

G.N.I.1 (own)

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WEAPONS RESEARCH ESTABLISHMENT
MATHEMATICAL SERVICES GROUP

WREDAC PROGRAMME SPECIFICATION

A

REFERENCE : G 11.1.1

TITLE : Transposition of signs on paper tapes

AUTHOR : T.A.Reid

VETTED : B.Higgins

DATE : 15/1/52

APPROVED : P.N.L.Goddard

PURPOSE : In the three columns of numbers output on paper tape from Boscar film readers the second and third are followed by signs. This programme transposes the signs to the front of the numbers so that the tapes can be used on the Libroscope plotter. The telereader is able to punch the sign either before or after the number, but it is customarily placed after the number, for use in H.1.22.

RESULTS : Output is of the same form as the input data, i.e. it consists of three columns of four figure numbers, the second and third columns having signs in front of them.
(See B)

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B

DATA REQUIREMENTS : The first character of the data tape may or may not be a β ; data should then be punched in the sequences :

....xxxx β xxxx β xxxx β yx β

orxxxx β xxxx β xxxx β yx....

orxxxx β xxxx β xxxx β yx....

orxxxx β xxxx β xxxx β y....

and should end with yz or y β z.

WRDAG PROGRAMME SPECIFICATION

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C

- METHOD :
- (i) Input and output of blank tape at the beginning of the data tape is carried out until the first non-blank character is read, when it is punched. If this is β the next character will also be punched.
 - (ii) The next three digits and the following θ are input and punched.
 - (iii) The following four digits and sign are input and stored.
 - (iv) The sign is punched
 - (v) The four digits in storage are punched
 - (vi) The next character is input and tested : if the data sequence has been upset and this is not β a dynamic stop occurs. If it is β , it is punched.
 - (vii) The next four digits and sign are input and stored.
 - (viii) The sign is punched.
 - (ix) The four digits in storage are punched.
 - (x) The following β 's and γ are input and punched.

STORAGE DISTRIBUTION :

(1) B-lines used : B-line 1 is used.

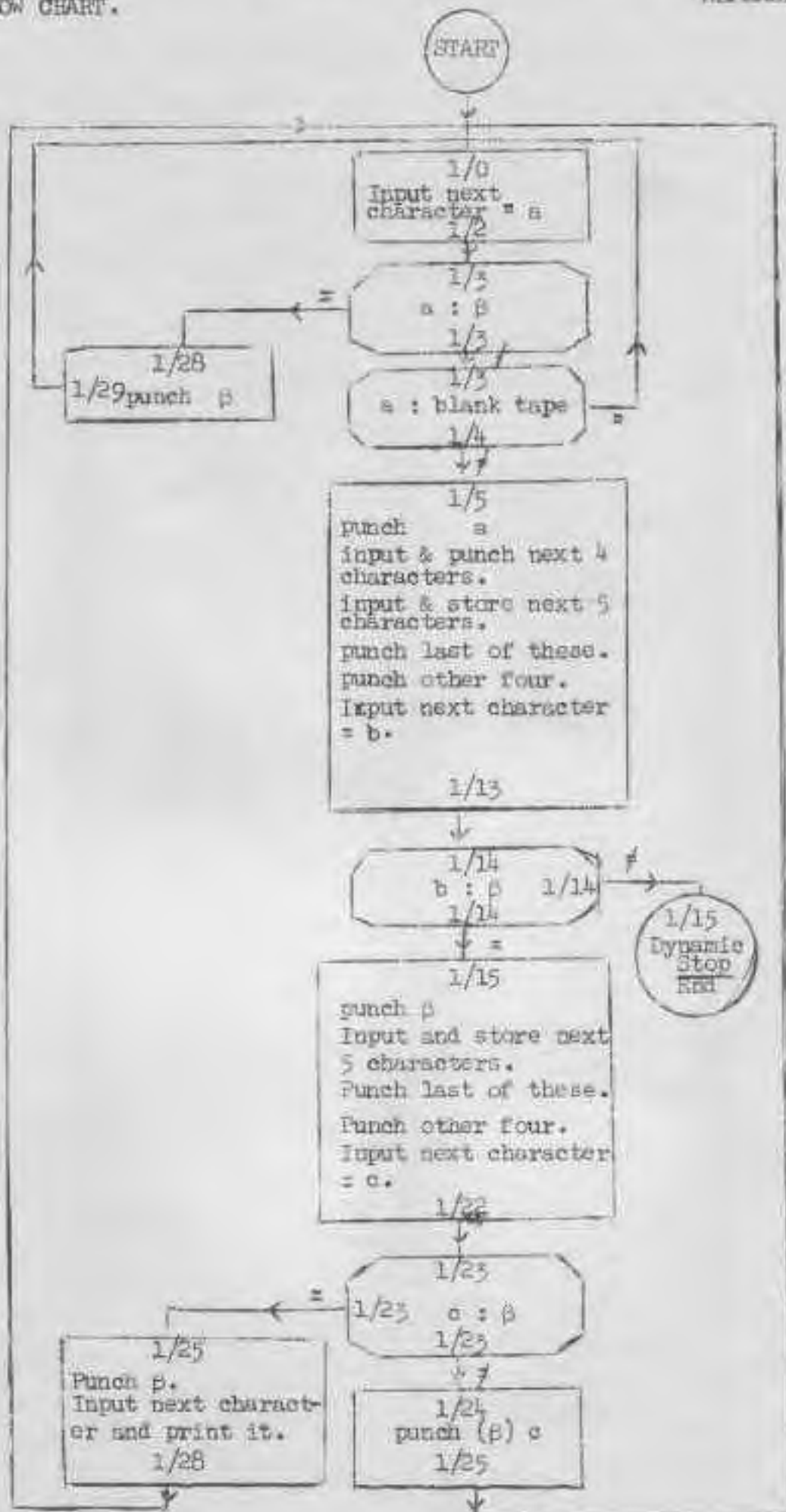
(11) High Speed Store

from 1/0	to 1/30	Master routine
from 1/60	to 2/0	Working locations

DATA STORAGE DETAILS : Data is not stored but is output immediately it has been input.

FLOW CHART.

REFERENCE # G 11.1.1



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WREDAC PROGRAMME SPECIFICATION

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PROGRAMME TAPE ASSEMBLY :

QA G4 ϕ

Master routine

QC ϕ | GE G4 a

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WHSDAC PROGRAMME SPECIFICATION

REFERENCE : O 11.1.1

D

INPUT/OUTPUT EQUIPMENT :

- 1 paper tape reader
- 1 paper tape punch

OPERATING TIME : 44 characters are read and output per second
i.e. 138 lines are processed a minute.

OPERATING INSTRUCTIONS :

(i) Setting up : none

(ii) Programme and Data Feed:

Read in programme to

OPSTOP 1 : Insert data tape and single shot.
Results are output as fast as data is input.

COMPUTATION ENDS ON GE 1/15 a

RESET TO OPSTOP 1 by obeying GE 1/1 a.

(iii) Output :

The output tape is of exactly the same form as the data tape
but with the two signs transposed into the positions as shown:

...XXXXβ-XXXXβ-XXXXβγβ....

(iv) Programmed Halts :

Order Register	Sequence Control	Cause and Remedy
<u>OPTIONAL STOPS :</u>		
CH a	1/0	OPSTOP 1 as above
<u>DYNAMIC STOPS :</u>		
GE 1/15 a	1/15	(a) if end of data tape : end of computation. (b) if not end of data tape : sequence of data characters has been upset: move data tape to next γ and obey GE 1/22 a.

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UNCLASSIFIED
WRM DIGITAL COMPUTER
PROGRAMME SHEET

REFERENCES : G 11.1.1

TITLE : Transposition of signs on paper tape.

QA 64 a

NO.	ORDERS				NOTES	
	(EVEN)		(ODD)			
0	CH		a	ST	a	
1	ST		a	CL	a	
2	IM		ø	SA	30	AD
3	CH	28	Ac	AD	30	Ac
4	OM		ø	CH	1	Ac
5	SB	509	a	CL		a
6	IM		ø	OM		ø
7	JO	5	Ac	SB	508	a
8	CL		a	IM		ø
9	CL	128	ø	JO	8	Ac
10	CA	128	a	OM		ø
11	SB	509	a	CA	127	ø
12	OM		ø	JO	11	Ac
13	CL		a	IM		ø
14	SA	30	Ac	CH	15	Ac
15	GE	15	Ac	AD	30	Ac
16	OM		ø	SB	508	a
17	CL		a	IM		ø
18	CL	128	ø	JO	17	Ac
19	CA	128	a	OM		ø
20	SB	509	a	CA	127	ø
21	OM		ø	JO	20	Ac
22	CL		a	IM		ø
23	SA	30	Ac	CH	25	Ac
24	AD	30	Ac	OM		ø
25	GE	1	Ac	AD	30	Ac
26	OM		ø	CL		a
27	IM		ø	OM		ø
28	GE	1	Ac	AD	30	Ac
29	OM		ø	GE	1	Ac
30	CH		a	AD		a

tests for 1st character
prints ø if there + 1st character

← 7 outputs next 3 digits + ø.

← 9
124 = 1st digit
125 = 2nd "
126 = 3rd "
127 = 4th "
128 = sign "

← 12 outputs sign

← 12 outputs 4 digits
tests for and outputs ø

← 14

← 18 stores 4 digits + sign

← 21 outputs sign

← 21 outputs 4 digits

← 23 tests for ø
outputs next character, ø.

← 23 outputs ø ø.

← 30 outputs ø