate the change from the current mode to another mode, e.g., another coding scheme.

Format: 0000001xxx,

where xxx = 111 indicates uncompressed mode which is specified in § 2.3.1.

Further study is needed to define other unspecified xxx bit assignments and their use for any further extensions.

3   Optional grey scale facsimile coding schemes and their coding control functions

For further study.

4   Optional colour facsimile coding schemes and their coding control functions

For further study.