

METHOD AND APPARATUS FOR GENERATING A TRANSFORM

Field of the Invention

5

The present invention relates generally to the field of generating transforms, such as cyclical redundancy codes, polynomial codes and hashing codes, and more particularly to a method and apparatus for generating a transform.

10

Background of the Invention

15 An example prior art transform generator 10 is shown in FIG. 1. The prior art transform generator 10 has a data register (shift register) 12 and an intermediate remainder register 14. The specific generator of FIG. 1 is designed to calculate a cyclical redundancy code (CRC-16). The plurality of registers 16 in the intermediate remainder register 14 are strategically coupled by a plurality of exclusive OR's 18. The data bits are shifted out of the data register 12 and into the intermediate register 14. When the data bits have been completely shifted into the intermediate register 14, the intermediate register contains the CRC associated with the data bits. Transform generators have also been encoded in software. Emulating the hardware proved to be an inefficient method of generating transforms in software, so software schemes generally use look up tables to calculate the transform one byte or nibble (4-bits) at a time. The table could be set up for any size of data quanta's (e.g., 1 bit, 10 bits, etc.).

30

Packetizers use transform generators to calculate CRCs for newly formed data packets. A packetizer receives packets (data)

from a variety of sources. These received packets are then grouped according to their ultimate destination. If two small packets have the same destination they are combined into one packet and then transmitted to the destination. In prior art applications the packetizer removes the CRCs from both packets and then
5 recalculates the CRC based on the combined data of both packets. In other scenarios the packetizer might receive one large packet that needs to be broken into two smaller packets. In prior art applications the large packet's CRC would be thrown away and a
10 new CRC calculated from scratch for both of the smaller packets. This process is inefficient since the CRCs from the received packets contain useful information in calculating the CRCs for the outgoing packets.

A transform generator is also used in associative memories. The transform generator calculates the hashing code or polynomial
15 code (see USPN 4,527,239 Brandin) to determine the address of a data packet. When a data packet is a combination of two earlier packets prior art associative memories calculate a new transform (address) for the new data packet from scratch. Processing
20 advantages can be achieved by a transform generator that could use the old transforms to calculate a new transform.

Thus there exists a need for a transform generator that can generator a new transform from existing transforms without using the underlying data.

Summary of the Invention

5 A method that overcomes these problems generates a transform by receiving a first transform associated with a first data string. A second transform associated with a second data string is also received. The second transform is appended to the first transform to form a first-second combined transform for a first-second data string.

10 An apparatus for performing this method includes an input/output port coupled to a controller. The controller is also coupled to a lookup memory, a shift module and a combiner.

Brief Description of the Drawings

FIG. 1 is a schematic diagram of a prior art transform generator;

5 FIG. 2 is a block diagram of a transform generator according to the invention;

FIG. 3. is a schematic representation of a shift module used in the transform generator of FIG. 2;

10 FIG. 4 is a is a schematic representation of a combiner used in the transform generator of FIG. 2;

FIG. 5 is a block diagram of an alternative embodiment of the transform generator according to the invention;

FIG. 6 is a flow chart of a shift module;

FIG. 7 is a flow chart of an unshift module;

15 FIG. 8 is a flow chart of a transform module;

FIG. 9 is a flow chart of an untransform module;

FIG. 10 is a block diagram of an associative memory;

FIG. 11 is a block diagram of a packetizer;

20 FIG. 12 is a schematic diagram of a general purpose computer and a computer-readable storage medium containing computer-readable instructions;

FIG. 13 is a look up table for a CRC-32 polynomial code; and

FIG. 14 is a reverse look up table for the CRC-32 polynomial code.

25

Detailed Description of the Drawings

FIG. 2 shows a block diagram of a transform generator 20 according to the invention. Unlike prior art transform generators the transform generator 20 can calculate a new transform based on two previous transforms without reference to the underlying data. To understand how the transform generator 20 works it helps to understand some of the underlying mathematics. The underlying math is based on polynomial codes, including but not limited to cyclical redundancy codes. These codes can be expressed by the following equation:

$$X^{n-k}M(X) = Q(X)G(X) + R(X)$$

Where X^{n-k} is a shifting term
 $M(X)$ is the message polynomial;
 $G(X)$ is the generator polynomial;
 $Q(X)$ is the quotient that results when the message is divided by the generator polynomial; and
 $R(X)$ is the remainder of the division process.

The remainder is the CRC or transform of the message. It can be shown from the above equation that transform of two messages that have been exclusive OR'ed (combined) is equal to the exclusive OR'ed transforms associated with the two messages. If the first message is "A" and the second message is "B", the combined message is "AB". The message polynomial is:

$$AB(X) = X^Z A(X) + B(X)$$

Where Z is equal to the number of bits in the message B.

and

$$R_{AB}(X) = R(X^Z A(X)) + R_B(X)$$

Thus to generate the transform for the message "AB" we need only combine the transform of "B" with the transform for "A0", where 0 is representative of Z nulls. When the transforms for "A" and "B" are known we just need to calculate the value of the shifted transform for "A" and combine it with the transform for "B".
5 Fortunately, there is a simple process for calculating the shifted transform.

The transform generator 20 uses the math described above to calculate new transforms using existing transforms. An
10 input/output port 22 is used to receive the existing transforms and output the new transforms. The I/O port 22 is coupled to a controller 24 that coordinates the functions of a memory 26, a shift module 28 and a combiner 30. The memory contains a look up table for the transform. An example of such a look up table is
15 shown in FIG. 13. The table in FIG. 13 is based on a CRC-32 transform that calculates the transform on a byte by byte basis. Other tables can be generated for other polynomials. The invention is not limited to CRC polynomials, but can accommodate a wide variety of other polynomials. The specific polynomial depends on
20 the application of the transform generator. The shift module 28 performs the function of determining the shifted transform. The combiner is used to combine (XOR) for instance a shifted first transform and a second transform to form first-second transform. The first-second transform is defined as the transform associated
25 with a first-second data string (e.g., in a communications example the second data string is transmitted immediately after the first data string: first-second data string). The process of shifting the first transform and combining it with the second transform is called appending. The transform generator can be implemented in
30 software, or in hardware consisting of a memory, a microprocessor and a few shift registers and exclusive or gates.

FIG. 3 shows a schematic diagram of the shift module 28 used by the transform generator 20. The transform to be shifted is stored in a transform register 40 having an input 42, a shift control
35 44 and an output 46. The output 46 is connected to an exclusive OR

gate 48. A look up register 50 contains a member selected using a pointer derived from the transform to be shifted. The look up register 50 has an input 52, a shift control 54 and an output 56. The output 56 is coupled to a second input of the exclusive OR gate 48. The output 58 of the exclusive OR gate is stored in an output register 60. After the appropriate processing the output register 60 contains the shifted transform, which is transmitted to the controller 24 via an output 62.

FIG. 4 shows a schematic diagram of the combiner 30 used by the transform generator 20. A first register 70 and a second register 72 have their outputs coupled to an exclusive OR gate 74. In one example the first register 70 contains the shifted first transform and the second register 72 contains the second transform. The output of the exclusive OR gate 74 is connected to an output register 76. Once the shifted first transform is combined with the second transform the output register 76 contains the first-second transform.

FIG. 5 is a block diagram of an alternative embodiment of a transform generator 100 according to the invention. The transform generator 100 has an I/O port 22 coupled to the controller 24. The controller 24 communicates over a bus 102 to a memory 26, a shift module 28, an unshift module 104, a transform module 106, an untransform module 108 and a combiner 30. The memory 26 contains both the look up table (e.g., the table in FIG. 13) and a reverse look up table, an example of which is shown in FIG. 14. The reverse look up table in FIG. 14 is based on the same CRC-32, byte by byte approach. The transform generator 100 of FIG. 5 can combine transforms like the transform generator 20 of FIG. 2. In addition, the transform generator 100 can determine a first-second transform given the first transform and a second data string or given a first data string and a second transform. The transform generator 100 can remove the second transform from the first-second combined transform to determine the first transform. Essentially, the transform generator 100 allows the complete manipulation of transforms given sufficient inputs as either

transforms or data. How this is accomplished will be explained in more detail after each of the modules are explained in more detail with respect to FIGs. 6-9.

FIG. 6 is a flow diagram of the shift module. The shift module
5 determines the transform for a shifted message (i.e., "A0"- $X^zA(X)$). The process starts, step 120, by receiving the transform 122 to be shifted at step 124. Next the a pointer 126 is extracted at step 128. The transform 122 is then moved right by the number of bits in the pointer 126, at step 130. This forms a moved pointer 132.
10 Note the words right and left are used for convenience and are based on the convention that the most significant bits are placed on the left. When a different convention is used, it is necessary to change the words right and left to fit the convention. Next the moved transform 132 is combined (i.e., XOR'ed) with a member 134 associated with the pointer 126, at step 136. This forms the shifted
15 transform 138 at step 140, which ends the process at step 142. Note that if the reason for shifting a first transform is to generate a first-second transform then first transform must be shifted by the number of bits in a second data string. This is done by executing
20 the shift module X times, where X is equal to the number of data bits in the second data string divided by the number of bits in the pointer. Note that another way to implement the shift module is to use a polynomial generator like the one in FIG. 1. The first transform 122 is placed in the intermediate remainder register 14.
25 Next a number of logical zeros (nulls) equal to the number of data bits in second data string are processed.

FIG. 7 is a flow diagram of the unshift module. An example of when this module is used is when the transform for the data string "AB" is combined with the transform for the data string "B". This
30 leaves the transform for the data string "A0" or $X^zA(X)$. It is necessary to "unshift" the transform to find the transform for the data string "A". The process starts, step 150, by receiving the shifted transform 152, at step 154. At step 156 a reverse pointer 158 is extracted. The reverse pointer 158 is equal to the most
35 significant portion 160 of the shifted transform 152. The reverse

pointer 158 is associated with a pointer 162 in the reverse look up table (e.g., see FIG. 14) at step 164. Next, the member 166 associated with the pointer 162 is combined with the shifted transform at step 168. This produces an intermediate product 170, at step 172. At step 174 the intermediate product 170 is moved left to form a moved intermediate product 176. The moved intermediate product 176 is then combined with the pointer 162, at step 178, to form the transform 180, which ends the process, step 182. Note that if the number of bit in the "B" data string (z) is not equal to the number of bits in the pointer then the unshift module is executed X times, where $X=z/(\text{number of bits in pointer})$.

FIG. 8 is a flow chart of a transform module. The transform module can determine the first-second transform for a first-second data string given the first transform and the second data string, without first converting the second data string to a second transform. The process starts, step 190, by extracting a least significant portion 192 of the first transform 194 at step 194. This is combined with the second data string 196 to form a pointer 198, at step 200. Next a moved first transform 202 is combined with a member 204 associated with the pointer in the look up table (e.g., FIG. 12), at step 206. Creating a combined transform 208 at step 210, which ends the process, step 212. Note that if the pointer is one byte long then the transform module can only process one byte of data at a time. When the second data string is longer than one byte then the transform module is executed one data byte at a time until all the second data string has been executed. In another example assume that first transform is equal to all zeros (nulls), then the combined transform is just the transform for the second data string. In another embodiment the first transform could be a precondition and the resulting transform would be a precondition-second transform. In another example, assume a forth transform for a forth data string is desired. A first data portion (e.g., byte) of the forth data string is extracted. This points to a member in the look up table. When the forth data string contains more than the first data portion, the next data portion is extracted. The next data

portion is combined with the least significant portion of the member to form a pointer. The member is then moved right by the number of bits in the next data portion to form a moved member. The moved member is combined with a second member associated with the pointer. This process is repeated until all the forth data string is processed.

FIG. 9 is a flow chart of an untransform module. The untransform module can determine the first transform for a first data string given the first-second transform and the second data string. The process starts, step 220, by extracting the most significant portion 222 of the first-second transform 224 at step 226. The most significant portion 222 is a reverse pointer that is associated with a pointer 228 in the reverse look-up table. The pointer is accessed at step 230. Next the first-second transform 224 is combined with a member 232 associated with the pointer to form an intermediate product 234 at step 236. The intermediate product is moved left by the number of bits in the pointer 228 at step 238. This forms a moved intermediate product 240. Next the pointer 228 is combined with the second data string 242 to form a result 244 at step 246. The result 244 is combined with the moved intermediate product 240 to form the first transform 248 at step 250, which ends the process at step 252. Again this module is repeated multiple times if the second data string is longer than the pointer.

Some examples of what the transform module 100 can do, include determining a second-third transform from a first-second-third transform and a first transform. The first transform is shifted by the number of data bits in the second-third data string. The shifted first transform is combined with the first-second-third transform to form the second-third transform. In another example, the transform generator 100 could determine a first-second-third-forth transform after receiving a forth data string. In one example, the transform module would first calculate the forth transform (using the transform module). The using the shift module the first-second-third transform would be shifted by the number of data

bits in the forth data string. Then the shifted first-second-third transform is combined, using the combiner, with the forth transform.

FIG. 10 is a block diagram of an associative memory 300.

5 The associative memory 300 uses a transform generator 302 to associate a data string with an address and a confirmer. Generally, the address is one half the transform and the confirmer is equal to the other half of the transform. A catalog 304 stores the list of addresses and their associated confirmers and a linked list if
10 necessary. The linked list is necessary to resolve any conflicts. A conflict occurs if two different data strings transform to the same address. The linked list points to another address where a conflicting data string is stored. The confirmer is used to verify that the right address associated with the data string has been
15 accessed. The catalog shows the address where the data string is stored in a memory (store) 306. The process is controlled by a controller 308 that communicates with the external world through an input/output port 310. If all the data strings are of fixed length it is possible to eliminate the use of a catalog 304. By using the
20 transform generator 302 it is easy to look up if a first-second data string is stored by knowing the first transform and the second transform. It is also possible to quickly search for reverse ordering (i.e., second-first data strings). A wide variety of other fast searching routines will be obvious to those skilled in the art. Note
25 that the requirements for the underling polynomial for an associative memory are not the same as those for a CRC. As a result a number of other polynomial generators can be used in this application.

FIG. 11 is a block diagram of a packetizer 320. The packetizer
30 320 is another example of a device that uses a transform generator 322 as described herein. In one example a packetizer is part of a router. A controller 326 receives incoming packets 324. The controller 326 forms up outgoing packets 328 from the incoming packets 324. Commonly, the outgoing packets 328 are of a fixed
35 length and the incoming packets 324 are of either indefinite length

or a different length. Often the incoming data has not been formed into packets before at all. An out going packet 334 may be formed from two small packets 330, 332 going to the same destination. The data packets contain a data portion ("A" or "B") and a CRC or transform $[R(A)$ or $R(B)]$. Using the transform generator 322 the CRC $[R(AB)]$ for the combined packet ("AB") 334 can be quickly determined given the CRC's of the individual packets 330, 332. In another example, the incoming packet 336 is too large and must be broken into two packets 338, 340. The two new CRCs can be easily calculated by first calculating the transform (e.g., $[r(C)]$) for the shorter of the two data strings and removing this transform from the combined transform to form the other CRC $[R(D)]$. Other examples can be imagined where more exotic manipulations of the CRCs are required. The transform generator as described herein can perform all these calculations without recalculating the CRCs from scratch using the underlying data.

FIG. 12 is a schematic diagram of a general purpose computer 350 and a computer-readable storage medium 352 containing computer-readable instructions. The computer-readable storage medium 352 contains instruction that when executed by the computer 350 it performs the function of the transform generator 100. These instructions may be stand alone or as part of a set of instructions that perform the functions of the associate memory 300 or that perform the functions of the packetizer 320.

Thus there has been described a transform generator that can determine a combined transform from a plurality of separate transforms without access to the underlying data. In addition, the transform generator can perform a wide variety of other manipulations of transforms that arise in packetizers and associative memories. The utility of the transform generator is not limited to the two examples (i.e., associative memories and packetizers) described herein. Many other applications will be obvious to those skilled in the art.

While the invention has been described in conjunction with specific embodiments thereof, it is evident that many alterations,

modifications, and variations will be apparent to those skilled in the art in light of the foregoing description. Accordingly, it is intended to embrace all such alterations, modifications, and variations in the appended claims.

**Claims**

What is claimed is:

5

1. A method of generating a transform, comprising the steps of:

10

(a) receiving a first transform associated with a first data string;

(b) receiving a second transform associated with a second data string; and

15

(c) appending the second transform to the first transform to generate a first-second combined transform for a first-second data string.

2. The method of claim 1, further including the steps of:

20

(d) removing the second transform from the first-second combined transform to form a shifted first transform;

(e) unshifting the shifted first transform to form the first transform.



3. The method of claim 2, wherein the step of unshifting includes the steps of:

- 5 (i) extracting a reverse pointer from the shifted first transform;
- (ii) reading a pointer in a reverse look up table;
- (iii) combining a member of a look up table associated with the pointer with the shifted first transform, to form an intermediate product;
- 10 (iv) moving the intermediate product left by a number of bits in the pointer, to form a moved intermediate product; and
- (v) combining the moved intermediate product with the pointer.

15 4. The method of claim 3 wherein steps (i) through (v) are repeated X times, where X equals the number of bits in the second data string divided by a number of bits in the pointer.

20 5. The method of claim 1, wherein the step of appending includes the steps of:

- (i) shifting the first transform right by the number of bits in the second data string to form a shifted first transform; and
- 25 (ii) combining the shifted first transform with the second transform.

6. The method of claim 1, wherein the transform is the result of a polynomial code applied to a data string.

30 7. The method of claim 6, wherein the polynomial code is a cyclical redundancy code.



8. The method of claim 1, further including the steps of:

5 (d) receiving a first-second-third transform associated with a first-second-third data string;

(e) shifting the first transform by a number of bits in a second-third data string to form a shifted first transform; and

(f) combining the first-second-third transform with the shifted first transform, to form a second-third transform.

10

9. The method of claim 8, further including the steps of:

15 (g) receiving a forth data string;

(h) calculating a forth transform;

(i) shifting the first-second-third transform by a number of bits in the forth data string to form a shifted first-second-third transform; and

20 (j) combining the shifted first-second-third transform with the forth transform to form a first-second-third-forth transform.



10. The method of claim 9, wherein the step of calculating the forth transform includes the steps of:

- (i) extracting a first data portion of a forth data string;
- 5 (ii) accessing a member associated with the first data portion in a look up memory table;
- (iii) when the forth data string contains more than the first data portion, extracting a next data portion;
- (iv) combining the next data portion with a least
- 10 significant portion of the member, to form a pointer;
- (v) moving the member right by a number of bits in the next data portion, to form a moved member;
- (vi) combining the moved member with a second member associated with the pointer; and
- 15 (vii) repeating steps (iv) through (vi) until all of the forth data string has been processed.

11. The method of claim 8, wherein the step of shifting includes the steps of:

- 20 (i) extracting a pointer from the first transform;
- (ii) moving the first transform right by a number of bits in the pointer to form a moved first transform;
- (iii) combining the moved first transform with a member
- 25 of a look up table associated with the pointer.

12. The method of claim 11, wherein steps (i) through (iii) are repeated X times, where X is equal to the number of bits in the pointer divided by the number of bits in the second-

30 third data string.



13. The method of claim 8, wherein the step of shifting includes the steps of:

5 (i) placing the first transform in an intermediate register of a polynomial generator;

(ii) processing a number of logical zeros equal to the number of bits in the second-third data string.

10 14. A computer-readable storage medium containing computer-readable instructions that when inserted into a computer performs the following steps:

15 (a) receiving a first transform associated with a first data string;

(b) receiving a second transform associated with a second data string; and

20 (c) appending the second transform to the first transform to generate a first-second combined transform for a first-second data string.

15. The computer-readable storage medium of claim 14, further including the steps of:

25 (d) removing the second transform from the first-second combined transform to form a shifted first transform;

(e) unshifting the shifted first transform to form the first transform.



16. The computer-readable storage medium of claim 14, wherein the step of appending includes the steps of:

- 5 (i) shifting the first transform right by a number of bits in the second data string to form a shifted first transform; and
(ii) combining the shifted first transform with the second transform.

10 17. A transform generator comprising:

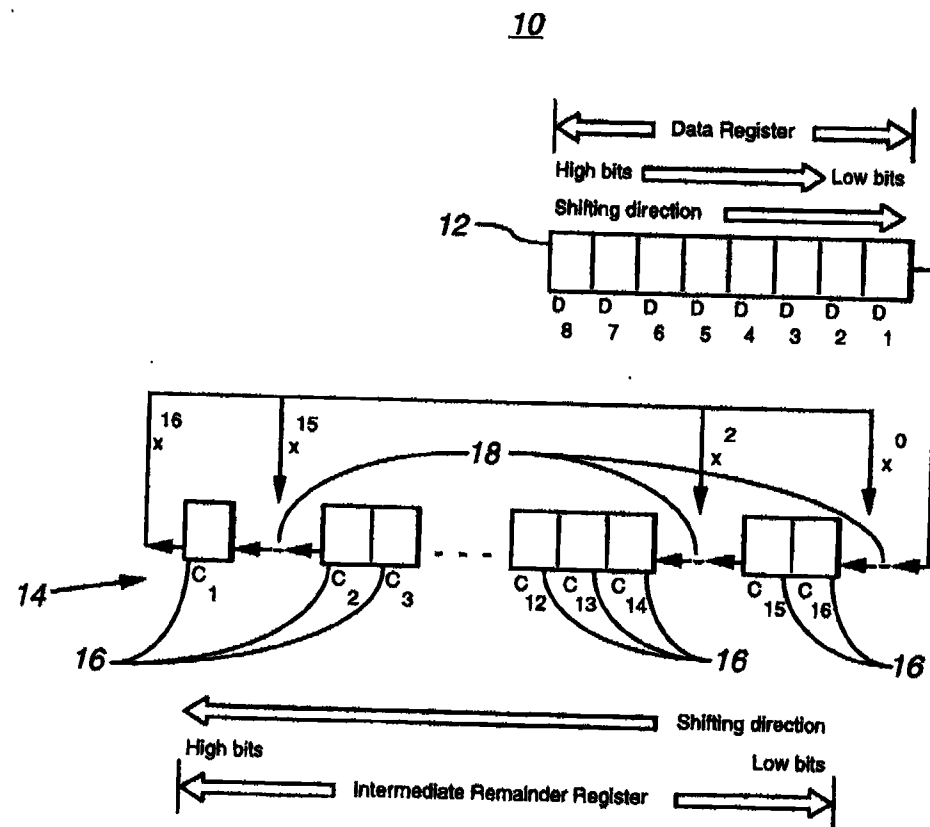
- a input/output port;
a controller coupled to the input/output port;
a look up memory coupled to the controller;
15 a shift module coupled to the controller; and
a combiner coupled to the controller.

18. The transform generator of claim 17, further including an unshift module coupled to the controller.

20 19. The transform generator of claim 17, further including a transform module coupled to the controller.

25 20. The transform generator of claim 17, further including an untransform module coupled to the controller.

1 / 12



Prior Art

FIG. 1

2 / 12

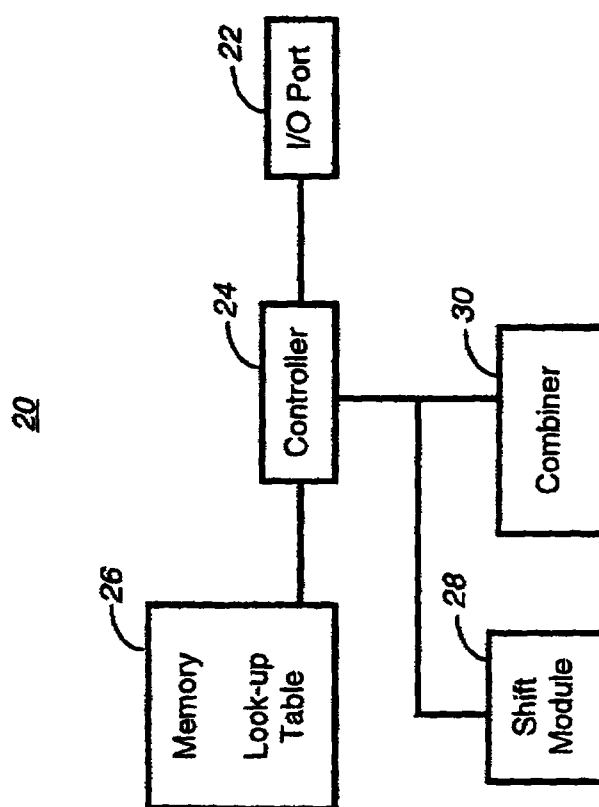


FIG. 2

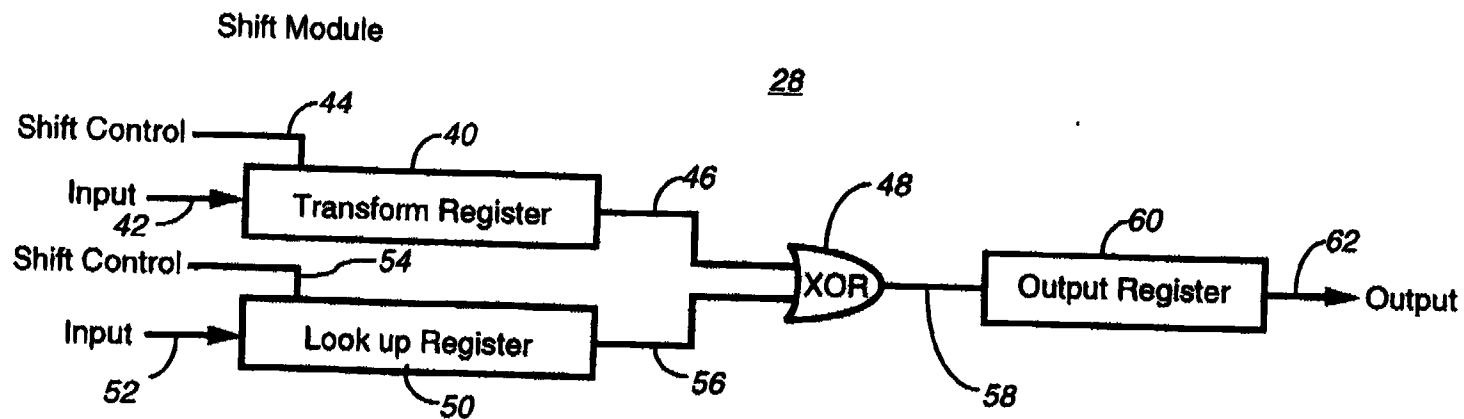


FIG. 3

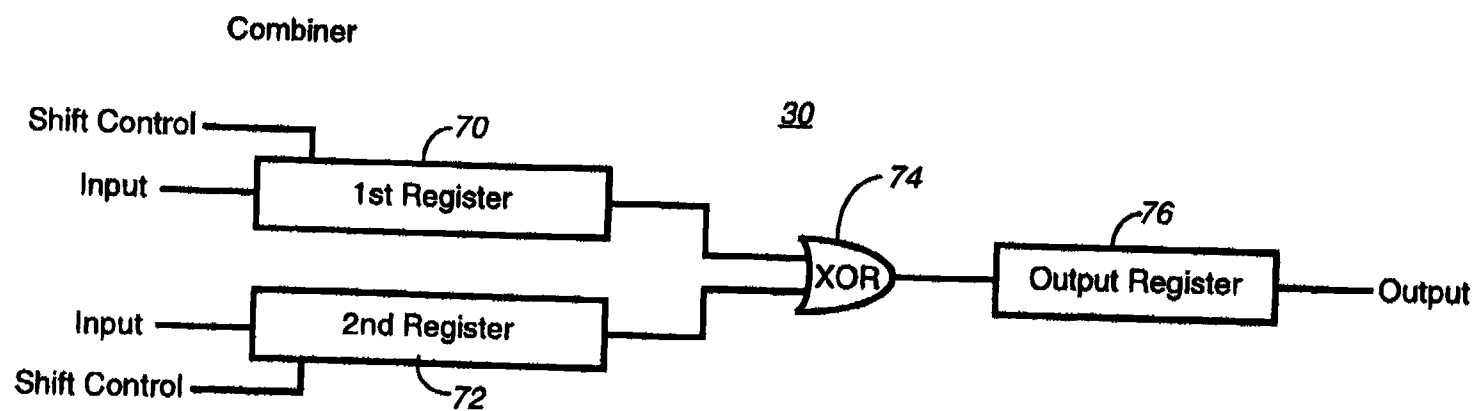


FIG. 4

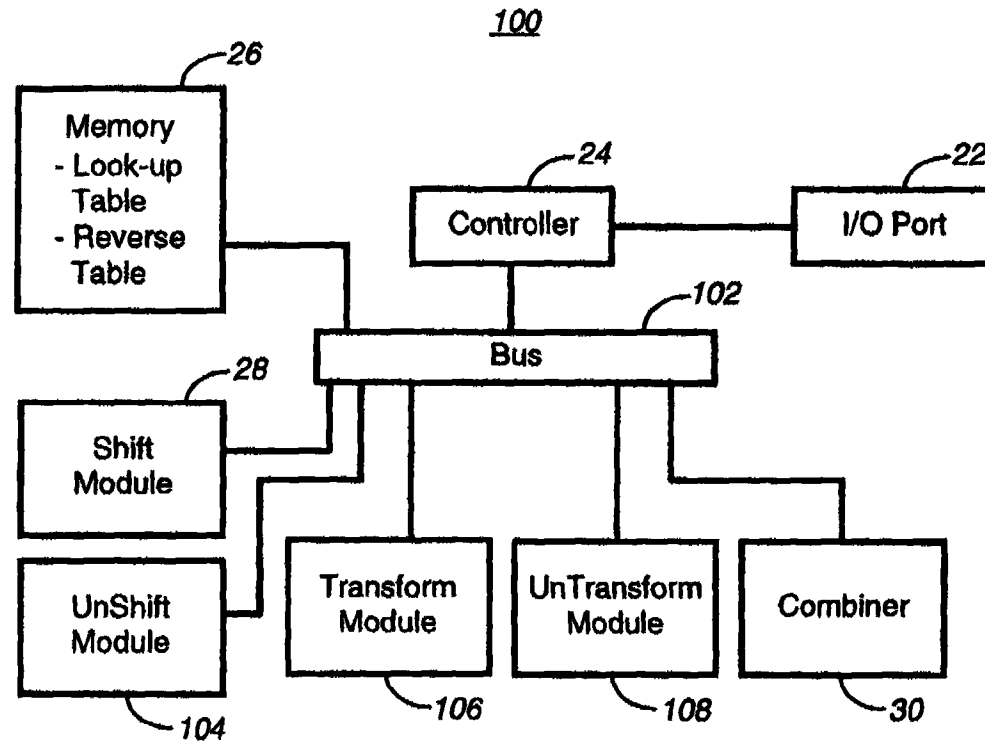


FIG. 5

5 / 12

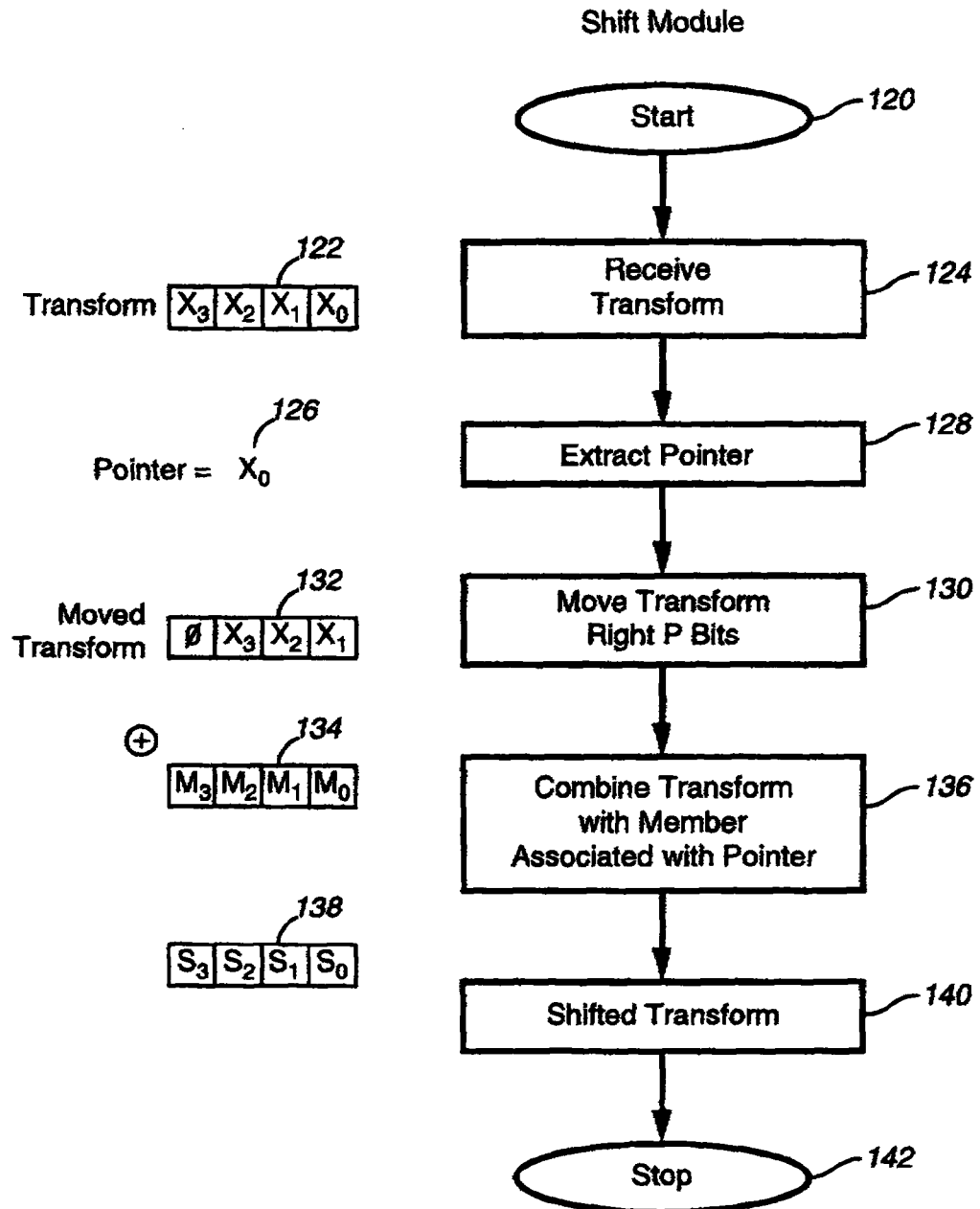


FIG. 6

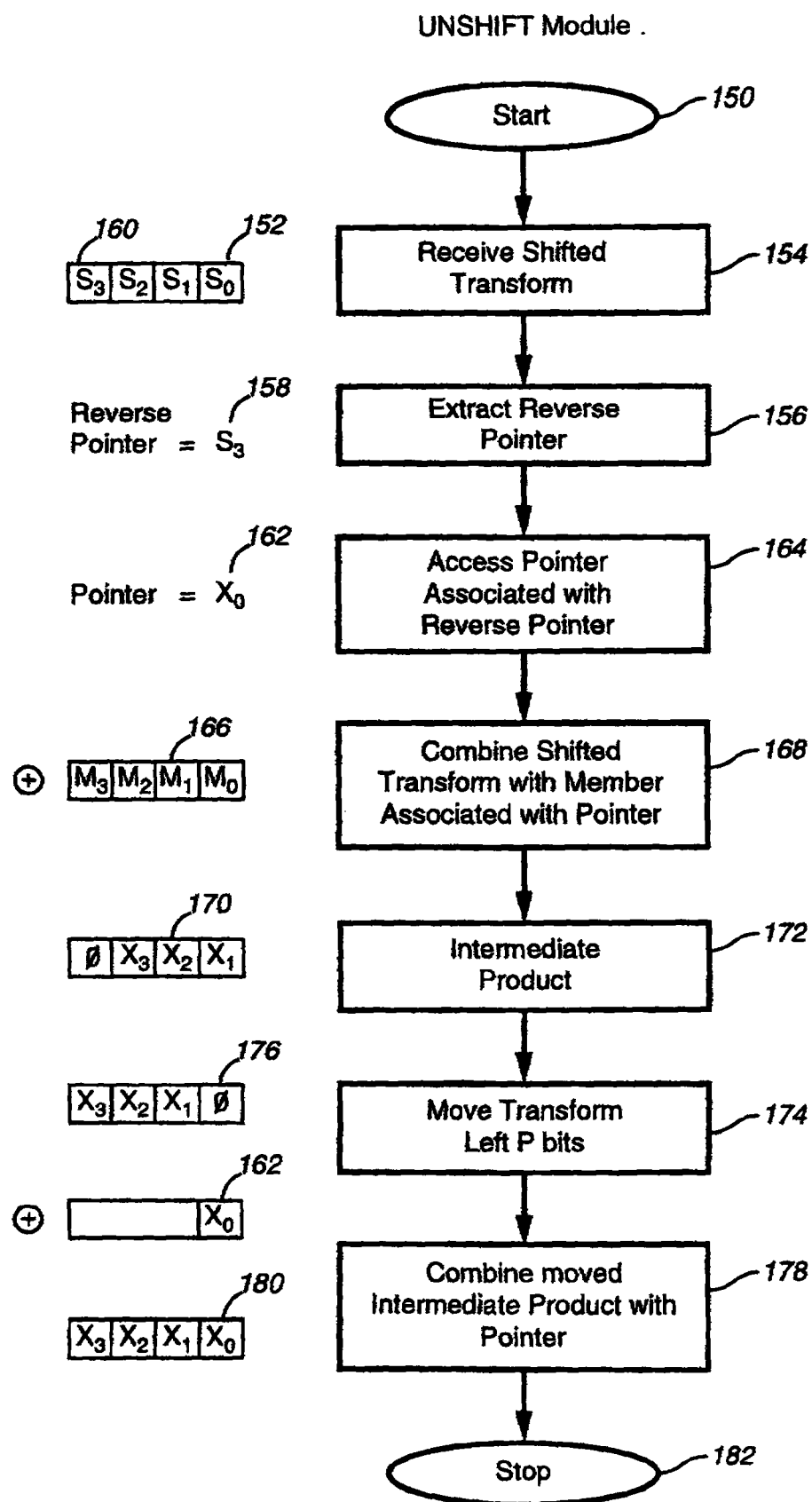


FIG. 7

7 / 12

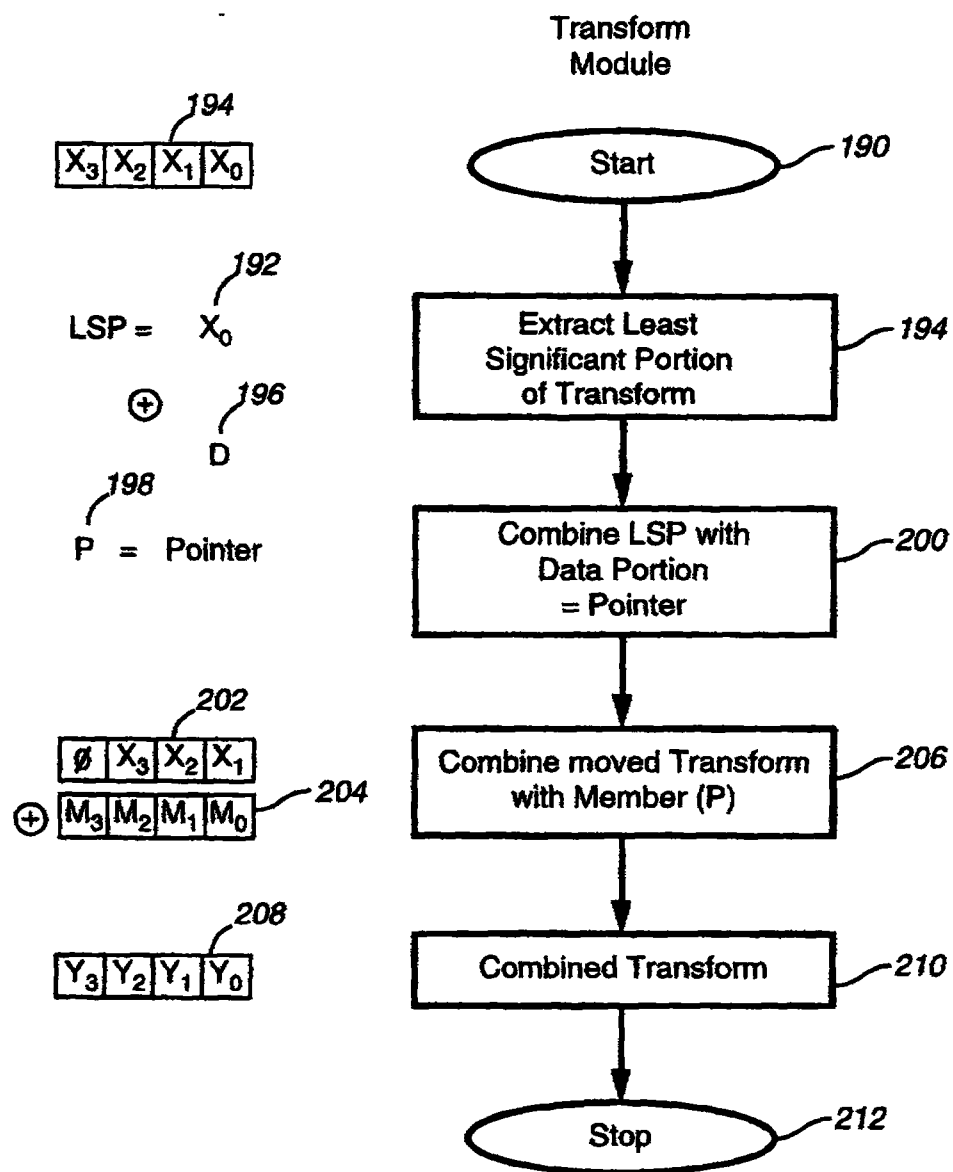


FIG. 8

8 / 12

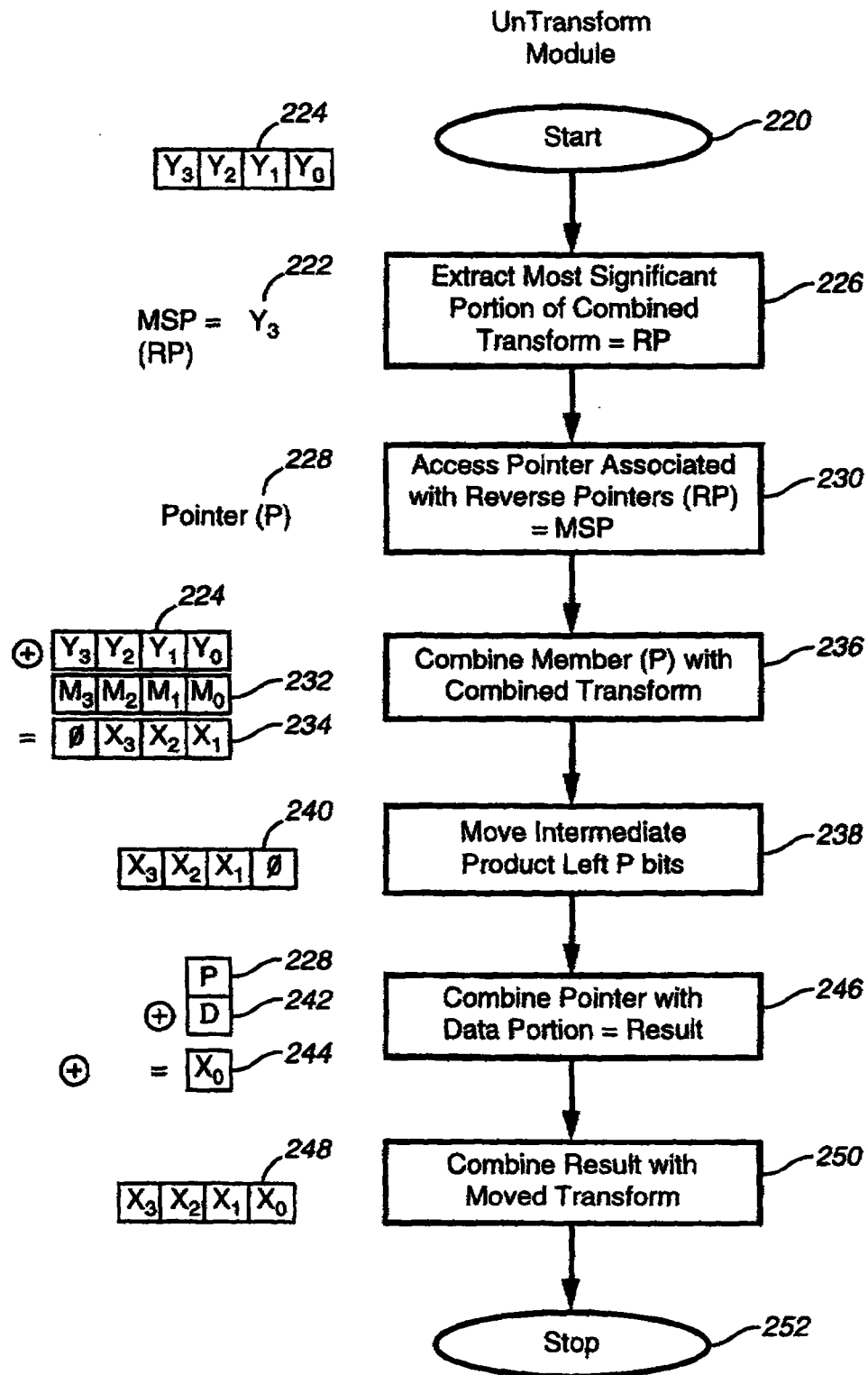


FIG. 9

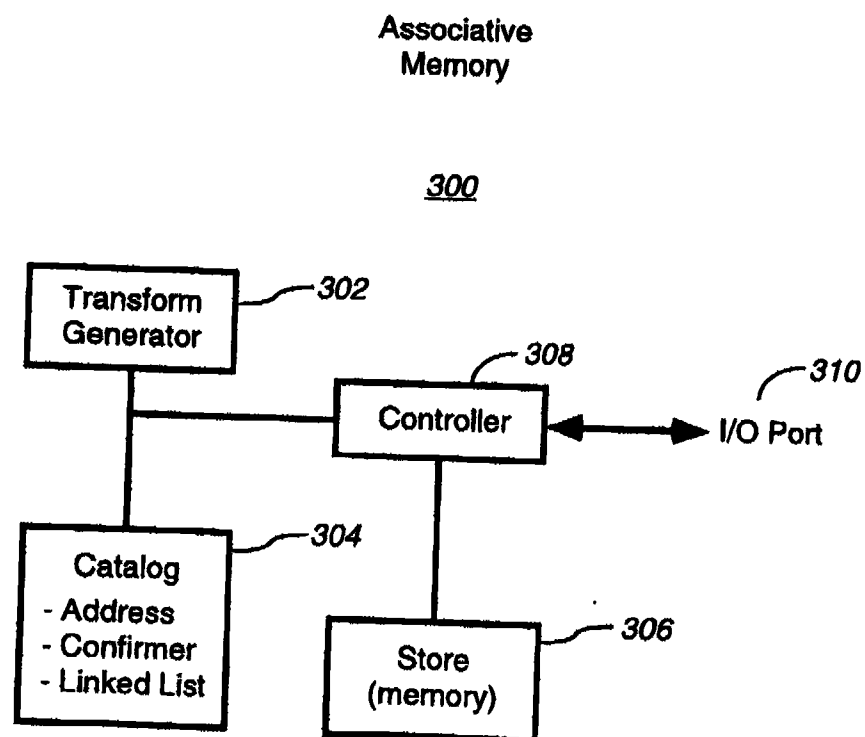
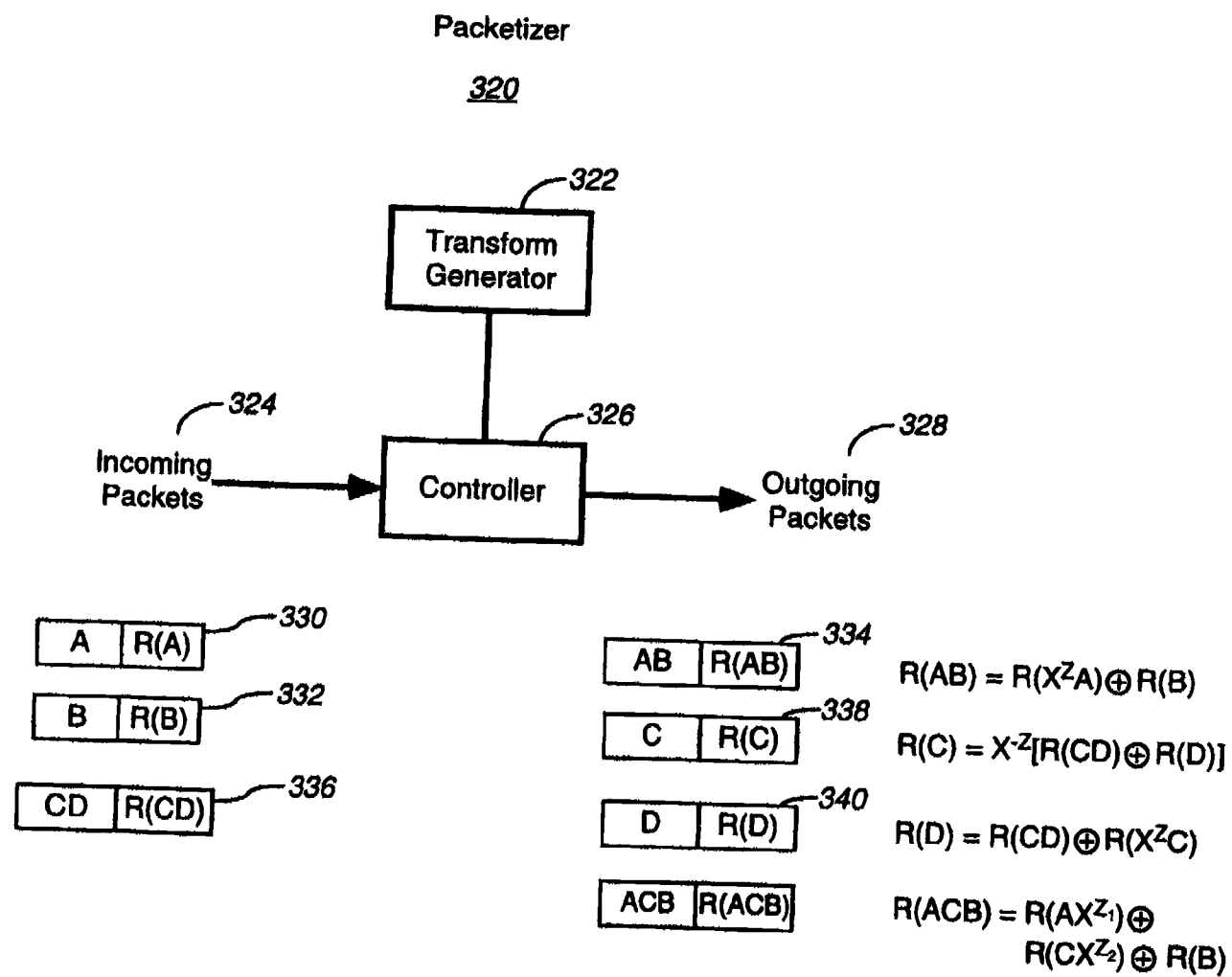


FIG. 10

**FIG. 11**

11 / 12

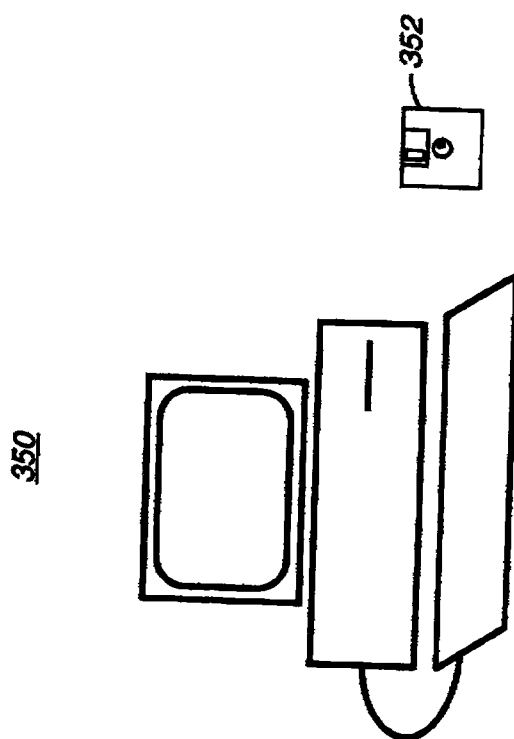


FIG. 12

12/12

Transform Lookup Table:

00-	00000000	77073096	E0E612C	990951BA	0760C419	706AF48F	E963A535	9E6495A3
08-	0ED88832	79DC8BA4	E005E91E	97D2D988	09B64C2B	7EB17CBD	E7B82D07	90BF1091
10-	10871064	6AB020F2	F3897148	84BE41DE	1ADAD47D	600DE4EB	F4D48551	83D385C7
18-	136C9856	6468A8CD	F062F97A	8A65C9EC	14015C4F	63066CD9	FA0F3D63	80D80DF5
20-	386E20C8	4C69105E	D56041E4	A2677172	3C03E4D1	4804D447	D2D085FD	A50AB568
28-	35B5ABFA	42B2986C	D8B8C9D6	ACBCF940	32D86CE3	45D5C75	DCD609CF	ABD13D59
30-	26D930AC	51DE003A	C8D75180	BFD06116	21B4F485	56B3C423	CFBA9599	B88DA50F
38-	2802B89E	5F058808	C60CD982	B10BE924	2F6F7C87	58684C11	C1611DAB	B6662D3D
40-	760C4190	01D87106	98D220BC	EF85102A	71B18589	D686851F	9FBFE4A5	E888D433
48-	7807C9A2	0F00F934	96D9A88E	E10E981B	7F6A0D8B	0B6D3D2D	91646C97	E6635CD1
50-	6B6851F4	1C6C6162	85653008	F262D04E	6C0695ED	1B01A57B	82D8F4C1	F50FC457
58-	65B0D9C6	12B7E95D	88DEB8EA	FCB9887C	62DD1D0F	15DA2D49	8CD37CF3	FB044C65
60-	40B26158	3AB551CE	A38C0074	04B830E2	4ADF5451	3DD895D7	A4D1C46D	03D6F4FB
68-	4369E96A	346ED9FC	AD678B46	0A6088D0	44042D73	33031DE5	AADA4C5F	DD0D7CC9
70-	5005713C	27D241AA	8ED8101D	C90C2086	5768B525	206F85B3	B966D409	CE61E49F
78-	5EDEF90E	29D9C99B	B0D09E22	C7D7ABBA	59B33D17	2EB4D081	B7BD5C3B	CB8A6CAD
80-	ED888320	9ABFB3B6	0386E20C	74B1D29A	EAD54739	9DD277AF	D4082615	73DC1683
88-	E3630812	94643B84	0D606A3E	7A6A5AAB	E40ECF0B	93D9FF9D	0A0DAE27	7D079EB1
90-	F00F9344	87D8A3D2	1ED1F268	69D6C2FE	F762575D	8D6567CB	196C3671	6E68D6E7
98-	FED41876	89D32BED	10DA7A5A	67DD4ACC	F989D6F6	8EBEEFF9	17B7BE43	60B08ED5
AD-	D6D6A3E8	A1D1937E	38D8C2C4	4FDF252	D18B67F1	A68C5767	3FB506D0	48B23648
AB-	D8D028DA	AFDA1B4C	36D34AF6	41D47A60	DF6D9FC3	A867DF55	316EBEEF	46698E79
BD-	C861838C	BC66831A	256F82AD	5268E236	CC0C7795	880B4703	22D21689	55D5262F
BB-	C5BA388E	B2BD0828	28B45A92	5C836AD4	C2D7FFA7	B5D0CF31	2C099E88	58DEAE1D
CD-	9864C2B0	EC63F226	756AA39C	026D93DA	9CD906A9	E80E363F	72D76785	05D05713
CB-	95BF4A82	E2B87A14	78B12BAE	0CB61E38	92D28E9B	E5D5B8D0	7C9CFE87	08D8DF21
DD-	86B3D2D4	F1D4E242	68D0B3F8	1FBAE36E	81BE16CD	F689265B	6F8D77E1	18B74777
DB-	88085A86	FF0F6A7D	66D63DCA	11D10B5C	8F659EFF	F862AE69	616BFFD3	164CCF45
ED-	A0DAE278	D7DD2EE	4ED48354	39D383C2	A7672661	D06D16F7	4969474D	3E6E77D8
EB-	AED16A4A	D9D65ADC	4DDF0B66	37D83BFD	A9BCAE53	DEB89EC5	47B2CF7F	30B5FFE9
FD-	B0BDF21C	CABAC2BA	53B3953D	24B4A3A6	BADC36D5	CDD7D693	54D5E729	23D9678F
FB-	B3667A2E	C4614AB8	5D681B02	2A6F2B94	B40BBE37	C3DC8EA1	5A05DF18	2D02EF8D

FIG. 13

Transform Translation Table:

00-	00	41	C3	82	86	C7	45	04	0C	8E	CF	CB	8A	08	49
10-	9A	88	59	18	1C	5D	DF	9E	D7	96	14	55	51	1D	92
20-	75	34	B6	F7	F3	B2	30	71	38	79	F8	BA	BE	FF	7D
30-	EF	AE	2C	6D	69	28	AA	EB	A2	E3	61	2D	24	65	E7
40-	EA	AB	29	68	6C	2D	AF	EE	A7	E6	64	25	21	6D	E2
50-	7D	31	B3	F2	F6	B7	35	74	3D	7C	FE	BF	BB	FA	78
60-	9F	DE	5C	1D	19	58	DA	9B	D2	93	11	5D	54	15	97
70-	05	44	C6	87	83	C2	40	01	48	D9	8B	CA	CE	8F	0D
80-	95	D4	56	17	13	52	0D	91	D8	99	1B	5A	5E	1F	9D
90-	0F	4E	CC	8D	89	C8	4A	0B	42	03	81	C0	C4	85	07
AD-	ED	A1	23	62	66	27	A5	E4	AD	EC	6E	2F	28	6A	E8
BD-	7A	3B	B9	F8	FC	BD	3F	7E	37	76	F4	B5	B1	F0	72
CD-	7F	3E	BC	FD	F9	88	3A	7B	32	73	F1	BD	B4	F5	77
DD-	E5	A4	26	67	63	22	A0	E1	A8	E9	68	2A	2E	6F	ED
ED-	0A	48	C9	88	8C	CD	4F	0E	47	06	84	C5	C1	8D	02
FD-	9D	D1	53	12	16	57	D5	94	DD	9C	1E	5F	5B	1A	9B

FIG. 14

PCTWORLD INTELLECTUAL PROPERTY ORGANIZATION
International Bureau

INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification ⁶ : H03M 13/00	A1	(11) International Publication Number: WO 97/33376 (43) International Publication Date: 12 September 1997 (12.09.97)
(21) International Application Number: PCT/US97/03355 (22) International Filing Date: 4 March 1997 (04.03.97) (30) Priority Data: 08/613,037 / 8 March 1996 (08.03.96) US (71) Applicant (for all designated States except US): NEO CORE L.L.C. [US/US]; Suite 225, 2864 S. Circle Drive, Colorado Springs, CO 80906 (US). (72) Inventor; and (75) Inventor/Applicant (for US only): BRANDIN, Christopher [US/US]; 1502 East Pikes Peak Avenue, Colorado Springs, CO 80909 (US). (74) Agent: HALLING, Dale; Suite 202, 128 South Tejon, Colorado Springs, CO 80903 (US).	(81) Designated States: AL, AM, AT, AU, AZ, BB, BG, BR, BY, CA, CH, CN, CZ, DE, DK, EE, ES, FI, GB, GE, HU, IL, IS, JP, KE, KG, KP, KR, KZ, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, TJ, TM, TR, TT, UA, UG, US, UZ, VN, ARIPO patent (GH, KE, LS, MW, SD, SZ, UG), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG). Published With international search report.	

(54) Title: METHOD AND APPARATUS FOR GENERATING A TRANSFORM ✓

(57) Abstract

A transform generator (20) has an input/output port (22). Coupled to the input/output port (22) is a controller (24). The input/output port (22) receives input transforms and data strings and outputs new transforms. A look up memory (26) is coupled to the controller (24) and is used to determine the new transforms. A shift module (28) and a combiner (30) are also coupled to the controller (24) and are used in combination with the memory (26) to determine a new transform.

