

INDEX

A

AB_CIRC attribute 8-2
AB_CONSEC attribute 8-2
Abs (CG56 star) 8-11
Abs (CG96 star) 9-4
absolute value 8-11
acknowledge { } 1-77
ACos (CG56 star) 8-12
ACos (CG96 star) 9-5
actual parameters 1-31
adaptFilter 7-34, 7-35
adaptFilter (CGC demo) 7-34
adaptFilter (SDF demo) 2-85
adaptFilter_multi (CGC demo) 7-34
adaptive filter 7-34, 2-50, 2-85, 2-101
adaptive filter, complex 2-47, 2-48
adaptive filter with coefficient plotting 2-49
Add (CG56 star) 8-12
Add (CG96 star) 9-5
Add (CGC star) 7-12
Add (SDF star) 2-5
addCode, method 6-4
AddCx (SDF star) 2-5
addDeclaration, method 7-7
addGlobal, method 7-7
addInclude, method 7-7
additive Gaussian noise 2-108
additive noise 2-12
addMainInit, method 7-7
AddMotionVecs (SDF star) 2-5
addProcedure, method 6-4
addProcessorCode, method 6-14
adjustSchedule, target parameter 6-17
ADPCMCodec (SDF star) 2-6
ADPCMDecoder (SDF star) 2-7
ADPCMFromBits (SDF star) 2-7
ADPCMmissTrack (DE demo) 4-52
ADPCMTToBits (SDF star) 2-8
alias command 1-61
allocateMemory, method 6-12
Allpass (CG56 star) 8-13
allpole filter 2-10, 2-86, 2-99, 2-100
allpole filter, block 2-15
allPole (SDF demo) 2-86
aloha (DE demo) 4-52
alter-geometry, VEM 1-157
alternating data streams 8-19
amplitude shift keying 3-16, 2-87
analog systems 2-104
analytic (SDF demo) 2-86
analytic signal 2-58, 2-86, 2-92
And (DE star) 4-18
animation 1-66
annotations 1-38
A_NONCONSTANT 1-92

antenna, phased array 2-104
AR model 2-18
Arbitrate (DE star) 4-18
arccosine 8-12
arcsine 8-13
Ariel Proport 8-56
arithmetic palette, SDF 2-4
ArrayState 1-93
arrivalTime 1-90
A_SETTABLE 1-92
ASin (CG56 star) 8-13
ASin (CG96 star) 9-5
ASK 3-16
ask (SDF star) 2-9
askXmit (SDF demo) 2-86
AsmPortHole, class 8-4
AsmTarget, class 8-5, 6-13
AsmTarget states 8-5
assembly language target 8-5
asynchronous signal processing 3-16
ATan (CG96 star) 9-6
ATMPattRecover (DE demo) 4-53
ATMPrevCellSub (DE demo) 4-54
ATMZeroCellSub (DE demo) 4-55
attribute, AB_CONSEC 8-2
attribute, AB_MEMORY 8-2
attribute, AB_NOINIT 8-2
attribute, AB_REVERSE 8-3
attribute, AB_SYMMETRIC 8-3
attribute, A_CONSTANT 8-2
attribute, A_NONCONSTANT 8-2
attribute, A_NONSETTABLE 8-2
attribute, A_RAM 8-3
attribute, A_ROM 8-3
attribute, A_SETTABLE 8-2
attribute, A_XMEM 8-3
attribute, A_YMEM 8-3
attribute, PB_CIRC 8-3
attribute, PB_SHARED 8-3
attributes 1-78, 1-91
attributes, assembly code generation 8-2
audio, Sparcstation 7-37, 2-59, 2-89, 2-96
author { } 1-76
Autocor (CG96 star) 9-42
Autocor (SDF star) 2-10, 2-10, 2-44, 2-97
autocorrelation 2-11, 2-99
autocorrelation method 2-9, 2-44, 2-105
autocorrelation (SDF star) 2-9
auto-forks 1-39
autoregressive model 2-18
Average (CG96 star) 9-6
Average (SDF star) 2-12
AverageCx (SDF star) 2-11
AWGNchannel (SDF star) 2-12

B

baseAddr, method	8-5
BDF (Boolean Dataflow, token-flow)	6-1
Beep (DE star)	4-18
before(), de	4-9
biased autocorrelation	2-10, 2-11, 2-99
bindings	1-26
bindings, VEM	1-148
Biquad (CG56 star)	8-15
biquad filter	2-13
Biquad (SDF star)	2-13
BiquadDisplay (CG56 star)	8-14
bit shifter	8-53
bit stream, random	2-14
bits (SDF star)	2-9, 2-14
BitsToInt (SDF star)	2-14, 2-57
BlackHole (CG star)	6-21
BlackHole (CGC star)	7-13
BlackHole (DE star)	4-19
BlackHole (SDF star)	2-14
block	1-2
Block	1-13
blockage (DE demo)	4-55
BlockAllPole (SDF star)	2-15, 2-86
BlockFIR (CG96 star)	9-7
BlockFIR (SDF star)	2-16, 2-45, 2-101
BlockLattice (CG96 star)	9-8
BlockLattice (SDF star)	2-16, 2-45, 2-99
BlockRLattice (CG96 star)	9-9
BlockRLattice (SDF star)	2-17, 2-99
Blosim	1-1
box	1-25
broken (SDF demo)	2-87
buffer, circular	8-16, 8-30
buffer, linear	8-16, 8-30
buffer size, DDF	3-3
buffer, static	7-38
buffers, interrupt	8-57
buffer-size, CGC domain	7-2
bufPos, method	8-5
bufSize, method	8-5
Burg (CG96 star)	9-9
Burg (SDF star)	2-18
burg (SDF star)	2-19
Burg (SDF star)	2-101
Burg's algorithm	2-18, 2-19, 2-105
BusToNum (SDF star)	2-20
butterfly (CGC demo)	7-34
butterfly curve	7-34, 2-87
butterfly (SDF demo)	2-87
Butterworth filter	2-13
button	8-23, 8-24

C

C++	1-85
C++ code generation	1-21
C code generation	1-22
c troff macro	1-127
Cartesian coordinates	2-60, 2-68
Case (CG-DDF star)	10-5, 10-3
case construct	10-8
Case (DDF star)	3-9, 3-12, 3-14
ccinclude { }	1-82
cd command	1-69

CD player, Magnavox	8-56
CD volume control	8-64
cdVolume (CG56 demo)	8-64
cell	1-24
CellLoad (DE star)	4-19
CellRoute (DE star)	4-20
CellToImage (DE star)	4-20
CellUnload (DE star)	4-20
central limit theorem	8-27
cep (SDF demo)	2-88
cepstral analysis	2-88
CG, domain	6-1
CG56, domain	8-1
CG56 main palette	8-11
CG56Multisim_2 (Thor demo)	5-5
CG56MultisimTarget (CG56 target)	8-7
CG56Star	8-1
CG56Target (CG56 target)	8-8
CG96, domain	8-1
CG96 main palette	9-4
CG96Star	8-1
CG96Target (CG96 target)	9-2
CGC domain	1-22
CGCMultiTarget, class	7-9
CGCTarget, class	7-1
CG-DDF (Dynamic Dataflow Code Generation)	6-1
CGDDFTarget, class	10-1, 6-13
CGMultiTarget, class	6-13, 6-14
CGSharedBus, class	6-14
CGStar, class	6-2
CGTarget, class	6-11
CGTarget states	8-5
change-layer, VEM	1-157
channel models	2-12
chaos	7-35, 7-35, 2-89, 2-89
chaos (CGC demo)	7-35
chaos (SDF demo)	2-89
chirp generator	9-42, 8-64, 2-89
chirp signal	2-89, 2-109
chirpplay (SDF demo)	2-89
chirpsignal (CG56 demo)	8-64
chirpsignal (CG96 demo)	9-42
Chowning, H. M.	2-95, 2-96
circAccessThisTime, method	8-5
CircToLin (CG56 star)	8-15
circular buffer	8-16, 8-30
circular to linear buffer copy	8-16
class Envelope	1-103, 1-107
class Message	1-103
class MessageParticle	1-103, 1-108
clear-marks	1-40
Clock (DE star)	4-21
close-window	1-26
close-window, VEM	1-148
closing windows	1-21
code { }	1-83
code blocks, assembly language	8-3
code generation domains	1-14
code streams	6-11
Codeblock	6-3
codeblock { }	1-82
codeGenInit, method	6-12
CodeStream, class	6-11

coefficients, partial correlation 2-18, 2-45, 2-100
 coefficients, reflection 2-18, 2-45, 2-100
Collect (CG star) 6-21
Collect (CGC star) 6-10, 7-13, 7-37
 Collect, star 6-10
 collect star 6-18
 color printers 1-34
ColorImage (SDF demo) 2-90
 colors 1-38
Comb (CG56 star) 8-16
 combining data streams 8-17
 command completion 1-144
 commTime, method 6-14
 communications palette, SDF 2-4
Commutator (CG56 star) 8-16
Commutator (CG96 star) 9-10
Commutator (CGC star) 7-13
Commutator (SDF star) 2-20, 2-107
CompareMedian (SDF demo) 2-90
 compileCode, cg target method 8-6
 compileCode, method 6-13
 compileCommand, parameter 7-1
 compileOption, parameter 7-1
 compile-SDF Target 1-21
 compile-time scheduling, DDF 3-3
 completionTime 1-90
 complex conjugate 2-21, 7-33
 complex exponential 7-11, 2-33, 2-90
 complex exponential generator 2-33
 Complex type 1-92
 complex type, CGC domain 7-7
 complex waveform 2-79
 ComplexArrayState 1-93
complexExponential (SDF demo) 2-90
ComplexFFT (SDF star) 2-93
ComplexFIR (SDF star) 2-58, 2-86
 ComplexState 1-92
 compression, image 2-31
 compression, Mu law 2-53
 compression, run length 2-71
 conditional 3-1
conditionals (DE demo) 4-56
conj (CGC star) 7-33
conj (SDF star) 2-21
 connect command 1-60
 conscalls { } 1-80
 consistent graph, DDF 3-2
Const (CG56 star) 8-17
Const (CG96 star) 9-11
Const (CGC star) 7-14
Const (SDF star) 2-21
ConstCx (SDF star) 2-21
 constructor { } 1-80
 constructType, parameter 10-2
 consumed particles, SDF 2-2
 consuming multiple particles 1-87
 cont command 1-66
 contents 1-24
 continuous-time systems 2-104
 control palette, SDF 2-4
 conversion palette, SDF 2-4
Convolve (SDF star) 2-22
 copying facets 1-40

copy-objects 1-38
 copy-objects, VEM 1-157, 1-161
 copyright { } 1-77
 core dump 1-47
 core dumped 1-48
Cos (CG56 star) 8-17
Cos (CG96 star) 9-11
Cos (CGC star) 7-14
Cos (SDF star) 2-22
 cosine 8-18
 cosine, inverse 8-12
 crashes 1-47
 create 1-27
 create, VEM 1-161
 create-circle, VEM 1-157
 create-geometry, VEM 1-158
 createReceive, method 6-15
 createSend, method 6-15
Crosscor (CG96 star) 9-11
 cshrc file 1-15, 1-123
 currentTime 1-114
 currentTime, scheduler 1-119
 cursor 1-30
 customized pigIRpc 1-16
Cut (CG56 star) 8-18
Cut (CG96 star) 9-13
Cut (SDF star) 2-10, 2-23
CutVarOffset (SDF star) 2-23
 CxReal 2-90
CxToRect (CGC star) 7-15
CxToRect (SDF star) 2-24

D

dataNew 1-90
 dataNew, flag 4-7
DB (CG96 star) 9-13
DB (CGC star) 7-15
dB (SDF star) 7-12
DB (SDF star) 2-24
dB (SDF star) 2-60
 DCT inverse 2-26
Dct (SDF star) 2-91
DctImage (SDF demo) 2-91
DCTImage (SDF star) 2-26, 2-102
DCTImageCode (SDF star) 2-25, 2-102
DCTImageCodeInv (SDF star) 2-24
DCTImageInv (SDF star) 2-26
DctInv (SDF star) 2-91
 DDF buffer size 3-3
 DDF compile-time scheduling 3-3
 DDF domain 3-1
 DDF EventHorizon 3-7
 DDF inconsistencies 3-2
 DDF inconsistent system 3-12
 DDF scheduler 3-1
 DDF star 3-4
 DDF wormhole 3-7
 DDF, writing stars 3-4
 DDFfromUniversal EventHorizon 3-8
 DDFtoUniversal EventHorizon 3-8
 DE domain 4-1
 DE Scheduler 4-1
 DE Star 4-3

DE timestamps	1-90
DE Wormhole	4-14
deadlock	4-2, 1-121
deadlock, DDF	3-3
debugging	1-47
decibel	7-15, 2-24
decimation	2-31
decision feedback equalizer training	2-76
decoding, run length	2-71
decompression, image	2-31
decompression, run length	2-71
deep-reread, VEM	1-148
defgalaxy	1-74
defgalaxy command	1-63
define-params	1-31
DEfromUniversal	4-14
defstar	1-74
defstate { }	1-78
Delay	4-57
Delay (CG56 star)	8-19
Delay (CG96 star)	9-14
Delay (DE star)	4-21
delay element, de	4-11
delay-free loop	3-2, 4-10
delays	1-39
delays, SDF	2-1
delay-star, DE	4-3
delayVsServer (DE demo)	4-56
delete-objects	1-27
delete-objects, VEM	1-158, 1-160
delnode command	1-67
delstar command	1-67
demoCase1 (CG-DDF demo)	10-8
demoDo1 (CG-DDF demo)	10-8
demoFor1 (CG-DDF demo)	10-9
demoRecur1 (CG-DDF demo)	10-10
demos, documenting	1-128
demultiplex	2-27, 2-103
DeMux (SDF star)	2-26, 2-103
DEPortHole	1-90
depth, de	4-11
DERepeatStar	4-5, 1-90
derivedfrom { }	1-75
desc { }	1-76
descriptor { }	1-76
destDirectory, target parameter	6-13
destructor { }	1-81
DEtoUniversal	4-14
DFE training	2-76
DFT	<i>7-35, 2-57, 2-91</i>
dft (CGC demo)	7-35
dft (SDF demo)	2-91
dialog boxes	1-23, 1-31
DiffImage (SDF star)	2-27
Discard	4-59
Discard (DE star)	4-21
disconnect command	1-67
discrete cosine transform	2-26, 2-91, 2-102
discrete cosine transform inverse	2-26
discrete event domain	4-1
discrete Fourier transform	<i>7-35, 2-91</i>
discrete time Fourier transform	2-32, 2-93
DisplayImage (SDF star)	2-27, 2-90, 2-91
DisplayRGB (SDF star)	2-28
DisplayVideo (SDF star)	2-29
distortion (DE demo)	4-57
distortionQ (DE demo)	4-58
Distributor (CG56 star)	8-19
Distributor (CG96 star)	9-14
Distributor (CGC star)	7-16
Distributor (SDF star)	2-30, 2-107
ditroff options	1-124
ditroff program	1-123
Div (CG96 star)	9-15
doCompile, parameter	7-1
documentation	1-123
documentation, stars	1-127
documentation, writing new	1-124
documenting demos	1-128
documenting domains	1-130
documenting galaxies	1-128
documenting universes	1-128
domain	1-2
Domain	1-13, 1-22
domain { }	1-75
Domain class	1-114
domain command	1-60
domain, DDF	3-1
domain design	1-113
domain documentation, restricted files	1-132
domain interface	1-112
domain, SDF	2-1, 3-1
domain title page	1-130
domains	1-112
domains, documenting	1-130
domains in pigl	1-46
domains in the interpreter	1-70
doppler (SDF demo)	2-92
doppler shift	2-92
do-while	3-3
do-while construct	10-9
DownCounter (CG-DDF star)	10-5, 10-3
DownCounter (DDF star)	3-6, 3-9
DownSample (CG56 star)	8-20
DownSample (CG96 star)	9-15
DownSample (CGC star)	7-16
DownSample (SDF star)	2-30
DPCM, image	2-31, 2-93
DPCM, inverse	2-31
DpcmImage (SDF demo)	2-92
DPCMImage (SDF star)	2-31
DPCMImageInv (SDF star)	2-31
drag	1-25
drawing a box	1-25
drawing a line	1-26
dsp palette, SDF	2-4
DSP56001 SSI port	8-56
dtft (SDF demo)	2-93
DTFT (SDF star)	2-32, 2-93
dual-buffer queuing	8-57
dynamic construct	3-1
dynamic constructs	6-13
dynamic constructs, CG-DDF	10-1
dynamic constructs, DDF	3-3
dynamic dataflow domain	3-1
dynamic linking	1-69

dynamic porthole 3-4

E

echo cancellation 9-42
echo (CG96 demo) 9-42
edit-icon 1-44
edit-label, VEM 1-159, 1-162
edit-parameters 1-79
edit-params 1-28, 1-31
EmbedADPCM (DE demo) 4-58
encoder 2-61
encoding, run length 2-71, 2-93, 2-102
EndCase (CG-DDF star) 10-5, 10-3
EndCase (DDF star) 3-1, 3-9, 3-14, 3-15
environment variable, PRINTER 1-123
eqn program 1-123
equalizer, decision feedback, training 2-76
errorDemo (DDF demo) 3-12
errors 1-40
event 4-1
event generator, de 4-5
event horizon 1-3
event path 4-10
event queue 4-1
EventHorizon 1-114
EventHorizon, DDF 3-7
EventHorizon design 1-121
execTime, method 6-2
exit command 1-70
Exp (CG96 star) 9-16
Exp (CGC star) 7-17
Exp (SDF star) 2-33
expgen 2-90
expngen (SDF star) 2-32
expjx (CGC star) 7-11
expjx (SDF star) 2-33, 2-33
explanation { } 1-77
exponential 7-17, 2-34, 7-36

F

facet 1-14, 1-24
fast Fourier transform, complex 7-17, 2-34
FFT 2-91
FFT, complex 7-17, 2-34
FFTCx (CGC star) 7-17
FFTCx (SDF star) 2-1, 2-34
fibonacci (DDF demo) 3-13
FIFOQueue 4-63, 4-64
FIFOQueue (DE star) 4-22
file input 1-36, 8-49, 8-50
file output 8-62
file read 7-30, 2-79, 2-79
filePrefix, state 6-14
files, restricted, in domain documentation 1-132
fill (a window) 1-21
Filter 4-59, 4-66
filter, adaptive 7-34, 2-50, 2-85, 2-101
filter, adaptive, complex 2-47, 2-48
filter, adaptive, with coefficient plotting 2-49
filter, allpole 2-10, 2-86, 2-99, 2-100
filter, allpole, block 2-15
filter bank 2-94

filter, biquad 2-13
filter, Butterworth 2-13
Filter (DE star) 4-23
filter design, lattice 2-99
filter design, multirate 2-37
filter, FIR 2-36
filter, FIR, block 2-16
filter, FIR, complex 2-35
filter, Hilbert 2-39
filter, IIR 2-13
filter, IIR, block 2-15
filter, IIR, stabilization 2-88
filter, integrator 7-21, 8-29, 2-43
filter, lattice 2-99
filter, LMS 2-50
filter, LMS adaptive 2-101
filter, LMS adaptive, complex 2-48
filter, LMS, complex 2-47
filter, LMS, with coefficient plotting 2-49
filter, median 2-51, 2-90
filter, multirate 2-35, 2-37, 2-94
filter, whitening 2-99, 2-100
filterBank (SDF demo) 2-93
FIR 2-103
FIR (CG56 star) 8-20
FIR (CG96 star) 9-16
FIR (CGC star) 7-18, 7-36
FIR filter 2-36
FIR filter, block 2-16
FIR filter, complex 2-35
FIR (SDF star) 2-36, 2-98
FIRCx (SDF star) 2-34
fixedNum, parameter 10-3
FixToFloat (CG96 star) 9-17
FloatArrayState 1-93
FloatDC (DE star) 4-24
FloatPad (SDF star) 2-10, 2-106
FloatRamp (DE star) 4-24
FloatState 1-92
FloatTable (SDF star) 2-9
FloatToFix (CG96 star) 9-18
Floor (SDF star) 2-37
FlushNet (DE demo) 4-59
FlushQueue (DE star) 4-15
FM 2-95, 2-96
fm (SDF demo) 2-95
fmply (SDF demo) 2-95
fonts 1-38
fonts, special 1-127
for 3-3
for construct 10-9
Fork (CG star) 6-21
Fork (CGC star) 7-19
Fork (CG-DDF star) 10-6
Fork, (code star) 6-8
Fork (DE star) 4-25
Fork (SDF star) 2-37
formal parameters 1-31
format conversion, polar to rectangular 2-60
format conversion, real to complex 2-67
format conversion, rectangular to polar 2-68
format conversion, RGB to YUV 2-69
format conversion, YUV to RGB 2-84

Fourier transform 1-35
Fourier transform, discrete 7-35, 2-91
Fourier transform, discrete time 2-32, 2-93
Fourier transform, fast, complex 7-17, 2-34
frameCode, method 6-13
FrameMaker 1-34
fread of long failed 1-48
freqPhase 2-96
freqPhase (SDF star) 2-38, 2-75
freqPhaseOffset (SDF demo) 2-96
freqsample (SDF demo) 2-96
frequency modulation 2-95, 2-96
frequency offset 2-38, 2-96
fromUniversal 1-114
funcName, parameter 7-1
functional-star, DE 4-3

G

Gabriel 1-1, 7-18, 2-34, 2-107
Gain (CG56 star) 8-21
Gain (CG96 star) 9-18
Gain (CGC star) 7-20
Gain (SDF star) 2-39
GainCx (SDF star) 2-38
galaxies 1-29
galaxies, documenting 1-128
galaxy 1-2
Galaxy 1-13
galaxy command 1-60
galaxy parameters 1-31, 1-31
gaussian (CG96 demo) 9-42
Gaussian noise 2-12, 8-27, 2-40, 9-42, 2-97
gaussian (SDF demo) 2-97
gdb 1-48
generateCode, method 6-12
Geodesic 4-64
geodesic size, DDF 3-3
get(), de 4-8
getSimulEvent(), de 4-10
global time 1-114
Gnu 1-48
Gnu groff program 1-123
go { } 1-81
graph, X window 7-31, 2-81
graph, X window, multi-signal 2-82
graph, X window, multi-trace 7-33, 2-83
graph, X-Y 7-33, 2-83
graphical interface 1-13
grid 1-26
groff program 1-123
Ground (CG96 star) 9-19
gxslider program 8-26

H

halting a simulation 7-30, 9-40, 8-61, 2-79, 2-79
HandShake (DE star) 4-25
handShakeQ (DE star) 4-15
hard limiter 8-30, 2-45
hardcopy 1-33
hdShotNoise (DE demo) 4-59
header { } 1-83
headerCode, cg target method 8-6

help command 1-70
Henon map 7-35, 2-89
heterogenous message interface 1-103
Hilbert filter 2-39
Hilbert (SDF star) 2-39
Hilbert transform 2-92
hinclude { } 1-82
histogram, X window 2-81
HLLTarget, class 6-13
HostAOut (CG56 star) 8-22
HostASrc (CG56 star) 8-22
HostButton (CG56 star) 8-23
hostMachine, parameter 7-1
HostMButton (CG56 star) 8-24
HostOut (CG56 star) 8-24
HostSlider (CG56 star) 8-26
HostSliderGX (CG56 star) 8-25

I

icons 1-28
icons, reflecting 1-38
icons, rotating 1-38
Id troff macro 1-126
ident 1-74
IE troff macro 1-126
Ie troff macro 1-126
if-then-else 3-3, 3-14
ifThenElse (DDF demo) 3-14
ignoreIPC, target parameter 6-16
IIDGaussian (CG56 star) 8-27
IIDGaussian (CG96 star) 9-19, 9-42
IIDGaussian (SDF star) 2-39, 2-97
IIDUniform (CG56 star) 8-28
IIDUniform (CG96 star) 9-20
IIDUniform (CGC star) 7-20
IIDUniform (SDF star) 2-40
IIR (CG96 star) 9-20
IIR filter 2-13
IIR filter stabilization 2-88
IIR (SDF star) 2-40
image, color 2-90
image compression 2-31
image decompression 2-31
image difference 2-27
image, discrete cosine transform 2-26
image, discrete cosine transform inverse 2-26
image display 2-28
image display, RGB 2-28
image DPCM 2-31, 2-93
image DPCM, inverse 2-31
image format conversion, RGB to YUV 2-69
image format conversion, YUV to RGB 2-84
image format, PGM 2-28, 2-65
image format, PPM 2-28, 2-66
image format, RGB 2-69, 2-84, 2-90
image format, YUV 2-69, 2-84, 2-90
image, median filter 2-51, 2-90
image, motion compensation 2-52, 2-102
image palette, SDF 2-4
image reading 2-65, 2-66
image, run length decoding 2-71
image, run length encoding 2-71
ImageToCell (DE star) 4-26

ImageToPix (SDF star)	2-41
Impulse (CG56 star)	8-28
Impulse (CG96 star)	9-22
Impulse (DE star)	4-26
Impulse (SDF star)	2-42
inconsistencies, DDF	3-2
inconsistent	1-40
inconsistent DDF system	3-2, 3-12
inconsistent SDF system	2-2, 2-87
InDEMPHIter	1-91
InDEPort	1-91
index entries	1-126
index, printing	1-124
inheritProcessors, parameter	10-1
initCode, method	6-2
initializing states from files	1-93
init.pal facet	1-25
initstate command	1-63
inmulti	1-88
inmulti { }	1-79
input { }	1-79
inputs and outputs, accessing, SDF	2-2
InSDFPort	1-85
instance	1-27
IntArrayState	1-93
integer multiplication	8-39
Integrator (CG56 star)	8-29
Integrator (CG96 star)	9-22
integrator (CGC demo)	7-35
Integrator (CGC star)	7-21
integrator (SDF demo)	2-98
Integrator (SDF star)	7-12, 2-42, 2-60, 2-98
IntegratorR (CG56 star)	8-29
interface	1-24
interleaving data streams	8-17
interp (CGC demo)	7-36
interp (SDF demo)	2-98
interpolation, linear	7-36, 2-98
interrupt buffers	8-57
interrupt, VEM	1-148
interrupt-driven I/O	8-56
IntPacketize (DE star)	4-27
IntState	1-92
IntToBits (SDF star)	2-8, 2-43
IntUnPacketize (DE star)	4-27
inverse cosine	8-12
inverse DCT	2-26
inverse discrete cosine transform	2-26
inverse DPCM	2-31
inverse motion compensation	2-51
inverse sine	8-13
Invert (DE star)	4-27
I/O, real-time	8-56
Ir troff macro	1-126
isGalWorm	3-3
iteration	3-1
iteration, DDF	3-2
iteration, scheduling	1-115
iterations, SDF	2-1
iterators	1-88
J	
Joe's scheduling	6-15

K

Karplus-Strong algorithm	2-85
kernel	1-14, 1-40
key bindings	1-26
kill-application, VEM	1-163
kill-buffer, VEM	1-148
knownlist command	1-65
KSChord (SDF demo)	2-85

L

labels	1-38
LastOfN (CG-DDF star)	10-6, 10-4
LastOfN (DDF star)	3-4, 3-10
Lattice (CG96 star)	9-23
lattice filter	2-99
lattice filter design	2-99
Lattice (SDF demo)	2-98
Lattice (SDF star)	2-43, 2-99
latticeDesign (SDF demo)	2-99
layer names	1-38
layer-display, VEM	1-154
layers	1-38
lazy evaluation	3-2
LBTest (DE demo)	4-60
LeakBucket (DE star)	4-15
LevDur (CG96 star)	9-23
LevDur (SDF star)	2-10, 2-44, 2-99, 2-100
Levinson-Durbin algorithm	2-9, 2-99, 2-100, 2-105
levinsonDurbin (SDF demo)	2-100
Limit (CG56 star)	8-30
Limit (CG96 star)	9-25
Limit (SDF star)	2-7, 2-45
line	1-26
linear buffer	8-16, 8-30
linear interpolation	7-36, 2-98
linear prediction	2-18, 2-45, 2-101
linear to circular buffer copy	8-30
linearPrediction (SDF demo)	2-101
link command	1-69
linkOptions, parameter	7-1
LinQuantIdx (SDF star)	2-46
LinToCirc (CG56 star)	8-30
lms adaptive filter	9-43
LMS adaptive filter	2-50
lms adaptive filter	8-64
LMS adaptive filter	2-85
LMS adaptive filter, complex	2-47, 2-48
LMS adaptive filter with coefficient plotting	2-49
lms (CG56 demo)	8-64
LMS (CG56 star)	8-32
lms (CG96 demo)	9-43
LMS (CG96 star)	9-25
LMS (CGC star)	7-22
LMS (SDF star)	2-6, 2-7, 2-49, 2-85, 2-101
LMSCx (SDF star)	2-46
LMSGanged (CG56 star)	8-31
LMSLeak (SDF star)	2-47
LMSPlot (SDF star)	2-48
LMSPlotCx (SDF star)	2-48
load command	1-68
loadCode, method	6-13
location { }	1-77

Log (CG56 star)	8-33
Log (CG96 star)	9-27
Log (CGC star)	7-22
Log (SDF star)	2-50
logarithm	7-23, 8-33, 7-36, 2-50
log-bindings, VEM	1-148
look-inside	1-20
lookup table	8-34
LookupTbl (CG56 star)	8-33
loop (CGC demo)	7-36
loop, delay-free	3-2
loop scheduler	7-36
loop scheduler, SDF	2-3
loop scheduling algorithm	2-3
loopingLevel, parameter	7-36
loopingLevel, target parameter	6-15
loopScheduler, parameter	2-3
loopTarget, class	2-3
LossyInput (DE star)	4-16

M

M. Vetterli and C. Herley	2-94
machineNames, parameter	7-9
macro, \$\$	6-8
macro, addr	8-4
macro, codeblockSymbol	6-8
macro, label	6-8
macro, mem	8-4
macro, ref	6-5
macro, ref (assembly)	8-4
macro, sharedSymbol	6-6
macro, size	6-5
macro, starSymbol	6-5
macro, val	6-5
macros, CG stars	6-5
Magnavox CD player	8-56
Magnavox (CG56 star)	8-37
MagnavoxIn (CG56 star)	8-34
MagnavoxOut (CG56 star)	8-35
magnitude	2-60, 2-68
main palette, SDF	2-4
mainLoopCode, method	6-12
mainLoopCode, redefinition	8-10
Makefile	1-123
make-schem-icon	1-28, 1-30, 1-33
MakeSeqATMCell (SDF star)	2-50
make-star	1-39
making icons	1-28
manual, printing	1-123
manualAssignment, target parameter	6-17
maxBufferSize	3-13
maxBufferSize, DDF	3-3
maximum entropy spectral estimation	2-18, 2-19, 2-44, 2-105
MaxMin (CG56 star)	8-38
MaxMin (CG96 star)	9-27
MC_DCT (SDF demo)	2-102
me troff macros	1-123
MeasureDelay	4-60
measureDelay (DE demo)	4-60
MeasureDelay (DE star)	4-28
median filtering	2-51, 2-90
MedianImage (SDF star)	2-51, 2-90
member	1-85

menus	1-144
Merge	4-61
merge (DE demo)	4-61
Merge (DE star)	4-28
message design criteria	1-103
message programming example	1-108
messages	1-103
method	1-85
method { }	1-83
MMSE timing recovery	3-16
model of computation	1-22
modulation, amplitude shift keying	3-16
modulation, ASK	2-87
modulation, frequency	2-95, 2-96
modulation, pulse amplitude	8-67
modulation, quadrature amplitude	2-107
modulation, sinusoidal	2-108
motion compensation	2-52, 2-102
motion compensation, inverse	2-51
MotionCmp (SDF star)	2-52, 2-102
MotionCmpInv (SDF star)	2-51
MotionComp (SDF demo)	2-102
Motorola DSP56000 simulator	8-49, 8-50, 8-62
Motorola DSP56001 SSI port	8-56
MotorolaTarget, class	8-5
MotorolaTarget states	8-5
move-objects	1-38
move-objects, VEM	1-159, 1-160
moving facets	1-40
moving objects	1-37
MPHIter	1-88
Mpy (CG56 star)	8-40
Mpy (CG96 star)	9-28
Mpy (CGC star)	7-23
Mpy (SDF star)	2-53
MpyCx (SDF star)	2-52
MpyInt (CG56 star)	8-39
MpyShift (CG56 star)	8-39
Mu law	2-59
Mu law compression	2-53
MuLaw (SDF star)	2-53
MultiPortHole iterator	1-88
MultiIn (CG star)	6-22
MultiInOut (CG star)	6-22
multimed (DE demo)	4-61
MultiOut (CG star)	6-22
multiple inputs	1-39
multiple outputs	1-39
multiple portholes	1-87
multiple-processor schedulers	6-16
multiplex	8-41, 2-54, 2-103
multiplication	8-40
multiplication, integer	8-39
multiplication with shifting	8-39
MultiPortHole	1-87
multiprocessor target	6-13
multirate filter design	2-35, 2-37
multirate (SDF demo)	2-103
multirate signal processing	2-103
MultisimReceive (CG56 star)	8-40
MultisimSend (CG56 star)	8-40
MultiTarget, class	6-13
Mux (CG56 star)	8-41

Mux (SDF star) 2-53, 2-103
muxDeMux (SDF demo) 2-103
myCode, code stream 6-11

N

name { } 1-75
names of terminals 1-39
nameSuffix, parameter 7-9
Neg (CG56 star) 8-42
Neg (CG96 star) 9-28
negation 8-42
nested wormholes 3-14
nets 1-39
newstate command 1-62
nodeconnect command 1-61
noise, Gaussian 8-27, 2-40, 9-42, 2-97
noise, uniform 8-28, 2-40
non-deterministic loop 4-11
nonlinear (CGC demo) 7-36
nonlinear distortion 2-108
nonlinear functions palette, SDF 2-4
nonLinearDistortion (SDF star) 2-54, 2-75
Null (DE star) 4-29
num { } 1-79
num field of porthole 3-5
numports command 1-63
numSimulEvents(), de 4-10
NumToBus (SDF star) 2-54
numTokens 2-2
numtokens 1-79
Nyquist pulse 2-63
Nyquist pulse, complex 2-62

O

obtaining Gnu groff 1-133
Oct 1-14, 1-142
OMAMagnavoxOut (CG96 star) 9-29
oneStarOneProc, target parameter 6-17
open (a window) 1-21
open-facet 1-25
open-palette 1-25
open-window 1-26
open-window, VEM 1-148
operational semantics 1-22
optfir program 2-39, 2-91, 2-103
optical communications 2-104
optical heterodyne 2-104
optimized mode, de 4-2
Or (DE star) 4-29
oscilloscope, X window 7-33, 2-83
OutDEMPHIter 1-91
OutDEPort 1-91
outmulti 1-88
outmulti { } 1-79
output { } 1-79
OutSDFPort 1-85
overall document file 1-125
overlapComm, target parameter 6-16

P

packet interface 1-103
Packetize (DE star) 4-29

Pad (CG56 star) 8-42
Pad (CG96 star) 9-29
Pad (SDF star) 2-55
pairSendReceive, method 6-15
palette 1-14
palette, SDF arithmetic 2-4
palette, SDF communications 2-4
palette, SDF control 2-4
palette, SDF conversion 2-4
palette, SDF dsp 2-4
palette, SDF image 2-4
palette, SDF main 2-4
palette, SDF nonlinear functions 2-4
palette, SDF signal sinks 2-4
palette, SDF signal sources 2-4
palette, VEM 1-149
palette VEM command 1-38
PAM transmitter, 4 level 8-67
pan 1-21, 1-26
pan, VEM 1-149
parallel schedulers 6-16
parameter 1-14
paramFile, parameter 10-3
paramGeo, parameter 10-2
paramMax, parameter 10-3
paramMin, parameter 10-2
paramType, parameter 10-2
PARCOR 2-18, 2-45, 2-100
partial correlation coefficients 2-18, 2-45, 2-100
particle 1-2
Particle 1-85
particle type 1-37
Particle types 1-89
particles, SDF 2-2
PassGate 4-55
PassGate (DE star) 4-30
past particles 1-87
past particles, SDF 2-2
path 1-15, 1-59
PattMatch (SDF star) 2-55
PCM (CGC star) 7-23
PCMBitCoder (SDF star) 2-56
PCMBitDecoder (SDF star) 2-56
PCMread (CGC star) 7-23
PCMVoiceRecover (DE star) 4-30
PCMwrite (CGC star) 7-24
perfect reconstruction 2-94
periodogram 2-105
periodogram (SDF star) 2-57
permission denied 1-15
PGM image format 2-28, 2-65
phase 2-60, 2-68
PHASE, de 4-12
phase jitter 2-38, 2-96, 2-108
phase locked loop 3-16
phase mode, de 4-12
phase shift 2-92
phase unwrapping 2-77
phased array antenna 2-104
phasedArray (SDF demo) 2-104
phase-locked loops 2-104
phaseShift (SDF star) 2-38, 2-38, 2-58, 2-92
phoneline (CG56 demo) 8-65

phoneline (CG96 demo) **9-43**
 phoneline simulator **9-43**
 physical mode 1-142
picture (DDF demo) **3-14**
 pigl **1-13**
 PIGIBW 1-34
 piglRpc **1-14**, 1-47, 1-142
 piglRpc, custom version 1-46
pipeline (CG demo) **6-27**
PixToImage (SDF star) **2-58**
 play program 2-59, 2-96
Play (SDF star) **2-59**
 PLL 3-16, 2-104
plldemo (SDF demo) **2-104**
 plot signal 1-35
 plucked string 2-85
 point in VEM 1-25
 Poisson counting process 4-57
Poisson (DE star) **4-31**
 polar coordinates 2-68
 polar to rectangular conversion **2-60**
PolarToRect (CGC star) **7-24**
PolarToRect (SDF star) **2-59**
 polling I/O 8-56
Poly (CG96 star) **9-30**
 polymorphism 1-101
 pop-context, VEM 1-149
 porthole **1-13**
 PortHole 1-85
 porthole, dynamic **3-4**
 porthole type 1-37
 postscript 1-33, 1-34
 power estimate 7-12, 2-60
 power series 8-12, 8-13
 power spectrum 2-9, 2-19, 2-57, 2-105
powerEst (CGC star) **7-11**
powerEst (SDF star) **2-60**
powerSpectrum (SDF demo) **2-105**
 PPM image format 2-28, 2-66
 prediction, linear 2-101
 previewing documents 1-124
 print command 1-65
Printer (CGC star) **7-24**
 Printer, de 4-67
Printer (DE star) **4-32**
 PRINTER environment variable 1-123
Printer (SDF star) **2-60**
 printing facets 1-33
 printing the Ptolemy manual **1-123**
 printing the Ptolemy manual index **1-124**
 printing the screen 1-34
prioritized (DE demo) **4-62**
prioritized4 (DE star) **4-16**
priority (DE demo) **4-62**
 priority queue 4-62
PriorityCheck (DE star) **4-32**
PriorityQueue (DE star) **4-33**
 private { } 1-82
 procedures, code stream 6-11
 processMacro, method **6-8**
 processor-sharing server 4-63
 process-star 1-117
 procId, CG star state 6-17

produced particle, SDF 2-2
 producing multiple particles 1-87
 profile 1-21
 profile, CG-DDF 10-11, 10-10, 10-9, 10-8, **10-3**
 Proport, Ariel 8-56
ProPortAD (CG56 star) **8-44**
ProPortADDA (CG56 star) **8-43**
ProPortDA (CG56 star) **8-45**
 protected { } 1-82
 PrQueue 4-62
PrQueue (DE star) **4-34**
PseudoCell (DE star) **4-36**
 PSServer 4-63
psServer (DE demo) **4-63**
PSServer (DE star) **4-36**
 PT troff string **1-127**
 ptlang 1-72
 ptlang, targets 8-6
 public { } 1-82
Pulse (CG56 star) **8-46**
 pulse generator **8-46**
 pure-delay type, DE 4-3
 push-context, VEM 1-149
 push-master, VEM 1-149
 put(), de 4-9

Q

qam (SDF demo) **2-106**
QAM16 (SDF star) **2-61**
QAM4 (SDF star) **2-61**
qAndServer (DE demo) **4-63**
qATMCell (DE star) 4-31
 quadrature amplitude modulation 2-107
Quant (CG56 star) **8-48**
Quant (CG96 star) **9-30**
Quant (CGC star) **7-25**
Quant (SDF star) **2-62**
QuantBitsInt (CG56 star) **8-47**
QuantBitsLin (CG56 star) **8-47**
quantize (CGC demo) **7-37**
quantize (SDF demo) **2-107**
 quantizer **8-47**
Quantizer (SDF star) 2-6, 2-7, 2-8, 2-56, 2-98, 2-107
 quasi-static scheduler 10-10, 10-9, 10-8
 quasi-static scheduling **10-2**
 quasi-static scheduling, CG-DDF 10-1
 queue 4-22, 4-63
 Queue 4-64
queue (DE demo) **4-64**
Queue (DE star) **4-37**
QueueBase (DE star) **4-37**
 queues, interrupt **8-57**
 queuing, dual-buffer **8-57**
 queuing, symmetric **8-57**

R

raised cosine pulse 3-16, **2-63**, 2-87, 2-107
 raised cosine pulse, complex **2-62**
RaisedCos (CG56 star) **8-48**
RaisedCos (SDF star) **2-63**, 2-107
RaisedCosCx (SDF star) **2-62**
ramp (CG56 demo) **8-66**

Ramp (CG56 star)	8-49	reverberation system	8-66
Ramp (CG96 star)	9-31	reverse	8-52
Ramp (CGC star)	7-25	Reverse (CG56 star)	8-52
ramp generator	8-66	Reverse (CG96 star)	9-33
Ramp (SDF star)	2-64	Reverse (SDF star)	2-68
RampInt (SDF star)	2-64	RGB image display	2-28
random bit stream	2-14	Rgb2Yuv (SDF star)	2-90
random symbol sequence	2-61	RGBToYUV (SDF star)	2-69
RanGen	4-67	RLattice (CG96 star)	9-34
RanGen (DE star)	4-39	RLattice (SDF star)	2-69 , 2-99
RateChange (CG star)	6-23	rom (DE star)	4-17
ReadFile (CG56 star)	8-50	Rotate (CG56 star)	8-52
ReadFile (CG96 star)	9-31	rotate (CG96 star)	9-34
ReadFile (SDF star)	2-64	roundRobin (DE demo)	4-65
ReadFileInt (CG56 star)	8-49	roundRobin4 (DE star)	4-17
ReadImage (SDF star)	2-65 , 2-90, 2-91	router (DDF demo)	3-15
reading from a file	7-30 , 1-36, 9-40, 8-61, 2-79, 2-79	router (DE demo)	4-65
ReadPCM (SDF star)	2-65	Router (DE star)	4-40
ReadRGB (SDF star)	2-66	RPC	1-14
ReadRgb (SDF star)	2-90	RPC Error	1-47
readyToGo	3-6	rpc-any, VEM	1-163
real to complex format conversion	2-67	run	1-20
real-time I/O	8-56	run command	1-65
real-time violation	8-56	run length decoding	2-71
RealTimeStar (DE star)	4-39	run length encoding	2-71 , 2-93, 2-102
Receive (CG star)	6-23	run() scheduler method	1-113
receive star	6-18	runCode, cg target method	8-6
receiveData()	1-119	runCode, method	6-13
receiveWormData, method	6-13	RunLen (SDF star)	2-102
reciprocal	7-36	RunLenImage (SDF star)	2-71
Reciprocal (CG56 star)	8-50	RunLenImageInv (SDF star)	2-70
Reciprocal (CG96 star)	9-32	runnable	1-120
Reciprocal (CGC star)	7-26		
Reciprocal (SDF star)	2-66	S	
recover-facet, VEM	1-149	S56XTarget, CG56 Target	8-5
Rect (CG56 star)	8-51	S56XTarget (CG56 target)	8-9
Rect (CG96 star)	9-32	same-scale, VEM	1-150
Rect (SDF star)	2-67	sample rate conversion	7-36, 2-86, 2-98, 2-103
rectangular to polar format conversion	2-68	sample rate inconsistencies	2-87
RectToCx (CGC star)	7-26	Sampler	4-65, 4-68
RectToCx (SDF star)	2-67	sampler (DE demo)	4-65
RectToPolar (CGC star)	7-26	Sampler (DE star)	4-40
RectToPolar (SDF star)	2-67	saveFileName, parameter	7-1
recursion	3-1, 3-3, 3-7 , 3-11, 3-13	save-window	1-28
recursion construct	10-10	save-window, VEM	1-150
redraw	1-27	saving facets	1-33
redraw-window, VEM	1-150	scale	8-26
references	1-10	SCCS	1-76
reflection coefficients	2-18, 2-45, 2-100	scs program	1-125
remote procedure calls	1-14	schedule command	1-65
Repeat (CG56 star)	8-51	scheduleComm, method	6-14
Repeat (CG96 star)	9-33	schedulePeriod	1-117
Repeat (SDF star)	2-10, 2-68	scheduler	1-2
Repeater (CG-DDF star)	10-7 , 10-3	scheduler, SDF	2-3
repeater (DDF demo)	3-15	schedulers, CG domain	6-15
Repeater (DDF star)	3-10 , 3-14, 3-15	scheduling, static	2-1
re-read, VEM	1-150	schematic	1-24
reset command	1-66	schematic mode	1-142
resetStopTime() scheduler method	1-113	schedtler, DDF	3-1
resource	1-19	scramble (SDF demo)	2-107
restructure parameter, DDF	3-4	screen dumps	1-34
return in dialog boxes	1-23	SDF	2-1
reverb (CG56 demo)	8-66	SDF arithmetic palette	2-4

SDF communications palette	2-4
SDF control palette	2-4
SDF conversion palette	2-4
SDF delays	2-1
SDF domain	2-1, 3-1
SDF dsp palette	2-4
SDF image palette	2-4
SDF iterations	2-1
SDF loop scheduler	2-3
SDF main palette	2-4
SDF nonlinear functions palette	2-4
SDF parameters	2-2, 1-87
SDF scheduler	2-3
SDF signal sinks palette	2-4
SDF signal sources palette	2-4
SDF system, inconsistent	2-2
SDF, writing stars	2-2
SDFinDDF (DDF demo)	3-12
SDFStar class	1-112
Se troff macro	1-127, 1-129
seed command	1-68
segmentation fault	1-48
selection, VEM	1-154
select-major-net, VEM	1-160
select-objects	1-27
select-objects, VEM	1-154
select-terms, VEM	1-155
Self (CG-DDF star)	10-10, 10-7
Self (DDF star)	3-7, 3-10, 3-13
self-scheduling star, de	4-5
Send (CG star)	6-24
send star	6-18
sendData()	1-119
send/receive stars	6-18
sendWormData, method	6-13
SeqATMSub (DE star)	4-40
SeqATMZero (DE star)	4-41
serial interface, synchronous (Motorola DSP56001)	8-56
Server	4-57, 4-62, 4-63
Server (DE star)	4-41
server type, DE	4-4
setAttributes, state method	8-5
setInitValue, state method	8-5
set-path-width, VEM	1-150
setSDFParams	2-2, 1-87
setstate command	1-62
setStopTime() scheduler method	1-113
setup { }	1-81
setup() scheduler method	1-113
Sgn (CG56 star)	8-53
Sgn (CG96 star)	9-35
Sgn (SDF star)	2-56, 2-71
Shifter (CG56 star)	8-53
shot noise	4-59, 4-66
shotNoise (DE demo)	4-66
show-all	1-26
show-all, VEM	1-151
show-property	1-26
show-property, VEM	1-156
signal sinks palette, SDF	2-4
signal sources palette, SDF	2-4
signum	8-53, 2-71
Sih-4-1 (CG demo)	6-27
Sim56Target (CG56 target)	8-9
Sim96Target (CG96 target)	9-3
SIMPLE, de	4-12
simple mode, de	4-12
simulated time	4-1, 4-2
simulation, halting	7-30, 2-79
simulator, Motorola DSP56000	8-49, 8-50, 8-62
Sin (CG56 star)	8-54
Sin (CG96 star)	9-35
Sin (CGC star)	7-12, 7-27
Sin (SDF star)	2-72, 2-72
sine (CG56 demo)	8-66
sine generator	8-66
sine, inverse	8-13
sine wave generator	7-12, 2-38, 2-72
singen (CGC star)	7-12, 7-12
singen (SDF star)	2-72, 2-72
single key accelerator	1-26
single-key accelerators	1-20
Sink (CG star)	6-24
sinMod (SDF demo)	2-108
sinusoidal modulation	2-108
SJS scheduling	2-3, 6-15
slider bar	8-26
snap	1-26
sound	7-37
sound (CGC demo)	7-37
sound synthesis	2-85, 2-95, 2-96
Source (CG star)	6-24
source code, finding	1-39
Sparcstation audio	7-37, 2-59, 2-89, 2-96
spectral estimation	2-11, 2-32, 2-57, 2-91, 2-93, 2-109
spectral estimation, maximum entropy	2-9, 2-18, 2-44
spectrum plot	1-35
spectrum, time varying	2-109
speechcode (DE demo)	4-66
Spread (CG star)	6-25
spread (CGC demo)	7-37
Spread (CGC star)	6-9, 7-27, 7-37
Spread, star	6-9
spread star	6-18
spread/collect stars	6-18
Sqr (CG56 star)	8-54
Sqr (CG96 star)	9-36
Sqrt (CG56 star)	8-55
Sqrt (CG96 star)	9-36
Sqrt (CGC star)	7-27
Sqrt (SDF star)	2-72
square root	7-28, 7-36, 2-73
Sr troff macro	1-127
SSI (CG56 star)	8-55
SSI port (Motorola DSP56001)	8-56
stack	1-48
Stack	4-64
Stack (DE star)	4-42
star	1-2
Star	1-13
star command	1-60
stars, documenting	1-127
starting pigi	1-20
State	1-14
state	1-91
state, assembly language specification	8-1

static buffering	6-10, 7-38
static scheduling	2-1
staticBuffering, parameter	7-2
Statistics	4-67
statistics (DE demo)	4-67
Statistics (DE star)	4-43
stochastic gradient algorithm	7-22, 2-47, 2-50, 2-101
stop time	4-1
stopBeforeDeadlocked	1-121
StopTimer	4-67
StopTimer (DE star)	4-44
StringState	1-92
Sub (CG56 star)	8-58
Sub (CG96 star)	9-36
Sub (CGC star)	7-28
Sub (SDF star)	2-73
Sub56Target (CG56 target)	8-10
SubCx (SDF star)	2-73
subDomain	7-9
sub-galaxy	6-17
substChar, method	6-8
sub-universe	6-17
switch (DE demo)	4-67
Switch (DE star)	4-44
Switch4x4 (DE star)	4-17
switch-facet, VEM	1-151
symbolic debugger	1-48
symbolic mode	1-142
symmetric queuing	8-57
Synchronize (DE star)	4-44
synchronized mode, DE	4-2
synchronous dataflow	2-1
synchronous serial interface (Motorola DSP56001)	8-56
system identification	2-9, 2-19, 2-100, 2-101, 2-105

T

table lookup	8-34, 2-74
table lookup, complex	2-74
table lookup, integer	2-74
Table (SDF star)	2-57, 2-74
TableCx (SDF star)	2-73
TableInt (SDF star)	2-74
Tan (CG96 star)	9-37
Target	1-21
target, code generation	6-1, 6-10
target command	1-67
target, multiple-inheritance	9-3, 8-10
target, multiprocessor	6-13
target parameters	1-68
targetparam command	1-68
targets	1-67
targets command	1-67
tbl program	1-123
Tcl	1-59
telephone channel simulator	8-65
telephoneChannel (SDF star)	2-74
TelephoneChannel (SDF star)	2-108
telephoneChannelTest (SDF demo)	2-108
terminal	1-13
termination port	4-11
Test (DE star)	4-45
TestEQ (DE star)	4-56
TestGE (DE star)	4-56

TestGT (DE star)	4-56
TestLevel	4-55
TestLevel (DE star)	4-45
TestNE (DE star)	4-56
testServers (DE demo)	4-68
TeX	1-34
Thresh (CG96 star)	9-37
Thresh (SDF star)	2-76
Through (CG star)	6-25
TI troff macro	1-125
time	4-2
time driven	1-118
time stamp	4-1, 1-122
time varying spectrum	2-109
timed domain	1-114
Timeout (DE star)	4-47
TimeoutStar (DE star)	4-46
Timer (DE star)	4-47
timeScale	1-115
timeVarSpec (SDF demo)	2-108
timing (DDF demo)	3-16
timing management	1-114
timing recovery, MMSE	3-16
title page, domain	1-130
toggle-grid, VEM	1-151
token	1-2
Tone (CG56 star)	8-58
Tone (CG96 star)	9-38
topblocks command	1-70
toUniversal	1-114
trailerCode, cg target method	8-6
Trainer (SDF star)	2-76
transform, VEM	1-155
transform, VEM command	1-38
transmitter (CG56 demo)	8-67
trigger, de	4-9
triggers(), de	4-9
troff program	1-123
tune (CG56 demo)	8-67
tune generator	8-67
type, CG56/CG96 state	8-1
type inheritance	1-79
types	1-37, 1-89

U

UDCounter	4-68
UDCounter (DE star)	4-47
unbiased autocorrelation	2-11
undo	1-27
uniform noise	8-28, 2-40
universal event horizon	1-118, 1-121
universe	1-2
Universe	1-13
universe parameters	1-31
universes, documenting	1-128
UnixReceive (CGC star)	7-28
UnixSend (CGC star)	7-29
UnPacketize (DE star)	4-48
unselect-objects	1-27
unselect-objects, VEM	1-156
untimed domain	1-114
Unwrap (SDF star)	2-76, 2-91
upDownCount (DE demo)	4-68

up-sample	7-38
UpSample (CG56 star)	8-59
UpSample (CG96 star)	9-38
upsample (CGC demo)	7-38
UpSample (CGC star)	7-29
UpSample (SDF star)	2-77
useCluster, target parameter	6-16
USE_GROFF	1-132
useless (CG demo)	6-28
user-defined messages	1-104

V

vardelay (CG56 demo)	8-67
VarDelay (CG56 star)	8-59
VarDelay (DE star)	4-48
vardelay with linear interpolation	8-67
VarQuasar (CG56 star)	8-60
VarServer (DE star)	4-49
VarTime (CG star)	6-25
vClock (DE demo)	4-69
VCO	2-105
vector message	1-104
VEM	1-14 , 1-40
VEM arguments	1-144
VEM command line	1-142
version { }	1-76
version, VEM	1-151
VirtClock (DE star)	4-49
voltage controlled oscillator	2-105
VR troff macro	1-125

W

waitFor	3-6
waitNum, DDF	3-1
waitPort, DDF	3-1
walking menu	1-20
WasteCycles (CG56 star)	8-60
WasteCycles (CG96 star)	9-39
waterfall plot	2-109
Waterfall (SDF star)	2-77 , 2-109
WaveForm (CG56 star)	8-61
WaveForm (CG96 star)	9-39
WaveForm (CGC star)	7-30
waveform from file	7-30 , 9-40, 8-61, 2-79
WaveForm (SDF star)	2-79
WaveFormCx (SDF star)	2-78
wavelet transform	2-94
wavelets	2-94
where, VEM	1-151
whitening filter	2-99, 2-100
Window (CG96 star)	9-40
Window (SDF star)	2-80
window-options, VEM	1-152
workstation speaker	7-37
worm (DE demo)	4-69
wormhole	1-2
Wormhole	1-13 , 1-112, 1-114
wormhole, DDF	3-2, 3-3, 3-7
wormhole design	1-118
wormhole, SDF in DDF	3-12
wormholes, code generation	6-13
wormholes in pigl	1-46

wormholes in the interpreter	1-70
wormholes, nested	3-14
wormInputCode, method	6-13
wormOutputCode, method	6-13
wrapup { }	1-81
wrapup command	1-66
writeCode, method	6-13
WriteFile (CG56 star)	8-62
WriteFile (CG96 star)	9-41
WriteFileInt (CG56 star)	8-62
write-window, VEM	1-151
writing DDF stars	3-4
writing new documentation	1-124
writing SDF stars	2-2

X

X Window system	1-142
xgrabsc	1-34
xgraph	1-134
Xgraph (CGC star)	7-31
Xgraph (DE star)	4-49
xgraph program	7-31, 7-33, 2-81, 2-82, 2-83
Xgraph (SDF star)	2-80
Xhistogram	4-59
Xhistogram (DE star)	4-50
Xhistogram (SDF star)	2-81 , 2-97

X

XMgraph	2-90
XMgraph (CGC star)	7-31
XMgraph (DE star)	4-51
XMgraph (SDF star)	2-82
xon, shell command	7-34, 7-38
Xor (CG56 star)	8-63
xpr	1-34
Xscope (CGC star)	7-32
Xscope (SDF star)	2-82

X

xwd	1-34
XYgraph (CGC star)	7-33
XYgraph (SDF star)	2-83 , 2-87

Y

Yuv2Rgb (SDF star)	2-90
YUVToRGB (SDF star)	2-83

Z

ZigZagImage (SDF star)	2-84
ZigZagImageInv (SDF star)	2-84
zoom	1-21
zoom-in	1-26
zoom-in, VEM	1-151
zoom-out	1-26
zoom-out, VEM	1-151