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**Information technology — Lossy/lossless  
coding of bi-level images**

**AMENDMENT 2: Extension of adaptive  
templates for halftone coding**

*Technologies de l'information — Codage avec ou sans perte des  
images au trait*

*AMENDEMENT 2: Extensions des modèles adaptatifs pour le codage  
des demi-teintes*

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## Foreword

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The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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INTERNATIONAL STANDARD  
ITU-T RECOMMENDATIONInformation technology – Lossy/lossless coding of bi-level images  
Amendment 2

## Extension of adaptive templates for halftone coding

## 1) Subclause 4.2

- a) *Eight symbols for additional adaptive template pixels (from  $A_5$  to  $A_{12}$ ) are added after  $A_4$  as follows (with the additions underlined):*

$A_1, A_2, A_3, A_4, \underline{A_5}, \underline{A_6}, \underline{A_7}, \underline{A_8}, \underline{A_9}, \underline{A_{10}}, \underline{A_{11}}, \underline{A_{12}}$

Adaptive template pixels in the generic region decoding procedure

- b) *A new symbol "EXTTEMPLATE" is inserted after the symbol "EXRUNLENGTH" as follows (with the additions underlined):*

EXRUNLENGTH The length of a run of identical export flag values

EXTTEMPLATE A parameter indicating whether extended reference template is used in a generic region decoding procedure

- c) *New 16 symbols " $GBATX_i$ " and " $GBATY_i$ " ( $i=\{5, \dots, 12\}$ ) are inserted after " $GBATY_4$ " as follows (with the additions underlined):*

**GBATY<sub>4</sub>** The Y location of adaptive template pixel 4 in a generic region decoding procedure

**GBATX<sub>5</sub>** The X location of adaptive template pixel 5 in a generic region decoding procedure

**GBATY<sub>5</sub>** The Y location of adaptive template pixel 5 in a generic region decoding procedure

**GBATX<sub>6</sub>** The X location of adaptive template pixel 6 in a generic region decoding procedure

**GBATY<sub>6</sub>** The Y location of adaptive template pixel 6 in a generic region decoding procedure

**GBATX<sub>7</sub>** The X location of adaptive template pixel 7 in a generic region decoding procedure

**GBATY<sub>7</sub>** The Y location of adaptive template pixel 7 in a generic region decoding procedure

**GBATX<sub>8</sub>** The X location of adaptive template pixel 8 in a generic region decoding procedure

**GBATY<sub>8</sub>** The Y location of adaptive template pixel 8 in a generic region decoding procedure

**GBATX<sub>9</sub>** The X location of adaptive template pixel 9 in a generic region decoding procedure

**GBATY<sub>9</sub>** The Y location of adaptive template pixel 9 in a generic region decoding procedure

**GBATX<sub>10</sub>** The X location of adaptive template pixel 10 in a generic region decoding procedure

**GBATY<sub>10</sub>** The Y location of adaptive template pixel 10 in a generic region decoding procedure

**GBATX<sub>11</sub>** The X location of adaptive template pixel 11 in a generic region decoding procedure

**GBATY<sub>11</sub>** The Y location of adaptive template pixel 11 in a generic region decoding procedure

**GBATX<sub>12</sub>** The X location of adaptive template pixel 12 in a generic region decoding procedure

**GBATY<sub>12</sub>** The Y location of adaptive template pixel 12 in a generic region decoding procedure

2) Subclause 6.2.2

In Table 2, new symbols "EXTTEMPLATE", "GBATX<sub>i</sub>" and "GBATY<sub>i</sub>" (i={5,...,12}) are inserted, and the notes of the table are revised as follows (with the additions and revisions underlined):

Table 2 – Parameters for the generic region decoding procedure

Name	Type	Size (bits)	Signed?	Description and restrictions
... (Leave untouched) ...				
TPGDON	Integer	1	N	Whether typical prediction is used. <sup>a)</sup>
<u>EXTTEMPLATE</u>	<u>Integer</u>	<u>1</u>	<u>N</u>	Whether extended reference template is used. <sup>e)</sup>
... (Leave untouched) ...				
GBATY <sub>4</sub>	Integer	8	Y	The Y location of the adaptive template pixel A <sub>4</sub> . <sup>b)</sup>
<u>GBATX<sub>5</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>5</sub>. <sup>d)</sup></u>
<u>GBATY<sub>5</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>5</sub>. <sup>d)</sup></u>
<u>GBATX<sub>6</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>6</sub>. <sup>d)</sup></u>
<u>GBATY<sub>6</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>6</sub>. <sup>d)</sup></u>
<u>GBATX<sub>7</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>7</sub>. <sup>d)</sup></u>
<u>GBATY<sub>7</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>7</sub>. <sup>d)</sup></u>
<u>GBATX<sub>8</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>8</sub>. <sup>d)</sup></u>
<u>GBATY<sub>8</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>8</sub>. <sup>d)</sup></u>
<u>GBATX<sub>9</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>9</sub>. <sup>d)</sup></u>
<u>GBATY<sub>9</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>9</sub>. <sup>d)</sup></u>
<u>GBATX<sub>10</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>10</sub>. <sup>d)</sup></u>
<u>GBATY<sub>10</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>10</sub>. <sup>d)</sup></u>
<u>GBATX<sub>11</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>11</sub>. <sup>d)</sup></u>
<u>GBATY<sub>11</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>11</sub>. <sup>d)</sup></u>
<u>GBATX<sub>12</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The X location of the adaptive template pixel A<sub>12</sub>. <sup>d)</sup></u>
<u>GBATY<sub>12</sub></u>	<u>Integer</u>	<u>8</u>	<u>Y</u>	<u>The Y location of the adaptive template pixel A<sub>12</sub>. <sup>d)</sup></u>
<sup>a)</sup> Unused if MMR = 1 <sup>b)</sup> Unused if MMR = 1 or GBTEMPLATE ≠ 0 <sup>c)</sup> Unused if USESKIP = 0 or MMR = 1 <sup>d)</sup> Used only if MMR = 0 and GBTEMPLATE = 0 and EXTTEMPLATE = 1 <sup>e)</sup> Used only if MMR = 0 and GBTEMPLATE = 0				

3) Subclause 6.2.5.3

a) The identification number of Figure 3 is changed to "Figure 3(a)", and its caption is revised (with the additions and revisions underlined):

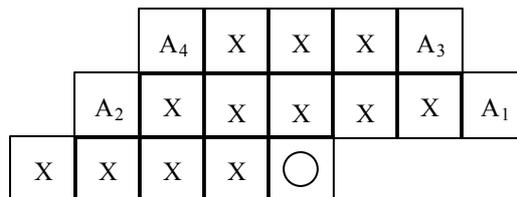
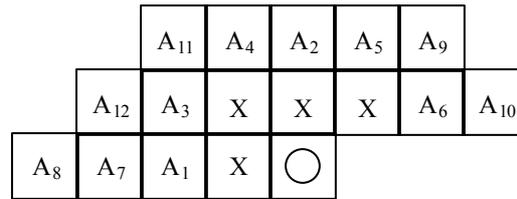


Figure 3(a) – Template when GBTEMPLATE = 0 and EXTTEMPLATE = 0, showing the AT pixels at their nominal locations

b) New Figure 3(b) is inserted as follows:



**Figure 3(b) – Template when GBTEMPLATE = 0 and EXTTEMPLATE = 1, showing the AT pixels at their nominal locations**

c) The second paragraph in subclause 6.2.5.3 is revised as follows (with the additions and revisions underlined):

Figure 3(a) shows the template which shall be used when **GBTEMPLATE** is 0 and **EXTTEMPLATE** is 0. Figure 3(b) shows the template which shall be used when **GBTEMPLATE** is 0 and **EXTTEMPLATE** is 1. Figure 4 shows the template which shall be used when **GBTEMPLATE** is 1. Figure 5 shows the template which shall be used when **GBTEMPLATE** is 2. Figure 6 shows the template which shall be used when **GBTEMPLATE** is 3. In each of these figures, the pixel denoted by a circle corresponds to the pixel to be coded and is not part of the template. The pixels denoted by 'X' correspond to ordinary pixels in the template. The pixels denoted A<sub>1</sub>-A<sub>12</sub> are special pixels in the template. They are denoted "adaptive" or AT pixels. These pixels are special in that their locations are not fixed, but can be placed at different locations. See 6.2.5.4 for a description of AT pixels. The legends A<sub>1</sub>-A<sub>12</sub> indicate the AT pixels 1 to 12. The pixels' actual locations are specified as parameters to this decoding procedure; Figures 3-6 show the nominal locations of these AT pixels for each template.

#### 4) Subclause 6.2.5.4

a) The second paragraph is revised as follows (with the additions and revisions underlined):

The pixels that are allowed to change are called AT pixels. Their nominal locations are indicated by 'A<sub>1</sub>', 'A<sub>2</sub>', 'A<sub>3</sub>', 'A<sub>4</sub>', 'A<sub>5</sub>', 'A<sub>6</sub>', 'A<sub>7</sub>', 'A<sub>8</sub>', 'A<sub>9</sub>', 'A<sub>10</sub>', 'A<sub>11</sub>', and 'A<sub>12</sub>' in Figures 3(a), 3(b), 4, 5 and 6. Note that some templates have fewer than sixteen AT pixels. In general, an AT pixel can be located anywhere in the field shown in Figure 7, not including the current pixel. Hence, there is the possibility to use an effective template size of 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, or 4 pixels by having the moved location of the AT pixel overlap a regular template pixel. The actual locations of the AT pixels for any invocation of this decoding procedure are specified as parameters to the decoding procedure. The location of the pixel A<sub>1</sub> is given by (**GBATX<sub>1</sub>**, **GBATY<sub>1</sub>**). If **GBTEMPLATE** is 0, then:

- the location of the pixel A<sub>2</sub> is given by (**GBATX<sub>2</sub>**, **GBATY<sub>2</sub>**);
- the location of the pixel A<sub>3</sub> is given by (**GBATX<sub>3</sub>**, **GBATY<sub>3</sub>**);
- and the location of the pixel A<sub>4</sub> is given by (**GBATX<sub>4</sub>**, **GBATY<sub>4</sub>**).

Additionally, if **GBTEMPLATE** is 0 and **EXTTEMPLATE** is 1, then:

- the location of the pixel A<sub>5</sub> is given by (**GBATX<sub>5</sub>**, **GBATY<sub>5</sub>**):
- the location of the pixel A<sub>6</sub> is given by (**GBATX<sub>6</sub>**, **GBATY<sub>6</sub>**):
- the location of the pixel A<sub>7</sub> is given by (**GBATX<sub>7</sub>**, **GBATY<sub>7</sub>**):
- the location of the pixel A<sub>8</sub> is given by (**GBATX<sub>8</sub>**, **GBATY<sub>8</sub>**):
- the location of the pixel A<sub>9</sub> is given by (**GBATX<sub>9</sub>**, **GBATY<sub>9</sub>**):
- the location of the pixel A<sub>10</sub> is given by (**GBATX<sub>10</sub>**, **GBATY<sub>10</sub>**):
- the location of the pixel A<sub>11</sub> is given by (**GBATX<sub>11</sub>**, **GBATY<sub>11</sub>**):
- the location of the pixel A<sub>12</sub> is given by (**GBATX<sub>12</sub>**, **GBATY<sub>12</sub>**):

b) Note 2 is revised as follows (with the additions and revisions underlined):

NOTE 2 – The indices of the AT pixels in Figures 3(a) and 3(b) correspond to the expected goodness. If moving only one AT pixel from the nominal location shown in Figure 3(a), it is advisable to move A<sub>4</sub>. The next pixel to move is A<sub>3</sub> and so on.

c) Table 5 is revised as follows (with the additions and revisions underlined):

**Table 5 – The nominal values of the AT pixel locations**

GBTEMPLATE		<u>0</u>		0		1		2		3	
<u>EXTTEMPLATE</u>		<u>1</u>		<u>0</u>		<u>0</u>		<u>0</u>		<u>0</u>	
GBATX <sub>1</sub>	GBATY <sub>1</sub>	<u>-2</u>	<u>0</u>	3	-1	3	-1	2	-1	2	-1
GBATX <sub>2</sub>	GBATY <sub>2</sub>	<u>0</u>	<u>-2</u>	-3	-1	NA	NA	NA	NA	NA	NA
GBATX <sub>3</sub>	GBATY <sub>3</sub>	<u>-2</u>	<u>-1</u>	2	-2	NA	NA	NA	NA	NA	NA
GBATX <sub>4</sub>	GBATY <sub>4</sub>	<u>-1</u>	<u>-2</u>	-2	-2	NA	NA	NA	NA	NA	NA
<u>GBATX<sub>5</sub></u>	<u>GBATY<sub>5</sub></u>	<u>1</u>	<u>-2</u>	<u>NA</u>							
<u>GBATX<sub>6</sub></u>	<u>GBATY<sub>6</sub></u>	<u>2</u>	<u>-1</u>	<u>NA</u>							
<u>GBATX<sub>7</sub></u>	<u>GBATY<sub>7</sub></u>	<u>-3</u>	<u>0</u>	<u>NA</u>							
<u>GBATX<sub>8</sub></u>	<u>GBATY<sub>8</sub></u>	<u>-4</u>	<u>0</u>	<u>NA</u>							
<u>GBATX<sub>9</sub></u>	<u>GBATY<sub>9</sub></u>	<u>2</u>	<u>-2</u>	<u>NA</u>							
<u>GBATX<sub>10</sub></u>	<u>GBATY<sub>10</sub></u>	<u>3</u>	<u>-1</u>	<u>NA</u>							
<u>GBATX<sub>11</sub></u>	<u>GBATY<sub>11</sub></u>	<u>-2</u>	<u>-2</u>	<u>NA</u>							
<u>GBATX<sub>12</sub></u>	<u>GBATY<sub>12</sub></u>	<u>-3</u>	<u>-1</u>	<u>NA</u>							

NOTE – NA means that the parameter has no nominal value.

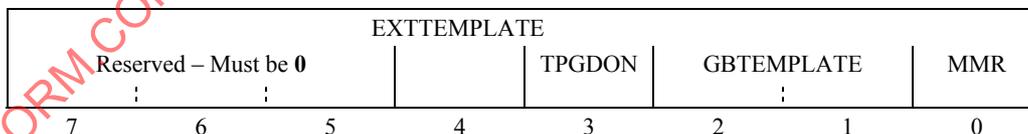
**5) Subclause 6.2.5.7**

The step d) ii) is changed as follows (with the additions and revisions underlined):

- d) If LTP = 0 then, from left to right, decode each pixel of the current row of GBREG. The procedure for each pixel is as follows:
  - i) If USESKIP is 1 and the pixel in the bitmap SKIP at the location corresponding to the current pixel is 1, then set the current pixel to 0.
  - ii) Otherwise:
    - Place the template given by parameters GBTEMPLATE, GBATX<sub>1</sub> through GBATX<sub>12</sub> and GBATY<sub>1</sub> through GBATY<sub>12</sub> so that the current pixel is aligned with the location denoted by a circle in the figure describing the appearance of the template with identifier GBTEMPLATE.

**6) Subclause 7.4.6.2**

a) Figure 46 is replaced by the following figure:



**Figure 46 – Generic region segment flags field structure**

**7) Subclause 7.4.6.2**

The notations of Bit 4 are added for EXTTEMPLATE, and reserved bits are changed to Bits 5-7 as follows (with the additions and revisions underlined):

**Bit 4 EXTTEMPLATE**

This field specifies whether extended reference template is used.

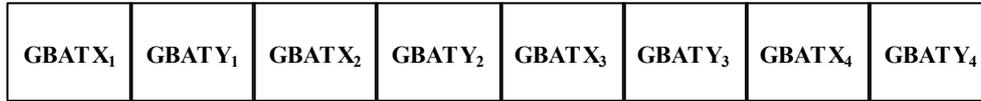
**Bits 5-7** Reserved; must be zero.

**8) Subclause 7.4.6.3**

a) *The first paragraph is changed as follows (with the additions and revisions underlined):*

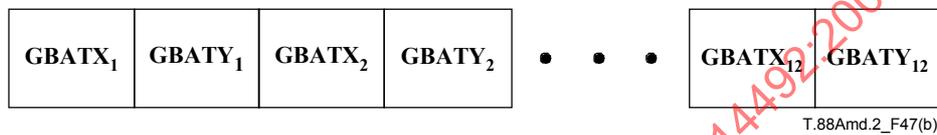
This field is only present if **MMR** is **0**. If **GBTEMPLATE** is **0** and **EXTTEMPLATE** is **0**, it is an eight-byte field, formatted as shown in Figure 47(a) and as described below.

b) *The identification number of Figure 47 is changed to Figure 47(a) as follows (with the revision underlined):*



**Figure 47(a) – Generic region AT flags field structure when GBTEMPLATE is 0 and EXTTEMPLATE is 0**

c) *New Figure 47(b) is inserted immediately after as follows:*



**Figure 47(b) – Generic region AT flags field structure when GBTEMPLATE is 0 and EXTTEMPLATE is 1**

d) *The last paragraph is revised as follows (with the additions and revisions underlined):*

If **GBTEMPLATE** is 0 and **EXTTEMPLATE** is 1, it is a 32-byte field, formatted as shown in Figure 47(b) and as described below.

- Byte 0 GBATX<sub>1</sub>
- Byte 1 GBATY<sub>1</sub>
- Byte 2 GBATX<sub>2</sub>
- Byte 3 GBATY<sub>2</sub>
- Byte 4 GBATX<sub>3</sub>
- Byte 5 GBATY<sub>3</sub>
- Byte 6 GBATX<sub>4</sub>
- Byte 7 GBATY<sub>4</sub>
- Byte 8 GBATX<sub>5</sub>
- Byte 9 GBATY<sub>5</sub>
- Byte 10 GBATX<sub>6</sub>
- Byte 11 GBATY<sub>6</sub>
- Byte 12 GBATX<sub>7</sub>
- Byte 13 GBATY<sub>7</sub>
- Byte 14 GBATX<sub>8</sub>
- Byte 15 GBATY<sub>8</sub>
- Byte 16 GBATX<sub>9</sub>
- Byte 17 GBATY<sub>9</sub>
- Byte 18 GBATX<sub>10</sub>
- Byte 19 GBATY<sub>10</sub>