Signal/Geometry Processing Library (SPL)
1.1.24

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Chapter 1


1.1 Introduction

The Signal Processing Library (SPL) provides several classes and associated code that are useful for various signal/geometry processing applications. The SPL was developed by Michael Adams from the Department of Electrical and Computer Engineering at the University of Victoria, Victoria, BC, Canada.

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1.3 Reporting Bugs

Please send any bug reports to mdadams@ece.uvic.ca.
Chapter 2

Getting Started

The following sections are useful for getting started with the SPL:

- **Installation.** Describes how to install the SPL.
- **Organization of the Manual.** Briefly explains the organization of the manual (e.g., where to find things).

2.1 Installation

Installing the SPL Software

The SPL software should build on most Linux systems with a C++ compiler that supports C++11.

In what follows, $top_dir$ denotes the top-level directory of the SPL software distribution (i.e., the directory containing the file named configure).

To build the software, the following steps are required (in order):

1. Installing Prerequisite Libraries

   Ensure that all of the libraries needed by the SPL software are installed on your system. This includes the following libraries:

   1) Computational Geometry Algorithms Library (CGAL)
      http://www.cgal.org

   2) OpenGL Utility Toolkit (GLUT)
      http://www.opengl.org/resources/libraries/glut/
      http://freeglut.sourceforge.net

   3) Sndfile Library
      http://www.mega-nerd.com/libsndfile

   On a Linux system, the installation of the above libraries (as well as any of their dependencies) is most easily accomplished by using the appropriate package manager. For example, on a Fedora system (which uses the Yum package manager), this might be accomplished by typing something like:

   ```
   yum install CGAL CGAL-devel CGAL-demos-source mpfr-devel
   yum install freeglut freeglut-devel
   yum install libsndfile libsndfile-devel
   ```

   Note that the specific package names required by the package manager will vary from one version of Fedora to another and may not exactly match those appearing above. On an Ubuntu system, the Apt package manager would probably
need to be used (via the apt-get command).

2. Setting Working Directory

Set the current working directory to the top-level directory of the SPL software distribution. To set the current working directory as required, type:

    cd $top_dir

where $top_dir is as defined above.

3. Configuring Software

Perform the initial configuration of the software. This is accomplished by running the configure script. This process allows important information about the system configuration to be determined. The configure script also generates makefiles from makefile templates. In theory, it should not be necessary to manually edit any of the makefile templates (i.e., the Makefile.in files) used by the configure program.

The configure script can accept numerous options. These options can be listed by invoking the configure command with the --help option. To invoke the configure program, type:

    ./configure $options

where $options denotes the desired options (if any) for configure. The options that are most frequently used are as follows:

--prefix=$dir_name
Set the directory into which the software will be installed to $dir_name. For example, to configure the software so that it will be installed into the directory /home/jdoe/local/SPL, one would use the option "--prefix=/home/jdoe/local/SPL".

CXX=$cxx_command
Set the command to use for the C++ compiler to $cxx_command.

CXXFLAGS=$cxx_flags
Set the C++ compiler flags to $cxx_flags.

It may be necessary to force the GNU C++ compiler flags to include the option -frounding-math in order for applications using CGAL to execute correctly. This can be accomplished by adding the above option.

[NOTE: Some versions of the SPL library automatically enable this compiler option.]

CC=$cc_command
Set the command to use for the C compiler to $cc_command.

NOTE: This option should not be needed.

CFLAGS=$c_flags
Set the C compiler options to $c_flags.

NOTE: This option should not be needed.

Unless you know what you are doing, it is recommended that you not use options for configure other than those listed above.

4. Building Software

Compile and link the software. This is accomplished via the make command. To run the make command, type:

    make

5. Testing Software (Prior to Installation)

Run some basic sanity checks on the software, prior to installation.
2.2 Organization of the Manual

The library is partitioned into groups of related code called modules. The documentation is also partitioned in this way. The documentation for each of the various modules can be found in the modules page.
Chapter 3

Frequently Asked Questions (FAQ)

The following is a list of common questions/problems encountered when using the library.

• I would like to avoid many stressful days and sleepless nights debugging my code that uses the SPL library. Do you have any suggestions on how I can avoid needless mistakes? Are there any common pitfalls that I should be particularly careful to avoid?
  Sadly, one of the most common sources of problems is not reading the documentation and making incorrect assumptions about how the library works. Unfortunately, an incorrect assumption about how the library works can be quite costly, leading to hours of unnecessary debugging time.

• My code is triggering a failed assertion in the SPL library. What does this mean?
  The SPL library makes frequent use of assertions in order to assist in the detection of bugs. If an assertion fails, the code has encountered a situation that should never occur in correct code. The most likely cause is that you are using the library incorrectly. Be sure that you have read the documentation for the parts of the library that you are using in order to ensure that you are using it correctly.
Chapter 4

Known Bugs

Currently, there are no known bugs in the library.
Chapter 5

Module Index

5.1 Modules

Here is a list of all modules:

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- SPL::Sequence1<T> ...................................................... 126
- SPL::Sequence2<T> ...................................................... 129
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Chapter 7

Class Index

7.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

**SPL::Arcball\(< T >\)**
Arcball

**SPL::Array1\(< T >\)**
A one-dimensional array class with lazy copying and reference counting

**SPL::Array2\(< T >\)**
A two-dimensional array class with lazy copying and reference counting

**SPL::BinArithCoderContextStat**
Binary Arithmetic Coder Context Statistics Class

**SPL::BinArithDecoder**
Binary arithmetic decoder class

**SPL::BinArithEncoder**
Binary arithmetic encoder class

**SPL::BitStream**
A common base class for the input and output bit stream classes

**SPL::ConvolveMode**
Constants identifying various convolution modes

**SPL::InputBitStream**
Input bit stream class

**SPL::MDecoder**
The M-Coder (binary) arithmetic decoder class

**SPL::MEncoder**
The M-Coder (binary) arithmetic encoder class

**SPL::MultiArithDecoder**
M-ary arithmetic decoder class

**SPL::MultiArithEncoder**
M-ary arithmetic encoder class

**SPL::OutputBitStream**
Output bit stream class

**SPL::PnmHeader**
The header information for PNM data

**SPL::Quaternion\(< T >\)**
A quaternion represented in terms of its scalar and vector parts

**SPL::Rotation_3\(< T >\)**
A 3-D rotation
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8.1 File List

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Module Documentation

9.1 Arrays and Sequences

One- and two-dimensional arrays and sequences.

Modules

- One-Dimensional Arrays
  One-dimensional arrays.
- Two-Dimensional Arrays
  Two-dimensional arrays.
- One-Dimensional Sequences
  One-dimensional sequences.
- Two-Dimensional Sequences
  Two-dimensional sequences.

9.1.1 Detailed Description

One- and two-dimensional arrays and sequences.
9.2 One-Dimensional Arrays

One-dimensional arrays.

Classes

- class SPL::Array1< T >
  A one-dimensional array class with lazy copying and reference counting.

Typedefs

- typedef Array1< double > SPL::RealArray1
  A one-dimensional array with real elements.
- typedef Array1< int > SPL::IntArray1
  A one-dimensional array with integer elements.

Functions

- template<class T>
  std::ostream & SPL::operator<<(std::ostream & out, const Array1< T > &a)
  Output an array to the specified stream.
- template<class T>
  std::istream & SPL::operator>>(std::istream & in, Array1< T > &a)
  Input an array from the specified stream.
- template<class T>
  bool SPL::operator==(const Array1< T > &a, const Array1< T > &b)
  Test two arrays for equality.
- template<class T>
  SPL_ARRAY1_INLINE bool SPL::operator!=(const Array1< T > &a, const Array1< T > &b)
  Test two arrays for inequality.
- SPL::Array1< T >::Array1()
  Create an empty array.
- SPL::Array1< T >::Array1(int size)
  Create an array of the specified size.
- SPL::Array1< T >::Array1(const Array1 &a)
  Create a copy of an array.
- SPL::Array1< T >::Array1(int size, const T &value)
  Create an array of the given size with all elements initialized to the specified value.
- SPL::Array1< T >::~Array1()
  Destroy an array.
- Array1 & SPL::Array1< T >::operator=(const Array1 &a)
  Assign one array to another.
- template<class OtherType>
  Array1< T > & SPL::Array1< T >::operator=(const Array1< OtherType > &a)
  Assign an array with elements of arbitrary type to another array.
- Array1 & SPL::Array1< T >::operator+=(const Array1 &a)
  Add another array (elementwise) to this array.
• Array1 & SPL::Array1< T >::operator- (const Array1 &a)
  Subtract another array (elementwise) from this array.
• Array1 & SPL::Array1< T >::operator*= (const Array1 &a)
  Multiply another array (elementwise) by this array.
• Array1 & SPL::Array1< T >::operator/= (const Array1 &a)
  Divide this array (elementwise) by another array.
• Array1 & SPL::Array1< T >::operator+= (const T &value)
  Add the specified value to each element in the array.
• Array1 & SPL::Array1< T >::operator-= (const T &value)
  Subtract the specified value from each element in the array.
• Array1 & SPL::Array1< T >::operator* (const T &value)
  Multiply each element in the array by the specified value.
• Array1 & SPL::Array1< T >::operator/= (const T &value)
  Divide each element in the array by the specified value.
• int SPL::Array1< T >::getSize () const
  Get the number of elements in the array.
• bool SPL::Array1< T >::isShared () const
  Is the data for this array shared with another array?
• bool SPL::Array1< T >::isSharedWith (const Array1 &a) const
  Is the data for this array shared with the specified array?
• T & SPL::Array1< T >::operator() (int i)
  Get a mutable reference to the specified element in the array.
• const T & SPL::Array1< T >::operator() (int i) const
  Get a const reference to the specified element in the array.
• Iterator SPL::Array1< T >::begin ()
  Get a mutable iterator referring to the first element in the array.
• Iterator SPL::Array1< T >::end ()
  Get a mutable iterator referring to one past the last element in the array.
• ConstIterator SPL::Array1< T >::begin () const
  Get a const iterator referring to the first element in the array.
• ConstIterator SPL::Array1< T >::end () const
  Get a const iterator referring to one past the last element in the array.
• void SPL::Array1< T >::resize (int size)
  Change the size of the array.
• template<class InputIterator>
  void SPL::Array1< T >::resize (int size, InputIterator data)
  Change the size of the array, initializing the resized array with the data obtained from the specified input iterator.
• T SPL::Array1< T >::max () const
  Get the maximum of the elements in the array.
• T SPL::Array1< T >::min () const
  Get the minimum of the elements in the array.
• T SPL::Array1< T >::sum () const
  Get the sum of the elements in the array.
• std::ostream & SPL::Array1< T >::output (std::ostream &out, int fieldWidth) const
  Output an array to a stream with a particular field width to be used for each element.
• int SPL::Array1< T >::load (const char *fileName)
  Load an array from the file with the specified name.
• int SPL::Array1<T>::save (const char *fileName) const
  Save an array to the file with the specified name.
• void SPL::Array1<T>::swap (Array1 &a)
  Swap the contents of the array with the contents of another array.
• void SPL::Array1<T>::fill (const T &value=T(0))
  Set all elements in the array to the specified value.
• void SPL::Array1<T>::dump (std::ostream &out) const
  Output information about an array to a stream for debugging.

9.2.1 Detailed Description
One-dimensional arrays.

9.2.2 Typedef Documentation

9.2.2.1 typedef Array1<int> SPL::IntArray1
A one-dimensional array with integer elements.

9.2.2.2 typedef Array1<double> SPL::RealArray1
A one-dimensional array with real elements.

9.2.3 Function Documentation

9.2.3.1 template<class T> SPL_ARRAY1_INLINE SPL::Array1<T>::Array1 ( )
Create an empty array.

9.2.3.2 template<class T> SPL_ARRAY1_INLINE SPL::Array1<T>::Array1 ( int size ) [explicit]
Create an array of the specified size.

9.2.3.3 template<class T> SPL_ARRAY1_INLINE SPL::Array1<T>::Array1 ( int size, const T &value )
Create an array of the given size with all elements initialized to the specified value.

9.2.3.4 template<class T> SPL_ARRAY1_INLINE SPL::Array1<T>::Array1 ( const Array1<T> &a )
Create a copy of an array.

9.2.3.5 template<class T> SPL_ARRAY1_INLINE SPL::Array1<T>::ConstIterator begin ( ) const
Get a const iterator referring to the first element in the array.
9.2 One-Dimensional Arrays

9.2.3.6 template<typename T> SPL_ARRAY1_INLINE Array1<T>::iterator SPL::Array1<T>::begin()
Get a mutable iterator referring to the first element in the array.

9.2.3.7 template<typename T> void SPL::Array1<T>::dump(ostream & out) const
Output information about an array to a stream for debugging.

9.2.3.8 template<typename T> SPL_ARRAY1_INLINE Array1<T>::const_iterator SPL::Array1<T>::end() const
Get a const iterator referring to one past the last element in the array.

9.2.3.9 template<typename T> SPL_ARRAY1_INLINE Array1<T>::iterator SPL::Array1<T>::end()
Get a mutable iterator referring to one past the last element in the array.

9.2.3.10 template<typename T> int SPL::Array1<T>::fill( const T & value = T(0) )
Set all elements in the array to the specified value.

9.2.3.11 template<typename T> int SPL::Array1<T>::getSize() const
Get the number of elements in the array.

9.2.3.12 template<typename T> SPL_ARRAY1_INLINE bool SPL::Array1<T>::isShared()
Is the data for this array shared with another array?
Under most normal circumstances, one should never need to call this function. In some instances, however, it might be necessary to know whether data is shared in order to write more optimal code.

9.2.3.13 template<typename T> SPL_ARRAY1_INLINE bool SPL::Array1<T>::isSharedWith( const Array1<T> & a ) const
Is the data for this array shared with the specified array?

9.2.3.14 template<typename T> int SPL::Array1<T>::load( const char * fileName )
Load an array from the file with the specified name.

9.2.3.15 template<typename T> SPL_ARRAY1_INLINE T SPL::Array1<T>::max() const
Get the maximum of the elements in the array.
The array must contain at least one element.
9.2.3.16  template<class T> SPL_ARRAY1_INLINE T SPL::Array1<T>::min() const

Get the minimum of the elements in the array.
The array must contain at least one element.

9.2.3.17  template<class T> SPL_ARRAY1_INLINE bool SPL::operator!=(const Array1<T> &a, const Array1<T> &b)

Test two arrays for inequality.

9.2.3.18  template<class T> SPL_ARRAY1_INLINE T & SPL::Array1<T>::operator[](int i)

Get a mutable reference to the specified element in the array.

9.2.3.19  template<class T> SPL_ARRAY1_INLINE const T & SPL::Array1<T>::operator[](int i) const

Get a const reference to the specified element in the array.

9.2.3.20  template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator+=(const Array1<T> &a)

Multiply another array (elementwise) by this array.

9.2.3.21  template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator*=(const T &value)

Multiply each element in the array by the specified value.

9.2.3.22  template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator-=(const Array1<T> &a)

Add another array (elementwise) to this array.

9.2.3.23  template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator+=(const T &value)

Add the specified value to each element in the array.

9.2.3.24  template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator-=(const T &value)

Subtract another array (elementwise) from this array.

9.2.3.25  template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator-=(const T &value)

Subtract the specified value from each element in the array.
9.2.3.26 template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator/=( const Array1<T> & a )

Divide this array (elementwise) by another array.

9.2.3.27 template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator/=( const T & value )

Divide each element in the array by the specified value.

9.2.3.28 template<class T> std::ostream& SPL::operator<<( std::ostream & out, const Array1<T> & a )

Output an array to the specified stream.

9.2.3.29 template<class T> SPL_ARRAY1_INLINE Array1<T> & SPL::Array1<T>::operator=( const Array1<T> & a )

Assign one array to another.

9.2.3.30 template<class T> template<class OtherType> Array1<T> & SPL::Array1<T>::operator=( const Array1<OtherType> & a )

Assign an array with elements of arbitrary type to another array.

9.2.3.31 template<class T> bool SPL::operator==( const Array1<T> & a, const Array1<T> & b )

Test two arrays for equality.

9.2.3.32 template<class T> std::istream& SPL::operator>>( std::istream & in, Array1<T> & a )

Input an array from the specified stream.

9.2.3.33 template<class T> std::ostream & SPL::Array1<T>::output ( std::ostream & out, int fieldWidth ) const

Output an array to a stream with a particular field width to be used for each element.

9.2.3.34 template<class T> void SPL::Array1<T>::resize ( int size )

Change the size of the array.
Effects: The array size is changed to the specified size. If the new size is the same as the old size, this function does nothing.

9.2.3.35 template<class T> template<class InputIterator> void SPL::Array1<T>::resize ( int size, InputIterator data )

Change the size of the array, initializing the resized array with the data obtained from the specified input iterator.
9.2.3.36 template< class T > int SPL::Array1< T >::save ( const char * fileName ) const

Save an array to the file with the specified name.

9.2.3.37 template< class T > SPL_ARRAY1_INLINE T SPL::Array1< T >::sum ( ) const

Get the sum of the elements in the array.

9.2.3.38 template< class T > SPL_ARRAY1_INLINE void SPL::Array1< T >::swap ( Array1< T > & a )

Swap the contents of the array with the contents of another array.

9.2.3.39 template< class T > SPL_ARRAY1_INLINE SPL::Array1< T >::~Array1 ( )

Destroy an array.
9.3 Two-Dimensional Arrays

Two-dimensional arrays.

Classes

- class SPL::Array2\< T \>  
  A two-dimensional array class with lazy copying and reference counting.

Typedefs

- typedef Array2\< double \> SPL::RealArray2  
  A two-dimensional array with real elements.
- typedef Array2\< int \> SPL::IntArray2  
  A two-dimensional array with integer elements.

Functions

- template<class T>  
  std::ostream & SPL::operator<< (std::ostream &out, const Array2\< T \> &a)  
  Output an array to the specified stream.
- template<class T>  
  std::istream & SPL::operator>>(std::istream &in, Array2\< T \> &a)  
  Input an array from the specified stream.
- template<class T>  
  Array2\< T \> SPL::transpose (const Array2\< T \> &a)  
  Get the transpose of the array.
- template<class T>  
  bool SPL::operator== (const Array2\< T \> &a, const Array2\< T \> &b)  
  Test two arrays for equality.
- template<class T>  
  bool SPL::operator!= (const Array2\< T \> &a, const Array2\< T \> &b)  
  Test two arrays for inequality.
- SPL::Array2\< T \>::Array2 ()  
  Create an empty array.
- SPL::Array2\< T \>::Array2 (int width, int height)  
  Create an array of the specified width and height.
- SPL::Array2\< T \>::Array2 (const Array2 &a)  
  The copy constructor.
- SPL::Array2\< T \>::Array2 (int width, int height, const T &value)  
  Create an array of the specified width and height with the elements of the array initialized to the specified value.
- SPL::Array2\< T \>::~Array2 ()  
  The destructor.
- Array2 & SPL::Array2\< T \>::operator= (const Array2 &a)  
  The assignment operator.
- Array2 & SPL::Array2\< T \>::operator+= (const Array2 &a)  
  Add another array (elementwise) to this array.
• Array2 & SPL::Array2< T >::operator-= (const Array2 &a)
  Subtract another array (elementwise) from this array.
• Array2 & SPL::Array2< T >::operator+= (const Array2 &a)
  Add the specified value to each element in the array.
• Array2 & SPL::Array2< T >::operator-= (const T &a)
  Subtract the specified value from each element in the array.
• Array2 & SPL::Array2< T >::operator+= (const T &a)
  Multiply each element in the array by the specified value.
• Array2 & SPL::Array2< T >::operator/= (const T &a)
  Divide each element in the array by the specified value.

• int SPL::Array2< T >::getWidth () const
  Get the width of the array.
• int SPL::Array2< T >::getHeight () const
  Get the height of the array.
• int SPL::Array2< T >::getSize () const
  Get the number of elements in the array.
• bool SPL::Array2< T >::isShared () const
  Is the data for this array shared with another array?
• bool SPL::Array2< T >::isSharedWith (const Array2 &a) const
  Is the data for this array shared with the specified array?
• T & SPL::Array2< T >::operator() (int x, int y)
  Get a mutable reference to the (x,y)-th element in the array.
• const T & SPL::Array2< T >::operator() (int x, int y) const
  Get a const reference to the (x,y)-th element in the array.
• T & SPL::Array2< T >::operator() (int i)
  Get a mutable reference to the i-th element in the array.
• const T & SPL::Array2< T >::operator() (int i) const
  Get a const reference to the i-th element in the array.
• ConstXIterator SPL::Array2< T >::rowBegin (int y) const
  Get a const iterator for the first element in the specified row of the array.
• XIterator SPL::Array2< T >::rowBegin (int y)
  Get a mutable iterator for the first element in the specified row of the array.
• ConstXIterator SPL::Array2< T >::rowEnd (int y) const
  Get a const iterator for one past the end in the specified row of the array.
• XIterator SPL::Array2< T >::rowEnd (int y)
  Get a mutable iterator for one past the end in the specified row of the array.
Get a mutable iterator for one past the end in the specified row of the array.

- **ConstYIterator SPL::Array2< T >::colBegin (int x) const**
  
  Get a const iterator for the first element in the specified column of the array.

- **YIterator SPL::Array2< T >::colBegin (int x)**
  
  Get a mutable iterator for the first element in the specified column of the array.

- **ConstYIterator SPL::Array2< T >::colEnd (int x) const**
  
  Get a const iterator for one past the end in the specified column of the array.

- **YIterator SPL::Array2< T >::colEnd (int x)**
  
  Get a mutable iterator for one past the end in the specified column of the array.

- **void SPL::Array2< T >::resize (int width, int height)**
  
  Change the size of the array.

- **template<class InputIterator> void SPL::Array2< T >::resize (int width, int height, InputIterator data)**
  
  Change the size of the array, initializing the resized array with the data obtained from the specified input iterator.

- **T SPL::Array2< T >::max () const**
  
  Get the maximum of the elements in the array.

- **T SPL::Array2< T >::min () const**
  
  Get the minimum of the elements in the array.

- **T SPL::Array2< T >::sum () const**
  
  Get the sum of the elements in the array.

- **std::ostream & SPL::Array2< T >::output (std::ostream &out, int fieldWidth) const**
  
  Output an array to a stream using the specified field width for each array element.

- **int SPL::Array2< T >::load (const char *fileName)**
  
  Load an array from the file with the specified name.

- **int SPL::Array2< T >::save (const char *fileName)**
  
  Save an array to the file with the specified name.

- **void SPL::Array2< T >::swap (Array2 &a)**
  
  Swap the array data with the data of the specified array.

- **void SPL::Array2< T >::fill (const T &value=T(0))**
  
  Set all elements in the array to the specified value.

- **Array2 & SPL::Array2< T >::flipud ()**
  
  Flip the array upside down.

- **Array2 & SPL::Array2< T >::fliplr ()**
  
  Flip the array left to right.

- **void SPL::Array2< T >::dump (std::ostream &out) const**
  
  Output information about an array to a stream for debugging.

- **void SPL::Array2< T >::unshare () const**
  
  Force the underlying data to be copied if the data is shared.

### 9.3.1 Detailed Description

Two-dimensional arrays.

### 9.3.2 Typedef Documentation

#### 9.3.2.1 typedef Array2< int > SPL::IntArray2

A two-dimensional array with integer elements.
9.3.2.2  typedef Array2<double> SPL::RealArray2

A two-dimensional array with real elements.

9.3.3  Function Documentation

9.3.3.1  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::Array2( )
Create an empty array.

9.3.3.2  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::Array2(int width, int height)
Create an array of the specified width and height.

9.3.3.3  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::Array2(int width, int height, const T &value)
Create an array of the specified width and height with the elements of the array initialized to the specified value.

9.3.3.4  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::Array2(const Array2<T> &a)
The copy constructor.

9.3.3.5  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::ConstIterator::begin() const
Get a const iterator for the first element in the array.

9.3.3.6  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::Iterator::begin() const
Get a mutable iterator for the first element in the array.

9.3.3.7  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::ConstYIterator::colBegin(int x) const
Get a const iterator for the first element in the specified column of the array.

9.3.3.8  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::YIterator::colBegin(int x)
Get a mutable iterator for the first element in the specified column of the array.

9.3.3.9  template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::ConstYIterator::colEnd(int x) const
Get a const iterator for one past the end in the specified column of the array.

9.3.3.10 template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::YIterator::colEnd(int x)
Get a mutable iterator for one past the end in the specified column of the array.
9.3.3.11 template< class T > void SPL::Array2< T >::dump ( std::ostream & out ) const

Output information about an array to a stream for debugging.
Output information about an array to the specified stream for debugging purposes.

9.3.3.12 template< class T > SPL_ARRAY2_INLINE Array2< T >::ConstIterator SPL::Array2< T >::end ( ) const

Get a const iterator for one past the last element in the array.

9.3.3.13 template< class T > SPL_ARRAY2_INLINE Array2< T >::Iterator SPL::Array2< T >::end ( )

Get a mutable iterator for one past the last element in the array.

9.3.3.14 template< class T > SPL_ARRAY2_INLINE void SPL::Array2< T >::fill ( const T & value = T(0) )

Set all elements in the array to the specified value.

9.3.3.15 template< class T > Array2< T > & SPL::Array2< T >::fliplr ( )

Flip the array left to right.

9.3.3.16 template< class T > Array2< T > & SPL::Array2< T >::flipud ( )

Flip the array upside down.

9.3.3.17 template< class T > SPL_ARRAY2_INLINE int SPL::Array2< T >::getHeight ( ) const

Get the height of the array.

9.3.3.18 template< class T > SPL_ARRAY2_INLINE int SPL::Array2< T >::getSize ( ) const

Get the number of elements in the array.

9.3.3.19 template< class T > SPL_ARRAY2_INLINE int SPL::Array2< T >::getWidth ( ) const

Get the width of the array.

9.3.3.20 template< class T > SPL_ARRAY2_INLINE bool SPL::Array2< T >::isShared ( ) const

Is the data for this array shared with another array?
Under most normal circumstances, one should never need to call this function. In some instances, however, it might be necessary to know whether data is shared in order to write more optimal code.
9.3.3.21 template< class T > SPL_ARRAY2_INLINE bool SPL::Array2< T >::isSharedWith ( const Array2< T >& a ) const

Is the data for this array shared with the specified array?

9.3.3.22 template< class T > int SPL::Array2< T >::load ( const char* fileName )

Load an array from the file with the specified name.

9.3.3.23 template< class T > SPL_ARRAY2_INLINE T SPL::Array2< T >::max ( ) const

Get the maximum of the elements in the array.
The array must contain at least one element.

9.3.3.24 template< class T > SPL_ARRAY2_INLINE T SPL::Array2< T >::min ( ) const

Get the minimum of the elements in the array.
The array must contain at least one element.

9.3.3.25 template< class T > bool SPL::operator!= ( const Array2< T >& a, const Array2< T >& b )

Test two arrays for inequality.

9.3.3.26 template< class T > SPL_ARRAY2_INLINE T & SPL::Array2< T >::operator() ( int x, int y )

Get a mutable reference to the (x,y)-th element in the array.

9.3.3.27 template< class T > SPL_ARRAY2_INLINE const T & SPL::Array2< T >::operator() ( int x, int y ) const

Get a const reference to the (x,y)-th element in the array.

9.3.3.28 template< class T > SPL_ARRAY2_INLINE T & SPL::Array2< T >::operator() ( int i )

Get a mutable reference to the i-th element in the array.
The array must have either a width or height of one.

9.3.3.29 template< class T > SPL_ARRAY2_INLINE const T & SPL::Array2< T >::operator() ( int i ) const

Get a const reference to the i-th element in the array.
The array must have either a width or height of one.

9.3.3.30 template< class T > SPL_ARRAY2_INLINE Array2< T > & SPL::Array2< T >::operator*= ( const Array2< T >& a )

Multiply another array (elementwise) by this array.
9.3.3.31  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator*= ( const T & a )
Multiply each element in the array by the specified value.

9.3.3.32  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator+= ( const Array2<T> & a )
Add another array (elementwise) to this array.

9.3.3.33  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator+= ( const T & a )
Add the specified value to each element in the array.

9.3.3.34  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator-= ( const Array2<T> & a )
Subtract another array (elementwise) from this array.

9.3.3.35  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator-= ( const T & a )
Subtract the specified value from each element in the array.

9.3.3.36  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator/= ( const Array2<T> & a )
Divide this array (elementwise) by another array.

9.3.3.37  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator/= ( const T & a )
Divide each element in the array by the specified value.

9.3.3.38  template<class T> std::ostream& SPL::operator<< ( std::ostream & out, const Array2<T> & a )
Output an array to the specified stream.

9.3.3.39  template<class T> SPL_ARRAY2_INLINE Array2<T> & SPL::Array2<T>::operator= ( const Array2<T> & a )
The assignment operator.

9.3.3.40  template<class T> bool SPL::operator== ( const Array2<T> & a, const Array2<T> & b )
Test two arrays for equality.

9.3.3.41  template<class T> std::istream& SPL::operator>>( std::istream & in, Array2<T> & a )
Input an array from the specified stream.
9.3.3.42  template<class T> std::ostream & SPL::Array2<T>::output ( std::ostream & out, int fieldWidth ) const

Output an array to a stream using the specified field width for each array element.

9.3.3.43  template<class T> void SPL::Array2<T>::resize ( int width, int height )

Change the size of the array.
Effects: The array size is changed to the specified size. If the new size is the same as the old size, this function does nothing.

9.3.3.44  template<class T> template<class InputIterator> void SPL::Array2<T>::resize ( int width, int height, InputIterator data )

Change the size of the array, initializing the resized array with the data obtained from the specified input iterator.

9.3.3.45  template<class T> SPL_ARRAY2_INLINE Array2<T>::ConstXIterator SPL::Array2<T>::rowBegin ( int y ) const

Get a const iterator for the first element in the specified row of the array.

9.3.3.46  template<class T> SPL_ARRAY2_INLINE Array2<T>::XIterator SPL::Array2<T>::rowBegin ( int y )

Get a mutable iterator for the first element in the specified row of the array.

9.3.3.47  template<class T> SPL_ARRAY2_INLINE Array2<T>::ConstXIterator SPL::Array2<T>::rowEnd ( int y ) const

Get a const iterator for one past the end in the specified row of the array.

9.3.3.48  template<class T> SPL_ARRAY2_INLINE Array2<T>::XIterator SPL::Array2<T>::rowEnd ( int y )

Get a mutable iterator for one past the end in the specified row of the array.

9.3.3.49  template<class T> int SPL::Array2<T>::save ( const char * fileName ) const

Save an array to the file with the specified name.

9.3.3.50  template<class T> SPL_ARRAY2_INLINE T SPL::Array2<T>::sum ( ) const

Get the sum of the elements in the array.

9.3.3.51  template<class T> void SPL::Array2<T>::swap ( Array2<T> & a )

Swap the array data with the data of the specified array.
9.3 Two-Dimensional Arrays

9.3.3.52 template<class T> SPL::transpose ( const Array2<T> & a )

Get the transpose of the array.

9.3.3.53 template<class T> SPL_ARRAY2_INLINE void SPL::Array2<T>::unshare ( ) const

Force the underlying data to be copied if the data is shared.

9.3.3.54 template<class T> SPL_ARRAY2_INLINE SPL::Array2<T>::~Array2 ( )

The destructor.
9.4 One-Dimensional Sequences

One-dimensional sequences.

Classes

- class SPL::Sequence1<T>
  
  A one-dimensional sequence class with lazy copying and reference counting.

Typedefs

- typedef Sequence1<double> SPL::RealSequence1
  
  Real sequence.

- typedef Sequence1<int> SPL::IntSequence1
  
  Integer sequence.

Functions

- template<class T>
  
  std::ostream & SPL::operator<<(std::ostream &out, const Sequence1<T> &f)
  
  Output a sequence to a stream.

- template<class T>
  
  std::istream & SPL::operator>>(std::istream &in, Sequence1<T> &f)
  
  Input a sequence from a stream.

- template<class T>
  
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator+ (const Sequence1<T> &f, const Sequence1<T> &g)
  
  Compute the sum of two sequences.

- template<class T>
  
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator- (const Sequence1<T> &f, const Sequence1<T> &g)
  
  Compute the difference of two sequences.

- template<class T>
  
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator∗ (const Sequence1<T> &f, const Sequence1<T> &g)
  
  Compute the (element-wise) product of two sequences.

- template<class T>
  
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator/ (const Sequence1<T> &f, const Sequence1<T> &g)
  
  Compute the (element-wise) quotient of two sequences.

- template<class T>
  
  Sequence1<T> SPL::add (const Sequence1<T> &f, const Sequence1<T> &g)
  
  Compute the sum of two sequences with potentially differing domains.

- template<class T>
  
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator+ (const T &a, const Sequence1<T> &f)
  
  Add a value to a sequence.
Add a value to a sequence.

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE Sequence1< T > SPL::operator+ (const Sequence1< T > \&f, const \texttt{T} \&a)}

Subtract a value from a sequence.

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE Sequence1< T > SPL::operator- (const Sequence1< T > \&f, const \texttt{T} \&a)}

Compute a scalar multiple of a sequence.

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE Sequence1< T > SPL::operator\* (const \texttt{T} \&a, const Sequence1< T > \&f)}

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE Sequence1< T > SPL::operator\* (const Sequence1< T > \&f, const \texttt{T} \&a)}

Divide a sequence by a scalar.

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE bool SPL::operator/ (const Sequence1< T > \&f, const \texttt{T} \&a)}

Test two sequences for equality.

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE bool SPL::operator== (const Sequence1< T > \&f, const Sequence1< T > \&g)}

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE bool SPL::operator!= (const Sequence1< T > \&f, const Sequence1< T > \&g)}

Test two sequences for approximate equality.

- \texttt{template<class \texttt{T}>}
  \texttt{SPL\_SEQUENCE1\_INLINE bool SPL::approxEqual (const Sequence1< T > \&f, const Sequence1< T > \&g, \texttt{T} threshold=1e-9)}

Extract a subsequence from a sequence.

- \texttt{template<class \texttt{T}>}
  \texttt{Sequence1< T > SPL::subsequence (const Sequence1< T > \&f, int startInd, int size)}

Translate a sequence by the specified amount.

- \texttt{template<class \texttt{T}>}
  \texttt{Sequence1< T > SPL::translate (const Sequence1< T > \&f, int \texttt{delta})}

Compute the convolution of two sequences.

- \texttt{template<class \texttt{T}>}
  \texttt{Sequence1< T > SPL::convolve (const Sequence1< T > \&f, const Sequence1< T > \&g, \texttt{int mode=}Convolve\_Mode::full)}

Downsample a sequence by the specified factor.

- \texttt{template<class \texttt{T}>}
  \texttt{Sequence1< T > SPL::downsample (const Sequence1< T > \&f, int \texttt{factor})}

Upsample a sequence by the specified factor.

- \texttt{template<class \texttt{T}>}
  \texttt{Array1< Sequence1< T > > SPL::polyphaseSplit (const Sequence1< T > \&seq, int type, int numPhases)}

Split a sequence into its polyphase components.

- \texttt{template<class \texttt{T}>}
  \texttt{Sequence1< T > SPL::polyphaseJoin (const Array1< Sequence1< T > > \&comps, int type)}

Reassemble a sequence from its polyphase components.

- \texttt{SPL::Sequence1< T >::Sequence1()}  
The default constructor.

- \texttt{SPL::Sequence1< T >::Sequence1 (int startInd, int size)}  
Construct a sequence with the specified start index and size.
• SPL::Sequence1<T>::Sequence1 (int startInd, int size, const T &value)
  Construct a sequence with the specified start index and size, with all elements set to the given value.

• SPL::Sequence1<T>::Sequence1 (const Array1<T> &data)
  Create a sequence from an array.

• SPL::Sequence1<T>::Sequence1 (int startInd, const Array1<T> &data)
  Create a sequence from an array using the given starting index.

• SPL::Sequence1<T>::Sequence1 (const Sequence1 &f)
  The copy constructor.

• SPL::Sequence1<T>::~Sequence1 ()
  The destructor.

• Sequence1 & SPL::Sequence1<T>::operator=(const Sequence1 &f)
  The assignment operator.

• Sequence1 & SPL::Sequence1<T>::operator+=(const Sequence1 &f)
  Add another sequence to this one.

• Sequence1 & SPL::Sequence1<T>::operator-=(const Sequence1 &f)
  Subtract another sequence from this one.

• Sequence1 & SPL::Sequence1<T>::operator*=(const Sequence1 &f)
  Multiply elementwise this sequence by another one.

• Sequence1 & SPL::Sequence1<T>::operator/=(const Sequence1 &f)
  Divide elementwise this sequence by another one.

• Sequence1 & SPL::Sequence1<T>::operator+=(const T &value)
  Add a value to each element of this sequence.

• Sequence1 & SPL::Sequence1<T>::operator-=(const T &value)
  Subtract a value from each element of this sequence.

• Sequence1 & SPL::Sequence1<T>::operator*=(const T &value)
  Multiply each element of this sequence by the specified value.

• Sequence1 & SPL::Sequence1<T>::operator/=(const T &value)
  Divide each element of the sequence by the given value.

• int SPL::Sequence1<T>::getStartInd () const
  Get the start index for the sequence.

• int SPL::Sequence1<T>::getEndInd () const
  Get the end index for the sequence.

• int SPL::Sequence1<T>::getSize () const
  Get the length of the sequence.

• bool SPL::Sequence1<T>::isShared () const
  Is the array for this sequence shared with another array?

• const T & SPL::Sequence1<T>::operator[](int i) const
  Get the specified element in the sequence.

• T & SPL::Sequence1<T>::operator[](int i)
  Get the specified element in the sequence.

• ConstIterator SPL::Sequence1<T>::begin () const
  Get an iterator referencing the first element in the sequence.

• ConstIterator SPL::Sequence1<T>::end () const
  Get an iterator referencing just after the last element in the sequence.

• Iterator SPL::Sequence1<T>::begin ()
  Get an iterator referencing the first element in the sequence.

• Iterator SPL::Sequence1<T>::end ()
9.4 One-Dimensional Sequences

Get an iterator referencing just after the last element in the sequence.

- T SPL::Sequence1<T>::min() const
  Get the minimum element in the sequence.

- T SPL::Sequence1<T>::max() const
  Get the maximum element in the sequence.

- T SPL::Sequence1<T>::sum() const
  Get the sum of the elements in the sequence.

- void SPL::Sequence1<T>::swapArray(Array1<T>&data)
  Swap the data for the underlying array and the specified array.

- void SPL::Sequence1<T>::fill(const T&value)
  Set all of the elements in the sequence to the specified value.

- Array1<T>SPL::Sequence1<T>::getArray() const
  Get a copy of the underlying array.

- Sequence1 & SPL::Sequence1<T>::translate(int delta)
  Translate (i.e., shift) a sequence by the specified displacement.

9.4.1 Detailed Description

One-dimensional sequences.

9.4.2 Typedef Documentation

9.4.2.1 typedef Sequence1<int>SPL::IntSequence1

Integer sequence.

9.4.2.2 typedef Sequence1<double>SPL::RealSequence1

Real sequence.

9.4.3 Function Documentation

9.4.3.1 template<class T> Sequence1<T> SPL::add(const Sequence1<T>&f, const Sequence1<T>&g)

Compute the sum of two sequences with potentially differing domains.

Effects: The sum of the sequences f and g is computed. The domain of the sum is taken to be the smallest domain that contains the domains of both of the sequences being summed.

Returns: The sum is returned.

9.4.3.2 template<class T> SPL_SEQUENCE1_INLINE bool SPL::approxEqual(const Sequence1<T>&f, const Sequence1<T>&g, T threshold = 1e-9)

Test two sequences for approximate equality.
Get an iterator referencing the first element in the sequence.
Returns: An iterator referencing the first element in the sequence (i.e., the element with index `getStartInd()`) is returned.

Get an iterator referencing the first element in the sequence.
Returns: An iterator referencing the first element in the sequence (i.e., the element with index `getStartInd()`) is returned.

Compute the convolution of two sequences.
Effects: The convolution of the sequences `f` and `g` is computed. The domain of the resulting sequence (as well as how boundaries are handled) depends on the convolution mode `mode`. The "full" mode is the same as the "full" mode in MATLAB. The "sameDomainZeroExt" mode is the same as the "same" mode in MATLAB.
Returns: A sequence containing the convolution result is returned.

Downsample a sequence by the specified factor.
Effects: The sequence `f` is downsampled by the factor `factor`.
Returns: The downsampled sequence is returned.

Get an iterator referencing just after the last element in the sequence.
Returns: An iterator for the end of the sequence (i.e., one past the last element) is returned.

Get an iterator referencing just after the last element in the sequence.
Returns: An iterator for the end of the sequence (i.e., one past the last element) is returned.

Set all of the elements in the sequence to the specified value.
Effects: Each elements in the sequence is set to the value value.
9.4 One-Dimensional Sequences

9.4.3.10 template<const T> SPL_SEQUENCE1_INLINE Array1<T>::getArray() const
Get a copy of the underlying array.

9.4.3.11 template<const T> SPL_SEQUENCE1_INLINE int SPL::Sequence1<T>::getEndInd() const
Get the end index for the sequence.
Returns: The ending index (i.e., one past the last valid index) is returned.

9.4.3.12 template<const T> SPL_SEQUENCE1_INLINE int SPL::Sequence1<T>::getSize() const
Get the length of the sequence.
Returns: The number of elements in the sequence is returned. This value is equivalent to getSize() - getSize().

9.4.3.13 template<const T> SPL_SEQUENCE1_INLINE int SPL::Sequence1<T>::getStartInd() const
Get the start index for the sequence.
Returns: The starting index for the sequence is returned.

9.4.3.14 template<const T> SPL_SEQUENCE1_INLINE bool SPL::Sequence1<T>::isShared() const
Is the array for this sequence shared with another array?

9.4.3.15 template<const T> SPL_SEQUENCE1_INLINE T SPL::Sequence1<T>::max() const
Get the maximum element in the sequence.
The sequence must contain at least one element.

9.4.3.16 template<const T> SPL_SEQUENCE1_INLINE T SPL::Sequence1<T>::min() const
Get the minimum element in the sequence.
The sequence must contain at least one element.

9.4.3.17 template<const T> SPL_SEQUENCE1_INLINE bool SPL::operator!=( const Sequence1<T> & f, const Sequence1<T> & g )
Test two sequences for inequality.

9.4.3.18 template<const T> SPL_SEQUENCE1_INLINE const T & SPL::Sequence1<T>::operator()( int i ) const
Get the specified element in the sequence.
Returns: A reference to the i-th element in the sequence is returned.
9.4.3.19 template< class T > SPL_SEQUENCE1_INLINE T & SPL::Sequence1< T >::operator()( int i )

Get the specified element in the sequence.
Returns: A reference to the i-th element in the sequence is returned.

9.4.3.20 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > SPL::operator* ( const Sequence1< T > & f, const Sequence1< T > & g )

Compute the (element-wise) product of two sequences.
Returns: The element-wise product of the sequences f and g is returned. Both sequences must have the same domain.

9.4.3.21 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > SPL::operator* ( const T & a, const Sequence1< T > & f )

Compute a scalar multiple of a sequence.
Returns: The sequence f multiplied by the value a is returned.

9.4.3.22 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > SPL::operator* ( const Sequence1< T > & f, const T & a )

Compute a scalar multiple of a sequence.
Returns: The sequence f multiplied by the value a is returned.

9.4.3.23 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > & SPL::Sequence1< T >::operator*= ( const Sequence1< T > & f )

Multiply elementwise this sequence by another one.
Effects: This sequence is multiplied (element-wise) by the sequence f. Both sequences must have the same domain.

9.4.3.24 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > & SPL::Sequence1< T >::operator*= ( const T & value )

Multiply each element of this sequence by the specified value.
Effects: This sequence is multiplied by the element value value.

9.4.3.25 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > & SPL::operator+ ( const Sequence1< T > & f, const Sequence1< T > & g )

Compute the sum of two sequences.
Returns: The sum of the sequences f and g is returned. Both sequences must have the same domain.

9.4.3.26 template< class T > SPL_SEQUENCE1_INLINE Sequence1< T > & SPL::operator+ ( const T & a, const Sequence1< T > & f )

Add a value to a sequence.
Returns: The sequence \( f \) with a added to each of its elements is returned.

9.4.3.27  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::operator\+( \text{const Sequence1\!<\!\text{T} > \& f, const } T \& a )

Add a value to a sequence.
Returns: The sequence \( f \) with a added to each of its elements is returned.

9.4.3.28  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::Sequence1\!<\!\text{T} >::operator\+= ( \text{const Sequence1\!<\!\text{T} > \& f)\)

Add another sequence to this one.
Effects: The sequence \( f \) is added to this sequence. Both sequences must have the same domain.

9.4.3.29  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::Sequence1\!<\!\text{T} >::operator\+= ( \text{const } T \& \text{value })\)

Add a value to each element of this sequence.
Effects: The value value is added to each element of the sequence.

9.4.3.30  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::operator\-( \text{const Sequence1\!<\!\text{T} > \& f, const Sequence1\!<\!\text{T} > \& g)\)

Compute the difference of two sequences.
Returns: The difference between the sequence \( f \) and sequence \( g \) (i.e., \( f - g \)) is returned. Both sequences must have the same domain.

9.4.3.31  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::operator\-( \text{const Sequence1\!<\!\text{T} > \& f, const } T \& a )\)

Subtract a value from a sequence.
Returns: The sequence \( f \) with a subtracted from each of its elements is returned.

9.4.3.32  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::Sequence1\!<\!\text{T} >::operator\-= ( \text{const Sequence1\!<\!\text{T} > \& f)\)

Subtract another sequence from this one.
Effects: The sequence \( f \) is subtracted from this sequence. Both sequences must have the same domain.

9.4.3.33  template\<\<\text{class } T > \> SPL\_SEQUENCE1\_INLINE Sequence1\!<\!\text{T} > \& \> SPL::Sequence1\!<\!\text{T} >::operator\-= ( \text{const } T \& \text{value })\)

Subtract a value from each element of this sequence.
Effects: The value value is subtracted from each element of the sequence.
9.4.3.34 template<class T> SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator/ ( const Sequence1<T> & f, const Sequence1<T> & g )

Compute the (element-wise) quotient of two sequences.
Returns: The element-wise quotient of the sequences f and g is returned. Both sequences must have the same domain.

9.4.3.35 template<class T> SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator/ ( const Sequence1<T> & f, const T & a )

Divide a sequence by a scalar.
Returns: The sequence f divided by the value a is returned.

9.4.3.36 template<class T> SPL_SEQUENCE1_INLINE Sequence1<T> & SPL::Sequence1<T>::operator/= ( const Sequence1<T> & f )

Divide elementwise this sequence by another one.
Effects: This sequence is divided (element-wise) by the sequence f. Both sequences must have the same domain.

9.4.3.37 template<class T> SPL_SEQUENCE1_INLINE Sequence1<T> & SPL::Sequence1<T>::operator/= ( const T & value )

Divide each element of the sequence by the given value.
Effects: Each element of the sequence is divided by the value value.

9.4.3.38 template<class T> std::ostream& SPL::operator<< ( std::ostream & out, const Sequence1<T> & f )

Output a sequence to a stream.
Effects: The sequence f is written to the output stream out. The output consists of the following information in order: 1) the starting index of the sequence 2) the size of the sequence 3) the elements of the sequence in increasing order of index
Returns: A reference to the stream out is returned.

9.4.3.39 template<class T> SPL_SEQUENCE1_INLINE Sequence1<T> & SPL::Sequence1<T>::operator= ( const Sequence1<T> & f )

The assignment operator.

9.4.3.40 template<class T> SPL_SEQUENCE1_INLINE bool SPL::operator== ( const Sequence1<T> & f, const Sequence1<T> & g )

Test two sequences for equality.
In order for two sequences to be deemed equal, they must be defined on the same domain and have their element values match everywhere in this domain.
9.4 One-Dimensional Sequences

9.4.3.41 template<class T > std::istream& SPL::operator>>( std::istream & in, Sequence1<T> & f )

Input a sequence from a stream.
Effects: The sequence f is read from the input stream in. The data is read in a format consistent with that used by operator<.<.
Returns: A reference to the stream in is returned.

9.4.3.42 template<class T > Sequence1<T> SPL::polyphaseJoin( const Array1<Sequence1<T> >& comps, int type )

Reassemble a sequence from its polyphase components.
Effects: A sequence is recomposed from its polyphase components comps. A polyphase decomposition of type type is assumed.
Returns: The recomposed sequence is returned.

9.4.3.43 template<class T > Array1<Sequence1<T> > SPL::polyphaseSplit( const Sequence1<T> & seq, int type, int numPhases )

Split a sequence into its polyphase components.
Effects: The polyphase decomposition of the sequence seq is computed. In particular, the polyphase decomposition with numPhases phases and type type is computed.
Returns: An array containing the polyphase components is returned.

9.4.3.44 template<class T > SPL_SEQUENCE1_INLINE SPL::Sequence1<T>::Sequence1 ( )

The default constructor.

9.4.3.45 template<class T > SPL_SEQUENCE1_INLINE SPL::Sequence1<T>::Sequence1 ( int startInd, int size )

Construct a sequence with the specified start index and size.
Effects: A sequence with a starting index of startInd and size size is created. The elements in the sequence are default constructed!

9.4.3.46 template<class T > SPL_SEQUENCE1_INLINE SPL::Sequence1<T>::Sequence1 ( int startInd, int size, const T & value )

Construct a sequence with the specified start index and size, with all elements set to the given value.
Effects: A sequence with a starting index of startInd and size size is created, with all elements initialized to the value value.

9.4.3.47 template<class T > SPL_SEQUENCE1_INLINE SPL::Sequence1<T>::Sequence1 ( const Sequence1<T> & f )

The copy constructor.
Create a sequence from an array.

Create a sequence from an array using the given starting index.

Extract a subsequence from a sequence.

Effects: The subsequence with start index startInd and size size is extracted from the sequence f.

Returns: The extracted subsequence is returned.

Get the sum of the elements in the sequence.

Swap the data for the underlying array and the specified array.

Translate (i.e., shift) a sequence by the specified displacement.

Translate a sequence by the specified amount.

Effects: The sequence f is translated (i.e., time shifted) by i. For example, if the sequence f is defined on the domain a, a+1, ..., b, then the translated sequence will be defined on the domain a+i, a+i+1, ..., b+i.

Returns: The translated sequence is returned.

Upsample a sequence by the specified factor.

Effects: The sequence f is upsampled by the factor factor. If pad is zero, new samples will only be added between the first and last sample. Up to (factor - 1) extra new samples can be added at the end of the new sequence, by specifying a nonzero value for pad. The default is no padding.

Returns: The upsampled sequence is returned.
9.4.3.56 \texttt{\texttemplate{}<\textclass{} T > SPL\_SEQUENCE1\_INLINE SPL::Sequence1\ included\ Sequence1 ( )}

The destructor.
9.5 Two-Dimensional Sequences

Two-dimensional sequences.

Classes

- class SPL::Sequence2\(<\ T \>\)
  
  A two-dimensional sequence class with lazy copying and reference counting.

Typedefs

- typedef Sequence2\(<\ \text{double} \>\) SPL::RealSequence2
  
  Real sequence.
- typedef Sequence2\(<\ \text{int} \>\) SPL::IntSequence2
  
  Integer sequence.

Functions

- template\(<\text{class}\ T >\)
  
  std::ostream & SPL::operator\(<\>(\text{std::ostream &out, const Sequence2< T > &f})
  
  Output a sequence to a stream.
- template\(<\text{class}\ T >\)
  
  std::istream & SPL::operator\>>(\text{std::istream &in, Sequence2< T > &f})
  
  Input a sequence from a stream.
- template\(<\text{class}\ T >\)
  
  SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator+ (const Sequence2< T > &f, const Sequence2< T > &g)
  
  Compute the sum of two sequences.
- template\(<\text{class}\ T >\)
  
  SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator- (const Sequence2< T > &f, const Sequence2< T > &g)
  
  Compute the difference of two sequences.
- template\(<\text{class}\ T >\)
  
  SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator* (const Sequence2< T > &f, const Sequence2< T > &g)
  
  Compute the (element-wise) product of two sequences.
- template\(<\text{class}\ T >\)
  
  SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator/ (const Sequence2< T > &f, const Sequence2< T > &g)
  
  Compute the (element-wise) quotient of two sequences.
- template\(<\text{class}\ T >\)
  
  Sequence2< T > SPL::add (const Sequence2< T > &f, const Sequence2< T > &g)
  
  Compute the sum of two sequences with potentially differing domains.
- template\(<\text{class}\ T >\)
  
  SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator+ (const T &value, const Sequence2< T > &f)
  
  Add a value to a sequence.
Add a value to a sequence.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator+ (const Sequence2<T> &f, const T &value)

Subtract a value from a sequence.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator- (const Sequence2<T> &f, const T &value)

Compute a scalar multiple of a sequence.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator* (const T &value, const Sequence2<T> &f)
  SPL::operator* (const Sequence2<T> &f, const T &value)

Divide a sequence by a scalar.

- template<class T>
  bool SPL::operator/ (const Sequence2<T> &f, const T &value)

Test two sequences for equality.

- template<class T>
  SPL_SEQUENCE2_INLINE bool SPL::operator== (const Sequence2<T> &f, const Sequence2<T> &g)

Test two sequences for inequality.

- template<class T>
  SPL_SEQUENCE2_INLINE bool SPL::operator!= (const Sequence2<T> &f, const Sequence2<T> &g)

Test two sequences for approximate equality.

- template<class T>
  SPL_SEQUENCE2_INLINE bool SPL::approxEqual (const Sequence2<T> &f, const Sequence2<T> &g, T threshold=1e-9)

Extract a subsequence from a sequence.

- template<class T>
  Sequence2<T> SPL::subsequence (const Sequence2<T> &f, int startX, int startY, int width, int height)

Translate a sequence by the specified amount.

- template<class T>
  Sequence2<T> SPL::translate (const Sequence2<T> &f, int deltaX, int deltaY)

Compute the convolution of two sequences.

- template<class T>
  Sequence2<T> SPL::convolve (const Sequence2<T> &f, const Sequence2<T> &g, int mode)
  SPL::convolveSeparable (const Sequence2<T> &f, const Sequence1<T> &horzFilt, const Sequence1<T> &vertFilt, int mode=ConvolveMode::full)

Downsample a sequence in each of the horizontal and vertical directions by the specified factors.

- template<class T>
  Sequence2<T> SPL::downsample (const Sequence2<T> &f, int factorX, int factorY)

Upsample a sequence in each of the horizontal and vertical directions by the specified factors.

- template<class T>
  Sequence2<T> SPL::upsample (const Sequence2<T> &f, int factorX, int factorY, int padX, int padY)

Split a sequence into its polyphase components.

- template<class T>
  Array2<Sequence2<T>> SPL::polyphaseSplit (const Sequence2<T> &seq, int typeX, int numPhasesX, int typeY, int numPhasesY)
• template<class T>
  Sequence2<T> SPL::polyphaseJoin (const Array2<Sequence2<T>> &comps, int typeX, int typeY)
  Reassemble a sequence from its polyphase components.
• SPL::Sequence2<T>::Sequence2 ()
  The default constructor.
• SPL::Sequence2<T>::Sequence2 (int startX, int startY, int width, int height)
  Construct a sequence with the specified start index and size.
• SPL::Sequence2<T>::Sequence2 (int startX, int startY, int width, int height, const T &data)
  Construct a sequence with the specified start index and size, with all elements set to the given value.
• SPL::Sequence2<T>::Sequence2 (const Sequence2 &f)
  The copy constructor.
• SPL::Sequence2<T>::Sequence2 (const Array2<T> &data)
  Create a sequence from an array.
• SPL::Sequence2<T>::Sequence2 (int startX, int startY, const Array2<T> &data)
  Create a sequence from an array using the given starting index.
• SPL::Sequence2<T>::~Sequence2 ()
  The destructor.
• Sequence2 & SPL::Sequence2<T>::operator= (const Sequence2 &f)
  The assignment operator.
• Sequence2 & SPL::Sequence2<T>::operator+= (const Sequence2 &f)
  Add another sequence to this one.
• Sequence2 & SPL::Sequence2<T>::operator-= (const Sequence2 &f)
  Subtract another sequence from this one.
• Sequence2 & SPL::Sequence2<T>::operator*= (const Sequence2 &f)
  Multiply elementwise this sequence by another one.
• Sequence2 & SPL::Sequence2<T>::operator/= (const Sequence2 &f)
  Divide elementwise this sequence by another one.
• Sequence2 & SPL::Sequence2<T>::operator+= (const T &value)
  Add a value to each element of this sequence.
• Sequence2 & SPL::Sequence2<T>::operator-= (const T &value)
  Subtract a value from each element of this sequence.
• Sequence2 & SPL::Sequence2<T>::operator*= (const T &value)
  Multiply each element of this sequence by the specified value.
• Sequence2 & SPL::Sequence2<T>::operator/= (const T &value)
  Divide each element of the sequence by the given value.
• int SPL::Sequence2<T>::getStartX () const
  Get the x-coordinate of the start index for the sequence.
• int SPL::Sequence2<T>::getStartY () const
  Get the y-coordinate of the start index for the sequence.
• int SPL::Sequence2<T>::getEndX () const
  Get the x-coordinate of the end index for the sequence.
• int SPL::Sequence2<T>::getEndY () const
  Get the y-coordinate of the end index for the sequence.
• int SPL::Sequence2<T>::getWidth () const
  Get the width of the sequence.
• int SPL::Sequence2<T>::getHeight () const
  Get the height of the sequence.
• int SPL::Sequence2< T >::getSize () const
  Get the number of elements in the sequence.
• bool SPL::Sequence2< T >::isShared () const
  Is the array for this sequence shared with another array?
• const T & SPL::Sequence2< T >::operator() (int x, int y) const
  Get a const reference to the specified element in the sequence.
• T & SPL::Sequence2< T >::operator() (int x, int y)
  Get a mutable reference to the specified element in the sequence.
• ConstIterator SPL::Sequence2< T >::begin () const
  Get a const iterator for the first element in the sequence.
• Iterator SPL::Sequence2< T >::begin ()
  Get a mutable iterator for the first element in the sequence.
• ConstIterator SPL::Sequence2< T >::end () const
  Get a const iterator for one past the last element in the sequence.
• Iterator SPL::Sequence2< T >::end ()
  Get a mutable iterator for one past the last element in the sequence.
• ConstXIterator SPL::Sequence2< T >::rowBegin (int y) const
  Get a const iterator for the first element in the specified row of the sequence.
• XIterator SPL::Sequence2< T >::rowBegin (int y)
  Get a mutable iterator for the first element in the specified row of the sequence.
• ConstXIterator SPL::Sequence2< T >::rowEnd (int y) const
  Get a const iterator for one past the end in the specified row of the sequence.
• XIterator SPL::Sequence2< T >::rowEnd (int y)
  Get a mutable iterator for one past the end in the specified row of the sequence.
• ConstYIterator SPL::Sequence2< T >::colBegin (int x) const
  Get a const iterator for the first element in the specified column of the sequence.
• YIterator SPL::Sequence2< T >::colBegin (int x)
  Get a mutable iterator for the first element in the specified column of the sequence.
• ConstYIterator SPL::Sequence2< T >::colEnd (int x) const
  Get a const iterator for one past the end in the specified column of the sequence.
• YIterator SPL::Sequence2< T >::colEnd (int x)
  Get a mutable iterator for one past the end in the specified column of the sequence.
• T SPL::Sequence2< T >::min () const
  Get the minimum element in the sequence.
• T SPL::Sequence2< T >::max () const
  Get the maximum element in the sequence.
• T SPL::Sequence2< T >::sum () const
  Get the sum of the elements in the sequence.
• std::ostream & SPL::Sequence2< T >::output (std::ostream &out, int fieldWidth) const
  Output a sequence to the specified stream using the given field width for each sequence element.
• void SPL::Sequence2< T >::fill (const T &value)
  Get a copy of the underlying array.
• void SPL::Sequence2< T >::swapArray (Array2< T > &data)
  Swap the data for the underlying array and the specified array.
• Array2< T > SPL::Sequence2< T >::getArray () const
  Get a copy of the underlying array.
• Sequence2 & SPL::Sequence2< T >::translate (int x, int y)
  Translate (i.e., shift) a sequence by the specified displacement.
9.5.1 Detailed Description

Two-dimensional sequences.

9.5.2 Typedef Documentation

9.5.2.1 typedef Sequence2<int> SPL::IntSequence2

Integer sequence.

9.5.2.2 typedef Sequence2<double> SPL::RealSequence2

Real sequence.

9.5.3 Function Documentation

9.5.3.1 template<class T> Sequence2<T> SPL::add ( const Sequence2<T> & f, const Sequence2<T> & g )

Compute the sum of two sequences with potentially differing domains.

Effects: The sum of the sequences f and g is computed. The domain of the sum is taken to be the smallest domain that contains the domains of both of the sequences being summed.

Returns: The sum is returned.

9.5.3.2 template<class T> SPL_SEQUENCE2_INLINE bool SPL::approxEqual ( const Sequence2<T> & f, const Sequence2<T> & g, T threshold = 1e-9 )

Test two sequences for approximate equality.

9.5.3.3 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::ConstIterator SPL::Sequence2<T>::begin ( ) const

Get a const iterator for the first element in the sequence.

9.5.3.4 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::Iterator SPL::Sequence2<T>::begin ( )

Get a mutable iterator for the first element in the sequence.

9.5.3.5 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::ConstYIterator SPL::Sequence2<T>::colBegin ( int x ) const

Get a const iterator for the first element in the specified column of the sequence.

9.5.3.6 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::YIterator SPL::Sequence2<T>::colBegin ( int x )

Get a mutable iterator for the first element in the specified column of the sequence.
9.5.3.7 template< class T > SPL_SEQUENCE2_INLINE Sequence2< T >::ConstYIterator SPL::Sequence2< T >::colEnd ( int x ) const

Get a const iterator for one past the end in the specified column of the sequence.

9.5.3.8 template< class T > SPL_SEQUENCE2_INLINE Sequence2< T >::YIterator SPL::Sequence2< T >::colEnd ( int x )

Get a mutable iterator for one past the end in the specified column of the sequence.

9.5.3.9 template< class T > Sequence2< T >::convolve ( const Sequence2< T >& f, const Sequence2< T >& g, int mode )

Compute the convolution of two sequences.

9.5.3.10 template< class T > Sequence2< T >::convolveSeparable ( const Sequence2< T >& f, const Sequence1< T >& horzFilt, const Sequence1< T >& vertFilt, int mode = ConvolveMode::full )

Compute the convolution of a sequence with two 1-D filters (i.e., convolution with a separable filter).

9.5.3.11 template< class T > Sequence2< T >::downsample ( const Sequence2< T >& f, int factorX, int factorY )

Downsample a sequence in each of the horizontal and vertical directions by the specified factors.

9.5.3.12 template< class T > SPL_SEQUENCE2_INLINE Sequence2< T >::ConstIterator SPL::Sequence2< T >::end ( ) const

Get a const iterator for one past the last element in the sequence.

9.5.3.13 template< class T > SPL_SEQUENCE2_INLINE Sequence2< T >::Iterator SPL::Sequence2< T >::end ( )

Get a mutable iterator for one past the last element in the sequence.

9.5.3.14 template< class T > SPL_SEQUENCE2_INLINE void SPL::Sequence2< T >::fill ( const T & value )

Get a copy of the underlying array.

9.5.3.15 template< class T > SPL_SEQUENCE2_INLINE Array2< T > SPL::Sequence2< T >::getArray ( ) const

Get a copy of the underlying array.

9.5.3.16 template< class T > SPL_SEQUENCE2_INLINE int SPL::Sequence2< T >::getEndX ( ) const

Get the x-coordinate of the end index for the sequence.
9.5.3.17  template<class T> SPL_SEQUENCE2_INLINE int SPL::Sequence2<T>::getEndY( ) const
Get the y-coordinate of the end index for the sequence.

9.5.3.18  template<class T> SPL_SEQUENCE2_INLINE int SPL::Sequence2<T>::getHeight( ) const
Get the height of the sequence.

9.5.3.19  template<class T> SPL_SEQUENCE2_INLINE int SPL::Sequence2<T>::getSize( ) const
Get the number of elements in the sequence.

9.5.3.20  template<class T> SPL_SEQUENCE2_INLINE int SPL::Sequence2<T>::getStartX( ) const
Get the x-coordinate of the start index for the sequence.

9.5.3.21  template<class T> SPL_SEQUENCE2_INLINE int SPL::Sequence2<T>::getStartY( ) const
Get the y-coordinate of the start index for the sequence.

9.5.3.22  template<class T> SPL_SEQUENCE2_INLINE int SPL::Sequence2<T>::getWidth( ) const
Get the width of the sequence.

9.5.3.23  template<class T> SPL_SEQUENCE2_INLINE bool SPL::Sequence2<T>::isShared( ) const
Is the array for this sequence shared with another array?

9.5.3.24  template<class T> SPL_SEQUENCE2_INLINE T SPL::Sequence2<T>::max( ) const
Get the maximum element in the sequence.
The sequence must contain at least one element.

9.5.3.25  template<class T> SPL_SEQUENCE2_INLINE T SPL::Sequence2<T>::min( ) const
Get the minimum element in the sequence.
The sequence must contain at least one element.

9.5.3.26  template<class T> SPL_SEQUENCE2_INLINE bool SPL::operator!=( const Sequence2<T> & f, const Sequence2<T> & g )
Test two sequences for inequality.

9.5.3.27  template<class T> SPL_SEQUENCE2_INLINE T & SPL::Sequence2<T>::operator()( int x, int y )
Get a mutable reference to the specified element in the sequence.
9.5.3.28 template< class T > SPL_SEQUENCE2_INLINE const T & SPL::Sequence2<T>::operator()( int x, int y ) const

Get a const reference to the specified element in the sequence.

9.5.3.29 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator∗( const Sequence2<T> & f, const Sequence2<T> & g )

Compute the (element-wise) product of two sequences.
Returns: The element-wise product of the sequences f and g is returned. Both sequences must have the same domain.

9.5.3.30 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator∗( const T & value, const Sequence2<T> & f )

Compute a scalar multiple of a sequence.
Returns: The sequence f multiplied by the value a is returned.

9.5.3.31 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator∗( const Sequence2<T> & f, const T & value )

Compute a scalar multiple of a sequence.
Returns: The sequence f multiplied by the value a is returned.

9.5.3.32 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::operator∗= ( const Sequence2<T> & f )

Multiply elementwise this sequence by another one.

9.5.3.33 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::operator∗= ( const T & value )

Multiply each element of this sequence by the specified value.

9.5.3.34 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator+( const Sequence2<T> & f, const Sequence2<T> & g )

Compute the sum of two sequences.
Returns: The sum of the sequences f and g is returned. Both sequences must have the same domain.

9.5.3.35 template< class T > SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator+( const T & value, const Sequence2<T> & f )

Add a value to a sequence.
Returns: The sequence f with a added to each of its elements is returned.
9.5.3.36  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator+ ( const Sequence2< T > & f, const T & value )

Add a value to a sequence.
Returns: The sequence f with a added to each of its elements is returned.

9.5.3.37  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > & SPL::Sequence2< T >::operator+= ( const Sequence2< T > & f )

Add another sequence to this one.

9.5.3.38  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > & SPL::Sequence2< T >::operator+= ( const T & value )

Add a value to each element of this sequence.

9.5.3.39  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator- ( const Sequence2< T > & f, const Sequence2< T > & g )

Compute the difference of two sequences.
Returns: The difference between the sequence f and sequence g (i.e., f - g) is returned. Both sequences must have the same domain.

9.5.3.40  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator- ( const Sequence2< T > & f, const T & value )

Subtract a value from a sequence.
Returns: The sequence f with a subtracted from each of its elements is returned.

9.5.3.41  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > & SPL::Sequence2< T >::operator-= ( const Sequence2< T > & f )

Subtract another sequence from this one.

9.5.3.42  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > & SPL::Sequence2< T >::operator-= ( const T & value )

Subtract a value from each element of this sequence.

9.5.3.43  template< class T > SPL_SEQUENCE2_INLINE Sequence2< T > SPL::operator/ ( const Sequence2< T > & f, const Sequence2< T > & g )

Compute the (element-wise) quotient of two sequences.
Returns: The element-wise quotient of the sequences f and g is returned. Both sequences must have the same domain.
9.5 Two-Dimensional Sequences

9.5.3.44 template<typename T> SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator/( const Sequence2<T> & f, const T & value )

Divide a sequence by a scalar.
Returns: The sequence f divided by the value a is returned.

9.5.3.45 template<typename T> SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::operator/= ( const Sequence2<T> & f )

Divide elementwise this sequence by another one.

9.5.3.46 template<typename T> SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::operator/= ( const T & value )

Divide each element of the sequence by the given value.

9.5.3.47 template<typename T> std::ostream& SPL::operator<< ( std::ostream & out, const Sequence2<T> & f )

Output a sequence to a stream.
Effects: The sequence f is written to the output stream out. The output consists of the following information in order: 1) the x-coordinate of the start index of the sequence 2) the y-coordinate of the start index of the sequence 3) the width of the sequence 4) the height of the sequence 5) the elements of the sequence in row-major order
Returns: A reference to the stream out is returned.

9.5.3.48 template<typename T> SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::operator= ( const Sequence2<T> & f )

The assignment operator.

9.5.3.49 template<typename T> bool SPL::operator== ( const Sequence2<T> & f, const Sequence2<T> & g )

Test two sequences for equality.
In order for two sequences to be deemed equal, they must be defined on the same domain and have their element values match everywhere in this domain.

9.5.3.50 template<typename T> std::istream& SPL::operator>>( std::istream & in, Sequence2<T> & f )

Input a sequence from a stream.
Effects: The sequence f is read from the input stream in. The data is read in a format consistent with that used by operator<<.
Returns: A reference to the stream in is returned.

9.5.3.51 template<typename T> std::ostream & SPL::Sequence2<T>::output ( std::ostream & out, int fieldWidth ) const

Output a sequence to the specified stream using the given field width for each sequence element.
9.5.3.52 template<class T> Sequence2<T> SPL::polyphaseJoin ( const Array2<Sequence2<T>> & comps, int typeX, int typeY )

Reassemble a sequence from its polyphase components.

Effects: A sequence is recomposed from its polyphase components comps. A polyphase decomposition of type type is assumed.

Returns: The recomposed sequence is returned.

9.5.3.53 template<class T> Array2<Sequence2<T>> SPL::polyphaseSplit ( const Sequence2<T> & seq, int typeX, int typeY, int numPhasesX, int typeY, int numPhasesY )

Split a sequence into its polyphase components.

Effects: The polyphase decomposition of the sequence seq is computed. In particular, the polyphase decomposition with numPhase phases and type type is computed.

Returns: An array containing the polyphase components is returned.

9.5.3.54 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::ConstXIterator SPL::Sequence2<T>::rowBegin ( int y ) const

Get a const iterator for the first element in the specified row of the sequence.

9.5.3.55 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::XIterator SPL::Sequence2<T>::rowBegin ( int y )

Get a mutable iterator for the first element in the specified row of the sequence.

9.5.3.56 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::ConstXIterator SPL::Sequence2<T>::rowEnd ( int y ) const

Get a const iterator for one past the end in the specified row of the sequence.

9.5.3.57 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T>::XIterator SPL::Sequence2<T>::rowEnd ( int y )

Get a mutable iterator for one past the end in the specified row of the sequence.

9.5.3.58 template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T>::Sequence2 ( )

The default constructor.

9.5.3.59 template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T>::Sequence2 ( int startX, int startY, int width, int height )

Construct a sequence with the specified start index and size.
## 9.5 Two-Dimensional Sequences

9.5.3.60 template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T>::Sequence2 ( int startX, int startY, int width, int height, const T & data )

Construct a sequence with the specified start index and size, with all elements set to the given value.

9.5.3.61 template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T>::Sequence2 ( const Sequence2<T> & f )

The copy constructor.

9.5.3.62 template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T>::Sequence2 ( const Array2<T> & data )

Create a sequence from an array.

9.5.3.63 template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T>::Sequence2 ( int startX, int startY, const Array2<T> & data )

Create a sequence from an array using the given starting index.

9.5.3.64 template<class T> SPL::subsequence ( const Sequence2<T> & f, int startX, int startY, int width, int height )

Extract a subsequence from a sequence.

Effects: The subsequence with start index startInd and size size is extracted from the sequence f.

Returns: The extracted subsequence is returned.

9.5.3.65 template<class T> SPL_SEQUENCE2_INLINE T SPL::Sequence2<T>::sum ( ) const

Get the sum of the elements in the sequence.

9.5.3.66 template<class T> SPL_SEQUENCE2_INLINE void SPL::Sequence2<T>::swapArray ( Array2<T> & data )

Swap the data for the underlying array and the specified array.

9.5.3.67 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::translate ( int x, int y )

Translate (i.e., shift) a sequence by the specified displacement.

9.5.3.68 template<class T> SPL_SEQUENCE2_INLINE Sequence2<T> & SPL::Sequence2<T>::translate ( const Sequence2<T> & f, int deltaX, int deltaY )

Translate a sequence by the specified amount.

Effects: The sequence f is translated by (deltaX, deltaY).

Returns: The translated sequence is returned.
9.5.3.69  template<class T> SPL::upsample ( const Sequence2<T> & f, int factorX, int factorY )

Upsample a sequence in each of the horizontal and vertical directions by the specified factors.
The following condition should always be true: downsample(upsample(f, factorX, factorY), factorX, factorY) == f.

9.5.3.70  template<class T> SPL::upsample ( const Sequence2<T> & f, int factorX, int factorY, int padX, int padY )

Upsample a sequence in each of the horizontal and vertical directions by the specified factors.
The following condition should always be true: downsample(upsample(f, factorX, factorY), factorX, factorY) == f.

9.5.3.71  template<class T> SPL_SEQUENCE2_INLINE SPL::Sequence2<T> ::~Sequence2 ( )

The destructor.
9.6 Bit Stream I/O

Bit streams.

Classes

- class SPL::BitStream
  A common base class for the input and output bit stream classes.
- class SPL::InputBitStream
  Input bit stream class.
- class SPL::OutputBitStream
  Output bit stream class.

Functions

- bool SPL::BitStream::isOkay () const
  Test if the bitstream is in an okay (i.e., non-error) state.
- bool SPL::BitStream::isEof () const
  Test if the bitstream has encountered end-of-file (EOF).
- bool SPL::BitStream::isLimit () const
  Test if the bitstream has encountered a read/write limit.
- void SPL::BitStream::setIoState (IoState state)
  Set the I/O state of a bit stream.
- void SPL::InputBitStream::clearIoStateBits (IoState state)
  Set the I/O state of a bit stream.
- void SPL::OutputBitStream::setIoStateBits (IoState state)
  Set the I/O state of a bit stream.
- void SPL::InputBitStream::clearReadCount ()
  Set the read count to zero.
- Size SPL::InputBitStream::getReadCount () const
  Get the number of bits read from the bit stream so far.
- void SPL::InputBitStream::setReadLimit (Offset readLimit)
  Specify the maximum allowable number of bits that may be read from the bit stream.
- Offset SPL::InputBitStream::getReadLimit () const
  Get the number of bits that may still be read from the bit stream before the read limit is reached.
- Size SPL::OutputBitStream::getWriteCount () const
  Get the number of bits written to the bit stream.
- void SPL::OutputBitStream::clearWriteCount ()
  Clear the count of the number of bits written to the bit stream.
- Offset SPL::OutputBitStream::getWriteLimit () const
  Get the number of bits that may still be written to the underlying (character) stream.
- void SPL::OutputBitStream::setWriteLimit (Offset writeLimit)
  Set the number of bits that may still be written to the bit stream.
9.6.1 Detailed Description

Bit streams.

9.6.2 Function Documentation

9.6.2.1 void SPL::BitStream::clearIoStateBits (BitStream::IoState mask = allIoBits) [inline]

Clear the specified bits in the I/O state of a bit stream.
If no parameter is provided, all bits are cleared.

9.6.2.2 void SPL::InputBitStream::clearReadCount() [inline]

Set the read count to zero.

9.6.2.3 void SPL::OutputBitStream::clearWriteCount() [inline]

Clear the count of the number of bits written to the bit stream.

9.6.2.4 BitStream::IoState SPL::BitStream::getIoState() const [inline]

Get the I/O state of a bit stream.
(This is similar in spirit to basic_ios::rdstate.)

9.6.2.5 InputBitStream::Size SPL::InputBitStream::getReadCount() const [inline]

Get the number of bits read from the bit stream so far.

9.6.2.6 InputBitStream::Offset SPL::InputBitStream::getReadLimit() const [inline]

Get the number of bits that still may be read from the bit stream before the read limit is reached.
If read-limit checking is enabled, the function returns the number of bits that can still be read before the read limit is reached. If read-limit checking is disabled, a negative value is returned.

9.6.2.7 OutputBitStream::Size SPL::OutputBitStream::getWriteCount() const [inline]

Get the number of bits written to the bit stream.

9.6.2.8 OutputBitStream::Offset SPL::OutputBitStream::getWriteLimit() const [inline]

Get the number of bits that may still be written to the underlying (character) stream.
If write-limit checking is enabled, the function returns the number of bits that can still be written before the write limit is reached. If write-limit checking is disabled, a negative value is returned.
9.6.2.9  
bool SPL::BitStream::isEof() const [inline]

Test if the bitstream has encountered end-of-file (EOF).
(This is similar in spirit to basic_ios::eof.)

9.6.2.10  
bool SPL::BitStream::isLimit() const [inline]

Test if the bitstream has encountered a read/write limit.

9.6.2.11  
bool SPL::BitStream::isOkay() const [inline]

Test if the bitstream in an okay (i.e., non-error) state.
(This is similar in spirit to !basic_ios::fail.)

9.6.2.12  
void SPL::BitStream::setIoState(BitStream::IoState state) [inline]

Set the I/O state of a bit stream.
(This is similar in spirit to basic_ios::clear.)

9.6.2.13  
void SPL::BitStream::setIoStateBits(BitStream::IoState mask) [inline]

Set the specified bits in the I/O state of a bit stream.
(This is similar in spirit to basic_ios::setstate.)

9.6.2.14  
void SPL::InputBitStream::setReadLimit(InputBitStream::Offset readLimit) [inline]

Specify the maximum allowable number of bits that may be read from the bit stream.
If readLimit is nonnegative, read-limit checking is enabled and the current read limit is set to readLimit. If readLimit is negative, read-limit checking is disabled.

9.6.2.15  
void SPL::OutputBitStream::setWriteLimit(OutputBitStream::Offset writeLimit) [inline]

Set the number of bits that may still be written to the bit stream.
If writeLimit is nonnegative, write-limit checking is enabled and the current write limit is set to writeLimit. If writeLimit is negative, write-limit checking is disabled.
9.7 Audio and Image Codecs

Audio and image codecs.

Modules

- Audio Codecs
  Audio file I/O support.
- Image Codecs
  Image file I/O support.

9.7.1 Detailed Description

Audio and image codecs.
9.8 Audio Codecs

Audio file I/O support.

Functions

- int SPL::loadAudioFile (const std::string &fileName, int &samplingRate, RealArray1 &samples)
  
  Read audio data from a file in WAV format.

- int SPL::saveAudioFile (const std::string &fileName, int samplingRate, const RealArray1 &samples)

  Write a sequence to a file in WAV format.

9.8.1 Detailed Description

Audio file I/O support.

9.8.2 Function Documentation

9.8.2.1 int SPL::loadAudioFile ( const std::string & fileName, int & samplingRate, RealArray1 & samples )

Read audio data from a file in WAV format.

Effects: The audio signal from the file named fileName in WAV format is read. The sample data is placed in the array samples and the sampling rate is placed in samplingRate. If the file has more than one channel, only the first channel is read. The sample data will always lie in the range [-1.0, 1.0].

Returns: On success, zero is returned. On failure, a nonzero value is returned.

9.8.2.2 int SPL::saveAudioFile ( const std::string & fileName, int samplingRate, const RealArray1 & samples )

Write a sequence to a file in WAV format.

Effects: The sequence seq with sampling rate samplingRate is written to the file named fileName in WAV format. The sample data must lie in the range [-1.0, 1.0].

Returns: On success, zero is returned. On failure, a nonzero value is returned.
9.9 Image Codecs

Image file I/O support.

Functions

- template<class T>
  int SPL::encodePnm (std::ostream &outStream, const std::vector<Array2<T>> &comps, int maxVal, bool sgnd, bool binaryFormat=true)

  Output the array as an image in the PNM format.

- template<class T>
  int SPL::encodePbm (std::ostream &outStream, const Array2<T> &bits, bool binaryFormat=true)

  Output the array as an image in the PNM format (PBM type).

- template<class T>
  int SPL::encodePgm (std::ostream &outStream, const Array2<T> &gray, int maxVal, bool sgnd, bool binaryFormat=true)

  Output the array as an image in the PNM format (PGM type).

- template<class T>
  int SPL::encodePpm (std::ostream &outStream, const Array2<T> &red, const Array2<T> &green, const Array2<T> &blue, int maxVal, bool sgnd, bool binaryFormat=true)

  Output the array as an image in the PNM format (PPM type).

- template<class T>
  int SPL::decodePnm (std::istream &inStream, std::vector<Array2<T>> &comps, int &maxVal, bool &sgnd)

  Input an array as an image in the PNM format.

- template<class T>
  int SPL::decodePbm (std::istream &inStream, Array2<T> &bits)

  Input an array as an image in the PNM format.

- template<class T>
  int SPL::decodePgm (std::istream &inStream, Array2<T> &gray, int &maxVal, bool &sgnd)

  Input an array as an image in the PNM format.

- template<class T>
  int SPL::decodePpm (std::istream &inStream, Array2<T> &red, Array2<T> &green, Array2<T> &blue, int &maxVal, bool &sgnd)

  Input an array as an image in the PNM format.

9.9.1 Detailed Description

Image file I/O support.

9.9.2 Function Documentation

9.9.2.1 template<class T> int SPL::decodePbm ( std::istream & inStream, Array2<T> & bits )

Input an array as an image in the PNM format.

Effects: A binary image in the PBM format is read from the stream inStream. The parameter bits is set to the image read. The image to be read must be of the PBM type (i.e., binary).

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.
9.9 Image Codecs

9.9.2.2 template <class T> int SPL::decodePgm ( std::istream & inStream, Array2< T > & gray, int & maxVal, bool & sgnd )

Input an array as an image in the PNM format.

Effects: A grayscale image in the PGM format is read from the stream inStream. The parameter gray is updated to hold the image read. The parameter maxVal is set to the maximum value for the image sample data. The parameter sgnd is set to indicate whether the image data is signed. The image to be read must be of the PGM type (i.e., grayscale).

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.

9.9.2.3 template <class T> int SPL::decodePnm ( std::istream & inStream, std::vector< Array2< T > > & comps, int & maxVal, bool & sgnd )

Input an array as an image in the PNM format.

Effects: An image in the PNM format is read from the stream inStream. The parameter comps is updated to hold the components of the image read, where the red, green, and blue color components are placed in comps[0], comps[1], and comps[2], respectively. The parameter maxVal is set to the maximum value for the image sample data. The parameter sgnd is set to indicate whether the image data is signed.

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.

9.9.2.4 template <class T> int SPL::decodePpm ( std::istream & inStream, Array2< T > & red, Array2< T > & green, Array2< T > & blue, int & maxVal, bool & sgnd )

Input an array as an image in the PPM format.

Effects: A color image in the PPM format is read from the stream inStream. The parameters red, green, and blue are set to RGB components of the image read. The parameter maxVal is set to the maximum value for the image sample data. The parameter sgnd is set to indicate whether the image data is signed. The image to be read must be of the PPM type (i.e., RGB color).

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.

9.9.2.5 template <class T> int SPL::encodePbm ( std::ostream & outStream, const Array2< T > & bits, bool binaryFormat = true )

Output the array as an image in the PNM format (PBM type).

Effects: The binary image in the array bits is written to the stream outStream. If the parameter binaryFormat is true, the binary variant of the PBM format is used; otherwise, the text variant is employed.

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.

9.9.2.6 template <class T> int SPL::encodePgm ( std::ostream & outStream, const Array2< T > & gray, int maxVal, bool sgnd, bool binaryFormat = true )

Output the array as an image in the PNM format (PGM type).

Effects: The grayscale image in the array gray is written to the stream outStream. If the parameter binaryFormat is true, the binary variant of the PBM format is used; otherwise, the text variant is employed. The parameter maxVal specifies the maximum value for sample data. The parameter sgnd specified if the sample data is signed.

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.
9.9.2.7  template<class T> int SPL::encodePnm ( std::ostream & outStream, const std::vector<Array2<T>> & comps, int maxVal, bool sgnd, bool binaryFormat = true )

Output the array as an image in the PNM format.

Effects: The image components comps are written to the stream outStream in the PNM format, where the red, green, and blue color componenets are given by comps[0], comps[1], and comps[2], respectively. If the parameter binaryFormat is true, the binary variant of the PNM format is used; otherwise, the text variant is used. The parameter maxVal specifies the maximum value for sample data. The parameter sgnd specified if the sample data is signed.

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.

9.9.2.8  template<class T> int SPL::encodePpm ( std::ostream & outStream, const Array2<T> & red, const Array2<T> & green, const Array2<T> & blue, int maxVal, bool sgnd, bool binaryFormat = true )

Output the array as an image in the PNM format (PPM type).

Effects: The color image with RGB color planes in the arrays red, green, and blue, respectively, is written to the stream outStream. If the parameter binaryFormat is true, the binary variant of the PBM format is used; otherwise, the text variant is employed. The parameter maxVal specifies the maximum value for sample data. The parameter sgnd specified if the sample data is signed.

Returns: Upon success, zero is returned; otherwise, a nonzero value is returned.
9.10 Filter Design

Filter design.

Functions

- RealSequence1 SPL::lowpassFilter (double cutoffFreq, double transWidth, double maxPassbandRipple=0.1, double minStopbandAtten=20.0)
  
  Design a zero-phase FIR lowpass filter.

- RealSequence1 SPL::highpassFilter (double cutoffFreq, double transWidth, double maxPassbandRipple=0.1, double minStopbandAtten=20.0)
  
  Design a zero-phase FIR highpass filter.

- RealSequence1 SPL::bandpassFilter (double cutoffFreq0, double cutoffFreq1, double transWidth0, double transWidth1, double maxPassbandRipple=0.1, double minStopbandAtten=20.0)
  
  Design a zero-phase FIR bandpass filter.

9.10.1 Detailed Description

Filter design.

9.10.2 Function Documentation

9.10.2.1 RealSequence1 SPL::bandpassFilter ( double cutoffFreq0, double cutoffFreq1, double transWidth0, double transWidth1, double maxPassbandRipple = 0.1, double minStopbandAtten = 20.0 )

Design a zero-phase FIR bandpass filter.

Effects: A linear-phase FIR filter with zero group delay is designed with the (normalized) lower cutoff frequency cutoffFreq0, (normalized) upper cutoff frequency cutoffFreq1, (normalized) lower transition width transWidth0, (normalized) upper transition width transWidth1, maximum peak-to-peak passband ripple maxPassbandRipple (in dB), and minimum stopband attenuation minStopbandAtten (in dB). Note: Frequencies are normalized such that a value of one corresponds to the Nyquist frequency.

The cutoff frequencies cannot be 0 or 1. In other words, this function cannot be used to design a lowpass or highpass filter.

Returns: The impulse response of the designed filter is returned.

9.10.2.2 RealSequence1 SPL::highpassFilter ( double cutoffFreq, double transWidth, double maxPassbandRipple = 0.1, double minStopbandAtten = 20.0 )

Design a zero-phase FIR highpass filter.

Effects: A linear-phase FIR filter with zero group delay is designed with the (normalized) cutoff frequency cutoffFreq, (normalized) transition width transWidth, maximum peak-to-peak passband ripple maxPassbandRipple (in dB), and minimum stopband attenuation minStopbandAtten (in dB). Note: Frequencies are normalized such that a value of one corresponds to the Nyquist frequency.

Returns: The impulse response of the designed filter is returned.
Design a zero-phase FIR lowpass filter.

Effects: A linear-phase FIR filter with zero group delay is designed with the (normalized) cutoff frequency `cutoffFreq`, (normalized) transition width `transWidth`, maximum peak-to-peak passband ripple `maxPassbandRipple` (in dB), and minimum stopband attenuation `minStopbandAtten` (in dB). Note: Frequencies are normalized such that a value of one corresponds to the Nyquist frequency.

Returns: The impulse response of the designed filter is returned.
9.11 CPU and Memory Utilization

Support for measuring CPU and memory utilization.

Classes

- class SPL::Timer

  A class for making timing measurements.

Functions

- double SPL::getCurrentMemUsage ()
  
  Get the amount of memory currently being used by the process.

- double SPL::getPeakMemUsage ()
  
  Get the peak memory usage for the process.

9.11.1 Detailed Description

Support for measuring CPU and memory utilization.

9.11.2 Function Documentation

9.11.2.1 double SPL::getCurrentMemUsage ( )

Get the amount of memory currently being used by the process.
Effects: Query the total amount of memory currently being used by the process.
Returns: The amount of memory (in bytes) currently being used by the process is returned.

9.11.2.2 double SPL::getPeakMemUsage ( )

Get the peak memory usage for the process.
Effects: Query the peak memory usage for the process.
Returns: The peak memory usage for the process (in bytes) is returned.
9.12 Math Utilities

Math utilities.

Functions

- template< class T >
  T SPL::absVal ( T x )
  
  The absolute value function.
- template< class T >
  T SPL::signum ( T x )
  
  The signum function.
- template< class T >
  T SPL::sqr ( const T &x )
  
  The square function.
- template< class T >
  T SPL::clip ( T x, T min, T max )
  
  The clip function.
- double SPL::sinc ( double x )
  
  The cardinal sine function.
- long SPL::roundTowardZeroDiv ( long x, long y )
  
  Compute a quotient with the result rounded towards zero.
- long SPL::floorDiv ( long x, long y )
  
  Compute the floor of a quotient.
- template< class T >
  T SPL::mod ( T x, T y )
  
  Compute the remainder after division.
- long SPL::ceilDiv ( long x, long y )
  
  Compute the ceiling of a quotient.
- double SPL::radToDeg ( double x )
  
  Convert from radians to degrees.
- double SPL::degToRad ( double x )
  
  Convert from degrees to radians.

9.12.1 Detailed Description

Math utilities.

9.12.2 Function Documentation

9.12.2.1 template< class T > T SPL::absVal ( T x ) [inline]

The absolute value function.

Returns: The absolute value of the quantity x is returned.
9.12 Math Utilities

9.12.2 long SPL::ceilDiv (long x, long y) [inline]

Compute the ceiling of a quotient.
Returns: The ceiling of x divided by y is returned.

9.12.2.3 template<class T> T SPL::clip (T x, T min, T max) [inline]

The clip function.

9.12.2.4 double SPL::degToRad (double x) [inline]

Convert from degrees to radians.
Returns: The quantity x converted (from degrees) to radians is returned.

9.12.2.5 long SPL::floorDiv (long x, long y) [inline]

Compute the floor of a quotient.
Returns: The floor of x divided by y is returned.

9.12.2.6 template<class T> T SPL::mod (T x, T y) [inline]

Compute the remainder after division.

9.12.2.7 double SPL::radToDeg (double x) [inline]

Convert from radians to degrees.
Returns: The quantity x converted (from radians) to degrees is returned.

9.12.2.8 long SPL::roundTowardZeroDiv (long x, long y) [inline]

Compute a quotient with the result rounded towards zero.
Returns: The floor of x divided by y is returned.

9.12.2.9 template<class T> T SPL::signum (T x) [inline]

The signum function.
Returns: The signum of the quantity x is returned.

9.12.2.10 double SPL::sinc (double x) [inline]

The cardinal sine function.
Returns: The sinc of x is returned.
(8.12.2.11) \quad \text{template}<\text{class } T> \ T \text{::sqr ( const } T \ & \ x )

The square function.

Returns: The square of the quantity $x$ is returned.
9.13 CGAL Utilities

CGAL utilities.

Classes

- **class SPL::Arcball< T >**
  
  *Arcball.*

- **struct SPL::Rotation_3< T >**
  
  A 3-D rotation.

- **struct SPL::Quaternion< T >**
  
  A quaternion represented in terms of its scalar and vector parts.

Functions

- **template< class T >**
  
  ```
  T::Point_3 SPL::closestPointOnRay (const typename CGAL::Point_3< T > &rayOrigin, const typename CGAL::Vector_3< T > &rayDir, const typename CGAL::Point_3< T > &point)
  ```

  *Compute the closest point on a ray to the specified point.*

- **template< class T >**
  
  ```
  std::pair< bool, typename T::Point_3 > SPL::findRaySphereIntersection (const typename CGAL::Point_3< T > &sphereCenter, typename T::FT sphereRadius, const typename CGAL::Point_3< T > &rayOrigin, const typename CGAL::Vector_3< T > &rayDir)
  ```

  *Compute the intersection of a ray and a sphere.*

- **template< class T >**
  
  ```
  std::pair< bool, typename T::Point_3 > SPL::findRayPlaneIntersection (const typename CGAL::Point_3< T > &planePoint, const typename CGAL::Vector_3< T > &planeNormal, const typename CGAL::Point_3< T > &rayOrigin, const typename CGAL::Vector_3< T > &rayDir)
  ```

  *Compute the intersection of a ray and a plane.*

- **template< class T >**
  
  ```
  T::FT SPL::norm (const typename CGAL::Vector_3< T > &v)
  ```

  *Compute the norm of a vector.*

- **template< class T >**
  
  ```
  T::Vector_3 SPL::normalize (const typename CGAL::Vector_3< T > &v)
  ```

  *Compute a unit vector.*

- **template< class T >**
  
  ```
  T::FT SPL::angleBetweenVectors (const typename CGAL::Vector_3< T > &u, const CGAL::Vector_3< T > &v)
  ```

  *Compute the angle between two vectors.*

- **template< class T >**
  
  ```
  Quaternion< T > SPL::operator* (const Quaternion< T > &q, const Quaternion< T > &r)
  ```

  *Compute the product of two quaternions.*

- **template< class T >**
  
  ```
  Quaternion< T > SPL::operator/ (const Quaternion< T > &q, const Quaternion< T > &r)
  ```

  *Compute the quotient of two quaternions.*

- **template< class T >**
  
  ```
  Quaternion< T > SPL::rotationToQuaternion (const Rotation_3< T > &rot)
  ```

  *Convert a rotation into its corresponding quaternion.*

- **template< class T >**
  
  ```
  Rotation_3< T > SPL::quaternionToRotation (const Quaternion< T > &q)
  ```

  *Convert a quaternion into a rotation.*
Module Documentation

Convert a unit-norm quaternion into its corresponding rotation.

- SPL::Arcball<T>::Arcball()
  Create an arcball.
- void SPL::Arcball<T>::initialize (double arcBallRadius, const Point &eyePos, const Vector &eyeDir, const Vector &eyeUp, const Point &sceneCenter)
  Initialize the state of an arcball.
- void SPL::Arcball<T>::setMode (int mode)
  Set the arcball rotation mode.
- void SPL::Arcball<T>::start (const Point &pos)
  Set the starting position for arcball movement.
- void SPL::Arcball<T>::move (const Point &pos)
  Set the current position for arcball movement.
- void SPL::Arcball<T>::clear ()
  Clear the starting and current positions for the arcball.
- Rotation SPL::Arcball<T>::getRotation () const
  Get the rotation required to turn the arcball from the starting position to the current position.
- static Rotation SPL::Arcball<T>::combineRotations (const Rotation &, const Rotation &)
  Combine two rotations.

9.13.1 Detailed Description

CGAL utilities.

9.13.2 Function Documentation

9.13.2.1 template< class T > T::FT SPL::angleBetweenVectors ( const typename CGAL::Vector_3<T> & u, const CGAL::Vector_3<T> & v ) [inline]
Compute the angle between two vectors.

9.13.2.2 template< class T > SPL::Arcball<T>::Arcball(
Create an arcball.

9.13.2.3 template< class T > void SPL::Arcball<T>::clear()
Clear the starting and current positions for the arcball.

9.13.2.4 template< class T > T::Point_3 SPL::closestPointOnRay ( const typename CGAL::Point_3<T> & rayOrigin, const typename CGAL::Vector_3<T> & rayDir, const typename CGAL::Point_3<T> & point )
Compute the closest point on a ray to the specified point.

9.13.2.5 template< class T > Arcball<T>::Rotation SPL::Arcball<T>::combineRotations ( const Rotation &, const Rotation & ) [static]
Combine two rotations.
9.13.2.6  template< class T > std::pair<bool, typename T::Point_3> SPL::findRayPlaneIntersection ( const typename
             CGAL::Point_3< T > & planePoint, const typename CGAL::Vector_3< T > & planeNormal, const typename
             CGAL::Point_3< T > & rayOrigin, const typename CGAL::Vector_3< T > & rayDir )

Compute the intersection of a ray and a plane. The return value is a pair. The first element of the pair is a boolean. This
value is true if an intersection point was found, and is false otherwise. The second element in the pair is the intersection
point closest to the ray's origin. If no intersection point was found, the ray's origin is returned.

9.13.2.7  template< class T > std::pair<bool, typename T::Point_3> SPL::findRaySphereIntersection ( const typename
             CGAL::Point_3< T > & sphereCenter, typename T::FT sphereRadius, const typename CGAL::Point_3< T > & rayOrigin,
             const typename CGAL::Vector_3< T > & rayDir )

Compute the intersection of a ray and a sphere. The return value is a pair. The first element in the pair is a boolean
value. This value is true if an intersection point was found, and is false otherwise. The second element in the pair is the
intersection point closest to the ray's origin. If no intersection was found, the point on the sphere that is closest to the
ray is returned.

9.13.2.8  template< class T > Arcball< T >::Rotation SPL::Arcball< T >::getRotation ( ) const

Get the rotation required to turn the arcball from the starting position to the current position.

9.13.2.9  template< class T > void SPL::Arcball< T >::initialize ( double arcBallRadius, const Point & eyePos, const Vector &
             eyeDir, const Vector & eyeUp, const Point & sceneCenter )

Initialize the state of an arcball.

9.13.2.10 template< class T > void SPL::Arcball< T >::move ( const Point & pos )

Set the current position for arcball movement.

9.13.2.11 template< class T > T::FT SPL::norm ( const typename CGAL::Vector_3< T > & v ) [inline]

Compute the norm of a vector.

9.13.2.12 template< class T > T::Vector_3 SPL::normalize ( const typename CGAL::Vector_3< T > & v ) [inline]

Compute a unit vector. Compute a unit vector in the direction of the given vector. If the zero vector is given, the zero vector is returned.

9.13.2.13 template< class T > Quaternion< T > SPL::operator * ( const Quaternion< T > & q, const Quaternion< T > & r )

Compute the product of two quaternions.
9.13.2.14  template<
class T > Quaternion<T> SPL::operator/( const Quaternion<T> & q, const Quaternion<T> & r )

Compute the quotient of two quaternions.

9.13.2.15  template<
class T > Rotation_3<T> SPL::quaternionToRotation( const Quaternion<T> & q )

Convert a unit-norm quaternion into its corresponding rotation.

9.13.2.16  template<
class T > Quaternion<T> SPL::rotationToQuaternion( const Rotation_3<T> & rot )

Convert a rotation into its corresponding quaternion.

9.13.2.17  template<
class T > void SPL::Arcball<T>::setMode( int mode )

Set the arcball rotation mode.

9.13.2.18  template<
class T > void SPL::Arcball<T>::start( const Point & pos )

Set the starting position for arcball movement.
9.14 Arithmetic Coders

Arithmetic coders.

Modules

- **M-Coder**
  
  *M-Coder (binary arithmetic coder).*

- **Binary and m-ary Arithmetic Coders**
  
  *Binary and m-ary arithmetic coders.*

9.14.1 Detailed Description

Arithmetic coders.
9.15  M-Coder

M-Coder (binary arithmetic coder).

Classes

- class SPL::MEncoder
  
The M-Coder (binary) arithmetic encoder class.
- class SPL::MDecoder
  
The M-Coder (binary) arithmetic decoder class.

Functions

- long SPL::MEncoder::getSymCount () const
  
  Get the number of symbols that have been encoded so far.
- long SPL::MEncoder::getBitCount () const
  
  Get the number of bits (of encoded data) that have been output to the underlying bit stream so far.
- int SPL::MEncoder::getNumContexts () const
  
  Get the number of contexts.
- OutputBitStream * SPL::MEncoder::getOutput () const
  
  Get the bit stream being used for output.
- void SPL::MEncoder::setOutput (OutputBitStream * out)
  
  Set the bit stream to use for output.
- long SPL::MDecoder::getBitCount () const
  
  Get the number of bits read so far.
- long SPL::MDecoder::getSymCount () const
  
  Get the number of symbols decoded so far.
- int SPL::MDecoder::getNumContexts () const
  
  Get the number of contexts.
- InputBitStream * SPL::MDecoder::getInput () const
  
  Get the input bit stream (i.e., the bit stream from which encoded data is to be read).
- void SPL::MDecoder::setInput (InputBitStream * in)
  
  Set the input bit stream (i.e., the bit stream from which encoded data is to be read).

9.15.1  Detailed Description

M-Coder (binary arithmetic coder).

9.15.2  Function Documentation

9.15.2.1  long SPL::MEncoder::getBitCount () const [inline]

Get the number of bits (of encoded data) that have been output to the underlying bit stream so far.

9.15.2.2  long SPL::MDecoder::getBitCount () const [inline]

Get the number of bits read so far.
9.15.2.3 InputBitStream * SPL::MDecoder::getInput ( ) const [inline]
Get the input bit stream (i.e., the bit stream from which encoded data is to be read).

9.15.2.4 int SPL::MEncoder::getNumContexts ( ) const [inline]
Get the number of contexts.

9.15.2.5 int SPL::MDecoder::getNumContexts ( ) const [inline]
Get the number of contexts.

9.15.2.6 OutputBitStream * SPL::MEncoder::getOutput ( ) const [inline]
Get the bit stream being used for output.

9.15.2.7 long SPL::MEncoder::getSymCount ( ) const [inline]
Get the number of symbols that have been encoded so far.

9.15.2.8 long SPL::MDecoder::getSymCount ( ) const [inline]
Get the number of symbols decoded so far.

9.15.2.9 void SPL::MDecoder::setInput ( InputBitStream * in ) [inline]
Set the input bit stream (i.e., the bit stream from which encoded data is to be read).

9.15.2.10 void SPL::MEncoder::setOutput ( OutputBitStream * out ) [inline]
Set the bit stream to use for output.
9.16 Binary and m-ary Arithmetic Coders

Binary and m-ary arithmetic coders.

Classes

- **class SPL::MultiArithEncoder**
  
  M-ary arithmetic encoder class.

- **class SPL::MultiArithDecoder**
  
  M-ary arithmetic decoder class.

- **struct SPL::BinArithCoderContextStat**
  
  Binary Arithmetic Coder Context Statistics Class.

- **class SPL::BinArithEncoder**
  
  Binary arithmetic encoder class.

- **class SPL::BinArithDecoder**
  
  Binary arithmetic decoder class.

Functions

- **static std::ostream & SPL::MultiArithEncoder::getDebugStream ()**
  
  Get the stream for debugging output.

- **OutputBitStream * SPL::MultiArithEncoder::getOutput ()**
  
  Get the bit stream used for output.

- **void SPL::MultiArithEncoder::setOutput (OutputBitStream *out)**
  
  Set the bit stream used for output.

- **SPL_ArithCoder_ulong SPL::MultiArithEncoder::getSymCount () const**
  
  Get the number of symbols encoded so far.

- **SPL_ArithCoder_ulong SPL::MultiArithEncoder::getBitCount () const**
  
  Get the number of bits of output generated so far including bits awaiting output.

- **static void SPL::MultiArithEncoder::setDebugLevel (int debugLevel)**
  
  Set the debug level.

- **static void SPL::MultiArithEncoder::setDebugStream (std::ostream &out)**
  
  Set the stream for debugging output.

- **int SPL::MultiArithEncoder::getMaxContexts () const**
  
  Get the maximum number of contexts.

- **static std::ostream & SPL::MultiArithDecoder::getDebugStream ()**
  
  Get the stream used for debugging output.

- **InputBitStream * SPL::MultiArithDecoder::getInput () const**
  
  Get the bit stream from which to read encoded data.

- **void SPL::MultiArithDecoder::setInput (InputBitStream *in)**
  
  Set the bit stream from which to read encoded data.

- **SPL_ArithCoder_ulong SPL::MultiArithDecoder::getBitCount () const**
  
  Get the number of bits read so far.

- **SPL_ArithCoder_ulong SPL::MultiArithDecoder::getSymCount () const**
  
  Get the number of symbols decoded so far.

- **static void SPL::MultiArithDecoder::setDebugLevel (int debugLevel)**
9.16 Binary and m-ary Arithmetic Coders

Set the debug level.

- static void SPL::MultiArithDecoder::setDebugStream (std::ostream &out)
  Set the stream to use for debugging output.
- int SPL::MultiArithDecoder::getMaxContexts () const
  Get the maximum number of contexts.
- SPL_ArithCoder_ulong SPL::BinArithEncoder::getSymCount () const
  Get the number of symbols output so far.
- SPL_ArithCoder_ulong SPL::BinArithEncoder::getBitCount () const
  Get the number of bits output so far.
- OutputBitStream * SPL::BinArithEncoder::getOutput () const
  Get the bit stream to which encoded data should be written.
- int SPL::BinArithEncoder::getNumContexts () const
  Get the number of contexts.
- static void SPL::BinArithEncoder::setDebugStream (std::ostream &out)
  Set the stream to use for debugging output.
- static std::ostream & SPL::BinArithEncoder::getDebugStream ()
  Get the stream used for debugging output.
- static void SPL::BinArithEncoder::setDebugLevel (int debugLevel)
  Set the debug level.
- void SPL::BinArithEncoder::setOutput (OutputBitStream *out)
  Set the bit stream to which encoded data should be written.
- SPL_ArithCoder_ulong SPL::BinArithDecoder::getSymCount () const
  Get the number of symbols decoded so far.
- SPL_ArithCoder_ulong SPL::BinArithDecoder::getBitCount () const
  Get the number of bits read so far.
- InputBitStream * SPL::BinArithDecoder::getInput () const
  Get the bit stream from which to read encoded data.
- int SPL::BinArithDecoder::getNumContexts () const
  Get the number of contexts.
- static void SPL::BinArithDecoder::setDebugStream (std::ostream &out)
  Set the stream to be used for debugging output.
- static std::ostream & SPL::BinArithDecoder::getDebugStream ()
  Get the stream used for debugging output.
- static void SPL::BinArithDecoder::setDebugLevel (int debugLevel)
  Set the debug level.
- void SPL::BinArithDecoder::setInput (InputBitStream *in)
  Set the bit stream from which to read encoded data.

9.16.1 Detailed Description

Binary and m-ary arithmetic coders.

9.16.2 Function Documentation

9.16.2.1 SPL_ArithCoder_ulong SPL::MultiArithEncoder::getBitCount () const

Get the number of bits of output generated so far including bits awaiting output.
9.16.2.2 SPL_ArithCoder_ulong SPL::MultiArithDecoder::getBitCount ( ) const [inline]

Get the number of bits read so far.

9.16.2.3 SPL_ArithCoder_ulong SPL::BinArithEncoder::getBitCount ( ) const [inline]

Get the number of bits output so far.
This function gets the number of bits output so far by the arithmetic encoder.

Returns
  The number of bits output so far is returned.

9.16.2.4 SPL_ArithCoder_ulong SPL::BinArithDecoder::getBitCount ( ) const [inline]

Get the number of bits read so far.
This function gets the number of bits read so far by the arithmetic decoder.

Returns
  The number of bits read so far is returned.

9.16.2.5 std::ostream & SPL::MultiArithEncoder::getDebugStream ( ) [inline],[static]

Get the stream for debugging output.

9.16.2.6 std::ostream & SPL::MultiArithDecoder::getDebugStream ( ) [inline],[static]

Get the stream used for debugging output.

9.16.2.7 std::ostream & SPL::BinArithEncoder::getDebugStream ( ) [inline],[static]

Get the stream used for debugging output.

9.16.2.8 std::ostream & SPL::BinArithDecoder::getDebugStream ( ) [inline],[static]

Get the stream used for debugging output.

9.16.2.9 InputBitStream * SPL::MultiArithDecoder::getInput ( ) const [inline]

Get the bit stream from which to read encoded data.

9.16.2.10 InputBitStream * SPL::BinArithDecoder::getInput ( ) const [inline]

Get the bit stream from which to read encoded data.
This function gets the bit stream from which to read encoded data.
9.16 Binary and m-ary Arithmetic Coders

Returns

A pointer to the bit stream is returned.

9.16.2.11 int SPL::MultiArithEncoder::getMaxContexts ( ) const [inline]

Get the maximum number of contexts.

9.16.2.12 int SPL::MultiArithDecoder::getMaxContexts ( ) const [inline]

Get the maximum number of contexts.

9.16.2.13 int SPL::BinArithEncoder::getNumContexts ( ) const [inline]

Get the number of contexts.
This function gets the number of contexts employed by the arithmetic encoder.

Returns

The number of contexts is returned.

9.16.2.14 int SPL::BinArithDecoder::getNumContexts ( ) const [inline]

Get the number of contexts.
This function gets the number of contexts employed by the arithmetic decoder.

Returns

The number of contexts is returned.

9.16.2.15 OutputBitStream* SPL::MultiArithEncoder::getOutput ( ) [inline]

Get the bit stream used for output.

9.16.2.16 OutputBitStream* SPL::BinArithEncoder::getOutput ( ) const [inline]

Get the bit stream to which encoded data should be written.
This function gets the bit stream to which encoded data should be written.

Returns

A pointer to the output bit stream is returned.

9.16.2.17 SPL_ArithCoder_ulong SPL::MultiArithEncoder::getSymCount ( ) const [inline]

Get the number of symbols encoded so far.
9.16.2.18 SPL_ArithCoder_ulong SPL::MultiArithDecoder::getSymCount ( ) const [inline]
Get the number of symbols decoded so far.

9.16.2.19 SPL_ArithCoder_ulong SPL::BinArithEncoder::getSymCount ( ) const [inline]
Get the number of symbols output so far.
This function gets the number of symbols output so far by the arithmetic encoder.

Returns
The number of symbols output so far is returned.

9.16.2.20 SPL_ArithCoder_ulong SPL::BinArithDecoder::getSymCount ( ) const [inline]
Get the number of symbols decoded so far.
This function gets the number of symbols decoded so far by the arithmetic decoder.

Returns
The number of symbols decoded so far is returned.

9.16.2.21 void SPL::MultiArithEncoder::setDebugLevel ( int debugLevel ) [inline],[static]
Set the debug level.

9.16.2.22 void SPL::MultiArithDecoder::setDebugLevel ( int debugLevel ) [inline],[static]
Set the debug level.

9.16.2.23 void SPL::BinArithEncoder::setDebugLevel ( int debugLevel ) [inline],[static]
Set the debug level.

9.16.2.24 void SPL::BinArithDecoder::setDebugLevel ( int debugLevel ) [inline],[static]
Set the debug level.

9.16.2.25 void SPL::MultiArithEncoder::setDebugStream ( std::ostream & out ) [inline],[static]
Set the stream for debugging output.

9.16.2.26 void SPL::MultiArithDecoder::setDebugStream ( std::ostream & out ) [inline],[static]
Set the stream to use for debugging output.
9.16 Binary and m-ary Arithmetic Coders

9.16.2.27 void SPL::BinArithEncoder::setDebugStream ( std::ostream & out ) [inline],[static]
Set the stream to use for debugging output.

9.16.2.28 void SPL::BinArithDecoder::setDebugStream ( std::ostream & out ) [inline],[static]
Set the stream to be used for debugging output.

9.16.2.29 void SPL::MultiArithDecoder::setInput ( InputBitStream * in ) [inline]
Set the bit stream from which to read encoded data.

9.16.2.30 void SPL::BinArithDecoder::setInput ( InputBitStream * in ) [inline]
Set the bit stream from which to read encoded data.

Parameters

<table>
<thead>
<tr>
<th>in</th>
<th>The input bit stream.</th>
</tr>
</thead>
</table>

This function sets the bit stream from which to read encoded data to in.

9.16.2.31 void SPL::MultiArithEncoder::setOutput ( OutputBitStream * out ) [inline]
Set the bit stream used for output.

9.16.2.32 void SPL::BinArithEncoder::setOutput ( OutputBitStream * out ) [inline]
Set the bit stream to which encoded data should be written.

Parameters

<table>
<thead>
<tr>
<th>out</th>
<th>The output bit stream.</th>
</tr>
</thead>
</table>

This function sets the bit stream to which encoded data should be written.
Chapter 10

Class Documentation

10.1 SPL::Arcball< T > Class Template Reference

Arcball.
#include <Arcball.hpp>

Public Types

• typedef T Kernel
  The CGAL kernel.
• typedef Kernel::Point_3 Point
  The point type.
• typedef Kernel::Vector_3 Vector
  The vector type.
• typedef Rotation_3< Kernel > Rotation
  The representation of a rotation.

Public Member Functions

• Arcball ()
  Create an arcball.
• void initialize (double arcBallRadius, const Point &eyePos, const Vector &eyeDir, const Vector &eyeUp, const Point &sceneCenter)
  Initialize the state of an arcball.
• void setMode (int mode)
  Set the arcball rotation mode.
• void start (const Point &pos)
  Set the starting position for arcball movement.
• void move (const Point &pos)
  Set the current position for arcball movement.
• void clear ()
  Clear the starting and current positions for the arcball.
• Rotation getRotation () const
Get the rotation required to turn the arcball from the starting position to the current position.

- void setDebugLevel (int debugLevel) const

  For debugging...

Static Public Member Functions

- static Rotation combineRotations (const Rotation &, const Rotation &)

  Combine two rotations.

10.1.1 Detailed Description

template<class T> class SPL::Arcball<T>

Arcball.


10.1.2 Member Typedef Documentation

10.1.2.1 template<class T> typedef T SPL::Arcball<T>::Kernel

The CGAL kernel.

10.1.2.2 template<class T> typedef Kernel::Point_3 SPL::Arcball<T>::Point

The point type.

10.1.2.3 template<class T> typedef Rotation_3<Kernel> SPL::Arcball<T>::Rotation

The representation of a rotation.

10.1.2.4 template<class T> typedef Kernel::Vector_3 SPL::Arcball<T>::Vector

The vector type.

10.1.3 Member Function Documentation

10.1.3.1 template<class T> void SPL::Arcball<T>::setDebugLevel ( int debugLevel ) const

For debugging...

The documentation for this class was generated from the following file:

- Arcball.hpp
A one-dimensional array class with lazy copying and reference counting.

#include <Array1.hpp>

Public Types

- typedef T ElemType
  
The type of the elements in the array.
- typedef std::vector<T>::iterator Iterator
  
A mutable iterator for the array elements.
- typedef std::vector<T>::const_iterator ConstIterator
  
A constant iterator for the array elements.

Public Member Functions

- Array1()
  
Create an empty array.
- Array1(int size)
  
Create an array of the specified size.
- Array1(int size, const T &value)
  
Create an array of the given size with all elements initialized to the specified value.
- template<class InputIterator>
  
Array1(int size, InputIterator data)
  
Create an array of the specified size with the elements initialized to the data obtained from the given input iterator.
- Array1(const Array1 &a)
  
Create a copy of an array.
- template<class OtherType>
  
Array1(const Array1<OtherType> &a)
  
Create a copy of an array with elements of arbitrary type.
- ~Array1()
  
Destroy an array.
- Array1 & operator=(const Array1 &a)
  
Assign one array to another.
- template<class OtherType>
  
Array1<T> & operator=(const Array1<OtherType> &a)
  
Assign an array with elements of arbitrary type to another array.
- Array1 & operator+=(const Array1 &a)
  
Add another array (elementwise) to this array.
- Array1 & operator-=(const Array1 &a)
  
Subtract another array (elementwise) from this array.
- Array1 & operator*= (const Array1 &a)
  
Multiply another array (elementwise) by this array.
- Array1 & operator/=(const Array1 &a)
  
Divide this array (elementwise) by another array.
- Array1 & operator+= (const T &value)
  
Add the specified value to each element in the array.
• **Array1 & operator-= (const T &value)**
  Subtract the specified value from each element in the array.

• **Array1 & operator*= (const T &value)**
  Multiply each element in the array by the specified value.

• **Array1 & operator/= (const T &value)**
  Divide each element in the array by the specified value.

• int getSize () const
  Get the number of elements in the array.

• bool isShared () const
  Is the data for this array shared with another array?

• bool isSharedWith (const Array1 &a) const
  Is the data for this array shared with the specified array?

• T & operator() (int i)
  Get a mutable reference to the specified element in the array.

• const T & operator() (int i) const
  Get a const reference to the specified element in the array.

• ConstIterator begin () const
  Get a const iterator referring to the first element in the array.

• Iterator begin ()
  Get a mutable iterator referring to the first element in the array.

• ConstIterator end () const
  Get a const iterator referring to one past the last element in the array.

• Iterator end ()
  Get a mutable iterator referring to one past the last element in the array.

• void resize (int size)
  Change the size of the array.

• template<class InputIterator>
void resize (int size, InputIterator data)
  Change the size of the array, initializing the resized array with the data obtained from the specified input iterator.

• T max () const
  Get the maximum of the elements in the array.

• T min () const
  Get the minimum of the elements in the array.

• T sum () const
  Get the sum of the elements in the array.

• std::ostream & output (std::ostream &out, int fieldWidth) const
  Output an array to a stream with a particular field width to be used for each element.

• int load (const char ∗fileName)
  Load an array from the file with the specified name.

• int save (const char ∗fileName) const
  Save an array to the file with the specified name.

• void fill (const T &value=T(0))
  Set all elements in the array to the specified value.

• void swap (Array1 &a)
  Swap the contents of the array with the contents of another array.

• void dump (std::ostream &out) const
  Output information about an array to a stream for debugging.
10.2.1 Detailed Description

```cpp
template<class T> class SPL::Array1<T>
```

A one-dimensional array class with lazy copying and reference counting.

10.2.2 Member Typedef Documentation

10.2.2.1 ```cpp
template<class T> typedef std::vector<T>::const_iterator SPL::Array1<T>::ConstIterator
```

A constant iterator for the array elements.

10.2.2.2 ```cpp
template<class T> typedef T SPL::Array1<T>::ElemType
```

The type of the elements in the array.

10.2.2.3 ```cpp
template<class T> typedef std::vector<T>::iterator SPL::Array1<T>::Iterator
```

A mutable iterator for the array elements.

10.2.3 Constructor & Destructor Documentation

10.2.3.1 ```cpp
template<class T> template<class InputIterator> SPL::Array1<T>::Array1(int size, InputIterator data)
```

Create an array of the specified size with the elements initialized to the data obtained from the given input iterator.

10.2.3.2 ```cpp
template<class T> template<class OtherType> SPL::Array1<T>::Array1(const Array1<OtherType>& a)
```

Create a copy of an array with elements of arbitrary type.

Note: The type OtherType must be assignable to the type T.

The documentation for this class was generated from the following file:

- Array1.hpp

10.3 SPL::Array2<T> Class Template Reference

A two-dimensional array class with lazy copying and reference counting.

```cpp
#include <Array2.hpp>
```

Public Types

- ```cpp
typedef T ElemType
```

  The type of the elements in the array.

- ```cpp
typedef std::vector<T>::iterator Iterator
```

  A mutable iterator for all elements in the array.
• typedef std::vector<T>::const_iterator ConstIterator
  A constant iterator for all elements in the array.
• typedef Iterator XIterator
  A mutable iterator for elements of a row in the array.
• typedef std::vector<T>::const_iterator ConstXIterator
  A constant iterator for elements of a row in the array.
• typedef YIter<T> YIterator
  A mutable iterator for elements of a column in the array.
• typedef YIter<const T> ConstYIterator
  A constant iterator for elements of a column in the array.

Public Member Functions

• Array2 ()
  Create an empty array.
• Array2 (int width, int height)
  Create an array of the specified width and height.
• Array2 (int width, int height, const T &value)
  Create an array of the specified width and height with the elements of the array initialized to the specified value.
• template<class InputIter>
  Array2 (int width, int height, InputIter data)
  Create an array of the specified width and height with the elements of the array initialized to the specified data.
• ~Array2 ()
  The destructor.
• Array2 (const Array2 &a)
  The copy constructor.
• template<class OtherType>
  Array2 (const Array2<OtherType> &a)
  Create an array from an array having elements of a different type.
• Array2 & operator= (const Array2 &a)
  The assignment operator.
• template<class OtherType>
  Array2 & operator= (const Array2<OtherType> &a)
  Assign another array with elements of a different type to this array.
• Array2 & operator+= (const Array2 &a)
  Add another array (elementwise) to this array.
• Array2 & operator-= (const Array2 &a)
  Subtract another array (elementwise) from this array.
• Array2 & operator*= (const Array2 &a)
  Multiply another array (elementwise) by this array.
• Array2 & operator/= (const Array2 &a)
  Divide this array (elementwise) by another array.
• Array2 & operator+= (const T &a)
  Add the specified value to each element in the array.
• Array2 & operator-= (const T &a)
  Subtract the specified value from each element in the array.
• Array2 & operator*= (const T &a)
  Multiply each element in the array by the specified value.
• Array2 & operator/= (const T &a)
  Divide each element in the array by the specified value.
Multiply each element in the array by the specified value.

- \texttt{Array2} & \texttt{operator\textasciitilde} (const \texttt{T} &\texttt{a})

Divide each element in the array by the specified value.

- int \texttt{getWidth} () const
  
  Get the width of the array.
- int \texttt{getHeight} () const

  Get the height of the array.
- int \texttt{getSize} () const

  Get the number of elements in the array.
- bool \texttt{isShared} () const

  Is the data for this array shared with another array?
- bool \texttt{isSharedWith} (const \texttt{Array2} &\texttt{a}) const

  Is the data for this array shared with the specified array?
- \texttt{T} & \texttt{operator\textasciitilde} (int \texttt{x}, int \texttt{y})

  Get a mutable reference to the \((x,y)\)-th element in the array.
- const \texttt{T} & \texttt{operator\textasciitilde} (int \texttt{x}, int \texttt{y}) const

  Get a const reference to the \((x,y)\)-th element in the array.
- \texttt{T} & \texttt{operator\textasciitilde} (int \texttt{i})

  Get a mutable reference to the \(i\)-th element in the array.
- const \texttt{T} & \texttt{operator\textasciitilde} (int \texttt{i}) const

  Get a const reference to the \(i\)-th element in the array.
- \texttt{ConstIterator} \texttt{begin} () const

  Get a const iterator for the first element in the array.
- \texttt{Iterator} \texttt{begin} ()

  Get a mutable iterator for the first element in the array.
- \texttt{ConstIterator} \texttt{end} () const

  Get a const iterator for one past the last element in the array.
- \texttt{Iterator} \texttt{end} ()

  Get a mutable iterator for one past the last element in the array.
- \texttt{ConstXIterator} \texttt{rowBegin} (int \texttt{y}) const

  Get a const iterator for the first element in the specified row of the array.
- \texttt{XIterator} \texttt{rowBegin} (int \texttt{y})

  Get a mutable iterator for the first element in the specified row of the array.
- \texttt{ConstXIterator} \texttt{rowEnd} (int \texttt{y}) const

  Get a const iterator for one past the end in the specified row of the array.
- \texttt{XIterator} \texttt{rowEnd} (int \texttt{y})

  Get a mutable iterator for one past the end in the specified row of the array.
- \texttt{ConstYIterator} \texttt{colBegin} (int \texttt{x}) const

  Get a const iterator for the first element in the specified column of the array.
- \texttt{YIterator} \texttt{colBegin} (int \texttt{x})

  Get a mutable iterator for the first element in the specified column of the array.
- \texttt{ConstYIterator} \texttt{colEnd} (int \texttt{x}) const

  Get a const iterator for one past the end in the specified column of the array.
- \texttt{YIterator} \texttt{colEnd} (int \texttt{x})

  Get a mutable iterator for one past the end in the specified column of the array.
- void \texttt{resize} (int \texttt{width}, int \texttt{height})

  Change the size of the array.
• template<class InputIterator>
  void resize (int width, int height, InputIterator data)
  Change the size of the array, initializing the resized array with the data obtained from the specified input iterator.
• T max () const
  Get the maximum of the elements in the array.
• T min () const
  Get the minimum of the elements in the array.
• T sum () const
  Get the sum of the elements in the array.
• std::ostream & output (std::ostream &out, int fieldWidth) const
  Output an array to a stream using the specified field width for each array element.
• int load (const char *fileName)
  Load an array from the file with the specified name.
• int save (const char *fileName) const
  Save an array to the file with the specified name.
• void fill (const T &value=T(0))
  Set all elements in the array to the specified value.
• Array2 & flipud ()
  Flip the array upside down.
• Array2 & fliplr ()
  Flip the array left to right.
• void swap (Array2 &a)
  Swap the array data with the data of the specified array.
• void dump (std::ostream &out) const
  Output information about an array to a stream for debugging.
• void unshare () const
  Force the underlying data to be copied if the data is shared.

10.3.1 Detailed Description

template<class T> class SPL::Array2<T>

A two-dimensional array class with lazy copying and reference counting.

10.3.2 Member Typedef Documentation

10.3.2.1 template<class T> typedef std::vector<T>::const_iterator SPL::Array2<T>::ConstIterator

A constant iterator for all elements in the array.

10.3.2.2 template<class T> typedef std::vector<T>::const_iterator SPL::Array2<T>::ConstXIterator

A constant iterator for elements of a row in the array.

10.3.2.3 template<class T> typedef YIter<const T> SPL::Array2<T>::ConstYIterator

A constant iterator for elements of a column in the array.
10.3.2.4  template<class T> typedef T SPL::Array2<T>::ElemType

The type of the elements in the array.

10.3.2.5  template<class T> typedef std::vector<T>::iterator SPL::Array2<T>::Iterator

A mutable iterator for all elements in the array.

10.3.2.6  template<class T> typedef Iterator SPL::Array2<T>::XIterator

A mutable iterator for elements of a row in the array.

10.3.2.7  template<class T> typedef YIter SPL::Array2<T>::YIterator

A mutable iterator for elements of a column in the array.

10.3.3 Constructor & Destructor Documentation

10.3.3.1  template<class T> template<class InputIter> SPL::Array2<T>::Array2( int width, int height, InputIter data)

Create an array of the specified width and height with the elements of the array initialized to the specified data.

10.3.3.2  template<class T> template<class OtherType> SPL::Array2<T>::operator=( const Array2<OtherType> & a)

Create an array from an array having elements of a different type.

10.3.4 Member Function Documentation

10.3.4.1  template<class T> template<class OtherType> Array2& SPL::Array2<T>::operator=( const Array2<OtherType> & a)

Assign another array with elements of a different type to this array.

The documentation for this class was generated from the following file:

• Array2.hpp

10.4 SPL::BinArithCoderContextStat Struct Reference

Binary Arithmetic Coder Context Statistics Class.
#include <arithCoder.hpp>

10.4.1 Detailed Description

Binary Arithmetic Coder Context Statistics Class.

The documentation for this struct was generated from the following file:
10.5 SPL::BinArithDecoder Class Reference

Binary arithmetic decoder class.
#include <arithCoder.hpp>

Public Member Functions

- **BinArithDecoder** (int numContexts, InputBitStream ∗in=nullptr)
  Create a decoder with the specified number of contexts that receives input from the given bit stream.
- **~BinArithDecoder** ()
  Destroy a decoder.
- **SPL_ArithCoder_ulong** getSymCount () const
  Get the number of symbols decoded so far.
- **SPL_ArithCoder_ulong** getBitCount () const
  Get the number of bits read so far.
- void setInput (InputBitStream ∗in)
  Set the bit stream from which to read encoded data.
- InputBitStream ∗getInput () const
  Get the bit stream from which to read encoded data.
- int getNumContexts () const
  Get the number of contexts.
- void setContextState (int contextId, ArithCoder::Freq oneFreq, ArithCoder::Freq totalFreq, ArithCoder::Freq maxFreq, bool adaptive)
  Set the symbol probabilities and adaptivity for the specified context.
- voidgetContextState (int contextId, ArithCoder::Freq &oneFreq, ArithCoder::Freq &totalFreq, ArithCoder::Freq &maxFreq, bool &adaptive)
  Get the symbol probabilities and adaptivity for the specified context.
- int start ()
  Start a code word.
- int terminate ()
  Terminate the code word (for synchronization with the encoder).
- int decodeRegular (int contextId)
  Decode a symbol in the specified context.
- int decodeBypass ()
  Decode a symbol in bypass mode (i.e., using a fixed probability distribution with all symbols being equiprobable).
- void dump (std::ostream &out) const
  Dump the internal decoder state to the specified stream for debugging purposes.

Static Public Member Functions

- static void setDebugLevel (int debugLevel)
  Set the debug level.
- static void setDebugStream (std::ostream &out)
  Set the stream to be used for debugging output.
- static std::ostream &getDebugStream ()
  Get the stream used for debugging output.
10.5 SPL::BinArithDecoder Class Reference

10.5.1 Detailed Description

Binary arithmetic decoder class.

10.5.2 Constructor & Destructor Documentation

10.5.2.1 SPL::BinArithDecoder::BinArithDecoder ( int numContexts, InputBitStream * in = nullptr )

Create a decoder with the specified number of contexts that receives input from the given bit stream.

Parameters

<table>
<thead>
<tr>
<th>numContexts</th>
<th>The number of contexts.</th>
</tr>
</thead>
<tbody>
<tr>
<td>in</td>
<td>The input bit stream.</td>
</tr>
</tbody>
</table>

This function creates an arithmetic decoder with the number of contexts being `numContexts` that receives input from the bit stream `in`.

10.5.2.2 SPL::BinArithDecoder::~BinArithDecoder ( )

Destroy a decoder.

This function destroys an arithmetic decoder.

10.5.3 Member Function Documentation

10.5.3.1 int SPL::BinArithDecoder::decodeBypass ( )

Decode a symbol in bypass mode (i.e., using a fixed probability distribution with all symbols being equiprobable).

This function decodes a symbol in bypass mode (i.e., using a fixed probability distribution with all symbols being equiprobable).

Returns

Upon success, the decoded symbol is returned (which is either 0 or 1); otherwise, a negative value is returned.

10.5.3.2 int SPL::BinArithDecoder::decodeRegular ( int contextId )

Decode a symbol in the specified context.

Parameters

| contextId | The ID of the context to be used for decoding. |

The function decodes a symbol using the context specified by `contextId`. The value of `contextId` must be from 0 to `n - 1` (inclusive), where `n` is the number of contexts employed by the arithmetic decoder.

Returns

Upon success, the decoded symbol is returned (which is either 0 or 1); otherwise, a negative value is returned.

10.5.3.3 void SPL::BinArithDecoder::dump ( std::ostream & out ) const

Dump the internal decoder state to the specified stream for debugging purposes.
void SPL::BinArithDecoder::getContextState ( int contextId, ArithCoder::Freq & oneFreq, ArithCoder::Freq & totalFreq, ArithCoder::Freq & maxFreq, bool & adaptive )

Get the symbol probabilities and adaptivity for the specified context.

Parameters

<table>
<thead>
<tr>
<th>contextId</th>
<th>The ID of the context to query.</th>
</tr>
</thead>
<tbody>
<tr>
<td>out</td>
<td>oneFreq</td>
</tr>
<tr>
<td></td>
<td>The frequency count for a one symbol.</td>
</tr>
<tr>
<td>out</td>
<td>totalFreq</td>
</tr>
<tr>
<td></td>
<td>The normalizing frequency count for all symbols.</td>
</tr>
<tr>
<td>out</td>
<td>maxFreq</td>
</tr>
<tr>
<td></td>
<td>The maximum normalizing frequency count.</td>
</tr>
<tr>
<td>out</td>
<td>adaptive</td>
</tr>
<tr>
<td></td>
<td>The adaptivity flag.</td>
</tr>
</tbody>
</table>

This function queries the state of the context with the context ID contextId, and sets the parameters oneFreq, totalFreq, maxFreq, and adaptive appropriately. The probability of a one symbol is given by oneFreq / totalFreq, while the probability of a zero symbol is given by 1 - oneFreq / totalFreq.

void SPL::BinArithDecoder::setContextState ( int contextId, ArithCoder::Freq oneFreq, ArithCoder::Freq totalFreq, ArithCoder::Freq maxFreq, bool adaptive )

Set the symbol probabilities and adaptivity for the specified context.

int SPL::BinArithDecoder::start ( )

Start a code word.

This function starts the decoding of a new arithmetic code word. This function must be called before attempting to decode any symbols.

Returns

Upon success, zero is returned; otherwise, a nonzero value is returned.

int SPL::BinArithDecoder::terminate ( )

Terminate the code word (for synchronzation with the encoder).

This function terminates the decoding of the current arithmetic code word.

Returns

Upon success, zero is returned; otherwise, a nonzero value is returned.

The documentation for this class was generated from the following files:

- arithCoder.hpp
- arithCoder.cpp

SPL::BinArithEncoder Class Reference

Binary arithmetic encoder class.

#include <arithCoder.hpp>
Public Member Functions

- **BinArithEncoder** (int numContexts, OutputBitStream ∗out=nullptr)
  
  Create an arithmetic encoder with the specified number of contexts that sends output to the given bit stream.

- **~BinArithEncoder** ()
  
  Destroy an arithmetic encoder.

- **int getNumContexts () const**
  
  Get the number of contexts.

- **SPL_ArithCoder_ulong getSymCount () const**
  
  Get the number of symbols output so far.

- **SPL_ArithCoder_ulong getBitCount () const**
  
  Get the number of bits output so far.

- **void setOutput (OutputBitStream ∗out)**
  
  Set the bit stream to which encoded data should be written.

- **OutputBitStream ∗getOutput () const**
  
  Get the bit stream to which encoded data should be written.

- **void setContextState (int contextId, ArithCoder::Freq oneFreq, ArithCoder::Freq totalFreq, ArithCoder::Freq maxFreq, bool adaptive)**
  
  Set the symbol probabilities and adaptivity for the specified context.

- **void getContextState (int contextId, ArithCoder::Freq &oneFreq, ArithCoder::Freq &totalFreq, ArithCoder::Freq &maxFreq, bool &adaptive)**
  
  Get the symbol probabilities and adaptivity for the specified context.

- **int start ()**
  
  Start a code word.

- **int encodeRegular (int contextId, int binVal)**
  
  Encode the specified symbol in the given context.

- **int encodeBypass (int binVal)**
  
  Encode the specified symbol in bypass mode (i.e., using a fixed probability distribution with all symbols being equiprobable).

- **int terminate ()**
  
  Terminate the code word.

- **void dump (std::ostream &out) const**
  
  Dump the internal encoder state to the specified output stream for debugging purposes.

- **void dumpModels (std::ostream &out) const**
  
  Dump the internal encoder context state to the specified output stream for debugging purposes.

Static Public Member Functions

- **static void setDebugLevel (int debugLevel)**
  
  Set the debug level.

- **static void setDebugStream (std::ostream &out)**
  
  Set the stream to use for debugging output.

- **static std::ostream & getDebugStream ()**
  
  Get the stream used for debugging output.

10.6.1 Detailed Description

Binary arithmetic encoder class.
10.6.2 Constructor & Destructor Documentation

10.6.2.1 SPL::BinArithEncoder::BinArithEncoder ( int numContexts, OutputBitStream * out = nullptr )

Create an arithmetic encoder with the specified number of contexts that sends output to the given bit stream.

Parameters

<table>
<thead>
<tr>
<th>numContexts</th>
<th>The number of contexts.</th>
</tr>
</thead>
<tbody>
<tr>
<td>out</td>
<td>The output bit stream.</td>
</tr>
</tbody>
</table>

This constructor creates an arithmetic encoder with the number of contexts being numContexts that sends output to the bit stream out.

10.6.2.2 SPL::BinArithEncoder::~BinArithEncoder ( )

Destroy an arithmetic encoder.

This destructor destroys an arithmetic encoder.

10.6.3 Member Function Documentation

10.6.3.1 void SPL::BinArithEncoder::dump ( std::ostream & out ) const

Dump the internal encoder state to the specified output stream for debugging purposes.

10.6.3.2 void SPL::BinArithEncoder::dumpModels ( std::ostream & out ) const

Dump the internal encoder context state to the specified output stream for debugging purposes.

10.6.3.3 int SPL::BinArithEncoder::encodeBypass ( int binVal )

Encode the specified symbol in bypass mode (i.e., using a fixed probability distribution with all symbols being equiprobable).

Parameters

| binVal | The symbol to be encoded. |

This function encodes the symbol binVal in bypass mode (i.e., using a fixed probability distribution with all symbols being equiprobable). The symbol to be encoded must be either 0 or 1.

Returns

Upon success, zero is returned; otherwise, a nonzero value is returned.

10.6.3.4 int SPL::BinArithEncoder::encodeRegular ( int contextId, int binVal )

Encode the specified symbol in the given context.
This function encodes the symbol `binVal` using the context specified by `contextId`. The value of `contextId` must be from 0 to `n - 1` (inclusive), where `n` is the number of contexts employed by the arithmetic encoder. The symbol to be encoded must be either 0 or 1.

Returns

Upon success, zero is returned; otherwise, a nonzero value is returned.

10.6.3.5 `void SPL::BinArithEncoder::getContextState (int contextId, ArithCoder::Freq & oneFreq, ArithCoder::Freq & totalFreq, ArithCoder::Freq & maxFreq, bool & adaptive)`

Get the symbol probabilities and adaptivity for the specified context.

Parameters

<table>
<thead>
<tr>
<th>contextId</th>
<th>The ID of the context to query.</th>
</tr>
</thead>
<tbody>
<tr>
<td>out</td>
<td><code>oneFreq</code> The frequency count for a one symbol.</td>
</tr>
<tr>
<td>out</td>
<td><code>totalFreq</code> The normalizing frequency count for all symbols.</td>
</tr>
<tr>
<td>out</td>
<td><code>maxFreq</code> The maximum normalizing frequency count.</td>
</tr>
<tr>
<td>out</td>
<td><code>adaptive</code> The adaptivity flag.</td>
</tr>
</tbody>
</table>

This function queries the state of the context with the context ID `contextId`, and sets the parameters `oneFreq`, `totalFreq`, `maxFreq`, and `adaptive` appropriately. The probability of a one symbol is given by \( \frac{\text{oneFreq}}{\text{totalFreq}} \), while the probability of a zero symbol is given by \( 1 - \frac{\text{oneFreq}}{\text{totalFreq}} \).

10.6.3.6 `void SPL::BinArithEncoder::setContextState (int contextId, ArithCoder::Freq oneFreq, ArithCoder::Freq totalFreq, ArithCoder::Freq maxFreq, bool adaptive)`

Set the symbol probabilities and adaptivity for the specified context.

10.6.3.7 `int SPL::BinArithEncoder::start ()`

Start a code word.

This function starts the encoding of a new code word. This function must be called before attempting to encode any symbols.

Returns

Upon success, zero is returned; otherwise, a nonzero value is returned.

10.6.3.8 `int SPL::BinArithEncoder::terminate ()`

Terminate the code word.

This function terminates the encoding of the current arithmetic code word.
Returns

Upon success, zero is returned; otherwise, a nonzero value is returned.

The documentation for this class was generated from the following files:

- arithCoder.hpp
- arithCoder.cpp

10.7 SPL::BitStream Class Reference

A common base class for the input and output bit stream classes.

#include <bitStream.hpp>

Inheritance diagram for SPL::BitStream:

```
SPL::BitStream
   
   SPL::InputBitStream  SPL::OutputBitStream
```

Public Types

- typedef unsigned IoState
  The type used for the error state for a stream.
- typedef unsigned long long Size
  An unsigned integral type (used for sizes/counts).
- typedef long long Offset
  A signed integral type (used for differences).

Public Member Functions

- bool isOkay () const
  Test if the bitstream in an okay (i.e., non-error) state.
- bool isEof () const
  Test if the bitstream has encountered end-of-file (EOF).
- bool isLimit () const
  Test if the bitstream has encountered a read/write limit.
- IoState getIoState () const
  Get the I/O state of a bit stream.
- void setIoState (IoState state)
  Set the I/O state of a bit stream.
- void setIoStateBits (IoState state)
  Set the specified bits in the I/O state of a bit stream.
- void clearIoStateBits (IoState state=allIoBits)
  Clear the specified bits in the I/O state of a bit stream.
Static Public Attributes

- static const IoState eofBit = 1
  
  end of file (EOF) reached on input
- static const IoState limitBit = 2
  
  read/write limit exceeded
- static const IoState badBit = 4
  
  I/O error.
- static const IoState allIoBits = eofBit | limitBit | badBit
  
  all error bits

10.7.1 Detailed Description

A common base class for the input and output bit stream classes.
This class provides some error handling functionality common to the input and output bit stream classes.

10.7.2 Member Typedef Documentation

10.7.2.1 typedef unsigned SPL::BitStream::IoState

The type used for the error state for a stream.

10.7.2.2 typedef long long SPL::BitStream::Offset

A signed integral type (used for differences).

10.7.2.3 typedef unsigned long long SPL::BitStream::Size

An unsigned integral type (used for sizes/counts).

10.7.3 Member Data Documentation

10.7.3.1 const IoState SPL::BitStream::allIoBits = eofBit | limitBit | badBit [static]

all error bits

10.7.3.2 const IoState SPL::BitStream::badBit = 4 [static]

I/O error.

10.7.3.3 const IoState SPL::BitStream::eofBit = 1 [static]

end of file (EOF) reached on input
10.7.3.4  const IoState SPL::BitStream::limitBit = 2  [static]

read/write limit exceeded

The documentation for this class was generated from the following file:

- bitStream.hpp

10.8  SPL::ConvolveMode Struct Reference

Constants identifying various convolution modes.

```
#include <Sequence.hpp>
```

Static Public Attributes

- static const int full = 0
  
  *The full convolution result (i.e., the same as "full" in MATLAB)*

- static const int sameDomainZeroExt = 1
  
  *The same as "same" in MATLAB.*

- static const int sameDomainConstExt = 3
  
  *Constant extension.*

- static const int sameDomainPerExt = 2
  
  *Periodic extension.*

- static const int sameDomainSymExt0 = 4
  
  *Symmetric periodic extension.*

10.8.1  Detailed Description

Constants identifying various convolution modes.

10.8.2  Member Data Documentation

10.8.2.1  const int SPL::ConvolveMode::full = 0  [static]

The full convolution result (i.e., the same as "full" in MATLAB)

10.8.2.2  const int SPL::ConvolveMode::sameDomainConstExt = 3  [static]

Constant extension.

10.8.2.3  const int SPL::ConvolveMode::sameDomainPerExt = 2  [static]

Periodic extension.

10.8.2.4  const int SPL::ConvolveMode::sameDomainSymExt0 = 4  [static]

Symmetric periodic extension.
10.8.2.5  const int SPL::ConvolveMode::sameDomainZeroExt = 1  [static]

The same as "same" in MATLAB.

The documentation for this struct was generated from the following file:

- Sequence.hpp

10.9  SPL::InputBitStream Class Reference

Input bit stream class.

#include <bitStream.hpp>

Inheritance diagram for SPL::InputBitStream:

```
  SPL::BitStream
  SPL::InputBitStream
```

Public Types

- typedef unsigned IoState
  The type used for the error state for a stream.
- typedef unsigned long long Size
  An unsigned integral type (used for sizes/counts).
- typedef long long Offset
  A signed integral type (used for differences).

Public Member Functions

- InputBitStream ()
  Create a bit stream that is not initially bound to any (character) stream.
- InputBitStream (std::istream &in)
  Create a bit stream that reads data from the specified (character) stream.
- ~InputBitStream ()
  Destroy a bit stream.
- std::istream * getInput () const
  Get the (character) stream from which data is read.
- void setInput (std::istream *in)
  Set the (character) stream from which data is read.
- Offset getReadLimit () const
  Get the number of bits that still may be read from the bit stream before the read limit is reached.
- void setReadLimit (Offset readLimit)
  Specify the maximum allowable number of bits that may be read from the bit stream.
- Size getReadCount () const
Get the number of bits read from the bit stream so far.

- void clearReadCount ()
  Set the read count to zero.
- long getBits (int numBits)
  Read the specified number of bits from the bit stream.
- void align ()
  Force byte-alignment of the bit stream.
- void dump (std::ostream &out) const
  Dump the internal state of the bit stream to a (character) stream for debugging purposes.
- bool isOkay () const
  Test if the bitstream is in an okay (i.e., non-error) state.
- bool isEof () const
  Test if the bitstream has encountered end-of-file (EOF).
- bool isLimit () const
  Test if the bitstream has encountered a read/write limit.
- IoState getIoState () const
  Get the I/O state of a bit stream.
- void setIoState (IoState state)
  Set the I/O state of a bit stream.
- void setIoStateBits (IoState state)
  Set the specified bits in the I/O state of a bit stream.
- void clearIoStateBits (IoState state=allIoBits)
  Clear the specified bits in the I/O state of a bit stream.

Static Public Attributes

- static const IoState eofBit = 1
  end of file (EOF) reached on input
- static const IoState limitBit = 2
  read/write limit exceeded
- static const IoState badBit = 4
  I/O error.
- static const IoState allIoBits = eofBit | limitBit | badBit
  all error bits

10.9.1 Detailed Description

Input bit stream class.

10.9.2 Member Typedef Documentation

10.9.2.1 typedef unsigned SPL::BitStream::IoState [inherited]

The type used for the error state for a stream.
10.9.2.2 typedef long long SPL::BitStream::Offset [inherited]
A signed integral type (used for differences).

10.9.2.3 typedef unsigned long long SPL::BitStream::Size [inherited]
An unsigned integral type (used for sizes/counts).

10.9.3 Constructor & Destructor Documentation

10.9.3.1 SPL::InputBitStream::InputBitStream ( )
Create a bit stream that is not initially bound to any (character) stream.

10.9.3.2 SPL::InputBitStream::InputBitStream ( std::istream & in )
Create a bit stream that reads data from the specified (character) stream.

10.9.3.3 SPL::InputBitStream::~InputBitStream ( )
Destroy a bit stream.

10.9.4 Member Function Documentation

10.9.4.1 void SPL::InputBitStream::align ( )
Force byte-alignment of the bit stream. The bit stream position is moved forward to the nearest byte (i.e., multiple of 8 bits) boundary.

10.9.4.2 void SPL::InputBitStream::dump ( std::ostream & out ) const
Dump the internal state of the bit stream to a (character) stream for debugging purposes.

10.9.4.3 long SPL::InputBitStream::getBits ( int numBits )
Read the specified number of bits from the bit stream. The bits that are read from the bit stream are assigned to the returned integer value in most-significant to least-significant order.

10.9.4.4 std::istream* SPL::InputBitStream::getInput ( ) const
Get the (character) stream from which data is read.

10.9.4.5 void SPL::InputBitStream::setInput ( std::istream * in )
Set the (character) stream from which data is read.
10.9.5 Member Data Documentation

10.9.5.1 const IoState SPL::BitStream::allIoBits = eofBit | limitBit | badBit [static],[inherited]

all error bits

10.9.5.2 const IoState SPL::BitStream::badBit = 4 [static],[inherited]
I/O error.

10.9.5.3 const IoState SPL::BitStream::eofBit = 1 [static],[inherited]
end of file (EOF) reached on input

10.9.5.4 const IoState SPL::BitStream::limitBit = 2 [static],[inherited]
read/write limit exceeded

The documentation for this class was generated from the following files:

- bitStream.hpp
- bitStream.cpp

10.10 SPL::MDecoder Class Reference

The M-Coder (binary) arithmetic decoder class.
#include <mCoder.hpp>
Inherits SPL::MCoder.

Public Member Functions

- MDecoder (int numContexts=0, InputBitStream *in=0)
  Create a decoder with the specified number of contexts that reads input from the given bit stream.
- ~MDecoder ()
  Destroy a decoder.
- void setNumContexts (int numContexts)
  Set the number of contexts.
- int getNumContexts () const
  Get the number of contexts.
- void setInput (InputBitStream *in)
  Set the input bit stream (i.e., the bit stream from which encoded data is to be read).
- InputBitStream * getInput () const
  Get the input bit stream (i.e., the bit stream from which encoded data is to be read).
- void clearContexts ()
  Clear the state of all of the contexts.
- long getBitCount () const
Get the number of bits read so far.

- long getSymCount () const
  Get the number of symbols decoded so far.

- int start ()
  Prepare to decode an arithmetic code word.

- int terminate ()
  Terminate the arithmetic code word.

- int decodeRegular (int contextId)
  Decode a symbol in the specified context.

- int decodeBypass ()
  Decode a symbol in bypass mode (i.e., assuming both symbols are equiprobable).

- void dump (std::ostream &out) const
  Dump the internal state information for the decoder to a stream (for debugging).

Static Public Member Functions

- static void setDebugLevel (int debugLevel)
  Set the debug level.

- static void setDebugStream (std::ostream &debugStream)
  Set the stream to use for debugging output.

- static std::ostream & getDebugStream ()
  Get the stream used for debugging output.

10.10.1 Detailed Description

The M-Coder (binary) arithmetic decoder class.

10.10.2 Constructor & Destructor Documentation

10.10.2.1 SPL::MDecoder::MDecoder ( int numContexts = 0, InputBitStream * in = 0 )

Create a decoder with the specified number of contexts that reads input from the given bit stream.

10.10.2.2 SPL::MDecoder::~MDecoder ( )

Destroy a decoder.

10.10.3 Member Function Documentation

10.10.3.1 void SPL::MDecoder::clearContexts ( )

Clear the state of all of the contexts.

10.10.3.2 int SPL::MDecoder::decodeBypass ( )

Decode a symbol in bypass mode (i.e., assuming both symbols are equiprobable).
10.10.3.3 int SPL::MDecoder::decodeRegular ( int contextId )

Decode a symbol in the specified context.

10.10.3.4 void SPL::MDecoder::dump ( std::ostream & out ) const

Dump the internal state information for the decoder to a stream (for debugging).

10.10.3.5 std::ostream & SPL::MDecoder::getDebugStream ( ) [static]

Get the stream used for debugging output.

10.10.3.6 void SPL::MDecoder::setDebugLevel ( int debugLevel ) [static]

Set the debug level.

10.10.3.7 void SPL::MDecoder::setDebugStream ( std::ostream & debugStream ) [static]

Set the stream to use for debugging output.

10.10.3.8 void SPL::MDecoder::setNumContexts ( int numContexts )

Set the number of contexts.

10.10.3.9 int SPL::MDecoder::start ( )

Prepare to decode an arithmetic code word.
Note: This function must be called before attempting to decode any symbols.

10.10.3.10 int SPL::MDecoder::terminate ( )

Terminate the arithmetic code word.

The documentation for this class was generated from the following files:

- mCoder.hpp
- mCoder.cpp

10.11 SPL::MEncoder Class Reference

The M-Coder (binary) arithmetic encoder class.
#include <mCoder.hpp>

Inherits SPL::MCoder.
Public Member Functions

- **MEncoder** (int numContexts=0, OutputBitStream *out=0)
  
  Create an encoder with a specified number of contexts that sends output to a given bit stream.

- **~MEncoder** ()
  
  Destroy an encoder.

- **void setNumContexts** (int numContexts)
  
  Set the number of contexts.

- **int getNumContexts** () const
  
  Get the number of contexts.

- **void clearContexts** ()
  
  Clear the state of all of the contexts.

- **void setOutput** (OutputBitStream *out)
  
  Set the bit stream to use for output.

- **OutputBitStream *getOutput** () const
  
  Get the bit stream being used for output.

- **long getSymCount** () const
  
  Get the number of symbols that have been encoded so far.

- **long getBitCount** () const
  
  Get the number of bits (of encoded data) that have been output to the underlying bit stream so far.

- **void start** ()
  
  Start the arithmetic code word.

- **int terminate** ()
  
  Terminate the arithmetic code word.

- **int encodeRegular** (int contextId, int binVal)
  
  Encode a symbol in the specified context.

- **int encodeBypass** (int binVal)
  
  Encode a symbol in bypass mode (i.e., assuming that both symbols are equiprobable).

- **void dump** (std::ostream &out) const
  
  Dump the internal state of the encoder for debugging.

Static Public Member Functions

- **static void setDebugLevel** (int debugLevel)
  
  Set the debug level.

- **static void setDebugStream** (std::ostream &debugStream)
  
  Set the stream for debugging output.

- **static std::ostream & getDebugStream** ()
  
  Get the stream used for debugging output.

10.11.1 Detailed Description

The M-Coder (binary) arithmetic encoder class.
10.11.2 Constructor & Destructor Documentation

10.11.2.1 SPL::MEncoder::MEncoder ( int numContexts = 0, OutputBitStream * out = 0 )

Create an encoder with a specified number of contexts that sends output to a given bit stream.

10.11.2.2 SPL::MEncoder::~MEncoder ( )

Destroy an encoder.

10.11.3 Member Function Documentation

10.11.3.1 void SPL::MEncoder::clearContexts ( )

Clear the state of all of the contexts.

10.11.3.2 void SPL::MEncoder::dump ( std::ostream & out ) const

Dump the internal state of the encoder for debugging.

10.11.3.3 int SPL::MEncoder::encodeBypass ( int binVal )

Encode a symbol in bypass mode (i.e., assuming that both symbols are equiprobable).

10.11.3.4 int SPL::MEncoder::encodeRegular ( int contextId, int binVal )

Encode a symbol in the specified context.
The symbol binVal is encoded using context contextId.

10.11.3.5 std::ostream & SPL::MEncoder::getDebugStream ( ) [static]

Get the stream used for debugging output.

10.11.3.6 void SPL::MEncoder::setDebugLevel ( int debugLevel ) [static]

Set the debug level.

10.11.3.7 void SPL::MEncoder::setDebugStream ( std::ostream & debugStream ) [static]

Set the stream for debugging output.

10.11.3.8 void SPL::MEncoder::setNumContexts ( int numContexts )

Set the number of contexts.
10.11.3.9 void SPL::MEncoder::start ( )
Start the arithmetic code word.

10.11.3.10 int SPL::MEncoder::terminate ( )
Terminate the arithmetic code word.

The documentation for this class was generated from the following files:

- mCoder.hpp
- mCoder.cpp

10.12 SPL::MultiArithDecoder Class Reference

M-ary arithmetic decoder class.

#include <arithCoder.hpp>

Public Member Functions

- MultiArithDecoder (int maxContexts, InputBitStream ∗in=nullptr)
  Create a decoder with the specified maximum number of contexts that sends output to the given bit stream.
- ~MultiArithDecoder ()
  Destroy the decoder.
- InputBitStream ∗ getInput () const
  Get the bit stream from which to read encoded data.
- void setInput (InputBitStream ∗in)
  Set the bit stream from which to read encoded data.
- SPL_ArithCoder_ulong getBitCount () const
  Get the number of bits read so far.
- SPL_ArithCoder_ulong getSymCount () const
  Get the number of symbols decoded so far.
- int getMaxContexts () const
  Get the maximum number of contexts.
- void setContext (int contextId, int numSyms)
  Set the specified context to have the given number of symbols which are initially equiprobable.
- void setContext (int contextId, const std::vector< ArithCoder::Freq > &symFreqs, bool adaptive)
  Set the specified context to have symbols with the given frequencies and the given adaptivity.
- int start ()
  Start a code word.
- int terminate ()
  Terminate a code word (for synchronization with encoder).
- int decodeRegular (int contextId)
  Decode a symbol using the given context.
- int decodeBypass (int numSyms)
  Decode a symbol in bypass mode (i.e., all symbols equiprobable).
- void dump (std::ostream &out) const
  Dump the internal state of the decoder to the specified stream for debugging purposes.
Static Public Member Functions

- static void setDebugLevel (int debugLevel)
  
  Set the debug level.

- static void setDebugStream (std::ostream &out)
  
  Set the stream to use for debugging output.

- static std::ostream & getDebugStream ()
  
  Get the stream used for debugging output.

10.12.1 Detailed Description

M-ary arithmetic decoder class.

10.12.2 Constructor & Destructor Documentation

10.12.2.1 SPL::MultiArithDecoder::MultiArithDecoder ( int maxContexts, InputBitStream * in = nullptr )

Create a decoder with the specified maximum number of contexts that sends output to the given bit stream.

10.12.2.2 SPL::MultiArithDecoder::~MultiArithDecoder ()

Destroy the decoder.

10.12.3 Member Function Documentation

10.12.3.1 int SPL::MultiArithDecoder::decodeBypass ( int numSyms )

Decode a symbol in bypass mode (i.e., all symbols equiprobable).

10.12.3.2 int SPL::MultiArithDecoder::decodeRegular ( int contextId )

Decode a symbol using the given context.

10.12.3.3 void SPL::MultiArithDecoder::dump ( std::ostream & out ) const

Dump the internal state of the decoder to the specified stream for debugging purposes.

10.12.3.4 void SPL::MultiArithDecoder::setContext ( int contextId, int numSyms )

Set the specified context to have the given number of symbols which are initially equiprobable.

10.12.3.5 void SPL::MultiArithDecoder::setContext ( int contextId, const std::vector < ArithCoder::Freq > & symFREQs, bool adaptive )

Set the specified context to have symbols with the given frequencies and the given adaptivity.
10.12.3.6 int SPL::MultiArithDecoder::start ( )
Start a code word.
This function must be called before attempting to decode any symbols.

10.12.3.7 int SPL::MultiArithDecoder::terminate ( )
Terminate a code word (for synchronization with encoder).
The documentation for this class was generated from the following files:

- arithCoder.hpp
- arithCoder.cpp

10.13 SPL::MultiArithEncoder Class Reference

M-ary arithmetic encoder class.
#include <arithCoder.hpp>

Public Member Functions

- MultiArithEncoder (int maxContexts, OutputBitStream *out=nullptr)
  Create an encoder with the specified number of contexts that sends output to the given bit stream.
- ~MultiArithEncoder ()
  Destroy an encoder.
- OutputBitStream * getOutput ()
  Get the bit stream used for output.
- void setOutput (OutputBitStream *out)
  Set the bit stream used for output.
- SPL_ArithCoder_ulong getSymCount () const
  Get the number of symbols encoded so far.
- SPL_ArithCoder_ulong getBitCount () const
  Get the number of bits of output generated so far including bits awaiting output.
- int getMaxContexts () const
  Get the maximum number of contexts.
- void setContext (int contextId, int numSyms)
  Set the specified context to have the given number of symbols which are initially equiprobable.
- void setContext (int contextId, const std::vector< ArithCoder::Freq > &symFreqs, bool adaptive)
  Set the specified context to have symbols with the given frequencies and the given adaptivity.
- int start ()
  Start a code word.
- int terminate ()
  Terminate the code word.
- int encodeRegular (int contextId, int sym)
  Encode the given symbol in the specified context.
- int encodeBypass (int numSyms, int sym)
Encode the given symbol in bypass mode (i.e., a fixed probability distribution where all symbols are equiprobable).

- void dump (std::ostream &out) const
  
  Dump the internal state of the encoder to the specified stream for debugging purposes.

Static Public Member Functions

- static void setDebugLevel (int debugLevel)
  
  Set the debug level.
- static void setDebugStream (std::ostream &out)
  
  Set the stream for debugging output.
- static std::ostream & getDebugStream ()
  
  Get the stream for debugging output.

10.13.1 Detailed Description

M-ary arithmetic encoder class.

10.13.2 Constructor & Destructor Documentation

10.13.2.1 SPL::MultiArithEncoder::MultiArithEncoder ( int maxContexts, OutputBitStream * out = nullptr )

Create an encoder with the specified number of contexts that sends output to the given bit stream.

10.13.2.2 SPL::MultiArithEncoder::~MultiArithEncoder ( )

Destroy an encoder.

10.13.3 Member Function Documentation

10.13.3.1 void SPL::MultiArithEncoder::dump ( std::ostream & out ) const

Dump the internal state of the encoder to the specified stream for debugging purposes.

10.13.3.2 int SPL::MultiArithEncoder::encodeBypass ( int numSyms, int sym )

Encode the given symbol in bypass mode (i.e., a fixed probability distribution where all symbols are equiprobable).

10.13.3.3 int SPL::MultiArithEncoder::encodeRegular ( int contextId, int sym )

Encode the given symbol in the specified context.

10.13.3.4 void SPL::MultiArithEncoder::setContext ( int contextId, int numSyms )

Set the specified context to have the given number of symbols which are initially equiprobable.
10.13.3.5 void SPL::MultiArithEncoder::setContext ( int contextId, const std::vector< ArithCoder::Freq > & symFreqs, bool adaptive )

Set the specified context to have symbols with the given frequencies and the given adaptivity.

10.13.3.6 int SPL::MultiArithEncoder::start ( )

Start a code word.
This function must be called before attempting to encode any symbols.

10.13.3.7 int SPL::MultiArithEncoder::terminate ( )

Terminate the code word.
The documentation for this class was generated from the following files:

• arithCoder.hpp
• arithCoder.cpp

10.14 SPL::OutputBitStream Class Reference

Output bit stream class.
#include <bitStream.hpp>

Inheritance diagram for SPL::OutputBitStream:

```
SPL::OutputBitStream
    SPL::BitStream
    SPL::OutputBitStream
```

Public Types

• typedef unsigned IoState
  The type used for the error state for a stream.
• typedef unsigned long long Size
  An unsigned integral type (used for sizes/counts).
• typedef long long Offset
  A signed integral type (used for differences).

Public Member Functions

• OutputBitStream ( )
  Create a bit stream that is not initially bound to any (character) stream.
• OutputBitStream (std::ostream &out)
  Create a bit stream that sends its output to the specified (character) stream.
• ~OutputBitStream ()
  Destroy a bit stream.
• std::ostream * getOutput () const
  Get the output (character) stream associated with the bit stream.
• void setOutput (std::ostream * out)
  Set the output (character) stream associated with the bit stream.
• void clearWriteCount ()
  Clear the count of the number of bits written to the bit stream.
• Size getWriteCount () const
  Get the number of bits written to the bit stream.
• void setWriteLimit (Offset writeLimit)
  Set the number of bits that may still be written to the bit stream.
• Offset getWriteLimit () const
  Get the number of bits that may still be written to the underlying (character) stream.
• int putBits (long data, int numBits)
  Output the specified number of bits to the bit stream.
• void align ()
  Align the bit stream output position to the nearest byte boundary.
• void flush ()
  Flush any pending output to the underlying (character) stream.
• void dump (std::ostream & out) const
  Dump the internal state of the bit stream to the specified (character) stream for debugging purposes.
• bool isOkay () const
  Test if the bitstream is in an okay (i.e., non-error) state.
• bool isEof () const
  Test if the bitstream has encountered end-of-file (EOF).
• bool isLimit () const
  Test if the bitstream has encountered a read/write limit.
• IoState getIoState () const
  Get the I/O state of a bit stream.
• void setIoState (IoState state)
  Set the I/O state of a bit stream.
• void setIoStateBits (IoState state)
  Set the specified bits in the I/O state of a bit stream.
• void clearIoStateBits (IoState state=allIoBits)
  Clear the specified bits in the I/O state of a bit stream.

Static Public Attributes

• static const IoState eofBit = 1
  end of file (EOF) reached on input
• static const IoState limitBit = 2
  read/write limit exceeded
• static const IoState badBit = 4
  I/O error.
• static const IoState allIoBits = eofBit | limitBit | badBit
  all error bits
10.14 SPL::OutputBitStream Class Reference

10.14.1 Detailed Description

Output bit stream class.

10.14.2 Member Typedef Documentation

10.14.2.1 typedef unsigned SPL::BitStream::IoState [inherited]

The type used for the error state for a stream.

10.14.2.2 typedef long long SPL::BitStream::Offset [inherited]

A signed integral type (used for differences).

10.14.2.3 typedef unsigned long long SPL::BitStream::Size [inherited]

An unsigned integral type (used for sizes/counts).

10.14.3 Constructor & Destructor Documentation

10.14.3.1 SPL::OutputBitStream::OutputBitStream ( )

Create a bit stream that is not initially bound to any (character) stream.

10.14.3.2 SPL::OutputBitStream::OutputBitStream ( std::ostream & out )

Create a bit stream that sends its output to the specified (character) stream.

10.14.3.3 SPL::OutputBitStream::~OutputBitStream ( )

Destroy a bit stream.

10.14.4 Member Function Documentation

10.14.4.1 void SPL::OutputBitStream::align ( )

Align the bit stream output position to the nearest byte boundary.

10.14.4.2 void SPL::OutputBitStream::dump ( std::ostream & out ) const

Dump the internal state of the bit stream to the specified (character) stream for debugging purposes.

10.14.4.3 void SPL::OutputBitStream::flush ( )

Flush any pending output to the underlying (character) stream.
The bit stream is aligned to the nearest byte boundary and any pending output is flushed to the underlying (character) stream.

10.14.4  std::ostream * SPL::OutputBitStream::getOutput ( ) const

Get the output (character) stream associated with the bit stream.

10.14.5  int SPL::OutputBitStream::putBits ( long data, int numBits )

Output the specified number of bits to the bit stream.
This function returns a nonnegative value upon success and a negative value if an error is encountered.

10.14.6  void SPL::OutputBitStream::setOutput ( std::ostream * out )

Set the output (character) stream associated with the bit stream.

10.14.5  Member Data Documentation

10.14.5.1  const IoState SPL::BitStream::allIoBits = eofBit | limitBit | badBit [static],[inherited]

all error bits

10.14.5.2  const IoState SPL::BitStream::badBit = 4 [static],[inherited]

I/O error.

10.14.5.3  const IoState SPL::BitStream::eofBit = 1 [static],[inherited]

end of file (EOF) reached on input

10.14.5.4  const IoState SPL::BitStream::limitBit = 2 [static],[inherited]

read/write limit exceeded

The documentation for this class was generated from the following files:

- bitStream.hpp
- bitStream.cpp

10.15 SPL::PnmHeader Struct Reference

The header information for PNM data.

#include <pnmCodec.hpp>
Public Attributes

- PnmMagic magic
  The magic number.
- int width
  The image width.
- int height
  The image height.
- int maxVal
  The maximum sample value.
- bool sgnd
  The signedness of the sample data.

10.15.1 Detailed Description

The header information for PNM data.

10.15.2 Member Data Documentation

10.15.2.1 int SPL::PnmHeader::height

The image height.

10.15.2.2 PnmMagic SPL::PnmHeader::magic

The magic number.

10.15.2.3 int SPL::PnmHeader::maxVal

The maximum sample value.

10.15.2.4 bool SPL::PnmHeader::sgnd

The signedness of the sample data.

10.15.2.5 int SPL::PnmHeader::width

The image width.

The documentation for this struct was generated from the following file:

- pnmCodec.hpp

10.16 SPL::Quaternion< T > Struct Template Reference

A quaternion represented in terms of its scalar and vector parts.

#include <cgalUtil.hpp>
Public Types

- typedef T::FT Real
  The field type for the CGAL kernel.
- typedef CGAL::Vector_3< T > Vector_3
  The 3-dimensional vector type.

Public Member Functions

- Quaternion ()
- Quaternion (Real scalar_, const Vector_3 &vector_)

Public Attributes

- Real scalar
  The scalar part of the quaternion.
- Vector_3 vector
  The vector part of the quaternion.

10.16.1 Detailed Description

template<class T> struct SPL::Quaternion< T >

A quaternion represented in terms of its scalar and vector parts.

10.16.2 Member TypeDef Documentation

10.16.2.1 template<class T> typedef T::FT SPL::Quaternion< T >::Real

The field type for the CGAL kernel.

10.16.2.2 template<class T> typedef CGAL::Vector_3< T > SPL::Quaternion< T >::Vector_3

The 3-dimensional vector type.

10.16.3 Constructor & Destructor Documentation

10.16.3.1 template<class T> SPL::Quaternion< T >::Quaternion( ) [inline]

Create a quaternion.

10.16.3.2 template<class T> SPL::Quaternion< T >::Quaternion ( Real scalar_, const Vector_3 &vector_ ) [inline]

Create a quaternion with the specified scalar and vector parts.
10.16.4 Member Data Documentation

10.16.4.1 template<class T> Real SPL::Quaternion<T>::scalar

The scalar part of the quaternion.

10.16.4.2 template<class T> Vector_3 SPL::Quaternion<T>::vector

The vector part of the quaternion.

The documentation for this struct was generated from the following file:

- cgalUtil.hpp

10.17 SPL::Rotation_3<T> Struct Template Reference

A 3-D rotation.

#include <cgalUtil.hpp>

Public Types

- typedef T::FT Real
  The field type for the CGAL kernel.
- typedef T::Vector_3 Vector_3
  The 3-dimensional vector type.

Public Member Functions

- Rotation_3 (const Vector_3 &axis_, Real angle_)
  Create a rotation.

Public Attributes

- Vector_3 axis
  The axis of rotation.
- Real angle
  The angle of rotation.

10.17.1 Detailed Description

template<class T> struct SPL::Rotation_3<T>

A 3-D rotation.
10.17.2 Member Typedef Documentation

10.17.2.1 template <class T> typedef T::FT SPL::Rotation_3<T>::Real

The field type for the CGAL kernel.

10.17.2.2 template <class T> typedef T::Vector_3 SPL::Rotation_3<T>::Vector_3

The 3-dimensional vector type.

10.17.3 Constructor & Destructor Documentation

10.17.3.1 template <class T> SPL::Rotation_3<T>::Rotation_3( const Vector_3 & axis_, Real angle_ ) [inline]

Create a rotation.

10.17.4 Member Data Documentation

10.17.4.1 template <class T> Real SPL::Rotation_3<T>::angle

The angle of rotation.

10.17.4.2 template <class T> Vector_3 SPL::Rotation_3<T>::axis

The axis of rotation.

The documentation for this struct was generated from the following file:

- cgalUtil.hpp

10.18 SPL::Sequence1<T> Class Template Reference

A one-dimensional sequence class with lazy copying and reference counting.
#include <Sequence1.hpp>

Public Types

- typedef T ElemType

  The type of the element in the sequence.
- typedef Array1<T>::ConstIterator ConstIterator

  The const iterator for the sequence.
- typedef Array1<T>::Iterator Iterator

  The mutable iterator for the sequence.
Public Member Functions

- **Sequence1 ()**
  The default constructor.

- **Sequence1 (int startInd, int size)**
  Construct a sequence with the specified start index and size.

- **Sequence1 (int startInd, int size, const T &value)**
  Construct a sequence with the specified start index and size, with all elements set to the given value.

- **template<class InputIterator> Sequence1 (int startInd, int size, InputIterator data)**
  Construct a sequence with the specified start index and size, with the elements initialized to the data read from the given iterator.

- **Sequence1 (const Sequence1 &f)**
  The copy constructor.

- **template<class OtherT> Sequence1 (const Sequence1<OtherT> &f)**
  Create a sequence from another sequence having elements of a different type.

- **Sequence1 (const Array1<T> &data)**
  Create a sequence from an array.

- **Sequence1 (int startInd, const Array1<T> &data)**
  Create a sequence from an array using the given starting index.

- **~Sequence1 ()**
  The destructor.

- **Sequence1 & operator= (const Sequence1 &f)**
  The assignment operator.

- **template<class OtherT> Sequence1 & operator= (const Sequence1<OtherT> &f)**
  Assign another sequence with elements of a different type to this sequence.

- **Sequence1 & operator+= (const Sequence1 &f)**
  Add another sequence to this one.

- **Sequence1 & operator-= (const Sequence1 &f)**
  Subtract another sequence from this one.

- **Sequence1 & operator*= (const Sequence1 &f)**
  Multiply elementwise this sequence by another one.

- **Sequence1 & operator/= (const Sequence1 &f)**
  Divide elementwise this sequence by another one.

- **Sequence1 & operator+= (const T &value)**
  Add a value to each element of this sequence.

- **Sequence1 & operator-= (const T &value)**
  Subtract a value from each element of this sequence.

- **Sequence1 & operator*= (const T &value)**
  Multiply each element of this sequence by the specified value.

- **Sequence1 & operator/= (const T &value)**
  Divide each element of the sequence by the given value.

- **int getStartInd () const**
  Get the start index for the sequence.

- **int getEndInd () const**
  Get the end index for the sequence.
• int getSize () const
  
  Get the length of the sequence.
• bool isShared () const
  
  Is the array for this sequence shared with another array?
• const T & operator() (int i) const
  
  Get the specified element in the sequence.
• T & operator() (int i)
  
  Get the specified element in the sequence.
• ConstIterator begin () const
  
  Get an iterator referencing the first element in the sequence.
• Iterator begin ()
  
  Get an iterator referencing the first element in the sequence.
• ConstIterator end () const
  
  Get an iterator referencing just after the last element in the sequence.
• Iterator end ()
  
  Get an iterator referencing just after the last element in the sequence.
• T min () const
  
  Get the minimum element in the sequence.
• T max () const
  
  Get the maximum element in the sequence.
• T sum () const
  
  Get the sum of the elements in the sequence.
• Array1<T> getArray () const
  
  Get a copy of the underlying array.
• void swapArray (Array1<T> &data)
  
  Swap the data for the underlying array and the specified array.
• void fill (const T &value)
  
  Set all of the elements in the sequence to the specified value.
• Sequence1<T> & translate (int delta)
  
  Translate (i.e., shift) a sequence by the specified displacement.

10.18.1 Detailed Description

template<class T>
class SPL::Sequence1<T>

A one-dimensional sequence class with lazy copying and reference counting.

10.18.2 Member Typedef Documentation

10.18.2.1 template<class T> typedef Array1<T>::ConstIterator SPL::Sequence1<T>::ConstIterator

The const iterator for the sequence.

10.18.2.2 template<class T> typedef T SPL::Sequence1<T>::ElemType

The type of the element in the sequence.
10.18.2.3 template<class T> typedef Array1<T>::Iterator SPL::Sequence1<T>::Iterator

The mutable iterator for the sequence.

10.18.3 Constructor & Destructor Documentation

10.18.3.1 template<class T> template<class InputIterator> SPL::Sequence1<T>::Sequence1( int startInd, int size, InputIterator data )

Construct a sequence with the specified start index and size, with the elements initialized to the data read from the given iterator.
Effects: A sequence with a starting index of startInd and size size is created, with the elements being initialized by the data pointed to by data.

10.18.3.2 template<class T> template<class OtherT> SPL::Sequence1<T>::Sequence1( const Sequence1<OtherT>& f )

Create a sequence from another sequence having elements of a different type.

10.18.4 Member Function Documentation

10.18.4.1 template<class T> template<class OtherT> Sequence1& SPL::Sequence1<T>::operator= ( const Sequence1<OtherT>& f )

Assign another sequence with elements of a different type to this sequence.
The type OtherT must be assignable to the type T.
The documentation for this class was generated from the following file:

- Sequence1.hpp

10.19 SPL::Sequence2<T> Class Template Reference

A two-dimensional sequence class with lazy copying and reference counting.
#include <Sequence2.hpp>

Public Types

- typedef T ElemType
  The type of the element in the sequence.
- typedef Array2<T>::ConstIterator ConstIterator
  The const iterator for all elements in the sequence.
- typedef Array2<T>::Iterator Iterator
  The mutable iterator for all elements in the sequence.
- typedef Array2<T>::ConstXIterator ConstXIterator
  The const iterator for the elements in a row of the sequence.
• typedef Array2<T>::XIterator XIterator
  The mutable iterator for the elements in a row of the sequence.
• typedef Array2<T>::ConstYIterator ConstYIterator
  The const iterator for the elements in a column of the sequence.
• typedef Array2<T>::YIterator YIterator
  The mutable iterator for the elements in a column of the sequence.

Public Member Functions

• Sequence2()
  The default constructor.
• Sequence2(int startX, int startY, int width, int height)
  Construct a sequence with the specified start index and size.
• Sequence2(int startX, int startY, int width, int height, const T &data)
  Construct a sequence with the specified start index and size, with all elements set to the given value.
• template<class InputIterator>
  Sequence2(int startX, int startY, int width, int height, InputIterator data)
  Construct a sequence with the specified start index and size, with the elements initialized to the data read from the given iterator.
• Sequence2(const Sequence2 &f)
  The copy constructor.
• template<class OtherT>
  Sequence2(const Sequence2<OtherT> &f)
  Create a sequence from another sequence having elements of a different type.
• Sequence2(const Array2<T>&data)
  Create a sequence from an array.
• Sequence2(int startX, int startY, const Array2<T>&data)
  Create a sequence from an array using the given starting index.
• ~Sequence2()
  The destructor.
• Sequence2 & operator=(const Sequence2 &f)
  The assignment operator.
• template<class OtherT>
  Sequence2 & operator=(const Sequence2<OtherT> &f)
  Assign another sequence with elements of a different type to this sequence.
• Sequence2 & operator+=(const Sequence2 &f)
  Add another sequence to this one.
• Sequence2 & operator-=(const Sequence2 &f)
  Subtract another sequence from this one.
• Sequence2 & operator*=(const Sequence2 &f)
  Multiply elementwise this sequence by another one.
• Sequence2 & operator/=(const Sequence2 &f)
  Divide elementwise this sequence by another one.
• Sequence2 & operator+= (const T &value)
  Add a value to each element of this sequence.
• Sequence2 & operator-= (const T &value)
  Subtract a value from each element of this sequence.
• Sequence2 & operator*= (const T &value)
  Multiply each element of this sequence by the specified value.
• Sequence2 & operator/= (const T &value)
  Divide each element of this sequence by the given value.
• int getStartX () const
  Get the x-coordinate of the start index for the sequence.
• int getStartY () const
  Get the y-coordinate of the start index for the sequence.
• int getEndX () const
  Get the x-coordinate of the end index for the sequence.
• int getEndY () const
  Get the y-coordinate of the end index for the sequence.
• int getWidth () const
  Get the width of the sequence.
• int getHeight () const
  Get the height of the sequence.
• int getSize () const
  Get the number of elements in the sequence.
• bool isShared () const
  Is the array for this sequence shared with another array?
• T & operator()(int x, int y)
  Get a mutable reference to the specified element in the sequence.
• const T & operator()(int x, int y) const
  Get a const reference to the specified element in the sequence.
• ConstIterator begin () const
  Get a const iterator for the first element in the sequence.
• Iterator begin ()
  Get a mutable iterator for the first element in the sequence.
• ConstIterator end () const
  Get a const iterator for one past the last element in the sequence.
• Iterator end ()
  Get a mutable iterator for one past the last element in the sequence.
• ConstXIterator rowBegin (int y) const
  Get a const iterator for the first element in the specified row of the sequence.
• XIterator rowBegin (int y)
  Get a mutable iterator for the first element in the specified row of the sequence.
• ConstXIterator rowEnd (int y) const
  Get a const iterator for one past the end in the specified row of the sequence.
• XIterator rowEnd (int y)
  Get a mutable iterator for one past the end in the specified row of the sequence.
• ConstYIterator colBegin (int x) const
  Get a const iterator for the first element in the specified column of the sequence.
• YIterator colBegin (int x)
  Get a mutable iterator for the first element in the specified column of the sequence.
• ConstYIterator colEnd (int x) const
  Get a const iterator for one past the end in the specified column of the sequence.
• YIterator colEnd (int x)
Get a mutable iterator for one past the end in the specified column of the sequence.

- \( T \text{ min} () \) const
  Get the minimum element in the sequence.

- \( T \text{ max} () \) const
  Get the maximum element in the sequence.

- \( T \text{ sum} () \) const
  Get the sum of the elements in the sequence.

- \( \text{std::ostream \& output (std::ostream \&out, int fieldWidth) const} \)
  Output a sequence to the specified stream using the given field width for each sequence element.

- Array2< T > getArray () const
  Get a copy of the underlying array.

- void swapArray (Array2< T > &data)
  Swap the data for the underlying array and the specified array.

- void fill (const T &value)
  Get a copy of the underlying array.

- Sequence2 & translate (int x, int y)
  Translate (i.e., shift) a sequence by the specified displacement.

### 10.19.1 Detailed Description

Template< class T > class SPL::Sequence2< T >

A two-dimensional sequence class with lazy copying and reference counting.

### 10.19.2 Member Typedef Documentation

#### 10.19.2.1 Template< class T > typedef Array2< T >::ConstIterator SPL::Sequence2< T >::ConstIterator

The const iterator for all elements in the sequence.

#### 10.19.2.2 Template< class T > typedef Array2< T >::ConstXIterator SPL::Sequence2< T >::ConstXIterator

The const iterator for the elements in a row of the sequence.

#### 10.19.2.3 Template< class T > typedef Array2< T >::ConstYIterator SPL::Sequence2< T >::ConstYIterator

The const iterator for the elements in a column of the sequence.

#### 10.19.2.4 Template< class T > typedef T SPL::Sequence2< T >::ElemType

The type of the element in the sequence.

#### 10.19.2.5 Template< class T > typedef Array2< T >::Iterator SPL::Sequence2< T >::Iterator

The mutable iterator for all elements in the sequence.
10.19.2.6  template<class T> typedef Array2<T>::XIterator SPL::Sequence2<T>::XIterator
The mutable iterator for the elements in a row of the sequence.

10.19.2.7  template<class T> typedef Array2<T>::YIterator SPL::Sequence2<T>::YIterator
The mutable iterator for the elements in a column of the sequence.

10.19.3  Constructor & Destructor Documentation

10.19.3.1  template<class T> template<class InputIterator> SPL::Sequence2<T>::Sequence2(int startX, int startY, int width, int height, InputIterator data)
Construct a sequence with the specified start index and size, with the elements initialized to the data read from the given iterator.

10.19.3.2  template<class T> template<class OtherT> SPL::Sequence2<T>::Sequence2(const Sequence2<OtherT>& f)
Create a sequence from another sequence having elements of a different type.

10.19.4  Member Function Documentation

10.19.4.1  template<class T> template<class OtherT> Sequence2& SPL::Sequence2<T>::operator=(const Sequence2<OtherT> & f)
Assign another sequence with elements of a different type to this sequence.
The type OtherT must be assignable to the type T.
The documentation for this class was generated from the following file:

• Sequence2.hpp

10.20  SPL::Timer Class Reference

A class for making timing measurements.
#include <Timer.hpp>

Public Member Functions

• void start ()
  Start the timer.
• void stop ()
  Stop the timer.
• double get () const
  Get the timer value.
10.20.1 Detailed Description

A class for making timing measurements.

10.20.2 Member Function Documentation

10.20.2.1 double SPL::Timer::get ( ) const

Get the timer value.
Effects: Query the elapsed time measured by the timer.
Returns: The elapsed time in seconds is returned. The resolution of the timer depends on the particular platform (e.g., operating system, hardware, etc.). For most mainstream platforms, the resolution of the timer is typically microseconds.

10.20.2.2 void SPL::Timer::start ( )

Start the timer.
Effects: Starts the timer. The timer should not already be running.

10.20.2.3 void SPL::Timer::stop ( )

Stop the timer.
Effects: Stops the timer. The timer should already be running.

The documentation for this class was generated from the following file:

- Timer.hpp
Chapter 11

File Documentation

11.1 Arcball.hpp File Reference

This file contains the Arcball class and related code.

```cpp
#include <SPL/config.hpp>
#include <CGAL/Plane_3.h>
#include <CGAL/Ray_3.h>
#include "cgalUtil.hpp"
```

Classes

- class SPL::Arcball<T>
  
  Arcball.

Functions

- template<class T>
  
  T::Point_3 SPL::closestPointOnRay (const typename CGAL::Point_3<T>& rayOrigin, const typename CGAL::Vector_3<T>& rayDir, const typename CGAL::Point_3<T>& point)
  
  Compute the closest point on a ray to the specified point.

- template<class T>
  
  std::pair<bool, typename T::Point_3> SPL::findRaySphereIntersection (const typename CGAL::Point_3<T>& sphereCenter, typename T::FT sphereRadius, const typename CGAL::Point_3<T>& rayOrigin, const typename CGAL::Vector_3<T>& rayDir)
  
  Compute the intersection of a ray and a sphere.

- template<class T>
  
  std::pair<bool, typename T::Point_3> SPL::findRayPlaneIntersection (const typename CGAL::Point_3<T>& planePoint, const typename CGAL::Vector_3<T>& planeNormal, const typename CGAL::Point_3<T>& rayOrigin, const typename CGAL::Vector_3<T>& rayDir)
  
  Compute the intersection of a ray and a plane.

11.1.1 Detailed Description

This file contains the Arcball class and related code.
11.2  arithCoder.hpp File Reference

M-ary and Binary Arithmetic Coders.

```cpp
#include <SPL/config.hpp>
#include <cassert>
#include <fstream>
#include <iostream>
#include <vector>
#include <SPL/bitStream.hpp>
```

**Classes**

- **class SPL::MultiArithEncoder**
  
  M-ary arithmetic encoder class.

- **class SPL::MultiArithDecoder**
  
  M-ary arithmetic decoder class.

- **struct SPL::BinArithCoderContextStat**
  
  Binary Arithmetic Coder Context Statistics Class.

- **class SPL::BinArithEncoder**
  
  Binary arithmetic encoder class.

- **class SPL::BinArithDecoder**
  
  Binary arithmetic decoder class.

11.2.1  Detailed Description

M-ary and Binary Arithmetic Coders.


11.3  Array1.hpp File Reference

This file contains the Array1 template class and supporting code.

```cpp
#include <SPL/config.hpp>
#include <iostream>
#include <fstream>
#include <sstream>
#include <iomanip>
#include <vector>
#include <cassert>
#include <algorithm>
#include <functional>
#include <numeric>
#include <SPL/misc.hpp>
```
11.3 Array1.hpp File Reference

Classes

- class SPL::Array1<T>
  A one-dimensional array class with lazy copying and reference counting.

- class SPL::Array1<T>
  A one-dimensional array class with lazy copying and reference counting.

Macros

- #define SPL_ARRAY1_INLINE inline
  Defining this symbol will enable extra code for debugging.

Typedefs

- typedef Array1<double> SPL::RealArray1
  A one-dimensional array with real elements.

- typedef Array1<int> SPL::IntArray1
  A one-dimensional array with integer elements.

Functions

- template<class T>
  std::ostream & SPL::operator<<(std::ostream &out, const Array1<T> &a)
  Output an array to the specified stream.

- template<class T>
  std::istream & SPL::operator>>(std::istream &in, Array1<T> &a)
  Input an array from the specified stream.

- template<class T>
  bool SPL::operator==(const Array1<T> &a, const Array1<T> &b)
  Test two arrays for equality.

- template<class T>
  SPL_ARRAY1_INLINE bool SPL::operator!=(const Array1<T> &a, const Array1<T> &b)
  Test two arrays for inequality.

11.3.1 Detailed Description

This file contains the Array1 template class and supporting code.

11.3.2 Macro Definition Documentation

11.3.2.1 #define SPL_ARRAY1_INLINE inline

Defining this symbol will enable extra code for debugging.

Allow the inlining of functions.
11.4 Array2.hpp File Reference

This file contains the Array2 template class and its supporting code.

```cpp
#include <SPL/config.hpp>
#include <iostream>
#include <iomanip>
#include <fstream>
#include <vector>
#include <cassert>
#include <algorithm>
#include <numeric>
#include <boost/iterator/iterator_facade.hpp>
#include <SPL/pnmCodec.hpp>
#include <SPL/misc.hpp>
```

Classes

- class `SPL::Array2< T >`
  
  A two-dimensional array class with lazy copying and reference counting.

- class `SPL::Array2< T >`
  
  A two-dimensional array class with lazy copying and reference counting.

Macros

- #define `SPL_ARRAY2_INLINE` inline

  Defining this symbol will enable extra code for debugging.

Typedefs

- typedef `Array2< double >` `SPL::RealArray2`
  
  A two-dimensional array with real elements.

- typedef `Array2< int >` `SPL::IntArray2`
  
  A two-dimensional array with integer elements.

Functions

- template<class T>
  
  `std::ostream & SPL::operator<< (std::ostream &out, const Array2< T > &a)`
  
  Output an array to the specified stream.

- template<class T>
  
  `std::istream & SPL::operator>>(std::istream &in, Array2< T > &a)`
  
  Input an array from the specified stream.

- template<class T>
  
  `Array2< T > SPL::transpose (const Array2< T > &a)`
  
  Get the transpose of the array.
11.4 Array2.hpp File Reference

- template<class T>
  bool SPL::operator== (const Array2<T> &a, const Array2<T> &b)
  
  Test two arrays for equality.

- template<class T>
  bool SPL::operator!= (const Array2<T> &a, const Array2<T> &b)
  
  Test two arrays for inequality.

- template<class T>
  int SPL::encodePnm (std::ostream &outStream, const std::vector<Array2<T>> &comps, int maxVal, bool sgnd, bool binaryFormat=true)
  
  Output the array as an image in the PNM format.

- template<class T>
  int SPL::encodePbm (std::ostream &outStream, const Array2<T> &bits, bool binaryFormat=true)
  
  Output the array as an image in the PBM format.

- template<class T>
  int SPL::encodePgm (std::ostream &outStream, const Array2<T> &gray, int maxVal, bool sgnd, bool binaryFormat=true)
  
  Output the array as an image in the PNM format (PGM type).

- template<class T>
  int SPL::encodePpm (std::ostream &outStream, const Array2<T> &red, const Array2<T> &green, const Array2<T> &blue, int maxVal, bool sgnd, bool binaryFormat=true)
  
  Output the array as an image in the PNM format (PPM type).

- template<class T>
  int SPL::decodePnm (std::istream &inStream, std::vector<Array2<T>> &comps, int &maxVal, bool &sgnd)
  
  Input an array as an image in the PNM format.

- template<class T>
  int SPL::decodePbm (std::istream &inStream, Array2<T> &bits)
  
  Input an array as an image in the PBM format.

- template<class T>
  int SPL::decodePgm (std::istream &inStream, Array2<T> &gray, int &maxVal, bool &sgnd)
  
  Input an array as an image in the PNM format.

- template<class T>
  int SPL::decodePpm (std::istream &inStream, Array2<T> &red, Array2<T> &green, Array2<T> &blue, int &maxVal, bool &sgnd)
  
  Input an array as an image in the PNM format.

11.4.1 Detailed Description

This file contains the Array2 template class and its supporting code.

11.4.2 Macro Definition Documentation

11.4.2.1 #define SPL_ARRAY2_INLINE inline

Defining this symbol will enable extra code for debugging.

Allow the inlining of functions.
11.5 audioFile.hpp File Reference

This file contains code for performing reading and writing of audio files in WAV format.

```cpp
#include <SPL/config.hpp>
#include <iostream>
#include <string>
#include <algorithm>
#include <SPL/Array1.hpp>
```

**Functions**

- int SPL::loadAudioFile (const std::string &fileName, int &samplingRate, RealArray1 &samples)
  
  Read audio data from a file in WAV format.

- int SPL::saveAudioFile (const std::string &fileName, int samplingRate, const RealArray1 &samples)
  
  Write a sequence to a file in WAV format.

11.5.1 Detailed Description

This file contains code for performing reading and writing of audio files in WAV format.

11.6 bitStream.hpp File Reference

Bit Stream Classes.

```cpp
#include <SPL/config.hpp>
#include <cassert>
#include <iostream>
```

**Classes**

- class SPL::BitStream
  
  A common base class for the input and output bit stream classes.

- class SPL::InputBitStream
  
  Input bit stream class.

- class SPL::OutputBitStream
  
  Output bit stream class.

11.6.1 Detailed Description

Bit Stream Classes.
This file contains various CGAL utility code.

```cpp
#include <SPL/config.hpp>
#include <SPL/math.hpp>
#include <cmath>
#include <CGAL/Cartesian.h>
#include <CGAL/Vector_3.h>
#include <CGAL/Point_3.h>
```

**Classes**

- struct `SPL::Rotation_3< T >`
  
  A 3-D rotation.

- struct `SPL::Quaternion< T >`
  
  A quaternion represented in terms of its scalar and vector parts.

**Functions**

- template<class T >
  
  `T::FT SPL::norm (const typename CGAL::Vector_3< T > &v)`
  
  Compute the norm of a vector.

- template<class T >
  
  `T::Vector_3 SPL::normalize (const typename CGAL::Vector_3< T > &v)`
  
  Compute a unit vector.

- template<class T >
  
  `T::FT SPL::angleBetweenVectors (const typename CGAL::Vector_3< T > &u, const CGAL::Vector_3< T > &v)`
  
  Compute the angle between two vectors.

- template<class T >
  
  `Quaternion< T > SPL::operator* (const Quaternion< T > &q, const Quaternion< T > &r)`
  
  Compute the product of two quaternions.

- template<class T >
  
  `Quaternion< T > SPL::operator/ (const Quaternion< T > &q, const Quaternion< T > &r)`
  
  Compute the quotient of two quaternions.

- template<class T >
  
  `Quaternion< T > SPL::rotationToQuaternion (const Rotation_3< T > &rot)`
  
  Convert a rotation into its corresponding quaternion.

- template<class T >
  
  `Rotation_3< T > SPL::quaternionToRotation (const Quaternion< T > &q)`
  
  Convert a unit-norm quaternion into its corresponding rotation.

### 11.7.1 Detailed Description

This file contains various CGAL utility code.
11.8  filterDesign.hpp File Reference

This file contains code for performing filter design.

```
#include <SPL/config.hpp>
#include <SPL/Sequence1.hpp>
```

Functions

- RealSequence1 SPL::lowpassFilter (double cutoffFreq, double transWidth, double maxPassbandRipple=0.1, double minStopbandAtten=20.0)
  
  Design a zero-phase FIR lowpass filter.

- RealSequence1 SPL::highpassFilter (double cutoffFreq, double transWidth, double maxPassbandRipple=0.1, double minStopbandAtten=20.0)
  
  Design a zero-phase FIR highpass filter.

- RealSequence1 SPL::bandpassFilter (double cutoffFreq0, double cutoffFreq1, double transWidth0, double transWidth1, double maxPassbandRipple=0.1, double minStopbandAtten=20.0)
  
  Design a zero-phase FIR bandpass filter.

11.8.1 Detailed Description

This file contains code for performing filter design.

11.9  math.hpp File Reference

This file contains various mathematical functions/code.

```
#include <SPL/config.hpp>
#include <iostream>
#include <cmath>
#include <cassert>
#include <boost/tr1/cmath.hpp>
```

Functions

- template<class T >
  T SPL::absVal (T x)
  
  The absolute value function.

- template<class T >
  T SPL::signum (T x)
  
  The signum function.

- template<class T >
  T SPL::sqr (const T &x)
  
  The square function.

- template<class T >
  T SPL::clip (T x, T min, T max)
  
  The clip function.
• double SPL::sinc (double x)
   The cardinal sine function.
• long SPL::roundTowardZeroDiv (long x, long y)
   Compute a quotient with the result rounded towards zero.
• long SPL::floorDiv (long x, long y)
   Compute the floor of a quotient.
• template<class T>
  T SPL::mod (T x, T y)
   Compute the remainder after division.
• long SPL::ceilDiv (long x, long y)
   Compute the ceiling of a quotient.
• double SPL::radToDeg (double x)
   Convert from radians to degrees.
• double SPL::degToRad (double x)
   Convert from degrees to radians.

11.9.1 Detailed Description

This file contains various mathematical functions/code.

11.10 mCoder.hpp File Reference

This file contains interface information for an implementation of the M-Coder arithmetic coder from: ISO/IEC 14496-10:2008 (a.k.a. H.264)

```
#include <SPL/config.hpp>
#include <vector>
#include <iostream>
#include <SPL/bitStream.hpp>
```

Classes

• class SPL::MEncoder
   The M-Coder (binary) arithmetic encoder class.
• class SPL::MDecoder
   The M-Coder (binary) arithmetic decoder class.

11.10.1 Detailed Description

This file contains interface information for an implementation of the M-Coder arithmetic coder from: ISO/IEC 14496-10:2008 (a.k.a. H.264)
11.11  misc.hpp File Reference

This file contains miscellaneous code.

```
#include <SPL/config.hpp>
```

Functions

- **template**<class InputIterator , class Size , class OutputIterator >
  
  **OutputIterator SPL::copy_n** (InputIterator first, Size count, OutputIterator result)
  
  This template function is equivalent to std::copy_n in the new C++ 0x standard.

11.11.1  Detailed Description

This file contains miscellaneous code.

11.12  pnmCodec.cpp File Reference

This file contains a PNM codec.

```
#include <SPL/config.hpp>
#include <iostream>
#include <sstream>
#include <cassert>
#include <cstdlib>
#include <SPL/pnmCodec.hpp>
```

Functions

- **int SPL::pnmPutHeader** (std::ostream &out, PnmHeader &header)
  
  Write a PNM header to the specified stream.

- **int SPL::pnmPutBinInt** (std::ostream &out, int wordSize, bool sgnd, long val)
  
  Write an integer from the specified stream.

- **int SPL::pnmGetHeader** (std::istream &in, PnmHeader &header)
  
  Read a PNM header from the specified stream.

- **int SPL::pnmGetTxtBit** (std::istream &in)
  
  Read a bit from the specified stream.

- **long SPL::pnmGetTxtInt** (std::istream &in, bool sgnd, int &status)
  
  Read an integer from the specified stream.

- **int SPL::pnmGetChar** (std::istream &in)
  
  Read a character from the specified stream.

- **long SPL::pnmGetBinInt** (std::istream &in, int wordSize, bool sgnd, int &status)
  
  Read an integer from the specified stream.

- **PnmType SPL::pnmGetType** (PnmMagic magic)
  
  Determine the type (i.e., PGM or PPM) from the magic number.

- **PnmFmt SPL::pnmGetFmt** (PnmMagic magic)

Generated on Wed Feb 17 2016 14:14:16 for Signal/Geometry Processing Library (SPL) by Doxygen
Determine the format (i.e., text or binary) from magic number.

- int SPL::pnmGetNumComps (PnmType type)
  Get the number of components from the PNM type.
- int SPL::pnmMaxValToPrec (int maxVal)
  Determine the precision from the maximum value.

11.12.1 Detailed Description

This file contains a PNM codec.

11.13 pnmCodec.hpp File Reference

This file contains a PNM codec.

```cpp
#include <SPL/config.hpp>
#include <iostream>
#include <sstream>
#include <cassert>
#include <cstdlib>
```

Classes

- struct SPL::PnmHeader
  The header information for PNM data.

Enumerations

- enum PnmMagic
  The signature values that can appear at the start of the header.
- enum PnmType
  The type of the PNM data.
- enum PnmFmt
  The format of the PNM data (i.e., binary or text).

Functions

- PnmType SPL::pnmGetType (PnmMagic magic)
  Determine the type (i.e., PGM or PPM) from the magic number.
- PnmFmt SPL::pnmGetFmt (PnmMagic magic)
  Determine the format (i.e., text or binary) from magic number.
- int SPL::pnmMaxValToPrec (int maxVal)
  Determine the precision from the maximum value.
- int SPL::pnmGetNumComps (PnmType type)
  Get the number of components from the PNM type.
- long SPL::pnmOnes (int n)
Get an integer whose representation in binary consists of the specified number of ones.

- int SPL::pnmGetHeader (std::istream &in, PnmHeader &header)
  Read a PNM header from the specified stream.
- int SPL::pnmPutHeader (std::ostream &out, PnmHeader &header)
  Write a PNM header to the specified stream.
- int SPL::pnmGetChar (std::istream &in)
  Read a character from the specified stream.
- int SPL::pnmGetTxtBit (std::istream &in)
  Read a bit from the specified stream.
- long SPL::pnmGetTxtInt (std::istream &in, bool sgnd, int &status)
  Read an integer from the specified stream.
- long SPL::pnmGetBinInt (std::istream &in, int wordSize, bool sgnd, int &status)
  Read an integer from the specified stream.
- int SPL::pnmPutBinInt (std::ostream &out, int wordSize, bool sgnd, long val)
  Write an integer from the specified stream.

- template<class GetData>
  int SPL::pnmEncode (std::ostream &outStream, int width, int height, int numComps, int maxVal, bool sgnd, GetData &getData, bool binaryFormat)
  Write data encoded in the PNM format to the specified stream.
- template<class GetData>
  int SPL::putData (std::ostream &out, PnmHeader &header, GetData &getData)
  Write the actual image data to a stream.
- template<class Initialize>
  int SPL::pnmDecode (std::istream &inStream, Initialize &initialize)
  Read data encoded in the PNM format from the specified stream.
- template<class PutData>
  int SPL::getData (std::istream &in, PnmHeader &header, PutData &putData)
  Read the actual image data from the specified stream.

Variables

- const int SPL::pnmMaxLineLen = 80
  The maximum line length to be produced when encoding in text format.

11.13.1 Detailed Description

This file contains a PNM codec.

11.14 Sequence.hpp File Reference

Common header for sequence classes.

#include <SPL/config.hpp>
11.15 Sequence1.hpp File Reference

This file contains code for the Sequence1 template class.

```cpp
#include <SPL/config.hpp>
#include <iostream>
#include <vector>
#include <SPL/Array1.hpp>
#include <SPL/math.hpp>
#include <SPL/Sequence.hpp>
```

Classes

- class `SPL::Sequence1< T >`
  
  A one-dimensional sequence class with lazy copying and reference counting.

Macros

- `#define SPL_SEQUENCE1_DEBUG`
  
  Defining this symbol will enable extra code for debugging.
- `#define SPL_SEQUENCE1_USE_NEW_CONV`
  
  Defining this symbol will enable the use of new convolution code.
- `#define SPL_SEQUENCE1_INLINE`
  
  Prevent the inlining of functions.

Typedefs

- `typedef Sequence1< double > SPL::RealSequence1`
  
  Real sequence.
- `typedef Sequence1< int > SPL::IntSequence1`
  
  Integer sequence.

Functions

- `template< class T > std::ostream & SPL::operator<<( std::ostream &out, const Sequence1< T > &f )`
  
  Output a sequence to a stream.
• template<class T>
  std::istream & SPL::operator>>(std::istream &in, Sequence1<T> &f)
    Input a sequence from a stream.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator+(const Sequence1<T> &f, const Sequence1<T> &g)
    Compute the sum of two sequences.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator-(const Sequence1<T> &f, const Sequence1<T> &g)
    Compute the difference of two sequences.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator*(const Sequence1<T> &f, const Sequence1<T> &g)
    Compute the (element-wise) product of two sequences.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator/(const Sequence1<T> &f, const Sequence1<T> &g)
    Compute the (element-wise) quotient of two sequences.
• template<class T>
  Sequence1<T> SPL::add(const Sequence1<T> &f, const Sequence1<T> &g)
    Compute the sum of two sequences with potentially differing domains.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator+(const T &a, const Sequence1<T> &f)
    Add a value to a sequence.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator+(const Sequence1<T> &f, const T &a)
    Add a value to a sequence.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator-(const Sequence1<T> &f, const T &a)
    Subtract a value from a sequence.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator*(const T &a, const Sequence1<T> &f)
    Compute a scalar multiple of a sequence.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator*(const Sequence1<T> &f, const T &a)
    Compute a scalar multiple of a sequence.
• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::operator/(const Sequence1<T> &f, const T &a)
    Divide a sequence by a scalar.
• template<class T>
  SPL_SEQUENCE1_INLINE bool SPL::operator==(const Sequence1<T> &f, const Sequence1<T> &g)
    Test two sequences for equality.
• template<class T>
  SPL_SEQUENCE1_INLINE bool SPL::operator!=(const Sequence1<T> &f, const Sequence1<T> &g)
    Test two sequences for inequality.
• template<class T>
  SPL_SEQUENCE1_INLINE bool SPL::approxEqual(const Sequence1<T> &f, const Sequence1<T> &g, T threshold=1e-9)
    Test two sequences for approximate equality.
• template<class T>
  Sequence1<T> SPL::subsequence (const Sequence1<T> &f, int startInd, int size)
  
  Extract a subsequence from a sequence.

• template<class T>
  SPL_SEQUENCE1_INLINE Sequence1<T> SPL::translate (const Sequence1<T> &f, int delta)
  
  Translate a sequence by the specified amount.

• template<class T>
  Sequence1<T> SPL::convolve (const Sequence1<T> &f, const Sequence1<T> &g, int mode=Convolve::Mode::full)
  
  Compute the convolution of two sequences.

• template<class T>
  Sequence1<T> SPL::downsample (const Sequence1<T> &f, int int factor)
  
  Downsample a sequence by the specified factor.

• template<class T>
  Sequence1<T> SPL::upsample (const Sequence1<T> &f, int factor, int pad=0)
  
  Upsample a sequence by the specified factor.

• template<class T>
  Array1<Sequence1<T>> SPL::polyphaseSplit (const Sequence1<T> &seq, int type, int numPhases)
  
  Split a sequence into its polyphase components.

• template<class T>
  Sequence1<T> SPL::polyphaseJoin (const Array1<Sequence1<T>> &comps, int type)
  
  Reassemble a sequence from its polyphase components.

11.15.1 Detailed Description

This file contains code for the Sequence1 template class.

11.15.2 Macro Definition Documentation

11.15.2.1 #define SPL_SEQUENCE1_DEBUG

Defining this symbol will enable extra code for debugging.

11.15.2.2 #define SPL_SEQUENCE1_INLINE

Prevent the inlining of functions.

11.15.2.3 #define SPL_SEQUENCE1_USE_NEW_CONV

Defining this symbol will enable the use of new convolution code.

11.16 Sequence2.cpp File Reference

This file contains code for the Sequence2 template class.
#include <SPL/config.hpp>
#include <iostream>
#include <cassert>
#include <cstdlib>
#include <SPL/Sequence2.hpp>

Functions

- void SPL::combineDomains (int firstStartX, int firstStartY, int firstEndX, int firstEndY, int secondStartX, int secondStartY, int secondEndX, int secondEndY, int &startX, int &startY, int &endX, int &endY)

  Find the bounding box of the union of the domains of two sequences.

11.16.1 Detailed Description

This file contains code for the Sequence2 template class.

11.17 Sequence2.hpp File Reference

This file contains code for the Sequence2 template class.

#include <SPL/config.hpp>
#include <iostream>
#include <vector>
#include <SPL/Array2.hpp>
#include <SPL/Sequence.hpp>
#include <SPL/Sequence1.hpp>
#include <SPL/math.hpp>

Classes

- class SPL::Sequence2< T >
  A two-dimensional sequence class with lazy copying and reference counting.

Macros

- #define SPL_SEQUENCE2_USE_NEW_CONV
  Defining this symbol will enable extra code for debugging.
- #define SPL_SEQUENCE2_INLINE inline
  Allow the inlining of functions.

Typedefs

- typedef Sequence2< double > SPL::RealSequence2
  Real sequence.
- typedef Sequence2< int > SPL::IntSequence2
  Integer sequence.
Functions

- template<class T>
  std::ostream & SPL::operator<<(std::ostream &out, const Sequence2<T> &f)
  Output a sequence to a stream.

- template<class T>
  std::istream & SPL::operator>>(std::istream &in, Sequence2<T> &f)
  Input a sequence from a stream.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator+(const Sequence2<T> &f, const Sequence2<T> &g)
  Compute the sum of two sequences.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator-(const Sequence2<T> &f, const Sequence2<T> &g)
  Compute the difference of two sequences.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator*(const T &value, const Sequence2<T> &f)
  Compute a scalar multiple of a sequence.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator*(const Sequence2<T> &f, const T &value)
  Compute a scalar multiple of a sequence.

- template<class T>
  SPL_SEQUENCE2_INLINE Sequence2<T> SPL::operator/(const Sequence2<T> &f, const T &value)
  Divide a sequence by a scalar.

- template<class T>
  bool SPL::operator==(const Sequence2<T> &f, const Sequence2<T> &g)
  Test two sequences for equality.

- template<class T>
  SPL_SEQUENCE2_INLINE bool SPL::operator!=(const Sequence2<T> &f, const Sequence2<T> &g)
Test two sequences for inequality.

* template< class T >
  SPL_SEQUENCE2_INLINE bool SPL::approxEqual (const Sequence2< T >&f, const Sequence2< T >&g, T threshold=1e-9)
  
  Test two sequences for approximate equality.

* template< class T >
  Sequence2< T > SPL::subsequence (const Sequence2< T >&f, int startX, int startY, int width, int height)
  
  Extract a subsequence from a sequence.

* template< class T >
  SPL_SEQUENCE2_INLINE Sequence2< T > SPL::translate (const Sequence2< T >&f, int deltaX, int deltaY)
  
  Translate a sequence by the specified amount.

* template< class T >
  Sequence2< T > SPL::convolve (const Sequence2< T >&f, const Sequence2< T >&g, int mode)
  
  Compute the convolution of two sequences.

* template< class T >
  Sequence2< T > SPL::convolveSeparable (const Sequence2< T >&f, const Sequence1< T >&horzFilt, const Sequence1< T >&vertFilt, int mode=ConvolveMode::full)
  
  Compute the convolution of a sequence with two 1-D filters (i.e., convolution with a separable filter).

* template< class T >
  Sequence2< T > SPL::downsample (const Sequence2< T >&f, int factorX, int factorY)
  
  Downsample a sequence in each of the horizontal and vertical directions by the specified factors.

* template< class T >
  Sequence2< T > SPL::upsample (const Sequence2< T >&f, int factorX, int factorY)
  
  Upsample a sequence in each of the horizontal and vertical directions by the specified factors.

* template< class T >
  Sequence2< T > SPL::upsample (const Sequence2< T >&f, int factorX, int factorY, int padX, int padY)
  
  Upsample a sequence in each of the horizontal and vertical directions by the specified factors.

* template< class T >
  Array2< Sequence2< T > > SPL::polyphaseSplit (const Sequence2< T >&seq, int typeX, int numPhasesX, int typeY, int numPhasesY)
  
  Split a sequence into its polyphase components.

* template< class T >
  Sequence2< T > SPL::polyphaseJoin (const Array2< Sequence2< T > >&comps, int typeX, int typeY)
  
  Reassemble a sequence from its polyphase components.

11.17.1 Detailed Description

This file contains code for the Sequence2 template class.

11.17.2 Macro Definition Documentation

11.17.2.1 #define SPL_SEQUENCE2_INLINE inline

Allow the inlining of functions.

11.17.2.2 #define SPL_SEQUENCE2_USE_NEW_CONV

Defining this symbol will enable extra code for debugging.

Defining this symbol will enable some new code for convolution.
11.18 Timer.cpp File Reference

The file contains code for obtaining timing/memory usage information.

```cpp
#include <SPL/config.hpp>
#include <SPL/Timer.hpp>
#include <iostream>
#include <fstream>
#include <cassert>
#include <iterator>
#include <vector>
#include <string>
#include <unistd.h>
#include <boost/lexical_cast.hpp>
#include <boost/tokenizer.hpp>
```

Functions

- **double SPL::getPeakMemUsage ()**
  
  Get the peak memory usage for the process.
- **double SPL::getCurrentMemUsage ()**

  Get the amount of memory currently being used by the process.

11.18.1 Detailed Description

The file contains code for obtaining timing/memory usage information.

11.19 Timer.hpp File Reference

This file contains code for the Timer class.

```cpp
#include <SPL/config.hpp>
#include <iostream>
#include <cstdlib>
```

Classes

- **class SPL::Timer**
  
  A class for making timing measurements.

Functions

- **double SPL::getCurrentMemUsage ()**
  
  Get the amount of memory currently being used by the process.
- **double SPL::getPeakMemUsage ()**

  Get the peak memory usage for the process.
11.19.1 Detailed Description

This file contains code for the Timer class.

11.20 version.hpp File Reference

This file contains version information for the SPL library.

```cpp
#include <SPL/config.hpp>
```

Macros

- `#define SPL_VERSION "1.1.24"

  A string identifying the version of SPL to which this header file belongs.

11.20.1 Detailed Description

This file contains version information for the SPL library.

11.20.2 Macro Definition Documentation

11.20.2.1 `#define SPL_VERSION "1.1.24"

A string identifying the version of SPL to which this header file belongs.
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