where command....3-11
where, VEM....6-11
white noise....4-6, 4-29, 4-37
White, K.....2-6, 2-7, 4-46, A-1
whitening filters....4-57
Wiener filtering....4-57
wildColors (SDF block)....4-42
Williamson, M.....2-7
Window (SDF block)....**4-23**, *4-54*
window (SDF demo)....**4-39**
window FIR command....3-7
window manager crashes....A-8
window method for FIR filter design....C-1
window-options command....3-11
window-options, VEM....6-11
wireless (DE demo)....5-24
Wong, A.....2-6, 2-7
worm (DE demo)....5-26
Wormhole....2-4, **3-4**
  in pigi....3-47
wormhole....5-3, **D-6**
  forcing outputs in DE....5-13
Wright-Patterson AFB....2-7
write-window, VEM....6-11

X

X resource....B-4
X resources....3-38, 3-46, 6-2
X window dumps....3-45
X window resources....3-46, A-5
X window system....2-3, 3-1, B-1
X11 include files....A-7
X11R4....B-1
X11R5....B-1
xedit program....3-45
xgrabsc....3-37
xgrabsc program....3-37
Xgraph....2-9
xgraph....**7-1**
xgraph program....3-9
Xhistogram (DE block)....5-9
Xhistogram (SDF block)....**4-7**, *4-34*
Xilinx....2-8
Xlib.h....A-7
XMgraph (DE block)....5-9
XMGraph (SDF block)....*4-46*
XMgraph (SDF block)....**4-7**, *4-49*
xpr....3-37
xrdb....3-46
Xscope (SDF block)....**4-7**
xwd....3-37
XYgraph (SDF block)....**4-7**

Y

Yu, C....2-6
YUV image format....4-40
YUVToRGB (SDF block)....**4-25**

Z

zero-sample substitution....5-25
Zhang, H.....2-6, 5-2
ZigZagImage (SDF block)....**4-27**
ZigZagImageInv (SDF block)....**4-27**
Zimmerman, K.....2-6
zoom-in command....3-11, **3-23**
zoom-in, VEM....6-11
zoom-out command....3-11, **3-23**
zoom-out, VEM....6-11

Thor 2-9, **D-6**
Thor domain 2-2
tightly interdependent subgraphs 4-44
time
simulated 5-2
time in the DE domain 5-3
time stamp 5-1, **D-6**
timed domain 5-5, **D-6**
Timeout (DE block) 5-14, *5-22*
timeout (DE demo) 5-22
TimeoutStar (DE block) 5-14
Timer (DE block) 5-14, *5-21*
timeVarSpec (SDF demo) **4-39**
Tk 2-3, 2-9, **3-4**, **D-6**
Tk options 3-46
TkBarGraph (DE block) 5-18
TkBarGraph (SDF block) **4-9**, *4-41*, *4-42*
TkMeter (SDF block) **4-9**, *4-42*
tkMeter (SDF block) 4-42
TkShowValues (SDF block) **4-9**, *4-42*
tkShowValues (SDF block) 4-42
TkSlider (SDF block) **4-6**
TkText (SDF block) **4-9**, *4-42*
Toeplitz matrices 4-22, 4-33
toggle-grid command 3-11
toggle-grid, VEM 6-11
token 2-4, 4-1, **D-6**
Trainer (SDF block) **4-14**
transfer functions 4-49
transform command 3-11, 3-40
transform, VEM 6-16
Transpose (SDF block) **4-15**
Transpose_M (SDF block) **4-33**
twm window manager A-8
two's complement 4-52
type conversion 3-17, 4-56
types 3-17

U

UDCounter (DE block) 5-20, *5-22*
unbiased autocorrelation estimates 4-62
undo command 3-11, 3-25
uniform distribution 5-8
uniform white noise 4-6
unit step function 4-50
United States Air Force 2-1, 2-7
Universe 2-4, **3-4**
universe **3-5**, **D-6**
universe parameters 3-29
University of Colorado 2-9
UnPacketize (DE block) 5-11
UnPk_M (SDF block) **4-33**
unresolvable type conflict 4-56
unselect-objects command 3-11, 3-25
unselect-objects, VEM 6-16
unstable fitlers 4-37
unvoiced speech 4-61
Unwrap (SDF block) **4-22**, *4-51*, *4-57*
upDownCount (DE demo) 5-22
UpSample (SDF block) 4-2, **4-14**, *4-49*
upSample (SDF demo) **4-36**
user.pal palette 3-27
Utah Raster Toolkit 4-24, 4-40, 5-25

V

VarDelay (DE block) 5-11
variance of a random process 5-22
VarServer (DE block) 5-12
VClock (DE demo) 5-24
vector processing in the SDF domain 4-2
vem 2-9, 3-3, **3-4**, **3-19**, 6-1, **D-6**
arguments 6-3
command arguments 3-23
command line options 6-2
making a box 3-23
making a line 3-23
placing a point 3-23
selecting objects 3-23
text arguments 3-23
vem menu 3-9, 3-11, 3-33, 6-3
version command 3-7
version, VEM 6-11
VHDL 2-2, **D-6**
VHDLB **D-6**
VHDLF **D-6**
vi 3-45
video 4-40
video coding 4-25
video display 4-24, 4-40, 5-25
video processing demos, SDF **4-40**
videodpy (SDF block) **4-25**
videosrc (SDF block) **4-25**
VirtClock (DE block) 5-17
virtual clock algorithm 5-17
virtual clock buffer service discipline 5-24
voiced speech 4-61

W

walking menu 3-4, 3-9, 3-10
Walter, G. 2-7
Walter, G. S. 4-1, 5-1
Wass, A. 2-7
Waterfall (SDF block) **4-7**
waterfall plot 4-39
WaveForm (DE block) 5-8
WaveForm (SDF block) **4-6**, *4-59*
WaveFormCx (SDF block) **4-7**
wavelet decomposition 4-36
wfir program C-3

single-key accelerators **3-23**
singular value decomposition (SVD) 4-4
singular vectors 4-22
singular-value decomposition (SVD) 4-22, 4-33
sink stars, SDF **4-7**
sinMod (SDF demo) *3-5*, **4-35**
sinWaves (SDF block) 4-41
SJS scheduling 4-44, **4-44**
SmithForm (SDF block) **4-22**, **4-33**
snap **3-24**, 3-32, 3-35, **D-5**
sojourn time *5-23*
Sony 2-8
sound 3-35
sound-making demos, SDF **4-39**
source code, finding 3-41
source stars
    SDF **4-5**
spectral estimation 4-22, 4-60
    autocorrelation method 4-21
spectral line splitting 4-61
spectrum plot 3-39
Spectrum Signal Processing 2-8
speech (SDF demo) **4-40**
speech samples 4-59
speechcode (DE demo) 5-26
Spickelmier, R. 2-7, 3-1, 6-1
Sqrt (SDF block) **4-12**
square-root raised cosine pulses 4-37
SRC 2-7
Sriram, S. 2-6
Stack (DE block) 5-12, *5-22*, *5-23*
Stanford University 2-9
Star 2-3, **3-4**, **D-5**
star **D-5**
star atlas 2-5
Star Semiconductor 2-8
starting pigi 3-2
starting pigi, the GUI 3-45
State **3-14**, **D-5**
state **D-5**
    intial value 3-15
State of California MICRO Program 2-7
state vs. parameter 3-15
static scheduling
    SDF **4-1**
Statistics (DE block) 5-20, *5-22*
statistics (DE demo) 5-22
steep Blackman window 4-39, *4-55*
Stewart, M. 2-6
stop time 5-2, **D-5**
StopTimer (DE block) 5-13, 5-22
stty tostop A-5
Sub (SDF block) **4-9**
Sub_M (SDF block) **4-33**
subdomain 2-5
SVD_M 4-22
SVD_M (SDF block) **4-22**, **4-33**
SVD_MUSIC_1 (SDF block) **4-42**
SVD_MUSIC_2 (SDF block) **4-43**
Switch (DE block) 5-10, *5-22*
switch (DE demo) 5-22
Switch4x4 (DE block) 5-16
switch-facet, VEM 6-10
symbolic debugger 3-46
symbolic mode 6-1
Synchronize (DE block) 5-14, *5-21*
synchronized mode, DE 5-6
synchronous dataflow 2-2, **4-1**, **D-5**
synchronous signal processing systems 4-1
Synopsys 2-8
synthesis 2-2
system palette 3-28

T

Table (SDF block) **4-12**
TableCx (SDF block) **4-12**
TableInt (SDF block) **4-12**
Tahiti A-6
Target 2-4, **D-6**
target **D-6**
tbus (SDF demo) **4-35**
Tcl 2-3, 2-7, 2-9, **3-4**, **D-6**
Tcl stars, DE **5-18**
Tcl stars, SDF **4-30**
Tcl/Tk 4-4, 4-8
TclScript (DE block) **5-18**
TclScript (SDF block) **4-30**, *4-42*
tclScript (SDF block) 4-42
telephone channel simulation 4-29
telephoneChannel (SDF block) **4-29**
telephoneChannelTest (SDF demo) **4-37**
terminals
    moving 3-34
    names 3-40
    reorienting 3-35
Test (DE block) 5-14, *5-20*
Test (SDF block) **4-12**, *4-34*
TestLevel (DE block) 5-14
testPacket (DE demo) 5-22
testServers (DE demo) 5-23
TeX 3-37
Texas Instruments 2-8
text 6-3
text editor 3-45
text widget 3-13
Thege, K. 2-6
third 4-29
third harmonic distortion 4-29

ReadImage (SDF block) **4-25**
reading from a file 3-16
ReadPCM (SDF block) **4-7**
ReadRGB (SDF block) **4-25**
real time **D-5**
realTime (DE demo) 5-21
Reciprocal (SDF block) **4-12**
recover-facet, VEM 6-9
Rect (SDF block) **4-6**, *4-47*
RectFix (SDF block) **4-7**
RectToCx (SDF block) **4-16**
RectToPolar (SDF block) **4-16**, *4-51*
redraw-window command 3-25
redraw-window, VEM 6-10
reflection coefficients 4-21
removing windows B-4
Repeat (SDF block) **4-14**, *4-49*
RepeatStar 5-2
repetitions of actors in SDF 4-2
re-read command 3-11, 6-10
resources 3-46, A-5, B-4
return in dialog boxes 3-14
Reverse (SDF block) **4-15**, *4-52*
RGB image format 4-40
RGBToYUV (SDF block) **4-25**
RLattice (SDF block) **4-20**, *4-61*
Rockwell 2-8
roundRobin (DE demo) 5-26
Router (DE block) 5-10
router (DE demo) 5-22
rpc-any command 3-11
rpc-any, VEM 6-22
run 2-5
run command 3-7, 3-8, 3-26
run control panel 3-12
run-all-demos command 3-7, A-12
RunLenImage (SDF block) **4-27**
RunLenImageInv (SDF block) **4-27**
run-time scheduling **D-5**

S

same-scale command 3-11
same-scale, VEM 6-10
Sampler (DE block) *5-4*, 5-10, 5-22
sampler (DE demo) 5-22
sample-rate conversion 4-2, 4-35
sampling 4-48
save-window command 3-11, 3-26, 6-10
saving facets 3-36
schedulePeriod **4-43**, **4-44**
Scheduler 2-3, **D-5**
schedulers
  SDF **4-43**
  static **4-1**
schematic **3-4**, **D-5**
schematic editing style **3-32**
schematic mode 6-1
schematic view in vem 6-1
scramble (SDF demo) **4-35**
screen dumps 3-37
SDF **D-5**
  delays **4-3**
  domain **4-1**
  interations 4-3
  loop scheduler **4-43**
  scheduler **4-43**
SDF (synchronous dataflow) **4-1**
SDF domain 2-2
SDF domain within the DE domain 5-4
second harmonic distortion 4-29
seed for random numbers 3-7
selection, VEM 6-15
select-major-net, VEM 6-20
select-net command 3-11
select-objects command 3-11, 3-24, 6-15
select-terms, VEM 6-15
Semiconductor Research Corporation (SRC) ..2-7, 2-8
SeqATMCell class 5-17
SeqATMSub (DE block) 5-17
SeqATMZero (DE block) 5-17
Server (DE block) 5-11, *5-22*, *5-23*
servers
  processor sharing 5-23
set-path-width, VEM 6-10
setup 2-5
Sgn (SDF block) **4-12**, *4-58*
shared data structures 5-18, 5-24
shave (DE demo) 5-26
shotNoise (DE demo) 5-26
show-all command 3-11, 3-24, 6-10
show-name command 3-7, 3-10
show-property command 6-17
signal processing stars
  SDF **4-18**
Signal Technology Inc. (STI) 2-8
Sih, G. 2-6
Silage 2-2, **D-5**
silence detection 5-26
Silva, M. 2-7
simulated time 5-2, 5-3, **D-5**
simulation 2-2, **D-5**
simulation domain **D-5**
simultaneous events (DE domain) 5-2
Sin (SDF block) **4-12**
Sinc (SDF block) **4-12**, *4-54*
singen (SDF block) **4-6**, *4-47*, *4-51*
single appearance schedules 4-43
single key accelerators 3-5

Plasma **D-4**
Play (SDF block) 3-35, **4-8**
plldemo (SDF demo) **4-37**
plots 5-9, 7-1
  phase-space 4-37
  polar form 4-34
  scatter plots 4-37
  signal 3-38
  waterfall 4-39
point in VEM 3-23
points in VEM 6-3
Poisson (DE block) 5-7
Poisson counting process 5-22, 5-23
PolarToRect (SDF block) **4-16**
poles and zeros 4-50
pole-zero plot *4-52*
polygons (drawing) 3-34
polymorphism 2-2, 3-17
polyphase FIR filters 4-35
polyphase multirate filters 4-19
pop-context, VEM 6-9
port **D-4**
PortHole 2-4, **D-4**
  Galaxy 3-28
  type 3-17
postscript 3-36, 3-37
power spectrum 4-21
power spectrum estimation 4-22, 4-39
  autocorrelation method 4-39
  Burg's method 4-39
  periodogram method 4-39
powerEst (SDF block) **4-12**, *4-58*
powerEstCx (SDF block) **4-12**
powerEstLin (SDF block) **4-12**
powerSpectrum (SDF demo) **4-39**
Printer (DE block) 5-8
Printer (SDF block) **4-8**
PRINTER environment variable 3-37, 3-44
print-facet command 3-7
printing facets 3-36, A-11
printing the screen 3-37
prioritized (DE demo) 5-26
priority (DE demo) 5-23
PriorityCheck (DE block) 5-16
PriorityQueue (DE block) 5-13, *5-23*
problems with input data A-5, A-12
processor-sharing server 5-23
production of tokens or particles 4-1
profile command 3-7, 3-10
programmable DSP chips 2-2
programmer's manual 2-5
Prolog A-8
pseudo random sequence 4-34
pseudoRandom (SDF demo) **4-34**
pseudo-random noise 4-6
PSServer (DE block) 5-12
psServer (DE demo) 5-23
PT_DISPLAY environment variable 3-6, 3-45
ptcl 2-3, **D-4**
ptkOptions.tcl A-5
ptlang **D-4**
PTOLEMY **D-4**
Ptolemy **3-4**, **D-4**
PTOLEMY environment variable 3-1, B-1
ptolemy user 3-1, B-1
PulseGen (DE block) 5-7
pulses (SDF demo) **4-37**
push-context, VEM 6-9
push-master, VEM 6-9
pxgraph 3-9, 4-7, **7-1**, A-12, **D-5**
  troubleshooting A-5

Q

QAM (quadrature amplitude modulation) 4-37
qam (SDF demo) **4-37**
QAM16 (SDF block) **4-28**
qam16Slicer (SDF block) **4-29**
QAM4 (SDF block) **4-28**
qam4Slicer (SDF block) **4-29**
QAM4withDFE (SDF demo) **4-37**
qAndServer (DE demo) 5-23
quadrature amplitude modulation (QAM) ... 4-28, 4-37
Quant (SDF block) **4-12**
quantization 4-11, *4-52*
quantize (SDF demo) **4-34**
Quantizer (SDF block) *4-34*
queue 5-12, 5-13
queue (DE demo) 5-23
QueueBase (DE block) 5-13
queueing systems 2-2, 5-1

R

Rabaey, J. 2-6
raised cosine pulses 4-37
RaisedCosine (SDF block) **4-29**, *4-47*, *4-48*, *4-54*
RaisedCosineCx (SDF block) **4-29**
Ramp (DE block) 5-7
Ramp (SDF block) **4-5**, *4-49*
RampFix (SDF block) **4-7**
RampInt (SDF block) **4-6**
random delay 5-22
random numbers 3-7, 5-8
random signals 4-57
RanGen (DE block) 5-8
rapid prototyping of application-specific signal processors 2-1, 2-7
RASSP 2-1, 2-7
rational Z transform 4-49
ReadFile (SDF block) **4-6**

MUSIC_M (SDF block) **4-22**
Mux (SDF block) **4-15**, *4-34*
muxDeMux (SDF demo) **4-34**
MVImage class 4-23
mwm 3-2

N

names of terminals 3-40
NaN A-5, A-12
National Science Foundation (NSF) 2-7
Naval Research Labs (NRL) 2-7
NEC 2-7, 2-8
net 3-41, **D-4**
NetworkCell class 5-15
Newton, R. 2-9
noise 4-6, 4-29
nonlinear 4-37
nonlinear distortion 4-29, 4-37
nonlinear stars
SDF **4-10**
nonLinearDistortion (SDF block) **4-29**
normal distribution 5-8
NRL 2-7, 2-8
NSF 2-7, 2-8
Null (DE block) 5-7
NumToBus (SDF block) **4-16**
Nyquist frequency 4-54

O

O'Reilly, M. 2-6, 2-7
object **D-4**
object-oriented programming 2-2
Oct 6-1, **D-4**
oct tools 2-3, 2-9, **3-4**, **3-19**, **D-4**
oct units **3-32**
octmvlib program 3-43
Office of Naval Technology (ONT) 2-7
olwm window manager 3-2
ONT 2-7, 2-8
Open Windows 3-2, A-6, B-1
open-facet command 3-7, 3-21, 3-28
open-look window manager 3-2
open-palette command 3-7, 3-21, 3-28
open-window command 3-11, **3-24**, 6-8
optfir program *4-55*, C-1
optimized mode, de 5-6
options 3-46
options command 3-7
Ousterhout, J. 2-9
overlapAdd/FFT (SDF demo) **4-39**

P

Pack_M (SDF block) **4-33**
packet speech 2-2
packet video 2-2
packetColor **3-34**
Packetize (DE block) 5-11
packet-switched network 5-25, 5-26
packet-switched networks 5-15
palette **3-4**, **3-20**, **D-4**
palette command 3-11, **3-32**, 6-8
pan command 3-11, **3-23**, 6-9
parallel architecture 2-2
parameters **3-14**, **D-4**
actual 3-29
complex 3-15
expression language 3-15
expressions 3-15
formal 3-29
Galaxy 3-29
setting 3-15
Parks, T. M. 2-6, 4-1, 5-1
Parks-McClellan algorithm 4-54, C-1
particle 2-4, **D-4**
particle type 3-17
PassGate (DE block) 5-10
path environment variable 3-1
PattMatch (SDF block) **4-23**
PCM (pulse code modulation) 4-60
PCMBitCoder (SDF block) **4-16**
PCMBitDecoder (SDF block) **4-16**
PCMVoiceRecover (DE block) 5-17
perfect reconstruction filter bank 4-36
periodogram 4-60
periodogram (SDF block) **4-22**
periodogram method for power spectrum estimation .. 4-39
PGM format for images 4-23
phase jitter 4-29, 4-37
phase noise 4-37
phase response 4-51
phase unwrapping 4-22
phasedArray (SDF demo) **4-39**
phaseShift (SDF block) **4-23**, *4-38*
phase-space plots 4-37
Philips 2-8
physical editing style **3-31**
physical mode in vem 6-1
physical view of a facet **3-32**
pigi **2-2**, **3-1**, **3-4**, **D-4**
command line options 3-45
exiting 3-4
starting the program 3-45
pigi menu 3-4, 3-7, 6-3
pigiRpc 3-3, **3-4**, **3-19**, 3-46, 6-1, 6-2, **D-4**
PIGIRPC environment variable 3-45
pigiRpc.debug 3-46
pigiXRes9 ..... 3-46, A-5
Pino, J. L. 2-6
PixToImage (SDF block) **4-25**

linear phase filtering 4-51
linear prediction 4-21, 4-28
linearPrediction (SDF demo) **4-39**
lines 6-3
lines (drawing) 3-34
Linnartz, J.-P. 2-6
LinQuantIdx (SDF block) **4-11**
LMS (SDF block) **4-20**, *4-37*, *4-58*
LMS adaptive filter 4-37
LMS adaptive filter, complex **4-37**
LMS adaptive filters 4-28
LMSCx (SDF block) **4-20**
LMSCxTkPlot (SDF block) **4-20**
LMSLeak (SDF block) **4-20**
LMSPlot (SDF block) **4-20**
LMSPlotCx (SDF block) **4-20**
LMSTkPlot (SDF block) **4-20**, *4-58*
load-star command 3-7
load-star-perm command 3-7
Log (SDF block) **4-12**, *4-49*
log-bindings, VEM 6-8
Logic (DE block) 5-14, *5-20*
logic (DE demo) 5-20
Logic (SDF block) **4-13**
logic analyzer 2-9
logic stars, SDF **4-12**
Loh, J. 2-7
look-inside command 3-5, 3-7, A-11
loop schedulers 4-43, **4-44**
loopScheduler, parameter 4-44
LoopTarget (SDF target) **4-44**
LossyInput (DE block) 5-10

M

make-schem-icon command 3-7, 3-27, 3-29, 3-35
MakeSeqATMCell (SDF block) **4-16**
make-star command 3-7, 3-41
making icons 3-27
man command 3-7, 3-10
master **D-3**
masters program 3-43, A-6, **D-3**
matched filtering 4-37
Matrix (SDF block) **4-32**
matrix operations in SDF 4-2, **4-30**
MatrixTest1 (SDF block) **4-42**
MatrixTest2 (SDF block) **4-42**
MatrixTest3 (SDF block) **4-42**
maximal-length shift register 4-34
maximum entropy power spectrum estimation 4-21
maximum entropy spectral estimation 4-22
maximum entropy spectrum estimation 4-21
MC_DCT (SDF demo) **4-40**
mean of a random process 5-22
MeasureDelay (DE block) 5-13, *5-23*
measureDelay (DE demo) 5-23
median filters 4-40
MedianImage (SDF block) **4-27**
member **D-3**
memory leaks A-11
Mentor Graphics 2-8
menu
  pigi 3-4, 3-7, 6-3
  vem 3-9, 3-11, 3-33, 6-3
Merge (DE block) 5-10, *5-21*
merge (DE demo) 5-21
Message class 4-23, 5-15, 5-17
message particle 4-23
message queue domain 2-2
Messerschmitt, D. G. 2-6, 3-1, 4-1
method **D-3**
MICRO 2-8
MICRO Program 2-7
Miller, R. E. 4-1
minimum-phase polynomials 4-37
MIT 3-1
Mitsubishi 2-8
model of computation **D-4**
models of computation **2-1**
modulation 4-35, 4-46
Motif window manager 3-2
motion compensation video encoding 4-40
motion vectors 4-23
MotionCmp (SDF block) **4-26**
MotionCmpInv (SDF block) **4-27**
MotionComp (SDF demo) **4-41**
Motorola 2-8
Mountford, B. 2-7
move-objects command 3-11, 3-39, 6-20, 6-21
moving facets 3-43
moving objects 3-39
moving terminals 3-34
Mpy (SDF block) **4-9**
Mpy (SDF) star *3-29*
Mpy_M (SDF block) **4-33**
MQ (message queue) domain 2-2
MuLaw (SDF block) **4-16**
multimed (DE demo) 5-25
Multiple (SDF block) **4-13**
multiple inputs 3-40
multiple outputs 3-40
multiple signal characterization (MUSIC) algorithm... 4-22
MultiPortHole 3-40
multirate (SDF demo) **4-35**
multirate demos, SDF **4-35**
multirate filters 4-19
multirate signal processing 4-2, 4-48
Murthy, P. 2-6

Ho, W.-H. 2-6, 2-7
homogeneous synchronous dataflow D-3
How, S. 2-6, 2-7
Huang, C.-T. 2-6
Huang, W.-J. 2-7, 3-1
Hughes Network Systems 2-8
Hughes Research Laboratories 2-8
Hylands, C. 2-6, 6-1, A-1

I

icons 3-4, 3-27, 6-1, **D-3**
  background **3-32**
  reflecting 3-40
  rotating 3-40
  shadow **3-32**
ideal low-pass filter 4-54
Identity_M (SDF block) **4-32**
IEEE floating point numbers A-12
IEEE floating-point numbers 7-1
IIDGaussian (SDF block) **4-6**
IIDUniform (SDF block) **4-6**, *4-58*
IIR (infinite impulse response) filtering 4-18
IIR (SDF block) **4-19**, *4-50*, *4-52*, *4-57*
IIR lattice filters 4-21
IIRFix (SDF block) **4-19**
image coding 4-25, 4-40
image particle 4-23
image prcessing demos, SDF **4-40**
image processing stars, SDF **4-23**
ImageToCell (DE block) 5-16
ImageToPix (SDF block) **4-25**
IMEC 2-7
Impulse (DE block) 5-7
Impulse (SDF block) **4-6**, *4-50*
inconsistency
  in SDF **4-3**, **4-35**
inconsistent facets 3-43, A-6
Inf A-5, A-12
init.pal facet 3-20, 3-21, 3-27
instance 3-24
intColor **3-34**
Integrator (SDF block) **4-9**
integrator (SDF demo) **4-34**
interface 6-1
interface facet **3-20**, 3-24, **3-31**, **D-3**
interleaved scanning in video 4-40
interp (SDF demo) **4-35**
interpolation 4-2, 4-35
interrupt, VEM 6-8
IntToBits (SDF block) **4-17**
IntToCx (SDF block) **4-17**
IntToCx_M (SDF block) **4-32**
IntToFix (SDF block) **4-17**
IntToFix_M (SDF block) **4-32**
IntToFloat (SDF block) **4-17**
IntToFloat_M (SDF block) **4-32**
invalid masters A-6
Inverse_M (SDF block) **4-33**
iteration **D-3**

K

Kahn, J. M. 2-6
Kalavade, A. 2-6, 4-1
Kalman filtering 4-4
Kalman_M (SDF block) **4-22**, **4-42**
Kamas, A. 2-6, 2-7, 3-1, 4-1, 4-46, A-1
Karp, R. M. 4-1
Karplus-Strong algorithm 4-40
kernel of Ptolemy 3-20, **D-3**
key bindings **3-23**
keyboardFocusPolicy 3-2
Khazeni, A. 2-6, 4-1
kill-application, VEM 6-22
kill-buffer, VEM 6-8
Knightly, E. 2-6, 5-1, 5-2
KSchord (SDF demo) **4-40**
Kuroda, I. 2-6, 2-7

L

labels in facets 3-39
labels in vem A-11
labels on icons 3-34
Lao, A. 2-7
Lapsley, P. 2-6, 2-7, 3-1
laser phase noise 4-37
last-in first-out (LIFO) queue 5-12
Lattice (SDF block) **4-20**, *4-61*
lattice (SDF demo) **4-38**
lattice filters 4-21, 4-38, 4-61
latticeDesign (SDF demo) **4-39**
layer A-11, **D-3**
layer palette **3-32**
layer-display command 3-11, 3-38, 6-14
layers in Vem **3-32**, 3-39
LBTest (DE demo) 5-24
ld.so errors A-6
LeakBucket (DE block) 5-10
Lee, E. A. 2-6, 3-1, 4-1, 4-46, 5-1, 6-1, 7-1, A-1
Lee, J. 2-7
Lee, S.-J. 2-7, 2-9
LevDur (SDF block) 4-2, **4-22**, *4-61*, *4-62*
levinsonDurbin (SDF demo) **4-39**
Levinson-Durbin algorithm 4-21, 4-22, 4-39, 4-60
Li, W. 2-7
libXext.so.4
  not found A-6
Limit (SDF block) **4-11**
line 3-23
linear distortion 4-29

FIR lattice filter *4-62*
FIRCx (SDF block) **4-19**, *4-35*
FIRCx (SDF star) 4-2
FIRFix (SDF block) **4-19**
firing of actors or stars 4-1, **D-3**
firing rule **D-3**
first-in first-out (FIFO) queue 5-12
fixColor **3-34**
fixConversion (SDF demo) **4-41**
fixed-point demos 4-41
fixed-point numbers
specifying 3-16
fixFIR (SDF demo) **4-41**
fixIIR (SDF demo) **4-41**
fixIIRdf (SDF demo) **4-41**
fixLimitCycle (SDF demo) **4-41**
fixMpyTest (SDF demo) **4-41**
fixRamp (SDF demo) **4-41**
FixToCx (SDF block) **4-17**
FixToCx_M (SDF block) **4-32**
FixToFloat (SDF block) **4-17**
FixToFloat_M (SDF block) **4-32**
FixToInt (SDF block) **4-17**
FixToInt_M (SDF block) **4-32**
float Particle type 3-17
floatColor **3-34**
FloatToCx (SDF block) **4-17**
FloatToCx_M (SDF block) **4-32**
FloatToFix (SDF block) **4-17**
FloatToFix_M (SDF block) **4-32**
FloatToInt (SDF block) **4-17**
FloatToInt_M (SDF block) **4-32**
FloatVecData class 5-11
Floor (SDF block) **4-11**
FlushNet (DE demo) 5-24
FlushQueue (DE block) 5-13
fmcolor utility 3-38
fmplay (SDF demo) **4-40**
focus **3-2**
fonts 3-39, 3-46, A-5
Fork (DE block) 5-9
Fork (SDF block) **4-13**, *4-51*
forks
star **D-3**
formal parameters **3-29**
Fourier transform 3-39, 4-38
FrameMaker 3-37, 3-38, A-6
framework 2-4, 3-19
Fratt, M. 2-6, 2-7
Free Software Foundation 2-9
freqPhase (SDF block) **4-29**, *4-34*
freqPhaseOffset (SDF demo) **4-34**
freqsample (SDF demo) **4-38**
frequency domain convolution 4-39
frequency offset 4-29
frequency response 4-51
frequency sampling method 4-38
frequency sampling method for filter design C-1
functional modeling **D-3**

G

Gabriel 2-1
Gain (SDF block) **4-9**
Gain_M (SDF block) **4-33**
Galaxy 2-3, **3-4**, **D-3**
creating 3-27
define-params 3-30
parameters 3-29
PortHole 3-28
terminal 3-28
terminals 3-35
gaussian (SDF demo) **4-34**
Gaussian noise 4-57
Gaussian white noise 4-6, 4-29, 4-37
Gnu tools 2-9
Goei, E. E. 2-7, 3-1
graphical interface 2-2, 3-1
graphing 7-1
GrayImage class 4-23
grid 3-24
Grimwood, M. 2-7
group delay 4-51
Guntvedt, E. 2-7

H

Ha, S. 2-6, 4-1, 4-44, 5-1
Hamilton, E. 2-7
Hamming window 4-39
Han, R. 5-1
HandShake (DE block) 5-19
handShakeQ (DE block) 5-20
Hanning window 4-39, *4-55*
hardcopy 3-36, 3-44
hardware systems 2-2
hardware/software codesign 2-2
Harrison, D. 2-7, 2-9, 3-1, 3-9, 6-1, 7-1
Haskell, P. 2-6, 4-1, **4-23**, 5-1
hdShotNoise (DE demo) 5-26
Heine, H. 2-7, 3-1
Henon map 4-38
Hermitian_M (SDF block) **4-33**
heterogeneity 2-2
high-density shot noise 5-26
Hilbert (SDF block) **4-19**
Hilbert transform 4-38
hilbertSplit (SDF block) **4-29**
histogram 4-7, 4-34, 5-9
Hitachi America 2-8
Hitachi Ltd. 2-8

discrete-event 2-2
scheduler 2-6, 5-2
discrete-time Fourier transform (DTFT) 4-38, 4-46
display 3-46
DISPLAY environment variable 6-2
DisplayImage (SDF block) **4-23**
DisplayRGB (SDF block) **4-23**
display-schedule command 3-7
DisplayVideo (SDF block) **4-24**
distortion (DE demo) 5-26
distortionQ (DE demo) 5-27
Distributor (SDF block) 4-2, **4-14**, *4-35*
documentation 2-5
Dolby Laboratories 2-8
domain 2-2, 2-5, **3-4**, 3-47, **D-2**
in pigi 3-47
SDF **4-1**
doppler (SDF demo) **4-38**
DownSample (SDF block) 4-2, **4-13**, *4-48*
downSample (SDF demo) **4-36**
DPCM (differential pulse code modulation) 4-40
DPCMImage (SDF block) **4-26**
DpcmImage (SDF demo) **4-40**
DPCMImageInv (SDF block) **4-26**
drag 3-23, **3-23**, **D-2**
drawing
boxes 3-23
circles 3-34
lines 3-23, 3-34
polygons 3-34
DTFT (discrete-time Fourier transform) 4-46
DTFT (SDF block) **4-21**, *4-38*, *4-55*
dtft (SDF demo) **4-38**
dynamic dataflow 2-2, **D-2**
dynamic linking 2-9

E

edit-comment command 3-7
edit-domain command 3-7
edit-icon command 3-7, 3-20
edit-label A-11
edit-label command 3-11, 3-34, 3-39
edit-label, VEM 6-19, 6-22
editor (text) 3-45
edit-params command 3-7, 3-14, 3-15, 3-26, 3-30
edit-seed command 3-7
edit-target command 3-7
elliptic filter 4-52
Emacs 3-13
emacs A-8
EmbedADPCM (DE demo) 5-25
embedded systems 2-2
embedded-ADPCM 5-25
environment variables 3-37
DISPLAY 3-46, 6-2
PIGIRPC 3-45
PRINTER 3-37, 3-44
PT_DISPLAY 3-6, 3-45
PTOLEMY 3-1, A-5, B-1
equirriple FIR filter design C-1
equirripple FIR command 3-7
errors, finding the source 3-43
Ether (DE block) 5-18
EtherRec (DE block) 5-18, *5-24*
EtherSend (DE block) 5-18, *5-24*
Evans, B. 2-6, 4-1, 5-1
event 5-1, **D-3**
event horizon **D-3**
event path 5-3
event queue 5-2
event-generators (DE domain) 5-2
EventHorizon 2-4
excess bandwidth *4-54*
exiting pigi 3-4
exit-pigi command 3-7
Exp (SDF block) **4-11**, *4-49*
expgen (SDF block) **4-7**, *4-49*
expjx (SDF block) **4-11**
exponential distribution 5-8
exponential sequences 4-49
expressions in parameter values 3-15
eye diagram display 4-37

F

facet **3-4**, **3-20**, 6-1, **D-3**
facet number command 3-7
fast Fourier transform (FFT) algorithm 4-2, 4-21
Fay, T. 4-34
feedback around quantizer structure 4-59
feedback systems 4-50
feedback-around-quantizer structure 4-40
FFT (fast Fourier transform) 4-2, 4-22
FFT (SDF block) *4-38*
FFTCx (SDF block) 4-2, *4-3*, **4-21**, *4-38*, *4-46*, *4-51*, *4-55*
FIFOQueue (DE block) 5-12, *5-23*
file input 4-6, 5-8
file input for parameters 3-16
Filter (DE block) 5-20, *5-26*
filter design 4-38, C-1
filterBank (SDF demo) **4-36**
filterBank-NonUniform (SDF demo) **4-36**
find-name command 3-7
finite precision effects 4-41
FIR *4-37*
FIR (finite impulse response filtering) 4-21
FIR (SDF block) 4-2, **4-19**, *4-35*, *4-37*, *4-48*, *4-50*
FIR filter design 4-54, C-1

complex baseband envelope 4-37
complex LMS adaptive filter **4-37**
complex parameters 3-15
complex Particle type 3-17
complex signals 4-35
complexColor **3-34**
complexExponential (SDF demo) **4-34**
computation graph 4-1
computational models **2-1**
computer architecture modeling 5-1
conditionals (DE demo) 5-20
conj (SDF block) **4-10**
Conjugate_M (SDF block) **4-33**
consistency
    in SDF **4-3**
console window 3-45
Const (DE block) 5-7
Const (SDF block) **4-6**, *4-49*
ConstCx (SDF block) **4-7**
constellation display 4-37
consumption of tokens or particles 4-1
contents facet **3-20**, **3-31**, 6-1, **D-2**
continuous-time random processes 5-25
control stars, SDF **4-13**
conversion stars, SDF **4-15**
convolution 4-39, 4-49
Convolve (SDF block) **4-19**
copying facets 3-43
copy-objects A-11
copy-objects command 3-11, 3-39
copy-objects, VEM 6-18, 6-21
Cos (SDF block) **4-10**
counter *5-22*
counter (up/down) 5-20
CP (communicating processes) **D-2**
CP domain 2-2
create command 3-11, 3-24
create, VEM 6-21
create-circle, VEM 6-18
create-geometry command 3-34
create-geometry, VEM 6-18
cursor 3-29
CxToFix (SDF block) **4-17**
CxToFix_M (SDF block) **4-32**
CxToFloat (SDF block) **4-17**
CxToFloat_M (SDF block) **4-32**
CxToInt (SDF block) **4-18**
CxToInt_M (SDF block) **4-32**
CxToRect (SDF block) **4-16**, *4-51*

D

data abstraction 2-2
Data_M (SDF block) **4-32**
data-dependent flow of control 2-2
dataflow 2-2, **D-2**
DB (SDF block) **4-22**
DCT (discrete cosine transform) 4-40
DCTImage (SDF block) **4-26**
DctImage (SDF demo) **4-40**
DCTImageCode (SDF block) **4-26**
DCTImageCodeInv (SDF block) **4-26**
DCTImageInv (SDF block) **4-26**
DDF **D-2**
DDF domain 2-2
DE 2-2, **D-2**
DE domain 5-1
DE domain within the SDF domain 5-4
DE scheduler 5-1
debug
    control panel 3-13
debugging 3-46
decibels scale 4-22
decision feedback equalizer 4-37
deep-reread, VEM 6-8
delay 4-13, 4-51
Delay (DE block) 5-11
delay-free loop
    in DE 5-3
    in SDF **4-4**
delays 3-41
    DE domain 5-3
    in SDF **4-3**
delayVsServer (DE demo) 5-22
delete-objects command 3-11, 3-25
delete-objects, VEM 6-19, 6-20
demos 3-2
DeMux (SDF block) **4-15**, *4-34*
derived class **D-2**
design database 2-3, 3-19
design flow manager 2-4
DeTroch, S. 2-7
DFT (discrete Fourier transform) 4-55
dft (SDF demo) **4-38**
dialog boxes 3-12
Diesta, R. 2-7, 5-1
differential pulse code modulation 4-26, 4-40
DiffImage (SDF block) **4-27**
digital audio tape 4-36
digital logic simulation 4-16
digital signal processing demos, SDF **4-37**
direct form II 4-19, 4-52
Dirichlet (SDF block) **4-10**
Discard (DE block) 5-9
discrete cosine transform (DCT) 4-40
discrete event **D-2**
Discrete event domain 5-1
discrete Fourier transform 4-38
discrete-cosine transform (DCT) 4-23

BitsToInt (SDF block) **4-17**
black and white monitors 3-37, 3-45
BlackHole (DE block) 5-6
BlackHole (SDF block) **4-5**
Blackman window 4-39
Block 2-3, **D-1**
block **D-1**
block filtering 4-20
blockage (DE demo) 5-23
BlockAllPole (SDF block) **4-20**
BlockAllPole (SDF star) *4-37*
BlockFIR (SDF block) **4-21**
BlockLattice (SDF block) **4-21**, *4-61*
BlockRLattice (SDF block) **4-21**, *4-61*
Blosim 2-1
BNR 2-8
Boolean-controlled dataflow **D-1**
Bowers, R. 2-7
boxes 3-23, 6-3
broadband integrated services digital network (BISDN) 5-17
Brodersen, R. W. 2-6
broken (SDF demo) **4-35**
Brown, R. 2-6, 5-2
Buck, J. T. 2-6, 2-9, 3-1, 4-1, 4-44, 5-1, 7-1, A-1
Burg (SDF block) 4-2, **4-21**, *4-61*
burg (SDF block) **4-21**
Burg's method 4-39
Burg's method for power spectrum estimation 4-39
Burg's method 4-60
Bush, B. 2-7, 6-1
busses 4-35
BusToNum (SDF block) **4-17**
butterfly (SDF demo) **4-34**
Butterworth filter 4-18, 4-53

C

C code generation 2-2
C++ code generation **4-44**
CAD frameworks 2-4, 3-19
CAD group 2-3, 2-9
calendar queue scheduling 2-6, 5-2
California MICRO program 2-7, 2-8
canonical direct form 4-52
Casotto, A. 2-7
Cassotto, A. 3-1, 6-1
CCITT Recommendation G.711 4-16
cell in vem 6-1
CellLoad (DE block) 5-15
cell-relay network 2-2, 5-15
CellRoute (DE block) 5-16
CellToImage (DE block) 5-16
CellUnload (DE block) 5-15
cep (SDF demo) **4-37**
cepstrum 4-37
CG **D-1**
CG56 ..... **D-1**
CG96 ..... **D-1**
CGC (Code generation in C) **D-1**
CG-DDF **D-2**
Chang, W.-T. 2-6, 2-7, 3-1
change-layer, VEM 6-17
chaos (SDF demo) **4-37**, **4-38**
Chen, M. J. 2-6, 4-1
chirpplay (SDF demo) **4-40**
Chop (SDF block) 4-2, **4-15**
ChopVarOffset (SDF block) **4-15**
circles (drawing) 3-34
circular convolution 4-56
class 2-3
clear-marks command 3-7, 3-42, 3-43
click-to-focus **3-2**
Clock (DE block) 5-7, *5-21*
close-window command 3-11, 6-7
closing windows 3-4, 3-24, B-4
code generation **D-1**
  C++ **4-44**
code generation domain **D-1**
codef (SDF block) **4-25**
code-generation 2-2
codei (SDF block) **4-26**
codesign 2-2
coefficient quantization *4-52*
color 3-46, 3-47
  changing 3-34
  for data types 3-34
  palette **3-32**
  printers **3-37**
  problems with colormap A-6
  window dump **3-38**
color printers 3-45
ColorImage (SDF demo) **4-40**
colormap A-6
Comdisco Systems 2-8
command completion 6-3
command-line options 3-45
communicating processes **D-2**
Communicating processes domain 2-2
communication networks 2-2, 5-1, 5-24
communications demos, SDF **4-36**
communications stars, SDF **4-27**
Commutator (SDF block) 4-2, **4-14**, *4-35*
compact disc 4-36
CompareMedian (SDF demo) **4-40**
comparison (SDF demo) **4-34**
compile-facet command 3-7
compile-SDF (SDF target) **4-44**
compile-time scheduling **D-2**

Symbols

$path ... 3-2
$PTOLEMY ... 3-2, **D-1**
.cshrc ... 3-44
.cshrc file ... 3-1, 3-37
.emacs file ... A-8
.Xdefaults ... 3-2, 3-46
.Xdefaults file ... 6-2
.xinitrc file ... 3-2, B-2
.xsession file ... B-2
~ptolemy ... 3-1, A-6

A

accelerator ... 3-5
actor ... 4-1, **D-1**
actual parameters ... **3-29**
adaptFilter (SDF demo) ... **4-37**
adaptive differential pulse code modulation (ADPCM) ... 4-28, 4-40, 4-59
adaptive equalization ... 4-58
  training sequence ... 4-15
adaptive estimation ... 5-26
adaptive filtering ... 4-37
adaptive quantization ... 5-26
Add (SDF block) ... **4-9**
Add_M (SDF block) ... **4-33**
additive Gaussian white noise ... 4-29, 4-37
AddMotionVecs (SDF block) ... **4-27**
ADPCM (adaptive differential pulse code modulation) ... 4-40, 5-25
ADPCM speech coding ... 4-59
ADPCMCoder (SDF block) ... **4-28**
ADPCMDecoder (SDF block) ... **4-28**
ADPCMFromBits (SDF block) ... **4-28**
ADPCMMissTrack (DE demo) ... 5-25
ADPCMToBits (SDF block) ... **4-28**
Advanced Research Projects Agencies ... 3, 2-7
Air Force ... 2-1, 2-7
all pole filters ... 4-20
allPole (SDF demo) ... **4-37**
all-pole filters ... 4-37
aloha (DE demo) ... 5-24
ALOHA multiple access protocol ... 5-24
alter-geometry, VEM ... 6-17
ambiguous layer ... A-11
Ammicht, E. ... 2-7
amplifier ... 4-9
amplitude modulation (AM) ... 4-46
amplitude-shift keying (ASK) ... 4-28, 4-37
analytic (SDF demo) ... **4-35**
analytic signals ... 4-35, 4-38
animated displays ... 4-8
animatedLMS (SDF demo) ... **4-37**, **4-41**
animatedLMSCx (SDF demo) ... **4-37**, **4-41**
annotations in facets ... 3-39
anytype Particle type ... 3-17
anytypeColor ... **3-34**
AR (auto-regressive) random process ... 4-57
AR (auto-regressive) random processes ... 4-38
Arbitrate (DE block) ... 5-18
arbitrator (preemptive or nonpreemptive) ... 5-19
Ariel ... 2-8
arithmetic stars, SDF ... **4-9**
ARMA process ... 4-57
ARPA ... 2-1, 2-7
ASK (amplitude-shift keying) ... 4-37
ask (SDF block) ... **4-28**
askXmit (SDF demo) ... **4-37**
assembly code synthesis ... 2-2
asynchronous transfer mode (ATM) ... 4-16, 5-24
AT&T Bell Laboratories ... 2-7, 2-8
Athena widgets ... 3-2, 3-13
ATM (asynchronous transfer mode) ... 5-24
ATMPrevCellSub (DE demo) ... 5-25
ATMZeroCellSub (DE demo) ... 5-25
Autocor (SDF block) ... **4-22**, *4-34*, *4-62*
autocorrelation ... 4-34, 4-62
autocorrelation (SDF block) ... **4-21**
autocorrelation method ... 4-39, 4-60
auto-forks ... 3-41, **D-1**
auto-regressive (AR) random processes ... 4-38
Average (SDF block) ... 4-2, **4-9**
AWGNchannel (SDF block) ... **4-29**

B

background execution of pigi ... A-5
balance equations ... 4-2
Banerjea, A. ... 2-6, 5-1, 5-2
BarGraph (DE block) ... 5-8
base class ... **D-1**
BaseImage class ... 4-23
BDF (boolean dataflow) ... **D-1**
Beep (DE block) ... 5-8
behavioral modeling ... **D-1**
Bell Labs ... 2-7
Bell Northern Research (BNR) ... 2-8
Berkeley CAD framework ... 3-19
Berkeley Camera Engineering ... 2-8
Bhattacharyya, S. ... 2-6, 4-1, 4-44
biased autocorrelation estimates ... 4-62
Bier, J. ... 2-6, 2-7
bindings ... 3-23, 6-7
bindings command ... 3-11
Biquad (SDF block) ... **4-18**, *4-49*, *4-57*
BISDN (broadband integrated services digital network) ... 5-17
Bitar, P. ... 2-6, 5-1
bits (SDF block) ... **4-6**, **4-28**