

Transform Code

The Vapor code base includes an API to do a forward and reverse wavelet transforms on "superblocks" (array of 8 pointers to "blocks" of some block size) returning a superblock of lambda and gamma coefficients. I've extracted the parts important to the forward wavelet transform to a point where they compile cleanly on Blue Vista with no additional libraries, etc. I also included a simple program which transforms a 64 x 64 x 64 block filled with 1's. The result is tested--the lambda block should be full of 1's and the gamma blocks should be full of 0's.

[HaarBlock3D.tar.gz](#) is an archive of the code. Inside the archive, HaarBlock3D.h and HaarBlock3D.cpp are the header files and code, respectively. Simple.cpp is the simple test program.