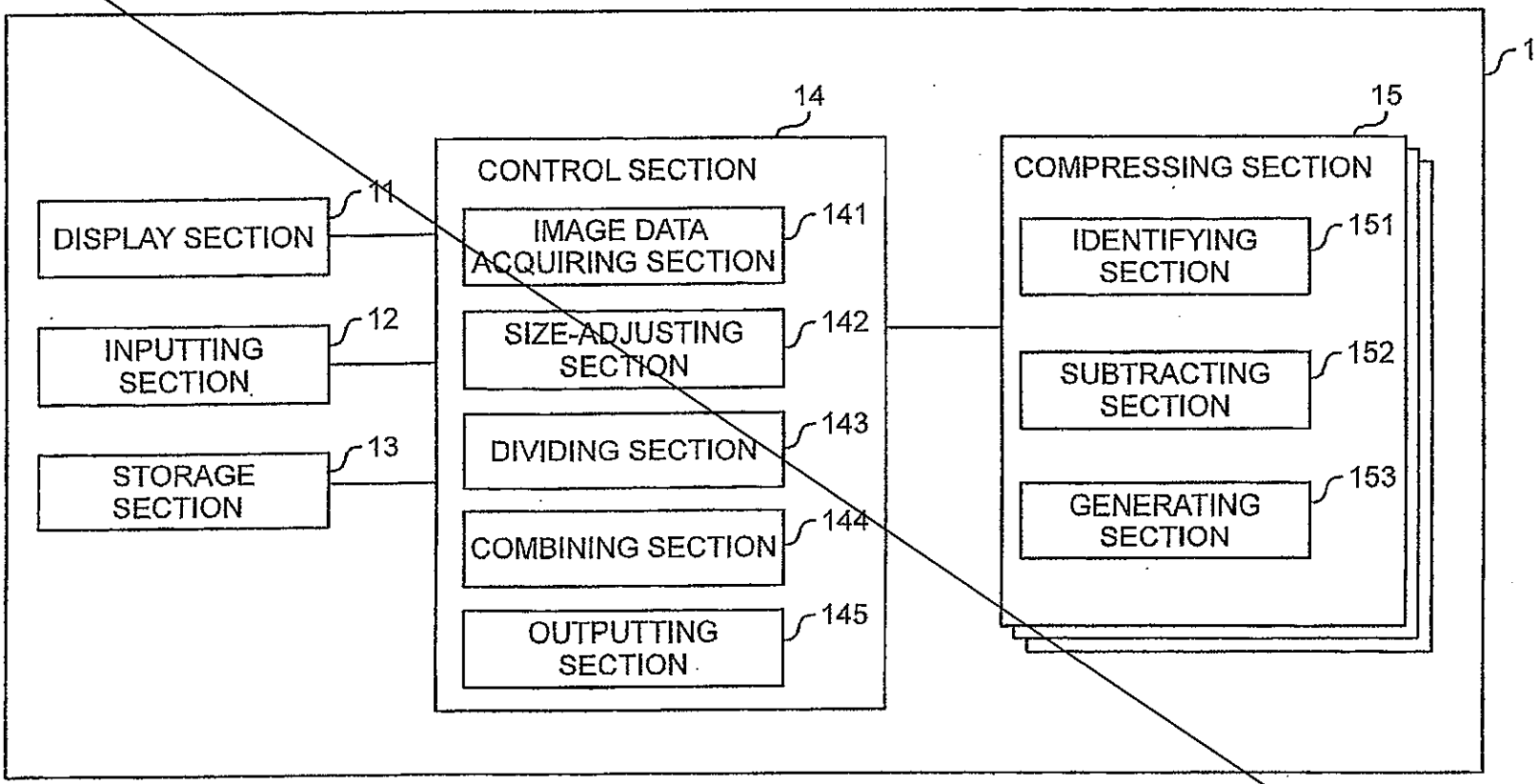

1
14
CONTROL SECTION
15
COMPRESSING SECTION
DISPLAY SECTION
11
INPUTTING SECTION
12
STORAGE SECTION
13
IMAGE DATA ACQUIRING SECTION
141
SIZE-ADJUSTING SECTION
142
DIVIDING SECTION
143
COMBINING SECTION
144
OUTPUTTING SECTION
145
IDENTIFYING SECTION
151
SUBTRACTING SECTION
152
GENERATING SECTION
153

FIG.2

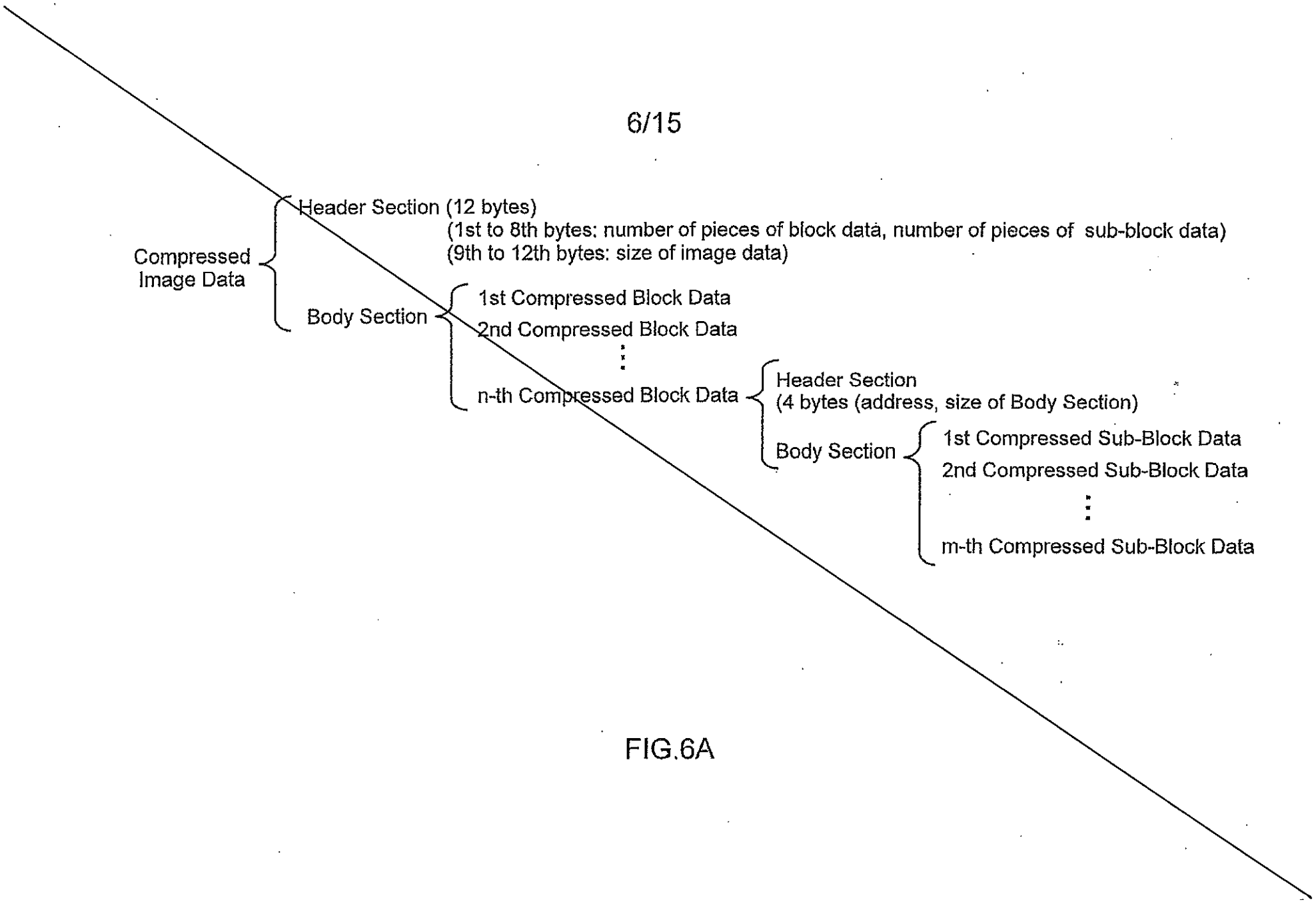

Compressed Image Data
Header Section (12 bytes)
(1st to 8th bytes: number of pieces of block data, number of pieces of sub-block data)
(9th to 12th bytes: size of image data)
Body Section
1st Compressed Block Data
2nd Compressed Block Data
n-th Compressed Block Data
Header Section
(4 bytes (address, size of Body Section)
Body Section
1st Compressed Sub-Block Data
2nd Compressed Sub-Block Data
m-th Compressed Sub-Block Data

FIG.6A

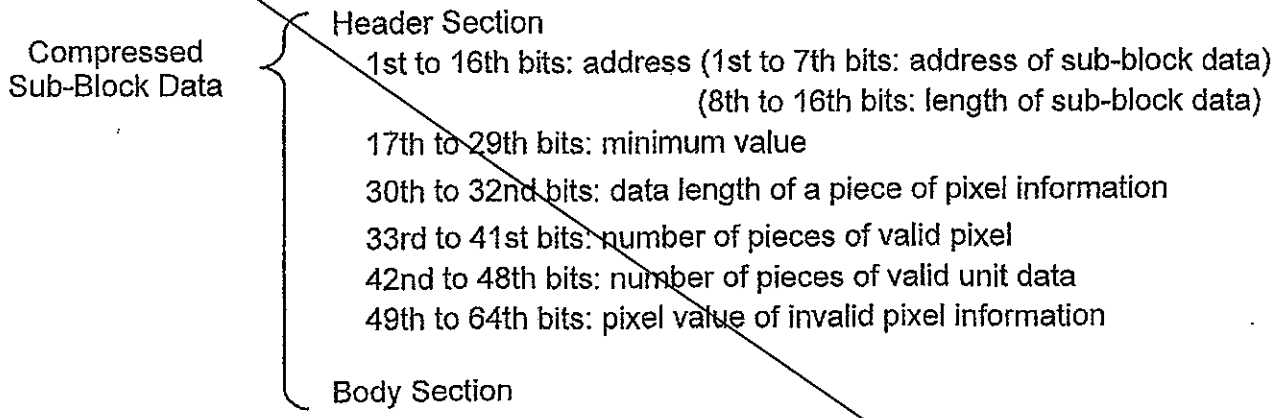

Compressed
Sub-Block Data
Header Section
1st to 16th bits: address (1st to 7th bits: address of sub-block data)
(8th to 16th bits: length of sub-block data)
17th to 29th bits: minimum value
30th to 32nd bits: data length of a piece of pixel information
33rd to 41st bits: number of pieces of valid pixel
42nd to 48th bits: number of pieces of valid unit data
49th to 64th bits: pixel value of invalid pixel information
Body Section

FIG.6B

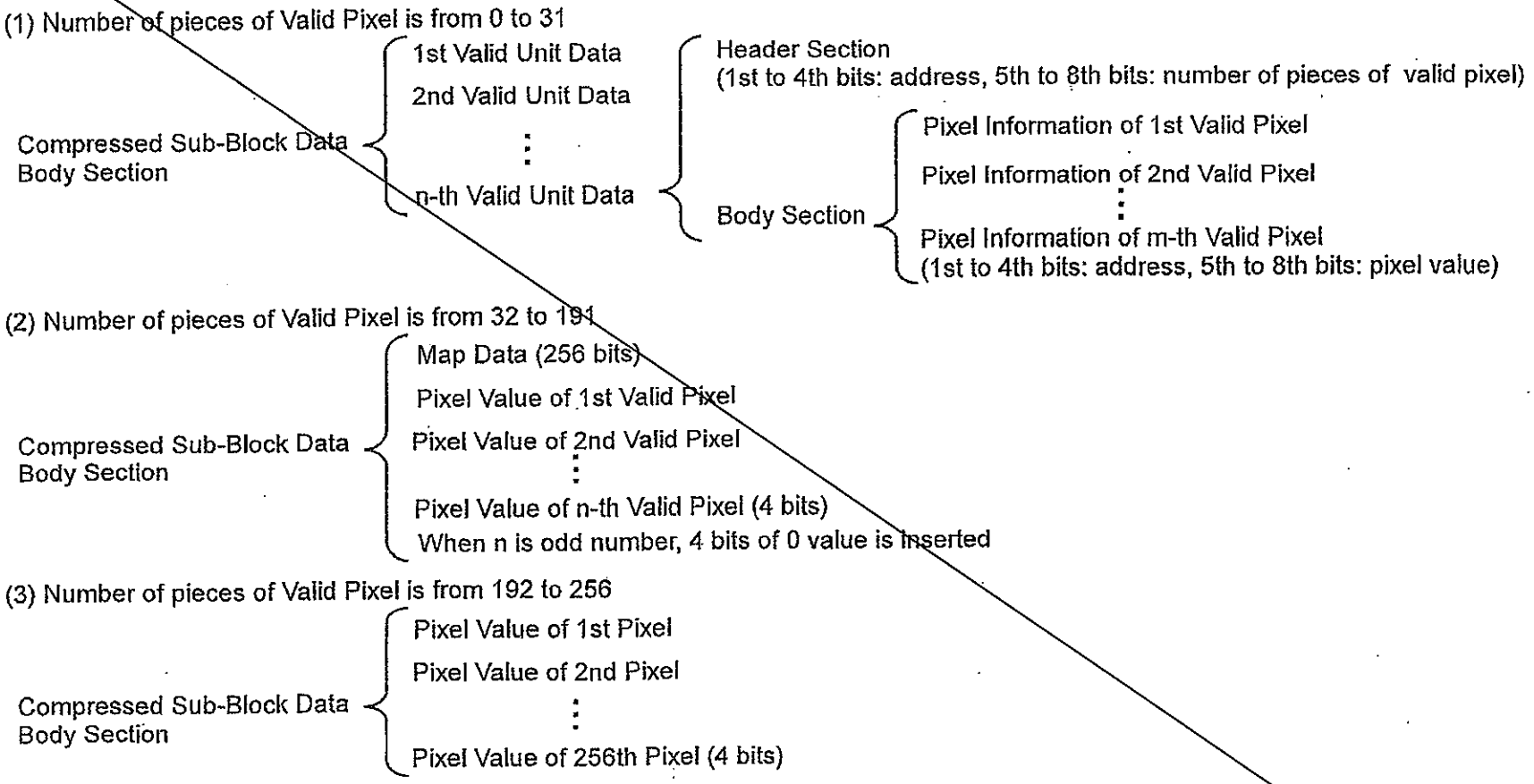

(1) Number of pieces of Valid Pixel is from 0 to 31
Compressed Sub-Block Data Body Section
1st Valid Unit Data
2nd Valid Unit Data
n-th Valid Unit Data
Header Section
(1st to 4th bits: address, 5th to 8th bits: number of pieces of valid pixel)
Body Section
Pixel Information of 1st Valid Pixel
Pixel Information of 2nd Valid Pixel
Pixel Information of m-th Valid Pixel
(1st to 4th bits: address, 5th to 8th bits: pixel value)
(2) Number of pieces of Valid Pixel is from 32 to 191
Compressed Sub-Block Data Body Section
Map Data (256 bits)
Pixel Value of 1st Valid Pixel
Pixel Value of 2nd Valid Pixel
Pixel Value of n-th Valid Pixel (4 bits)
When n is odd number, 4 bits of 0 value is inserted
(3) Number of pieces of Valid Pixel is from 192 to 256
Compressed Sub-Block Data Body Section
Pixel Value of 1st Pixel
Pixel Value of 2nd Pixel
Pixel Value of 256th Pixel (4 bits)

FIG.8A

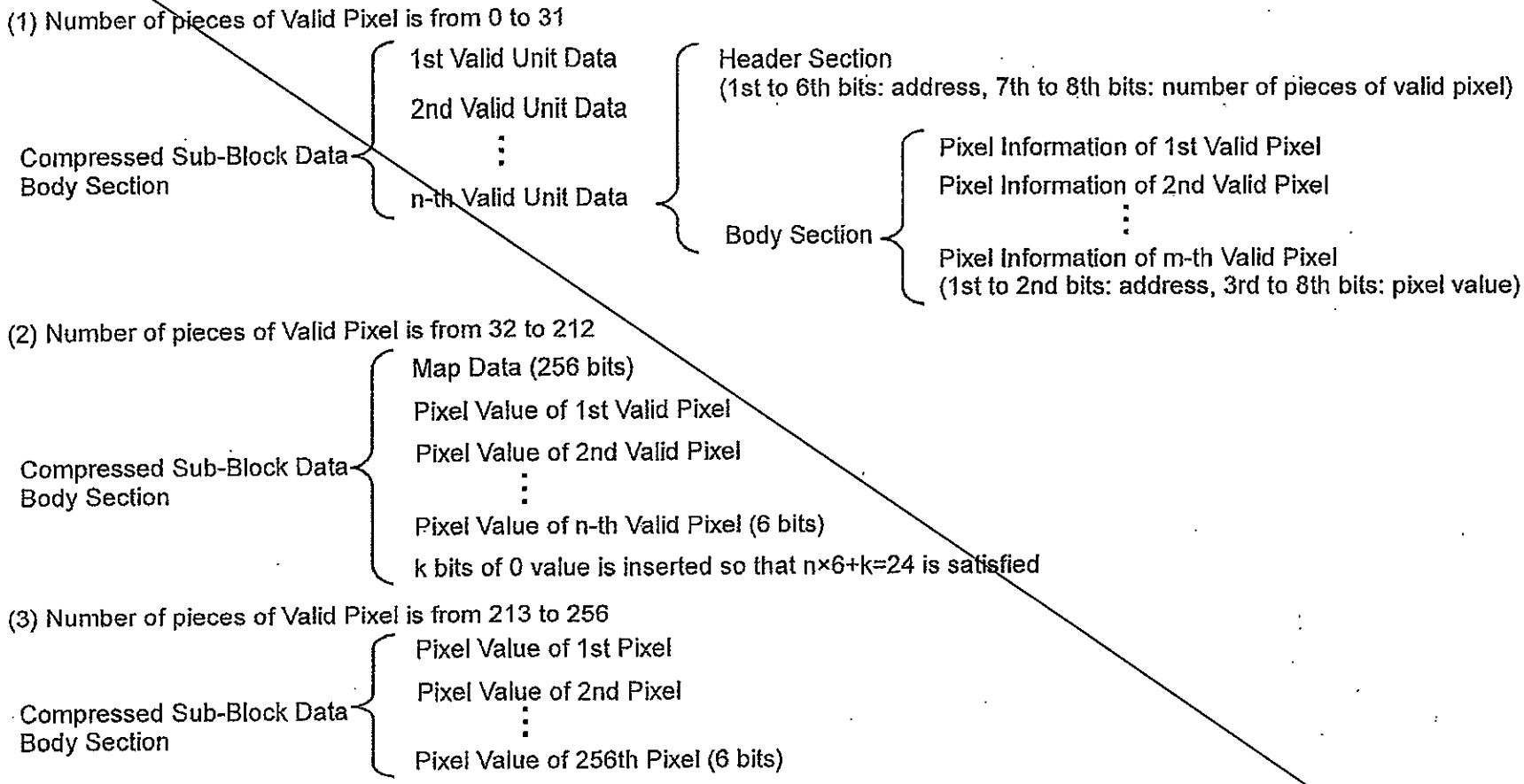

(1) Number of pieces of Valid Pixel is from 0 to 31
Compressed Sub-Block Data Body Section
1st Valid Unit Data
2nd Valid Unit Data
n-th Valid Unit Data
Header Section
(1st to 6th bits: address, 7th to 8th bits: number of pieces of valid pixel)
Body Section
Pixel Information of 1st Valid Pixel
Pixel Information of 2nd Valid Pixel
Pixel Information of m-th Valid Pixel
(1st to 2nd bits: address, 3rd to 8th bits: pixel value)
(2) Number of pieces of Valid Pixel is from 32 to 212
Compressed Sub-Block Data Body Section
Map Data (256 bits)
Pixel Value of 1st Valid Pixel
Pixel Value of 2nd Valid Pixel
Pixel Value of n-th Valid Pixel (6 bits)
k bits of 0 value is inserted so that n×6+k=24 is satisfied
(3) Number of pieces of Valid Pixel is from 213 to 256
Compressed Sub-Block Data Body Section
Pixel Value of 1st Pixel
Pixel Value of 2nd Pixel
Pixel Value of 256th Pixel (6 bits)

FIG.8B

(1) Number of pieces of Valid Pixel is from 0 to 31

Compressed Sub-Block Data Body Section
- Pixel Information of 1st Valid Pixel
- Pixel Information of 2nd Valid Pixel
- ⋮
- Pixel Information of n-th Valid Pixel (1st to 8th bits: address, 9th to 16th bits: pixel value)

(2) Number of pieces of Valid Pixel is from 32 to 223

Compressed Sub-Block Data Body Section
- Map Data (256 bits)
- Pixel Value of 1st Valid Pixel
- Pixel Value of 2nd Valid Pixel
- ⋮
- Pixel Value of n-th Valid Pixel (8 bits)

(3) Number of pieces of Valid Pixel is from 224 to 256

Compressed Sub-Block Data Body Section
- Pixel Value of 1st Valid Pixel
- Pixel Value of 2nd Valid Pixel
- ⋮
- Pixel Value of 256th Valid Pixel (8 bits)

FIG.8C

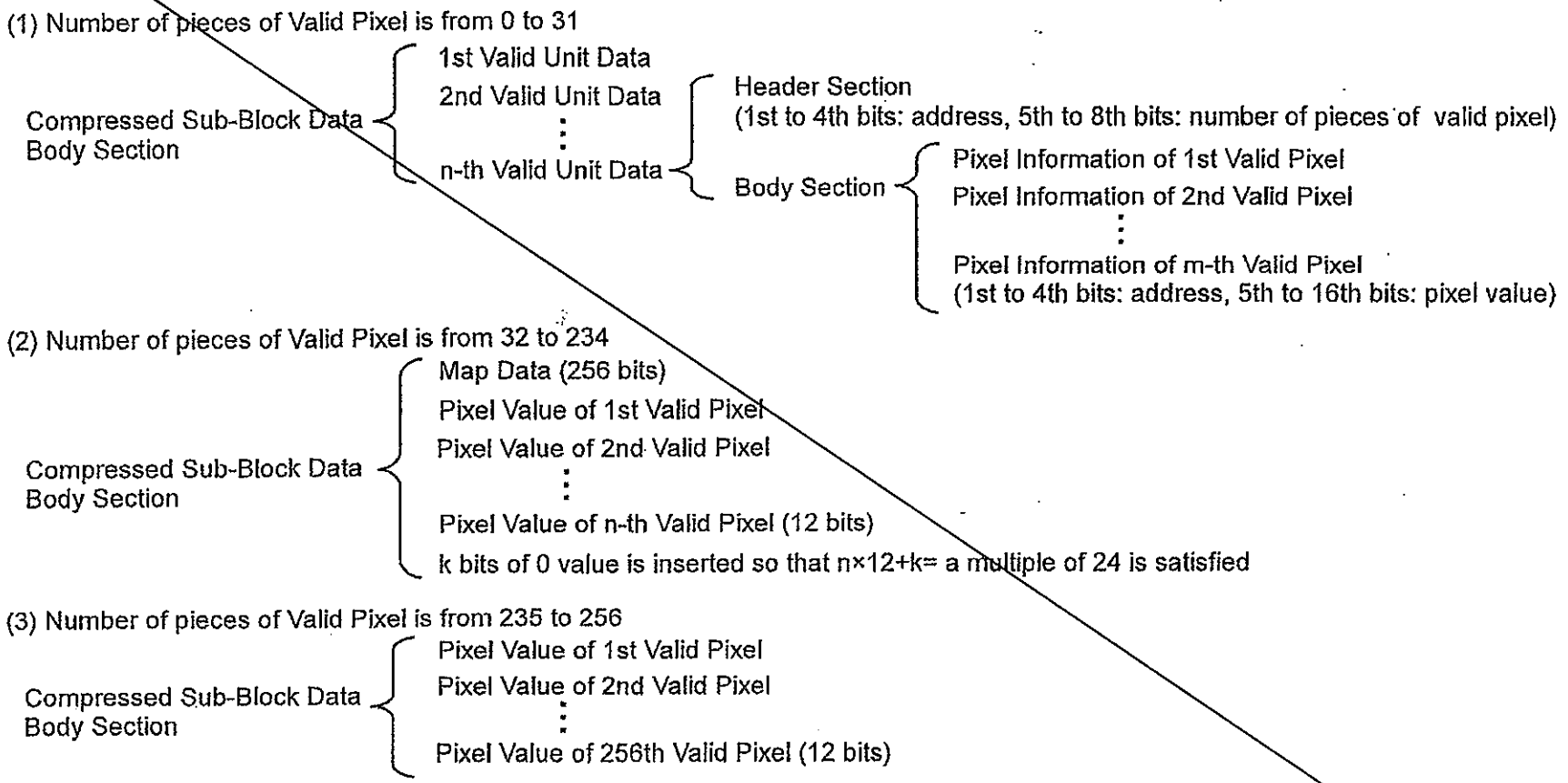

(1) Number of pieces of Valid Pixel is from 0 to 31
Compressed Sub-Block Data Body Section
1st Valid Unit Data
2nd Valid Unit Data
n-th Valid Unit Data
Header Section
(1st to 4th bits: address, 5th to 8th bits: number of pieces of valid pixel)
Body Section
Pixel Information of 1st Valid Pixel
Pixel Information of 2nd Valid Pixel
Pixel Information of m-th Valid Pixel
(1st to 4th bits: address, 5th to 16th bits: pixel value)
(2) Number of pieces of Valid Pixel is from 32 to 234
Compressed Sub-Block Data Body Section
Map Data (256 bits)
Pixel Value of 1st Valid Pixel
Pixel Value of 2nd Valid Pixel
Pixel Value of n-th Valid Pixel (12 bits)
k bits of 0 value is inserted so that n×12+k= a multiple of 24 is satisfied
(3) Number of pieces of Valid Pixel is from 235 to 256
Compressed Sub-Block Data Body Section
Pixel Value of 1st Valid Pixel
Pixel Value of 2nd Valid Pixel
Pixel Value of 256th Valid Pixel (12 bits)

FIG.8D

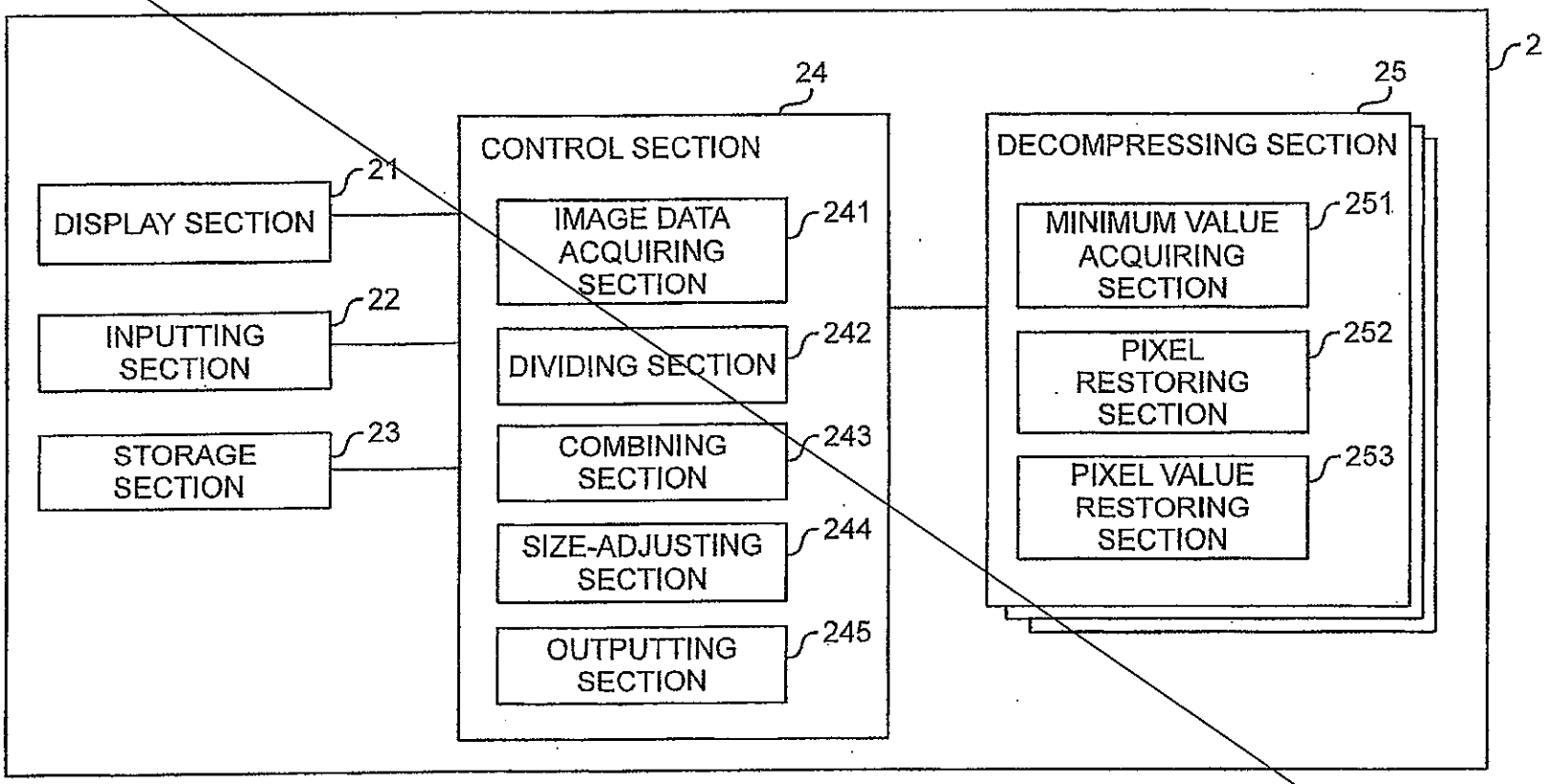

2
24
CONTROL SECTION
25
DECOMPRESSING SECTION
21
DISPLAY SECTION
22
INPUTTING SECTION
23
STORAGE SECTION
IMAGE DATA ACQUIRING SECTION
241
DIVIDING SECTION
242
COMBINING SECTION
243
SIZE-ADJUSTING SECTION
244
OUTPUTTING SECTION
245
MINIMUM VALUE ACQUIRING SECTION
251
PIXEL RESTORING SECTION
252
PIXEL VALUE RESTORING SECTION
253

FIG.9

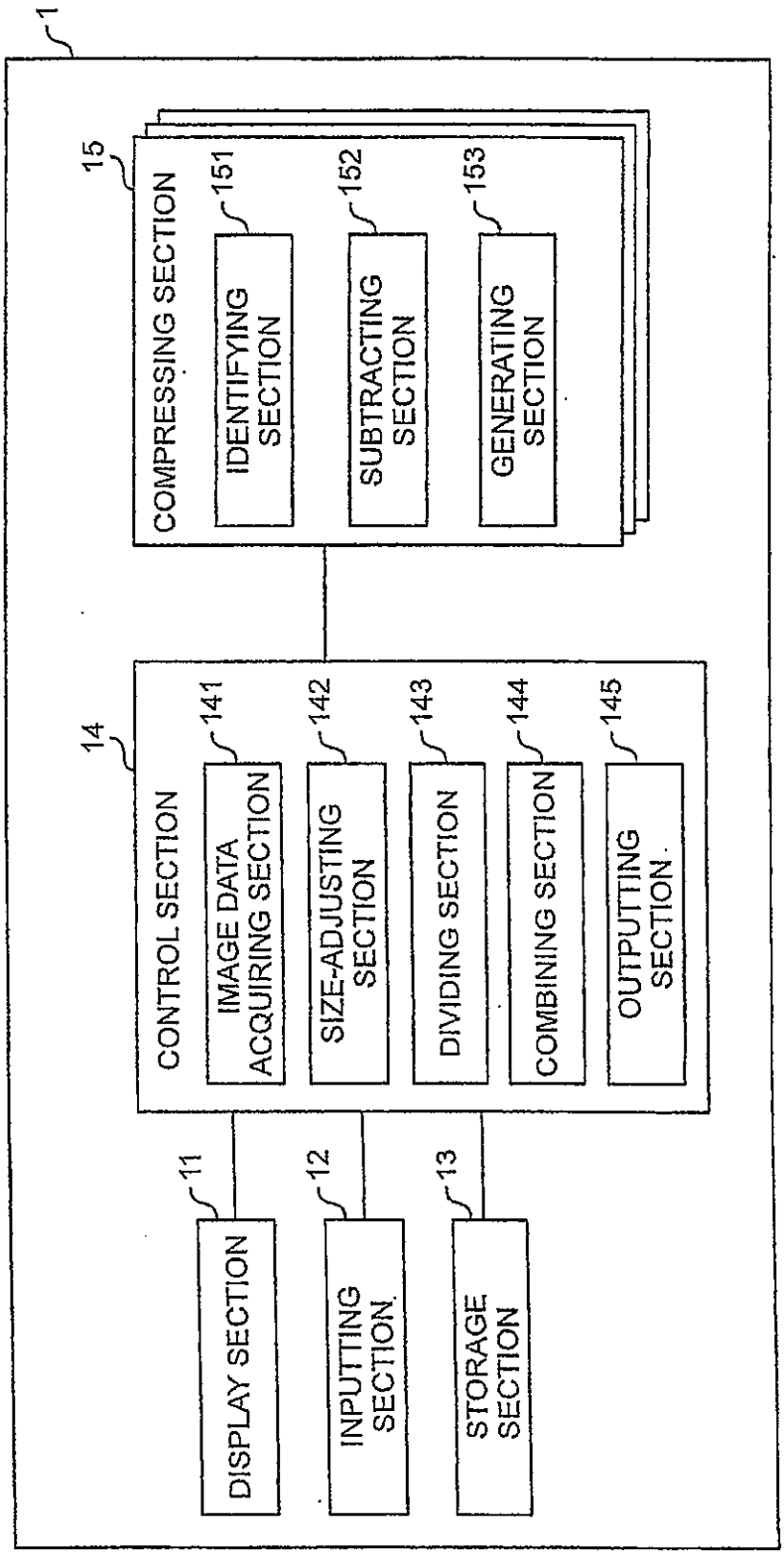

1
15
COMPRESSING SECTION
151
IDENTIFYING SECTION
152
SUBTRACTING SECTION
153
GENERATING SECTION
14
CONTROL SECTION
141
IMAGE DATA ACQUIRING SECTION
142
SIZE-ADJUSTING SECTION
143
DIVIDING SECTION
144
COMBINING SECTION
145
OUTPUTTING SECTION
11
DISPLAY SECTION
12
INPUTTING SECTION
13
STORAGE SECTION

FIG.2

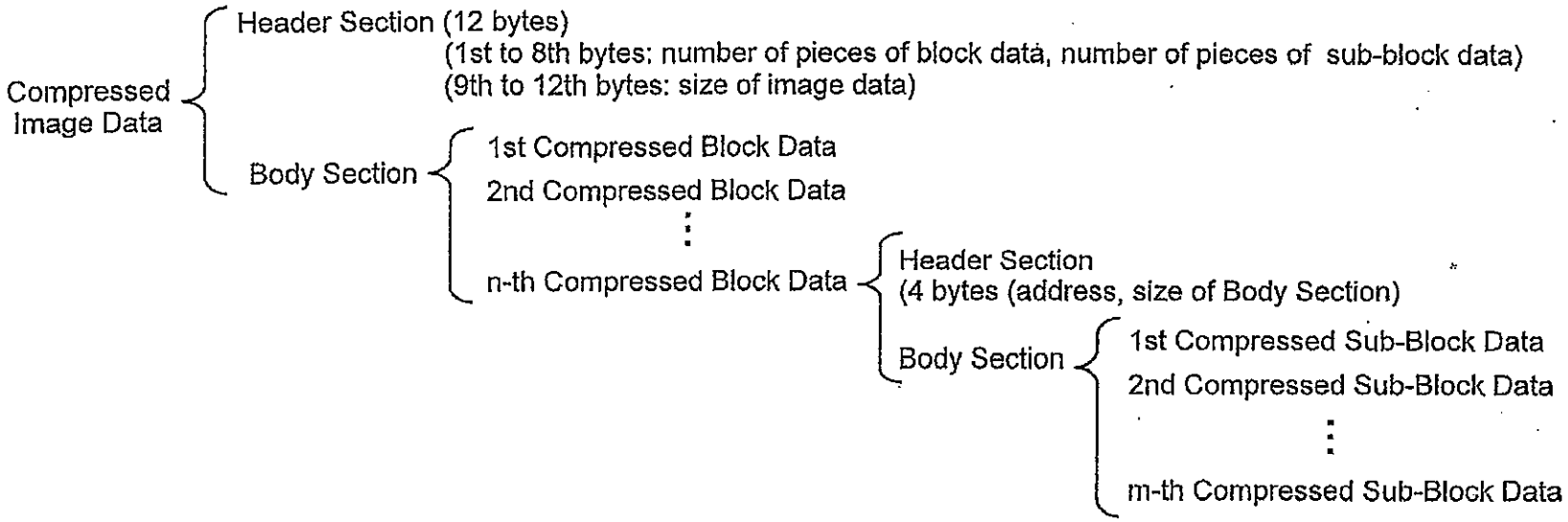

Compressed Image Data
Header Section (12 bytes)
(1st to 8th bytes: number of pieces of block data, number of pieces of sub-block data)
(9th to 12th bytes: size of image data)
Body Section
1st Compressed Block Data
2nd Compressed Block Data
n-th Compressed Block Data
Header Section
(4 bytes (address, size of Body Section)
Body Section
1st Compressed Sub-Block Data
2nd Compressed Sub-Block Data
m-th Compressed Sub-Block Data

FIG.6A

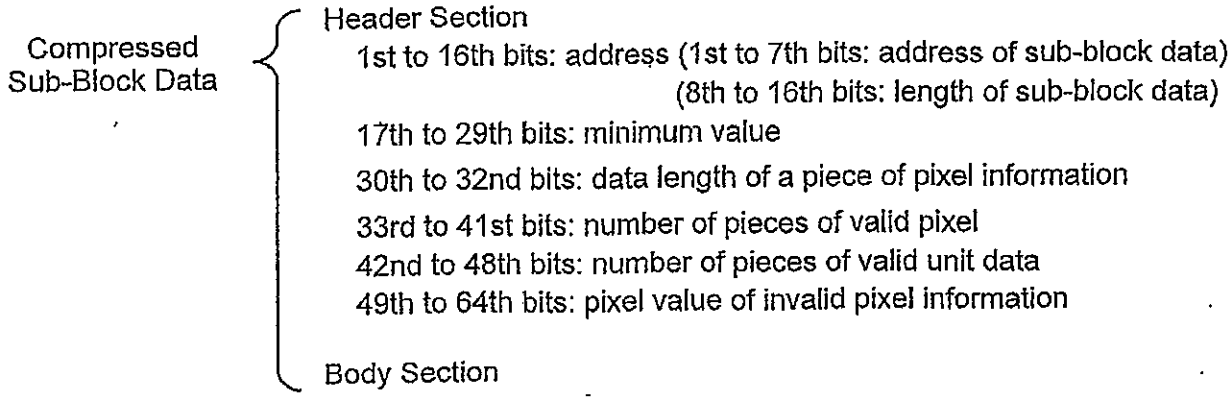

Compressed
Sub-Block Data
Header Section
1st to 16th bits: address (1st to 7th bits: address of sub-block data)
(8th to 16th bits: length of sub-block data)
17th to 29th bits: minimum value
30th to 32nd bits: data length of a piece of pixel information
33rd to 41st bits: number of pieces of valid pixel
42nd to 48th bits: number of pieces of valid unit data
49th to 64th bits: pixel value of invalid pixel information
Body Section

FIG.6B

(1) Number of pieces of Valid Pixel is from 0 to 31

Compressed Sub-Block Data Body Section
- 1st Valid Unit Data
- 2nd Valid Unit Data
- ⋮
- n-th Valid Unit Data

Header Section
(1st to 4th bits: address, 5th to 8th bits: number of pieces of valid pixel)

Body Section
- Pixel Information of 1st Valid Pixel
- Pixel Information of 2nd Valid Pixel
- ⋮
- Pixel Information of m-th Valid Pixel
(1st to 4th bits: address, 5th to 8th bits: pixel value)

(2) Number of pieces of Valid Pixel is from 32 to 191

Compressed Sub-Block Data Body Section
- Map Data (256 bits)
- Pixel Value of 1st Valid Pixel
- Pixel Value of 2nd Valid Pixel
- ⋮
- Pixel Value of n-th Valid Pixel (4 bits)
When n is odd number, 4 bits of 0 value is inserted

(3) Number of pieces of Valid Pixel is from 192 to 256

Compressed Sub-Block Data Body Section
- Pixel Value of 1st Pixel
- Pixel Value of 2nd Pixel
- ⋮
- Pixel Value of 256th Pixel (4 bits)

FIG.8A

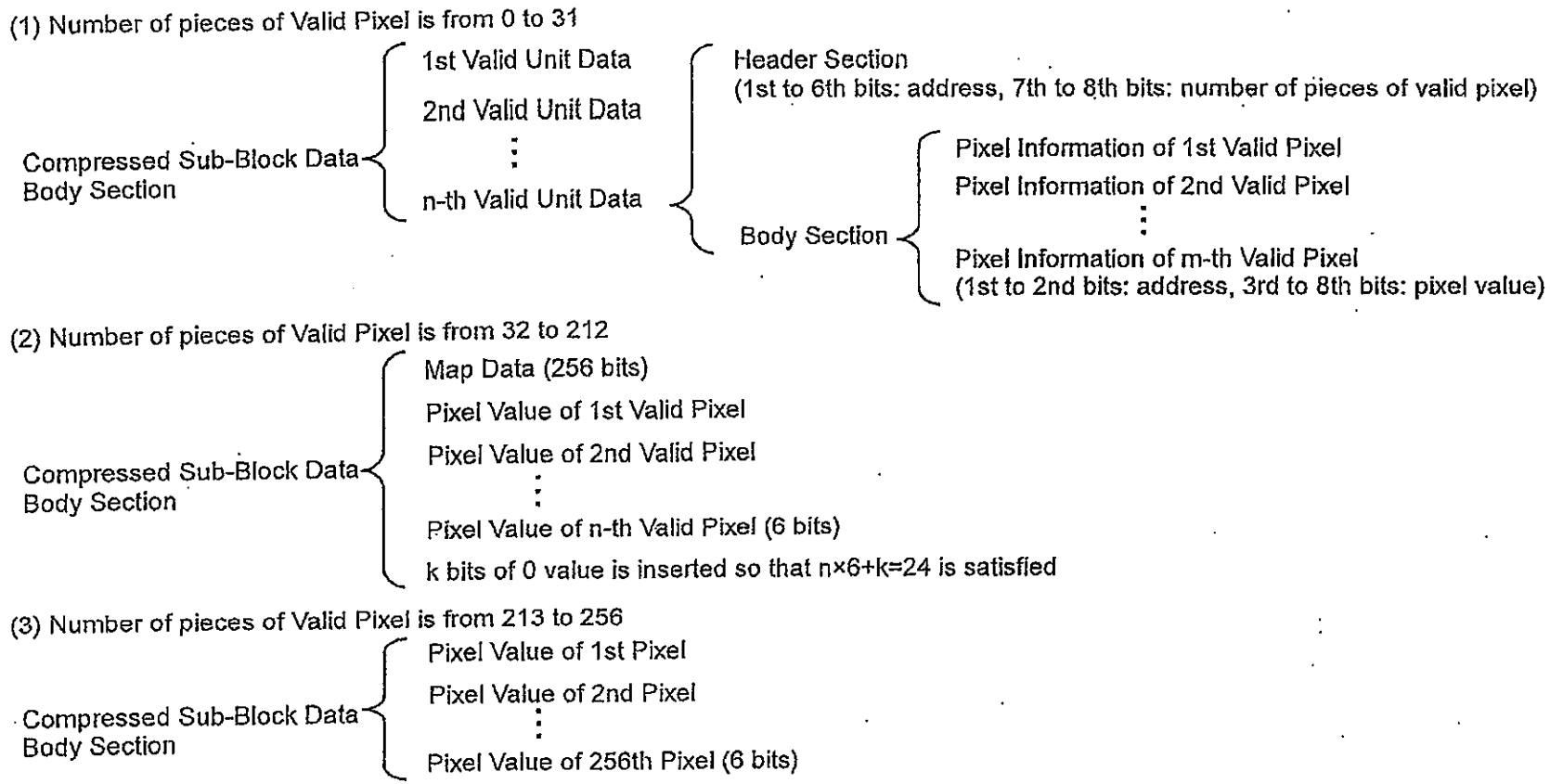

(1) Number of pieces of Valid Pixel is from 0 to 31
Compressed Sub-Block Data Body Section
1st Valid Unit Data
2nd Valid Unit Data
n-th Valid Unit Data
Header Section
(1st to 6th bits: address, 7th to 8th bits: number of pieces of valid pixel)
Body Section
Pixel Information of 1st Valid Pixel
Pixel Information of 2nd Valid Pixel
Pixel Information of m-th Valid Pixel
(1st to 2nd bits: address, 3rd to 8th bits: pixel value)
(2) Number of pieces of Valid Pixel is from 32 to 212
Compressed Sub-Block Data Body Section
Map Data (256 bits)
Pixel Value of 1st Valid Pixel
Pixel Value of 2nd Valid Pixel
Pixel Value of n-th Valid Pixel (6 bits)
k bits of 0 value is inserted so that n×6+k=24 is satisfied
(3) Number of pieces of Valid Pixel is from 213 to 256
Compressed Sub-Block Data Body Section
Pixel Value of 1st Pixel
Pixel Value of 2nd Pixel
Pixel Value of 256th Pixel (6 bits)

FIG.8B

(1) Number of pieces of Valid Pixel is from 0 to 31

Compressed Sub-Block Data Body Section
- Pixel Information of 1st Valid Pixel
- Pixel Information of 2nd Valid Pixel
- ⋮
- Pixel Information of n-th Valid Pixel (1st to 8th bits: address, 9th to 16th bits: pixel value)

(2) Number of pieces of Valid Pixel is from 32 to 223

Compressed Sub-Block Data Body Section
- Map Data (256 bits)
- Pixel Value of 1st Valid Pixel
- Pixel Value of 2nd Valid Pixel
- ⋮
- Pixel Value of n-th Valid Pixel (8 bits)

(3) Number of pieces of Valid Pixel is from 224 to 256

Compressed Sub-Block Data Body Section
- Pixel Value of 1st Valid Pixel
- Pixel Value of 2nd Valid Pixel
- ⋮
- Pixel Value of 256th Valid Pixel (8 bits)

FIG.8C

(1) Number of pieces of Valid Pixel is from 0 to 31

- Compressed Sub-Block Data Body Section
  - 1st Valid Unit Data
  - 2nd Valid Unit Data
  - ⋮
  - n-th Valid Unit Data
    - Header Section (1st to 4th bits: address, 5th to 8th bits: number of pieces of valid pixel)
    - Body Section
      - Pixel Information of 1st Valid Pixel
      - Pixel Information of 2nd Valid Pixel
      - ⋮
      - Pixel Information of m-th Valid Pixel (1st to 4th bits: address, 5th to 16th bits: pixel value)

(2) Number of pieces of Valid Pixel is from 32 to 234

- Compressed Sub-Block Data Body Section
  - Map Data (256 bits)
  - Pixel Value of 1st Valid Pixel
  - Pixel Value of 2nd Valid Pixel
  - ⋮
  - Pixel Value of n-th Valid Pixel (12 bits)
  - k bits of 0 value is inserted so that n×12+k= a multiple of 24 is satisfied

(3) Number of pieces of Valid Pixel is from 235 to 256

- Compressed Sub-Block Data Body Section
  - Pixel Value of 1st Valid Pixel
  - Pixel Value of 2nd Valid Pixel
  - ⋮
  - Pixel Value of 256th Valid Pixel (12 bits)

FIG.8D

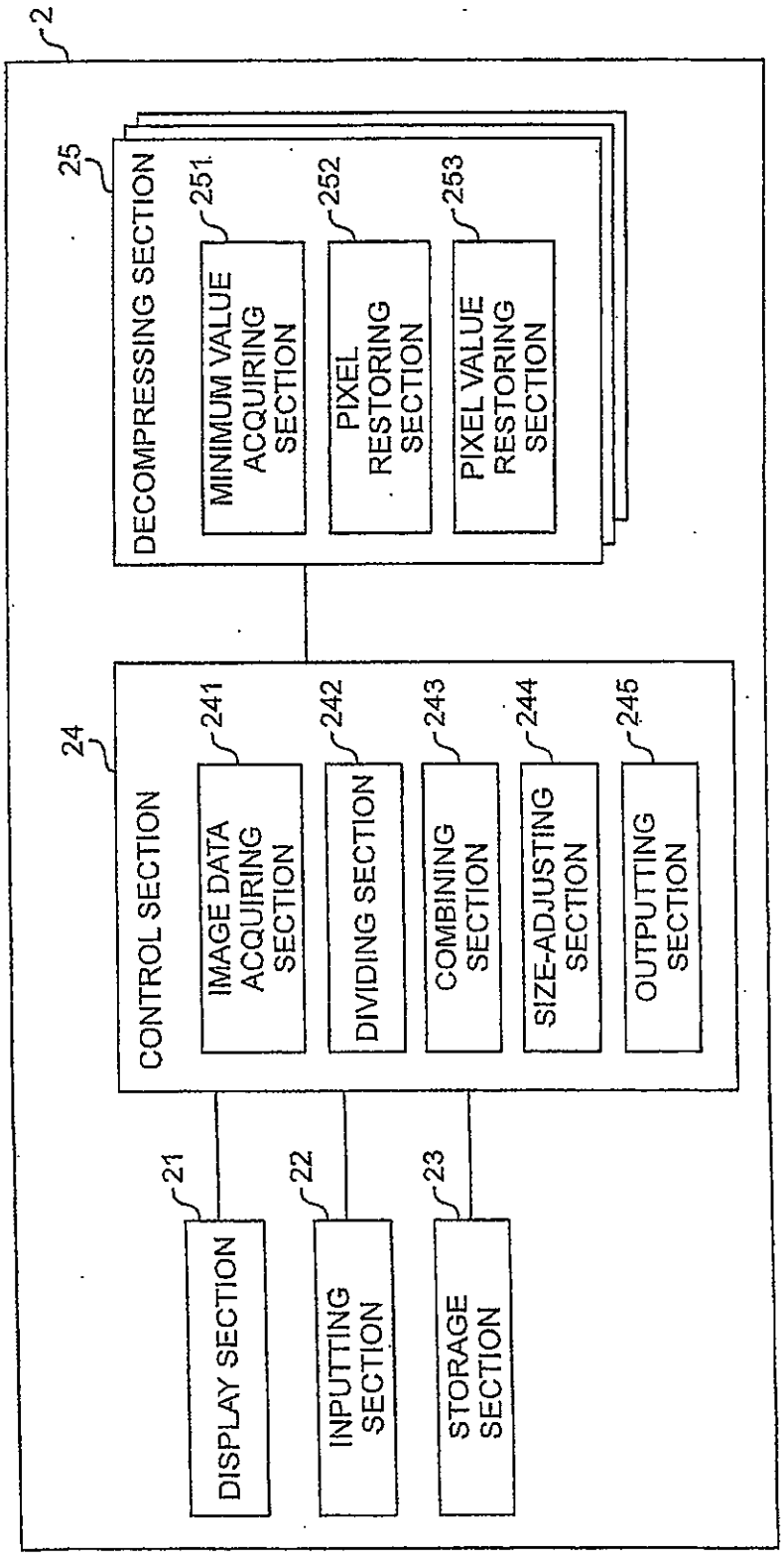

2
25
DECOMPRESSING SECTION
251
MINIMUM VALUE ACQUIRING SECTION
252
PIXEL RESTORING SECTION
253
PIXEL VALUE RESTORING SECTION
24
CONTROL SECTION
241
IMAGE DATA ACQUIRING SECTION
242
DIVIDING SECTION
243
COMBINING SECTION
244
SIZE-ADJUSTING SECTION
245
OUTPUTTING SECTION
21
DISPLAY SECTION
22
INPUTTING SECTION
23
STORAGE SECTION

FIG.9