100 APPLICATIONS 101 .Mail processing 102ZIP code 103 .Target tracking or detecting 104 .Vehicle or traffic control	
102ZIP code 136 .Reading coins 103 .Target tracking or detecting 137 .Reading bank checks (e.g. documents bearing E-131 characters) 104 .Vehicle or traffic control (e.g., auto, bus, or train) 105License plate 138Reading monetary amount 106 .Range or distance measuring 139Reading MICR data	
103 .Target tracking or detecting 104 .Vehicle or traffic control	
104 .Vehicle or traffic control documents bearing E-131 (e.g., auto, bus, or train) 105License plate 138Reading monetary amount 106 .Range or distance measuring 139Reading MICR data	
(e.g., auto, bus, or train) 105 License plate 106 .Range or distance measuring characters) Reading monetary amount Reading MICR data	, cype
105License plate 138Reading monetary amount 106 .Range or distance measuring 139Reading MICR data	
106 .Reading MICR data 108Reading MICR data	
100 Range of distance measuring	
107 .Motion or velocity measuring 140Including an optical in	ager or
108 .Surface texture or roughness reader	
measuring 141 .Manufacturing or product	
109 .Seismic or geological sample inspection	
measuring 142Bottle inspection	
110 .Animal, plant, or food 143Inspection of packaged of	onsumer
inspection goods	
111 .Textiles or clothing 144Mask inspection (e.g.,	
112 .Document or print quality semiconductor photomas	2)
inspection (e.g., newspaper, 145Inspection of semicondu	ctor
photographs, etc.) device or printed circumstance of the control of the circumstance	iit
113 Reading maps, graphs, drawings, board	
or schematics 146Measuring external lea	ds
147	cuit
integrating areas for the visually	
impaired	ns or
. Personnel Identification (e.g.,	
plometrics)	ion
150 USING a COMBINATION OF Features	1011
(e.g., Signature and	2 22
ringerprint)	.1, OI
117 Using a characteristic of the position determination	
eye 152Tool, workpiece, or mec	nanicai
118 Using a facial characteristic component inspection	
119 Using a signature 153 .Robotics	
120Sensing pressure together with 154 .3-D or stereo imaging an	alysis
speed or acceleration 155 LEARNING SYSTEMS	
121Sensing pressure only 156 .Neural networks	
122 Sensing speed or acceleration 157 Network learning techni	ques
only (e.g., back propagation	1)
123 Sensing geometrical properties 158 Network structures	
124 Using a fingerprint 159 .Trainable classifiers or	pattern
125Extracting minutia such as recognizers (e.g., ada	ine,
ridge endings and bifurcations perceptron)	
126With a guiding mechanism for 160Generating a standard b	Y
positioning finger statistical analysis	
127With a prism 161Alphanumerics	
160 COLOR THICK PROGRAMMA	
162 Pure sub-reliancing	(i.e.,
DNA Of NNA pattern reading	,,
150 Toddering difference image	color
(e.g., angrography)	COIOI
classification value of	lor
152X-ray ilim analysis (e.g.,	
radiography)	yes
133Cell analysis, classification, 167 .Color correction	
or counting 168 HISTOGRAM PROCESSING	

169	.With a gray-level transformation (e.g., uniform density	199	Pattern boundary and edge measurements
	transformation)	200	Measurements made on
170	.With pattern recognition or		alphanumeric characters
	classification	201	Point features (e.g., spatial
171	.For segmenting an image		coordinate descriptors)
172	.For setting a threshold	202	Linear stroke analysis (e.g.,
173	IMAGE SEGMENTATION		limited to straight lines)
174	.Using projections (i.e., shadow	203	Shape and form analysis
	or profile of characters)	204	Topological properties (e.g.,
175	Separating document regions	201	number of holes in a pattern,
1,0	using preprinted guides or		connectivity, etc.)
	markings	205	Local neighborhood operations
176	.Distinguishing text from other		(e.g., 3x3 kernel, window, or
-	regions		matrix operator)
177	.Segmenting individual characters	206	Global features (e.g.,
	or words		measurements on image as a
178	Separating touching or		whole, such as area,
	overlapping characters		projections, etc.)
179	Segmenting hand-printed	207	Waveform analysis
	characters	208	With a tapped delay line
180	Region labeling (e.g., page	209	.Template matching (e.g.,
	description language)		specific devices that
181	PATTERN RECOGNITION	0.4.0	determine the best match)
182	.Limited to specially coded,	210	Spatial filtering (e.g.,
	human-readable characters	011	holography)
183	Characters formed entirely of	211	With electrically controlled
	parallel bars (e.g., CMC-7)	04.0	light modulator or filter
184	With separate timing or	212	Nonholographic optical mask or
	alignment marks	012	transparency
185	.Ideographic characters (e.g.,	213	Using both positive and
	Japanese or Chinese)		negative masks or
186	.Unconstrained handwriting (e.g.,	214	transparencies
	cursive)		With a display
187	.On-line recognition of	215	Using dynamic programming or
	handwritten characters		elastic templates (e.g.,
188	Writing on ordinary surface	216	warping)
	(i.e., electronics are in pen)	216	At multiple image orientations
189	With a display	017	or positions
190	.Feature extraction	217	Electronic template
191	Multispectral features (e.g.,	218	Comparator
	frequency, phase)	219	Determining both similarities
192	Feature counting	220	and differences
193	Counting intersections of	220	Calculating weighted
	scanning lines with pattern		similarity or difference
194	Counting individual pixels or	221	(e.g., dont-care areas)
	pixel patterns		Counting difference pixels
195	Local or regional features	222	Using an Exclusive-OR gate
196	Slice codes	223	Resistor matrix
197	Directional codes and vectors	224	.Classification
	(e.g., Freeman chains,	225	Cluster analysis
	compasslike codes)	226	Sequential decision process
198	Extracted from alphanumeric		(e.g., decision tree
	characters		structure)

227	With a multilevel classifier	263	Highpass filter (i.e., for
228	Statistical decision process		sharpening or enhancing
229	.Context analysis or word		details)
	<pre>recognition (e.g., character string)</pre>	264	<pre>Lowpass filter (i.e., for blurring or smoothing)</pre>
230	Trigrams or digrams	265	Recursive filter
231	Checking spelling for	266	.Edge or contour enhancement
	recognition	267	Minimize discontinuities in
232	IMAGE COMPRESSION OR CODING		dot-matrix image data (i.e.,
233	.Including details of		connecting or merging the
	decompression		dots)
234	.Parallel coding architecture	268	Minimize discontinuities at
235	.Substantial processing of image		boundaries of image blocks
	in compressed form		(i.e., reducing blocking
236	.Interframe coding (e.g.,		effects or effects of wrap-
	difference or motion		around)
	detection)	269	Minimize jaggedness in edges
237	.Gray level to binary coding		(e.g., anti-aliasing)
238	.Predictive coding	270	.Variable threshold, gain, or
239	.Adaptive coding (i.e., changes		slice level
	based upon history, activity,	271	Based on the results of a count
	busyness, etc.)	272	Based on a local average, mean,
240	.Pyramid, hierarchy, or tree		or median
	structure	273	Based on peak levels
241	.Polygonal approximation	274	.Intensity, brightness, contrast,
242	.Contour or chain coding (e.g.,		or shading correction
	Bezier)	275	.Artifact removal or suppression
243	.Shape, icon, or feature-based	0.7.6	(e.g., distortion correction)
		7)76	
	compression	276	IMAGE TRANSFORMATION OR
244	compression .Lossless compression		PREPROCESSING
245	_	277	PREPROCESSING .Transforming each dimension
	.Lossless compression	277	PREPROCESSING .Transforming each dimension separately
245 246	.Lossless compressionRun-length codingHuffman or variable-length coding	277 278	PREPROCESSING .Transforming each dimension separately .Correlation
245246247	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding	277 278 279	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution
245246247248	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform coding	277 278 279 280	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform
245246247248249	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractal	277 278 279	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard
245246247248	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic codingTransform codingFractalDiscrete cosine or sine	277 278 279 280 281	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform
245 246 247 248 249 250	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic codingTransform codingFractalDiscrete cosine or sine transform	277 278 279 280 281	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image
245 246 247 248 249 250 251	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .Quantization	277 278 279 280 281 282 283	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image .Using a mask
245 246 247 248 249 250 251 252	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersion	277 278 279 280 281	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image .Using a mask .Combining image portions (e.g.,
245 246 247 248 249 250 251 252 253	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization	277 278 279 280 281 282 283	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image .Using a mask .Combining image portions (e.g., portions of oversized
245 246 247 248 249 250 251 252 253 254	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION	277 278 279 280 281 282 283 284	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents)
245 246 247 248 249 250 251 252 253	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic codingTransform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting	277 278 279 280 281 282 283	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D
245 246 247 248 249 250 251 252 253 254 255	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring)	277 278 279 280 281 282 283 284	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface
245 246 247 248 249 250 251 252 253 254	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or	277 278 279 280 281 282 283 284	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties
245 246 247 248 249 250 251 252 253 254 255	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or contraction	277 278 279 280 281 282 283 284	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image .Using a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties (e.g., length, width, or area)
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245 246 247 248 249 250 251 252 253 254 255 256 257	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or contractionDilation or erosion (e.g., opening or closing)	277 278 279 280 281 282 283 284	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image .Using a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties (e.g., length, width, or area) .Detecting alignment marks .Determining center of gravity
245 246 247 248 249 250 251 252 253 254 255 256 257	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic coding .Transform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or contractionDilation or erosion (e.g., opening or closing)Line thinning or thickening	277 278 279 280 281 282 283 284 285 286 287 288	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an image .Using a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties (e.g., length, width, or area) .Detecting alignment marks .Determining center of gravity or moment
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245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic codingTransform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization .TMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or contractionDilation or erosion (e.g., opening or closing)Line thinning or thickeningSkeletonizing .Image filterAdaptive filter	277 278 279 280 281 282 283 284 285 286 287 288	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties (e.g., length, width, or area)Detecting alignment marksDetermining center of gravity or momentDetermining amount an image is rotated or skewed
245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic codingTransform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization IMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or contractionDilation or erosion (e.g., opening or closing)Line thinning or thickeningSkeletonizing .Image filter	277 278 279 280 281 282 283 284 285 286 287 288	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties (e.g., length, width, or area)Detecting alignment marksDetermining center of gravity or momentDetermining amount an image is rotated or skewedWhere the image is a
245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261	.Lossless compressionRun-length codingHuffman or variable-length codingArithmetic codingTransform codingFractalDiscrete cosine or sine transform .QuantizationError diffusion or dispersionVector quantization .TMAGE ENHANCEMENT OR RESTORATION .Focus measuring or adjusting (e.g., deblurring) .Object boundary expansion or contractionDilation or erosion (e.g., opening or closing)Line thinning or thickeningSkeletonizing .Image filterAdaptive filter	277 278 279 280 281 282 283 284 285 286 287 288 289	PREPROCESSING .Transforming each dimension separately .Correlation .Convolution .Fourier transform .Walsh, Hough, or Hadamard transform .Selecting a portion of an imageUsing a mask .Combining image portions (e.g., portions of oversized documents) .Mapping 2-D image onto a 3-D surface .Measuring image properties (e.g., length, width, or area)Detecting alignment marksDetermining center of gravity or momentDetermining amount an image is rotated or skewedWhere the image is a character, word, or text

292	Where the object is a						
0.00	character, word, or text	FORE	IGN	ART	COLLECT	<u>cons</u>	
293	.Changing the image coordinates						
294	Registering or aligning multiple images to one another	FOR	000	CLAS	S-RELATED	FOREIGN	DOCUMENTS
295	To position or translate an image						
296	To rotate an image						
297	Rotation of image is limited to 90 degrees, 180 degrees, or 270 degrees						
298	To change the scale or size of an image						
299	<pre>Raising or lowering the image resolution (e.g., subpixel accuracy)</pre>						
300	Interpolation						
301	Where the image is an alphanumeric character						
302	.Multilayered image transformations						
303	Pipeline processing						
304	Parallel processing						
305	.Image storage or retrieval						
306	Using identification indicia on document						
307	.General purpose image processor						
308	Morphological operations (i.e., local neighborhood operations)						
309	EDITING, ERROR CHECKING, OR						
	CORRECTION (E.G.,						
	POSTRECOGNITION PROCESSING)						
310	.Correcting alphanumeric						
	recognition errors						
311	.Including operator interaction						
312	IMAGE SENSING						
313	.Hand-held						
314	Sensing mechanism in stylus						
315	Sensing mechanism in platen						
316	.Curve tracer						
317	.Sensor control (e.g., OCR sheet controls copier or fax)						
318	.Multiple scanning						
319	Prescanning						
320	.Magnetic						
321	.Optical (e.g., OCR)						
322	Single spot						
323	Single line						
324	Full retina						
325	MISCELLANEOUS						