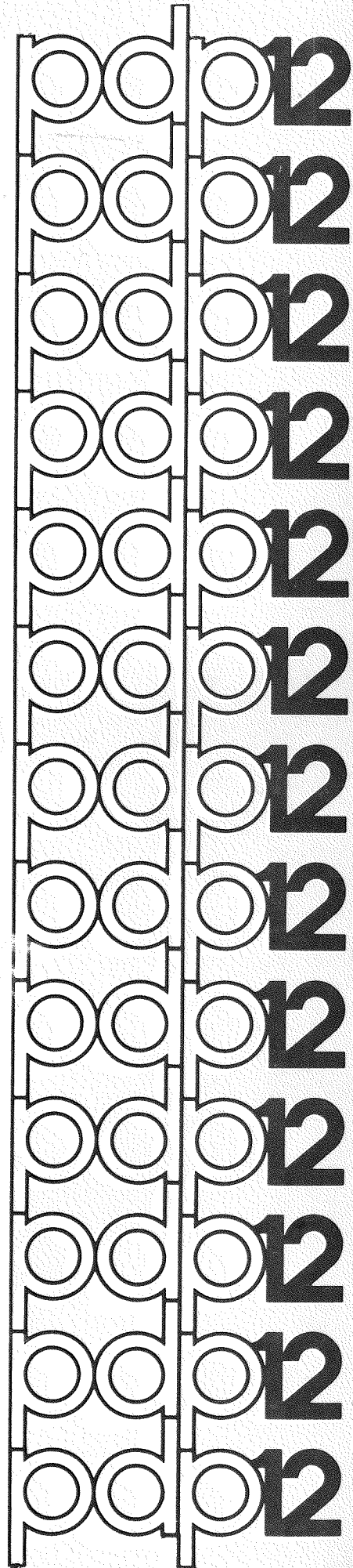
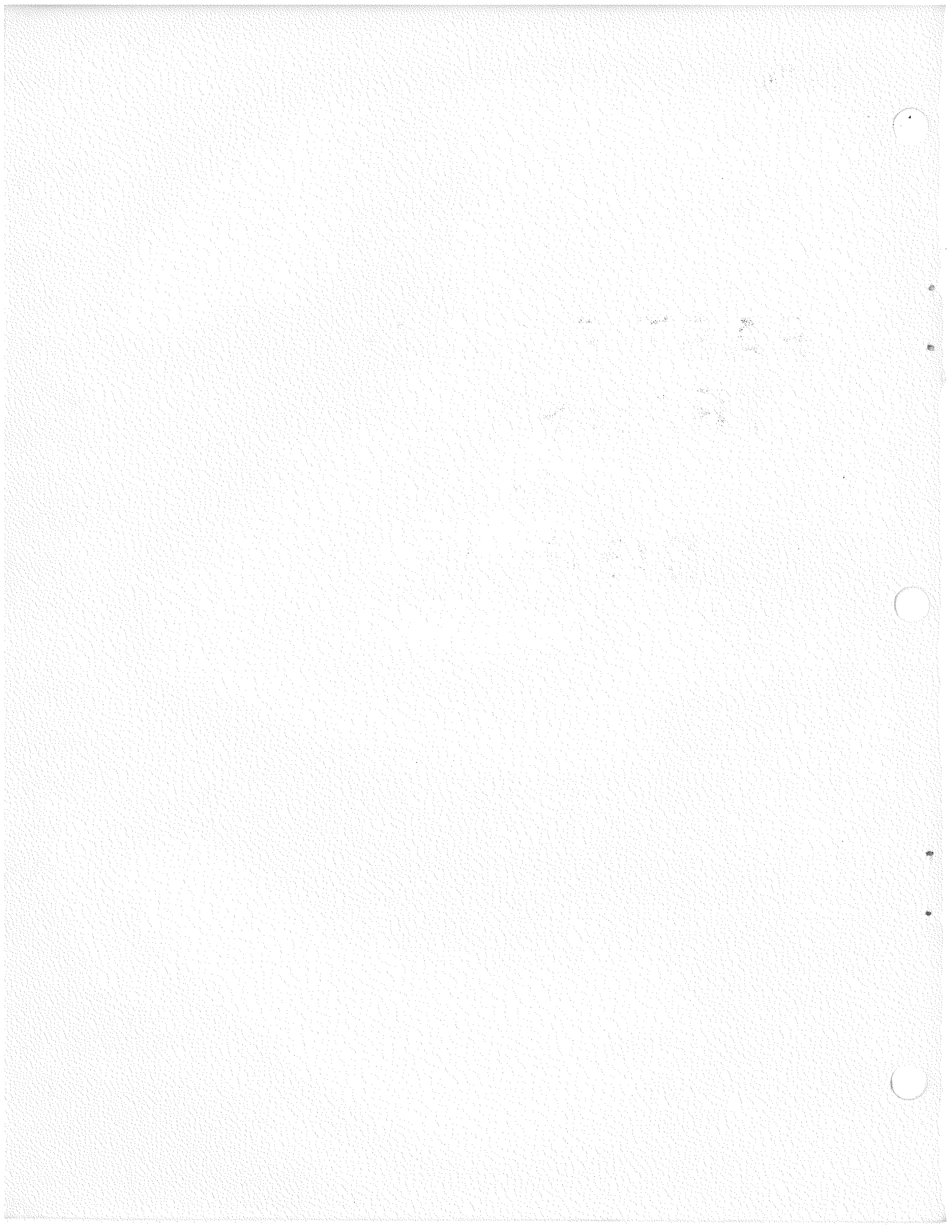


digital

FAST FOURIER TRANSFORM AND DISPLAY





FAST FOURIER TRANSFORM

AND

DISPLAY

PROGRAMMER'S REFERENCE MANUAL

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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 7, Number 3, available from DECUS Library, Digital Equipment Corporation, Maynard, Massachusetts.

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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-DIAL¹ 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__
```

¹LAP6-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 3 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, 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

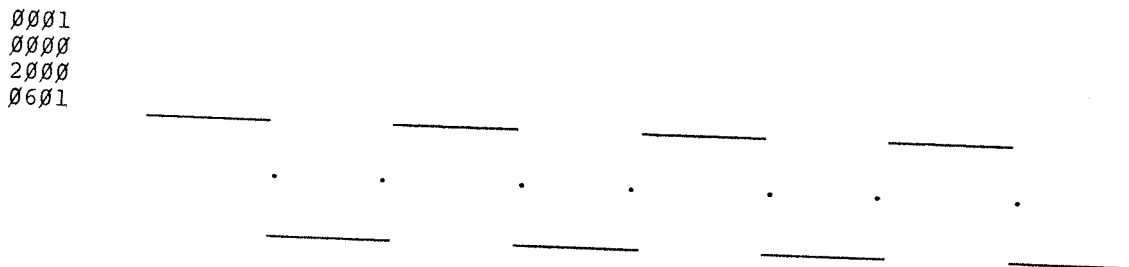
Consider a square wave¹ of 512 real points which has the following format on tape or disk:

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

¹The 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	

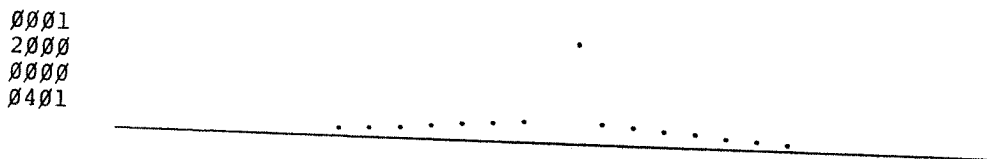
If the input is displayed, there will only be a REAL display. It will look as follows, assuming the cursor is to the extreme left and the display is not moving.



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

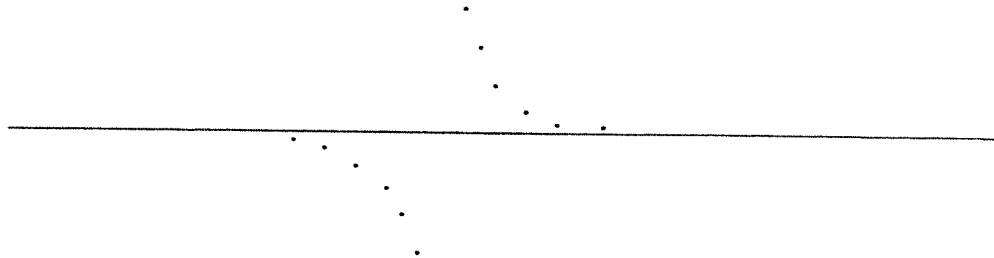


Moving the cursor to the highest point in the display will change the value display to: 0001
2400
2000
0601

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:

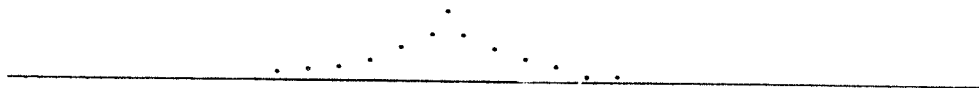
0001
2374
6567
0257

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

Because the magnitude of maximum values causes overflow, a factor of 2 is removed during computation. Therefore, the values displayed are half scale; type the key "1" once to display the magnitude at full scale.

4.2.4 Scale Factor Display

The scale factor has a value of 1. To obtain the actual coefficients, rest the cursor on the desired point and shift right the third value of the corner display the number of bits equal to the scale factor. In this example, the highest value of the real display is 2000. Shifting it right by the scale factor (=1) yields 1000, the actual value of the DC component, which in binary is 001 000 000 000. Because the binary point is to the right of the sign bit, the actual value is $+0.01_2$.

4.3 Inverse Transform Displays

The output of the transfer was 512 complex points. The inverse yields the following displays:

4.3.1 Real Display

```

0001
0000
0764
0477
_____
. . . . .
_____

```

The third value, 0764, is a deviation from 1000, the exact value. At this time there are 2 scale factors involved. The relationship between the computed results and the original data is:

$$\text{results} = [(\text{original data}) * 2^{\text{sum of scale factors}}] / \# \text{ of points}$$

Reducing the equation for the first point yields:

$$\begin{aligned}
 1000_8 &= [(2000_8) * 2^8] / 1000_8 \\
 2^9 &= 2^{10} * 2^8 / 2^9 \\
 &= 2^9
 \end{aligned}$$

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
0000
0372
0440

.

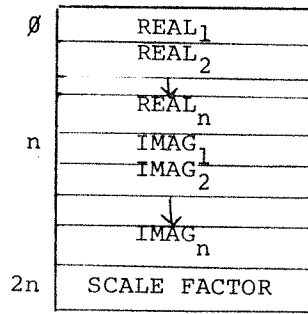
As in the magnitude display of the transform, the values displayed are half scale (displayed scale factor - 1). Because the imaginary components are essentially zero, the magnitude, when doubled, equals the real values.

4.3.4 Scale Factor Display

The scale factor has a value of 7. For the magnitude display, scale factor is 7-1 since display is already half scale.

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^{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

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

of a series on N equally spaced time samples (where N is a power of 2). The time required is proportional to $N \log_2 N$, whereas previous methods required times proportional to N^2 . 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

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

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

- 0197 IFFT - Take the Inverse Fourier Transformation of the data in field 1. The results are in bit inverted order (refer to the SORTX routine).
- 0400 FFT - Take the Fourier Transformation of the data in field 1. The results are in bit inverted order (refer to the SORTX routine).
- 0701 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 $XRTAB+9$.
- 1000 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.
- 1040 INVRT - Reverse the bits of the number contained in the AC.
- 1060 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.

1200 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.

4026 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.

4044 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.

4061 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.

4063 MOVINP - Jump to FDV2RW to move the input information from the FDV to the read/write parameter list. Fall through to PTS.

4064 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 TEMP1. Since the number of points must be an integral power of 2, only one bit in TEMP1 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.

- 4136 ROT1 - Compute the power of 2 by rotating right the value in TEMP1 and stepping B2 until the bit that is set is encountered in bit 11. Fall through to STAMU.
- 4144 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 RWPARM+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 RWPARM+3. Set REALFG and jump to CKEND.
- 4023 IFCOM - If the answer is C, clear REALFG and fall through to CKEND. Otherwise jump back to PTS to redisplay the question.
- 4211 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.

4231 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.

4273 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.

4310 OUTUNT - Jump to the subroutine ASK2 to display:

UNIT NUMBER__
FILE NAME_____

If an illegal value is input, redisplay the question. 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 NOSPACE. If it is a new file and there is enough space to hold it, fall through to RDDATA.

4320 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.

4357 PROC - If IFTFLG is 0, jump to FT to do a Transform. Otherwise, fall through to do an Inverse Transform.

- 4363 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.
- 4365 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.
- 4367 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.
- 4377 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.
- 4423 NOSPAC - Jump to the subroutine ASK to display the message:

NO SPACE
HIT RETURN TO CONT

When RETURN is hit, jump to OUTQES.

- 4430 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.

4446 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.

4452 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

4466 FDV2RW - Transfer the unit number, starting block number, and number of blocks from the FDV parameter list to the READ/WRITE parameter list.

4503 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.

4523 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.

4572 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.

4627 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.

4711 OCTL - OCTL sets MPLIER to 10 and UPLEGL to -67(-7) so that CONV will convert an octal number.

- 4720 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.
- 6001 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(CALE 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.
- 6035 WCHDIS - Jump to DPIMAG, DPMAG, DPREAL, or DPSCAL if the answer was I, M, R, or S, respectively. Otherwise redisplay the question.
- 6055 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.
- 6117 DPREAL - Check IFTFLG for the same reason as in DPIMAG. The only difference is that the signs of the real parts are not reversed.

- 6130 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.
- 6147 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.
- 6162 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.
- 6171 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.
- 6211 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.

- 6216 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.
- 6226 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.
- 6270 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.
- 6320 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.
- 7116 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.
- 7132 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.
- 6375 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.

6405 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.

7052 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 ($=0, 1, \dots, N-1$)
P	Numerical index P ($=0, \dots, N-1$)
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 =0, add without shift
SHFCHK	Indicates if all X's in an iteration are $<.5$
DISFLG	If $\neq 0$, the data will just be displayed
IFTFLG	If $\neq 0$, an Inverse Transform was performed
REALFG	If $\neq 0$, 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 magnitude.
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:

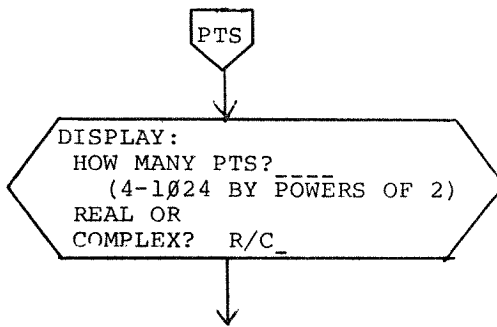
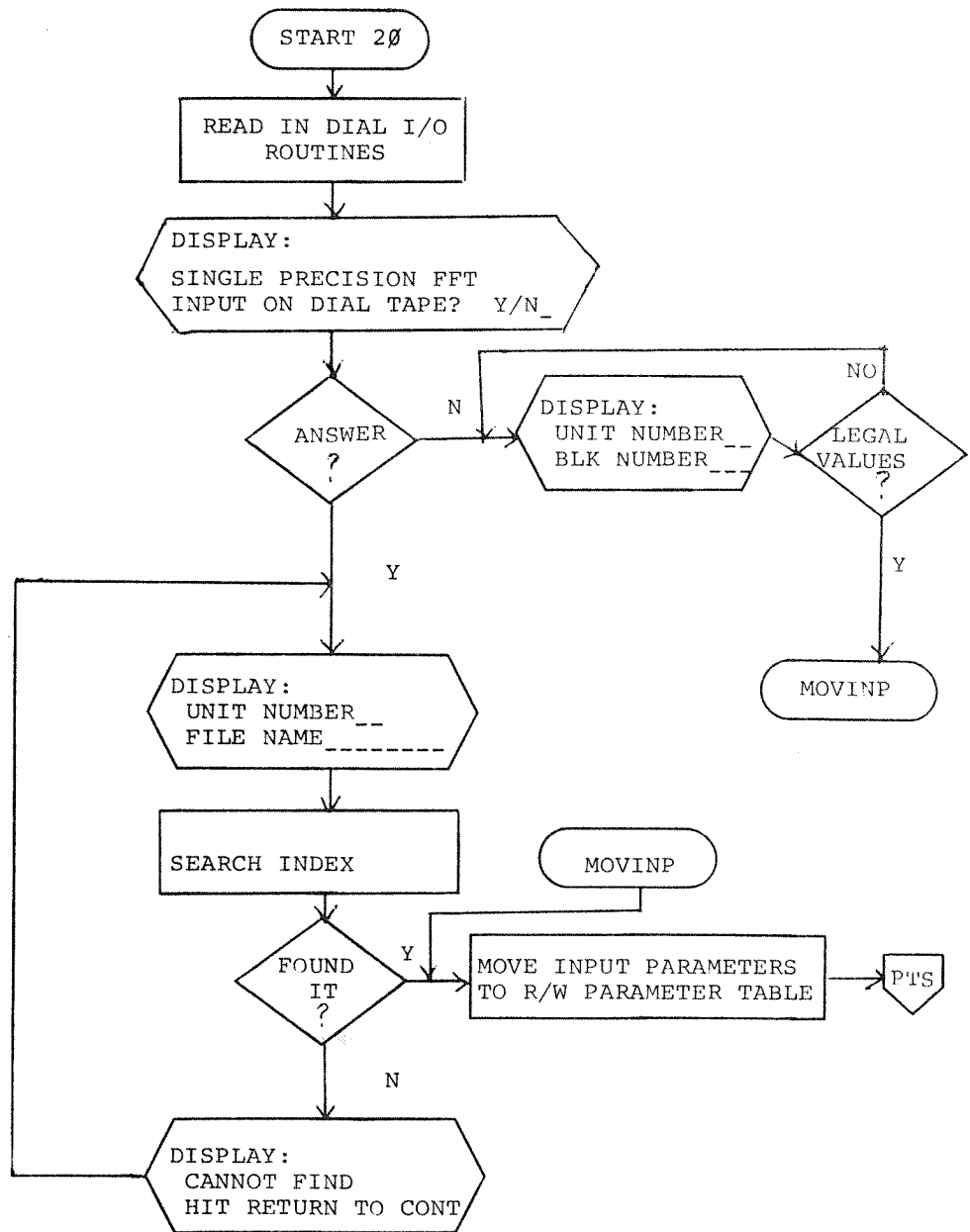
+AS MILQAN,n)	where n is the unit
+SB MILQAN,n)	containing the program
+AS SIN256,n)	
+SB SIN256,n)	
+AS FFTC-1)	(FFTC-1 chains to FFTC-2)
+SB FFTC-1)	
+ZE)	
+AB MILQAN,n)	
+AB SIN256,n)	
+AB FFTC-1,n)	
+SB FFTD,n,L)	(saves the whole program)

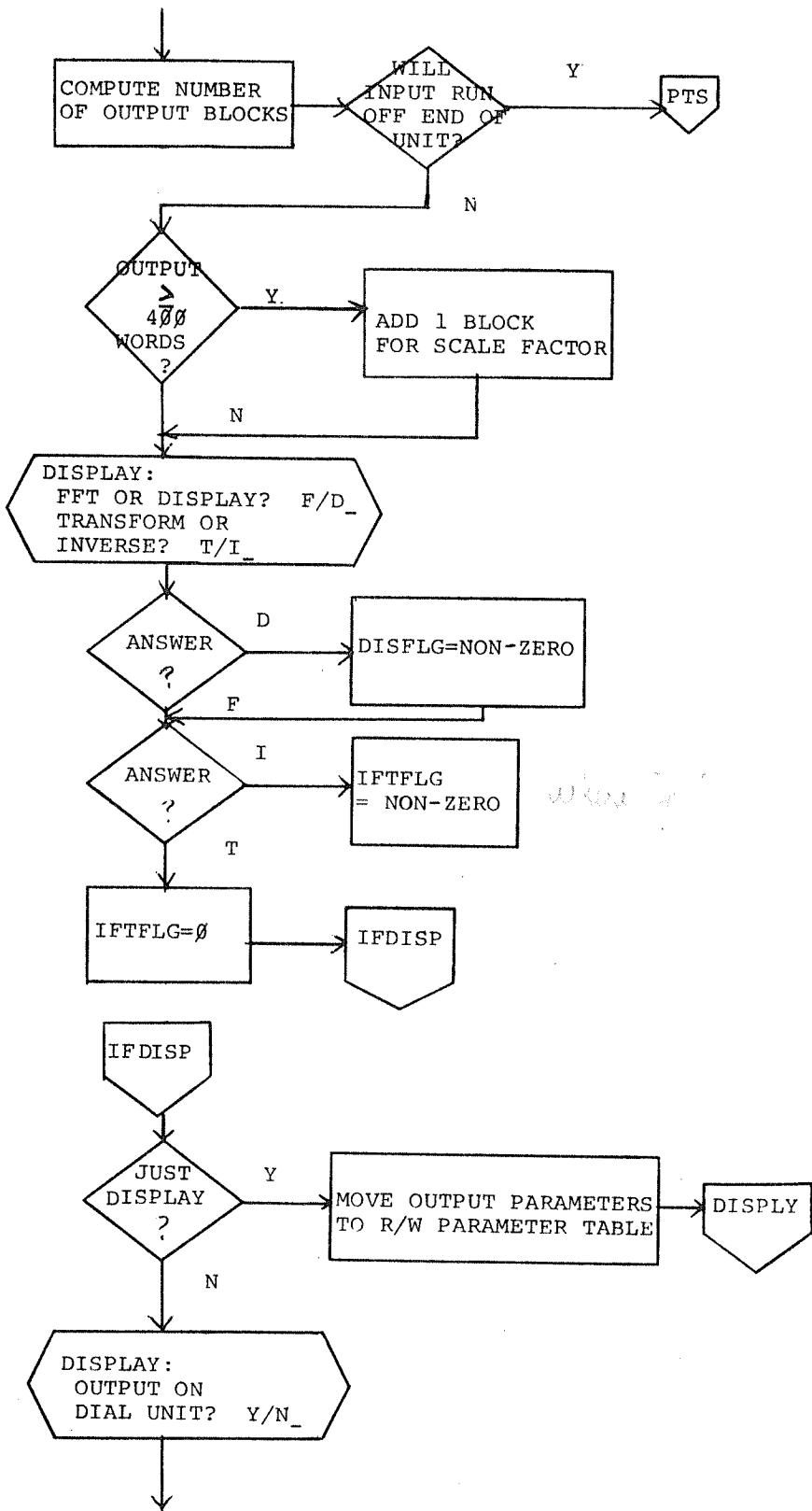
12.0 SYSTEM FLOWCHARTS

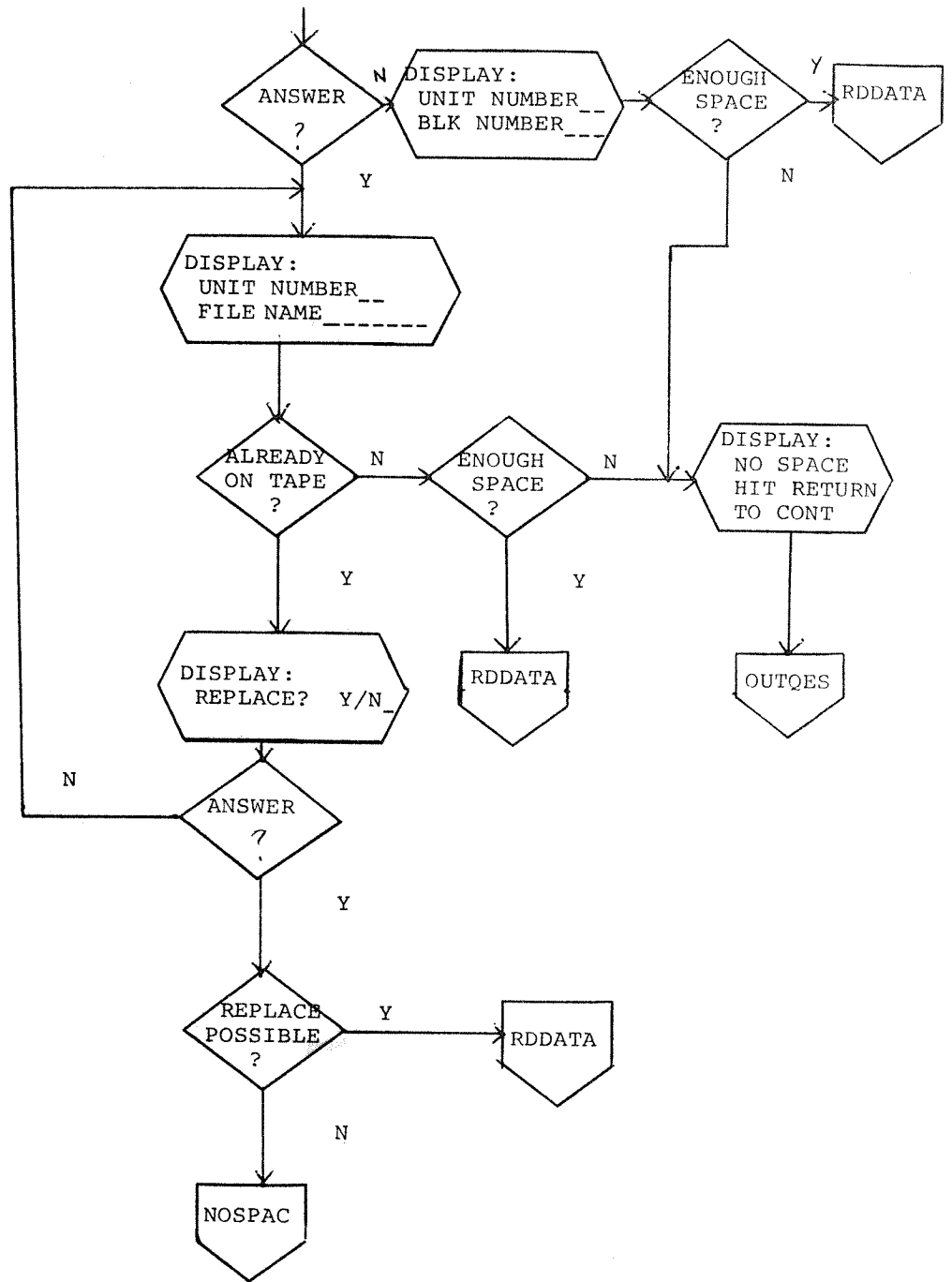
(Attached)

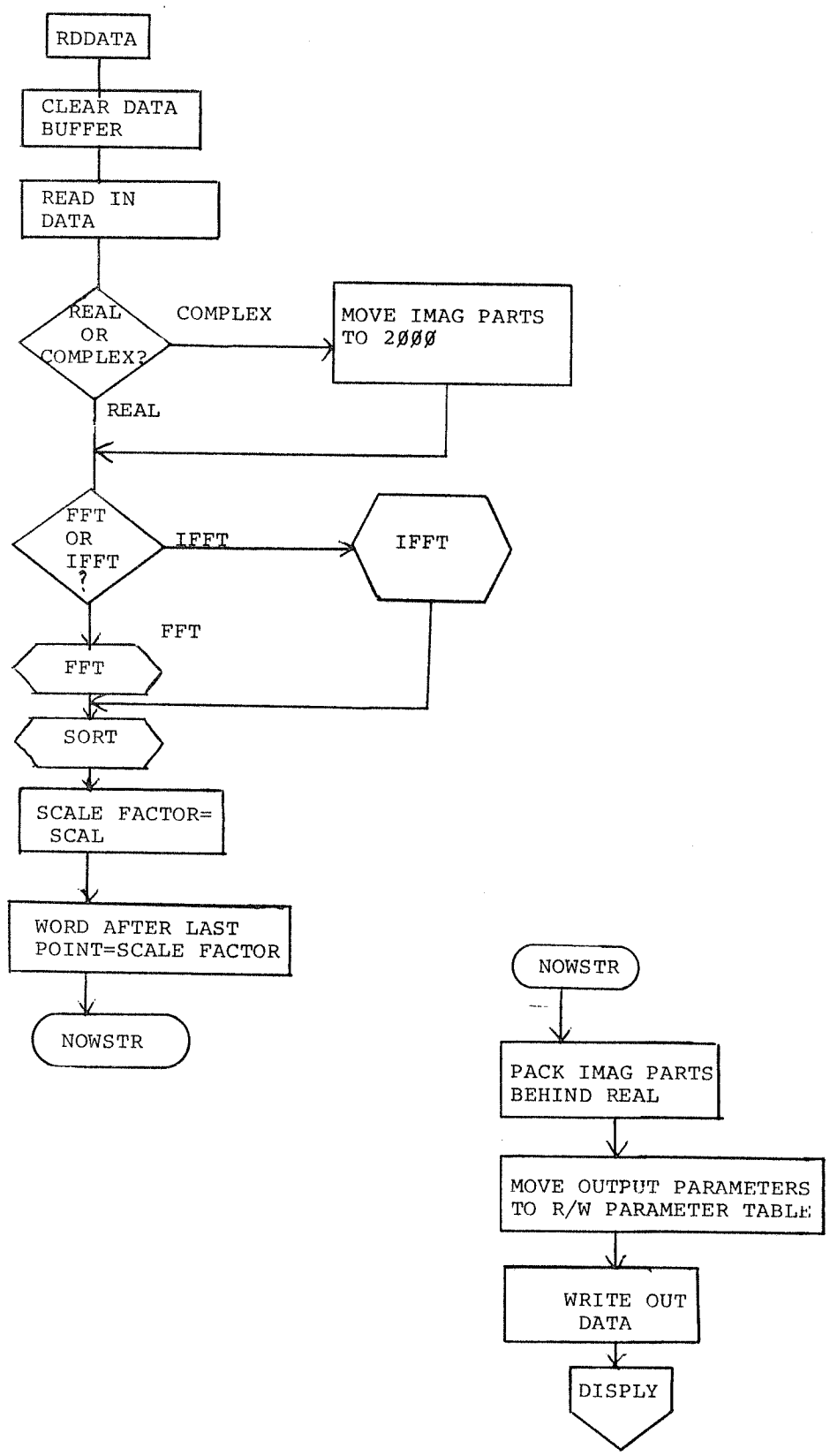
13.0 PROGRAM LISTING

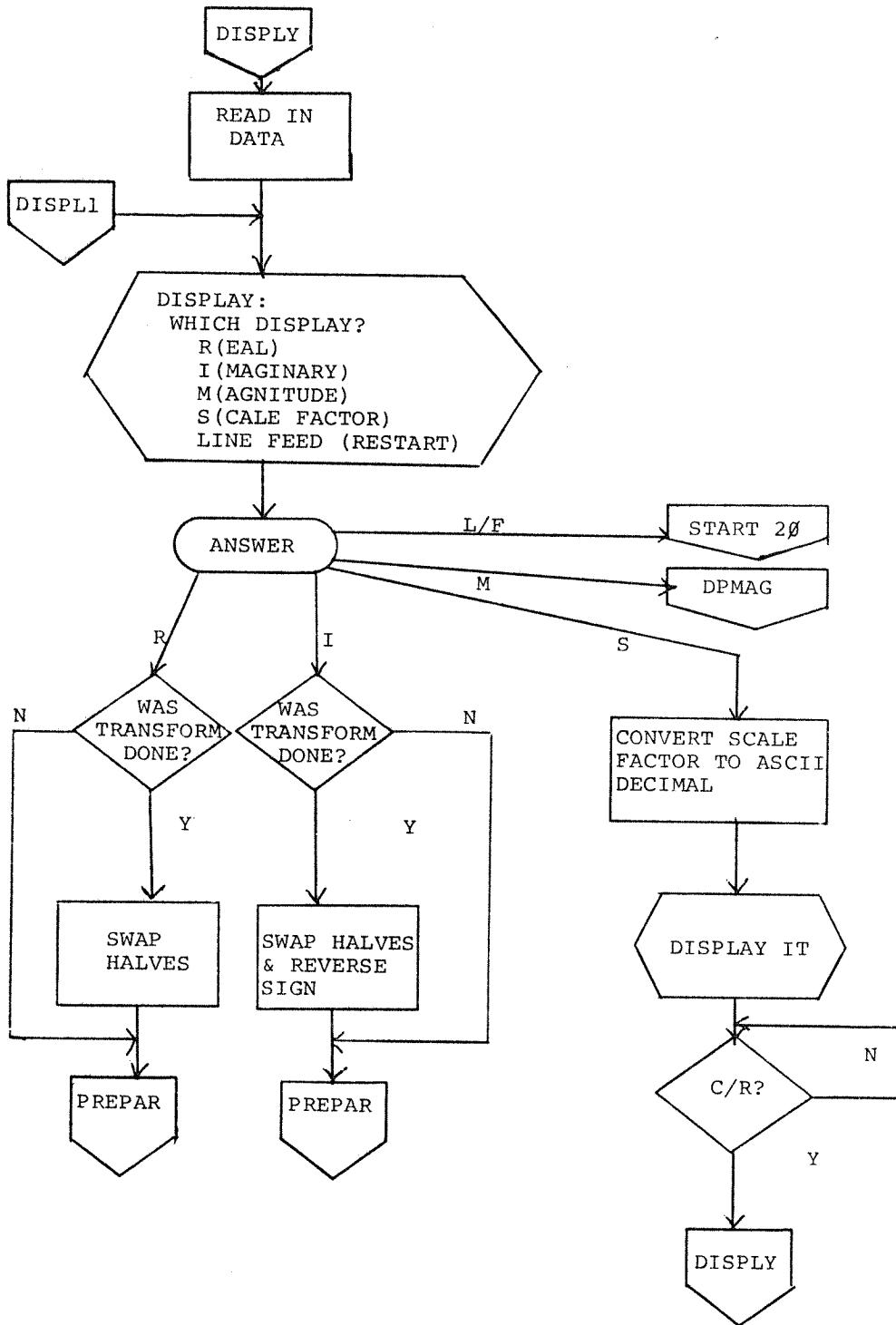
(Attached)

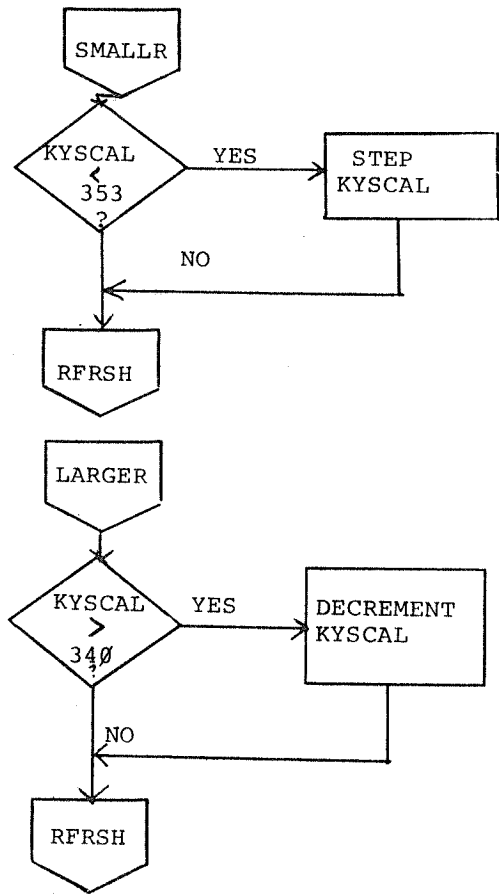
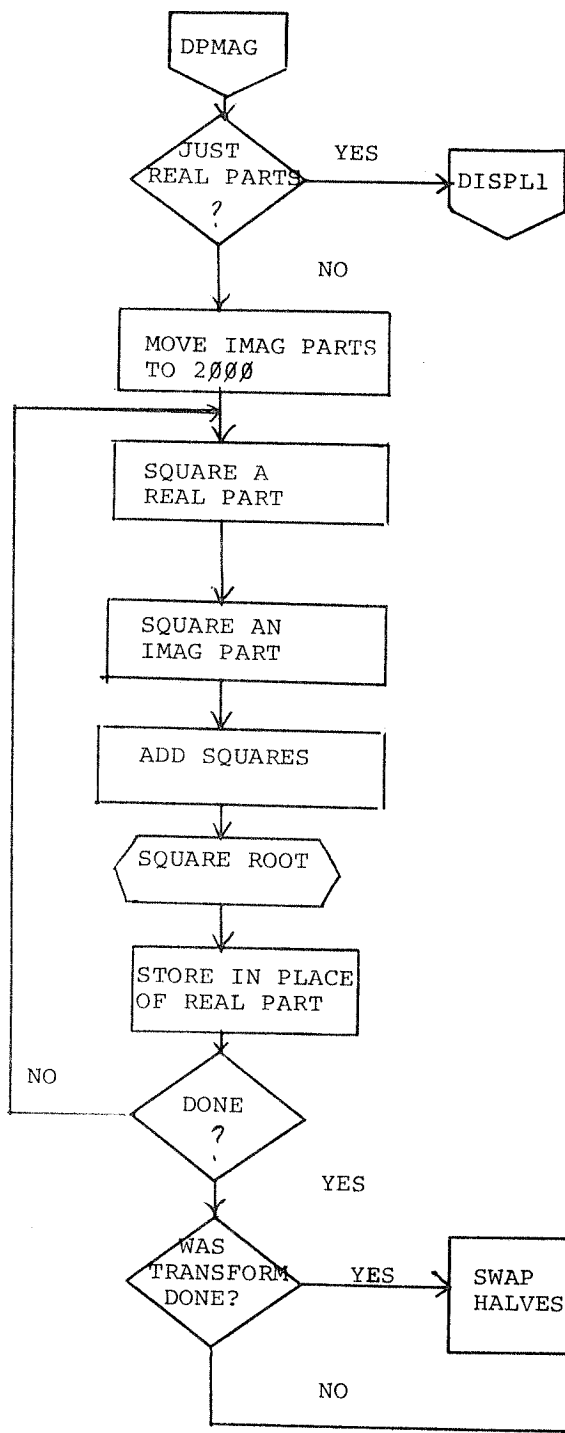


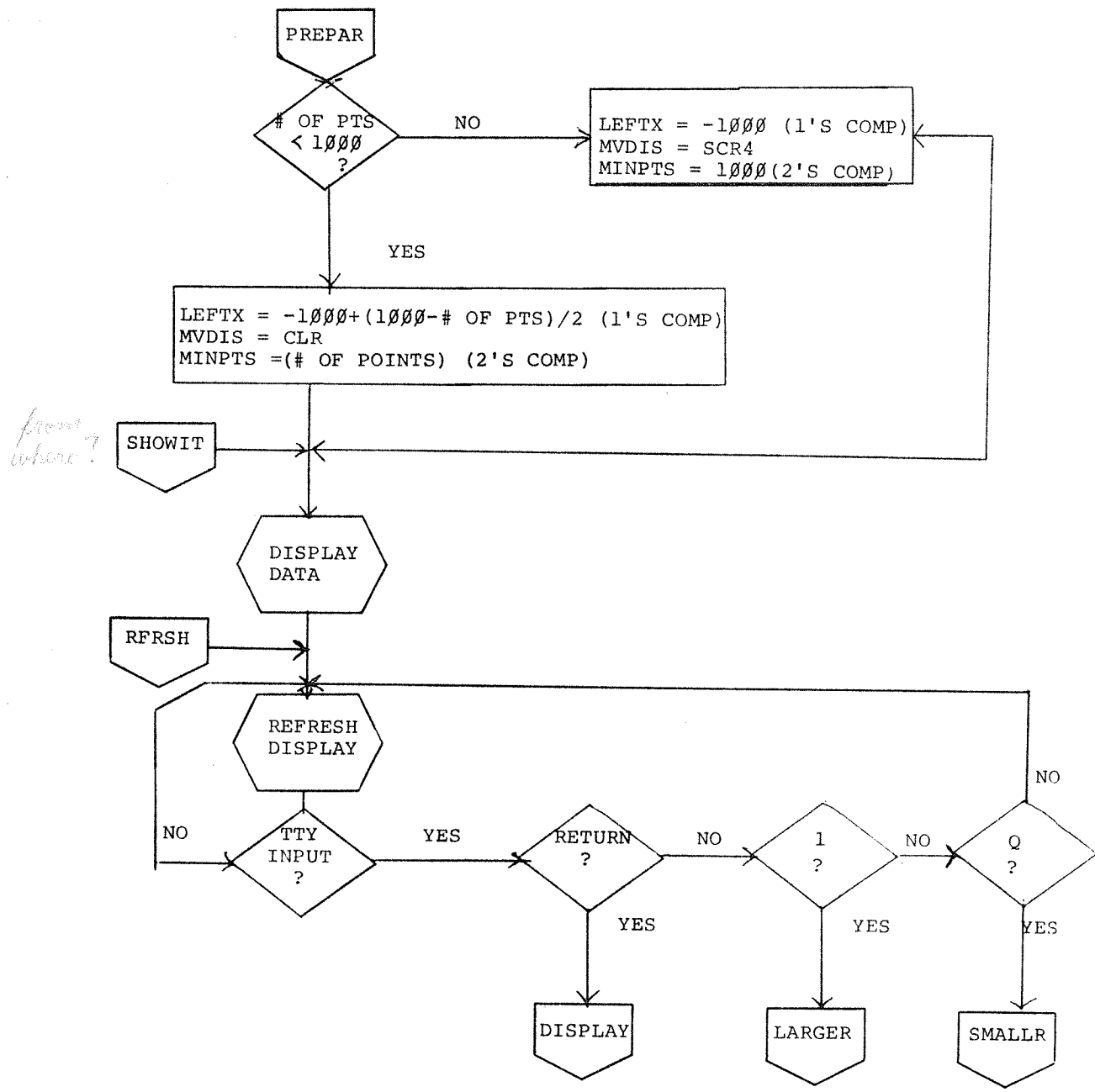












from where?


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0000
0001
0002
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0011
0012
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0016
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0020
0021
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0055
0056
0057
0060
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0065
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0070
0071
0072
0073
0074

/*20
/FFTS=REAL
/THIS IS A PROGRAM FOR CALCULATING THE
/FAST FOURIER TRANSFORMATION OF N REAL
/TIME SAMPLES WHICH ARE STORED ON DISK
/OR DATA TAPE OR DISK
/TO BE RUN ON A PDP-12 COMPUTER EQUIPPED WITH THE FOLLOWING MINIMUM HARDWARE:
/ 1) ASR 33 OR ASR 35 TELETYPE
/ 2) 8 K OF CORE MEMORY
/ 3) VR12 CRT DISPLAY
/
/COPYRIGHT 1970, DIGITAL EQUIPMENT CORPORATION
/ MAYNARD, MASS, 01754
/TRANSFORM ALGORITHM
/WRITTEN BY JAMES ROTHMAN == AUGUST, 1968
QARFSH=1053
GAINIT=1000
XRTAB=0
XITAB=2000
SINTAB=7347
CDF1=6211
CDF0=6201
PMODE
/PAGE ZERO
*3
/TABLE PARAMETERS
N, 0000
NU, 0004
L, 0005
S, 0006
F, 0007
/NUMBER OF POINTS IN COMPUTATION DIVIDED BY 2
/POWER OF TWO OF POINTS IN COMPUTATION (N=2*NU) MINUS 1
/INDEX TO SHOW WHAT ARRAY IS BEING CONSTRUCTED
/GIVES SPACING BETWEEN NODE PAIRS IN THE LTH ARRAY.
/USED FOR SCALING NODE POSITION TO GET NUMBER IN NODES.
/STORAGE FOR N/4
/LARGEST TABLE SIZE (POWER OF 2)
/STORAGE FOR -N/2
/POINTER TO REAL PART OF X(Q)
/POINTER TO IMAG, PART OF X(Q)
/POINTER TO REAL PART OF X(P)
/POINTER TO IMAG, PART OF X(P)
/NUMERICAL INDEX Q(=0,1,...,N-1)
/NUMERICAL INDEX P(=0,1,...,N-1)
/NUMBER IN THE NODE BEING OPERATED ON
/INTERRUPTS COMPUTATION OF LTH ARRAY EVERY S PASSES
/USED BY SUBROUTINE ADDR AS DATA (ADDEND)
/TEMPORARY STORAGE REGISTER FOR REAL PARTS
/TEMP. STORAGE FOR SIN (S*PI*K/N)
/TEMP. STORAGE FOR COS (2*PI*K/N)
/REAL PART OF PRODUCT (W*K)*X(P), TEMP STORAGE
/IMAG. PART OF (W*K)*X(P), TEMP STORAGE
/ADD C(AC) TO C(ADD2) AND SCALE RIGHT ONE IF NECESSARY.
/BIT INVERTED BUFFER SORTED
/WORD IN AC OF NU BITS IS BIT INVERTED
/FETCH SIN AND COS OF 2*PI*C(AC)/N
/DO FFT OF THE INPUT BUFFER
/DO INVERSE OF BUFFER

```

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0020
0021
0022
0023
0024
0025
0026
0027
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0031
0032
0033
0034
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0036
0037
0040
0041
0042
0043
0044
0045
0046
0047
0050
0051
0052
0053
0054
0055
0056
0057
0060
0061
0062
0063
0064
0065
0066
0067
0070
0071
0072
0073
0074

NOVER4, 0
MAXNU, BIGSNU
MNOVR2, 0
/INDEXING VARIABLES
QR, 0
QI, 0
PR, 0
PI, 0
Q, 0
P, 0
K, 0
/LOOP DELIMITERS
C, 0
/DATA VARIABLES
ADD2, 0
TEMPR, 0
SINE, 0
COSINE, 0
GR, 0
GI, 0
/SUBROUTINE CALL LIST
ADDER, ADDR
SORT, SORTX
INVERT, INVRT
MULT, MULTIP
GETRIG, TRIGET
DOFFT, FFT
DOIFFT, IFFT

```

```

0076 /INPUT BUFFER AND ...
0077 /DIFF IN ADDR OF REAL & IMAG PART TABLES
0100 /PSEUDO FLOATING POINT FORMAT FLAGS
0101 SCAL, 0
0102 SHFLAG, 1
0103 SHFCHK, 0
0104 /POINTERS TO SINE TABLE LOOK-UP SHIFTS
0105 SHIFT1, SHFT1
0106 SHIFT2, SHFT2
0107 SHIFT3, SHFT3
0110 /POINTERS TO INSTRUCTION "FLAG" LOCATIONS
0111 WORD, 0
0112 WORDP, 0
0113 FLIPCT, 0
0114 /
0115 RBUILD, BUILD
0116 RESETC, SETC
0117 RECHK, CHKPT
0120 M4000, -4000
0121 M1, -1
0122 M12, -12
0123 M10, -10
0124 GRET10, 6160
0125 LESS10, 4060
0126 M4, -4
0127 PDPMAG, DPMAG
0130 M11, -11
0131 M5, -5
0132 C6000, 6000
0133 M215, -215
0134 M321, -321
0135 M353, -353
0136 M340, -340
0137 M261, -261
0140 M400, -400
0141 C1777, 1777
0142 YSHFT, 0
0143 XCURHI, 0
0144 XCURLO, 0
0145 CORVAL, 0
0146 YCUR, 0
0147 COUNT, 0
0150 KIDORA, IDORA
0151 KRORA, RORA
0152 PSHWT, SHWIT
0153 PRFRSH, RFRSH
0154 PFDV7, FDV+7
0155 PMVDIS, MOVDIS
0156 PLEFTX, LEFTX
0157 PMRLMG, MVRLMG
0160 PMVPTS, MOVPTS
0161 CMPFLG, 0
0162 MINPTS, 0
0163 PRELFG, REALFG
0164 PIFIFG, IFIFLG
0165 PREAD, 7774
0166 PWRITE, 7775
0170 KYSCAL, YSCAL
0171 C1000, 1000
0172 C2000, 2000
0173 M1K, 6777
00000 DPSO, 0

```

0174
0175
0176
0177
0200
0201
0202

0143 0000
0144 0644
0145 0344
0146 0011

LDF4,
SCR4,
CCLR,

0
LMODE
LDF 4
SCR 4
CLR
PMODE
EJECT

```

0200 /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
0147 0000
0150 7500
0151 1152
0152 3561
0153 4446
0154 6201
0155 1163
0156 3561
0157 6211
0160 5547
0161 0570
0162 7041
0163 7000

0222 CLA CLL
0223 TAD CCIA /NEGATE IMCW*KJ, GET CIA INSTRUCTION
0224 DCA I SGNADJ /AND PUT AT LOCATION ADJSN
0225 JMS I DOFFT /DU FFT
0226 CDF0
0227 TAD CNOP /RE-INSTATE NOP AT ADJSGN FOR FFT,
0230 DCA I SGNADJ
0231 CDF1
0231 JMP I IFFT /EXIT
0232 SGNADJ, ADJSGN /POINTER TO SIGN ADJUST INSTRUCTION
0233 CCIA,
0234 CNOP,
0235 EJECT

```

```

0236 *400 /COMPUTATION OF FIRST COMPLEX ARG FROM INPUT DATA
0237 /NUMBER OF INPUT POINTS IN "N" .L 2(N)IN"NU", FOR DETAILS OF ALGORITHM, SEE FLOWCHA
0238 FFT.
0241 0400 0000 CLA IAC CLL
0242 0401 7301 DCA L
0243 0402 3005 DCA SCAL
0244 0403 3053 DCA
0245 0404 7001 IAC
0246 0405 3054 DCA SHFLAG
0247 0406 3055 DCA SHFCHK
0250 0407 1003 TAD N
0251 0410 7112 CLL RTR
0252 0411 3020 DCA NOVER4
0253 0412 1004 TAD NU
0254 0413 7041 CIA
0255 0414 1021 TAD MAXNU
0256 0415 3456 DCA I SHIF11
0257 0416 1456 TAD I SHIF11
0260 0417 3457 DCA I SHIF12
0261 0420 1457 TAD I SHIF12
0262 0421 3460 DCA I SHIF13
0263 0422 1003 TAD N
0264 0423 7110 CLL RAR
0265 0424 3006 DCA S
0266 0425 1006 TAD S
0267 0426 7041 CIA
0270 0427 3022 DCA MNOVR2
0271 0430 7040 CMA
0272 0431 1006 TAD S
0273 0432 1051 TAD XRLOC
0274 0433 3023 DCA QR
0275 0434 1004 TAD NU
0276 0435 7041 CIA
0277 0436 7001 IAC
0300 0437 3007 DCA
0301 0440 1023 TAD LOOP1,
0302 0441 1006 TAD
0303 0442 3025 DCA
0304 0443 1023 TAD
0305 0444 1052 TAD XL O CDF
0306 0445 3024 DCA QI
0307 0446 1025 TAD PR
0310 0447 1052 TAD XL O CDF
0311 0450 3026 DCA PI
0312 0451 6211 CDF1
0313 0452 1424 TAD I
0314 0453 3033 DCA ADD2
0315 0454 1426 TAD I PI
0316 0455 4441 JMS I ADDER
0317 0456 3034 DCA TEMPR
0320 0457 1424 TAD I QI
0321 0460 3033 DCA ADD2
0322 0461 1426 TAD I PI
0323 0462 7041 CIA
0324 0463 4441 JMS I ADDER
0325 0464 3426 DCA I PI
0326 0465 1034 TAD TEMPR
0327 0466 3424 DCA I QI
0330 0467 1423 TAD I QR
0331 0470 3033 DCA ADD2
0332 0471 1425 TAD I PR
0333 0472 4441 JMS I ADDER
0241 /LS=1
0242 /INITIALIZE FLOATING POINT FORMAT
0250 /INITIALIZE PROGRAM CONSTANTS
0260 /SK=N/2 IS SPACING OF NODE PAIRS IN FIRST ARRAY
0270 /ACC=-1
0271 /ACK=[N/2-1]*2
0272 /BEGINNING OF TABLE OF REAL PARTS.
0273 /Q<=N/2-1, QR POINTS TO WORD IN MEMORY, WHILE Q IS ACTUAL INDEX
0300 /F<=1-NU (=L-NU SINCE L=1)
0301 /QR=XRLOC+Q AT ALL TIMES.
0302 /P<=Q+N/2
0303 /XLOCDF=XILOC-XRLOC (XILOC=BEGIN, OF IMAG PARTS TABLE)
0304 /QR+XLOCDF=(S+XRLOC)+(XILOC-XRLOC)=XILOC+S=QI
0305 /QI=XILOC+Q AT ALL TIMES, QI POINTS TO IMAG. PART OF X(Q)
0310 /COMPUTE COMPLEX OPERATIONS X(P)<=X(Q)-X(P) AND X(Q)<=X(Q)+X(P)
0311 /BY REAL AND IMAGINARY PARTS.
0312 /IM(X(Q)) (IM () MEANS IMAGINARY PART)
0313 /MAKE IT ADDEND, DO IMAG. PARTS FIRST
0314 /IM(X(P))
0315 /FORM ADDITION IM(X(P)+X(Q))=IM(X(P))+IM(X(Q)) AND SCALE RIGHT
0316 /FOR SCALING, THEN STORE.
0317 /FORM DIFFERENCE IM(X(Q)-X(P))=IM(X(Q))-IM(X(P))
0320 /PUT AWAY AT IM(X(P))
0321 /GET IM(X(P)+X(Q))
0322 /PUT AT IM(X(Q)), IMAGINARY PARTS DONE.
0323 /ADD REAL PARTS NEXT
0324 /RE=REAL PART
0325 /FORM RE=REAL PART
0326 /PUT AT IM(X(Q)), IMAGINARY PARTS DONE.
0327 /ADD REAL PARTS NEXT
0330 /RE=REAL PART
0331 /FORM RE=REAL PART
0332 /PUT AT IM(X(Q)), IMAGINARY PARTS DONE.
0333 /ADD REAL PARTS NEXT

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```

0336 /GET RELX(Q)
0337 /RE=REAL PART
0340 /FORM RELX(Q)-(P)) (DIVIDED BY 2)
0341 /PUT AT RELX(P)
0342 /GET RELX(Q)+X(P)
0343 /PUT AT RELX(Q)),REAL PARTS DONE
0344 /Q=QR-XRLOC
0345
0346 /AC IS Q
0347 /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, GR<=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 /AC<=-1
0374
0375 /P<=N-1, PR POINTS TO RELX(P=N-1))
0376 /C<=1, C BREAKS BUILD LOOP EVERY S ITERATIONS
0377 /SO AS TO AVOID RECOMPUTATION
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+1=-F-NU-L 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+FF]
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 "L" AND IMAGINARY PARTS OF W+K.
0396 /SET CIA FOR DOING IFFT, NOP FOR FFT,
0397 /SIN(-PI*K/N)=-IM[W+K], COS IN REGISTER @OSINE.
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0533      JMP I      RECHK
0534      TAD       S
0535      CIA       PR
0536      TAD       PR
0537      DCA       PR
0540      JMP I      RESETC
0541      ISZ       C
0542      JMP I      RBUILD
0543      Q
0544      CMA
0545      TAD       N
0546      DCA       Q
0547      TAD       Q
0550      JMS I      INVERT
0551      DCA       P
0552      TAD       P
0553      CIA
0554      TAD       Q
0555      SPA SNA CLA
0556      JMP       SWAPED
0557      TAD       P
0560      TAD       XRLOC
0561      DCA       PR
0562      TAD       Q
0563      TAD       XRLOC
0564      DCA       QR
0565      TAD       PR
0566      TAD       XLLOCDF
0567      DCA       PI
0570      TAD       QR
0571      TAD       XLLOCDF
0572      DCA       QI
0573      TAD I      PR
0574      DCA       TEMPR
0575      TAD I      QR
0576      DCA I     PR
0577      TAD       TEMPR
0600      DCA I     QR
0601      TAD I     PI
0602      DCA       TEMPR
0603      TAD I     QI
0604      DCA I     PI
0605      TAD       TEMPR
0606      DCA I     QI
0607      TAD       Q
0610      SWAPED, TAD SZA CLA
0611      JMP .+3
0612      CDF0
0613      JMP I     SORTX
0614      CMA
0615      TAD       Q
0616      DCA       Q
0617      JMP       REVERS
0620      EJECT

/YES, DONE WITH THIS ARRAY, DO NEXT ONE,
/NO, MOVE PAST AREA THAT HAS ALREADY BEEN DONE, OR SET P TO P-S,
/ BY CHANGING THE POINTER TO RECX(P)]

/REINITIALIZE C TO 1 SINCE AN UNUSED AREA HAS BEEN ENTERED,
/CK=C+1, ANOTHER NODE PAIR HAS BEEN HANDLED.
/DO NEXT NODE PAIR IN THIS AREA,
/SUBROUTINE THAT
/SORTS OUT TRANSFORMS BY
/BIT INVERSION OF ADDRESS,
/QK=N-1, START FROM BOTTOM OF BUFFER
/PK=BIT INVERTED Q
/BIT INVERSION ROUTINE
/FORM Q-P

/IS PKQ?
/NO, HAVE ALREADY DONE THIS PAIR
/YES, SWAP ORDER
/FIRST SET UP SUBSCRIPT POINTERS FOR X(P) AND X(Q),

/EXCHANGE: X(P)<=X(Q) AND X(Q)<=X(P)
/EXCHANGE REAL PARTS, GET RECX(P)]
/STORE IT,
/GET RECX(Q)]
/MAKE IT RECX(P)]
/GET RECX(P)]
/MAKE IT RECX(Q)]
/EXCHANGE IMAGINARY PARTS, GET IMCX(P)]
/STORE IT,
/GET IMCX(Q)]
/MAKE IT IMCX(P)]
/GET IMCX(P)]
/MAKE IT IMCX(Q)]
/IS Q=0?, IE; ARE WE AT THE TOP OF THE ARRAY

/YES, DONE EXIT
/NO, Q<=Q-1, IE; MOVE UP THE ARRAY

/GO BACK AND CONTINUE

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06 *1000
0 /SIGNED S.P. MULTIPLY, USING THE
0 /ENTRY: AC=MULTIPLIER, C(CALL+1)=ADDR OF MULTIPLICAND, EXIT=AC=PRODUCT,
0624 /AN 11 BIT SIGNED BINARY FRAC
0625 MULTIP, 0 /AC=ARG1 (MULTIPLIER)
0626 CLL /ARG1>0?
0627 SPA
0632 CMA CML IAC /NO-MAKE POS-SET L=1 TO SHOW IT WAS NEG
0631 >MOL /LOAD INTO M0
0632 CDF0
0633 TAD I MULTIP /GET ADDR OF MULTIPLICAND
0634 DCA ARG2 /STORE
0635 TAD I ARG2 /AND RETRIEVE MULTIPLICAND ITSELF.
0636 ISZ /FOR EXIT AT CALL+2)
0637
0640 SPA /ARG2>0?
0641 CMA CML IAC /NO, MAKE POSITIVE, CHANGE LINK, SINCE -1+--1=1 AND -1+1=-1
0642 DCA ARG2 /PUT AWAY AT ARG2
0643 RAR
0644
0645 DCA /SIGN IN LINK, PUT INTO AC11 AND
0646 MUY /PUT AWAY AT SIGN (=1 IF -1 =0 IF 0)
0647 HLT /DO MULTIPLICATION
0650 >SHL /ARGUMENT 2 (MULTIPLICAND)
0651 0 /NORMALIZE BINARY POINT,
0652 DCA /SAVE HIGH ORDER, NOW ROUND OFF.
0653 TAD /SET AC11=M00, AC0-10=0
0654 >SHL
0655 0
0656 TAD ARG2
0657 SPA ARG2
0660 CLA CLL CMA RAR
0661 NOP
0662 SZL
0663 CMA IAC /POSITIVE SIGN?
0664 CDF1 /NO, NEGATE
0665 JMP I MULTIP /EXIT, SIGNED RESULT IN AC,
0666 0
0667 /BIT INVERSION ROUTINE
0670 /ENTRY: AC=WORD TO BE INVERTED; EXIT:AC=RESULT
0671 /NU CONTAINS THE NUME OF BITS IN THE WORD
0672 INVRT, 0
0673 DCA WORD /GET WORD TO BE INVERTED
0674 DCA WORDP /ZERO OBJECT REGISTER
0675 TAD NU /GET NUMBER OF BITS TO BE
0676 CIA /INVERTED AND USE TO LIMIT THE
0677 DCA FLIPCT /EXTENT OF LOOP
0678 TAD WORD /PULL OUT RIGHTMOST BIT OF WORD
0679 CLL RAR /RT MOST BIT NOW IN AC
0680 DCA WORD /PUT BACK SO A NEW BIT IS OPERATED ON EACH TIME)
0681 TAD WORDP /AND PUSH INTO WORDP FROM LEFT
0682 RAL
0683 DCA WORDP
0684 ISZ FLIPCT
0685 JMP FLIP
0686 TAD WORDP
0687 JMP I INVRT
0688 0640
0689 3061
0690 3062
0691 1043
0692 1044
0693 1044
0694 3063
0695 1061
0696 7110
0697 3061
0698 1062
0699 1062
0700 7004
0701 1053
0702 1054
0703 2063
0704 5246
0705 1062
0706 5640
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THIS SUBROUTINE FETCHES THE VALUES OF SIN(2*PI*C(AC)/N)
/AND OF COS(2*PI*C(AC)/N) FOR C(AC) < N/2+1
/ENTRY: AC=INDEX OF LOOP UP
/EXIT : COS(2*PI*C(AC)/N) STORED AT "COSINE" AND
/ AC=VALUE OF SIN(2*PI*C(AC)/N),
TRIGET, 0
1060 0000
1061 6201 CDF0
1062 5031 DCA K
1063 7421 MQL /STORE C(AC) AT K,
1064 1031 TAD /CLEAR MQ
1065 7141 CLL CIA /FORM N/4-K,
1066 1020 TAD NOVER4
1067 3333 DCA NO4MIK
1070 7430 SZL
1071 5310 JMP QUAD1
1072 1333 TAD NO4MIK
1073 7041 CIA
1074 7417 LSR
1075 0000 0
1076 7413 SHL
1077 7402 HLT
1078 1050 TAD
1079 3334 DCA SINLOC
1080 1734 TAD INDEX
1081 7041 CIA INDEX
1082 1103 DCA COSINE
1083 7041 TAD NO4MIK
1084 3036 TAD NOVER4
1085 1333 TAD SINRET
1086 1020 TAD NO4MIK
1087 5322 JMP
1088 1333 QUAD1, TAD
1089 7417 LSR
1090 0000 0
1091 7413 SHL
1092 0000 HLT
1093 7413 SHL
1094 7402 HLT
1095 1050 TAD
1096 3334 DCA SINLOC
1097 1734 TAD INDEX
1098 1031 TAD COSINE
1099 1031 TAD K
1100 7417 SINRET, LSR
1101 0000 0
1102 7413 SHL
1103 7402 HLT
1104 1050 TAD
1105 3334 DCA SINLOC
1106 1734 TAD INDEX
1107 1031 TAD COSINE
1108 1031 TAD K
1109 7417 SINRET, LSR
1110 0000 0
1111 7413 SHL
1112 0000 HLT
1113 7413 SHL
1114 7402 HLT
1115 1050 TAD
1116 3334 DCA SINLOC
1117 1734 TAD INDEX
1118 1031 TAD COSINE
1119 1031 TAD K
1120 7417 SINRET, LSR
1121 0000 0
1122 7413 SHL
1123 0000 HLT
1124 7413 SHL
1125 7402 HLT
1126 1050 TAD
1127 3334 DCA SINLOC
1128 1734 TAD INDEX
1129 1031 TAD COSINE
1130 1031 TAD K
1131 6211 CDF1
1132 5660 JMP I
1133 0000 TRIGET
1134 0000 INDEX, 0
THIS ROUTINE PERFORMS A SINGLE PRECISION ADD WITH ROUNDING EACH ARGUMENT IS
/SHIFTED RIGHT ONCE TO PREVENT OVERFLOW OF BINARY POINT (IF NECESSARY)
/AND THEN CHECKED TO SEE IF IT CAN BE NORMALIZED AFTER ADDITION
/ENTRY: AC=ADDEND,C(ADD2)=AUGEND
/EXIT : -AC=RESULT, DIVIDED BY TWO IF NECESSARY,
ADDR, 0
1135 0000 DCA ADD1
1136 3374 TAD SHFLAG
1137 1054 SNA CLA
1140 7650 JMP ADDWOS
1141 5357 TAD ADD1
1142 1374 TAD ASR
1143 7415 ASR
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/DEFINITIONS FOR EAE
DVI=7407
NMI=7411
SHL=7413
ASR=7415
LSR=7417
MQL=7421
MUY=7405
MOA=7501
CAM=7621
SCA=7441
SCL=7403
/ASSEMBLY PARAMETERS
BIGSNU=12 /LARGEST TRANSFORMATION HAS DIMENSION 2*10,
EJECT

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1065 /MOVING WINDOW DISPLAY SUBROUTINE
1066 PAGE
1067 IDORA, 0000 /GET BOUNDS
1068 1200 0000 /DATA BUFFER
1069 1201 7300 CLA CLL /15 BIT
1070 1202 6201 ACOF0, CDF 0 /LOWER BOUND
1071 1203 1600 TAD I IDORA /AT P+1, P+2
1072 1204 3635 DCA I KMNFLD /MINFLD,MINADR
1073 1205 2200 ISZ IDORA /UPPER BOUND
1074 1206 1600 TAD I IDORA /AT P+3, P+4
1075 1207 3636 DCA I KMNADR /RDORA USES
1076 1208 2200 ISZ IDORA /MAX+1
1077 1209 7001 IAC
1078 1210 2200 TAD I IDORA
1079 1211 1600 TAD I IDORA
1080 1212 3637 DCA I KMXFLD
1081 1213 2200 ISZ IDORA
1082 1214 7001 IAC
1083 1215 1600 TAD I IDORA
1084 1216 3640 DCA I KMXADR
1085 1217 7004 RAL
1086 1218 1637 TAD I KMXFLD
1087 1219 3637 DCA I KMXFLD
1088 1220 2200 ISZ IDORA
1089 1221 1600 TAD I IDORA
1090 1222 3111 DCA YSHFT
1091 1223 2200 ISZ IDORA
1092 1224 1600 TAD I IDORA
1093 1225 3536 DCA I KYSCAL
1094 1226 1635 TAD I KMNFLD
1095 1227 3641 DCA I KBUFHI
1096 1228 1636 TAD I KMNADR
1097 1229 3642 DCA I KBUFLO
1098 1230 5600 JMP I IDORA
1099 1231 1415 KMNFLD, MINFLD
1100 1232 1416 KMNADR, MINADR
1101 1233 1474 KMXFLD, MAXFLD
1102 1234 1475 KMXADR, MAXADR
1103 1235 1574 KBUFHI, BUFHI
1104 1236 1575 KBUFLO, BUFLO
1105 1237 0401 P401, 401
1106 1238 1243 DSCLOC, TAD P401
1107 1239 3274 DCA VCOORD
1108 1240 1112 TAD XCURHI
1109 1241 4261 JMS DSCWD
1110 1242 1113 TAD XCURLD
1111 1243 4261 JMS DSCWD
1112 1244 1114 TAD CORVAL
1113 1245 4261 JMS DSCWD
1114 1246 1115 TAD YCUR
1115 1247 1243 TAD P401
1116 1248 4261 JMS DSCWD
1117 1249 0000 RTNCDF, 0
1118 1250 5743 JMP I RDORA
1119 1251 0000 DSCWD, 0
1120 1252 6141 LINC
1121 1253 5276 LMODE
1122 1254 4001 STC TEMP
1123 1255 0024 STC XCORD
1124 1256 0265 SFA
1125 1257 1020 ROL I 5
1126 1258 7757 LDA I -20
1127 /FOR HALF

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1302	JMP OKEND	
1363	TAD MINADR	/RESET TO
1364	DCA BUFTR	/LOWER BOUND
1365	TAD MINFLD	
1366	DCA BOUND	
1367	JMP NXTDF	
1370	ISZ BUFTR	/CHK FOR FIELD
1371		/BOUNDARY
1372	JMP OKFLD	/ITS OK
1373	ISZ BOUND	/SET NXT FLD
1374	JMS SETDF	
1375	ISZ COUNT	/512 PNTS ?
1376	JMP NXTPNT	/NO
1377	JMP I, *1	/DSC READ OUT
1400	DSCLOC	
1401	JMS BOUND	/CHK UPR BOUND
1402	MAXFLD, 2	
1403	MAXADR, 0	
1404	M70,	/HI WRAP ?
1405	SPA CLA	
1406	JMP SETFLD	/YES
1407	TAD MINFLD	/RESET TO
1410	DCA BUFHI	/LOWER BOUND
1411	TAD MINADR	
1412	JMP WRAP	
1413	/DOUBLE PRECISION ADD	
1414	/(DBLHI, DBLLO) *(BUFHI, BUFLO)	
1415	/RESULT IN (DBLHI, DBLLO)	
1416	/(BUFHI, BUFLO) = INITIAL SCOPE ADDRESS	
1417	DADD, 0	
1420	CLA CLL	
1421	TAD DBLLO	
1422	TAD BUFLO	
1423	DCA DBLLO	
1424	RAL	
1425	TAD DBLHI	
1426	TAD BUFHI	
1427	DCA DBLHI	
1430	JMP I DADD	
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	
1437	TAD I BOUND	/2S COM OF ARG
1440	CMA CLL	/TO DAC
1441	DCA DBLHI	
1442	ISZ BOUND	
1443	TAD I BOUND	
1444	CIA	
1445	SZL	
1446	ISZ DBLHI	
1447	NOP	
1450	M1000,	
1451	DCA DBLLO	
1452	JMS DADD	
1453	TAD DBLHI	
1454	DCA ENDHI	
1455	TAD DBLLO	/DAC HOLDS -NUM
1456	DCA ENDO	/TO END OF BUF
1457	TAD DBLHI	/NO MATTER F
		/LOW END WRA
		/TO CHK FOR


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/SET 8 F
/REL TO 0

JMP I BOUND
0
TAD BOUND
CLL RTL
RAL
TAD CCDF0
DCA ,+1
0
JMP I SETDF
DCA YCUR
TAD BOUND
DCA XCURHI
TAD BUFPTR
DCA XCURL0
TAD I BUFPTR
DCA CORVAL
TAD M70
DCA DBLLO
TAD YCUR
LINC
LMODE
SNS I 5
JMP FREE
DIS XCORD
POP
PMODE
ISZ DBLLO
JMP CURLOP
JMP CURRTN
0
/THese 5 GUYS MAY BE PAGE 0
BUFHI, 1
BUFLO, 0
ENDLO, 0
ENDHI, 0
DBLHI=SETDF
BUFPTR=DADD
XCORD=1
LMODE
CURSAM=SAM 1
WINSAM=SAM 0
FRESAM=SAM 5
SCALE=SCR
SC12BU=SCR 3
OF12BU=4000
CHAIN "FFTC-2"

/DISP CURSOR
/SAVE X,Y
/COORDINATES

/FREE CURSOR

/CURSOR KNOB
/WINDOW KNOB
/FREE CURSOR

/SCALE FACTOR
/12 BIT UNSIGNED
/Y OFFSET FOR
/12 BIT UNSIGNED

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0000
0001

020

EJECT

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0002 LMODE
0003 SEGMENT 2
0004 *20
0005 LDF 0647
0006 RDC 0700
0007 6322
0008 RDC 0700
0009 7323
0010 LDF 3
0011 IFDIAL, LDA I /INPUT FROM DIAL TAPE?
0012 QUES1+2000
0013 LIF 2
0014 JMP ASK
0015 LDH ANSWER+6000
0016 SAE I
0017 31
0018 SKP
0019 JMP UNTFIL /DIAL
0020 SAE I
0021 16
0022 JMP IFDIAL /ERROR
0023 JMP DATTAP
0024 /ASK FOR UNIT NO + FILE NAME
0025 UNTFIL, JMP ASK2
0026 : -1
0027 LIF 1
0028 LDA I
0029 FDV+2000
0030 JMP 20
0031 SKP MOVINP
0032 LIF 2
0033 LDA I
0034 MSG1+2000
0035 JMP ASK
0036 UNTFIL
0037 DATTAP, JMP ASK3
0038 MOVINP, JMP FDV2RW
0039 PTS, LDF 3
0040 LIF 2
0041 LDA I
0042 QUES4+2000
0043 JMP ASK
0044 SET I 1
0045 ANSWER+2000
0046 LDA I
0047 12
0048 STC MPLIER
0049 LDA I
0050 -71
0051 STC UPLEGL
0052 LDA I
0053 2000
0054 JMP CONV
0055 JMP PTS
0056 LDF 0
0057 STA
0058 N+2000
0059 LDF 3
0060 0043
0061 0043
0062 6523
0063 6044
0064 0601
0065 1020
0066 2375
0067 6020
0068 0456
0069 6063
0070 0602
0071 1020
0072 2760
0073 6720
0074 6044
0075 6572
0076 6061
0077 6466
0078 0643
0079 0602
0080 1020
0081 2521
0082 6720
0083 0061
0084 3043
0085 1020
0086 0012
0087 4701
0088 1020
0089 7706
0090 4645
0091 1020
0092 2000
0093 6627
0094 6064
0095 0640
0096 1040
0097 2003
0098 0643
0099 0047

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0200 0212 2407 RMPARM+2002
0201 0213 1100 ADA
0202 0214 2410 RMPARM+2003
0203 0215 1120 ADA I
0204 0216 6777 -1000
0205 0217 0471 APO I
0206 0220 6064 JMP
0207 0221 0002 PDP
0210 0222 7200 PMODE
0211 0223 1003 CLA
0212 0224 7104 TAD N /ADD 1 BLK FOR SCALE FACTOR IF 400 WORDS OR MORE
0213 0225 1107 CLL RAL /NO OF OUTPUT WRDS = NO OF PTS*2
0214 0226 7700 TAD M400
0215 0227 2523 SMA CLA
0216 0228 6141 ISZ I PFDV7
0217 0229 6141 LINC
0220 0231 1020 LMODE
0221 0232 2625 LDA I /DO FFT OR JUST DISPLAY?
0222 0233 6720 QUES11+2000
0223 0234 1300 JMP ASK
0224 0235 7043 LDH
0225 0236 1460 ANSWER+6000
0226 0237 0004 SAE I
0227 0240 6244 JMP ,+4
0228 0241 1060 STA I
0229 0242 0000 DISFLG, 0 /NOT=0 JUST DISPLAY
0230 0243 6251 JMP FIF
0231 0244 1460 SAE I
0232 0245 0006 6
0233 0246 6231 JMP IFFFT /ERROR
0234 0247 0011 CLR
0235 0250 4242 STC DISFLG /=0 WILL DO TRANSFORM OR INVERSE
0236 0251 1300 LDH
0237 0252 7044 ANSWER+6001
0238 0253 1460 SAE I
0239 0254 0024 24
0240 0255 6261 JMP IFI
0241 0256 0011 CLR
0242 0257 4356 STC IFTFLG /DO FFT
0243 0260 6265 JMP IFDISP
0244 0261 1460 SAE I
0245 0262 0011 11
0246 0263 6231 JMP IFFFT
0247 0264 4356 STC IFTFLG /DO IFFT
0248 0265 2242 IFDISP, ADD DISFLG
0249 0266 0470 AZE I
0250 0267 6273 JMP
0251 0270 6466 JMP
0252 0271 0603 LIF 3
0253 0272 6001 JMP DISPLY
0254 0273 1020 /GET OUTPUT INFO
0255 0274 2571 OUTQES, LDA I
0256 0275 6720 QUES5+2000
0257 0276 1300 JMP ASK
0258 0277 7043 LDH
0259 0278 1460 ANSWER+6000
0260 0279 0031 SAE I
0261 0280 0456 31
0262 0281 6310 SKP
0263 0282 1460 JMP
0264 0283 1460 OUTUNT
0265 0284 1460 SAE I
0266 0285 1460
0267 0286 1460
0268 0287 1460
0269 0288 1460
0270 0289 1460
0271 0290 1460
0272 0291 1460
0273 0292 1460
0274 0293 1460
0275 0294 1460

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0300 0300 6273 JMP OUTGES /NO
0301 0307 6452 JMP ONDAT /ASK FOR UNIT NO & FILE NAME
0302 0310 6523 JMP ASK2 /ERROR
0303 0311 6310 JMP OUTUNT /ENTER IN INDEX
0304 0312 0601 LIF 1
0305 0313 1020 LDA I
0306 0314 2375 FOV+2000 22
0307 0315 6022 JMP SAMNAM /NAME ALREADY USED
0308 0316 6430 JMP NOSPAC /NO SPACE
0309 0317 6423 JMP /CLEAR DATA BUFFER
0310 0320 0002 RDDATA, PDP
0311 0312 PMODE
0312 0313 7240 CLA CMA
0313 0314 4322 TAD XRLOC
0314 0323 3010 DCA 10
0315 0324 1067 TAD M4000
0316 0325 3011 DCA 11
0317 0326 6211 CDF1
0318 0327 3410 DCA I 10
0319 0328 2011 ISZ 11
0320 0329 5327 JMP .-2
0321 0330 6201 COF0
0322 0331 6212 CIF 10 /READ IN DATA
0323 0332 4534 JMS I PREAD
0324 0333 6405 RWPARM
0325 0334 6201 CDF0
0326 0335 7200 CLA
0327 0336 1532 TAD I PRELFG /REAL OR COMPLEX
0328 0337 7640 SZA CLA /REAL
0329 0338 5357 JMP PROC /MOVE IMAG PARTS TO 2000
0330 0339 7040 CMA /OLD ADDR = NO OF PTS
0331 0340 1003 TAD N /NEW ADDR = 2000
0332 0341 3010 DCA 10
0333 0342 1110 TAD C1777
0334 0343 3011 DCA 11
0335 0344 7041 CIA N
0336 0345 3034 DCA TEMPR /CTR
0337 0346 3130 DCA CMPFLG /DONT COMPLEMENT
0338 0347 4527 JMS I PMVPTS /MOVE THEM
0339 0348 5357 JMP PROC
0340 0350 0000 IFTFLG, 0 /0=FFT NON0=IFFT
0341 0351 3532 PROC, DCA I PRELFG /OUTPUT WILL BE COMPLEX REGARDLESS OF INPUT
0342 0352 1356 TAD IFTFLG /DO IFFT?
0343 0353 7650 SNA CLA /NO
0344 0354 5365 JMP FT
0345 0355 4447 JMS I DOIFFT
0346 0356 7410 SKP
0347 0357 4446 JMS I DOFFT
0348 0358 4442 JMS I SORT
0349 0359 1053 STSCAL, TAD SCAL /PUT IN SEQUENTIAL ORDER
0350 0360 6211 COF1 /SAVE
0351 0361 3034 DCA TEMPR
0352 0362 1003 TAD N
0353 0363 7104 CLL RAL
0354 0364 5036 DCA COSINE /NO OF PTS*2
0355 0365 1034 TAD TEMPR
0356 0366 3436 DCA I COSINE /STORE SCAL - FACTOR AFTER DATA
0357 0367 6201 COF0
0358 0368 1110 TAD
0359 0369 1110 TAD
0360 0370 1110 TAD
0361 0371 1110 TAD
0362 0372 1110 TAD
0363 0373 1110 TAD
0364 0374 1110 TAD
0365 0375 1110 TAD
0366 0376 1110 TAD
0367 0377 1110 TAD
0368 0378 1110 TAD
0369 0379 1110 TAD
0370 0380 1110 TAD
0371 0381 1110 TAD
0372 0382 1110 TAD
0373 0383 1110 TAD
0374 0384 1110 TAD
0375 0385 1110 TAD
0376 0386 1110 TAD
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0379 0389 1110 TAD
0380 0390 1110 TAD
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0383 0393 1110 TAD
0384 0394 1110 TAD
0385 0395 1110 TAD
0386 0396 1110 TAD
0387 0397 1110 TAD
0388 0398 1110 TAD
0389 0399 1110 TAD
0390 0400 1110 TAD

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0376
0 4402 7040
0 4403 1003
0 4404 3011
0401 4405 1003
0402 4406 7041
0403 4407 3034
0404 4410 3130
0405 4411 4527
0406 4412 6141
0407
0410 0413 6466
0411 0414 0002
0412
0413 4415 6212
0414 4416 4535
0415 4417 6405
0416 4420 6141
0417
0420 0421 0603
0421 0422 6001
0422 0423 0602
0423 0424 1020
0424 0425 3013
0425 0426 6720
0426 0427 6273
0427 0430 0602
0430 0431 1020
0431 0432 2612
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0433 0433 6720
0434 0434 1300
0435 0435 7043
0436 0436 1460
0437 0437 0031
0440 0440 0456
0441 0441 6446
0442 0442 1460
0443 0443 0016
0444 0444 6430
0445 0445 6310
0446 0446 0601
0447 0447 6024
0450 0450 6423
0451 0451 6320
0452 0452 0602
0453 0453 6572
0454 0454 6452
0455 0455 1000
0456 0456 2403
0457 0457 1100
0460 0460 2404
0461 0461 1120
0462 0462 6777
0463 0463 0471
0464 0464 6423
0465 0465 6320
0466
0467 0466 1000
0470 0467 2375
0471 0470 1040
0472 0471 2405

/NEW ADDP NO OF PTS
N
11
N
/CTR
/DONT COMPLEMENT
/PACK IMAG PARTS BEHIND REAL
TEMPR
CMPELG
PMVPTS
LINC
LMODE
JMP FDV2RW
PDP
PMODE
/WRITE OUT DATA
CIF 10
JMS I PWRITE
RWPARM
LINC
LMODE
LIF 3
JMP DISPLY
LIF 2
LDA I
MSG2+2000
JMP ASK
JMP OUTGES
LIF 2
LDA I
QUES6+2000
/ASK OUTPUT QUESTIONS AGAIN
/NAME ALREADY EXISTS
/REPLACE WITH NEW FILE?
JMP ASK
LDH
ANSWER+6000
SAE I
31
SKP
JMP REPL
SAE I
16
JMP SAMNAM
JMP OUTUNT
LIF 1
JMP 24
JMP NOSPAC
JMP RDDATA
LIF 2
JMP ASK3
JMP ONDAT
LDA
FDV+2006
ADA
FDV+2007
ADA I
-1000
APO I
JMP NOSPAC
JMP RDDATA
/MOVE FDV PARAMETERS TO R-W LIST
/NOT ENOUGH BLKS LEFT
/NO OF BLKS
/NO-ASK FOR NAME AGAIN
/ASK FOR UNIT/BLK NO
/ERROR
/BLK NO
/NO OF BLKS
FOV2RW, LDA
FDV+2000
STA
RWPARM+2000

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0476 0475 2407
0477 0476 1000
0500 0477 2404
0501 0500 1040
0502 0501 2410
0503 0502 6000
0504
0505 0503 4114
0510 0504 2000
0511 0505 4522
0512 0506 2114
0513 0507 0643
0514 0510 0061
0515 0511 0001
0516 0512 1120
0517 0513 7377
0520 0514 0451
0521 0515 6520
0522 0516 0221
0523 0517 6512
0524 0520 1000
0525 0521 0001
0526 0522 0000
0531 0523 1000
0532 0524 0000
0533 0525 4571
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05 0565 1020 LDA I
06 0566 0001 1
07 0567 1140 ADM
08 0570 0571 .+1
09 0571 0000 ASKX, 2
10 0601 /ASK FOR UNIT NUMBER + BLK NO AND CONVERT
11 0602 /STORE UNIT THRU B7
12 0603 /" BLK NO " B10
13 0604 ASK3, LDA
14 0605 1000 2
15 0606 0573 0000 STC ASK3X
16 0607 0574 4626 LIF 2
17 0608 0575 0602 LDA I
18 0609 0576 1020 GUES3+2000
19 0610 0577 2475 JMP ASK
20 0611 0600 6720 SET I 1
21 0612 0601 0061 ANSWER+2000
22 0613 0602 3043 JMP OCTL
23 0614 0603 6711 LDA I
24 0615 0604 1020 17
25 0616 0605 0017 JMP CONV
26 0617 0606 6627 JMP ASK3X
27 0618 0607 6626 STA
28 0619 0610 1040 FDV+2000
29 0620 0611 2375 SET I 1
30 0621 0612 0061 ANSWER+6001
31 0622 0613 7044 LDA I
32 0623 0614 1020 777
33 0624 0615 0777 JMP CONV
34 0625 0616 6627 ASK3X
35 0626 0617 6626 JMP ASK3X
36 0627 0620 1040 STA
37 0628 0621 2403 FDV+2006
38 0629 0622 1020 LDA I
39 0630 0623 0001 1
40 0631 0624 1140 ADM
41 0632 0625 0626 .+1
42 0633 0626 0000 ASK3X, 0
43 0641 /CONVERT NUMBER IN ANSWER BUFFER TO BINARY
44 0642 /ENTER WITH MAX LEGAL VALUE IN AC
45 0643 /IF LEGAL - EXIT CALL+2 WITH VALUE IN AC
46 0644 CONV, COM
47 0645 0017 STC
48 0646 0630 4675 TEMP2 /COMPLEMENT MAX VALUE
49 0647 0631 4114 TEMPI
50 0648 0632 2000 ADD 0
51 0649 0633 4674 STC CONVER
52 0650 0634 1321 LDH I 1
53 0651 0635 0470 AZE I
54 0652 0636 6660 JMP ERRCHK
55 0653 0637 1120 ADA I
56 0654 0640 7720 /-60 -2
57 0655 /S COMP
58 0656 0641 0451 APO
59 0657 0642 6650 JMP CHKND
60 0658 0643 1301 LDH 1
61 0659 0644 1120 ADA I
62 0660 0645 7710 UPLEGL, -67
63 0661 0646 0451 APO
64 0662 0647 6676 JMP MULPLY
65 0663 0650 1301 CHKND, LDH
66 0664 0651 1460 SAE I
67 0665 0652 0000 34

```

/ IRN CALL+2

/ADDR-1H OF 1ST CHAR - UNIT
/CHANGE PARAMETERS TO HANDLE OCTAL
/MAX VALUE

/MAX VALUE FOR BLK NO

/EXIT CALL+2

/<60 MAYBE TERMINATING CHAR
/CK UPPER LIMIT
/UPPER LIM=7 OR 9
/0-9 -0K
/<9 MAYBE TERMINATING CHAR


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1166
1167 * SHOWIT, JMS I KIDORA /LOW ADD .ELO
1168 0001 1 /" " "
1169 0000 0 /HIGH " "
1170 0001 1 /" " "
1171 0000 0 /Y OFFSET
1172 0000 0 /SCALE
1173 0000 0 /REFRESH UNTIL LF IS HIT
1174 0000 0
1175 LMODE
1176 SCR 3
1177 PMODE
1178 4520 JMS I KRORA
1179 5031 KSF
1180 5071 JMP , -2
1181 6036 KRB
1182 1102 TAD M215
1183 7650 SNA CLA
1184 5060 JMP REDPLY
1185 6036 KRB
1186 1106 TAD M261
1187 7650 SNA CLA
1188 5216 JMP LARGER
1189 1103 TAD M321
1190 7650 SNA CLA
1191 5211 JMP SMALLR
1192 5522 JMP I PRFRSH
1193 1536 TAD I KYSCAL
1194 1104 TAD M353
1195 7710 SPA CLA
1196 2536 ISZ I KYSCAL
1197 5522 JMP I PRFRSH
1198 1536 TAD I KYSCAL
1199 1105 TAD M340
1200 7750 SPA SNA CLA
1201 5522 JMP I PRFRSH
1202 7040 CMA
1203 1536 TAD I KYSCAL
1204 3536 DCA I KYSCAL
1205 5522 JMP I PRFRSH
1206 1532 /DISPLAY SCALE FACTOR
1207 1532 DPSCAL, TAD I PRELFG
1208 7640 SZA CLA
1209 5772 JMP I PDSPER
1210 1003 TAD N
1211 7104 CLL RAL
1212 3034 DCA TEMPR
1213 6211 CDF1
1214 1434 TAD I TEMPR
1215 1077 TAD M11
1216 7740 SMA SZA CLA
1217 5244 JMP GR9
1218 1074 TAD LESS10
1219 1434 TAD I TEMPR
1220 5247 JMP SHOSCL
1221 1071 TAD M12
1222 1434 TAD I TEMPR
1223 1073 TAD GRET10
1224 6201 SHOSCL, CDF0
1225 3266 DCA
1226 6141 I INC
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0527 2024
0530 2377
0531 7464
0532 4347
0533 4043
0534 4740
0535 5064
0536 5561
0537 6062
0540 6440
0541 0231
0542 4050

F UNIT NUMBER<2

F BLK NUMBER <3\Z
QUES4, TEXT Z

0521 4043
0522 0610
0523 1727
0524 4015
0525 0116
0526 3140
0527 2024
0530 2377
0531 7464
0532 4347
0533 4043
0534 4740
0535 5064
0536 5561
0537 6062
0540 6440
0541 0231
0542 4050

FLOW MANY PTS? <4

0521 4043
0522 0610
0523 1727
0524 4015
0525 0116
0526 3140
0527 2024
0530 2377
0531 7464
0532 4347
0533 4043
0534 4740
0535 5064
0536 5561
0537 6062
0540 6440
0541 0231
0542 4050

(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
1463	0550	5143
1463		
1464	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	0612	4043
1473		
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	-5	4306
1476	0626	0606

1470	0027	2440	
1476	0630	1722	
1476	0631	4004	
1476	0632	1123	
1476	0633	2014	
1476	0634	0131	
1476	0635	7740	
1476	0636	0657	
1476	0637	0474	
1477	0640	6143	
1477			
1500	0641	4740	
1500	0642	4347	
1500			
1501	0643	4043	
1501	0644	0624	
1501	0645	2201	
1501	0646	1623	
1501	0647	0617	
1501	0650	2215	
1501	0651	4017	
1501			
1502	0652	2243	
1502			
1503	0653	4740	
1503	0654	4306	
1503	0655	1116	
1503	0656	2605	
1503	0657	2223	
1503	0660	0577	
1503	0661	4024	
1503	0662	5711	
1503	0663	7461	
1503	0664	3400	
1503			
1504			
1505	0665	4306	
1505	0666	2710	
1505	0667	1103	
1505	0670	1040	
1505	0671	0411	
1505	0672	2320	
1505	0673	1401	
1505	0674	3177	
1505			
1506	0675	7461	
1506	0676	4347	
1506			
1507	0677	4043	
1507	0700	4740	
1507	0701	4040	
1507	0702	4040	
1507	0703	2250	
1507	0704	0501	
1507			
1510	0705	1451	
1510	0706	4347	
1510	0707	4040	
1510	0710	4040	
1510	0711	4011	
1510	0712	5015	
1510	0713	0107	

FFFT OR DISPLAY? F/D<1

FTRANSFORM OR

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

FHIGH DISPLAY?<1

R (EAL)

I (MAGINARY)

M (AGNITUDE)

S (CALE FACTOR)

LINE FEED (RESTART) \Z

/MESSAGES
MSG1, TEXT Z

F CANNOT FIND

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	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	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
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	0771	1604
1520	0772	4347
1520	0773	4043
1521	0774	4740
1521	0775	4040
1521	0776	4040
1521	77	4040
1521	-000	4040
1521	1001	4010

1607	PHODE		
1610	/MOVE PTS FROM ONE AREA TO ANOTHER		
1611	/10 = OLD BUFFER		
1612	/11 = NEW "		
1613	/IF CMPFLG=1, COMPLEMENT VALUE		
1614	MOVPTS, 0	2000	
1615	CONF	7116	
1616	TAD	7117	
1617	CLL RAR	7120	
1620	TAD I	7121	
1621	SZL	7122	
1622	CIA I	7123	
1623	ISZ	7124	
1624	JMP	7125	
1625	CONF	7126	
1626	JMP I	7127	
1630	MOVPTS	7130	
1631		7131	
1632			
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7132	0000		
7133	7040	CMA	
7134	3010	DCA	
7135	1037	TAD	
7136	1110	TAD	
7137	3011	DCA	
7140	1033	TAD	
7141	3034	DCA	
7142	3130	DCA	
7143	4527	JMS I	
7144	7040	CMA	
7145	1037	TAD	
7146	3010	DCA	
7147	1110	TAD	
7150	3011	DCA	
7151	1033	TAD	
7152	3034	DCA	
7153	4527	JMS I	
7154	5732	JMP I	

10			
C1777			
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ADD2			
TEMPR			
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PMVPTS			
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JMS I			
JMP I			

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C1777			
11			
ADD2			
TEMPR			

ACDF0 1202
ADDER 41
ADDR .35
ADDW0S 1157
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ADD2 0033
ADJSGN 0570
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ARG2 1020
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ASK2 4523
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CDF1 6211
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CURRTN 1450
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C1777 0110
C2000 0140
C6000 0101
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UPLEGL 4645
VCOORD 1274
WCHDIS 6035
WINSAM 0100
WORD 0061
WORDP 0062
WRAP 1424
WSAM 1360
XCORD 0001
XCURHI 0112
XCURLO 0113
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XLOCDF 0052
XRLOC 0051
XRTAB 0000
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