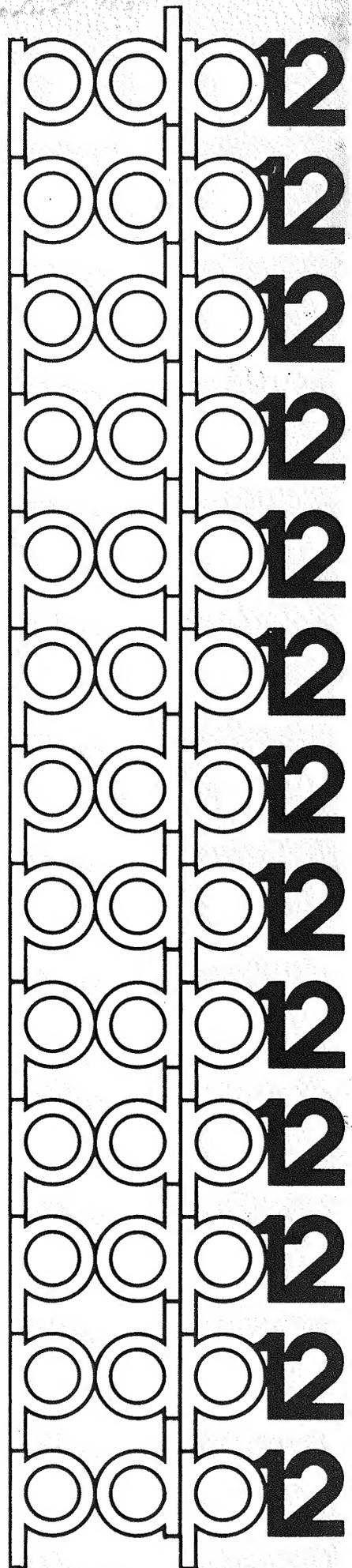
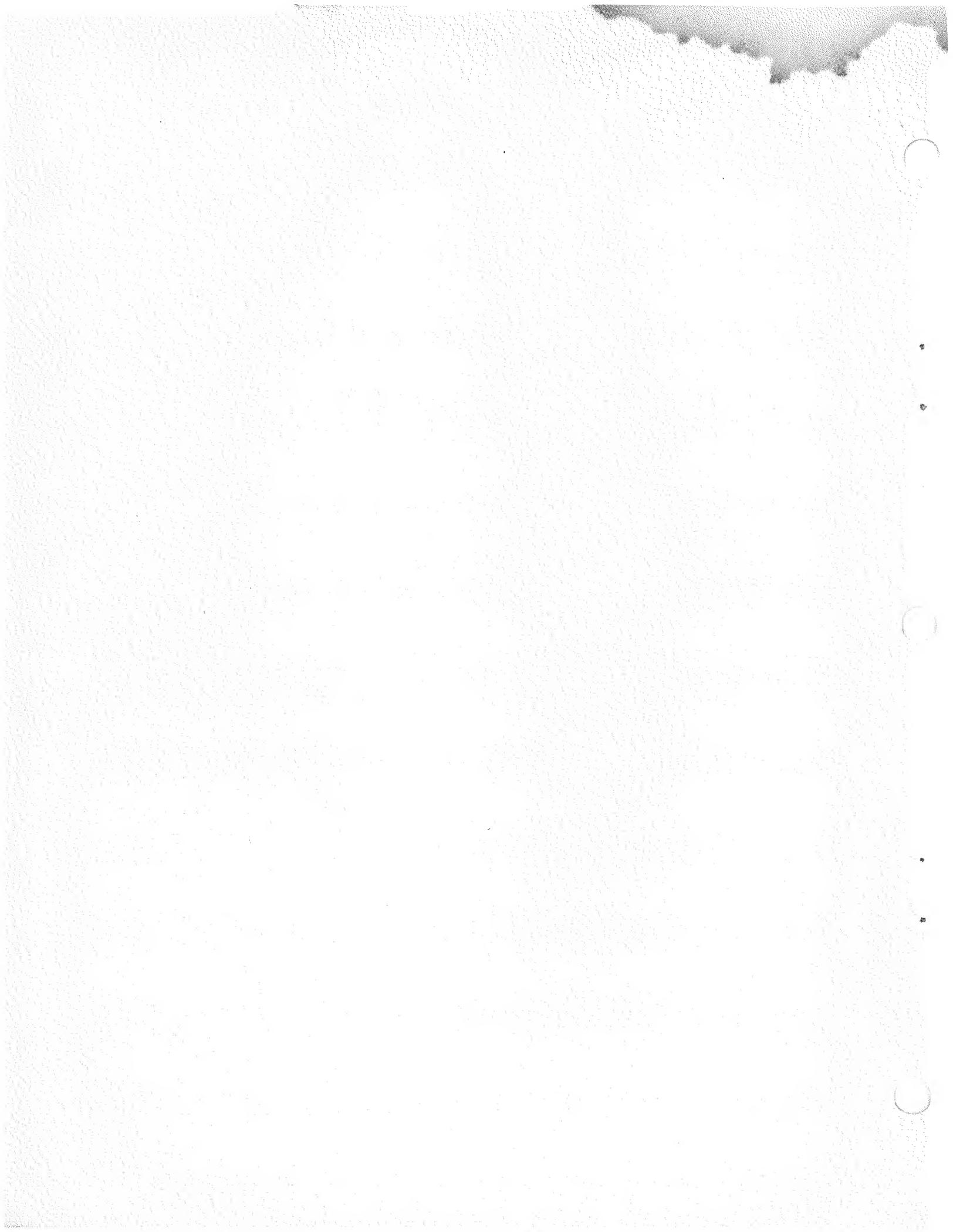


digital

57401 2/11/68  
Product 1101

# FAST FOURIER TRANSFORM AND DISPLAY





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## ACKNOWLEDGMENT

The PDP-12 Fast Fourier Transform + Display program is an adaptation of a program written by James Rothman, of Digital Equipment Corporation. The algorithm is described briefly in Section 7.0 of this manual and in detail in DECUSCOPE, Volume 72, Number 3, available from DECUS Library, Digital Equipment Corporation, Maynard, Massachusetts.

\*\*\*\*\*



## 1.0 INTRODUCTION

The FFTD (Fast Fourier Transform + Display) program can perform a Fast Fourier Transform or Inverse Fast Fourier Transform on 4 to 1024 real or complex points which have been stored on a LAP6-DIAL<sup>1</sup> or data LINC-tape or disk. The real and imaginary parts of the input or output data and the magnitude of the output data may be displayed on the scope via a moving window. Transformed data may also be stored on a DIAL or data LINCtape or disk. In addition, the scale of the displayed data can be user-modified over twelve different ranges.

## 2.0 MINIMUM HARDWARE REQUIREMENTS

8K PDP-12B with EAE.

## 3.0 OPERATING PROCEDURE

### 3.1 Loading FFTD

FFTD is a "load and go" program and is called from tape or disk by the DIAL command:

```
→LO FFTD, n )
```

where n is the tape (0-7) or disk (10-17) containing the program. A DIAL system tape must be on unit 0. (If a non-existent unit is addressed, NO is displayed on the scope. Press RETURN and issue the proper command.)

At any time during program operation, FFTD may be restarted by pressing the console keys; LINC mode, I/O PRESET, and START 20.

### 3.2 FFTD Displays

The first display is:

```
DISPLAY 1          SINGLE PRECISION FFT
                   INPUT ON DIAL UNIT? Y/N__
```

---

<sup>1</sup>LAP6-DIAL is hereafter referred to as DIAL.

Type Y if the data file is on a tape or disk containing DIAL; type N if the file is on a data tape or disk. (A file copied from paper tape via PIP must be referenced as a data tape or disk.)

The final user replies to all the scope displays are terminated by pressing LINE FEED.

If the input is on a DIAL tape or disk, the second display is:

```
DISPLAY 2          UNIT NUMBER__  
                   FILE NAME_____
```

Specify the unit number, 0 to 7 for tape, and 10 to 17 for disk, where the file is located and press RETURN. Then type the file name, which may be 1 to 8 characters long and must begin with a non-numeric character and not contain a ?, /, \, or >. After typing the file name, press LINE FEED. Note that a file addressed by name on a DIAL tape or disk can not have a header block and must have been placed on the device only by the FFTD program. If a non-existent unit is requested, NO is displayed. To restart the program from LINctape, press STOP, I/O PRESET, and START 20. The program must be reloaded from an RK8 or RF08 disk.

The user is told if the file is not on the specified unit:

```
DISPLAY 3          CANNOT FIND  
                   HIT RETURN TO CONT
```

Press RETURN to bring back display 2

If the input is on a data tape or disk, the second display is:

```
DISPLAY 4          UNIT NUMBER__  
                   BLOCK NUMBER___
```

The unit may be any number from 0 to 7 for tape and 10 to 17 for disk. The block number must be an octal number from 0 to 777. If a data file with a header block is on a DIAL device, it may be accessed by this sequence (instead of the DIAL message). The correct block number is the value in the DIAL index plus one. After the file has been located, the calculation must be specified.

DISPLAY 5            HOW MANY PTS \_\_\_\_\_  
                      (4-1024 BY POWERS OF 2)  
                      REAL OR  
                      COMPLEX? R/C\_

Powers of 2, from 2 to 10, are acceptable, permitting 4 to 1024 points. Type R if the data is real; type C if it is complex. (Refer to Section 4.0 for a description of data storage format.) If there is not enough room between the starting block number and the end of tape to hold the number of points specified, display 5 will reappear.

The calculation is further specified:

DISPLAY 6            FFT OR DISPLAY? F/D\_  
                      TRANSFORM OR  
                      INVERSE? T/I\_

If the data is just to be displayed, type D and press RETURN. Then type T if the data has most recently been transformed or I if it has not been manipulated at all or has been inversely transformed. Continue at display 7.

The next display is:

DISPLAY 7            OUTPUT ON DIAL UNIT? Y/N\_

Type Y if output is to a DIAL tape or disk; type N if output is to a data tape or disk.

A reply of Y to display 7 (DIAL tape or disk) causes the display:

DISPLAY 8            UNIT NUMBER\_\_  
                      FILE NAME\_\_\_\_\_

These answers have the same restrictions as the input display, display 2. If there is not enough space on the DIAL tape/disk to hold the output data, the next display is:

DISPLAY 9            NO SPACE  
                      HIT RETURN TO CONT

Press RETURN to bring back display 7.

If a file already exists with the specified name, the next display is:

DISPLAY 10            REPLACE? Y/N\_

Type Y or N to replace or not to replace the file. A reply of N will cause display 8 to reappear. If the file is to be replaced, but the new file is larger than the old file, display 9 will reappear.

If output is to a data tape or disk, the next display is:

DISPLAY 11            UNIT NUMBER\_\_  
                      BLK NUMBER\_\_\_

The answers have the same restrictions as the input display, display 4. If there is not enough space from the starting block number to the end of the tape to hold the output data, display 9 will reappear.

The program will now read in the data, perform a Fast Fourier Transform or Inverse Fast Fourier Transform, and write the results as complex data pairs onto the specified tape or disk.

When the transform is completed or if just displays are desired, the following message is displayed:

DISPLAY 12            WHICH DISPLAY?  
                      R(EAL)  
                      I(MAGINARY)  
                      M(MAGNITUDE)  
                      S(SCALE FACTOR)  
                      LINE FEED (RESTART)

Type R, I, M, or S and LINE FEED to obtain the desired display. The scale factor is displayed as a decimal number ( $\emptyset$ -12). (Refer to Section 6.0, Data Scaling, for an explanation of the scale factor.) (The magnitude, M, for  $a+ib$  is  $M = \sqrt{a^2+b^2}$ .)

If the display is less than 512 points, it will be stationary and centered on the scope. If it contains 512 or more points, the display can be moved in either direction using A/D knob  $\emptyset$ .

A cursor which can be moved by rotating A/D knob 1 will ride along the curve. Associated with the cursor are four octal words displayed in the top left corner of the scope, one beneath the other. The first two words are the absolute 15-bit core address of the cursor point. The third word is the contents of the displayed core address, i.e., the actual 12-bit value in the data buffer of the data word that corresponds

to the cursor point. The fourth word is the scope Y coordinate of the cursor point. The fourth word is a relative value and depends upon the Y scale factor and Y offset. Because the data is scaled to nine bits prior to display, the fourth word or Y coordinate will range from 0001 to 1000<sub>8</sub>, where 0001 corresponds to the bottom of the scope and 1000 to the top.

The curve can be expanded in the Y direction by typing a 1 or decreased by typing Q. Twelve different ranges are possible. As the display is enlarged, no check is made against losing significant digits of large values because the user may wish to expand small features of the display. Therefore, as the display is enlarged, large values may suddenly decrease in size as significant digits are lost.

The magnitude display is shown at half scale initially. If the values allow, the number 1 can be typed once to show the display at full scale.

Pressing RETURN will cause display 12 to reappear. As many displays as desired may be requested. Subsequent displays will be initially shown at the same range as the preceding display. Pressing LINE FEED without entering a character will cause display 1 to reappear.

#### 4.0 EXAMPLE

This section provides examples of the displays which result from a transform performed on a square wave of 512 points and from an inverse transform performed on the resulting coefficients.

##### 4.1 Input Display

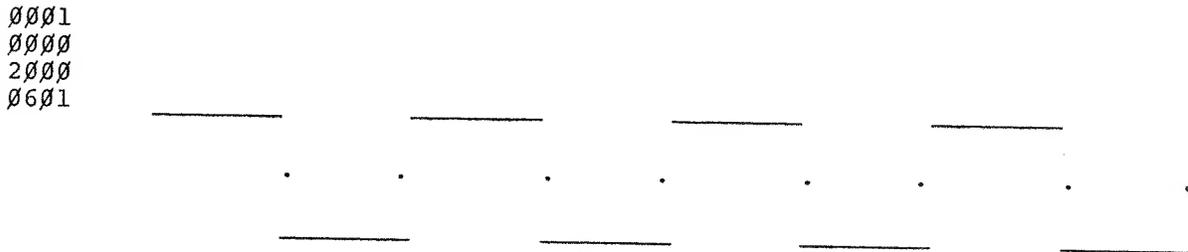
Consider a square wave<sup>1</sup> of 512 real points which has the following format on tape or disk:

Address	Value	
0	2000	} 77 points
77	1000	
100	0000	} 77 points
177	1000	

<sup>1</sup>The displays shown on the following pages are adaptations and are for demonstration purposes only.

Address	Value	
277	2000	} 77 points
277	1000	
300	0000	} 77 points
377	1000	
400	2000	} 77 points
477	1000	
500	0000	} 77 points
577	1000	
600	2000	} 77 points
677	1000	
700	0000	} 77 points
777	1000	

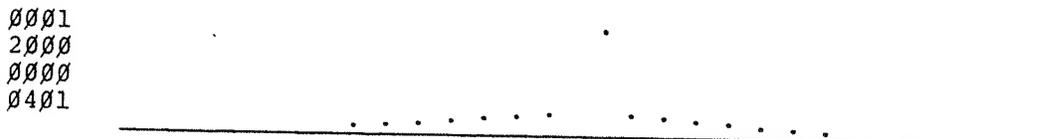
If the input is displayed, there will only be a REAL display. It will look as follows, assuming the cursor is to the extreme left and the display is not moving.



The first two values in the upper left hand corner are the address of the point on which the cursor is resting. When the cursor is at the extreme left, it indicates location 0000 of field 1. The third value is the contents of that memory location, in this case, 2000. The fourth value is the position of the cursor with respect to the bottom of the screen. [1 = bottom, 401 = X axis (middle), 1000 = top.]

## 4.2 Transform Displays

### 4.2.1 Real Display



Moving the cursor to the highest point in the display will change the value display to:

```

0001
2400
2000
0601

```

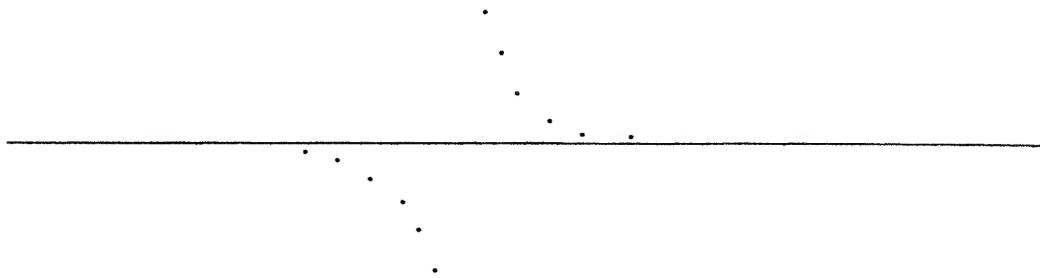
This is the DC component of the wave.

#### 4.2.2 Imaginary Display

```

0001
2000
0000
0401

```



Moving the cursor to the lowest point produces the values:

```

0001
2374
6567
0257

```

Moving the cursor to the highest point displays:

```

0001
2404
1214
0522

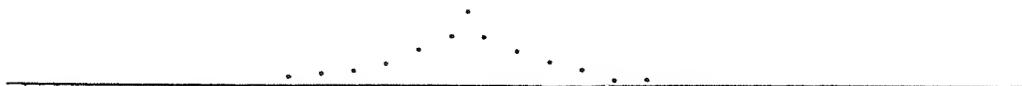
```

#### 4.2.3 Magnitude Display

```

0001
2000
0000
0401

```



Moving the cursor to the highest point gives the following display:

```

0001
2400
1000
0501

```



#### 4.3.2 Imaginary Display

0001  
1000  
0007  
0401

---

The values are very small and are the result of imprecision in the computations.

#### 4.3.3 Magnitude Display

0001  
2000  
0372  
0440

---

. . . . .

---

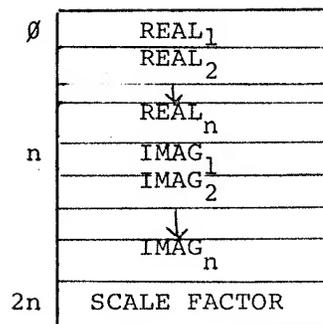
As in the magnitude display of the transform, the values displayed are half scale. Because the imaginary components are essentially zero, the magnitude, when doubled, equals the real values.

#### 4.3.4 Scale Factor Display

The scale factor has a value of 7.

### 5.0 DATA STORAGE

The data must be stored sequentially on tape or disk in a binary file starting at the beginning of a block. If the data is complex, the real parts are grouped together followed by the imaginary parts, if any. If there are none, the program will create imaginary parts of value zero. The input and output data are in the form of binary fractions. For output data, the location following the last imaginary part contains the scale factor (refer to Data Scaling, Section 6.0). A file of complex values are stored in the following format:



-only present if file is generated by the FFTD program.

## 6.0 DATA SCALING

All calculations in FFTD are done with single precision fixed point signed binary fractions. The binary point is located between bit  $\emptyset$  and bit 1, leaving an 11 bit signed mantissa. Bit  $\emptyset$  is used as a sign bit. Negative numbers are formed by taking the two's complement of the positive binary fraction, so all inputs must be scaled in magnitude to less than one. The outputs are also formatted as above.

In order to preserve precision, it is sometimes necessary to divide by 2 in a computation. As a result, a pseudo floating point format has been adopted in which a variable scale factor (or exponent) is imposed on all the Fourier coefficients. This scale factor or pseudo exponent is found in item SCAL after each transform has been completed. It is also stored after the last imaginary part on tape or disk. The values stored on tape or disk are the Fourier coefficients multiplied by  $2^{\text{SCAL}}$ . Because in binary notation shifting a number right one bit is equivalent to dividing by two, to retrieve the coefficients themselves, shift each number right by the number of bits equal to the value of the scale factor. In the case of the inverse transform, the time samples are the values in memory multiplied by  $2^{-\text{SCAL}}$ . If, however, the inverse transform was performed on normalized transform data, the results are equal to  $([(\text{original data}) * 2^n] / \text{no. of points})$  where n equals the sum of both scale factors. To retrieve the time samples, shift left each number by the value of the scale factor.

## 7.0 SUBROUTINES USED

Manipulation of the DIAL and data LINCtapes and disk is done using the program MILDRED (DEC-12-FZDA). The question and answer displays are handled by QANDA (DEC-12-FISA). The data displays are handled by DISPLAY

(DEC-12-FLSA). A modification of FFTS-C (DECUS #8-144) is used to perform the Fourier Transforms.

## 8.0 ALGORITHM DESCRIPTION

The Fast Fourier Transformation enables computation of the power spectrum of a time series in a minimum of time. Specifically, it permits the discrete Fourier transformation

$$S_j = \frac{1}{N} \left[ \sum_{k=0}^{N-1} x_k e^{-2\pi i j k / N} \right] \quad \begin{matrix} j=0, \dots, N-1 \\ i = \sqrt{-1} \end{matrix}$$

of a series on N equally spaced time samples (where N is a power of 2). The time required is proportional to  $N_2 \log_2 N$ , whereas previous methods required times proportional to N. This gives a reduction in computation time of  $1 - \log_2 N / N$  or over 99 percent for  $N=1024$ . The algorithm makes use of the fact that

$$W^k = W^{(k \bmod N)} \quad (\text{where } W = e^{-2\pi i / N})$$

to reduce the number of manipulations necessary for a transformation.

## 9.0 CORE CHART

### Field 0

SEGMENT 0  
 PAGE 0 - IFFT  
 \*400 - FFT  
 \*1400 - DISPLAY  
 SEGMENT 1 - MILDRED  
 SEGMENT 2 - MONITOR  
 QANDA  
 SEGMENT 3 - Data display code  
 FDV table  
 RWPARM table  
 Questions  
 Sine Table

### Field 1

0 - Buffer - real parts  
 2000 - Buffer - imaginary parts

## 10.0 PROGRAM REGION DESCRIPTION

### 10.1 Routines

- IFFT - Take the Inverse Fourier Transformation of the data in field 1. The results are in bit inverted order (refer to the SORTX routine).
- FFT - Take the Fourier Transformation of the data in field 1. The results are in bit inverted order (refer to the SORTX routine).
- SORTX - Sort the data from bit inverted order to sequential order. Bit inversion means simply the process of re-ordering the bits in a binary number. For instance, the binary number 001 bit inverted is just 100 (=4). For example, to locate  $S_5$  in memory for a 16 point transformation ( $N=16, n=4$ ), write 5 as a binary number of  $n=4$  bits,  $5_{10} = 0101_2$ . Then reverse the order of these bits to  $1010_2$ . This means  $S_5$  is stored in position 10. Physically, then,  $S_5$  of the real parts is to be found in location  $XRTAB+9$ .
- MULTIP - Perform a rounded single precision signed multiply using EAE. The  $CAL+1$  contains the address of the multiplicand. The AC contains the multiplier. Exit with the product in the AC.
- INVRT - Reverse the bits of the number contained in the AC.
- TRIGET - Fetch sine and cosine values. Specifically, if the  $AC=K$  on entry, the values of  $\sin(2\pi K/N)$  and  $\cos(2\pi K/N)$  are fetched from an internal trig table.  $K$  must be  $\geq N/2$ . A register COSINE contains the cosine value and the AC contains the sine value on exit.
- ADDR - Perform a single precision add with rounding.

IDORA - This subroutine generates a moving window display with a cursor riding on the curve. For more information refer to the DISPLAY document, DEC-12-FLSA-D.

IFDIAL - Display the question: FROM DIAL UNIT? Y/N\_ If the answer is Y, jump to UNTFIL; if N, jump to DATTAP; if neither, redisplay the question.

UNTFIL - Jump to the subroutine ASK2 to display:

```
UNIT NUMBER__  
FILE NAME_____
```

If the unit number is illegal, jump to ASK2 again to redisplay the question. If legal, jump to LOOKUP with the address of the File Description Vector (hereafter referred to as FDV) parameter list in the AC. If the file cannot be found, display the message:

```
CANNOT FIND  
HIT RETURN TO CONT
```

When RETURN is hit, jump back to UNTFIL. If the file is found, jump to MOVINP.

DATTAP - Jump to the subroutine ASK3 to display:

```
UNIT NUMBER__  
BLK NUMBER___
```

If an illegal value is entered, jump back to DATTAP. If all the input is legal, fall through to MOVINP.

MOVINP - Jump to FDV2RW to move the input information from the FDV to the read/write parameter list. Fall through to PTS.

PTS - Display: NUMBER OF PTS\_\_\_\_\_  
(4-1024 BY POWERS OF 2)  
REAL OR  
COMPLEX? R/C\_

Set B1 to the address of the answer buffer, MPLIER to 12 and UPLEGL to -71 (-9) because the number of points is entered as a decimal value. Set the AC to the largest legal value, 20000, and jump to CONV. If the answer is an illegal value jump back to PTS; store the value in N and store its 1's complement in TEMPl. Since the number of points must be an integral power of 2, only one bit in TEMPl may be set. Bit 11 is the exception to one bit being a power of 2. Check bit 11 first, then rotate the value adding up the number of bits set. If the total is not 1, jump back to PTS. Otherwise fall through to ROT1.

- ROT1 - Compute the power of 2 by rotating right the value in TEMPl and stepping B2 until the bit that is set is encountered in bit 11. Fall through to STAMU.
- STAMU - Store the power of 2 in NU. If the power is less than 2, jump back to PTS. Otherwise load the AC with the number of points\*2 and jump to NUMBKS to compute the number of blocks needed to hold the output. Store the value in FDV+7. Store it also in RWPARAM+3 since, for complex data, the input and output data consist of the same number of blocks. If the answer to the second question is not R, jump to IFCOM. If it is R, the input consists of half as many words as the output. Load the AC with the value of N and jump to NUMBKS to compute the number of input blocks. Store the value in RWPARAM+3. Set REALFG and jump to CKEND.
- IFCOM - If the answer is C, clear REALFG and fall through to CKEND. Otherwise jump back to PTS to redisplay the question.
- CKEND - If there is not enough room between the starting block number and the end of tape to hold the number of points specified, jump back to PTS. If

the number of output words is 4000 or greater,  
another block will be needed to hold the scale  
factor. Increment FDV+7. Fall through to IFFFT.

IFFFT - Display: FFT OR DISPLAY? F/D\_  
TRANSFORM OR  
INVERSE? T/I\_

If the answer to the first question is D, set  
DISFLG to indicate that the data will only be  
displayed. If F, clear DISFLG to indicate that  
a Transform or Inverse Transform will be performed.  
If the answer to the second question is T, clear  
FTFLG; if I, set it. If DISFLG is set, jump to  
DISPLY to display the data. Otherwise, jump to  
OUTQES.

OUTQES - Display the question: OUTPUT ON DIAL UNIT? Y/N\_  
If the answer is Y jump to OUTUNT; if N jump to  
ONDAT; otherwise redisplay the question.

OUTUNT - Jump to the subroutine ASK2 to display:

UNIT NUMBER\_\_  
FILE NAME\_\_\_\_\_

If an illegal value is input, redisplay the ques-  
tion. Otherwise jump to ENTER with the address of  
the parameter list in the AC. If a file with the  
specified name already exists, jump to SAMNAM. If  
there is not enough space to hold the output data,  
jump to NOSPAC. If it is a new file and there is  
enough space to hold it, fall through to RDDATA.

RDDATA - Clear 4000 words of field 1 and read in the input  
data. If REALFG is 0, the data is complex - move  
the imaginary parts to start at location 2000. If  
it is non-zero, the data is real and nothing need  
be done. Jump to PROC.

PROC - If IFTFLG is 0, jump to FT to do a Transform.  
Otherwise, fall through to do an Inverse Transform.

- IFT - Jump to the subroutine IFFT to do an Inverse Transform on the input data. Then jump to the subroutine SORTX to sort the coefficients into sequential order from bit inverted order. Jump to STSCAL to store the scale factor which is equal to NU-SCAL. The data should be shifted by this value.
- FT - Jump to the subroutine FFT to transform the input data. Then jump to the subroutine SORTX to sort the coefficients into sequential order from bit inverted order. The scale factor is the value in SCAL and equals the number of bits by which the data should be shifted right. Fall through to STSCAL.
- STSCAL - Store the scale factor in the word following the last imaginary part. Move the imaginary parts from 2000 to immediately behind the real parts.
- NOWSTR - Jump to the subroutine FDV2RW to move the output parameters from the FDV to the read/write parameter list. Write the data onto the output tape and jump to DISPLY.
- NOSPAC - Jump to the subroutine ASK to display the message:

NO SPACE  
HIT RETURN TO CONT

When RETURN is hit, jump to OUTQES.

- SAMNAM - Jump to the subroutine ASK to display:

ALREADY EXISTS  
REPLACE? Y/N\_

If the answer is Y, jump to REPL; if it is N, jump to OUTUNT. If it is neither, redisplay the question.

- REPL - Try to replace the existing file with the new file. If the new file is longer, jump to NOSPAC. If the replacement is successful, jump to RDDATA.
- ONDAT - Jump to the subroutine ASK3 to display:

UNIT NUMBER\_\_  
BLK NUMBER\_\_\_

If an illegal value is entered, redisplay the question. If there is not enough space between the specified block number and the end of tape to hold the output data, jump to NOSPAC. Otherwise, jump to RDDATA.

## 10.2 Subroutines

- FDV2RW - Transfer the unit number, starting block number, and number of blocks from the FDV parameter list to the READ/WRITE parameter list.
- NUMBKS - Enter with the number of words in the AC. Convert this value to blocks by counting the number of times 400 can be subtracted from it before the value becomes negative. Return with the number of blocks in the AC.
- ASK2 - Jump to OCTL to set MPLIER to 10 and UPLEGL to -67(-7) because the unit number is input as an octal number.

Display: UNIT NUMBER\_\_  
FILE NAME\_\_\_\_\_

by jumping to the subroutine ASK with the address of QUES2 in the AC. Set B1 to the address of the answer buffer and jump to the subroutine CONV with the largest legal unit number, 17, in the AC. If the value is illegal, return to CALL+1. If legal, store it and the file name in the FDV parameter list. Fill the file name out to 8 characters with 77's. Return to CALL+2.

ASK3 - Display: UNIT NUMBER \_\_  
                  BLK NUMBER \_\_\_\_\_

by jumping to the subroutine ASK with the address of QUES3 in the AC. Set B1 to the address of the answer buffer and jump to OCTL to set MPLIER to 10 and UPLEGL to -67(7) because the unit and block numbers are input in octal. Jump to subroutine CONV with the largest legal unit number, 17, in the AC. If the value is illegal, return to CALL+1. Otherwise, store it in word 0 of the FDV parameter list. B1 is now pointing to the block number. Jump to CONV with the largest legal block number, 777, in the AC. If the value is illegal, return to CALL+1. If legal, store it in word 6 of the FDV parameter list. Return to CALL+2.

CONV - CONV is entered with the largest legal value in the AC and B1 pointing to the address - (1 half word) of the first character to be converted. Store the 1's complement of the largest legal value in TEMP2 and clear TEMP1. UPLEGL contains a -71(-9) or -67(-7) and MPLIER contains a 10 or 12 depending on whether the number to be converted is in decimal or octal. Extract a character and compare it against an ASCII 0 and the contents of UPLEGL. If it is a legal value, jump to MULPLY which will multiply the value in TEMP1 by the contents of MPLIER and add the digit being converted to it. Repeat the procedure until a character is found which is not between 0 and UPLEGL. If it is not a 34, 74, or 0, it is an illegal character: return to CALL+1. A 34 or 74 indicates the end of the input field; a 0 indicates the end of the input. Compare the converted value in TEMP1 against the maximum legal value in TEMP2. If the value is legal return to CALL+2; otherwise return to CALL+1.

OCTL - OCTL sets MPLIER to 10 and UPLEGL to -67(-7) so that CONV will convert an octal number.

ASK - ASK is entered with the address of the display in the AC. Store it in the parameter list and jump to QAINIT to display the message. Refresh the display until the answer is input. Return to the calling routine.

DISPLY - This region is entered either after the Transform or Inverse Transform is completed or in response to a D in answer to the display: FFT OR DISPLAY? F/D\_. Since the data is manipulated in preparation for each display it must be read in before each display. After reading in the data, display:

```
WHICH DISPLAY?  
R(EAL)  
I(MAGINARY)  
M(MAGNITUDE)  
S(SCALE FACTOR)  
LINE FEED (RESTART)
```

If the answer buffer contained  $\emptyset$ , just LINE FEED was hit: jump to IFDIAL to restart the program. Otherwise jump to WCHDIS.

WCHDIS - Jump to DPIMAG, DPMAG, DPREAL, or DPSCAL if the answer was I, M, R, or S, respectively. Otherwise redisplay the question.

DPIMAG - If REALFG is non-zero, the input is real and no Transform was performed. Therefore, there are no imaginary parts to display; redisplay the question. If REALFG is zero, check IFTFLG. If it equals zero, either an Inverse Transform was performed or the original data is just being displayed. In either case the data is in the right order. If IFTFLG is non-zero, a transform was performed. The positive half of the curve is first followed by the negative half and the signs are reversed. Swap the halves and reverse signs before jumping to PREPAR.

DPREAL - Check IFTFLG for the same reason as in DPIMAG. The only difference is that the signs of the real parts are not reversed.

- PREPAR - If less than 1000 points are to be displayed, the display will not move and the points displayed will be centered on the scope. To achieve this, LEFTX is set to the 1's complement of  $-1000 + (1000 - \# \text{ of points}) / 2$ , MINPTS to the 2's complement of the number of points, and MVDIS to the instruction CLR. Jump to SHOWIT.
- GQ1000 - If 1000 or more points are to be displayed, the display will fill the scope and will move. To achieve this, LEFTX is set to the 1's complement of 1000, MINPTS to the 2's complement of 1000 and MVDIS to the instruction SCR 4. Fall through to SHOWIT.
- SHOWIT - Jump to the subroutine IDORA to display the data. The six parameters following the call to IDORA are in order: the memory field of the lower address, the lower address, the memory field of the higher address, the higher address, the Y offset of the display and the scale factor of the data. Both fields are always 1, the lower address is always 0. The higher address is set in the region DISPLY. The Y offset is always 0; therefore the baseline is half way up the scope. The scale factor is the instruction SCR plus the number of bits to scale the data right before displaying it. Since IDORA displays only the right nine bits, if the left three bits are significant, the data must be scaled right three before displaying it.
- RFRSH - Jump to RDORA to refresh repeatedly the display until a key on the teletype is hit. If the RETURN is hit, jump to REDPLY which jumps to DISPLY to redisplay the question: WHICH DISPLAY? If a 1 is entered, jump to LARGER to blow up the display. If a Q is hit, jump to SMALLR to decrease its size. If anything else is entered, ignore it.
- SMALLR - If the instruction at SIZE contains a shift of 11 bits, a bigger shift would be meaningless. Jump back to RFRSH. Otherwise, increment the value of the shift and jump to SHOWIT.

- LARGER - If the instruction at SIZE contains a shift of 0 bits, jump back to RFRSH. Otherwise decrement the value of the shift and jump to SHOWIT.
- DPSCAL - If REALFG is non-zero, only real parts are present, meaning this program did not create the file and therefore there is no scale factor. Return to DISPLY to redisplay the question. If REALFG is 0, the scale factor is stored after the last imaginary part. Convert it to ASCII decimal and display it.
- DPMAG - If REALFG is non-zero, the input data is real and no transform was performed; therefore the magnitude is the same as the real points. Redisplay the question: WHICH DISPLAY? Otherwise move the imaginary parts to location 20000. Set RELPTR and IMGPTR, which contain the effective address of the multipliers, to 60000 since the data begins at location 0 of their respective segments and is fractional. Fall through to NXTMAG.
- NXTMAG - Square a real part and store it. Square the imaginary part, add the square of the real part to it, jump to the subroutine SQRT to get the square root of the sum and store it in place of the real part. Repeat the process for each point. Then jump to SHOWIT to display the magnitude.
- MOVPTS - The subroutine MOVPTS moves values from one buffer (address -1 in l0) in field 1 to another (address -1 in l1). If CMPFLG equals 1, the values are complemented as they are moved. TEMPR contains the 2's complement of the number of values to move.
- MVRLMG - The subroutine MVRLMG is used to swap the first and second halves of the real or magnitude values. In the process they are moved from the buffer starting at location 0 to the one starting at 20000.
- FDV - The File Descriptor Vector parameter list is used by the LOOKUP, ENTER, and REPLACE sections of MILDRED. Word 0 contains the unit number, words 1-4 contain

the file name, word 5 contains a 2 indicating the file is binary, word 6 is the starting block number, and word 7 is the number of blocks. Word 6 is filled by LOOKUP, ENTER and REPLACE. Word 7 is filled by LOOKUP but must be supplied for ENTER and REPLACE.

- RWPARM - The Read/Write parameter list is used by the READ and WRITE sections of MILDRED. Bits 0-2 of word 0 contain the field, bits 9-11 contain the unit. Word 0 contains the starting address, word 1 the starting tape block number and word 2 the number of blocks.
- SQRT - The subroutine SQRT is entered with a value in the double precision location DPSQ. It returns with the square root in the AC.

### 10.3 Symbols

N	Number of words in computation
NU	Power of 2 of value of N
L	Index to show what array is being constructed
S	Gives spacing between node pairs in the Lth array
NOVER4	Storage for N/4
MAXNU	Power of 2 of largest table size (13)
MNOVR2	Storage for N/2
QR	Pointer to real part of X(Q)
QI	Pointer to imaginary part of X(Q)
PR	Pointer to real part of X(P)
PI	Pointer to imaginary part of X(P)
Q	Numerical index Q ( $=\emptyset, 1, \dots, N-1$ )
P	Numerical index P ( $=\emptyset, \dots, N-1$ )
K	Number in the node being operated on
C	Interrupts computation of Lth array every S passes
ADD2	Used by subroutine ADDR as data (addend) Used by monitor as a temporary location
TEMPR	Temporary storage register for real parts Used by monitor as a temporary location
SINE	Temporary storage for sin ( $S*PI*K/N$ ) Used by monitor as a temporary location
COSINE	Temporary storage for cos ( $2*PI*K/N$ ) Used by monitor as a temporary location
GR	Real part of product ( $W^k*X(P)$ ) - temporary storage Used by monitor as a temporary location
GI	Imaginary part of product ( $W^k*X(P)$ ) - temporary storage
SCAL	Pseudo exponent of Fourier coefficients
SHFLAG	If =1, add with shift; if $=\emptyset$ , add without shift
SHFCHK	Indicates if all X's in an iteration are $<.5$
DISFLG	If $\neq\emptyset$ , the data will just be displayed
IFTFLG	If $\neq\emptyset$ , an Inverse Transform was performed
REALFG	If $\neq\emptyset$ , the data does not contain imaginary parts
DPSQ	Used to save the double precision squares of the real and imaginary parts during calculation of the magni- tude.
CMPFLG	If =1, the subroutine MOVPTS will complement the values as it moves them

#### 10.4 Beta Registers

Beta registers 1, 2, and 3 are used by the monitor in ASK2 and ASK3 as temporary pointers and counters. QANDA and MILDRED make more extensive use of the Beta registers.

#### 11.0 ASSEMBLY INSTRUCTIONS

The FFTD program is assembled in three sections by assembling and saving each, then adding them together. The entire command sequence is:

```
→AS MILQAN,n )
→SB MILQAN,n )
→AS SIN256,n )
→SB SIN256,n )
→AS FFTC-1 )
→SB FFTC-1 )
→ZE )
→AB MILQAN,n )
→AB SIN256,n )
→AB FFTC-1,n )
→SB FFTD,n,L )
```

where n is the unit  
containing the program

(FFTC-1 chains to FFTC-2)

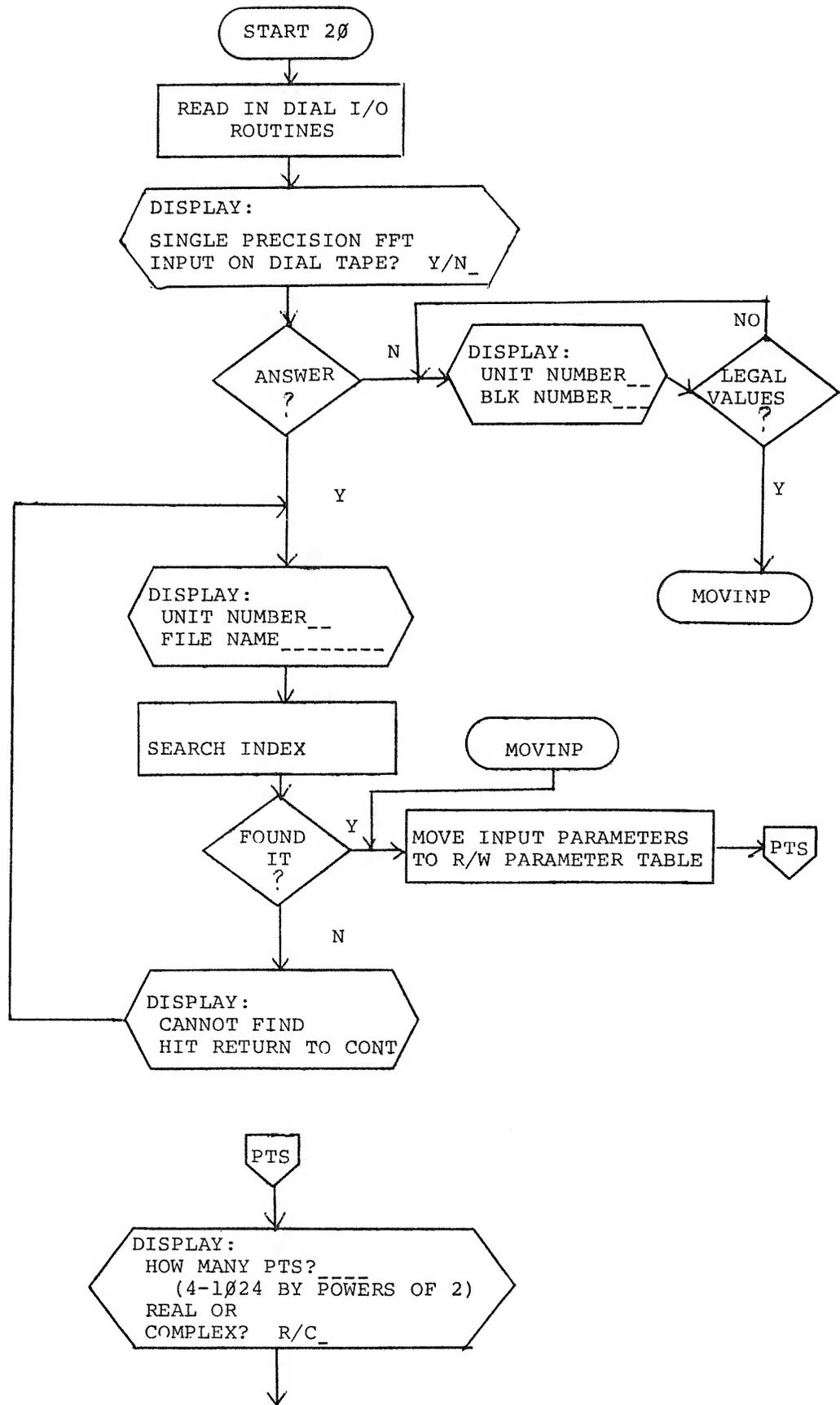
(saves the whole program)

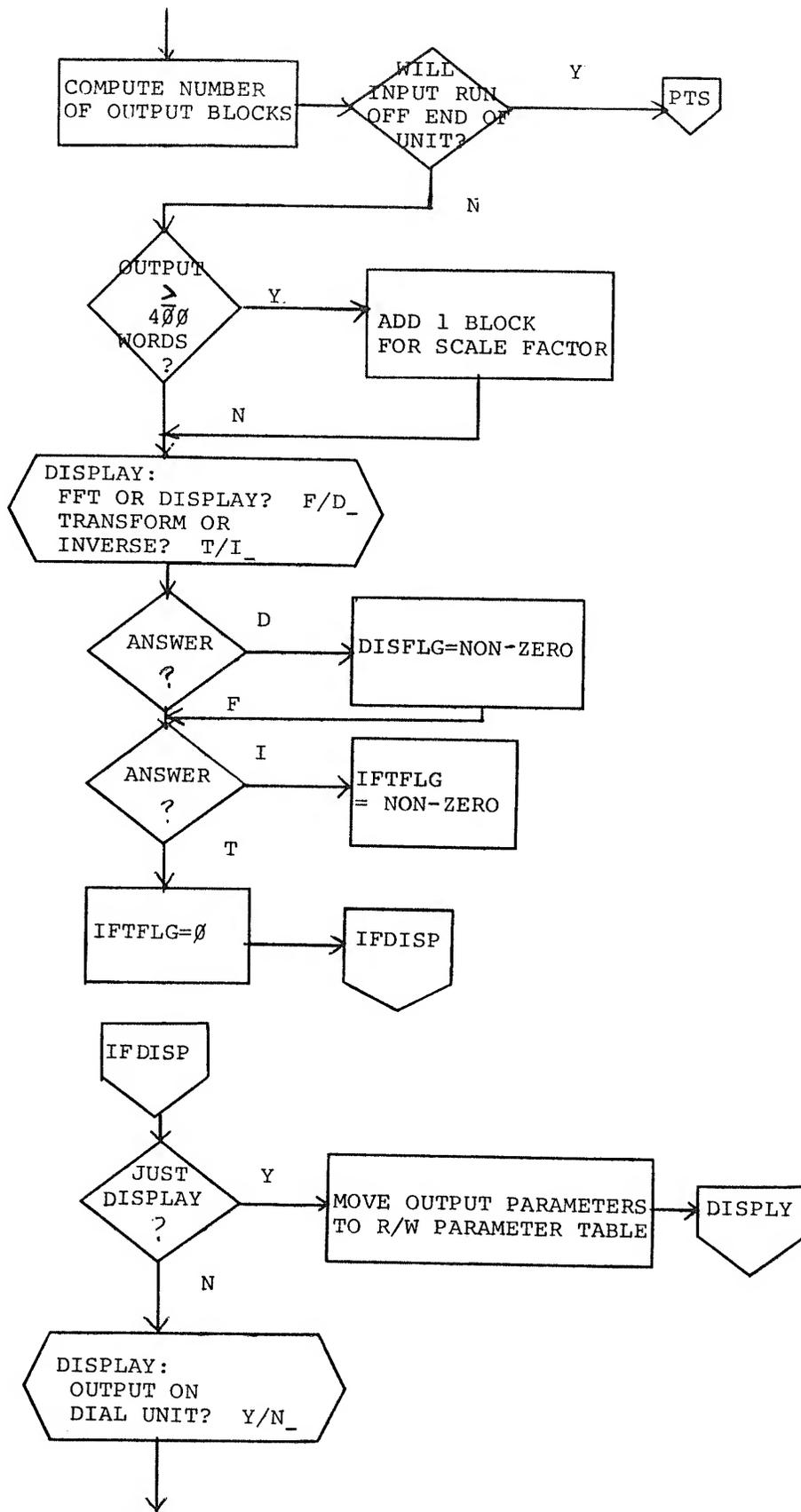
#### 12.0 SYSTEM FLOWCHARTS

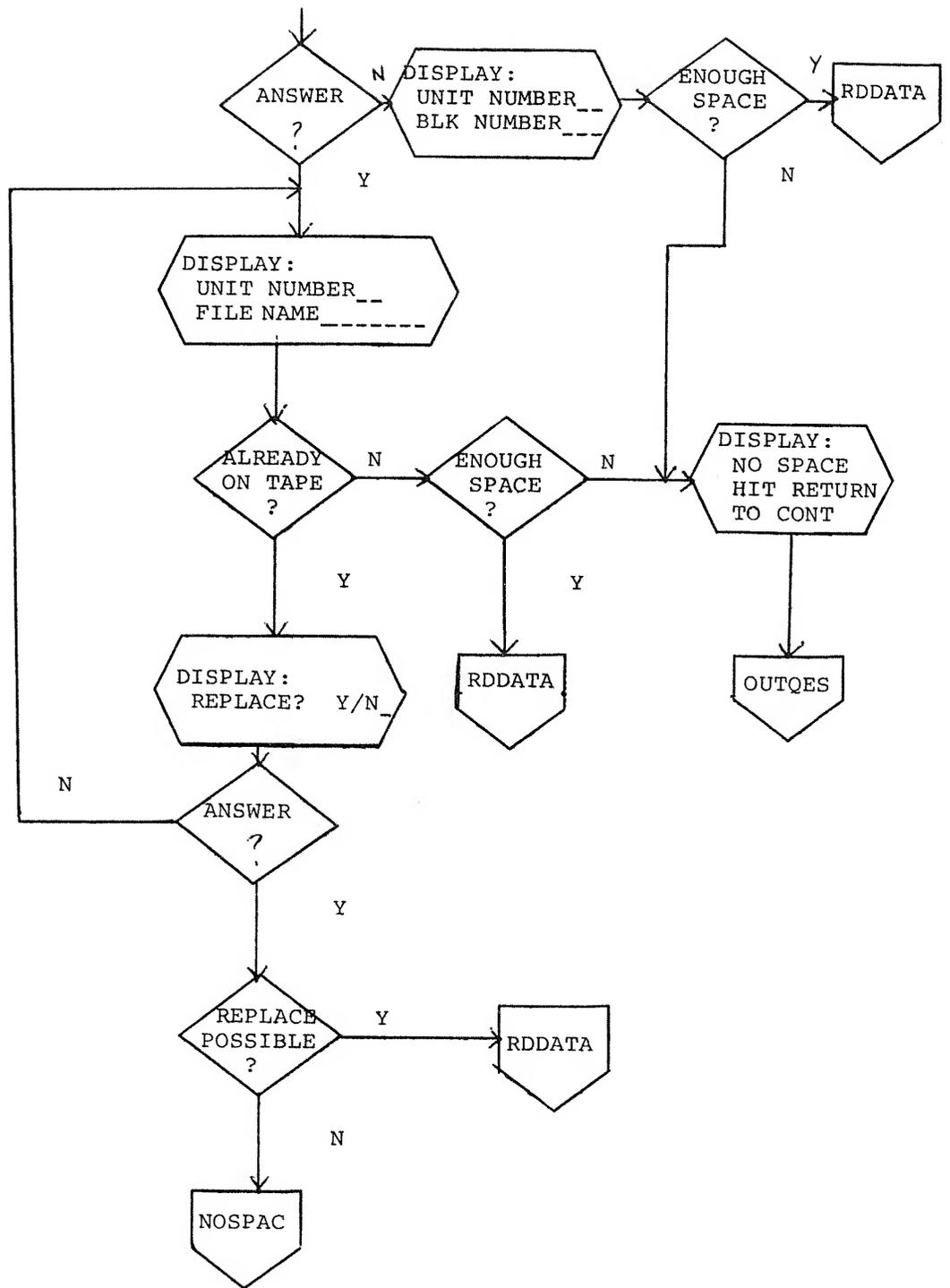
(Attached)

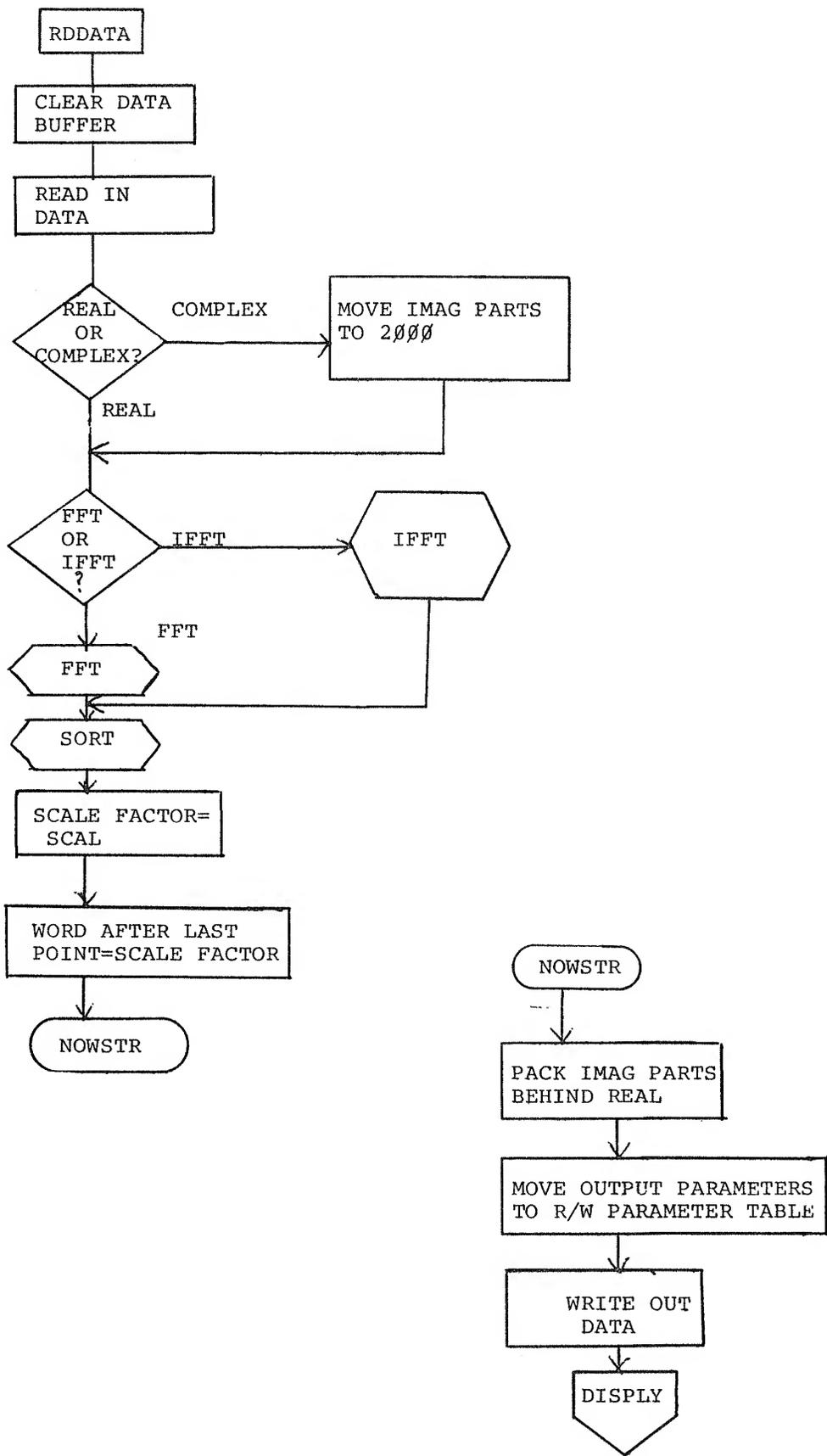
#### 13.0 PROGRAM LISTING

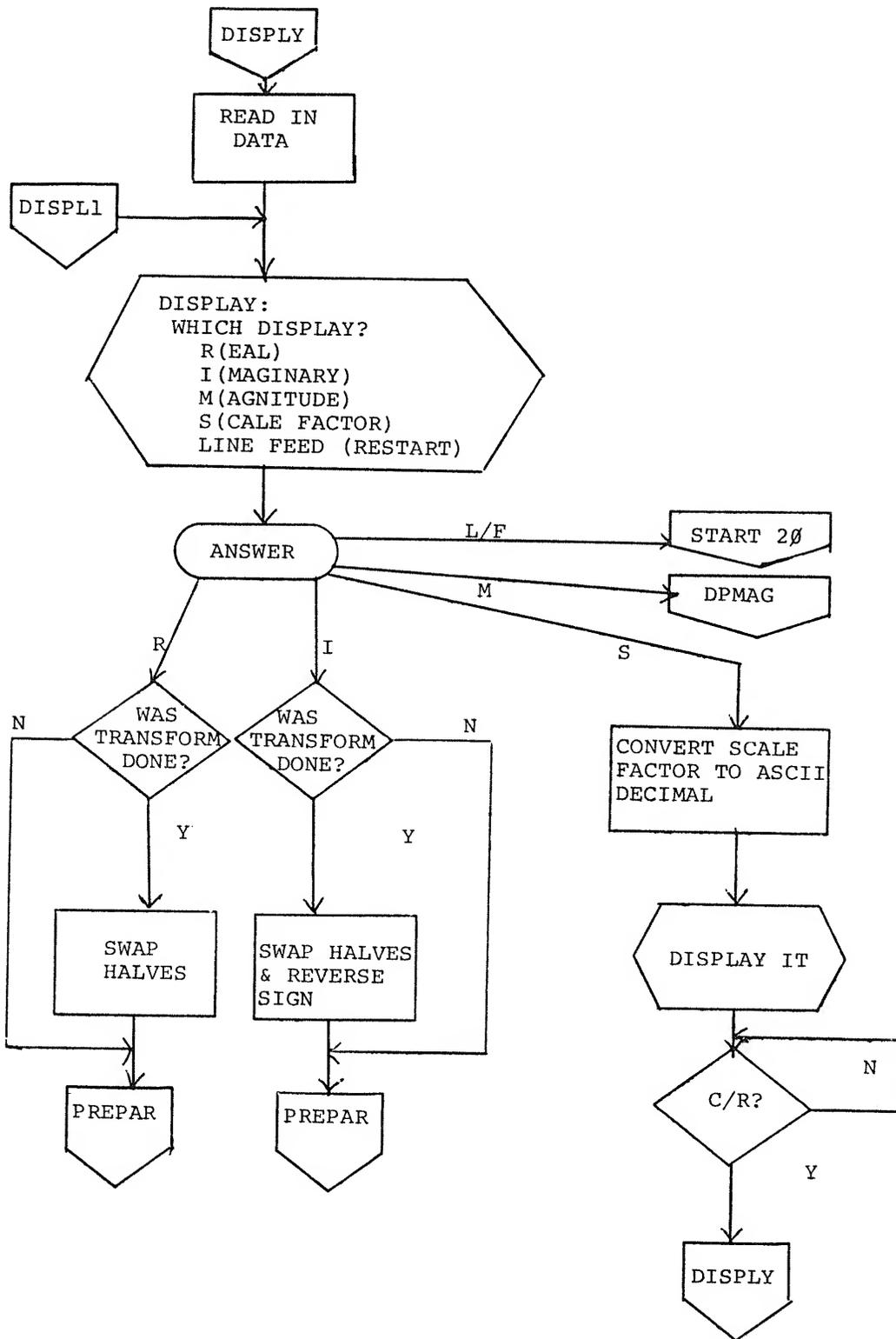
(Attached)

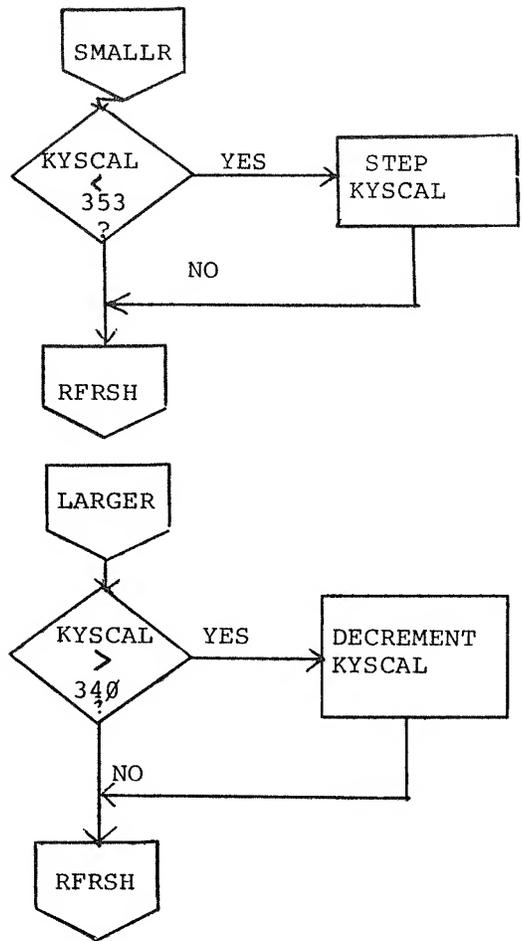
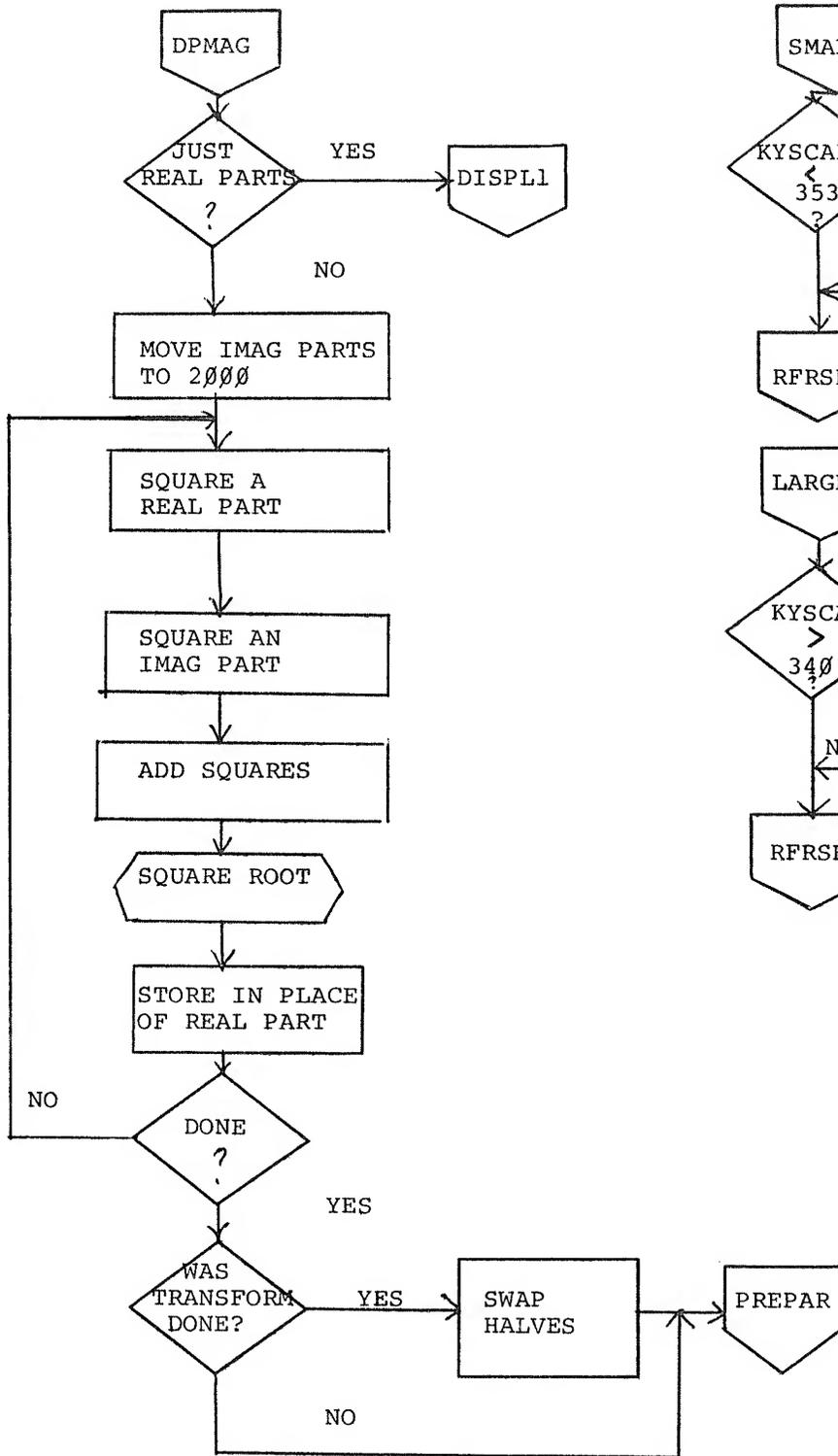


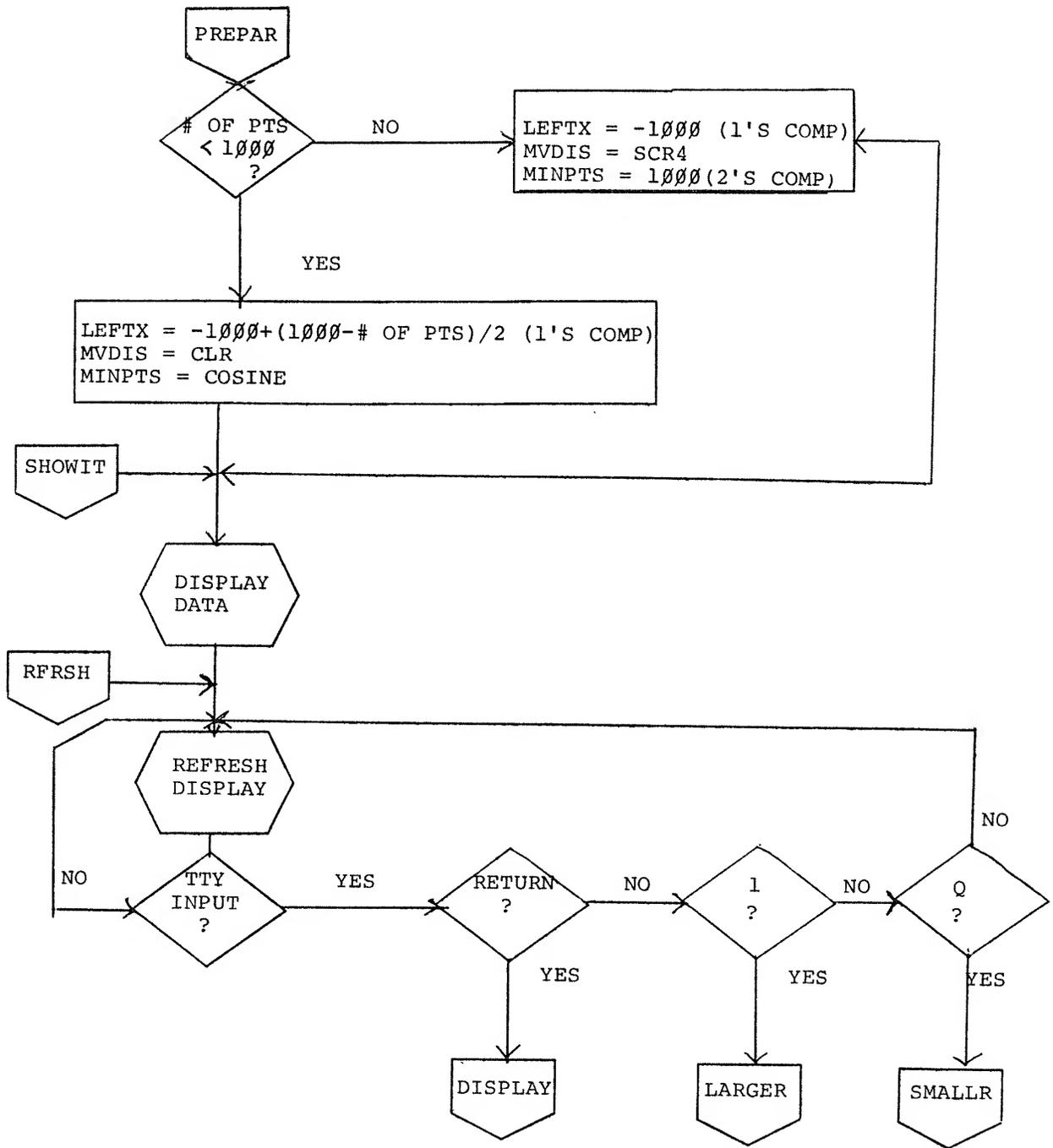














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18



```

0000 *20
0001 /FFTS=REAL
0002 /THIS IS A PROGRAM FOR CALCULATING THE
0003 /FAST FOURIER TRANSFORMATION OF N REAL
0004 /TIME SAMPLES WHICH ARE STORED ON DIAL
0005 /OR DATA TAPE OR DISK
0006 /TO BE RUN ON A PDP-12 COMPUTER EQUIPPED WITH THE FOLLOWING MINIMUM HARDWARE:
0007 / 1) ASR 33 OR ASR 35 TELETYPE
0008 / 2) 8 K OF CORE MEMORY
0009 / 3) VR12 CRT DISPLAY
0010 /
0011 /COPYRIGHT 1970, DIGITAL EQUIPMENT CORPORATION
0012 / MAYNARD, MASS, 01754
0013 /TRANSFORM ALGORITHM
0014 /WRITTEN BY JAMES ROTHMAN -- AUGUST, 1968
0015 /GARFSH=1053
0016 /GAINIT=1000
0017 /XRTAB=0
0018 /XITAB=2000
0019 /SINTAB=7347
0020 /CDF1=6211
0021 /CDF0=6201
0022 /PMODE
0023 /PAGE ZERO
0024 *3
0025 /TABLE PARAMETERS
0026 N, 0
0027 NU, 0
0028 L, 0
0029 S, 0
0030 F, 0
0031 *20
0032 /STORAGE FOR N/4
0033 /LARGEST TABLE SIZE (POWER OF 2)
0034 /STORAGE FOR -N/2
0035 /POINTER TO REAL PART OF X(Q)
0036 /POINTER TO IMAG, PART OF X(Q)
0037 /POINTER TO REAL PART OF X(P)
0038 /POINTER TO IMAG, PART OF X(P)
0039 /NUMERICAL INDEX Q(=0,1,...N-1)
0040 /NUMERICAL INDEX P(=0,1,...N-1)
0041 /NUMBER IN THE NODE BEING OPERATED ON
0042 /INTERRUPTS COMPUTATION OF LTH ARRAY EVERY S PASSES
0043 /USED BY SUBROUTINE ADDR AS DATA (ADDEND)
0044 /TEMPORARY STORAGE REGISTER FOR REAL PARTS
0045 /TEMP. STORAGE FOR SIN (S*PI*K/N)
0046 /TEMP. STORAGE FOR COS (2*PI*K/N)
0047 /REAL PART OF PRODUCT (W*K)*X(P), TEMP STORAGE
0048 /IMAG. PART OF (W*K)*X(P). TEMP STORAGE
0049 /ADD C(AC) TO C(ADD2) AND SCALE RIGHT ONE IF NECESSARY.
0050 /BIT INVERTED BUFFER SORTED
0051 /WORD IN AC OF NU BITS IS BIT INVERTED
0052 /FETCH SIN AND COS OF 2*PI*C(AC)/N
0053 /DO FFT OF THE INPUT BUFFER
0054
0055
0056
0057
0058
0059
0060
0061
0062
0063
0064
0065
0066
0067
0068
0069
0070
0071
0072
0073
0074
0075
0076
0077
0078
0079
0080
0081
0082
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0088
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0090
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0092
0093
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0095
0096
0097
0098
0099

```

```

0075 7547 SINLOC, SINTAB /INPUT BUFFER AND TABLE OF ARRAYS
0076 0000 XRLOC, XRTAB /DIFF IN ADDR OF REAL & IMAG PART TABLES
0077 2000 XLOCDF, XITAB=XRTAB /PSEUDO EXPONENT OF FOURIER COEFFICIENTS
0100 /PSEUDO FLOATING POINT FORMAT FLAGS /IF =1, ADD WITH SHIFT; IF=0, ADD WITHOUT SHIFT
0053 SCAL, 0 /INDICATES IF ALL XS IN AN ITERATION ARE <.5
0054 0001 SHFLAG, 1 /POINTERS TO SINE TABLE LOOK-UP SHIFTS
0055 0000 SHFCHK, 0 /THE NUMBER 10-NU MUST BE PLACED
0056 1077 SHFT1, SHFT1 /IN EACH OF THESE LOCATIONS
0057 1114 SHFT2, SHFT2
0060 1125 SHFT3, SHFT3
0110 /POINTERS TO INSTRUCTION "FLAG" LOCATIONS
0111 0000 WORD, 0
0112 0000 WORDP, 0
0113 0000 FLIPCT, 0
0114 /
0115 0064 RBUILD, BUILD
0116 0065 0542 RESETC, SETC
0117 0066 0515 RECHK, CHKPT
0120 0067 4000 M4000, -4000
0121 0070 7777 M1, -1
0122 0071 7766 M12, -12
0123 0072 7770 M10, -10
0124 0073 6160 GRETI0, 6160
0125 0074 4060 LESSI0, 4060
0126 0075 7774 M4, -4
0127 0076 6270 PDPMAG, DPMAG
0130 0077 7767 M11, -11
0131 0100 7773 M5, -5
0132 0101 6000 C6000, 6000
0133 0102 7563 M215, -215
0134 0103 7457 M321, -321
0135 0104 7425 M353, -353
0136 0105 7440 M340, -340
0137 0106 7517 M261, -261
0140 0107 7400 M400, -400
0141 0110 1777 C1777, 1777
0142 0111 0000 YSHFT, 0
0143 0112 0000 XCURHI, 0
0144 0113 0000 XCURLO, 0
0145 0114 0000 CORVAL, 0
0146 0115 0000 YCUR, 0
0147 0116 0000 COUNT, 0
0150 0117 1200 KIDORA, IDORA
0151 0120 1343 KRORA, RORA
0152 0121 6162 PSHWT, SHWIT
0153 0122 6171 PRFRSH, RFRSH
0154 0123 6404 PFDV7, FDV+7
0155 0124 1361 PMVDIS, MOVDIS
0156 0125 1363 PLEFTX, LEFTX
0157 0126 7132 PMRLMG, MVRLMG
0160 0127 7116 PMVPTS, MOVPTS
0161 0130 0000 CMPFLG, 0
0162 0131 0000 MINPTS, 0
0163 0132 6053 PRELFG, REALFG
0164 0133 4356 PIFTFG, IFTFLG
0165 0134 7774 PREAD, 7774
0166 0135 7775 PWRITE, 7775
0167 0136 1444 KYSCAL, YSCAL
0170 0137 1000 C1000, 1000
0171 0140 2000 C2000, 2000
0172 0141 6777 M1K, 6777
0173 0142 0000 DPSO, 0

```

0174  
0175  
0176  
0177  
0200  
0201  
0202  
E

0143 0000  
0144 0644  
0145 0344  
0146 0011

LDF4,  
SCR4,  
CCLR,

0  
LMODE  
LDF 4  
SCR 4  
CLR  
PMODE  
EJECT

```

0203 /THIS SUBROUTINE TAKES THE INVERSE FFT (IFFT) OF THE DATA IN THE BUFFER,
0204 /IT IS ASSUMED THAT THIS DATA IS STORED SEQUENTIAL ORDER,
0205 /THE RESULTS ARE STORED IN BIT INVERTED ORDER,
0206 /THE ALGORITHM USED IS AS FOLLOWS:
0207 / THE NORMAL TRANSFORM IS PERFORMED, EXCEPT:
0210 / ON FETCHING THE VALUE FOR IMCW*KJ, WHICH IS
0211 / THE SIN(2*PI*K/N), THIS SIN VALUE IS NEGATED,
0212 /
0213 /THE REASONING FOR THIS IS AS FOLLOWS:
0214 / A WEIGHTING FACTOR OF W+8-K) IS USED IN THE IFFT
0215 / AND SINCE W+K AND W+(-K) ARE THE SAME EXCEPT THAT
0216 / THEIR IMAGINARY PARTS HAVE OPPOSITE SIGNS, IT FOLLOWS
0217 / THAT IMJW*KJ SHOULD BE REPLACED BY -IMCW*KJ,
0220 IFFT,
0221 0
0222 0147 0000
0223 0150 7300
0224 0151 1162
0225 0152 3561
0226 0153 4445
0227 0154 6201
0228 0155 1163
0229 0156 3561
0230 0157 6211
0231 0160 5547
0232 0161 0570
0233 0162 7041
0234 0163 7000
0235 EJECT

```

```

CLA CLL
TAD DCA I SGNADJ /NEGATE IMCW*KJ, GET CIA INSTRUCTION
DCA I SGNADJ /AND PUT AT LOCATION ADJSN
JMS I DOFFT /DU FFT
CDF0
TAD DCA I SGNADJ /RE-INSTATE NOP AT ADJSN FOR FFT,
DCA I SGNADJ
CDF1
JMP I IFFT /EXIT
SGNADJ, ADJSN /POINTER TO SIGN ADJUST INSTRUCTION
CIA, CCIA
NOP, CNOP
EJECT

```



```

0330 /GET RECX(Q)J
0336 /RE=REAL PART
0337 /FORM RECX(Q)-{P}J (DIVIDED BY 2)
0340 /PUT AT RECX(P)J
0341 /GET RECX(Q)+X(P)J
0342 /PUT AT RECX(Q)J,REAL PARTS DONE
0343 /Q=QR-XRLOC
0344
0345 /AC IS Q
0346 /IS Q>0? (IE THE WHOLE ARRAY HAS NOT BEEN COVERED)
0350 /NO, Q=0, DONE WITH FIRST ARRAY, MOVE ON TO OTHERS
0351 /YES, Q<=Q-1, MOVE UP THIS ARRAY
0352 /OR EQUIVALENTLY, QR<=QR-1
0353
0354 /DO NEXT NODE PAIR
0355 /L GIVES THE NUMBER OF THE VERTICAL ARRAY JUST BUILT
0356
0357 /IS L=NU? (IE HAS THE LAST ARRAY BEEN COMPUTED?)
0360
0361 /YES, DONE, RESULTS STORED IN BIT REVERSED ORDER
0362 /GET SCALE FACTOR AND ADJUST FOR PROPER
0363 /ADDITION ON NEXT ITERATION
0364
0365 /L<=L+1, MOVE ON TO NEXT ARRAY
0366 /S GIVES SPACING BETWEEN NODE PAIRS, WHICH IS N/2*L
0367 /DIVIDE BY 2 AND PUT BACK, SO THAT ON THE LTH PASS THROUGH
0370 /S WILL=N/2*L, THE SPACING.
0371 /F<=F+1, ON LTH PASS, F WILL BE F=L*NU, THE SCALE FACTOR FOR K.
0372 /NOP FOR WHEN F=-1 TO PREVENT ERROR DUE TO SKIP
0373 /ACK=-1
0374
0375 /PK=N-1, PR POINTS TO RECX(P=N-1)J
0376
0377 /CK=1, C BREAKS BUILD LOOP EVERY S ITERATIONS
0378 /SO AS TO AVOID RECOMPUTATION
0379
0380 /PR=XRLOC+P
0381
0382 /ACTUAL INDEX IS P:(0,1,...,N-1)
0383 /BUILD ARRAY, F=L*NU, SHIFT "P"=F PLACES RIGHT (=NU-L)
0384 /SHIFT ZERO PLACES?
0385 /YES, LEAVE ALONE
0386 /F COMPLEMENTED IS -F-(1)=-F-1=PLACES TO BE SHIFTED-1
0387 /CONTAINS-F-1
0388 /GET NODE INDEX
0389 /SHIFT P RIGHT SHIFCT+1=-F-1+1=-F=NU-L PLACES
0390 /STORAGE FOR SHIFT COUNT.
0391 /ACK=INTEGER PART [P*2+0]
0392 /NO ROTATION, JUST GET P=P*2+0
0393 /INVERT BIT ORDER AND PUT IN K (NUMBER IN PTH NODE)
0394 /SUBTRACT N/2 TO GET NUMBER IN Q (=K) (PS NODE PAIR,)
0395 /GET P=AL AND IMAGINARY PARTS OF W*K.
0396 /SET CIA FOR DOING IFFT, NOP FOR FFT.
0397 /SIN. (-I*K/N)=-IMCW*KJ, COS IN REGISTER COSINE,
0398 /FORM (W*K)*X(P)-A COMPLETE MULTIPLICATION
0399
0400 TAD I QR
0401 DCA ADD2
0402 TAD I PR
0403 CIA
0404 JMS I ADDER
0405 DCA I PR
0406 TAD TEMPR
0407 DCA I QR
0408 TAD XRLOC
0409 CIA
0410 TAD QR
0411 SPA SNA CLA
0412 JMP CHKPT
0413 CMA
0414 TAD QR
0415 DCA QR
0416 JMP LOOP1
0417 TAD L
0418 CIA
0419 TAD NU
0420 SNA CLA
0421 ISZ SCAL
0422 DCA SHFCHK
0423 ISZ L
0424 TAD S
0425 CLL RAR
0426 DCA S
0427 ISZ F
0428 NOP
0429 CMA
0430 TAD
0431 TAD XRLOC
0432 DCA PR
0433 CIA IAC
0434 DCA
0435 TAD
0436 TAD XLOCDF
0437 DCA PI
0438 TAD XRLOC
0439 CIA
0440 TAD
0441 DCA
0442 TAD
0443 DCA
0444 SNA
0445 JMP
0446 CMA
0447 DCA
0448 TAD
0449 LSR
0450 HLT
0451 SKP
0452 NOROT,
0453 TAD
0454 JMS I
0455 TAD
0456 JMS I
0457 ADJSGN,
0458 DCA
0459 TAD I
0460 PR
0461 SINE
0462 PR
0463
0464
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0652
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0660
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0435 0036 0574 0036 COSINE
0436 3033 0575 3033 DCA ADD2
0437 1426 0576 1426 TAD I PI
0440 4444 0577 4444 JMS I MULT
0441 0035 0600 0035 SINE
0442 1033 0601 1033 TAD ADD2
0443 3037 0602 3037 DCA GR
0444 1426 0603 1426 TAD I PI
0445 4444 0604 4444 JMS I MULT
0447 0036 0605 0036 COSINE
0450 3033 0606 3033 DCA ADD2
0451 1425 0607 1425 TAD I PR
0452 4444 0610 4444 JMS I MULT
0453 0035 0611 0035 SINE
0454 7041 0612 7041 CIA
0455 1033 0613 1033 TAD ADD2
0456 3040 0614 3040 DCA GI
0457 1006 0615 1006 TAD S
0460 7041 0616 7041 CIA
0461 1025 0617 1025 TAD PR
0462 3023 0620 3023 DCA GR
0463 1023 0621 1023 TAD GR
0464 1052 0622 1052 TAD XLOCDF
0465 3024 0623 3024 DCA GI
0466 1423 0624 1423 TAD I GR
0467 3033 0625 3033 DCA ADD2
0470 1037 0626 1037 TAD GR
0471 7041 0627 7041 CIA
0472 4441 0630 4441 JMS I ADDER
0473 3425 0631 3425 DCA I PR
0474 1424 0632 1424 TAD I GI
0475 3033 0633 3033 DCA ADD2
0476 1040 0634 1040 TAD GI
0477 7041 0635 7041 CIA
0500 4441 0636 4441 JMS I ADDER
0501 3426 0637 3426 DCA I PI
0502 1423 0640 1423 TAD I GR
0503 3033 0641 3033 DCA ADD2
0504 1037 0642 1037 TAD GR
0505 4441 0643 4441 JMS I ADDER
0506 3423 0644 3423 DCA I GR
0507 1424 0645 1424 TAD I GI
0510 3033 0646 3033 DCA ADD2
0511 1040 0647 1040 TAD GI
0512 4441 0650 4441 JMS I ADDER
0513 3424 0651 3424 DCA I GI
0514 7040 0652 7040 CMA
0515 1030 0653 1030 TAD P
0516 3030 0654 3030 DCA P
0517 7040 0655 7040 CMA
0520 1025 0656 1025 TAD PR
0521 5025 0657 5025 DCA PR
0522 1032 0660 1032 TAD C
0523 7041 0661 7041 CIA
0524 1006 0662 1006 TAD S
0525 7640 0663 7640 SZA CLA
0526 5277 0664 5277 JMP CNOTS
0527 1030 0665 1030 TAD P
0530 7040 0666 7040 CMA
0531 1006 0667 1006 TAD C

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/DO FIRST=RECX(P)]*COSINE+IMX(P)]*SINE
/AC=.(P)]*COSINE=RECX(P)]*RE[W+K]
/SAVE FOR ADDITION LATER
/GET IMX(P) ]
/AC=IMX(P)]*SINE=-IM[W+K]*IMX(P) ]
/AC=RE[W+K]*RECX(P)]-IM[W+K]*IMX(P) ]=RECX(P) ]=W+K]
/STORE AT GR
/DO IMAG, PART NEXT=IMX(P)]*COSINE-RECX(P)]*SINE=IMX(P)]*RE[W+K]+RECX(P)]*IM[W+K]
/AC=IMX(P) ]
/AC=IMX(P)]*COSINE=IML(P) ]*RE[W+K]
/STORE FOR LATER ADDITION
/AC=RECX(P) ]
/AC=RECX(P)]*SINE=-RECX(P)]*IM[W+K]
/AC=RECX(P)]*IM[W+K]
/AC=IMCX(P)]*RE[W+K]+RECX(P)]*IM[W+K]=IMCX(P)]*W+K]
/STORE AT GI, SO GI=IMCX(P)]*W+K] AND GR=RECX(P)]*W+K] G=GR+I*GI
/LOCATE P NODE PAIR Q, LOCATED S=N/(2*L) UP ARRAY
/DO SET Q=P-S=INDEX OF NODE PAIR
/LOCATE X(Q) IN MEMORY BY FIXING POINTERS QR AND QI
/TO QS REAL AND IMAG PARTS RESPECTIVELY
/DO THE COMPLEX OPERATIONS: X(P)<=X(Q)-G]X(Q)<=X(Q)+G
/FIRST DO REAL PART OF X(P), GET RECX(Q) ] AND STORE
/GET RECG]
/SUBTRACT THEM,
/RECX(P)]<=RECX(Q)]-RECG]
/COMPUTE IMAG, PART OF X(P), GET IMCX(Q) ]
/AND STORE
/GET IMEG]
/AND SUBTRACT THEM,
/IMCX(P)]<=IMCX(Q)]-IMEG],X(P) IS NOW DONE.
/NEXT COMPUTE X(Q), FIRST REAL PART
/GET RECG] AND ADD TO FORM
/RECX(Q)]+RECG].
/RECX(Q)]<=RECX(Q)]+RECG]
/NOW COMPUTE IMAG PART OF X(Q), GET IMCX(Q) ]
/AND STORE
/GET IMEG] AND ADD TO FORM
/IMCX(Q)]+IMEG]
/IMCX(Q)]<=IMCX(Q)]+IMEG], THE NEW NODE PAIR IS COMPUTED.
/MOVE UP ARRAY TO NEXT NODE, SET AC=-1
/TO FORM -1
/PK=P-1
/DO THE SAME FOR POINTER PR
/CHECK ON SPACING, IS A NODE WHICH HAS ALREADY BEEN COMPUTED
/ABOUT TO BE RE-DONE, OR EQUIVALENTLY,
/IS C=S?
/YES.
/NO, DO NEXT NODE PAIR
/YES, BUT ARE WE AT THE TOP OF THE ARRAY?
/OR, IS S=P+1? (P COMPLEMENTED=-P-1=-(P+1)

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```

0621 *1000
0622 /SIGNED S.P. MULTIPLY, USING THE EAE
0623 /ENTRY: AC=MULTIPLIER, C(CALL+1)=ADDR OF MULTIPLICAND, EXIT*AC=PRODUCT,
0624 /AN 11 BIT SIGNED BINARY FRAC
0625 MULTIP, 0
0626 /AC=ARG1 (MULTIPLIER)
0627 /ARG1>0?
0630 1000 0000
0631 1001 7100
0632 1002 7510
0633 1003 7061
0634 1004 7421
0635 1005 6201
0636 1006 1600
0637 1007 3220
0638 1008 1600
0639 1009 1620
0640 1010 2200
0641 1011 2200
0642 1012 7510
0643 1013 7061
0644 1014 3220
0645 1015 7010
0646 1016 3237
0647 1017 7405
0648 1020 7402
0649 1021 7413
0650 1022 0000
0651 1023 3220
0652 1024 1237
0653 1025 7413
0654 1026 0000
0655 1027 1220
0656 1030 7510
0657 1031 7350
0658 1032 7000
0659 1033 7430
0660 1034 7041
0661 1035 6211
0662 1036 5600
0663 1037 0000
0664 1040 0000
0665 1041 3061
0666 1042 3062
0667 1043 1004
0668 1044 7041
0669 1045 3063
0670 1046 1061
0671 1047 7110
0672 1050 3061
0673 1051 1062
0674 1052 7004
0675 1053 3062
0676 1054 2063
0677 1055 5246
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/ENTRY: AC=MULTIPLIER, C(CALL+1)=ADDR OF MULTIPLICAND, EXIT*AC=PRODUCT,
/AN 11 BIT SIGNED BINARY FRAC
MULTIP, 0
/AC=ARG1 (MULTIPLIER)
/ARG1>0?
CMA CML IAC /NO-MAKE POS-SET L=1 TO SHOW IT WAS NEG
MQL /LOAD INTO MQ
CDF0
TAD I MULTIP /GET ADDR OF MULTIPLICAND
DCA ARG2 /STORE
TAD I ARG2 /AND RETRIEVE MULTIPLICAND ITSELF,
ISZ ARG2 /FOR EXIT AT CALL+2)
SPA /ARG2>0?
CMA CML IAC /NO, MAKE POSITIVE, CHANGE LINK, SINCE -1+--1=1 AND --1+1=-1
DCA ARG2 /PUT AWAY AT ARG2
RAR
DCA SIGN /SIGN IN LINK, PUT INTO AC11 AND
MUY /PUT AWAY AT SIGN (=1 IF --; =0 IF +)
HLT /DO MULTIPLICATION
SHL /ARGUMENT 2 (MULTIPLICAND)
0 /NORMALIZE BINARY POINT,
DCA ARG2 /SAVE HIGH ORDER, NOW ROUND OFF,
TAD SIGN /SET AC11=MQ0, AC0-10=0
SHL 0
TAD ARG2
SPA CMA RAR
CLA CLL CMA RAR
NOP
SZL /POSITIVE SIGN?
CMA IAC /NO, NEGATE
CDF1
JMP I MULTIP /EXIT, SIGNED RESULT IN AC,
0
SIGN,
/BIT INVERSION ROUTINE
/ENTRY: AC=WORD TO BE INVERTED; EXIT:AC=RESULT
/NU CONTAINS THE NUME OF BITS IN THE WORD
INVRT, 0
DCA WORD /GET WORD TO BE INVERTED
DCA WORDP /ZERO OBJECT REGISTER
TAD NU /GET NUMBER OF BITS TO BE
CIA /INVERTED AND USE TO LIMIT THE
DCA FLIPCT /EXTENT OF LOOP
TAD WORD /PULL OUT RIGHTMOST BIT OF WORD
CLL RAR /RT MOST BIT NOW IN AC
DCA WORD /PUT BACK SO A NEW BIT IS OPERATED ON EACH TIME)
DCA WORDP /AND PUSH INTO WORDP FROM LEFT
RAL
DCA WORDP
ISZ FLIPCT /ALL BITS DONE?
JMP FLIP /NO, DO NEXT BIT
TAD WORDP /YES, PICK UP RESULT
JMP I INVRT /AND EXIT
EJECT

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0713 /THIS SUBROUTINE FETCHES THE VALUES OF SIN(2*PI*C(AC)/N)
0714 /AND OF COS(2*PI*C(AC)/N) FOR C(AC) < N/2+1
0715 /ENTRY: AC=INDEX OF LOOP UP
0716 /EXIT : COS(2*PI*C(AC)/N) STORED AT "COSINE" AND
0717 / AC=VALUE OF SIN(2*PI*C(AC)/N),
0720 TRIGET, 0
0721 1060 0000
0722 1061 6201
0723 1062 3031
0724 1063 7421
0725 1064 1031
0726 1065 7141
0727 1066 1020
0728 1067 3333
0729 1070 7430
0730 1071 5310
0731 1072 1333
0732 1073 7041
0733 1074 7417
0734 1075 0000
0735 1076 7413
0736 1077 7402
0737 1078 1050
0738 1079 3334
0739 1101 1734
0740 1102 7041
0741 1103 7041
0742 1104 3036
0743 1105 1333
0744 1106 1020
0745 1107 5322
0746 1110 1333
0747 1111 7417
0748 1112 0000
0749 1113 7413
0750 1114 7402
0751 1115 1050
0752 1116 3334
0753 1117 1734
0754 1120 3036
0755 1121 1031
0756 1122 7417
0757 1123 0000
0758 1124 7413
0759 1125 7402
0760 1126 1050
0761 1127 3334
0762 1130 1734
0763 1131 6211
0764 1132 5660
0765 1133 0000
0766 1134 0000
0767 1135 0000
0768 1136 3374
0769 1137 1054
0770 1140 7650
0771 1141 5357
0772 1142 1374
0773 1143 7415
0774 1144 0000
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1470 1840 0000
1471 1841 0000
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1478 1848 0000
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1480 1850 0000
1481 1851 0000
1482 1852 0000
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1490 1860 0000
1491 1861 0000
1492 1862 0000
1493 1863 0000
1494 1864 0000
1495 1865 0000
1496 1866 0000
1497 1867 0000
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1499 1869 0000
1500 1870 0000
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1535 1905 0
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/DEFINITIONS FOR EAE

DVI=7407  
NMI=7411  
SHL=7413  
ASR=7415  
LSR=7417  
MQL=7421  
MUY=7405  
MQA=7501  
CAM=7621  
SCA=7441  
SCL=7403

/ASSEMBLY PARAMETERS

BIGSNU=12 /LARGEST TRANSFORMATION HAS DIMENSION 2\*10.  
EJECT

1065	/MOVING WINDOW DISPLAY SUBROUTINE	
1066	PMODE	
1067	PAGE	
1070	Ø	/GET BOUNDS
1071	CLA CLL	
1072	TAD I IDORA	/DATA BUFFER
1073	DCA I KMNFLD	/15 BIT
1074	ISZ IDORA	/LOWER BOUND
1075	TAD I IDORA	/AT P+1, P+2
1076	DCA I KMNADR	/MINFLD,MINADR
1077	ISZ IDORA	
1100	TAD I IDORA	/UPPER BOUND
1101	DCA I KMXFLD	/AT P+3, P+4
1102	ISZ IDORA	
1104	IAC	/RDORA USES
1105	TAD I IDORA	/MAX+1
1106	DCA I KMXADR	
1107	RAL	
1110	TAD I KMXFLD	
1111	DCA I KMXFLD	
1112	ISZ IDORA	
1113	TAD I IDORA	/Y SHIFT
1114	DCA YSHFT	
1115	ISZ IDORA	
1116	TAD I IDORA	/Y SCALE
1117	DCA I KYSCAL	
1120	TAD I KMNFLD	/INITIALIZE
1121	DCA I KBUFHI	/WINDOW
1122	TAD I KMNADR	/STARTING ADDR
1123	DCA I KBUFLO	
1124	JMP I IDORA	/RTN TO SCR N
1125	KMNFLD, MINFLD	
1126	KMNADR, MINADR	
1127	KMXFLD, MAXFLD	
1130	KMXADR, MAXADR	
1131	KBUFHI, BUFHI	
1132	KBUFLO, BUFLO	
1133	P401, 401	
1134	DSCLOC, TAD P401	/DSC X,Y COORD
1135	DCA VCOORD	
1136	TAD XCURHI	/FIELD
1137	JMS DSCWD	/ADDRESS
1140	TAD XCURL0	
1141	JMS DSCWD	/CONTENTS OF
1142	TAD CORVAL	/CURSR CORE LOC
1143	JMS DSCWD	/Y COORD OF
1144	TAD YCUR	
1145	TAD P401	/CURSOR POINT
1146	JMS DSCWD	/RESTORE USER
1147	Ø	/DATA FLD
1150		/RTN
1151	JMP I RDORA	/DSC C(AC)
1152	Ø	
1153	DSCWD, Ø	
1154	LINC	
1155	LMODE	
1156	STC TEMP	/SAVE VALUE
1157	STC XCORD	/CHAN 1
1160	SFA	/VC FOR FULL
1161	ROL I 5	/SIZE IS -40
1162	LOA I	/-20 FOR HALF
1163	-20	

```

1165 /NO VOLTAGE
1166 /UPDATE VC
1167
1170 /1 DIGIT
1171 /AT A TIME
1172 /UPDATE
1173 /LOW 3 BITS
1174 /ONLY
1175 /*2 AND REL
1176 /TO GRID TAB
1177
1200
1201
1202
1203
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1210
1211
1212
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1214
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ADM I
LDA I
ROL 3
STA
TEMP
BCL I
7770
ROL 1
ADA I
TAB&1777
STC 2
ADD VCOORD
DSC 2
DSC I 2
XSK I 1
XSK I 1
SRO I
3567
JMP DSCLOP
PDP
PMODE
CLA CLL
JMP I DSCWD /60,0
3651
2101 /61,1
0177
4523 /62,2
2151
4122 /63,3
2651
2414 /64,4
0477
5172 /65,5
0651
1506 /66,6
4225
4443 /67,7
6050
0
CLA CLL /SAVE USER DF
RDF
TAD ACDF0
DCA RTNCDF
LINC
LMODE
CURSAM
SCR 1 /CURSOR
PDP /9 BITS COVERS
PMODE /SCOPE
TAD P401 /MAKE RANGE
CIA CLL /-1 TO -1000
LINC
LMODE
STC CURCNT&1777 /WINDOW
WINSAM /SCR 4 OR CLR
MOVDIS, 0 SET I XCORD /LEFT COORD L
LEFTX, 0 JMP CONT&1777 ISPLAY
7400

```



1362	JMP OKEND	1455	5263		
1363	TAD MINADR	1456	1216		/RESET TO
1364	DCA BUFPTR	1457	3304		/LOWER BOUND
1365	TAD MINFLD	1460	1215		
1366	DCA BOUND	1461	3316		
1367	JMP NXTDF	1462	5266		
1370	ISZ BUFTR	1463	2304	OKEND,	/CHK FOR FIELD
1371					/BOUNDARY
1372	JMP OKFLD	1464	5267		/ITS OK
1373	ISZ BOUND	1465	2316		/SET NXT FLD
1374	JMS SETDF	1466	4341	NXTDF,	
1375	ISZ COUNT	1467	2116	OKFLD,	/512 PNTS ?
1376	JMP NXTPNT	1470	5241		/NO
1377	JMP I,+1	1471	5672		/DSC READ OUT
1400	DSCLOC	1472	1244		
1401	JMS BOUND	1473	4316	CHKHI,	/CHK UPR BOUND
1402	MAXFLD, 2	1474	0002		
1403	MAXADR, 0	1475	0000		
1404	SPA CLA	1476	7710	M70,	/HI WRAP ?
1405	JMP SETFLD	1477	5232		
1406	TAD MINFLD	1500	1215		/YES
1407	DCA BUFHI	1501	3374		/RESET TO
1410	TAD MINADR	1502	1216		/LOWER BOUND
1411	JMP WRAP	1503	5224		
1412	/DOUBLE PRECISION ADD				
1413	/(DBLHI,DBLLO)*(BUFHI,BUFLO)				
1414	/RESULT IN (DBLHI,DBLLO)				
1415	/(BUFHI,BUFLO)=INITIAL SCOPE ADDRESS				
1416					
1417	DADD, 0	1504	0000		
1420	CLA CLL	1505	7300		
1421	TAD DBLLO	1506	1347		
1422	TAD BUFLO	1507	1375		
1423	DCA DBLLO	1510	3347		
1424	RAL	1511	7004		
1425	TAD DBLHI	1512	1341		
1426	TAD BUFHI	1513	1374		
1427	DCA DBLHI	1514	3341		
1430	JMP I DADD	1515	5704		
1431					
1432	/ADD -UPPER OR -LOWER BOUND				
1433	/TO (BUFHI,BUFLO)				
1434	/BOUND IS AT P+1,P+2 OF CALL				
1435					
1436	BOUND, 0	1516	0000		
1437	TAD I BOUND	1517	1716		/2S COM OF ARG
1440	CMA CLL	1520	7140		/TO DAC
1441	DCA DBLHI	1521	3341		
1442	ISZ BOUND	1522	2316		
1443	TAD I BOUND	1523	1716		
1444	CIA	1524	7041		
1445	SZL	1525	7430		
1446	ISZ DBLHI	1526	2341		
1447	NOP	1527	7000	M1000,	
1450	DCA DBLLO	1530	3347		
1451	JMS OADD	1531	4304		
1452	TAD DBLHI	1532	1341		
1453	DCA ENDDHI	1533	3377		/DAC HOLDS -NUM
1454	TAD DBLLO	1534	1347		/TO END OF BUF
1455	DCA ENDLO	1535	3376		/NO MATTER FOR
1456					/LOW END WRA
1457	TAD DBLHI	1536	1341		/TO CHK FOR
1460	ISZ BOUND	1537	2316		/UPON RTN

1461									
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1537									
1540									
1540	JMP I BOUND								
1541	0	SETDF,							/SET 8 FIELD
1542	TAD BOUND								/REL TO BOUND
1543	CLL RTL								
1544	RAL								
1545	TAD CCDF0								
1546	OCA .+1								
1547	0								
1548	DBLLO,								
1549	0								
1550	JMP I SETDF								
1551	DCA YCUR	CURDIS,							/DISP CURSOR
1552	TAD BOUND								/SAVE X,Y
1553	DCA XCURHI								/COORDINATES
1554	TAD BUFPTR								
1555	DCA XCURL0								
1556	TAD I BUFPTR								
1557	DCA CORVAL								
1560	TAD M70								
1561	DCA DBLLO								
1562	TAD YCUR								
1563	LINC	CURL0P,							
1564	LMODE								
1565	SNS I 5								
1566	JMP FREE								/FREE CURSOR
1567	DIS XCORD								
1568	POP								
1569	PMODE								
1570	ISZ DBLLO								
1571	JMP CURL0P								
1572	JMP CURRTN								
1573	0								
1574	0								
1575	0								
1576	0								
1577	0								
1578	DBLHI=SETDF								
1579	BUFPTR=DADD								
1580	XCORD=1								
1581	LMODE								
1582	CURSAM=SAM 1								/CURSOR KNOB
1583	WINSAM=SAM 0								/WINDOW KNOB
1584	FRESAM=SAM 5								/FREE CURSOR
1585	SCALE=SCR								
1586	SC12BU=SCR 3								/SCALE FACTOR
1587	OF12BU=4000								/12 BIT UNSIGNED
1588									/Y OFFSET FOR
1589									/12 BIT UNSIGNED
1590	CHAIN "FFTC-2"								

0000  
0001

\*20

EJECT

```

0002 LMODE
0003 SEGMENT 2
0004 *20
0005 LDF 0647
0006 RDC 0221 0700
0007 6322
0010 RDC 0023 0700
0011 RDC 0024 7323
0012 LDF 0025 0643
0013 LDA I 1020
0014 QUES1+2000
0015 LIF 2
0016 JMP ASK
0017 LDH 0732 1300
0020 ANSWER+6000
0021 SAE I
0022 31
0023 SKP
0024 JMP 0037 6044
0025 SAE I
0026 16
0027 JMP
0030 JMP
0031 /ASK FOR UNIT NO + FILE NAME
0032 UNTFIL, JMP ASK2
0033 6523
0034 JMP 6044
0035 LIF *-1
0036 0047 1020
0037 FDY+2000
0040 JMP 0051 6020
0041 SKP
0042 JMP MOVINP
0043 LDA I
0044 MSG1+2000
0045 JMP ASK
0046 UNTFIL
0047 DATTAP, JMP ASK3
0048 JMP 0572
0049 0361
0052 MOVINP, JMP FDV2RW
0053 LDF 0064 0643
0054 LIF 2
0055 LDA I
0056 QUES4+2000
0057 JMP ASK
0060 SET I 1
0061 ANSWER+2000
0062 LDA I
0063 12
0064 STC MPLIER
0065 LDA I
0066 -71
0067 STC UPLEGL
0070 LDA I
0071 2000
0072 JMP 0103 6627
0073 JMP 0104 6064
0074 LDF 0105 0640
0075 STA 0106 1040
0076 N+2000
0077 LDF 3
0078 0110 0643
0079 0111 0017
0080 COM

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```

/BOOTSTRAP IN DIAL MS I/O ROUTINES
/INPUT FROM DIAL TAPE?
/INPUT IS DECIMAL
/1024 PTS MAX
/ERROR
/ASK AGAIN
/SEARCH INDEX
/CANT FIND IT
/DIAL
/DATA
/ASK AGAIN
/ASK AGAIN
/ASK AGAIN
/ASK AGAIN
/ASK FOR NO OF PTS
/MOVE INPUT PARAMETERS TO R/W LIST
/INPUT IS DECIMAL
/1024 PTS MAX
/ERROR

```

```

/ASK FOR UNIT NO + FILE NAME
/ASK AGAIN
/ASK AGAIN
/ASK AGAIN
/ASK FOR NO OF PTS
/INPUT IS DECIMAL
/1024 PTS MAX
/ERROR

```



```

0200 2407 RWPARM+2002
0201 1100 ADA
0202 2410 RWPARM+2003
0203 1120 ADA I
0204 6777 -1000
0205 0471 APO I
0206 6064 JMP PTS /YES
0207 0002 PDP
0210 7200 PMODE
0211 1003 CLA
0212 7104 TAD N /ADD 1 BLK FOR SCALE FACTOR IF 400 WORDS OR MORE
0213 7104 CLL RAL /NO OF OUTPUT WRDS = NO OF PTS*2
0214 1107 TAD M400
0215 7700 SMA CLA
0216 2523 ISZ I PFDV7
0217 6141 LINC
0220 LMODE
0221 1020 LDA I /DO FFT OR JUST DISPLAY?
0222 2625 QUES11+2000
0223 6720 JMP ASK
0224 1300 LDH
0225 7043 ANSWER+6000
0226 1460 SAE I
0227 0004 4
0230 6244 JMP ,+4
0231 1060 STA I /NOT=0 JUST DISPLAY
0232 0000 DISFLG, 0
0233 6251 JMP FIF
0234 1460 SAE I
0235 0006 6
0236 6231 JMP IFFT /ERROR
0237 0011 CLR
0240 4242 STC DISFLG /=0 WILL DO TRANSFORM OR INVERSE
0241 1300 LDH FIF,
0242 7044 ANSWER+6001
0243 1460 SAE I
0244 0024 24
0245 6261 JMP IFI
0246 0011 CLR
0247 4356 STC IFTFLG /DO FFT
0250 6265 JMP IFDISP
0251 1460 SAE I
0252 0011 11
0253 6231 JMP IFFFF
0254 4356 STC IFTFLG /DO IFFT
0255 2242 IFDISP, ADD DISFLG
0256 0470 AZE I
0257 6273 JMP OUTGES
0260 6466 JMP FDV2RW
0261 0603 LIF 3 /MOVE OUTPUT PARAMETERS TO R/W
0262 6001 JMP DISPLY /JUST DISPLAY
0263 /GET OUTPUT INFO
0264 1020 OUTGES, LDA I
0265 2571 QUES5+2000
0266 6720 JMP ASK
0267 1300 LDH
0270 7043 ANSWER+6000
0271 1460 SAE I
0272 0031 31
0273 0456 SKP
0274 6310 JMP OUTUNT
0275 1440

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0277 0300 0307 0310 0311 0312 0313 0314 0315 0316 0317 0320 0321 0322 0323 0324 0325 0326 0327 0330 0331 0332 0333 0334 0335 0336 0340 0341 0342 0343 0344 0345 0346 0347 0350 0351 0352 0353 0354 0355 0356 0357 0360 0361 0362 0363 0364 0365 0366 0367 0371 0372 0373 0374 0375
JMP OUTQES
JMP ONDAT
JMP ASK2
JMP OUTUNT
LIF 1
LDA I
FDV+2000
JMP 22
JMP SAMNAM
JMP NOSPAC
RDATA, PDP /CLEAR DATA BUFFER
PMODE
CLA CMA
TAD XRLOC
OCA 10
TAD M4000
OCA 11
CDF1
OCA I 10
ISZ 11
JMP .-2
CDF0
CIF 10
JMS I PREAD
RWPARM
CDF0
CLA
TAD I PRELFG
SZA CLA
JMP PROC
CMA
TAD N
OCA 10
TAD C1777
OCA 11
TAD N
CIA
DCA TEMPR
DCA CMPFLG
JMS I PMVPTS
JMP PROC
IFIFLG, 0
PROC, OCA I PRELFG
TAD IFIFLG
SNA CLA
JMP FT
JMS I DOIFFT
SKP I DOFFT
JMS I SORT
STSCAL, TAD SCAL
CDF1
OCA TEMPR
TAD N
CLL RAL
DCA COSINE
TAD TEMPR
DCA I COSINE
NO WSTR, CDF0
TAD C1777
OCA 10
/NO
/ASK FOR UNIT NO & FILE NAME
/ERROR
/ENTER IN INDEX
/NAME ALREADY USED
/NO SPACE
/CLEAR DATA BUFFER
/READ IN DATA
/REAL OR COMPLEX
/REAL
/MOVE IMAG PARTS TO 2000
/OLD ADDR = NO OF PTS
/NEW ADDR = 2000
/CTR
/DONT COMPLEMENT
/MOVE THEM
/0=FFT NON0=IFFT
/OUTPUT WILL BE COMPLEX REGARDLESS OF INPUT
/DO IFFT?
/NO
/PUT IN SEQUENTIAL ORDER
/SAVE
/NO OF PTS*2
/STORE SCALE FACTOR AFTER DATA
/OLD ADDR =
10

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0376 /NEW ADDR = OF PTS
0377 N 11
0400 TAD N
0401 TAD N
0402 CIA
0403 DCA TEMPR /CTR
0404 DCA CMPFLG /DONT COMPLEMENT
0405 JMS I PMVPTS /PACK IMAG PARTS BEHIND REAL
0406 LINC
0407 LMODE
0410 JMP FDV2RW
0411 PDP
0412 PMODE
0413 CIF 10 /WRITE OUT DATA
0414 JMS I PWRITE
0415 RWPARM
0416 LINC
0417 LMODE
0420 LIF 3
0421 JMP DISPLY
0422 LIF 2
0423 LDA I
0424 MSG2+2000
0425 JMP ASK
0426 JMP OUTQES
0427 LIF 2
0430 LDA I
0431 QUES6+2000
0432 JMP ASK
0433 LDH
0434 ANSWER+6000
0435 SAE I
0436 31
0437 SKP
0440 JMP REPL
0441 SAE I
0442 16
0443 JMP SAMNAM
0444 JMP OUTUNT
0445 LIF 1
0446 JMP 24
0447 JMP NOSPAC
0450 JMP RDDATA
0451 LIF 2
0452 JMP ASK3
0453 JMP ONDAT
0454 LDA
0455 FDV+2006
0456 ADA
0457 FDV+2007
0460 ADA I
0461 -1000
0462 APO I
0463 JMP NOSPAC
0464 JMP RDDATA
0465 /MOVE FDV PARAMETERS TO R-W LIST
0466 FDV2RW, LDA
0467 FDV+2000
0470 STA
0471 RWPARM+2000
0472 LDA
0473
NOSPAC,
SAMNAM,
REPL,
ONDAT,
/ASK OUTPUT QUESTIONS AGAIN
/NAME ALREADY EXISTS
/REPLACE WITH NEW FILE?
/NO-ASK FOR NAME AGAIN
/ASK FOR UNIT/BLK NO
/ERROR
/BLK NO
/NO OF BLKS
/NOT ENOUGH BLKS LEFT

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0475 2407 RWPARM+2002
0476 1000 LDA
0477 2404 FDV+2007
0501 1040 STA
0501 2410 RWPARM+2003
0502 6000 JMP 0
/CONVERT WORDS TO BLOCKS
0503 4114 NUMBKS, STC TEMP1
0504 2000 ADD 0
0513 4522 STC NUMBKK
0514 2114 ADD TEMP1
0515 0643 LDF 3
0516 0061 SET I 1
0517 0001 1
0518 1120 ADA I
0519 7377 -400
0520 0451 APO
0521 6520 JMP ,+3
0522 0221 XSK I 1
0523 6512 JMP ,--5
0524 1000 LDA
0525 0001 1
0526 0000 NUMBKK, 0
/ASK FOR UNIT NUMBER & FILE NAME
0527 /CONV & STORE UNIT NUMBER
0530 /MOVE FILE NAME TO ENTER, LOOKUP PARAMETER LIST
0531 /STORE UNIT THRU B3
0532 ASK2, LDA
0533 1000 0
0534 0000 STC ASK2X
0535 4571 LIF 2
0536 0602 JMP OCTL
0537 6711 LDA I
0538 1020 QUES2+2000
0539 2453 JMP ASK
0540 6720 SET I 1
0541 0061 ANSWER+2000
0542 0043 LDA I
0543 1020 17
0544 0017 JMP CONV
0545 6627 JMP ASK2X
0546 6571 STA
0547 1340 FDV+2000
0548 2375 SET I 1
0549 0061 ANSWER+6001
0550 7044 SET I 2
0551 0262 FDV+6000
0552 6375 SET I 3
0553 0063 -10
0554 7767 LDH I 1
0555 1321 AZE I
0556 0470 JMP ASK2X
0557 6571 SKP
0558 0456 INFIL, LDH I 1
0559 1321 AZE
0560 0450 JMP ,+3
0561 6562 LDH I
0562 1320 7700
0563 0561 STH I 2
0564 7700 XSK I 3
0565 1362 JMP
0566 0223 *
0567 6555 INFIL
0570 0564 /8 CHARS
0571 1362 /IF 1ST CHAR OF NAME
0572 0223 /=00, NO NAME WAS
0573 6555 /ENTERED-ERROR
/LEFT HALF 1ST OF FDV+1
/PT TO UNIT NO-1H
/MAX VALUE
/ERROR
/STORE UNIT
/MOVE FILE NAME FROM ANSWER BUFFER TO LOOKUP, ENTER PARAMETER LIST
/FILL TO 8 CHARS WITH 77

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0574 1020 LDA I
0575 0001 1
0576 1140 ADM
0577 0571 +1
0571 0000 ASK2X, 0
/ASK FOR UNIT NUMBER + BLK NO AND CONVERT
/STORE UNIT THRU B7
/" BLK NO " B10
ASK3,
LDA
0572 1000 LDA
0573 0000 0
0574 4626 STC ASK3X
0575 0602 LIF 2
0576 1020 LDA I
0577 2475 QUES3+2000
0600 6720 JMP ASK
0601 0061 SET I 1
0602 3043 ANSWER+2000
0603 6711 JMP OCTL
0604 1020 LDA I
0605 0017 17
0606 6627 JMP CONV
0607 6626 JMP ASK3X
0610 1040 STA
0611 2375 FDV+2000
0612 0061 SET I 1
0613 7044 ANSWER+6001
0614 1020 LDA I
0615 0777 777
0616 6627 JMP CONV
0617 6626 JMP ASK3X
0620 1040 STA
0621 2403 FDV+2006
0622 1020 LDA I
0623 0001 1
0624 1140 ADM
0625 0626 +1
0626 0000 ASK3X, 0
/CONVERT NUMBER IN ANSWER BUFFER TO BINARY
/ENTER WITH MAX LEGAL VALUE IN AC
/IF LEGAL - EXIT CALL+2 WITH VALUE IN AC
CONV,
0627 0017 COM
0630 4675 STC TEMP2 /COMPLEMENT MAX VALUE
0631 4114 STC TEMPI
0632 2000 ADD 0
0633 4674 STC CONVER
0634 1321 NXTCHR, LDH I 1
0635 0470 AZE I
0636 6660 JMP ERRCHK
0637 1120 ADA I
0640 7720 /S COMP
0641 0451 APO
0642 6650 JMP CHKEND
0643 1301 LDH 1
0644 1120 ADA I
0645 7710 UPLEGL, -67
0646 0451 APO
0647 6676 JMP MULPLY
0650 1301 LDH 1
0651 1460 SAE I
0652 0034 34
0653 0456 SKP
0654 0456 SKP
0655 0456 SKP
0656 0456 SKP
0657 0451 APO
0660 6650 JMP CHKEND
0661 1301 LDH 1
0662 1120 ADA I
0663 7710 UPLEGL, -67
0664 0451 APO
0665 6676 JMP MULPLY
0666 1301 LDH 1
0667 1460 SAE I
0670 0034 34
0671 0456 SKP
0672 0456 SKP
0673 0456 SKP
0674 0456 SKP
0675 0456 SKP
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1000 0456 SKP

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0673 1460 SAE I
0674 0074 74
0675 6674 JMP
0676 1000 ERRCHK, LDA
0677 0114 TEMPI
0700 1100 ADA
0701 0675 TEMP2
0702 0471 APO I
0703 6674 JMP
0704 1020 LDA I
0705 0001 1
0706 1140 ADM
0707 0674 +3
0710 1000 LDA
0711 0114 TEMPI
0712 0000 CONVER, 0
0713 0000 TEMP2, 0
0714
0715 1000 MULPLY, LDA
0716 0114 TEMPI
0717 1260 MUL I
0720 0010 MPLIER, 10
0721 4114 STC
0722 1301 LDH
0723 1560 BCL I
0724 7760 7760
0725 1140 ADM
0726 0114 TEMPI
0727 6634 JMP
0730
0731
0732 1020 OCTL,
0733 0010 LDA I
0734 4701 STC
0735 1020 LDA I
0736 7710 -67
0737 4645 STC
0740 6000 JMP
0741
0742
0743 4734 /DISPLAY QUESTIONS
0744 2000 ASK,
0745 4740 STC
0746 0500 IOB
0747 0747 PMODE
0750 6234 RIB
0751
0752 0343 LMODE
0753 1560 SCR 3
0754 7740 BCL I
0755 1120 ADA I
0756 0600 LIF 0
0757 4737 STC ASKX-1
0760 7000 JMP QA IN IT
0761 0000 QUESNO, 0
0762 3043 ANSWER+2000
0763 7053 JMP QARFSH
0764 0764 0
0765 0000 ASKX, 0
0766 0757 EJECT

```

/ILLEGAL CHAR  
 /=34 OR 74 - NUMBER COMPLETED  
 /ERROR CHECK SIZE

/TOO LARGE  
 /OK STEP EXIT

/EXIT WITH VALUE IN AC

/VALUE SO FAR

/← THIS VALUE

/CHANGE PARAMETERS SO CONV & MULPLY WILL HANDLE OCTAL NUMBERS

/ADDR OF TEXT

/DISPLAY

/WAIT FOR ANSWERS

EJECT

```

SEGMENT 3
LMODE
*1
DISPLY, POP
PMODE
CLA
TAD N
CLL RAR
DCA GR
TAD GR
CIA
DCA ADD2
TAD C2000
DCA LO ADDR
TAD C1777
DCA N
DCA UP ADDR
CIF 10
JMS I PREAD
RWPARM
LINC
LMODE
DISPL1, LDA I
QUES13+2000
LIF 2
JMP ASK
LDH
ANSWER+6000
AZE
JMP +3
LIF 2
JMP IFDIAL
PDP
PMODE
WCHDIS, TAD M11
SNA
JMP DPIMAG
TAD M4
SNA
JMP I PDPMAG
TAD M5
SNA
JMP DPREAL
TAD M1
SNA CLA
JMP I PDPSCL
LINC
LMODE
JMP DISPL1
0
PMODE
PDPSCAL, DPSCAL
DPIMAG, TAD REALFG
SZA CLA
JMP DISPER
TAD I PI FTG
SZA CLA
JMP NOSWPI
CMA
TAD N
DCA 10
TAD GR
TAD 1110
0770
0771
0772
0773
0774
0775
0776
0777
1000
1001
1002
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0001 0002
6002 7200
6003 1003
6004 7110
6005 3037
6006 1037
6007 7041
6010 3033
6011 1140
6012 3364
6013 1110
6014 1003
6015 3366
6016 6212
6017 4534
6020 6405
6021 6141
0022 1020
0023 2665
0024 0602
0025 6720
0026 1300
0027 7043
0030 0450
0031 6034
0032 0602
0033 6026
0034 0002
6035 1077
6036 7450
6037 5255
6040 1075
6041 7450
6042 5476
6043 1100
6044 7450
6045 5317
6046 1070
6047 7650
6050 5654
6051 6141
0052 6022
0053 0000
6054 6226
6055 1253
6056 7640
6057 5251
6060 1533
6061 7640
6062 5310
6063 7040
6064 1003
6065 3010
6066 1037
6067 1110
/NO OF PTS/2
/-NO OF PTS/2
/LOWER ADDR OF DISPLAY
/UPPER ADDR OF DISPLAY
/READ IN DATA
/WHICH DISPLAY
/IMAG
/MAGNITUDE
/REAL
/SCALE FACTOR
/ERROR
/NO IMAG PARTS TO DISPLAY
/IF TRANSFORM WAS DONE, SWAP HALVES
/INVERSE WAS DONE
/OLD LOW ADDR OF 1ST 1/2 = NO OF PTS
/NEW LOW ADDR OF 1ST 1/2 = 2000 + NO OF PTS/2

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106/ 6070 5011 11 DCA /MOVE 1/2 OF PTS
1070 6071 1033 TAD ADD2 /COMPLEMENT VALUES
1071 6072 3034 DCA TEMPR /MOVE THEM
1072 6073 7201 CLA IAC /OLD ADDR OF 2ND 1/2 = 3/2 NO OF PTS
1073 6074 3130 DCA CMPFLG /NEW ADDR OF 2ND 1/2 = 2000
1074 6075 4527 DCA JMS I /1/2 OF PTS
1075 6076 7040 CMA JMS I /MOVE THEM - 1ST 1/2 IS NOW 2ND 1/2; 2ND 1/2 IS NOW 1ST 1/2
1076 6077 1037 TAD GR /LOW ADDR OF IMAG = NO OF PTS
1077 6100 1003 TAD N /HIGH ADDR = 2*NO OF PTS-1
1100 6101 3010 DCA 10 /IF TRANSFORM WAS DONE, SWAP HALVES
1101 6102 1110 TAD C1777 /NO OF PTS
1102 6103 3011 DCA 11 /MOVE THEM
1103 6104 1033 TAD ADD2 /LOW ADDR OF IMAG = NO OF PTS
1104 6105 5034 DCA TEMPR /HIGH ADDR = 2*NO OF PTS-1
1105 6106 4527 JMS I /1/2 OF PTS
1106 6107 5330 JMP PREPAR /MOVE THEM - 1ST 1/2 IS NOW 2ND 1/2; 2ND 1/2 IS NOW 1ST 1/2
1107 6110 1003 TAD N /LOW ADDR OF IMAG = NO OF PTS
1110 6111 3364 DCA 10 /HIGH ADDR = 2*NO OF PTS-1
1111 6112 7040 CMA 11 /IF TRANSFORM WAS DONE, SWAP HALVES
1112 6113 1003 TAD N /NO OF PTS
1113 6114 1003 TAD N /MOVE THEM
1114 6115 3366 DCA UPADDR /LOW ADDR OF IMAG = NO OF PTS
1115 6116 5330 JMP PREPAR /HIGH ADDR = 2*NO OF PTS-1
1116
1117 6117 1533 DPREAL, TAD I PIFTFG /IF TRANSFORM WAS DONE, SWAP HALVES
1120 6120 7640 JMP SZA CLA /NO OF PTS <1000?
1121 6121 5324 JMP NOSWPR /NO OF PTS
1122 6122 4526 JMS I PMRLMG /SWAP
1123 6123 5330 JMP PREPAR /COMPLEMENT VALUES
1124 6124 5364 NOSWPR, DCA LOADDR /MOVE THEM
1125 6125 7040 CMA /OLD ADDR OF 2ND 1/2 = 3/2 NO OF PTS
1126 6126 1003 TAD N /NEW ADDR OF 2ND 1/2 = 2000
1127 6127 3366 DCA UPADDR /1/2 OF PTS
1130
1131 6130 1033 PREPAR, TAD ADD2 /MOVE THEM - 1ST 1/2 IS NOW 2ND 1/2; 2ND 1/2 IS NOW 1ST 1/2
1132 6131 7104 CLL RAL /LOW ADDR OF IMAG = NO OF PTS
1133 6132 1137 TAD C1000 /HIGH ADDR = 2*NO OF PTS-1
1134 6133 7550 SPA SNA /IF TRANSFORM WAS DONE, SWAP HALVES
1135 6134 5347 JMP G01000 /NO OF PTS
1136 6135 7110 CLL RAR /NO OF PTS <1000?
1137 6136 7001 IAC /CENTER DISPLAY
1140 6137 1141 TAD M1K /YES
1141 6140 3525 DCA I PLEFTX /CENTER DISPLAY
1142 6141 1146 TAD CCLR /1000-(1000-NO OF PTS/2) 1,S COMP
1143 6142 524 DCA I PMVDIS /WIDTH OF DISPLAY
1144 6143 1033 TAD ADD2 /NO OF PTS
1145 6144 7104 CLL RAL /WIDTH OF DISPLAY
1146 6145 3131 DCA MINPTS /LEFT JUSTIFY DISPLAY
1147 6146 5362 JMP SHOWIT /-1000 1,S COMP
1150 6147 7200 G01000, CLA /WIDTH OF DISPLAY
1151 6150 1141 TAD M1K /NO OF PTS
1152 6151 525 DCA I PLEFTX /LEFT JUSTIFY DISPLAY
1153 6152 1525 TAD I PLEFTX /-1000 1,S COMP
1154 6153 7001 IAC /WIDTH OF DISPLAY
1155 6154 3131 DCA MINPTS /MOVE DISPLAY
1156 6155 1145 TAD SCR4
1157 6156 3524 DCA I PMVDIS
1160 6157 5362 JMP SHOWIT
1161 /DISPLAY DATA
1162 REDPLY, LINC
1163 LMODE
1164 JMP DISPLY
1165 PMODE

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1166 SHOWIT, JMS I KIDORA
1167 6162 4517
1170 6163 0001 /LOW ADDR FILE
1171 6164 0000 /" "
1172 6165 0001 /HIGH " "
1173 6166 0000 /" "
1174 6167 0000 /Y OFFSET
1175 LMODE /SCALE
1176 0170 0343 SCR 3
1177 PMODE
1200 RFRSH, JMS I KRORA /REFRESH UNTIL LF IS HIT
1201 6171 4520 KSF
1202 6172 6031 JMP ,-2
1203 6173 5371 KRBB
1204 6174 6036 TAD M215
1205 6175 1102 SNA CLA
1206 6176 7650 JMP REDPLY
1207 6177 5360 KRBB
1208 6200 6036 TAD M261
1210 6201 1106 SNA CLA
1211 6202 7650 JMP LARGER
1212 6203 5216 KRBB
1213 6204 6036 TAD M321
1214 6205 1103 SNA CLA
1215 6206 7650 JMP SMALLR
1216 6207 5211 JMP I PRFRSH
1217 6210 5522 JMP I KYSCAL
1220 SMALLR, TAD I KYSCAL
1221 6211 1536 TAD M353
1222 6212 1104 SPA CLA
1223 6213 7710 ISZ I KYSCAL
1224 6214 2536 JMP I PRFRSH
1225 6215 5522 JMP I KYSCAL
1226 6216 1536 TAD I KYSCAL
1227 6217 1105 TAD M340
1228 6220 7750 SPA SNA CLA
1230 6221 5522 JMP I PRFRSH
1231 6222 7040 CMA
1232 6223 1536 TAD I KYSCAL
1233 6224 5536 DCA I KYSCAL
1234 6225 5522 JMP I PRFRSH
1235
1236 /DISPLAY SCALE FACTOR
1237
1240 DPSCAL, TAD I PRELFG
1241 6226 1532 SZA CLA
1242 6227 7640 JMP I POSPER /JUST REAL MEANS I DIDNT MAKE FILE - NO SCALE FACTOR
1243 6231 1003 TAD N
1244 6232 7104 CLL RAL
1245 6233 3034 DCA TEMPR /ADDR = NO OF PTS*2
1246 6234 6211 CDF1
1247 6235 1434 TAD I TEMPR
1250 6236 1077 TAD M11
1251 6237 7740 SMA SZA CLA
1252 6240 5244 JMP GR9 />9
1253 6241 1074 TAD LESS10
1254 6242 1434 TAD I TEMPR /SPACE + ASCII SCALE FACTOR
1255 6243 5247 JMP SHOSCL
1256 6244 1071 TAD M12
1257 6245 1434 TAD I TEMPR
1260 6246 1073 TAD GRET10 /10+SCALE FACTOR-10
1261 6247 6201 SHOSCL, CDF0
1262 6250 3266 DCA DPMAG-2 /STORE IN DISPLAY PARAMETERS
1263 6251 6141 LINC

```



```

1352      0332 1240      MUL
1353      0000 0000      /SAME REASON AS REAL
1354      0337 0363      SCR I 3
1355      0340 0002      PDP
1356      0341 3035      PMODE
1357      6341 7100      DCA
1360      6342 7501      CLL
1361      6343 1142      MQA
1362      6344 5142      TAD
1363      6345 7004      DCA
1364      6346 1035      RAL
1365      6347 1143      TAD
1366      6350 4773      DCA
1367      6351 3436      JMS I
1370      6352 2036      DCA I
1371      6353 2336      ISZ
1372      6354 2324      ISZ
1373      6355 2034      ISZ
1374      6356 5320      JMP
1375      6357 6141      LINC
1376      6360 0643      LMODE
1377      6361 0002      LDF
1400      0362 1533      PDP
1401      0363 7640      PMODE
1402      6364 5774      TAD I
1403      6365 4526      SZA CLA
1404      6366 5771      JMP I
1405      6367 6130      JMS I
1406      6370 6051      JMP I
1407      6371 7052      PPREPR, PREPAR
1410      6372 6124      PPREPR, DISPER
1411      6373 7052      PSQRT, SORT
1412      6374 6124      PNSWPR, NOSWPR
1413      /
1414      /
1415      /
1416      /

```

ON LAST PT OF 1024 PTS WILL SKIP

IF TRANSFORM WAS DONE, SWAP HALVES

DISPLAY MAG



	FUNIT NUMBER<2
1450	0457 1625
1451	0460 1502
1452	0461 0522
1453	0462 7462
1454	0463 4347
1455	0464 4043
1456	0465 0606
1457	0466 1114
1458	0467 0540
1459	0470 1601
1460	0471 1505
1461	0472 4040
1462	0473 7470
1463	0474 3400

FFILE NAME <8\Z  
 QUES3, TEXT Z

	F UNIT NUMBER<2
1454	0475 4043
1455	0476 0640
1456	0477 4025
1457	0500 1611
1458	0501 2440
1459	0502 1625
1460	0503 1502
1461	0504 0522
1462	0505 7462
1463	0506 4347
1464	0507 4043
1465	0510 0640
1466	0511 4002
1467	0512 1413
1468	0513 4016
1469	0514 2515
1470	0515 0205
1471	0516 2240
1472	0517 7463
1473	0520 3400
1474	0521 4043
1475	0522 0610
1476	0523 1727
1477	0524 4015
1478	0525 0116
1479	0526 3140
1480	0527 2024
1481	0530 2377
1482	0531 7464
1483	0532 4347
1484	0533 4043
1485	0534 4740
1486	0535 5064
1487	0536 5561
1488	0537 6062
1489	0540 6440
1490	0541 0231

F BLK NUMBER <3\Z  
 QUES4, TEXT Z

	FHOW MANY PTS?<4
1454	0531 7464
1455	0532 4347
1456	0533 4043
1457	0534 4740
1458	0535 5064
1459	0536 5561
1460	0537 6062
1461	0540 6440
1462	0541 0231

(4=1024 BY POWERS OF 2)

FREAL OR

FCOMPLEX? R/C<1>Z  
QUES5, TEXT Z

F OUTPUT ON

F DIAL UNIT? Y/N<1>Z  
QUES6, TEXT Z

F REPLACE? Y/N<1>Z  
QUES11, TEXT Z

1462	0545	2340
1462	0546	1706
1462	0547	4062
1462	0550	5143
1463		
1463	0551	4740
1464	0552	4306
1464	0553	2205
1464	0554	0114
1464	0555	4017
1464		
1465	0556	2243
1465		
1466	0557	4740
1466	0560	4306
1466	0561	0317
1466	0562	1520
1466	0563	1405
1466	0564	3077
1466	0565	4022
1466	0566	5703
1466	0567	7461
1466	0570	3400
1466		
1467		
1470	0571	4306
1470	0572	4040
1470	0573	1725
1470	0574	2420
1470	0575	2524
1470	0576	4017
1470		
1471	0577	1643
1471	0600	0640
1471	0601	4004
1471	0602	1101
1471	0603	1440
1471	0604	2516
1471	0605	1124
1471	0606	7740
1471	0607	3157
1471	0610	1674
1471	0611	6134
1471		
1472		
1473	0612	4043
1473		
1474	0613	4740
1474	0614	4306
1474	0615	4022
1474	0616	0520
1474	0617	1401
1474	0620	0305
1474	0621	7740
1474	0622	3157
1474	0623	1674
1474	0624	6134
1474		
1475		
1476	0625	4306
1476	0626	2606

1476 2440  
 1477 0627 2440  
 1478 0630 1722  
 1479 0631 4004  
 1480 0632 1123  
 1481 0633 2014  
 1482 0634 0131  
 1483 0635 7740  
 1484 0636 0657  
 1485 0637 0474  
 1486 0640 6143  
 1487 0641 4740  
 1488 0642 4347  
 1489 0643 4043  
 1490 0644 0624  
 1491 0645 2201  
 1492 0646 1623  
 1493 0647 0617  
 1494 0650 2215  
 1495 0651 4017  
 1496 0652 2243  
 1497 0653 4740  
 1498 0654 4306  
 1499 0655 1116  
 1500 0656 2605  
 1501 0657 2223  
 1502 0660 0577  
 1503 0661 4024  
 1504 0662 5711  
 1505 0663 7461  
 1506 0664 3400  
 1507 0665 4306  
 1508 0666 2710  
 1509 0667 1103  
 1510 0670 1040  
 1511 0671 0411  
 1512 0672 2320  
 1513 0673 1401  
 1514 0674 3177  
 1515 0675 7461  
 1516 0676 4347  
 1517 0677 4043  
 1518 0700 4740  
 1519 0701 4040  
 1520 0702 4040  
 1521 0703 2250  
 1522 0704 0501  
 1523 0705 1451  
 1524 0706 4347  
 1525 0707 4040  
 1526 0710 4040  
 1527 0711 4011  
 1528 0712 5015

FFFT OR DISPLAY? F/D<1

FTRANSFORM OR

FINVERSE? T/I<1\Z  
 QUES13, TEXT Z

FWHICH DISPLAY?<1

R (EAL)

1510 1116  
 1510 0715 0122  
 1511 0716 3151  
 1511 0717 4347  
 1511 0720 4040  
 1511 0721 4040  
 1511 0722 4015  
 1511 0723 5001  
 1511 0724 0716  
 1511 0725 1124  
 1511 0726 2504  
 1511  
 1512 0727 0551  
 1512 0730 4347  
 1512 0731 4040  
 1512 0732 4040  
 1512 0733 4023  
 1512 0734 5003  
 1512 0735 0114  
 1512 0736 0540  
 1512 0737 0601  
 1512 0740 0324  
 1512 0741 1722  
 1512  
 1513 0742 5143  
 1513 0743 4740  
 1513 0744 4040  
 1513 0745 4040  
 1513 0746 1411  
 1513 0747 1605  
 1513 0750 4006  
 1513 0751 0505  
 1513 0752 0450  
 1513 0753 2205  
 1513 0754 2324  
 1513 0755 0122  
 1513 0756 2451  
 1513 0757 3400  
 1516 0760 4347  
 1516  
 1517 0761 4043  
 1517 0762 0640  
 1517 0763 4040  
 1517 0764 4003  
 1517 0765 0116  
 1517 0766 1617  
 1517 0767 2440  
 1517 0770 0611  
 1517  
 1520 0771 1604  
 1520 0772 4347  
 1520  
 1521 0773 4043  
 1521 0774 4740  
 1521 0775 4040  
 1521 0776 4040  
 1521 0777 4040  
 1521 1000 4040  
 1521 1001 4010

I (MAGINARY)

M (MAGNITUDE)

S (SCALE FACTOR)

LINE FEED (RESTART) \Z

/MESSAGES  
 MSG1, TEXT 2

F CANNOT FIND

1521 1002 1124  
1521 1003 4022  
1521 1004 0524  
1521 1005 2522  
1521 1006 1640  
1521 1007 2417  
1521 1010 4003  
1521 1011 1716  
1521 1012 2434

HIT RETURN TO CONT\Z

MSG2, TEXT Z

1523 1013 4347  
1524 1014 4043  
1524 1015 0640  
1524 1016 4040  
1524 1017 4016  
1524 1020 1740  
1524 1021 2320  
1524 1022 0103

F NO SPACE

1525 1023 0543  
1526 1024 4740  
1526 1025 4347  
1526 1026 4040  
1526 1027 4040  
1526 1030 4040  
1526 1031 4010  
1526 1032 1124  
1526 1033 4022  
1526 1034 0524  
1526 1035 2522  
1526 1036 1640  
1526 1037 2417  
1526 1040 4003  
1526 1041 1716  
1526 1042 2434

HIT RETURN TO CONT\Z

/ ANSWER, 0 #,+6

1527 1043 0000  
1530 1531  
1532 1533

EJECT



```

1607          PMODE
1610 /MOVE PTS FROM ONE AREA TO ANOTHER
1611 /10 = OLD BUFFER
1612 /11 = NEW "
1613 /IF CMPFLG=1, COMPLEMENT VALUE
1614 MOVPTS, 0
1615          2000
1616          7115
1617          7117 6211
1618          7121 1130
1619          7121 7113
1620          7122 1410
1621          7123 7430
1622          7124 7041
1623          7125 3411
1624          7126 2034
1625          7127 5320
1626          7130 6201
1627          7131 5716
1630
1631
1632
1633
1634
1635          0000
1636          7133 7040
1637          7134 3010
1640          7135 1037
1641          7136 1110
1642          7137 3011
1643          7140 1033
1644          7141 3034
1645          7142 3130
1646          7143 4527
1647          7144 7040
1650          7145 1037
1651          7146 3010
1652          7147 1110
1653          7150 3011
1654          7151 1033
1655          7152 3034
1656          7153 4527
1657          7154 5732
1660
1661          EJECT

/MOVE REAL OR MAGNITUDE VALUES
/FROM 0 TO 2000
/AND SWAP HALVES
/00 NOT COMPLEMENT
MVRLMG, 0
          0000
          10
          GR
          C1777
          11
          ADD2
          TEMPR
          CMPFLG
          PMVPTS
          GR
          10
          C1777
          11
          ADD2
          TEMPR
          PMVPTS
          MVRLMG

/OLD ADDR OF 1ST 1/2 = 0
/NEW ADDR OF 1ST 1/2 = 2000 + 1/2 NO OF PTS
/MOVE 1/2 NO OF PTS
/DONT COMPLEMENT
/MOVE THEM
/OLD ADDR OF 2ND 1/2 = 1/2 NO OF PTS
/NEW ADDR OF 2ND 1/2 = 2000
/1/2 NO OF PTS
/MOVE THEM

```



ACDF0 1202  
ACDFR 0041  
1135  
ADJWOS 1157  
ADD1 1174  
ADD2 0033  
ADJSGN 0570  
ANSWER 7043  
ARG2 1020  
ASK 4720  
ASKX 4740  
ASK2 4523  
ASK2X 4571  
ASK3 4572  
ASK3X 4626  
ASR 7415  
BIGSNU 0012  
BOUND 1516  
BUFHI 1574  
BUFLO 1575  
BUFTR 1504  
BUILD 0544  
C 0032  
CAM 7621  
CCDF0 1401  
CCIA 0162  
CCLR 0146  
CDF0 6201  
CDF1 6211  
CHKEND 4650  
CHKHI 1473  
CHKPT 0515  
CKEND 4211  
CMPFLG 0130  
CNOP 0163  
CNOTS 0677  
CONT 1400  
CONV 4627  
CONVER 4674  
CORVAL 0114  
COSINE 0036  
COUNT 0116  
CSAM 1351  
CURCNT 1573  
CURDIS 1551  
CURL0P 1563  
CURRTN 1450  
CURSAM 0101  
C1000 0137  
C1777 0110  
C2000 0140  
C6000 0101  
DADD 1504  
DATTAP 4061  
DBLHI 1541  
DBLLO 1547  
DISFLG 4242  
DISPER 6051  
DISPLY 6001  
DISPL1 6022

00IFFT 0047  
DPI MAG 6055  
DPMAG 6270  
DPREAL 6117  
DPSCAL 6226  
DPS0 0142  
DSCLOC 1244  
DSCLOP 1275  
DSCWD 1261  
DVI 7407  
ENDHI 1577  
ENDLO 1576  
ERRCHK 4660  
F 0007  
FOV 6375  
FDV2RW 4466  
FFT 0400  
FIF 4251  
FLIP 1046  
FLIPCT 0063  
FREE 1365  
FRESAM 0105  
FT 4365  
GETRIG 0045  
GI 0040  
GQ1000 6147  
GR 0037  
GRET10 0073  
GR9 6244  
IDORA 1200  
IFCOM 4203  
IFDIAL 4026  
IFDISP 4265  
IFFFT 4231  
IFFT 0147  
IFI 4261  
IFT 4363  
IFTFLG 4356  
IMGPTR 6336  
INDEX 1134  
INFILE 4555  
INVERT 0043  
INVRT 1040  
K 0031  
KBUFHI 1241  
KBUFLO 1242  
KIDORA 0117  
KMNADR 1236  
KMNFLD 1235  
KMXADR 1240  
KMXFLD 1237  
KRDORA 0120  
KYSCAL 0136  
L 0005  
LARGER 6216  
LDF4 0144  
LEFTX 1363  
LESS10 0074  
LO 6164  
LO 0440  
LSR 7417  
UNAVAIL 4475

MAXFLU 1474  
MAXNU 0021  
MAXR 1416  
MAXD 1415  
MINPTS 0131  
MNOVR2 0022  
MOVDIS 1361  
MOVINP 4063  
MOVPTS 7116  
MPLIER 4701  
MQA 7521  
MQL 7421  
MSG1 6760  
MSG2 7013  
MULPLY 4676  
MULT 0044  
MULTIP 1000  
MUY 7405  
MVRLMG 7132  
M1 0070  
MIK 0141  
M10 0072  
M1000 1527  
M11 0077  
M12 0071  
M215 0102  
M261 0106  
M321 0103  
M340 0105  
M353 0104  
M4 0075  
M400 0107  
M4000 0067  
M5 0100  
M70 1476  
N 0003  
NMI 7411  
NOROT 0564  
NOSPAC 4423  
NOSWPI 6110  
NOSWPR 6124  
NOTNOR 1172  
NOT0 7062  
NOVER4 0020  
NOWSTR 4377  
NO4MIK 1133  
NU 0004  
NUMBKS 4503  
NUMBKX 4522  
NXTCHR 4634  
NXTDF 1466  
NXTMAG 6320  
NXTPNT 1441  
NXTPT 7120  
OCTL 4711  
OF12BU 4000  
OKEND 1463  
OKFLD 1467  
ONDAT 4452  
OUTGES 4273  
OUTUNT 4310  
P 0050

PDSPER 6372  
PFDV7 0123  
PI 0026  
PIFTFG 0133  
PLEFTX 0125  
PMRLMG 0126  
PMVDIS 0124  
PMVPTS 0127  
PNSWPR 6374  
PPREPR 6371  
PR 0025  
PREAD 0134  
PRELFG 0132  
PREPAR 6130  
PRFRSH 0122  
PROC 4357  
PSHOWT 0121  
PSQRT 6373  
PTS 4064  
PWRITE 0135  
P401 1243  
Q 0027  
QAINIT 1000  
QARFSH 1053  
QI 0024  
QR 0023  
QUAD1 1110  
QUAD2 1072  
QUESNO 4734  
QUES1 6411  
QUES11 6625  
QUES13 6665  
QUES2 6453  
QUES3 6475  
QUES4 6521  
QUES5 6571  
QUES6 6612  
RBUILD 0064  
RDATA 4320  
RDOORA 1343  
REALFG 6053  
RECHK 0066  
REDPLY 6160  
RELPTR 6324  
REPL 4446  
RESETC 0065  
REVERS 0705  
RFRSH 6171  
ROOT 7073  
ROTAT 4121  
ROT1 4136  
RTNCDF 1257  
RWPARM 6405  
S 0006  
SAMNAM 4430  
SCA 7441  
SCAL 0053  
SCALE 0340  
SCL 403  
SCLF1 257  
SCR4 0142  
SCRIPT1 0142

SETC 054  
SETDF 1  
SETFLD 140  
SGNADJ 0161  
SHFCHK 0055  
SHFLAG 0054  
SHFT1 1077  
SHFT2 1114  
SHFT3 1125  
SHIFCT 0562  
SHIFT1 0056  
SHIFT2 0057  
SHIFT3 0060  
SHL 7413  
SHOSCL 6247  
SHOWIT 6162  
SIGN 1037  
SINE 0035  
SINLOC 0050  
SINRET 1122  
SINTAB 7347  
SIZE 6170  
SMALLR 6211  
SORT 0042  
SORTX 0701  
SQRT 7052  
SQRT1 7114  
SQRT2 7066  
STAMU 4144  
STSCAL 4367  
SWAPED 0745  
TAB 1323  
TEMP 1276  
TEMPR 0034  
TEMP1 4114  
TEMP2 4675  
TRIGET 1060  
UNTFIL 4044  
UPADDR 6166  
UPLEGL 4645  
VCOORD 1274  
WCHOIS 6035  
WINSAM 0100  
WORD 0061  
WORDP 0062  
WRAP 1424  
WSAM 1560  
XCORD 0001  
XCURHI 0112  
XCURLO 0113  
XITAB 2000  
XLOCDF 0052  
XRLOC 0051  
XRTAB 0000  
XSUM 1175  
YCUR 0115  
YSCAL 1444  
YSHFT 0111



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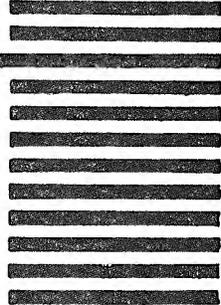
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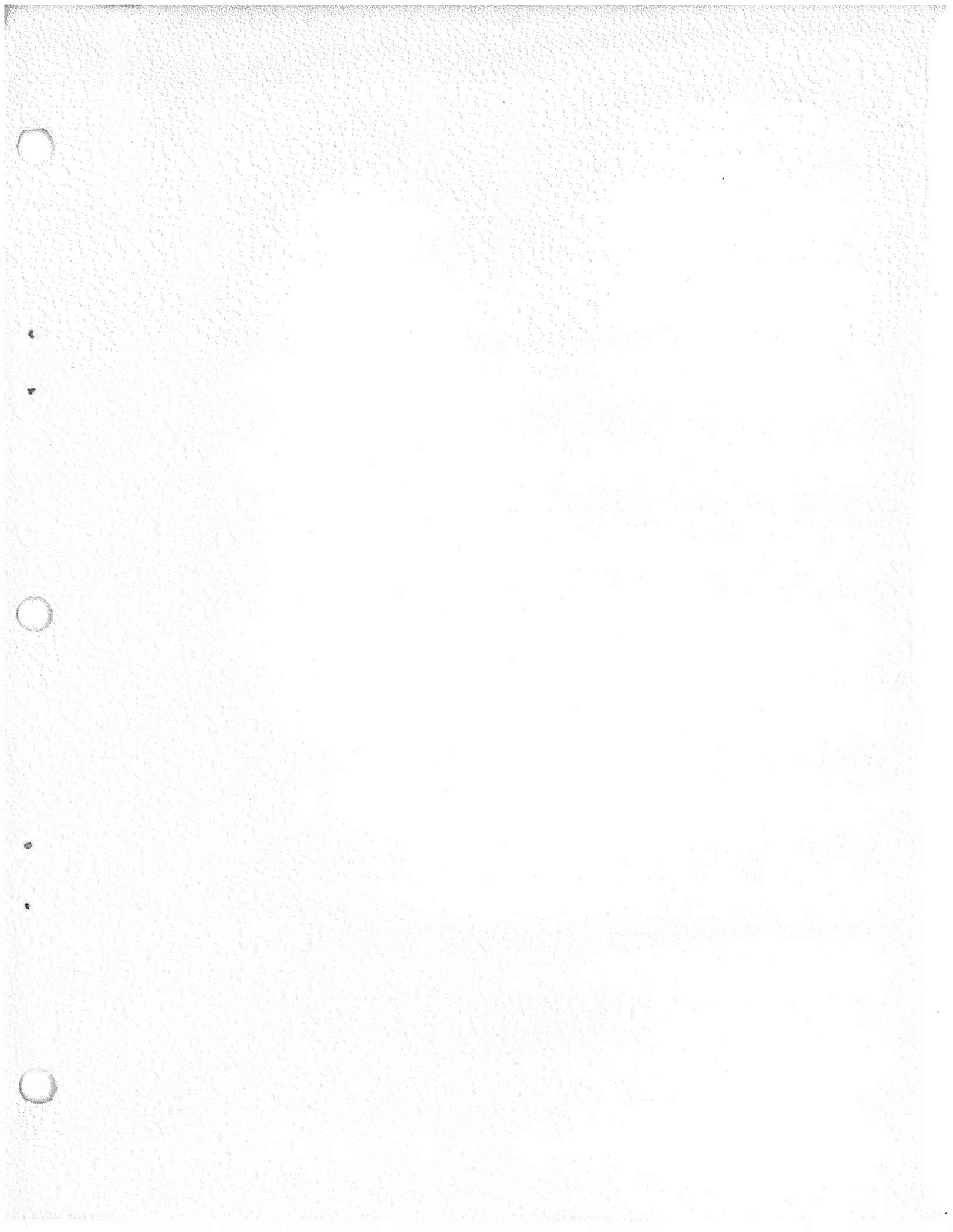
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