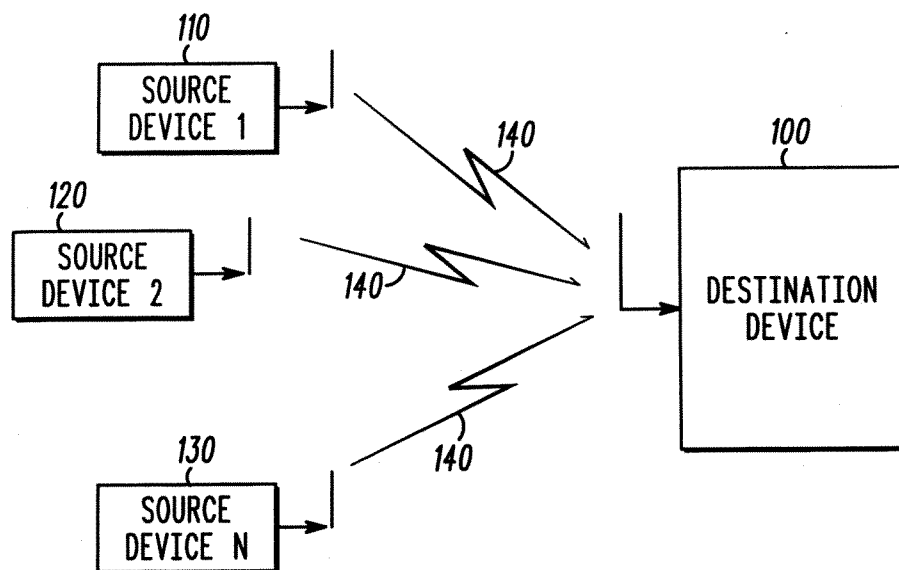
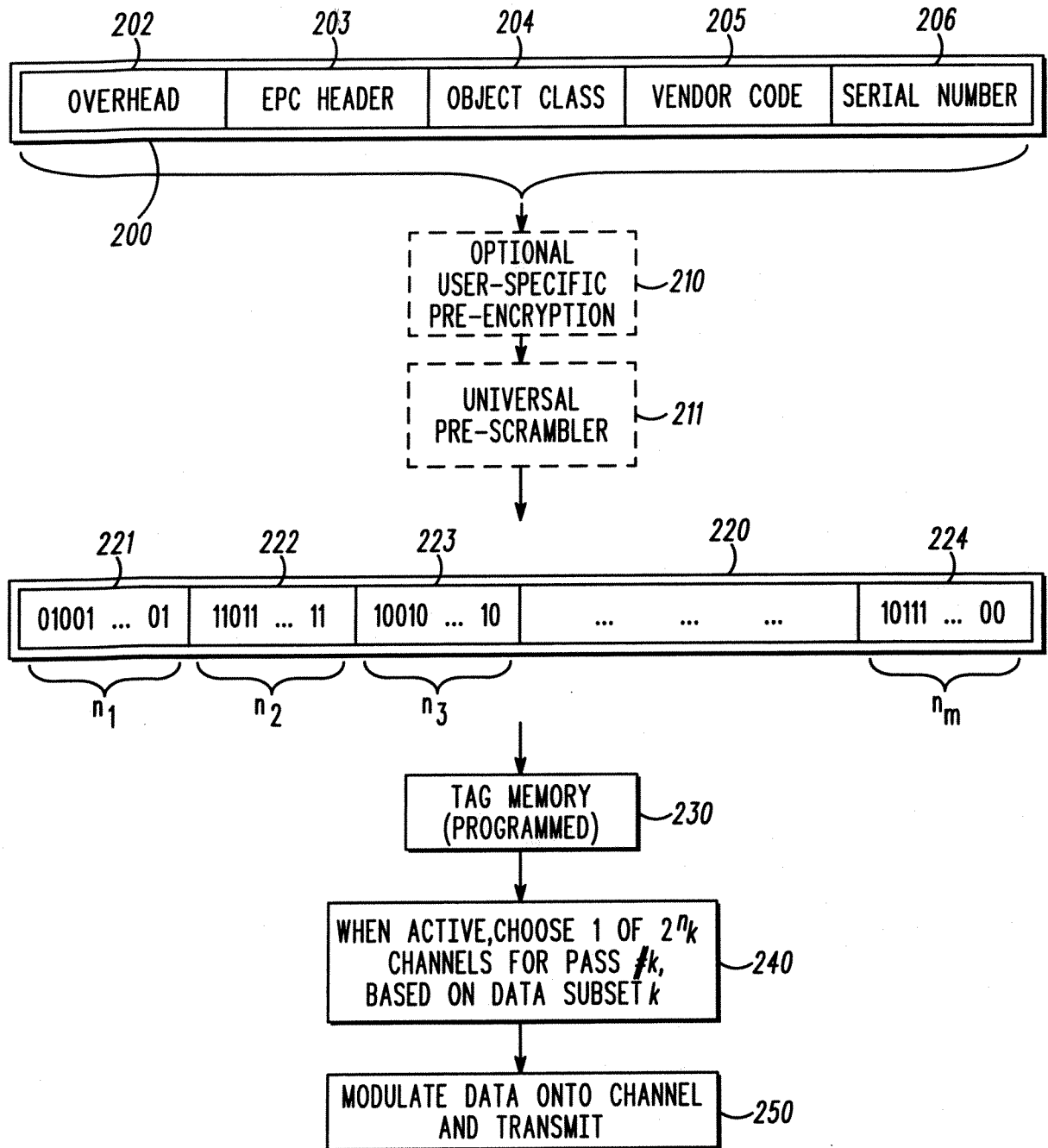
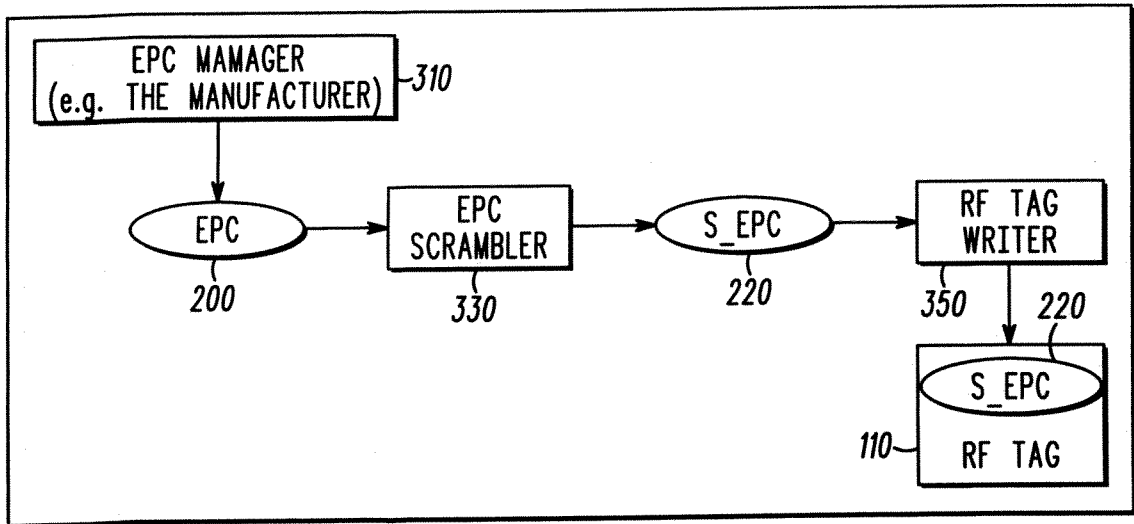
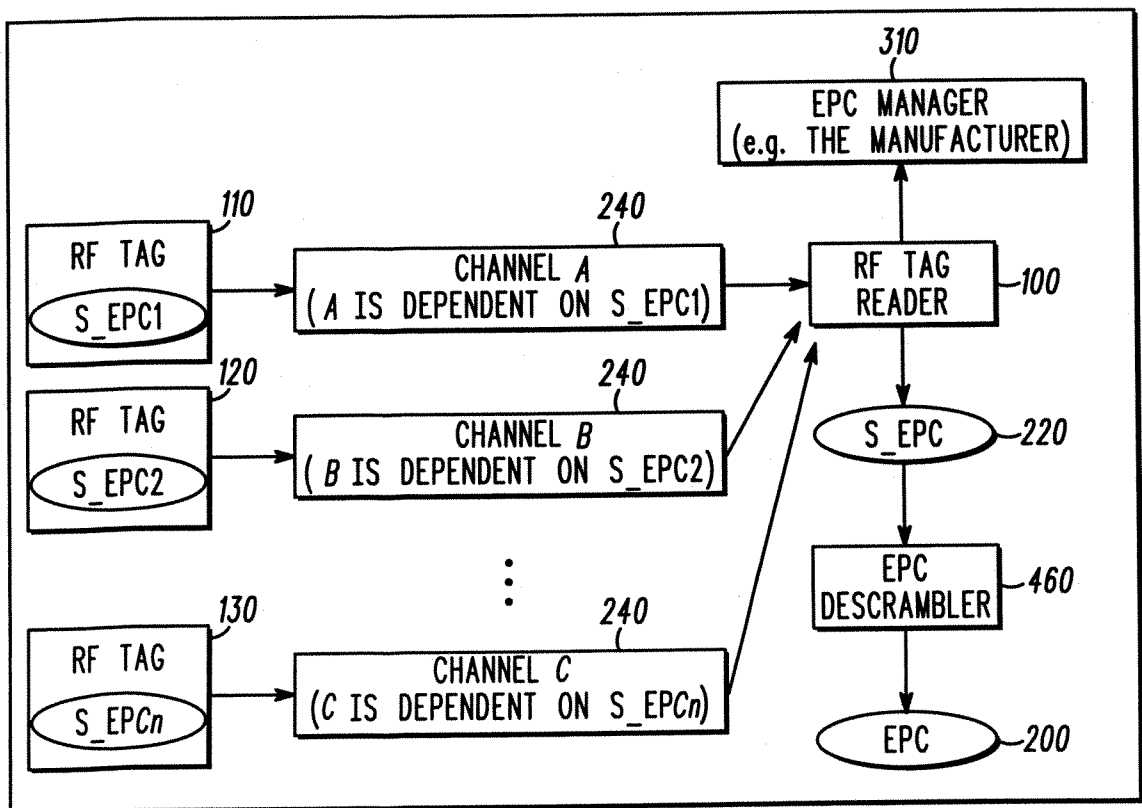


**FIG. 1**

**FIG. 2**

**FIG. 3****FIG. 4**

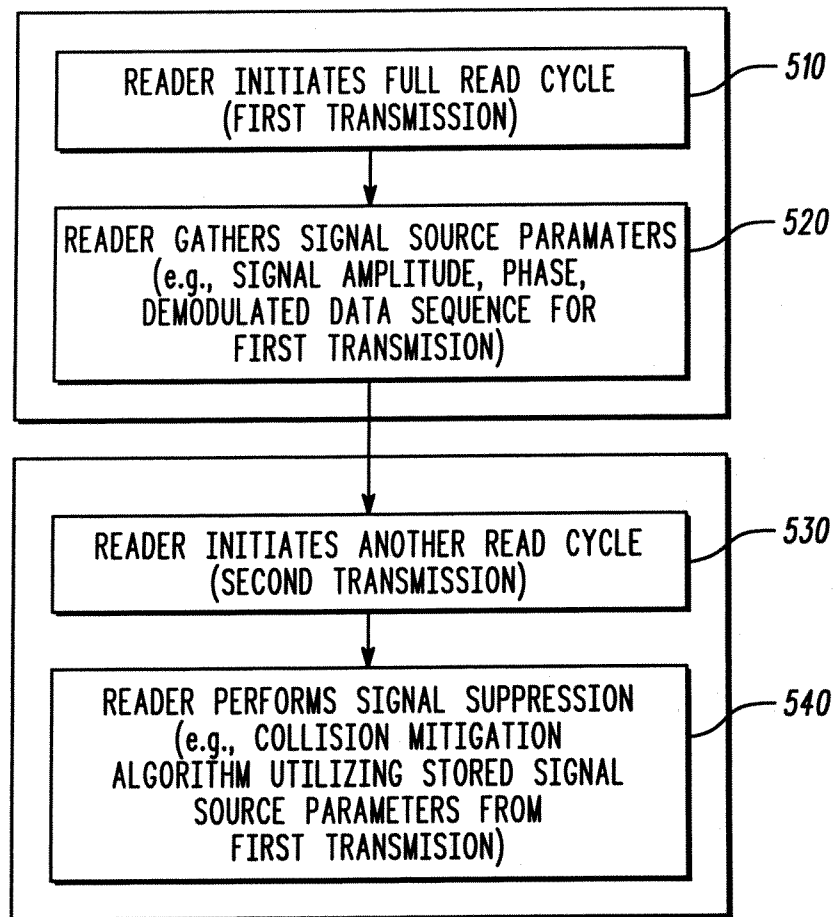


FIG. 5

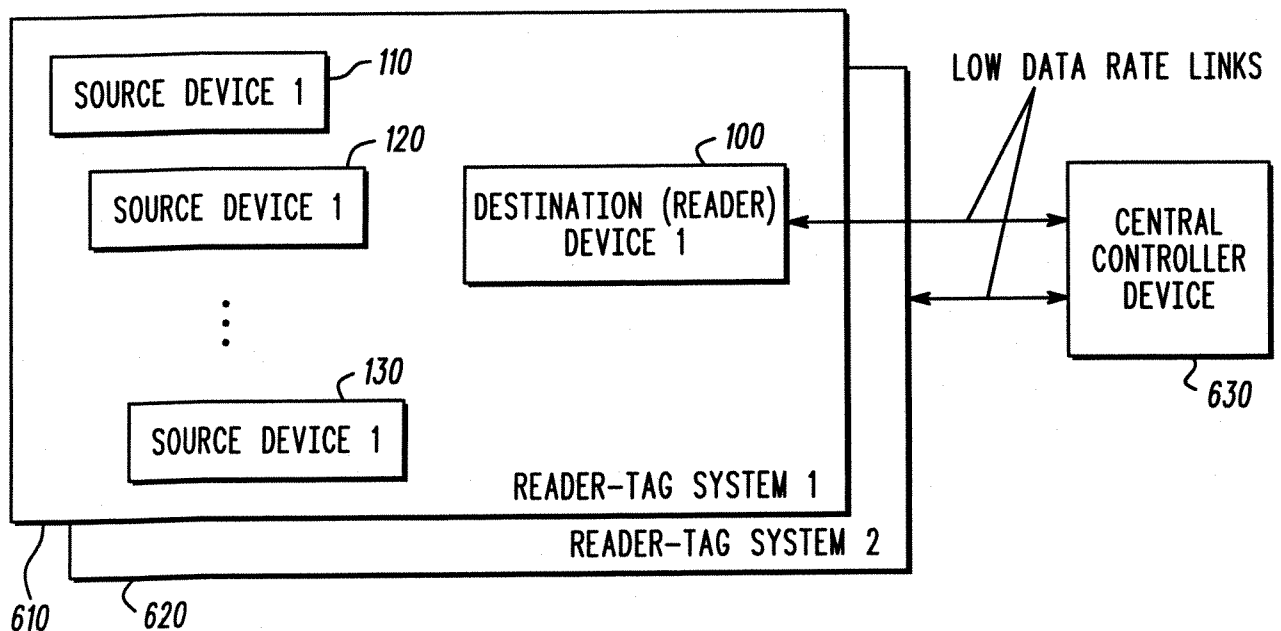


FIG. 6

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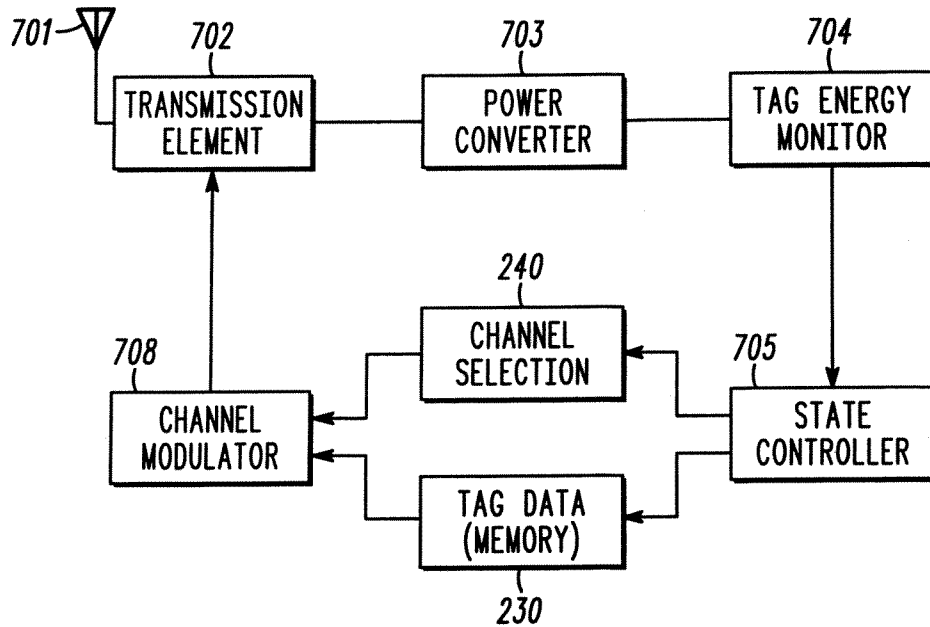


FIG. 7

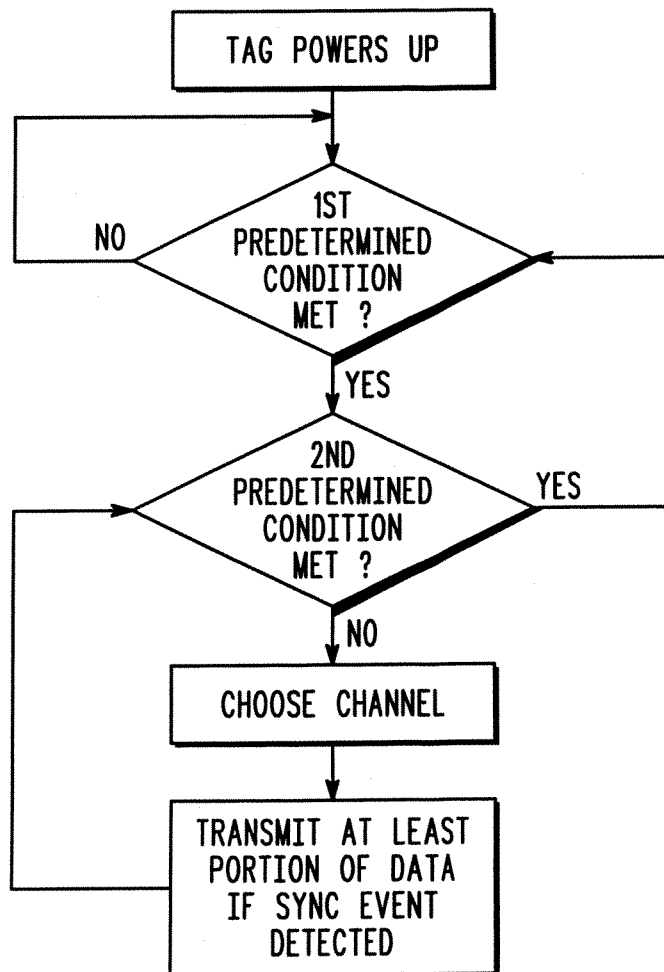
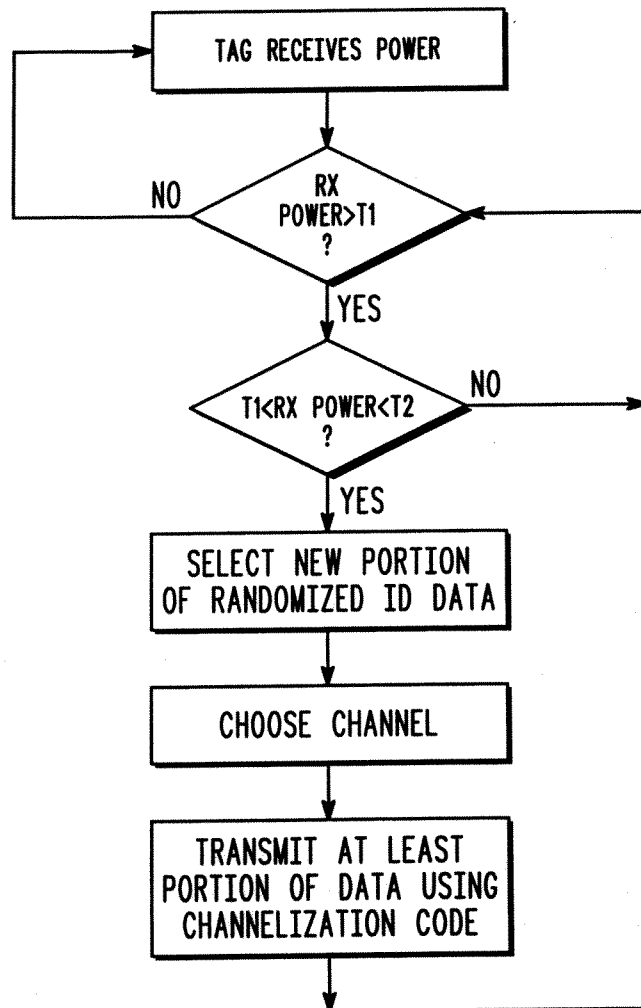
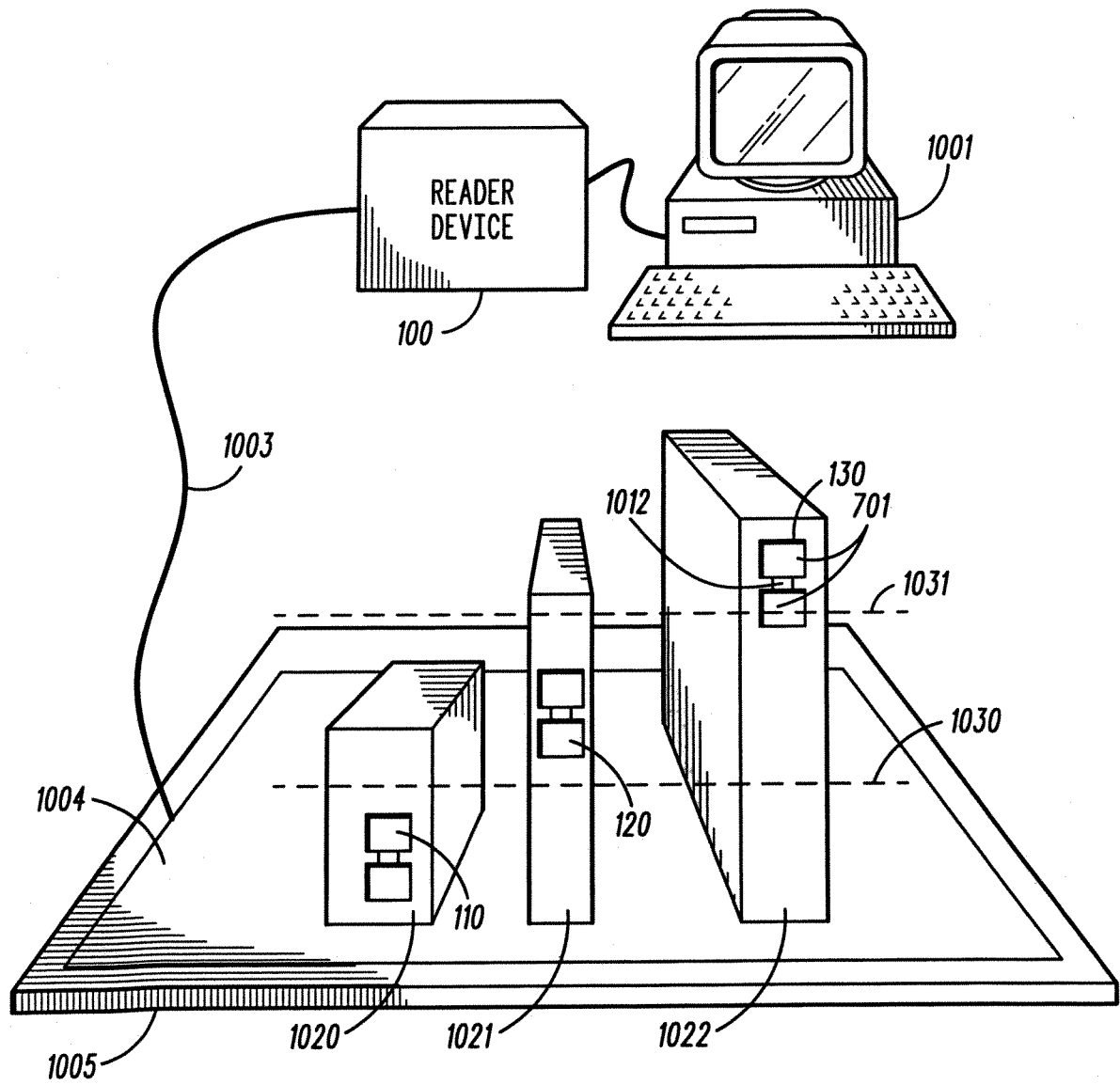


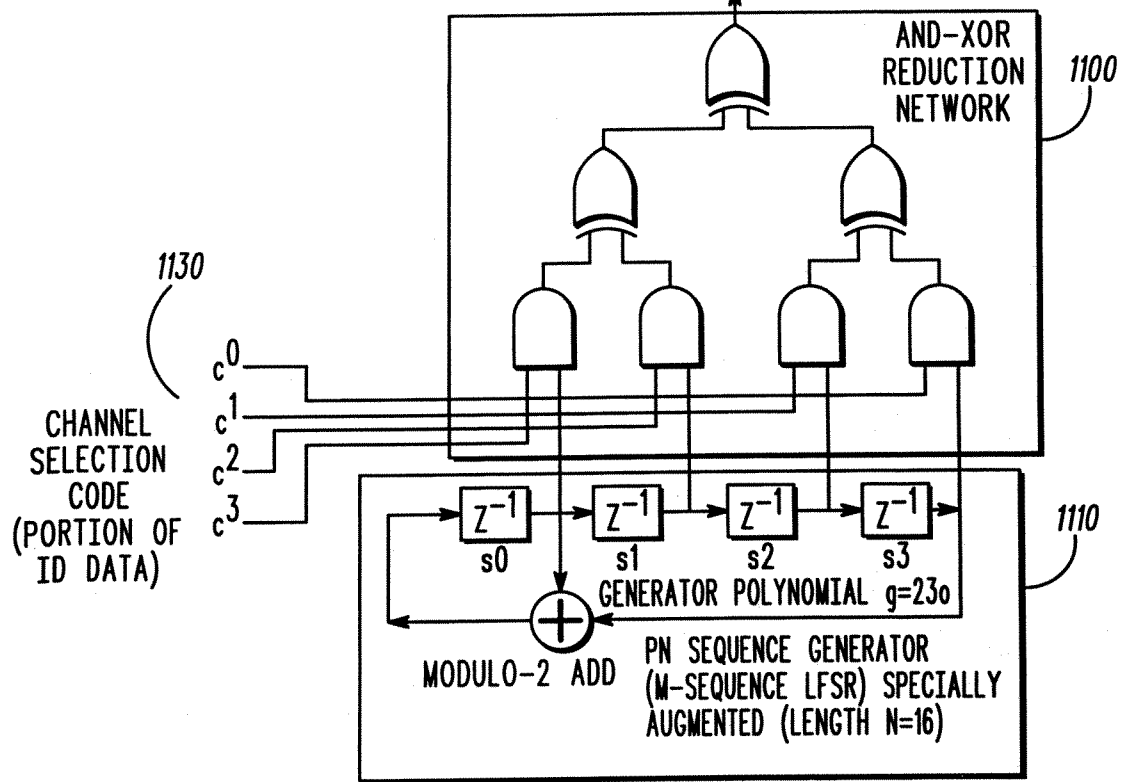
FIG. 8

**FIG. 9**

**FIG. 10**

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SPECIALLY AUGMENTED PN
SEQUENCE OUTPUT

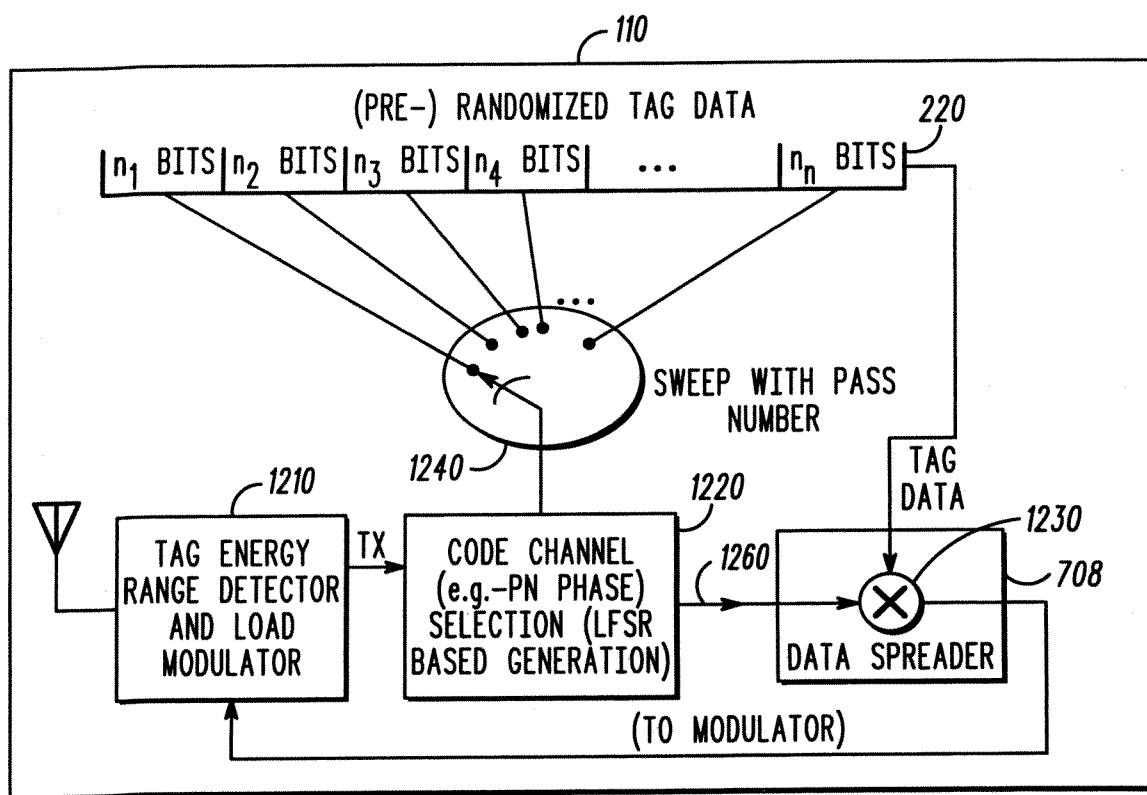


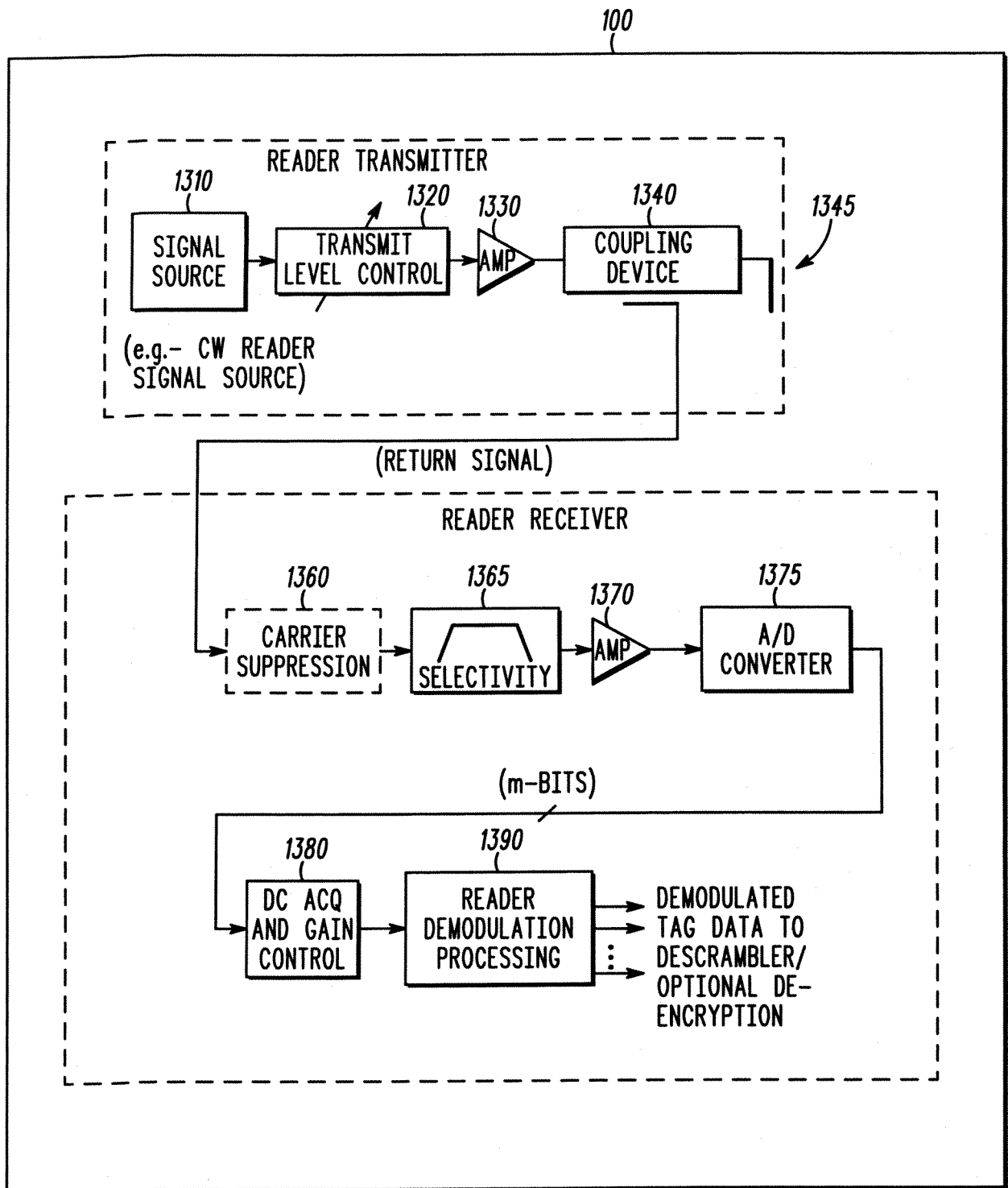
1120

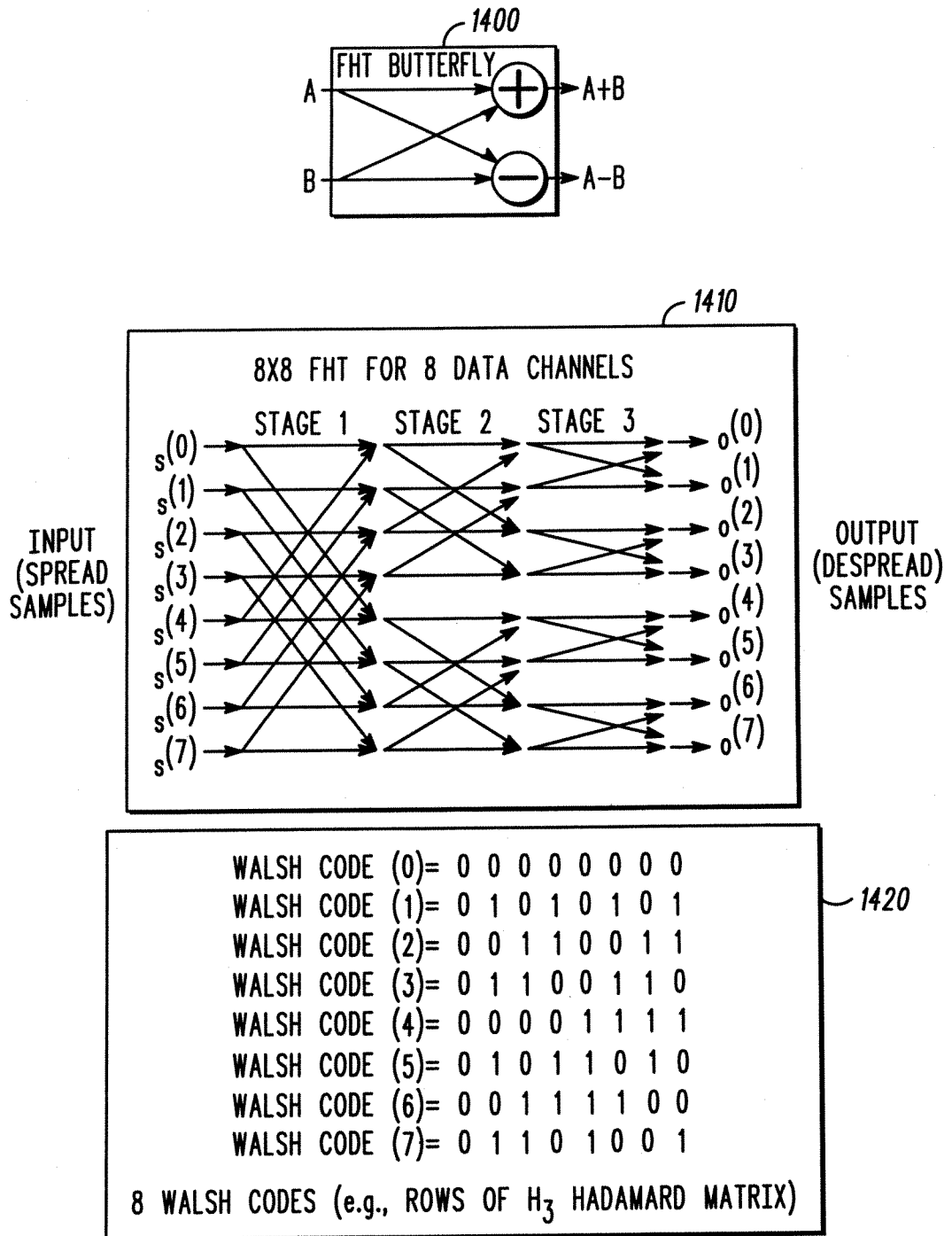
LFSR STATE TABLE

CLOCK CYCLE	s0	s1	s2	s3	DEC. STATE
0 (ZERO OUT)	1	1	1	1	15
1 (HELD)	1	1	1	1	15
2	0	1	1	1	7
3	1	0	1	1	11
4	0	1	0	1	5
5	1	0	1	0	10
6	1	1	0	1	13
7	0	1	1	0	6
8	0	0	1	1	3
9	1	0	0	1	9
10	0	1	0	0	4
11	0	0	1	0	2
12	0	0	0	1	1
13	1	0	0	0	8
14	1	1	0	0	12
15	1	1	1	0	14

FIG. 11

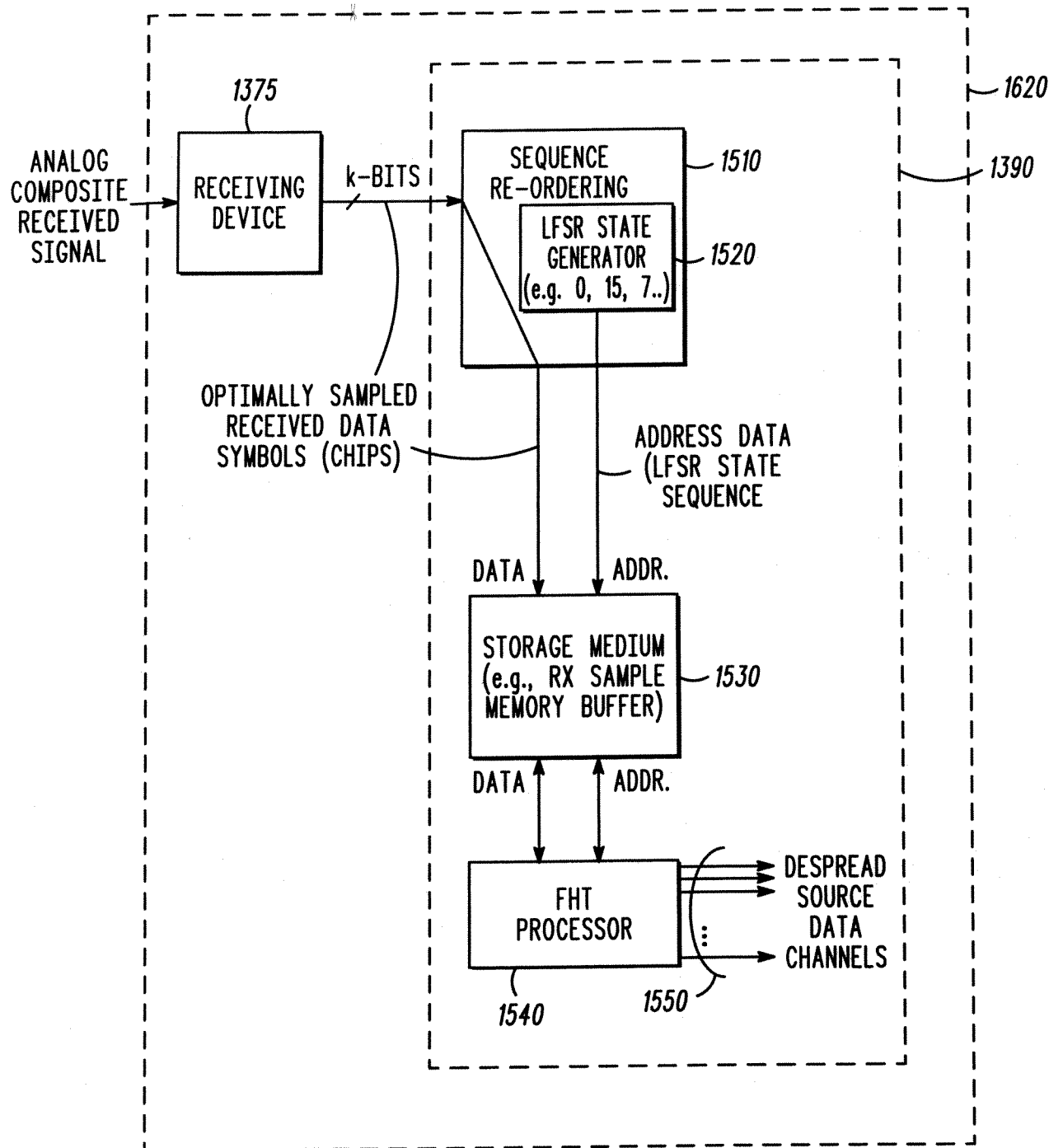
**FIG. 12**

**FIG. 13**



$$(H_{n+1} = \begin{bmatrix} H_n & H_n \\ H_n & \overline{H_n} \end{bmatrix}, H_0 = 0)$$

FIG. 14

**FIG. 15**

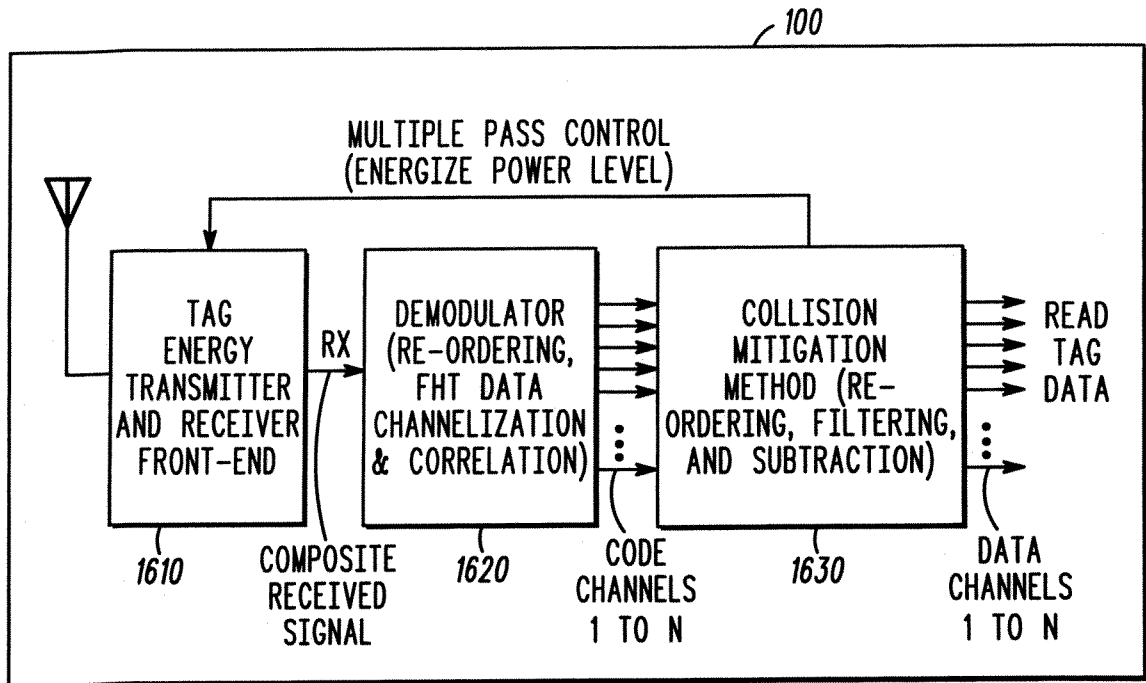


FIG. 16

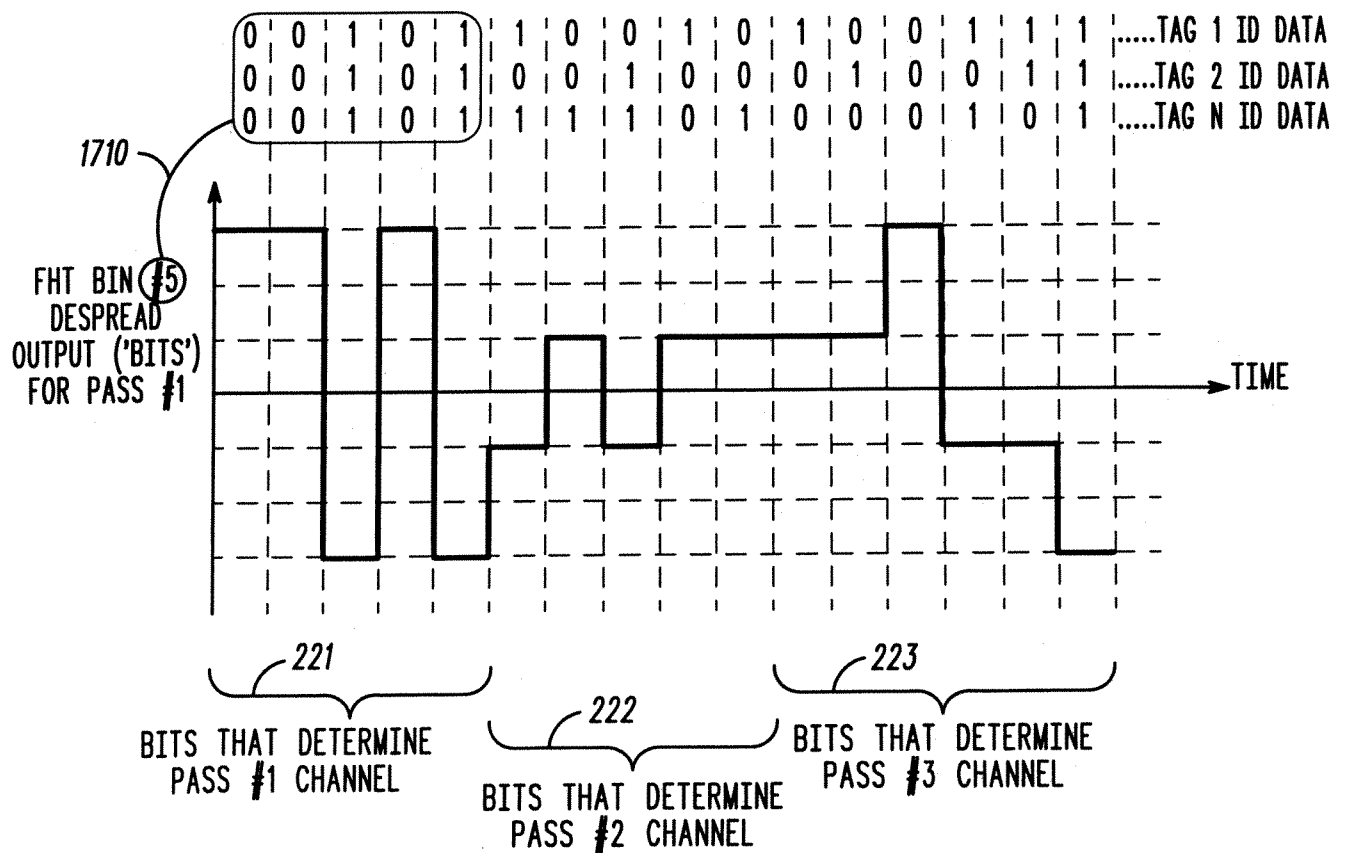


FIG. 17

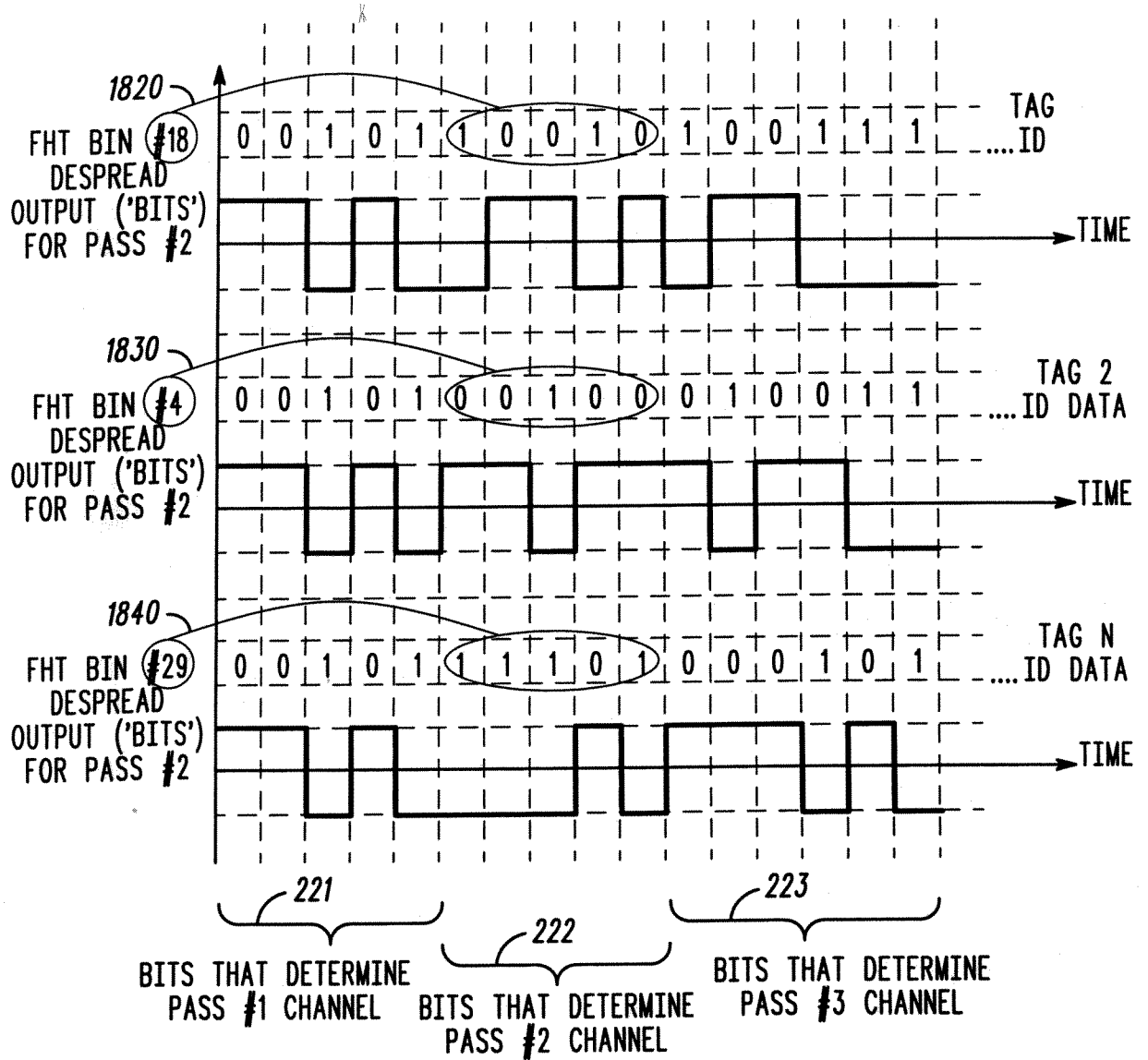
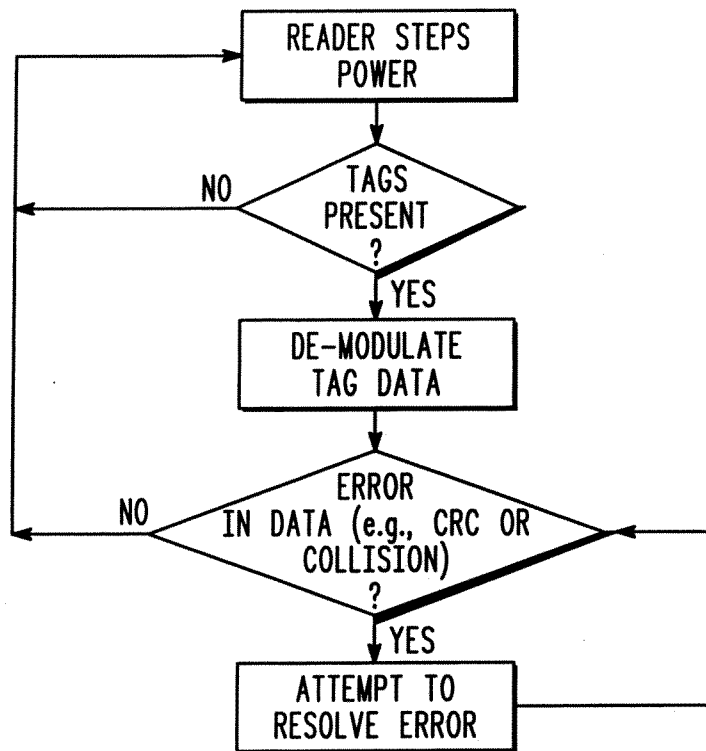
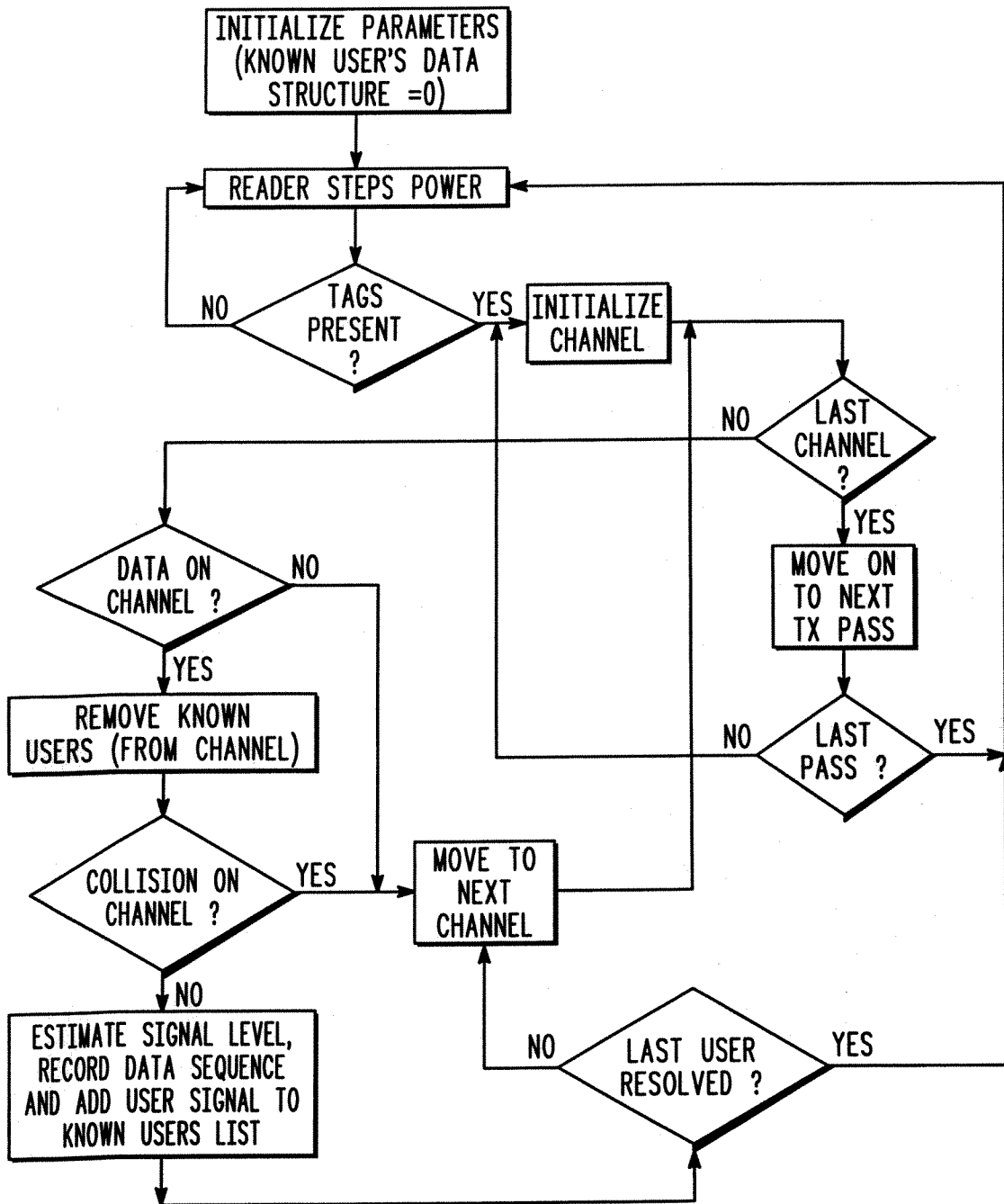


FIG. 18

**FIG. 19**

**FIG. 20**

CHANNEL NUMBER	10	11	12	13	14	15	16	17
PASS 1	①	2 6	4 8		③	⑦	⑤	
PASS 2	1 4 5	2 8			6 7			3
PASS 3	②			1 8	4 7		3	5 6
PASS 4			5	7	④	⑧	1 2 6	3
PASS 5	1		2	5 7	3	6 8	4	
PASS 6		4 8		5	1 3 6	2	7	
PASS 7		3 4 8		1 6		2 5		7
PASS 8		2 4	⑥			5 7 8	1 3	

LEGEND: CIRCLED ITEMS ARE NEWLY ID'd
SHADED ITEMS ARE PREVIOUSLY ID'd

FIG. 21

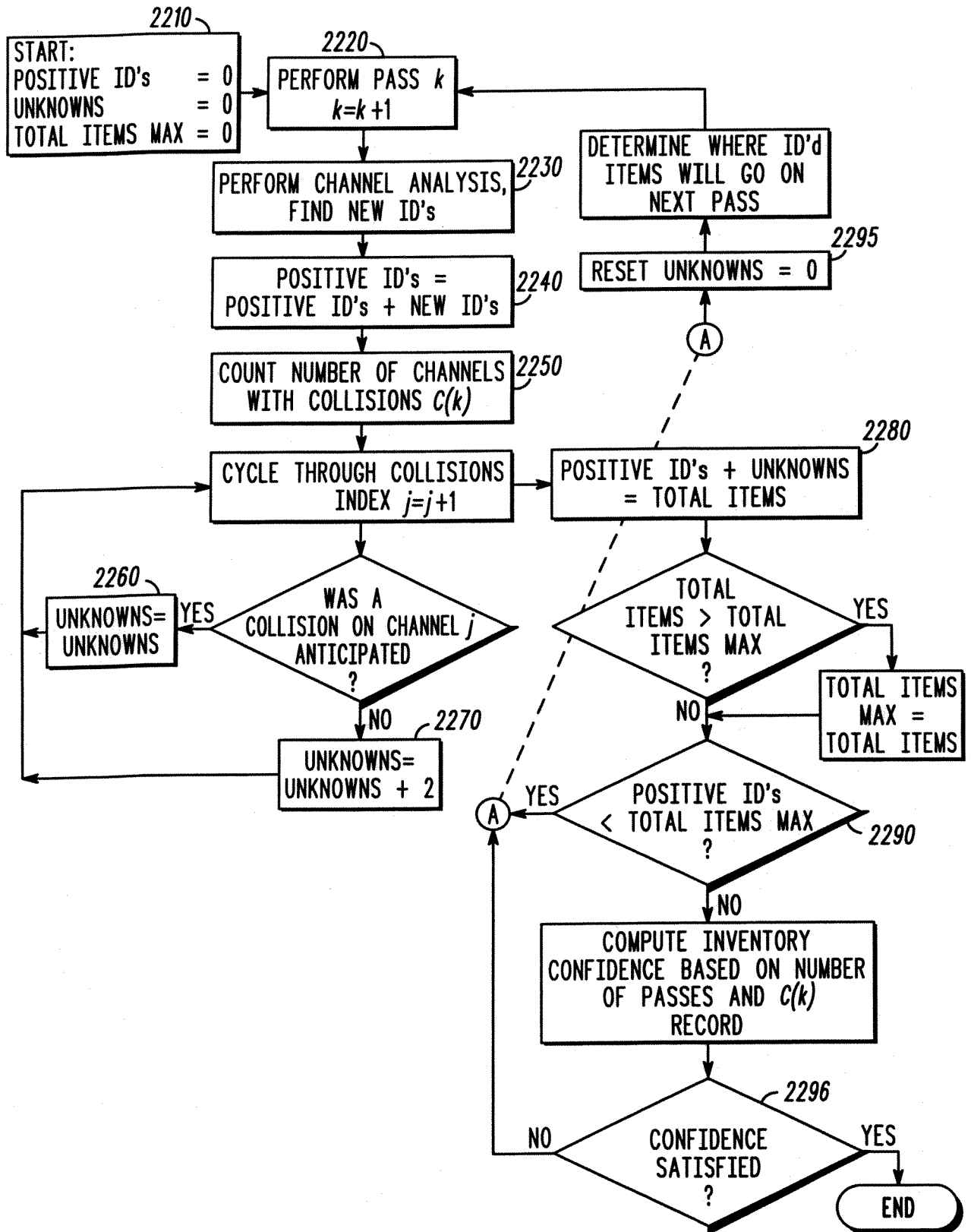


FIG. 22

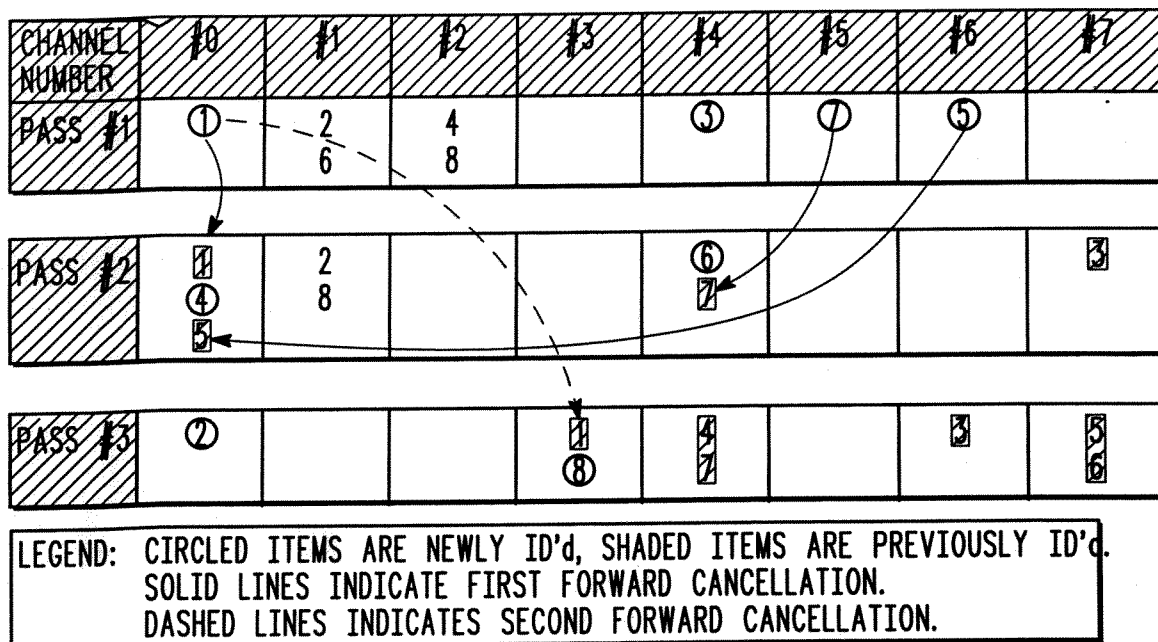


FIG. 23

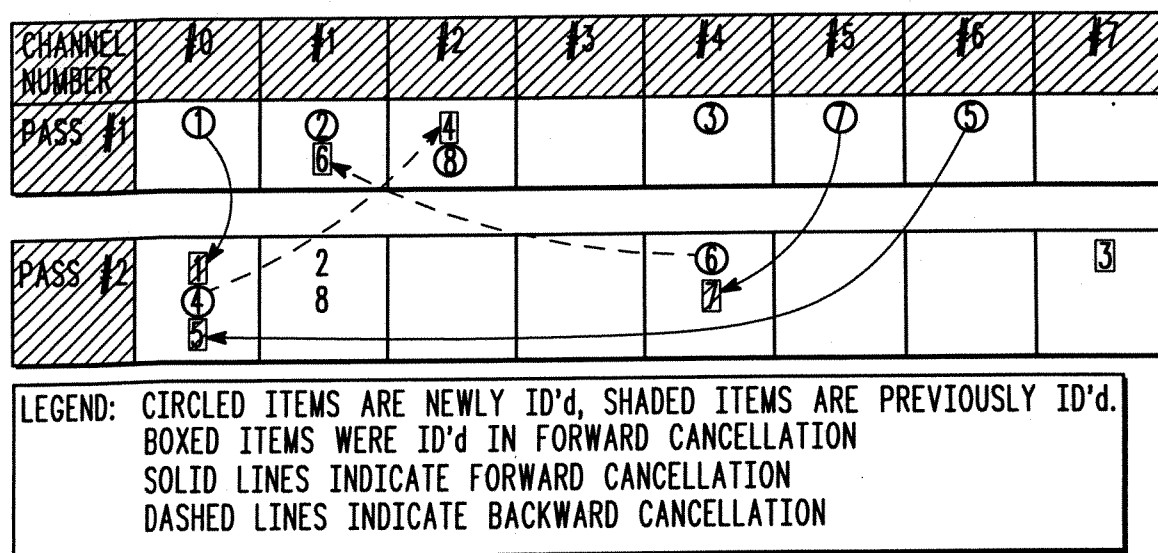


FIG. 24