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ALGORITHMS FOR TRANSCEIVER MODULATION AND DEMODULATION

Kenneth Abend
David L. Fletcher
Constantine Gamacos
W. Andrew Wright

Philco-Ford Corporation

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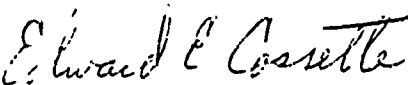
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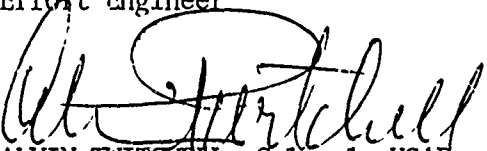
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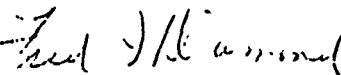
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This technical report has been reviewed and is approved.

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ABSTRACT

This report is devoted to the investigation of algorithms which reduce the complexity of a real-time digital processor for performing tactical transceiver functions of modulation, demodulation, frequency synthesis, heterodyning, and filtering. A minimum complexity design for a Multimode Digital Processing Transceiver was established through analytical investigations and computer simulations, and a breadboard was developed for experimental evaluation.

EVALUATION

This study was concerned with further development of the multimode digital transceiver concept which was specified in a previous study. This concept allows replacement of major portions of the analog circuits in a transceiver with logic circuitry in the form of a special purpose digital processor. This concept would allow acceptance of analog data such as voice or digital data to be converted through appropriate sampling and quantizing to a numerical representation of these inputs for subsequent modulation in nearly any known form (i.e. analog AM, AM-SSB, FM, etc. or digital data PSK, FSK or combinations, etc.). Subsequently the outputs would be processed through digital translation, digital to analog conversion, further analog frequency translation as necessary, final filtering and amplification prior to transmitting. At the receiver the same digital processor reconfigured would perform the receiving functions after initial amplification, heterodyning and IF filtering. Conceptually all transmitter functions in the HF and VHF frequency bands could be accomplished numerically with the exception of final filtering and amplification. However this is not considered to be a cost effective approach at this time since the digital to analog converter would be expensive and further the digital processor could not be fully utilized for performing the receiver functions. In fact the contractor demonstrated ingenuity in developing a minimum complexity digital processor design which makes use of the same common elements for transmitting functions such as modulation, frequency synthesis, and frequency translation as for receiving functions such as demodulation and filtering. Another important aspect developed was, use in time sharing arithmetic functions in the filter design, which makes up a major part of the digital processor, and as a result reduces the complexity and in turn the cost of the digital processor substantially.

Based on the design work developed in this study and the breadboard demonstration of transmitting and receiving many modulation types with a single digital processor, it appears that the next logical step is to develop an experimental model for evaluation with many existing Air Force HF/VHF transceivers in field use today as well as demonstrating additional digital data transmission capabilities peculiar to this concept. This new signal processing concept offers the potential for an equipment transition period making use of this equipment as well as existing field equipments simultaneously. Since this single unified processor approach offers the capability of interfacing with many existing field radios, because it can be programmed to handle characteristics of these existing transceivers, a transition period for use of both the existing equipment and the new development is possible. This circumvents the problem of total replacement with new equipment but still offers additional operational characteristics not presently incorporated in the present transceivers in use today.

Edward E. Cossette
EDWARD E. COSSETTE
Effort Engineer

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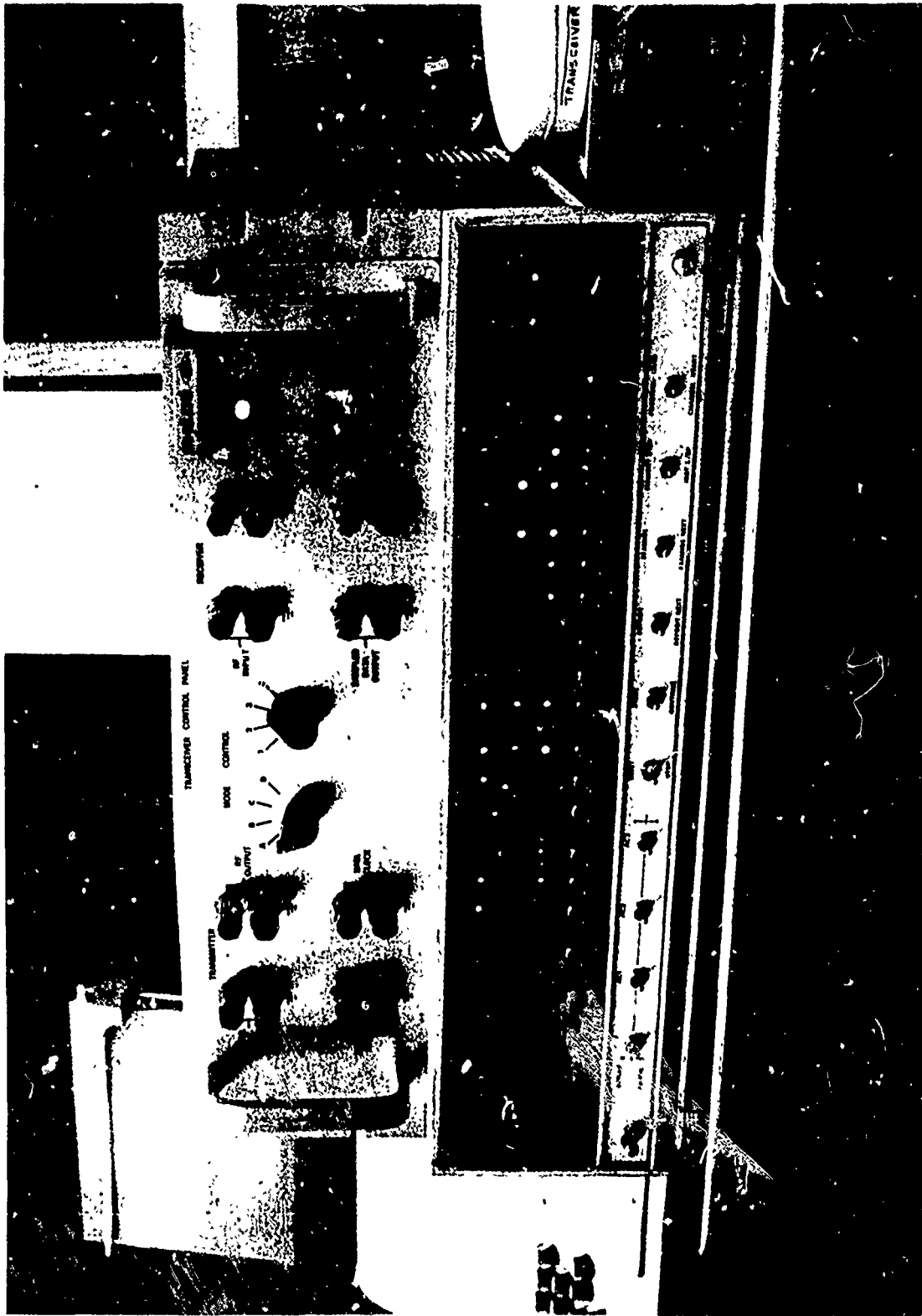
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Frontpiece: Multimode Digital Processing Transceiver--Breadboard Model

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SECTION I

INTRODUCTION

This report is the latest in a series of investigations related to the use of a real-time digital processor to perform tactical transceiver functions of modulation, demodulation, frequency synthesis, heterodyning and filtering. The objective of the present program was to investigate algorithms which reduce the complexity of the processor. A minimum-complexity design for a Multimode Digital Processing Transceiver was established and a bread-board was developed for experimental evaluation.

In the Digital Equivalent Transceivers Study (Reference 1) the idea of using a numerical processor to perform transceiver functions was introduced and alternative approaches to performing these functions were investigated. In the present effort, these investigations were continued, design decisions were made, and specific computational algorithms were developed and tested. Use was made of results from some of our previous investigations (1, 20, 27), while duplication of material therein, was avoided. The transceiver specifications in Section V. 2 of Reference 1 were used as guides and goals through the present work.

1. DIGITAL TRANSCEIVERS

A Digital Processing Transceiver interfaces with the analog world through analog-to-digital (A/D) and digital-to-analog (D/A) converters at voiceband and at an intermediate frequency (IF). Someday, perhaps, the latter interface may be at RF. Between the interfaces, all filtering, spectral shaping, modulation, demodulation, heterodyning, coding, and decoding for voice and for digital data is performed by time sharing a special purpose, high speed, digital processor.

The signals to be processed are quantized in time and amplitude and the processor operates as a real-time digital computer on a sequence of numbers. By switching between several "hardwired" programs the processor becomes: either a receiver or a transmitter; for either voice or digital data; via amplitude, phase, or frequency modulation; either single- or double-sideband; either coherent, non-coherent, or differentially coherent; with or without partial-response spectral shaping, encryption, scrambling, or any other type of signal processing we may wish to program.

2. SUMMARY

The overall system design that evolved from this work is presented

in Sections II. 1 through II. 3. The basic system involves filtering, resampling, angle modulation, and frequency translation, for transmitter operation; and bandpass sampling, frequency or phase demodulation, resampling, and filtering, for receiver operation. The interpolation resampling process (for transmitter operation) is discussed in detail in Section II. 4. The discussion builds on, and extends the corresponding discussion in Section III. 1 of Reference 1.

Zero differential delay (absolutely linear phase) is essential to avoid pulse distortion and resulting intersymbol interference for digital data transmission⁽¹⁸⁾. While this ideal is impossible to attain with analog filters, it is easily attained with finite response digital filters. All known methods for designing such filters (including some that have not yet been published) are discussed in Section III.

The problem of accurately extracting the complex modulated low-pass signal by sampling the received I. F. signal at a rate determined by the bandpass sampling theorem is treated in Section IV. Complex sampling by two A/D convertors, operating a quarter of a carrier-cycle apart in time, is only an approximation to true complex sampling. A method for improving the approximation, without using more than two A/D convertors or a higher sampling rate, is presented and compared with the multiple sample method of Reference 19.

Modulation and demodulation is discussed in Section V. Linear (amplitude) modulation and demodulation, whether double-sideband or single-sideband, is seen to be simply a problem in filtering and frequency translation. Frequency modulation is obtained by merely inserting the modulator of figure 20a before the frequency translator in figure 19a. Two alternative schemes for frequency (or phase) demodulation are shown in figures 21 and 11.

Recursive and nonrecursive filters are compared in Section VI and specific filter designs are given. The unit response of a half-sample delayed digital differentiator⁽²⁵⁾ is analytically derived in Section VI. 3.

The entire transceiver system was simulated in the SSB, DSB, and FM mode. Spectral examinations were made via the FFT at various points in the system. Noise was introduced and signal-to-noise ratios were measured. The simulations presented in Section VII resulted in some design changes that were incorporated into the breadboard and into the system description of Section II.

The entire system, appropriately revised, was then breadboarded as a 100:1 scaled down (in frequency) version. The scaling was done so that an off-the-shelf general purpose processor could be utilized. The bread-

board included all necessary A/D and D/A converters and performed all necessary digital frequency translations. It was tested in the DSB, SSE, PM, and FM modes with both analog and digital data. Error rate measurements were made in FSK operation.

Conclusions and Recommendations are in Section IX.

SECTION II

SYSTEM DESCRIPTION

This section presents the system configuration of the multimode transceiver processor in its simplest form. The double sideband, single sideband, and angle modulation system are discussed separately for the sake of clarity. In reading the double sideband AM discussion, which is presented first because it is the simplest, the reader may feel that the system is unduly complicated for the simple task being performed. He must bear in mind that the configuration was chosen so that the same system can be utilized for all forms of modulation.

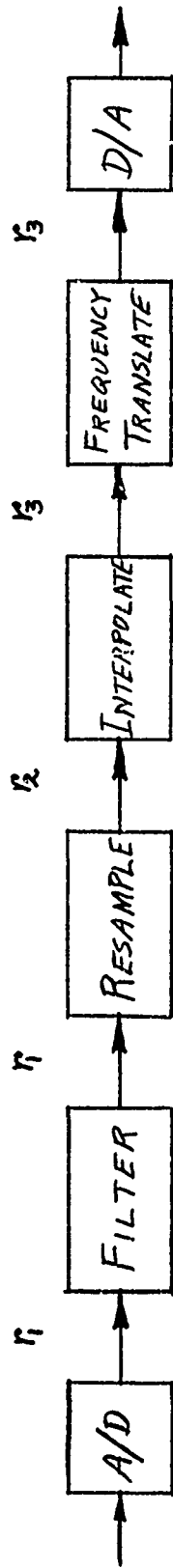
1. DOUBLE SIDEBAND AM

The double sideband amplitude modulated (DSB-AM) transceiver configuration is given in figure 1. The filters and resamplers are convolutional filters as shown in figure 2. In practice, a single shift register and correlator would be time shared for all transceiver filtering and resampling functions through appropriate timing and control circuitry. For ease of exposition, however, we will treat them as if they were separate filters.

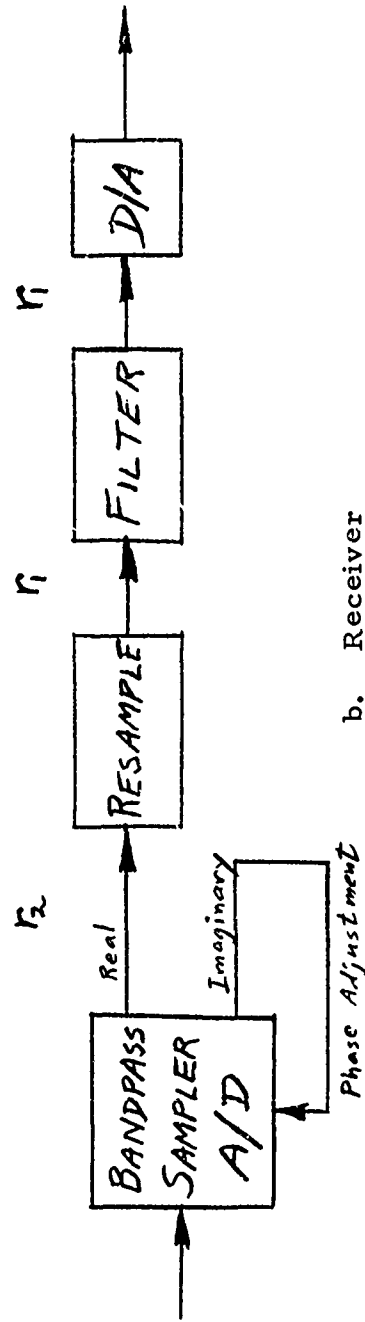
The first unit in figure 1a is an analog to digital-sampled-data (A/D) converter. The input is a baseband analog signal and the output is a sequence of binary numbers representing the sampled values of the input taken at the rate of r samples per second. Figure 3a shows a representative baseband signal spectrum where, because of RF spectral crowding, we desire to transmit only B hertz of the signal. Typically, B will be in the order of 3 kilohertz. Figure 3b shows the spectrum at the output of the A/D converter. Since the spectrum repeats at the sampling rate, * that rate must be chosen greater than twice the total signal bandwidth ($r > 2B'$) in order to prevent aliasing. However; aliasing is permissible as long as it does not encroach on the desired portion of the spectrum (figure 6b). Thus the sampling rate need only satisfy $r \geq B + B'$.

The spectra depicted in figure 3 assumes a sampling rate of $r_1 = r_2 = r = 16$ kilohertz, corresponding to figure 1a with the resampling filter (the third unit in the figure) removed. The filter (the second unit) is non-

*Since periodic time signals give rise to discrete spectral components, by the symmetry of time-frequency relations, discrete time signals give rise to periodic spectra.

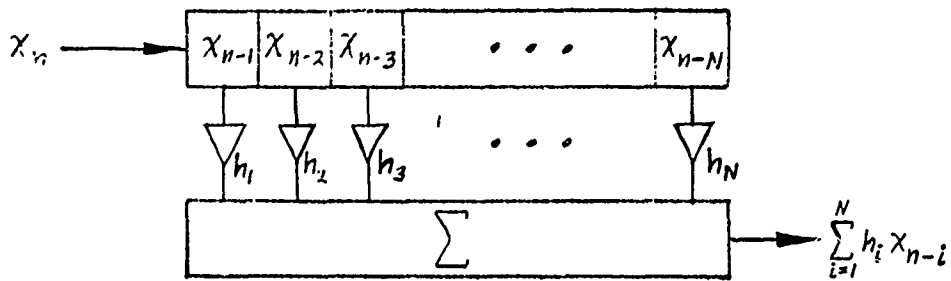


a. Transmitter

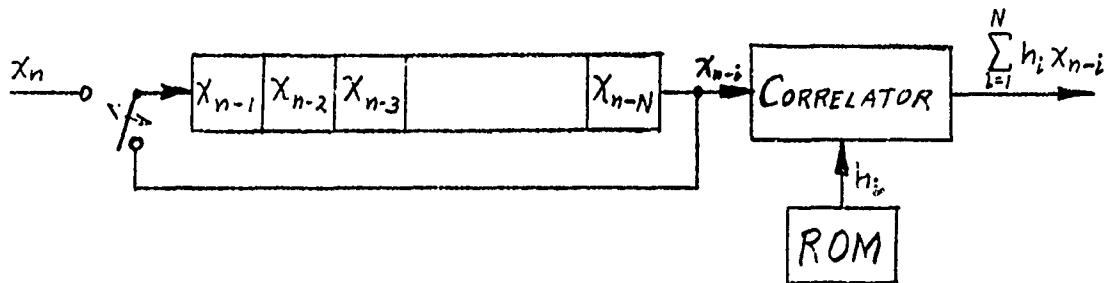


b. Receiver

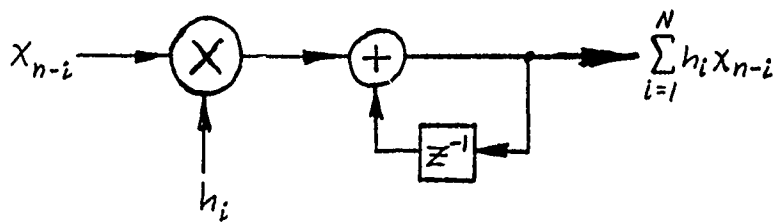
Figure 1: DSB-AM Transceiver Configuration



a. Schematic of Convolutional Filter



b. Hardware for Convolutional Filter



c. Schematic of Correlator

Figure 2: The Convolutional Filter

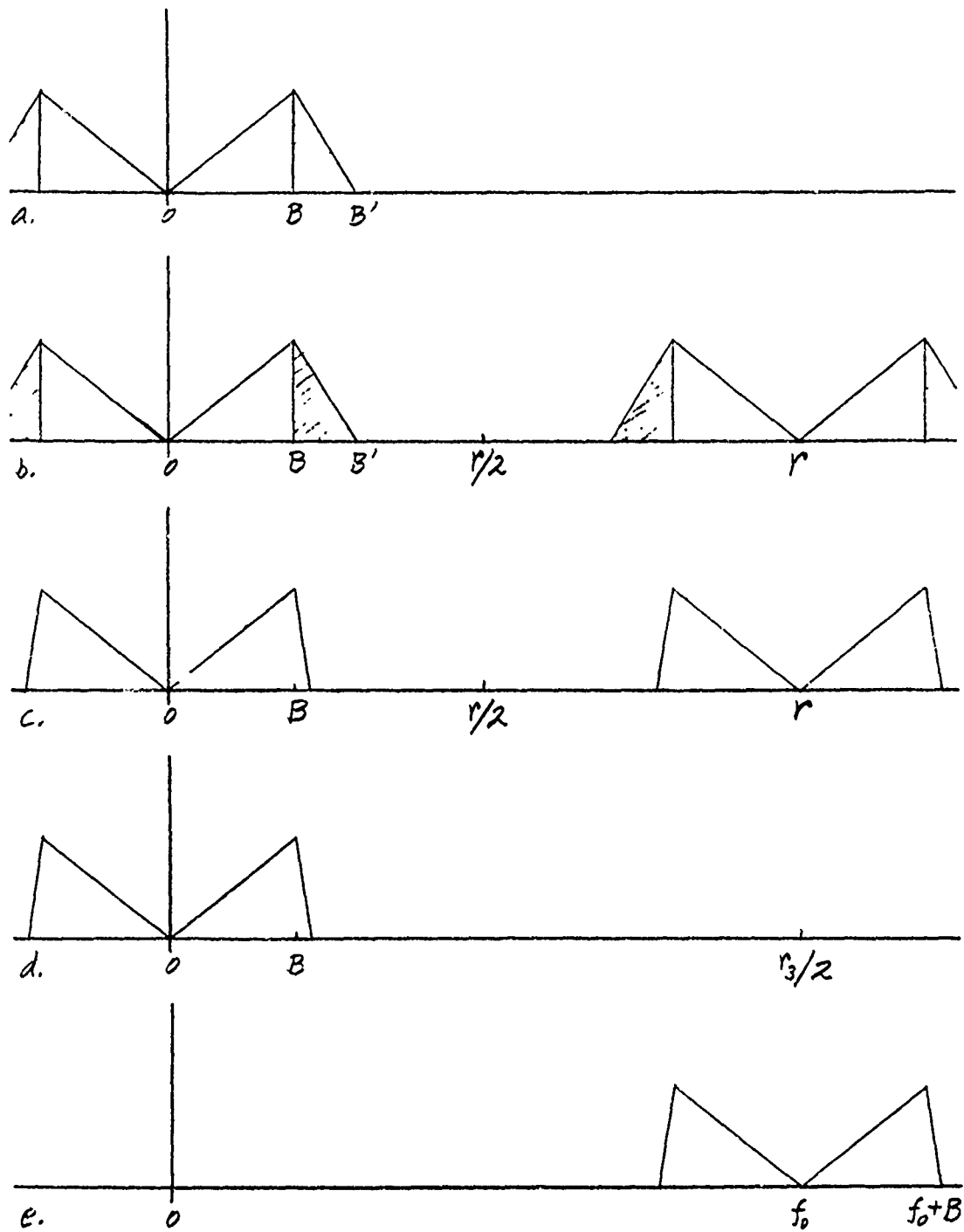


Figure 3: DSB-AM Transmitter Spectra
 (without resampling filter; Symmetric about zero frequency)

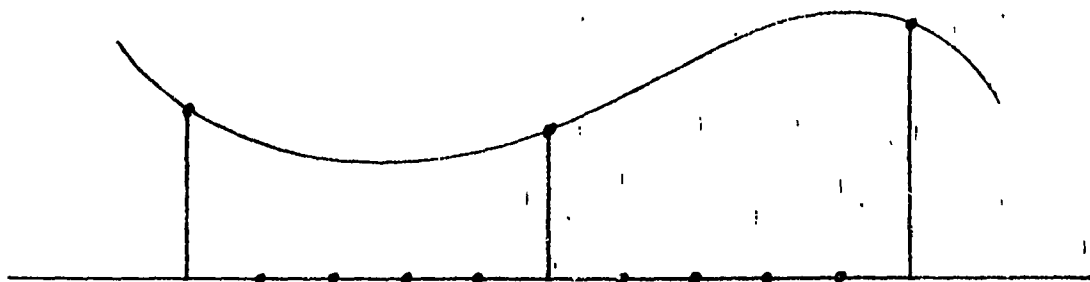
recursive (convolutional) because of the straight forward implementation and because it can have zero differential delay (perfectly linear phase) resulting in undistorted pulses when the system is used for digital data communications, instead of for voice.

The convolutional filter hardware (figure 2b) operates at N times the sampling rate, where N is the number of stages in the filter. The N filter tap weights are stored in an MOS read-only-memory (ROM). After every N shifts of the recirculating register, a new sample is shifted in, the oldest sample is shifted out, a result is read out of the correlator, and the accumulator in the correlator is reset.

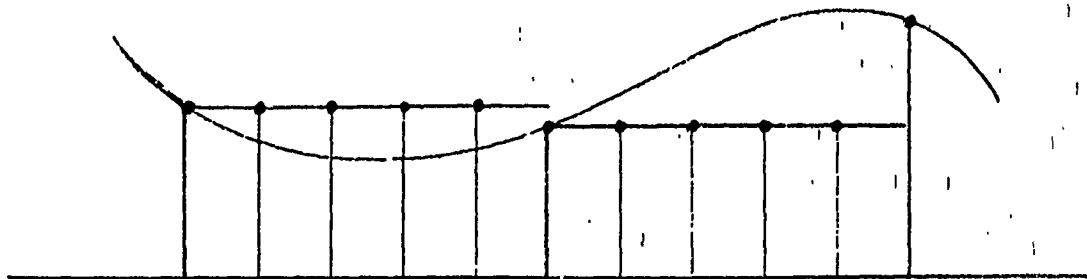
In this simple version (no resampling filter) the output of the filter is the input to the interpolator (figure 1a) and has a spectrum as shown in figure 3c. The interpolator serves to raise the sampling rate to twice the I. F. carrier frequency ($r_3 = 2f_0$). Linear interpolation is utilized because it combines implementation simplicity with adequate suppression of unwanted spectral repeats. Filling in with zero samples as in figure 4a would not change the spectrum from that of figure 3c. The store and repeat interpolation of figure 4b would attenuate the first spectral repeat by the first zero crossing of a $(\sin x)/x$ curve. While linear interpolation (figure 4c) attenuates it more effectively; it is still imperative that the input sampling rate, r_2 , be high enough for the interpolator to adequately attenuate the first spectral repeat.

After interpolation (figure 3d), the samples are multiplied by $\cos(2\pi f_0 n/r_2) = \cos(\pi n) = (-1)^n$ resulting in the spectrum of figure 3e. This negation of every other sample is the digital equivalent of frequency translation to the intermediate carrier frequency, $f_1 = 2r_3$. Digital frequency synthesis and translation to RF are discussed elsewhere (1, 2).

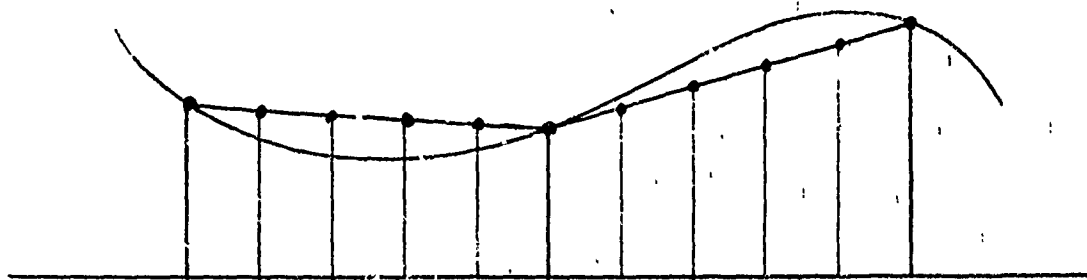
The corresponding DSB-AM receiver is as shown in figure 1b, but again with the resampling filter removed. The bandpass sampler operates on a relatively wide-band IF signal as represented by figure 5a. Note that if the signal whose spectrum is illustrated in 5a is sampled at the carrier frequency ($r = f_0$) or half the carrier frequency ($r = f_0/2$), or any integer fraction of the carrier frequency ($r = f_0/k$), the resulting spectrum has a component at zero frequency as illustrated in figure 5b. The sampling rate must satisfy the inequality $r > B+B''$ to prevent distortion of the desired portion of the spectrum by aliasing. Phasing of the sampler can be aided (especially in the suppressed carrier case) by an error control loop that drives the quadrature samples to zero. The quadrature (or imaginary) samples are taken one quarter of a carrier cycle after the corresponding in phase (or real) samples. The convolutional filter produces a signal with the spectrum of figure 5c which goes into a digital to analog converter producing an analog signal with spectrum given by figure 5d. Note that the filter in



a. Zero Insertion



b. Store and Repeat



c. Linear Interpolation

Figure 4: Simple Interpolation Schemes for Increasing the Sampling Rate

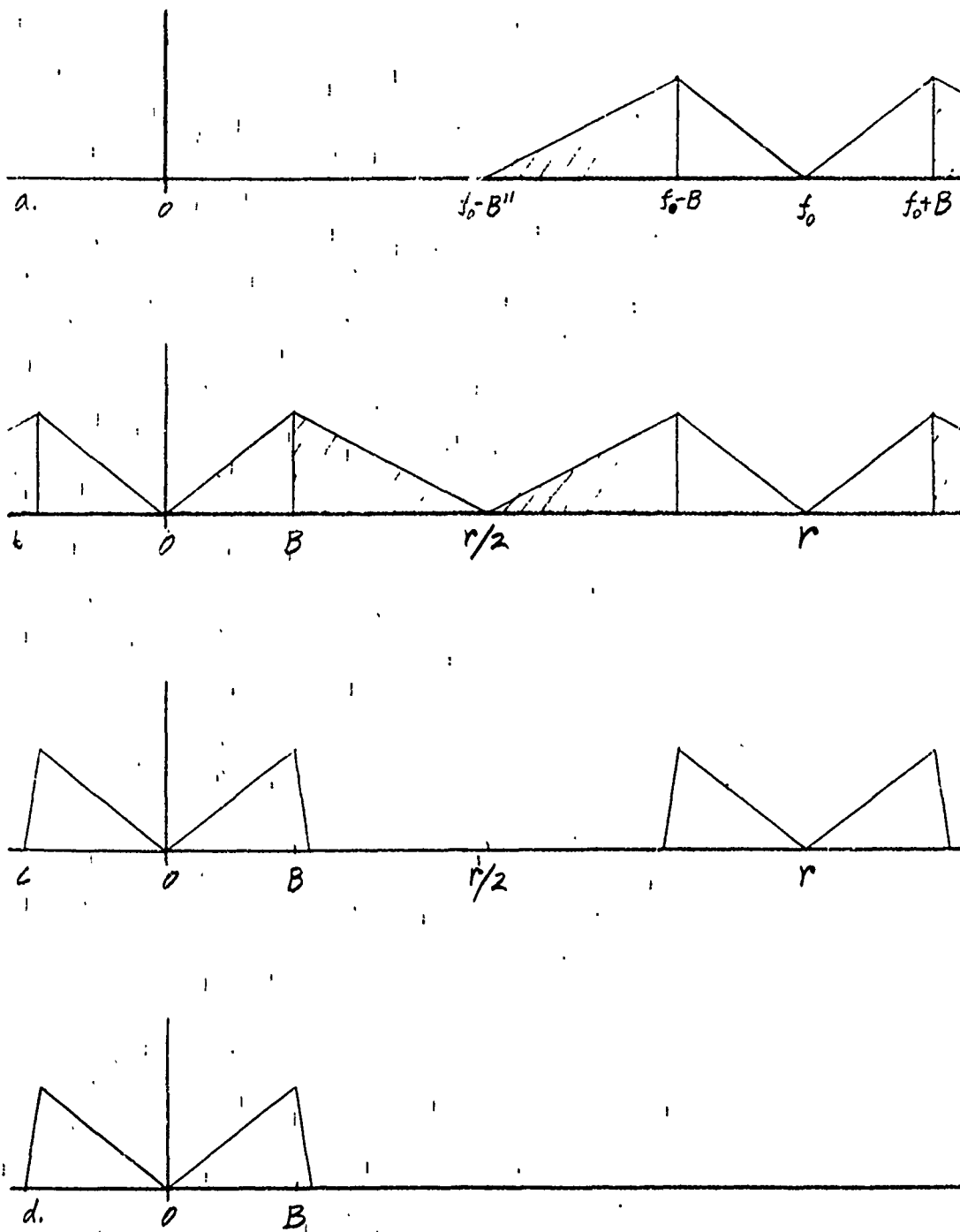


Figure 5: DSB-AM Receiver Spectra
(without resampling filter; Symmetric about zero frequency)

the receiver is identical to the filter in the transmitter, with even the same tap weights.

Figure 6 applies to figure 1a with the resampling filter in place. The initial sampling rate $r_1 = 8$ kilohertz, allows for some aliasing (figure 6b), but not enough to interfere with the desired signal ($r_1 \geq B+B'$). The resampling filter is a convolutional filter operating at $r_2 = Kr_1$ kilohertz on a filtered signal whose spectrum is shown in figure 6c. The resampling filter is designed to operate at a rate r_2 , to attenuate the r_1 spectral repeats (figure 6d). However, since the input can be thought of as being zero filled, as in figure 4a, the actual resample multiplication rate is reduced by a factor of K .

By using a reduced sampling rate, $r_1 = r_2/K$ for the initial filter, the number of tap weights, as well as the processing rate of the filter is reduced by a factor of K ; thus reducing the multiplication rate required for the filter by a factor of K^2 . The resampling filter does not have cut-off requirements as sharp as the previous filter; it is necessary only because linear interpolation would be inadequate to properly attenuate the r_1 spectral repeats. The r_2 spectral repeats are attenuated by the linear interpolator (figure 4c) which can be thought of as a simplified second resampling filter operating at a high output sampling rate, $r_3 = 2f_0$ (figure 6e). Hardware considerations might make it more economical to increase r_2 (and hence the complexity of the resampling filter) so that the interpolator can be reduced to a simple sample and hold arrangement (figure 4b). Translation to f_0 (figure 6f) is again performed by negating every other sample.

An alternative frequency translation scheme would be to convert to analog at r_2 (assuming f_0 is an integer multiple of r_2) and use an analog bandpass filter to obtain the spectrum of figure 6f directly from the spectrum of figure 6d. This alternative procedure is not used because our purpose is to replace analog processing with digital processing wherever possible.

Referring to figure 1b; figures 7b, 7c, 7d, and 7e represent the spectra at the output of the sampler, the resampling filter, the filter, and the digital to analog converter, respectively. The resampling filter, as well as the regular filter, is identical in both transmitter and receiver. In receiver operation, if $r_2 = Kr_1$, the signal is loaded into the resampling filter K samples at a time so that the actual multiplication rate is again determined by the lower sampling rate.

2. SINGLE SIDEBAND AM

The single sideband amplitude modulated (SSB-AM) transceiver configuration is given in figure 8. The spectra at the input and output of the

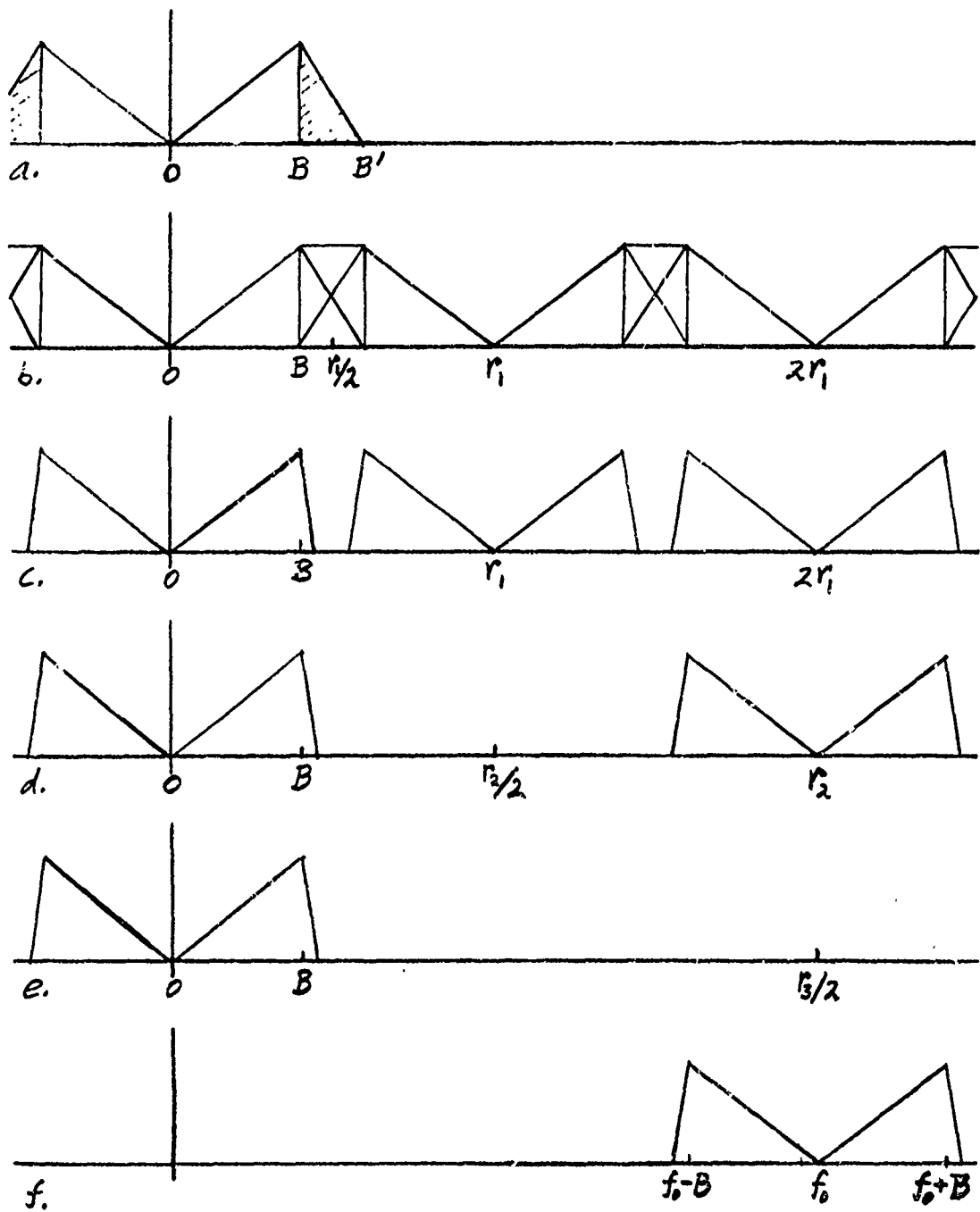


Figure 6: DSB-AM Transmitter Spectra
(Symmetric about zero frequency)

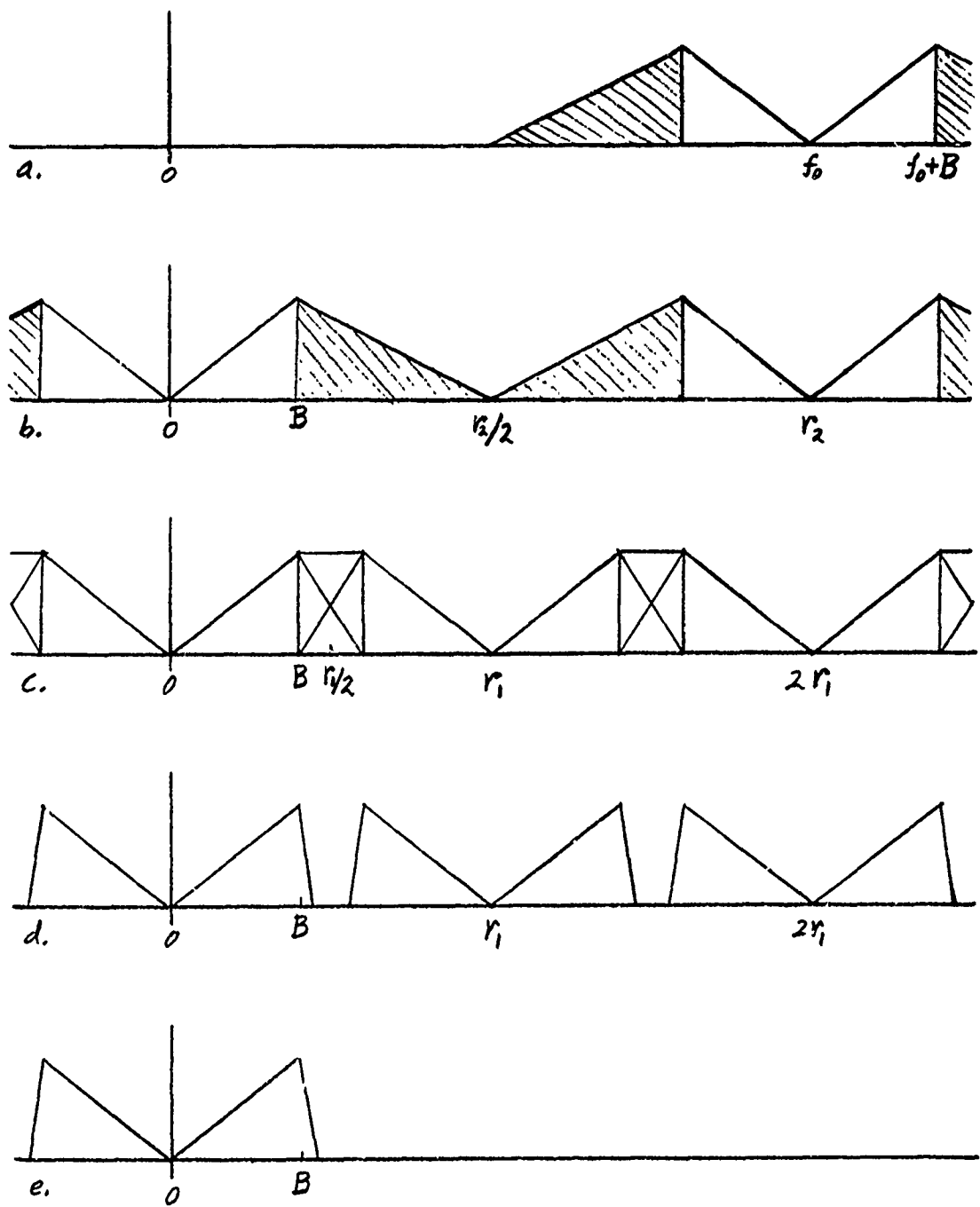


Figure 7: DSB-AM Receiver Spectra
(Symmetric about zero frequency)

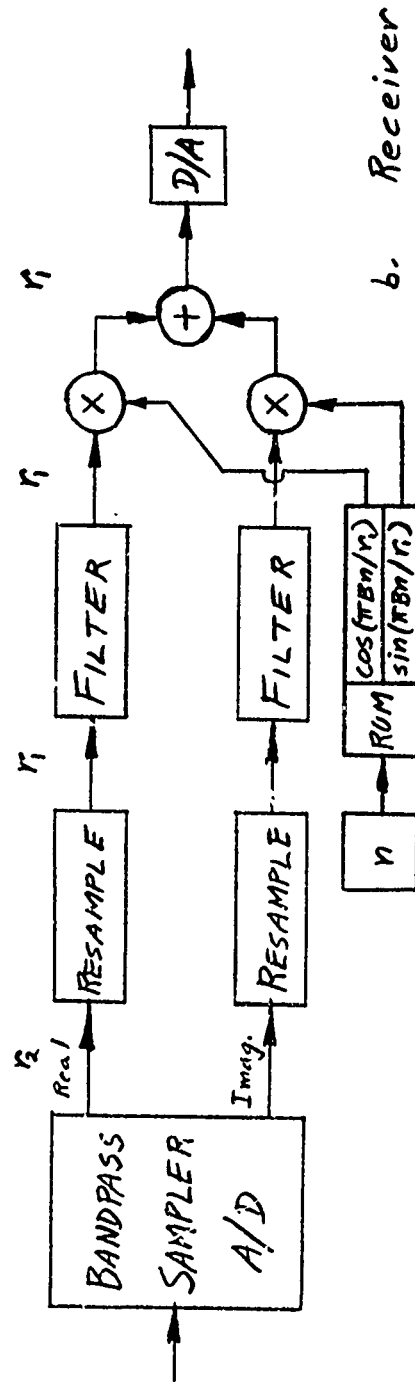
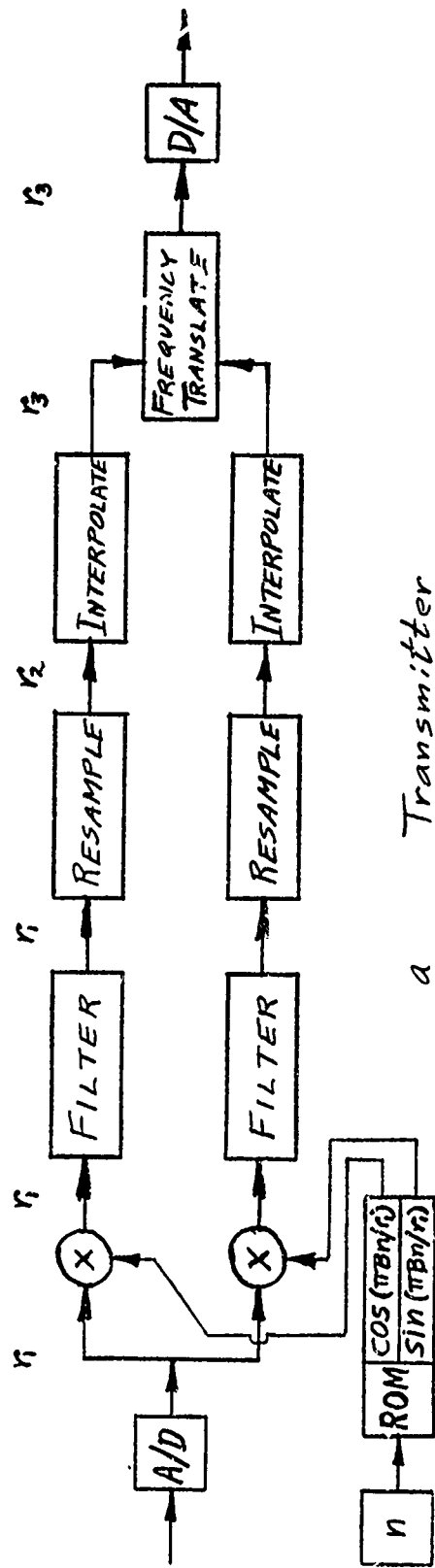


Figure 8: SSB-AM Transceiver Configuration

initial analog to digital converter are illustrated in figures 9a and 9b, assuming a sampling rate of about 8 kilohertz. As shown in figures 9c and 9d, the unwanted sideband can be filtered out by a real lowpass filter provided the spectrum is first appropriately shifted in frequency. A shift to the left (or right) by $B/2$ hertz, for upper (or lower) sideband modulation, is accomplished by multiplying the n^{th} sample by $e^{\mp j\pi Bn/r_1} = \cos(\pi Bn/r_1) \mp j \sin(\pi Bn/r_1)$. The resulting complex signal (figure 9c) is then filtered (figure 9d), resampled, and interpolated to produce the spectrum of figure 9e at a sampling rate of $r_3 = 4f_0$, where $f_0 = f_c \pm B/2$, and f_c is the nominal IF carrier frequency. The spectra in figures 9c, 9d, and 9e are not symmetric about zero frequency and hence the corresponding time signals are complex. The upper branch in figure 8a corresponds to the real part of the signal and the lower branch, the imaginary part.

The frequency translator operates at $r_3 = 4f_0$ samples per second on a complex input signal

$$Z_n = X_n + jY_n \quad (1)$$

to produce the output

$$W_n = \text{Re} \left[Z_n e^{j2\pi f_0 n / r_3} \right] = \text{Re} \left[Z_n e^{j\pi n / 2} \right] = \text{Re} \left[j^n Z_n \right] \quad (2)$$

whose spectrum is illustrated in figure 9f. Since W_n is real, its amplitude spectrum is symmetric about zero frequency.

Since

$$\int X(\tau) e^{j\pi B\tau} h(t-\tau) d\tau = \int X(t-\tau) e^{-j\pi B\tau} h(\tau) d\tau e^{j\pi Bt} \quad (3)$$

an alternative to figure 8a would be to omit the read-only-memory sine and cosine generator, and instead, use different tap weights on the two filters. If h_n represents the n^{th} filter tap weight in figure 8a, the alternate system would not have the ROM or the multipliers, but instead, will have filters in the real and imaginary channels whose n^{th} tap is $h_n \cdot \cos(\pi Bn/r_1)$ and $\mp h_n \cdot \sin(\pi Bn/r_1)$, respectively. The corresponding set of spectra would be similar to figure 9, but without the shift to the left by $B/2$ hertz. The IF carrier in this case would be equal to $f_0 = r_3/4$.

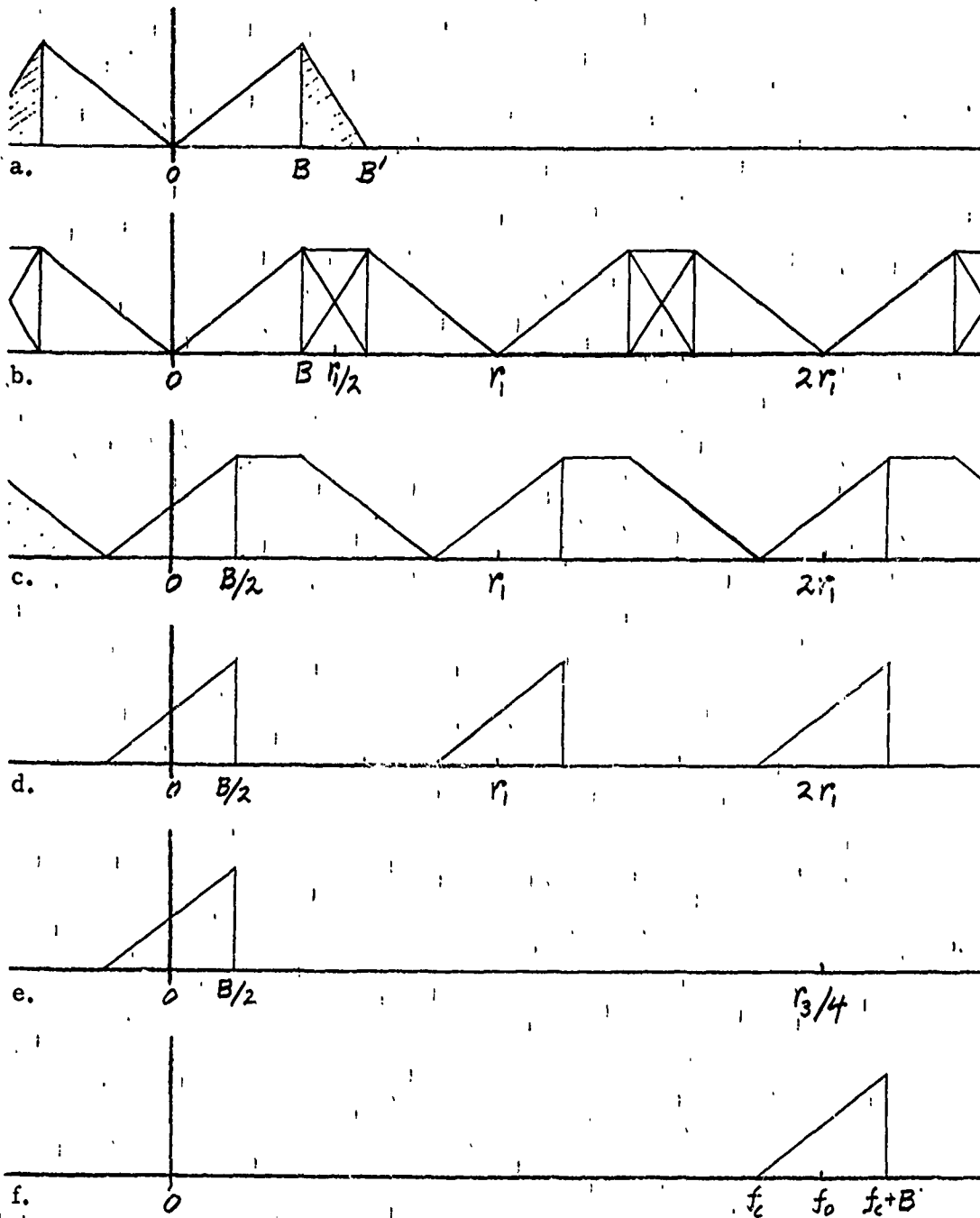


Figure 9: SSB-AM Transmitter Spectra

An advantage of this alternative scheme is that the tap weights for the real channel filter can also be used in the double sideband configuration. Since the single-sideband filter passband will be from 300 to 3,000 hertz (instead of 0 to 3,000 as illustrated), the resulting double-sideband filter will not pass d. c. This is desirable for filtering out the carrier (when operating in a non suppressed carrier mode), and is in fact, precisely how the actual double sideband filter is designed. Disadvantages of the alternative scheme are the two sets of filter tap weights are needed and, if the resampling filter remains real, its complexity is increased due to the doubling of the desired passband.

The single side sideband receiver configuration of figure 8b employs complex sampling of the real IF signal whose spectrum (symmetrical about zero frequency) is shown in figure 10a. The sampling rate, r_2 , must be an integer fraction of f_0 , $f_0 = Kr_2$, and must be high enough to prevent aliasing from interfering with the desired signal. The digital complex signal at the output of the bandpass sampler has a spectrum such as shown in figure 10b, with spectral repeats at the sampling rate, but without symmetry. The imaginary samples may be obtained by sampling $1/(4f_0)$ seconds after the corresponding real sample, provided $f_0 \gg B$. If the IF carrier is not sufficiently high, more sophisticated techniques must be employed to obtain the proper complex samples. The resampling filter brings the sampling rate down to $r_1 = 8$ kilohertz while cutting out the portion of the unwanted spectrum that might cause harmful aliasing at this lower rate (figure 10c). The sharp-cutoff filter can then operate at this lower sampling rate producing the output spectrum of figure 10d. The read-only-memory, multipliers and adder in figure 8b perform the functions of (1) multiplying by $e^{\pm j\pi Bn/r_1}$ to shift the spectrum $B/2$ hertz to the right (or left) and (2) taking the real part to make the resulting spectrum symmetrical about zero frequency (figure 10e):

$$W_n = \left[\text{Re } Z_n e^{\pm j\pi Bn/r_1} \right] = X_n \cos(\pi Bn/r_1) \mp Y_n \sin(\pi Bn/r_1). \quad (4)$$

After digital-to-analog conversion, the spectrum appears as in figure 10f.

3. ANGLE MODULATION (PHASE AND FREQUENCY)

The first four units of the phase or frequency modulated transmitter in figure 11a are identical to the corresponding units in the double-sideband AM transmitter. Consequently, the spectra at the five points from the input to the A/D convertor to the output of the interpolator are the same as in figures 6a through 6e, but with $r_3 = 4f_0$. After phase modulation,

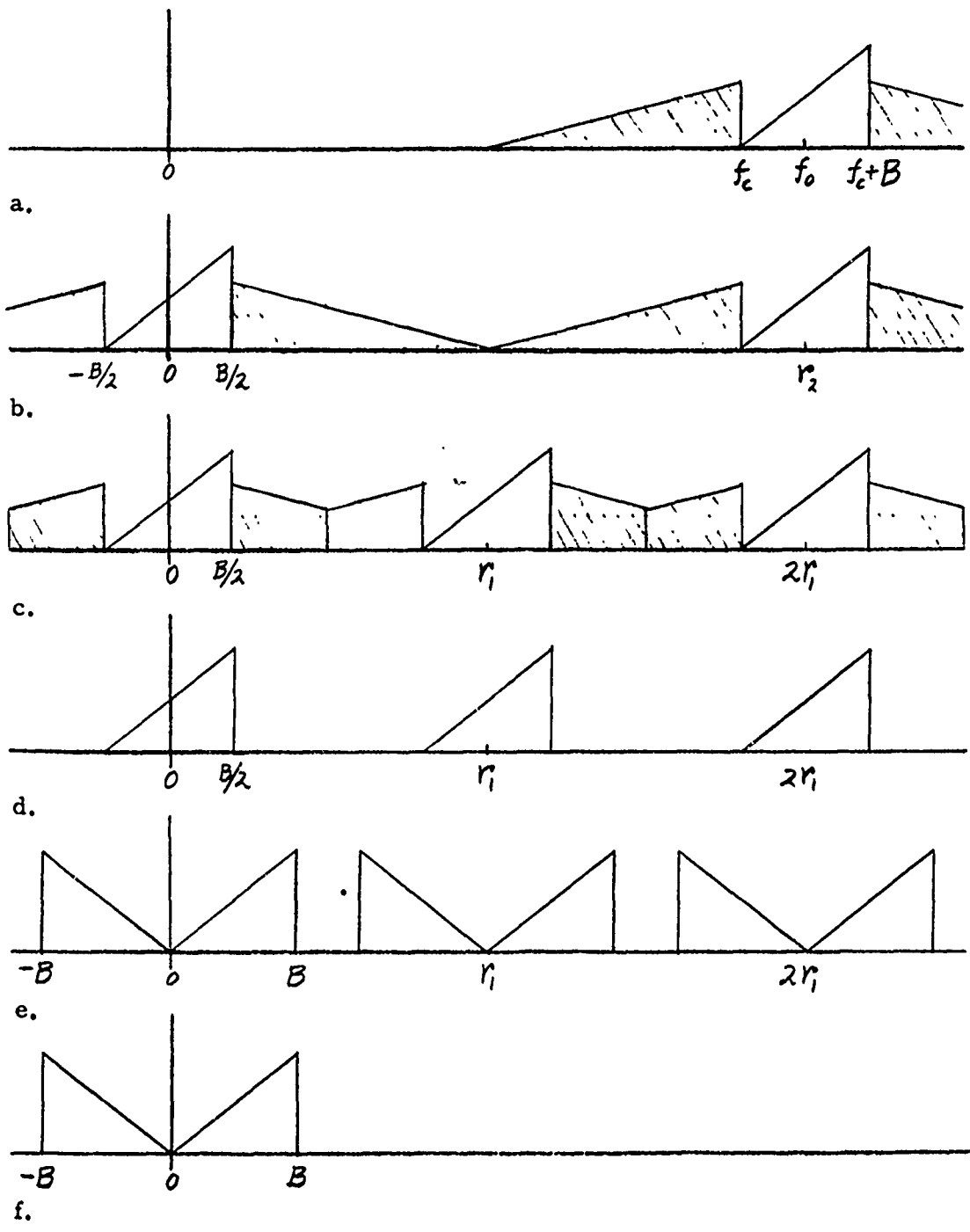


Figure 10: SSB-AM Receiver Spectra

$$Z_n = e^{jX_n} = \cos X_n + j \sin X_n, \quad (5)$$

the spectrum in figure 6e broadens and becomes nonsymmetrical. Frequency translation of this complex signal is accomplished by

$$W_n = \operatorname{Re} \left[j^n Z_n \right] \quad (6)$$

as in the case of single-sideband.

The receiver in figure 11b uses a read-only-memory at the rate r_2 to perform arc-tangent demodulation of the digital low-pass complex output of the bandpass sampler. The demodulated signal is resampled in order to reduce the complexity of the base band filter.

Preemphasis and deemphasis are easily added to the FM configuration as illustrated in Section V.4.

4. INTERPOLATION AND RESAMPLING

All of Section III and part of Section VI will be devoted to the design of convolutional filters. In this subsection we shall consider the design and performance of the interpolation filter.

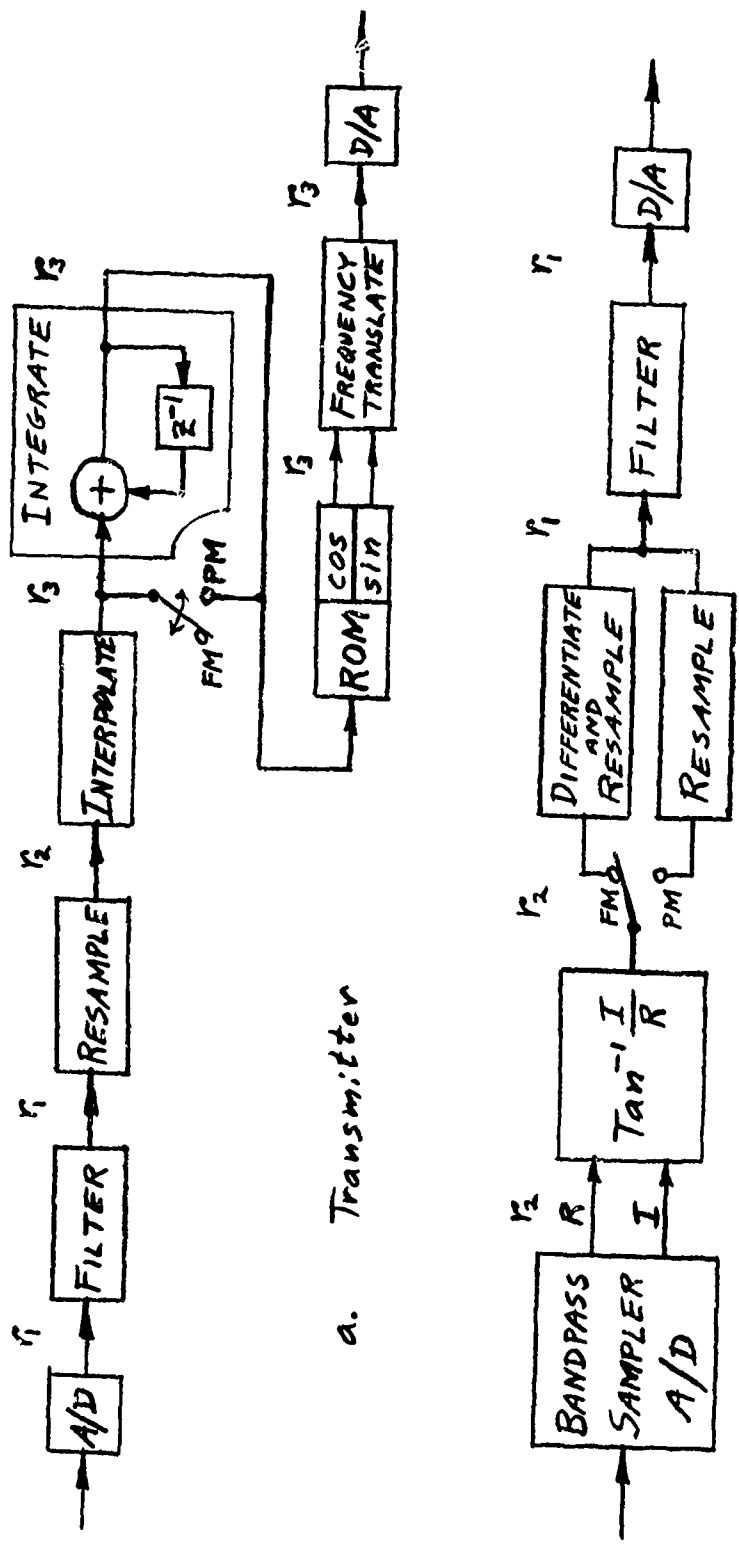
The problem, as illustrated in figure 4, is to take a signal with sampling rate r and produce a signal with sampling rate Kr ($K = 5$ in figure 4). Let $T = 1/(Kr)$ represent the time between samples after interpolation. This output sampling rate, Kr , will be the basic clock rate for the interpolator.

The unit pulse is defined as

$$\delta_n = \begin{cases} 1, & n = 0 \\ 0, & n \neq 0 \end{cases} \quad (7)$$

and the unit step is

$$U_n = \begin{cases} 0, & n < 0 \\ 1, & n \geq 0. \end{cases} \quad (8)$$



a. Transmitter

b. Receiver

Figure 11: PM/FM Transceiver Configuration

Any function sampled at T-second intervals can be described as a superposition of unit pulses

$$x_n = \sum_i x_i \delta_{n-i} \quad (9)$$

The unit response of a time-invariant, linear, discrete-time system, H, is defined as its response to a unit pulse

$$h_n = H[\delta_n] \quad (10)$$

so that the output, y_n , due to an input x_n , is given by a digital convolution:

$$y_n = H[x_n] = \sum_i x_i h_{n-i} \quad (11)$$

For a store and repeat interpolation filter (figure 4b) we have

$$y_n = \sum_{i=n-K+1}^n x_i \quad (12)$$

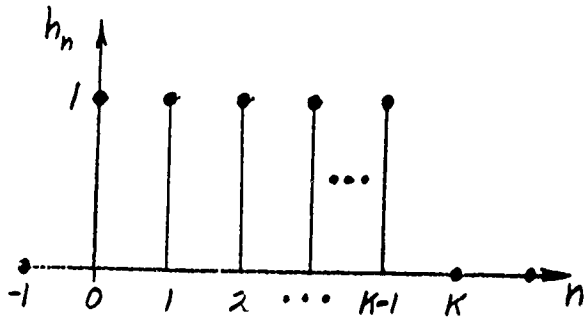
so that its unit response is given by

$$h_n = U_n - U_{n-K} \quad (13)$$

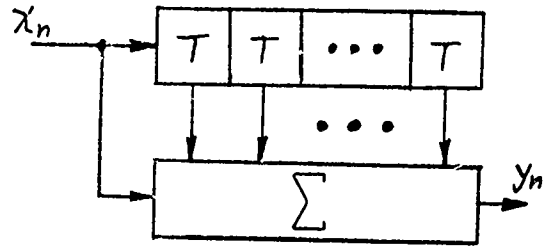
as illustrated in figure 12a. Taking the Z transform, its transfer function is

$$H(z) = \frac{1-z^{-K}}{1-z^{-1}} \quad (14)$$

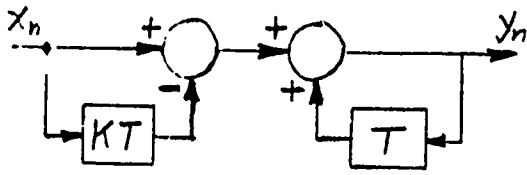
This interpolator may be implemented as a K-1 stage convolutional filter with all unity weights as shown in figure 12b or by any of the equivalent recursive implementations shown in figures 12c, d, and e.



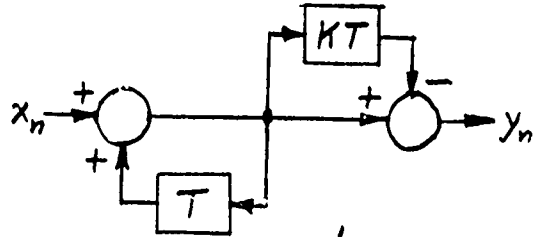
a. Unit Response



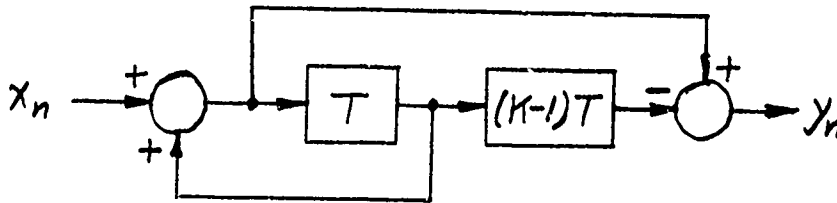
b.



c.



d.



e.

Figure 12: Store and Repeat Interpolation

To obtain the linear interpolation of figure 4c, but with a delay of KT seconds we require an interpolation filter with the unit response shown in figure 13a. This can be implemented as a $2K+1$ stage convolutional filter as shown in figure 2a; with the tap weights given by figure 13a.

Since figure 13a can be obtained by convolving figure 12a with itself and introducing an additional delay of T seconds, the linear interpolator is implemented in figure 13b by cascading two store and repeat structures from figure 12c. Other realizations, are given in figures 13c and d. The last is obtained by noting that

$$H(z) = z^{-1} \left(\frac{1-z^{-K}}{1-z^{-1}} \right)^2 = \frac{z^{2K} - 2z^{K+1}}{z^{2K+1} - 2z^{2K} + z^{2K-1}} \quad (15)$$

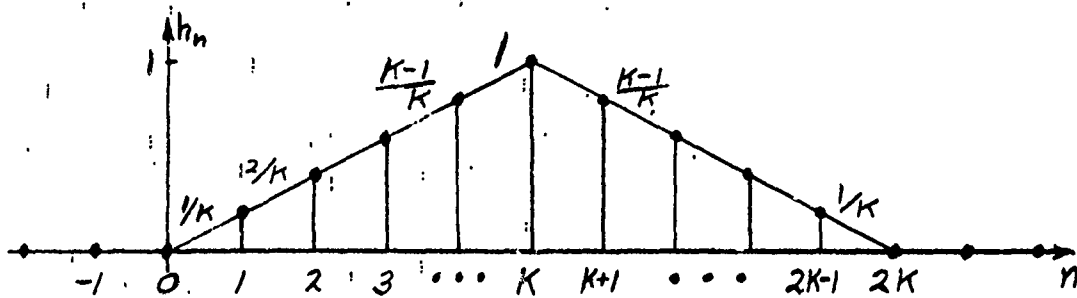
The structures in figures 13b, c, and d should include an attenuation factor, $1/K$ to be strictly consistent with figure 13a.

Now that we can realize interpolation filters, let us consider their frequency response. Since their unit response is symmetric about some value of time, their phase will vary linearly with frequency, resulting in zero differential delay in spite of the nonrecursive realizations. The frequency response of the store and repeat interpolator is obtained by taking the Fourier transform of

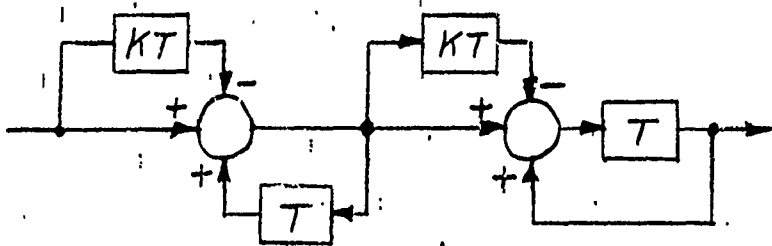
$$h(t) = \sum_{n=0}^{K-1} \delta(t-nT). \quad (16)$$

Thus

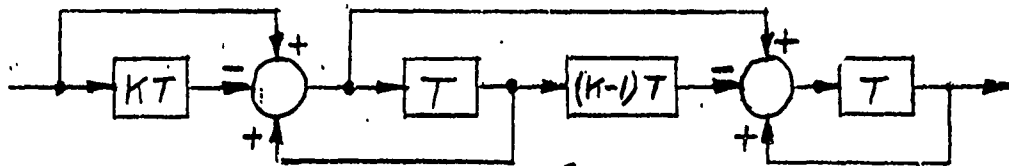
$$\begin{aligned} \mathcal{F}[h(t)] &= \sum_{n=0}^{K-1} e^{-jn\omega T} = \sum_{n=0}^{K-1} (\cos n\omega T - j \sin n\omega T) \\ &= \cos(K-1)\omega T / 2 \frac{\sin K\omega T / 2}{\sin \omega T / 2} - j \sin(K-1)\omega T / 2 \frac{\sin K\omega T / 2}{\sin \omega T / 2} \\ &= \frac{\sin K\omega T / 2}{\sin \omega T / 2} e^{-j(K-1)\omega T / 2} \end{aligned} \quad (17)$$



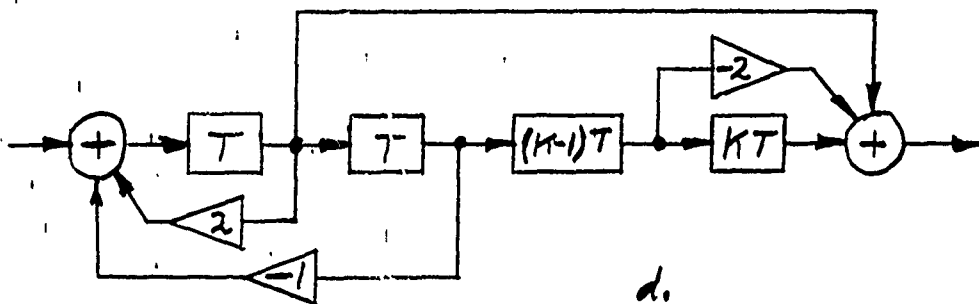
a. Unit Response



b.



c.



d.

Figure 13: Linear Interpolation

where use has been made of series (465) and (466) on page 86 of reference 3. In terms of the frequency variable, $f = \omega/2\pi$,

$$H(f) = \frac{\sin K\pi fT}{\sin \pi fT} e^{-j(K-1)\pi fT} \quad (18)$$

$$= \frac{\sin \pi f/r}{\sin \pi f/Kr} e^{-j\frac{K-1}{K}\pi f/r}$$

where r was the sampling rate before interpolation. It is evident from the first line of the derivation that $H(f)$ repeats with a period of $Kr = 1/T$:

$$H(f) = H(f+iKr). \quad (19)$$

It has zeroes at all multiples of r other than the iK^{th} (i. e., $H(ir) = 0$ for $i = 1, 2, \dots, K-1$ and $H(Kr) = H(0) = K$). Furthermore,

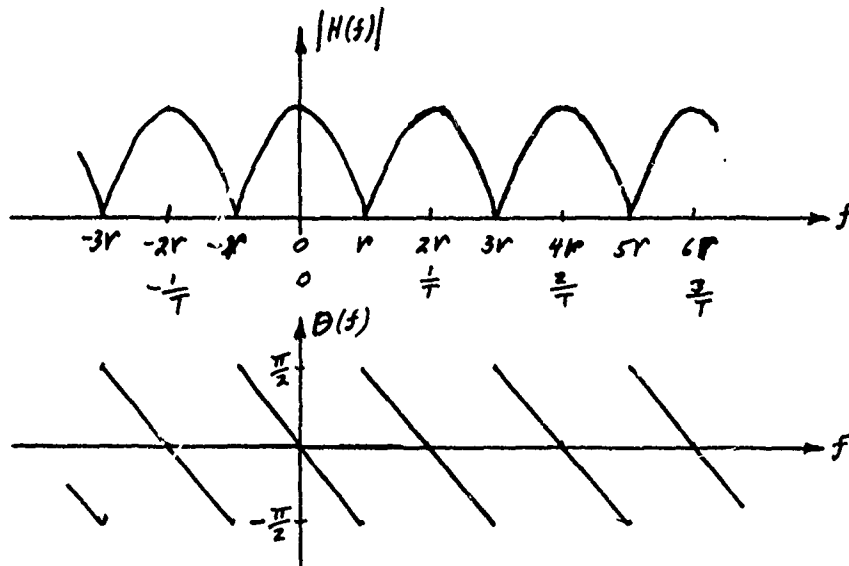
$$\frac{1}{K} H(f) \rightarrow \frac{\sin \pi f/r}{\pi f/r} \quad (20)$$

as $K \rightarrow \infty$. For the case $K = 2$ we have

$$\begin{aligned} H(f) &= \frac{\sin 2\pi fT}{\sin \pi fT} e^{-j\pi fT} \\ &= 2\cos \pi fT e^{-j\pi fT} \\ &= 1 + e^{-j2\pi fT} \end{aligned} \quad (21)$$

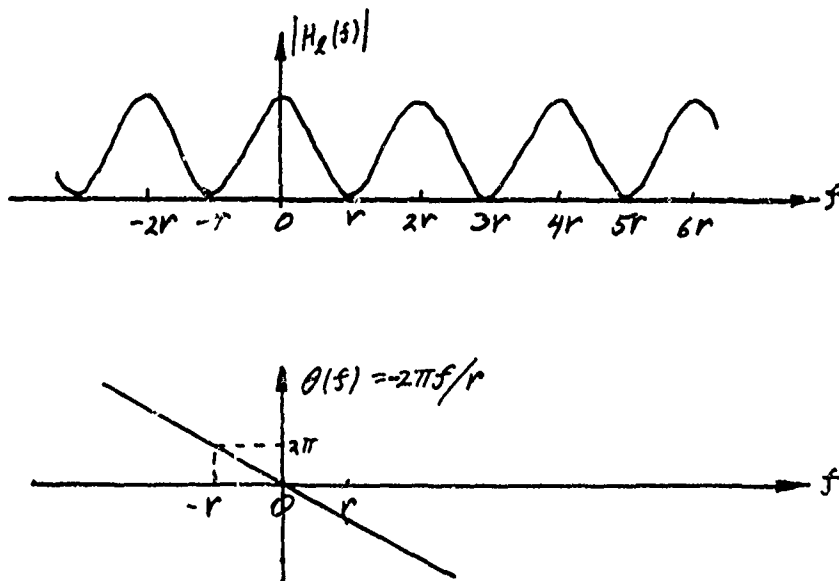
whose amplitude and phase spectra is plotted in figure 14a.

The frequency response of the linear interpolator is given by



a. Store and Repeat

$$H(f) = |H(f)| e^{j\theta(f)}$$



b. Linear Interpolation

Figure 14: Amplitude and Phase Spectra for Two-to-One Interpolation

$$\begin{aligned}
 H_{\ell}(f) &= \frac{1}{K} [H(f)]^2 e^{-j2\pi f T} = \frac{1}{K} \left(\frac{\sin K\pi f T}{\sin \pi f T} \right)^2 e^{-j2K\pi f T} \\
 &= \frac{1}{K} \left(\frac{\sin \pi f / r}{\sin \pi f / Kr} \right)^2 e^{-j2\pi f / r}.
 \end{aligned}
 \tag{22}$$

This has period Kr , zeros at multiples of r other than the iK^{th} , and

$$\frac{1}{K} H_{\ell}(f) \rightarrow \left(\frac{\sin \pi f}{\pi f} \right)^2
 \tag{23}$$

as $K \rightarrow \infty$. For the case $K = 2$,

$$\begin{aligned}
 H_{\ell}(f) &= 2 \cos^2 \pi f T e^{-j4\pi f T} \\
 &= (1 + \cos 2\pi f T) e^{-j4\pi f T},
 \end{aligned}
 \tag{24}$$

as shown in figure 14b. Before interpolation the signal spectrum repeated every r hertz. Both interpolators in figure 14 serve to attenuate every other spectral repeat, with the linear interpolator doing a better job.

The analysis in Section III. 1. b of Reference 1 is valid only for large sampling ratios, K , since a $\frac{\sin \pi f / r}{\pi f / r}$ response is used, instead of $\frac{\sin \pi f / r}{\sin \pi f / Kr}$. Assuming K large and letting $2B$ represent the total signal bandwidth into the interpolator ($B \approx 1.5$ KHz for SSB modulation and $B = 3$ KHz for DSB and angle modulation) the ratio of the total energy contained in the unwanted spectral repeats to the desired energy was bounded in reference 1 for store-and-repeat interpolation:

$$ERH < 2 \left(\frac{B}{r} \right)^2 \sum_{m=1}^{\infty} \frac{1}{(m - \frac{1}{r})^2} \approx \frac{\pi^2}{3} \left(\frac{B}{r} \right)^2
 \tag{25}$$

or

$$ERH < 5 - 20 \log \frac{r}{B} \quad \text{db.}
 \tag{26}$$

Similarly, for linear interpolation, we find:

$$ERH < 2 \left(\frac{B}{r}\right)^4 \sum_{m=1}^{\infty} \frac{1}{(m - \frac{B}{r})^4} \approx \frac{\pi^4}{45} \left(\frac{B}{r}\right)^4 \quad (27)$$

or

$$ERH < 3 - 40 \log \frac{r}{B} \quad \text{db.} \quad (28)$$

Thus, if the sampling rate before interpolation is $r = 16B$ (e. b., $B = 3\text{KHz}$ and $r = 48\text{KHz}$), then linear interpolation can produce more than 45 db attenuation of the unwanted energy. Since we chose the original sampling rate to be $r_1 = 8\text{KHz}$ we shall use the resampling filter to bring the rate up by a factor of 6, to $r_2 = 48\text{KHz}$.

Note that the sharp cut-off filter operates at the lowest possible rate, $r_1 = 8\text{KHz}$. The number of taps, N_1 , which must be large because of stringent filter requirements, is minimized by using a low sampling rate. The multiplication rate for that filter is $N_1 r_1$ multiplications per second.

The resampling filter can have a relatively wide transition region between passband and stopband. It can thus operate at a higher sampling rate, $r_2 = 48\text{KHz}$, without an excessive number of taps, $N_2 \leq N_1$. Since its input is "zero filled" in transmitter operation and since only every 6th output sample need be computed in receiver operation, the multiplication rate for this filter is only $N_2 r_1 (= N_2 r_2 / 6)$.

Finally since the interpolation filter will operate at an extremely high rate ($r_3 \approx 1\text{MHz}$), an implementation was found that requires no multiplications at all. This was possible because an extremely wide transition region is allowed. If the interpolation filter had required N_3 tap weights, its multiplication rate would have been $N_3 r_2$. Fortunately, an implementation was found for which $N_3 = 0$.

SECTION III

FINITE RESPONSE FILTER DESIGN

For a digital filter to have a perfectly linear phase versus frequency characteristic, its unit response must be symmetrical about some point:

$$h_n = \begin{cases} C_0 & , n = M \\ \frac{1}{2}C_{|n-M|} & , |n-M| = 1, 2, \dots, M \\ 0 & , |n-M| > M. \end{cases} \quad (1)$$

The combined requirements of symmetry ($h_{M-n} = h_{M+n}$) and physical realizability ($h_n = 0$ for $n < 0$) imply a unit response of finite duration:

$$h_n = 0 \text{ for } n < 0 \text{ and } n > 2M.$$

Such a finite response can be readily implemented in a non-recursive (or convolutional) structure. The filter tap weights are simply the values of the unit response.

The frequency response corresponding to equation (1) is

$$\begin{aligned} H(f) &= \sum_{n=0}^{2M} h_n e^{-j2\pi n f / r} = e^{-j2\pi M f / r} \sum_{K=0}^M C_K \cos(2\pi K f / r) \\ &= e^{-j2\pi M f / r} H_0(f). \end{aligned} \quad (2)$$

The problem is to choose the M values of C_K so that $H_0(f)$ adequately approximates a desired frequency response while the order of the filter, $2M+1$, is kept small. There has been much recent activity and progress in the design of such finite response filters. This section will serve to summarize this progress and to introduce our design approach.

Finite response filters are commonly referred to as non-recursive (or transversal) filters. As we have seen with the interpolation filters discussed in section II. 4, finite response filters can be implemented recursively as well as non-recursively. A discussion of the relative merits of these two implementation approaches is deferred to Section VI. 1. Until then, we shall assume a non-recursive implementation for the filters discussed in this section.

1. WINDOW CARPENTRY

The classical design approach (4, 5, 6) has been to find the unit sample response corresponding to the desired frequency response and truncate it by an appropriate window function.

Consider the problem of approximating an ideal low-pass filter with zero phase, unity gain from $-B$ to B Hz, and zero gain elsewhere:

$$H_0(f) = \begin{cases} 1, & -B < f < B \\ 0, & \text{elsewhere.} \end{cases} \quad (3)$$

The corresponding impulse response is

$$h(t) = 2B \frac{\sin 2\pi B t}{2\pi B t}$$

The sampled data version of this filter has a unit response

$$\begin{aligned} h_n &= \frac{1}{r} \int_{-r/2}^{r/2} H_0(f) e^{j2\pi n f / r} df \\ &= 2 \frac{B}{r} \frac{\sin 2\pi n B / r}{2\pi n B / r}, \quad n=0, \pm 1, \pm 2, \dots \end{aligned} \quad (4)$$

and an ideal filter spectrum that repeats at the sampling rate, r ($r > 2B$). This ideal filter, however, requires a unit response of infinite duration. Simple truncation to $2M+1$ terms by merely setting $h_n = 0$ for $|n| > M$ (the so called rectangular window) results in a 9 percent frequency response overshoot at the band edges (the so called Gibbs phenomenon (7)).

Multiplying h_n by a finite duration window function w_n ($w_n = 0$ for $|n| > M$) results in a finite duration unit response whose spectrum is the convolution of $H_0(f)$ with $W(f)$ the Fourier transform of the window function. The window function is chosen so that $W(f)$ has a narrow main lobe with small sidelobes. The rectangular window

$$w_n = \begin{cases} 1, & n=0, \pm 1, \pm 2, \dots, \pm M \\ 0, & \text{elsewhere} \end{cases} \quad (5)$$

is inadequate because of the sidelobes in its Fourier transform. Triangular and truncated gaussian windows offer some improvement, though decreased sidelobes come at the expense of a widened main lobe (for fixed M). Windows of the form

$$w_n = C + (1-C)\cos(\pi n/M), \quad n=0, \pm 1, \pm 2, \dots, \pm M \quad (6)$$

have historically⁽⁴⁾ been found useful, in that they serve to cancel the first $(\sin x)/x$ sidelobe of the rectangular window without appreciably widening the main lobe. For $C = 0.54$ we have a Hamming window, for $C = 0.5$ we have a Hanning window, and for $C = 0.56$ we have Stockham's⁽⁸⁾ modified Hamming window. A variety of other more complex, windows (including the Kaiser and Dolph-Chebyshev windows) have been found even more effective.^(5, 9)

The major advantage of the time-domain window approach is the extreme simplicity of the filter design procedure.

2. FREQUENCY SAMPLE SPECIFICATION

This approach, introduced by Gold and Jordan⁽¹⁰⁾ and developed by Rabiner, Gold and McGonegal,^(11, 12) specifies the filter response at discrete frequencies.

Consider the ideal low-pass filter, $H_0(f)$, which is an even function of frequency. The frequency range, 0 to $\frac{r}{2}$, is divided into M segments and

$$H_i = H\left(\frac{ir}{2M}\right), \quad i=0, 1, 2, \dots, M \quad (7)$$

is specified to be unity for $\frac{ir}{2M} < B$ and zero for $\frac{ir}{2M} > B$, with $H_{-i} = H_i$. These values can be viewed as the Fourier Series coefficients of a periodic version of $h(t)$. Instead of being truncated, $h(t)$ is aliased by its periodicity. The sampled version of this $h(t)$ furnishes a possible set of filter tap weights, h_n . The weights h_n can be obtained from $H(\frac{ir}{2M})$ by the Discrete Fourier Transform (utilizing an FFT algorithm). Unfortunately, the corresponding spectrum, while agreeing with the ideal at the specified points, is far from ideal elsewhere. To overcome this problem, a few frequency samples in the neighborhood of the transition frequency ($\pm B$ hertz) are allowed to vary in amplitude. The overall frequency response is thus improved (as in the window approach) by reducing the ripple near the band edges at the expense of broadening the transition band.

This procedure usually outperforms the window approach, but at the expense of a linear search for the optimum values of the frequency samples being varied.

3. ZERO PLACEMENT

The previous approach specifies a uniform placement of real frequency zeros in the stopband. A variant due to Requicha and Voelcker⁽¹³⁾ specifies the non-uniform placement of all real and complex zeros, resulting in filter stopbands that are specified in terms of attenuation rates measured in decibels per octave.

If N_v real frequency zeros are uniformly spaced over the entire r hertz frequency range and M of these are replaced by N_p complex passband zeros (leaving $N_s = N_v - M$ stopband zeros) an approximate asymptotic attenuation rate of

$$A = -6(M - N_p) = -6[N_v - (N_s + N_p)] \text{ db/octave} \quad (8)$$

is achieved. Thus, high attenuation rates are achievable by closely packing the stopband zeros.

4. EQUAL RIPPLE SPECIFICATION

The most sophisticated approach to nonrecursive filter design is to specify the order of the filter and the maximum allowable ripple in both the passband and stopband. A non-linear optimization technique is then used to specify the filter meeting these constraints with a minimum transition band.⁽¹⁴⁾ Herrmann has available the tap weights of 400 filters designed in this manner. An efficient algorithm (due to Hofstetter⁽¹⁵⁾) for the design of

optimum non-recursive digital filters having prescribed equal stopband and equal passband ripples, is outlined below.

The filter specification is given in terms of the maximum allowable deviation from unity in the passband, δ_p , the maximum allowable deviation from zero in the stop band, δ_s , the maximum number of extrema in the passband, n_p , and the maximum number of extrema in the stopband, n_s . The filter of minimum order, $2M+1$, will have $M = n_p + n_s + 1$. The passband edge, f_p , and the stopband edge, f_s , are defined as the frequencies at which the response first leaves and finally enters the corresponding tolerance region, $|H(f) - 1| \leq \delta_p$ and $|H(f)| \leq \delta_s$. The narrowest transition band, $|f_s - f_p|$, occurs when the filter is equiripple in both the passband and the stopband. Since

$$H_o(f) = \sum_{K=0}^M C_K \cos 2\pi Kf/r \quad (9)$$

can be written as

$$H_o(f) = \sum_{K=0}^M d_K x^K, \quad (10)$$

where $x = \cos 2\pi f/r$, a trigonometric polynomial approximation to the desired frequency characteristic is being sought.

The design algorithm begins with an initial set of $M+1$ frequencies ($0 = f_0 < f_1 < f_2 < \dots < f_m = r/2$) and a Lagrange interpolation polynomial that goes through the values $1 + \delta_p$ and $-\delta_s$ at these frequencies (the black dots in figure 15). The second iteration utilizes the frequencies at which the extrema of the first polynomial occur (the open dots in figure 15). The procedure, utilizing a variant of the barycentric form of the Lagrange interpolation formula, is continued until all the extremum frequencies are equal to their counterparts from the previous iteration. The filter tap weights, h_n , are obtained from this final $H(f)$ as a discrete fourier transform of $H(\frac{1+r}{2M})$.

Slight variations of this procedure can be used to design bandpass filters, low pass differentiators, etc. For example, a bandpass differentiator having an ideal frequency response

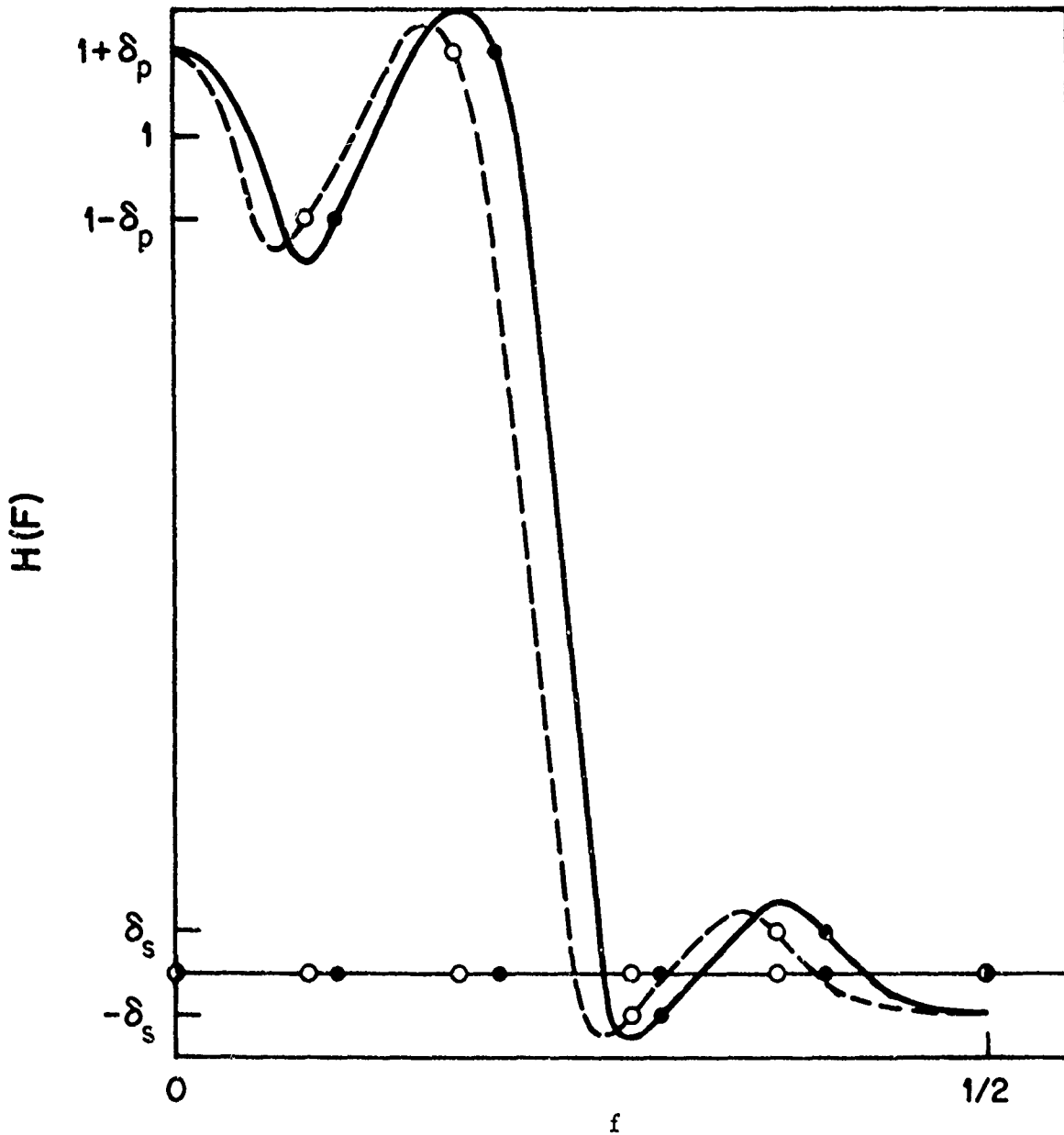


Figure 15: The Hofstetter Finite-Response Design Algorithm for an 11-tap Low-Pass Filter with $n_p = n_s = 2$

$$H(f) = \begin{cases} 0 & , |f| < b \\ j2\pi f & , b < |f| < B \\ 0 & , |f| > B \end{cases} \quad (11)$$

would be specified to be purely imaginary and to remain within $\pm \delta_1$ and $\pm \delta_2$ in the two stopbands and within $2\pi f(1 \pm \delta_p)$ in the passband (i. e., the percentage error in the passband is specified). The fact that the procedure converges rapidly and yields an optimum design makes it extremely attractive.

5. QUANTIZATION EFFECTS

Errors are introduced in convolutional filters through limited word-lengths for the state variables (the signal values stored in the shift registers) and for the filter tap weights (the constants stored in read-only-memories). Errors of the first type, including the rounding of the result of the convolution, can be described as additive noise with variance $E^2/12$, where E is the quantization level difference. Errors of the second kind, however, can alter the frequency response of the filter.

A filter designed according to one of the preceding methods to satisfy certain ripple specifications, will no longer meet those specifications when the tap weights are rounded. However there may exist a set of weights, within the word length limitation, but different than the rounded version of the ideal weights, that does satisfy the filter requirements. Avenhaus and Schussler^(16, 17) have proposed a modified Gauss-Seidel procedure for searching the discrete parameter space in the neighborhood of the ideal, for an optimum set of quantized tap weights.

6. INTERACTIVE DESIGN AND THE RAISED-COSINE ROLL-OFF

As pointed out in the last section, most algorithms for optimum filter design are relatively meaningless if the filter tap weights are rounded to accommodate a word-length limitation. Our approach for an expedient (rather than optimum) design has been a human search on a computer terminal. A computer program was written, based on the simple window approach and designed for man-machine interaction. The program rounds the tap weights and performs a fast Fourier transform on these rounded weights to furnish the actual frequency response. The number of bits precision (word-length), L , the window parameter, C , the 6 db cutoff point, B , and M (where $2M+1$ is the nominal number of filter taps) are parameters at the disposal of the designer. Because the magnitude of

the tap weights decrease as n increases, the weights eventually fall below $E/2$ where E is the quantization level difference. These weights are rounded to zero, so that the actual order of the filter, N , is less than $2M+1$.

Specifications were set on the allowable passband and stopband ripples and on the maximum allowable transition width. A search for the filter of minimum order for a given precision revealed that the minimum number of taps occurred at the values of the parameters C and M for which the natural truncation phenomenon was most pronounced, i. e. , when $(2M+1)-N$ was a maximum.

This led to consideration of the raised-cosine filter characteristic. (18)
The ideal filter characteristic

$$H_0(f) = 1, \quad 0 \leq f \leq B \quad (12)$$

shown in figure 16a corresponds to an impulse response:

$$h(t) = 2B \frac{\sin(2\pi Bt)}{2\pi Bt} \quad (13)$$

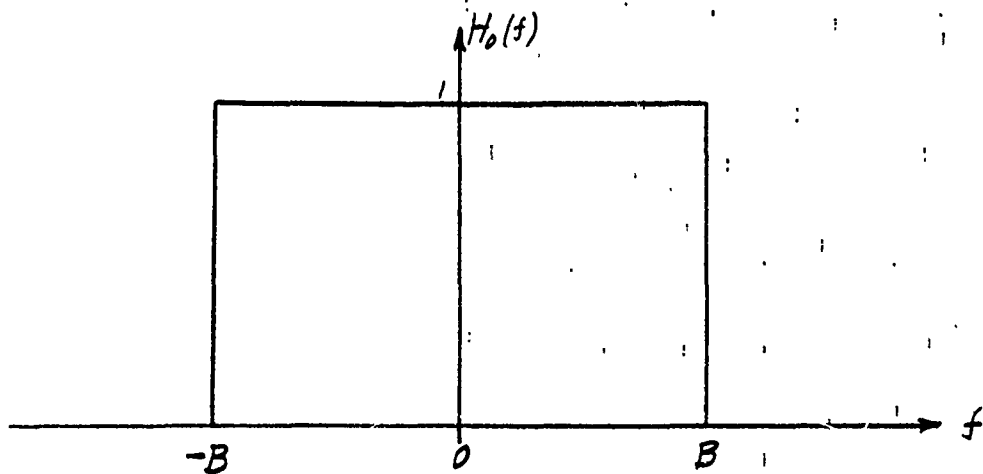
which decays asymptotically as $1/t$ and has a corresponding unit response:

$$h_n = \frac{\sin(2\pi nB/r)}{\pi n} \quad (14)$$

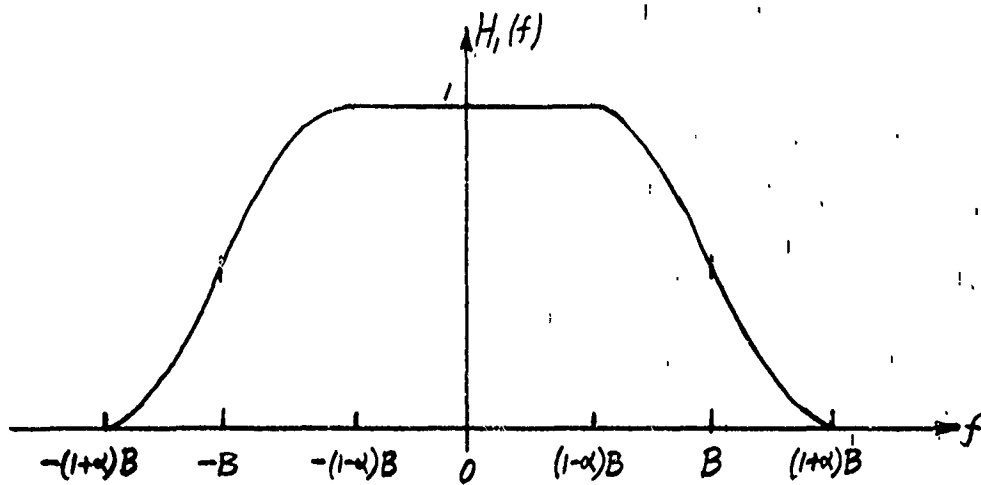
The raised-cosine filter characteristic with roll-off α

$$H_1(f) = \begin{cases} 1, & 0 \leq f \leq (1-\alpha)B \\ 1/2 \left[1 - \frac{\sin \pi \frac{(f-B)}{2\alpha B}}{2\alpha B} \right], & (1-\alpha)B \leq f \leq (1+\alpha)B \end{cases} \quad (15)$$

shown in figure 16b corresponds to an impulse response



(a) $\alpha = 0$



(b) $\alpha = 0.5$

Figure 16: The Raised-Cosine Filter Characteristic

$$h(t) = 2B \frac{\sin(2\pi Bt)}{2\pi Bt} \frac{\cos(2\pi \alpha Bt)}{1-4(2\alpha Bt)^2} \quad (16)$$

which decays as $1/t^3$ for large t . The corresponding unit response,

$$h_n = \frac{\sin(2\pi nB/r)}{\pi n} \frac{\cos(2\pi \alpha nB/r)}{1-4(2\alpha nB/r)^2} \quad (17)$$

with the second factor $\cos(\pi x)/(1-4x^2)$ set equal to $\pi/4$ when $x = 1/2$, will enhance the natural truncation phenomenon because of the $1/n^3$ decay. By utilizing a small value for α , a filter of low order N is obtained without too great a sacrifice in transition width ($f_s - f_p \approx 2\alpha$). Unfortunately, this natural truncation gives rise to ripples in much the same way as does rectangular truncation. However, when this technique is used in conjunction with a window,

$$h_n = \frac{\sin(2\pi nB/r)}{\pi n} \cdot \frac{\cos(2\pi \alpha nB/r)}{1-4(2\alpha nB/r)^2} \cdot \left[C + (1-C)\cos(\pi n/M) \right], \quad (18)$$

excellent results are achieved.

The details of the interactive filter design program are given in Section VI. 2.

SECTION IV

BANDPASS SAMPLING

1. IN-PHASE AND QUADRATURE SAMPLING

In this section we will derive some of the basic mathematical relations pertaining to the in-phase and quadrature sampling technique used for translating a bandpass signal to lowpass. In general we will be concerned with a real signal $s(t)$ whose Fourier transform $S(\omega)$ is band limited and centered approximately at $\pm f_c$. More specifically let

$$F [s(t)] = S(\omega), \text{ where } S(\omega) = 0 \text{ for } f_c - \frac{W}{2} \geq |f| \geq f_c + \frac{W}{2} \quad (1)$$

as shown in figure 17a.

The analytic signal $Z(t)$ of $s(t)$ is defined as

$$Z(t) = s(t) + j\hat{s}(t) \quad (2)$$

where $\hat{s}(t)$ is the Hilbert Transform of $s(t)$. The Fourier Transforms of $Z(t)$ and $\hat{s}(t)$ are respectively given by

$$F [Z(t)] = \begin{cases} 2S(\omega) & \text{for } \omega > 0 \\ 0 & \text{for } \omega < 0 \end{cases} \quad (3)$$

$$F [\hat{s}(t)] = \begin{cases} -jS(\omega) & \text{for } \omega > 0 \\ jS(\omega) & \text{for } \omega < 0 \end{cases} \quad (4)$$

In words, the spectrum of the analytic signal $Z(t)$ is the one sided spectrum of $s(t)$ and the spectrum of the Hilbert Transform $\hat{s}(t)$ is the spectrum of $s(t)$ with the negative frequencies shifted $\pi/2$ and the positive frequencies shifted $-\pi/2$.

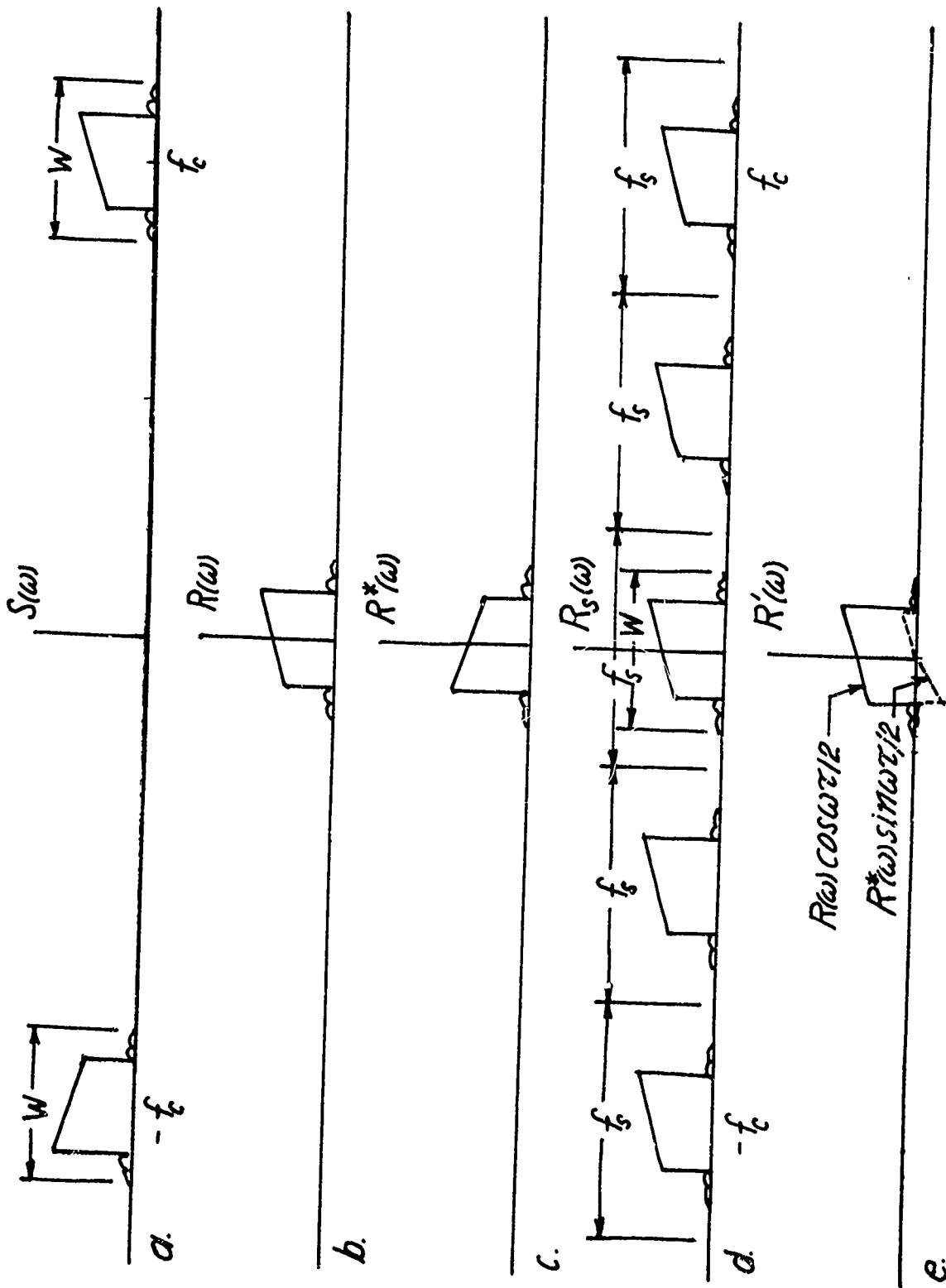


Figure 17: Waveform Spectra for In-Phase and Quadrature Sampling

Let us now define $R(t)$ the complex envelope of $s(t)$ at frequency f_c by the equation

$$R(t) = Z(t)\exp[-j\omega_c t] = I(t) + jQ(t) \quad (5)$$

where $I(t)$ and $Q(t)$ can be seen from definition (5) to be given by

$$\begin{aligned} I(t) &= s(t)\cos\omega_c t + \hat{s}(t)\sin\omega_c t \\ Q(t) &= \hat{s}(t)\cos\omega_c t - s(t)\sin\omega_c t \end{aligned} \quad (6)$$

Also from equations (6) we can solve for $s(t)$ and $\hat{s}(t)$ to obtain

$$\begin{aligned} s(t) &= I(t)\cos\omega_c t - Q(t)\sin\omega_c t \\ \hat{s}(t) &= I(t)\sin\omega_c t + Q(t)\cos\omega_c t \end{aligned} \quad (7)$$

The Fourier Transform of $R(t)$ denoted by $R(\omega)$ is the transform of the analytic signal $Z(t)$ translated down in frequency by f_c . Similarly the spectrum $R^*(\omega)$ of the complex conjugate $R^*(t)$ of $R(t)$ is the spectrum the conjugate $Z^*(t)$ of the analytic signal translated up in frequency by f_c , i. e. the negative frequency part of $S(\omega)$ translated up by f_c . Both $R(\omega)$ and $R^*(\omega)$ are shown in figures 17b and 17c respectively. Note that $R^*(\omega)$ is not the complex conjugate of $R(\omega)$. If we denote the complex conjugate of $R(\omega)$ by $\overline{R(\omega)}$ then $R^*(\omega)$ is given by

$$R^*(\omega) = \overline{R(-\omega)} = A_R(-\omega) - jB_R(-\omega) \quad (8)$$

where

$$R(\omega) = A_R(\omega) + jB_R(\omega)$$

and $A_R(\omega)$ and $B_R(\omega)$ are the real and imaginary components of the spectrum $R(\omega)$.

Now let $I(\omega)$ and $Q(\omega)$ respectively represent the Fourier Transform of $I(t)$ and $Q(t)$. From the definitions of $R(\omega)$ and $R^*(\omega)$ we thus have

$$A_r(\omega) + jB_r(\omega) = I(\omega) + jQ(\omega)$$

and

$$A_r(-\omega) - jB_r(-\omega) = I(\omega) - jQ(\omega) \quad (9)$$

from which we obtain

$$I(\omega) = 1/2 [A_r(\omega) + A_r(-\omega)] + j1/2 [B_r(\omega) - B_r(-\omega)]$$

and

$$Q(\omega) = 1/2 [B_r(\omega) + B_r(-\omega)] - j1/2 [A_r(\omega) - A_r(-\omega)] \quad (10)$$

Consider now the case where we sample the real bandpass signal $s(t)$ at times

$$t_{mi} = mT$$

and

$$t_{mq} = mT - \tau$$

where

$$T = nT_{c \leq 1/W} \text{ and } T_c = 1/f_c$$

and

$$\tau = kT_c + T_c/4. \quad (11)$$

and where m , n and k are integers.

In words, we sample $s(t)$ at times t_{mi} to obtain the in-phase samples and at times t_{mq} to obtain the quadrature samples. The period T as noted from equations (11) contains an integral number of cycles at frequency f_c . Thus the m th in-phase sample is given by

$$s(t_{mi}) = I(mT) \quad (12)$$

which is obtained from equation (7) after replacing t with t_{mi} .

Similarly the quadrature samples are obtained at times t_{mq} which differ from the in-phase sampling times by one quarter cycle of frequency f_c . Thus the m th quadrature sample is similarly obtained by substituting

t_{mq} in equation (7) i.e.

$$S(t_{mq}) = Q(mT - \tau) \quad (13)$$

We will now show that the in-phase and quadrature sampling technique can recover to a good approximation the spectrum $R(\omega)$ of the complex envelope. Inasmuch as $R(\omega)$ contains all of the information in $s(t)$. Recovery of $R(\omega)$ would therefore be adequate. Since the signal is sampled at a rate f_s we will in fact not recover $R(\omega)$ but rather $R_s(\omega)$ which is $R(\omega)$ repeated periodically with period f_s . If $f_s \geq W$ there will be no spectral overlaps and therefore $R_s(\omega)$ as shown in figure 17d will also contain all of the information in the original $R(\omega)$.

Consider now the two functions $I(t)$ and $Q(t - \tau)$ the sampled values of these two continuous functions being our in-phase and quadrature samples given by equations (12) and (13). The Fourier Transform of these functions are obviously given by

$$F[I(t)] = I(\omega) \quad (14)$$

and

$$F[Q(t - \tau)] = Q(\omega)e^{-j\omega\tau}$$

and therefore the recovered spectrum $R'(\omega)$ for the continuous case can be written as

$$R'(\omega) = I(\omega) + jQ(\omega)e^{-j\omega\tau}$$

which after some algebraic manipulations and using equations (8), (9) and (10) becomes

$$R'(\omega) = \left[R(\omega)\cos\omega\tau/2 + jR^*(\omega)\sin\omega\tau/2 \right] e^{-j\omega\tau/2} \quad (15)$$

The recovered spectrum $R'_s(\omega)$ of the sampled waveform will be the same as in equation (15) repeated periodically with period equal to the sampling rate f_s . The recovered spectrum after in-phase and quadrature sampling will thus consist of the desired spectrum $R(\omega)$ filtered by a $\cos\omega\tau/2$ term and an undesired term $R^*(\omega)$, (the negative frequencies term of the original

spectrum $S(\omega)$, filtered by $j\sin\omega\tau/2$ as shown in figure 17e. The $\exp(-j\omega\tau/2)$ term of course represents a time delay of $\tau/2$ and is of no significant consequence. Clearly from equation (15) one would want to make τ as small as possible in order to minimize the effects of the interfering term $R^*(\omega)$. From equation (11) it can be seen that the smallest τ can be made in $T_c/4$ which would result in filter characteristics of $\cos\omega T_c/8$ and $\sin\omega T_c/8$ respectively for the desired and undesired terms. The extent to which the recovered signal thus described will differ from the desired signal is thus seen clearly to depend on the ratio W/f_c . Thus if $W/f_c \ll 1$, i. e. if the narrowband approximation holds, then the interfering term would be negligible otherwise it will not. If the narrowband approximation does not hold or if the requirements are such that the interfering term cannot be tolerated then one must find ways of eliminating or reducing this interference. We will describe two approaches which will enable us to reduce the interfering component $R^*(\omega)\sin\omega\tau/2$. In the first approach the sampled values of $I(t)$ and $Q(t-\tau)$ are filtered digitally while in the second approach instead of sampling twice per period T we sample more often to obtain sampled values of $I(t)$, $I(t+2\tau)$, $I(t+4\tau)$... and $Q(t+\tau)$, $Q(t+3\tau)$...

2. FILTERING $I(t)$ and $Q(t-\tau)$

Consider a pair of conjugate filters F and f^* given by

$$\begin{aligned} F &= |F(\omega)| \exp[j\phi(\omega)] \\ \text{and} \quad F^* &= |F(\omega)| \exp[-j\phi(\omega)] \end{aligned} \quad (16)$$

and let us filter the $I(t)$ and $Q(t-\tau)$ recovered components of the signal respectively with the above two filters. Our recovered signal spectrum $R'(\omega)$ will thus be given by

$$\begin{aligned} R'(\omega) &= I(\omega) |F(\omega)| \exp[j\phi(\omega)] \\ &\quad + jQ(\omega) |F(\omega)| \exp[-j\phi(\omega) - \omega\tau] \end{aligned} \quad (17)$$

Again after some algebraic manipulations and using equations (8), (9) and (10) equation (17) becomes

$$R'(\omega) = \left\{ R(\omega) |F(\omega)| \cos [\phi(\omega) + \omega\tau/2] + jR^*(\omega) |F(\omega)| \sin [\phi(\omega) + \omega\tau/2] \right\} \exp(-j\omega\tau/2). \quad (18)$$

As in equation (15) the $\exp(-j\omega\tau/2)$ term represents only a time delay and is of no significant consequence.

If the recovered signed $R'(\omega)$ is not to contain any interference terms then the magnitude $|F(\omega)|$ of the filters F and F^* must equal to unity and the phase $\phi(\omega)$ must equal $-\omega\tau/2$, i. e. the phase must be linear. The impulse response of the F and F^* filters will thus be a $(\sin x)/x$ delayed (or advanced) by $\tau/2$ with zero crossings at intervals T . Figure 18 shows a convolutional digital filter implementation of these filters where each filter has $2n+1$ tap weights and the tap weights a_k are given by

$$a_k = (-1)^k (\sin \omega_s \tau / 4) / (k\pi + \omega_s \tau / 4). \quad (19)$$

$$k = 0, \pm 1, \dots, \pm n$$

If the narrowband approximation is relatively good i. e. if $W/f_c \ll 1$ then a very small number of filter taps will be required to give a very good approximation of $\phi(\omega)$ to $-\omega\tau/2$. For ten to twenty percent bandwidths five to seven tap filters would be all that would be required for any reasonable amount of undesired signal rejection.

3. THE MULTIPLE SAMPLE APPROACH

Let the bandpass signal $s(t)$ be sampled more than twice (as for in-phase and quadrature sampling) during each sampling period $T = 1/W$ and let the intervals between multiple samples be multiples of $\tau = T_c/4$, i. e. let us sample $s(t)$ at times

$$mT, mT - \tau, mT + \tau, mT - 2\tau, mT + 2\tau, \dots \quad (20)$$

where as before

$$\tau = T_c/4 \text{ and } T = nT_c \leq 1/W \quad (21)$$

and m and n are integers.

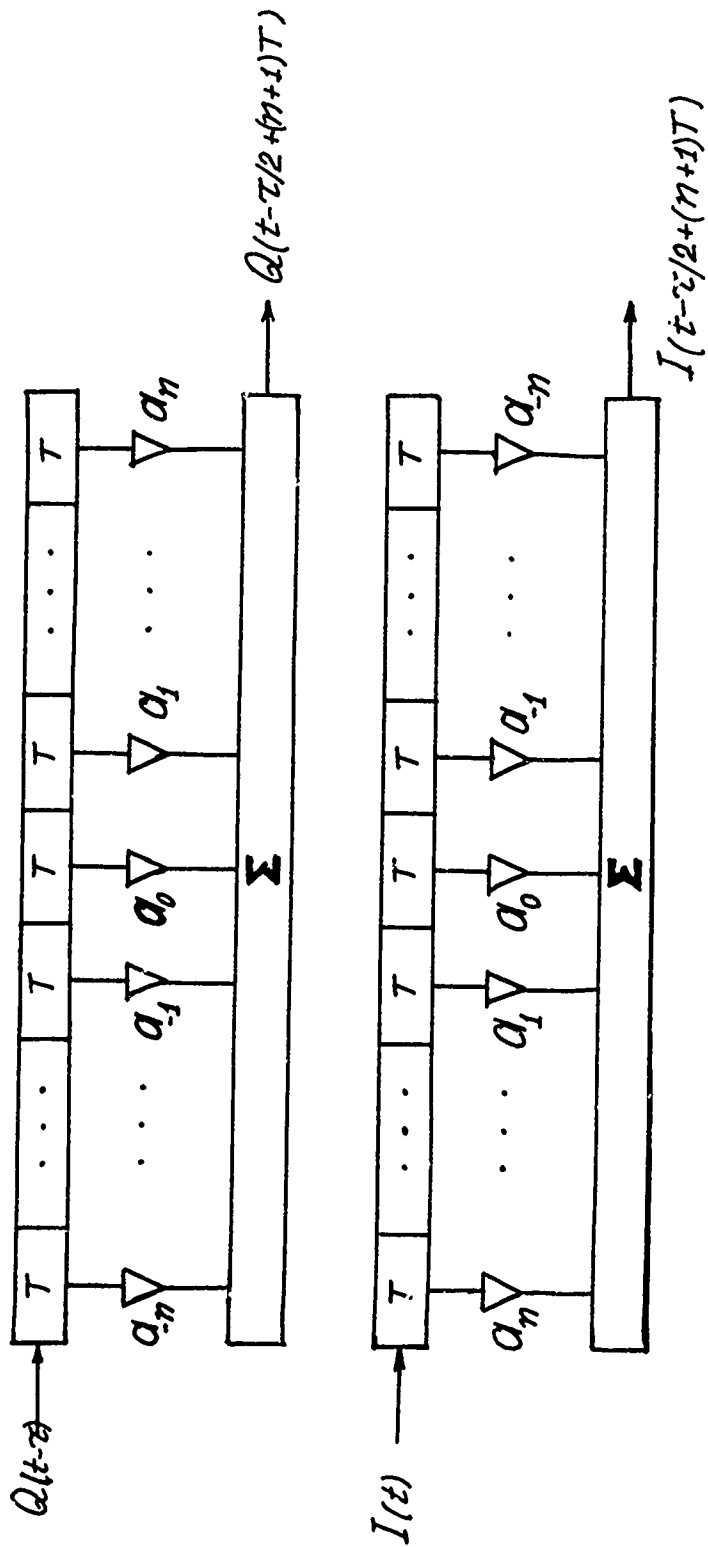


Figure 18: Filtering of the In-Phase and Quadrature Sampled Waveforms

From equation (7) it is clear that for the sample times above we would obtain sampled values of $I(t)$ and $Q(t)$ given by

$$I(t), Q(t-\tau), -Q(t+\tau), -I(t-2\tau), -I(t+2\tau), \dots \quad (22)$$

where mT is replaced by t .

We have shown (equation (15)) that if the first two samples from (22) are used the recovered signal spectrum $R'(\omega)$ consists of the desired spectrum $R(\omega)$ multiplied by $\cos\omega\tau/2$ and the undesired spectrum $R^*(\omega)$ multiplied by $\sin\omega\tau/2$. It has been shown⁽¹⁹⁾ that in general if $n+1$ samples are used as given by (22) then the recovered signal spectrum $R'(\omega)$ will consist of the desired spectrum $R(\omega)$ multiplied by $(\cos\omega\tau/2)^n$ and the undesired spectrum $R^*(\omega)$ multiplied by $(\sin\omega\tau/2)^n$, provided the samples are combined appropriately, namely weighted by the binomial coefficients.

To show that this is as we will derive the expressions for $R'(\omega)$ for $n = 2, 3$, and 4 . From equations (8) and (9) we see that

$$I(\omega) = R(\omega) + R^*(\omega)$$

and

$$jQ(\omega) = R(\omega) - R^*(\omega).$$

If we weigh the first three terms of expression (22) by $1, j/2$ and $-j/2$ and add we obtain

$$\begin{aligned} R'(\omega) &= R(\omega) + R^*(\omega) + \left[R(\omega) - R^*(\omega) \right] \exp(-j\omega\tau)/2 \\ &\quad + \left[R(\omega) - R^*(\omega) \right] \exp(j\omega\tau)/2 \\ &= R(\omega)(1 + \cos\omega\tau) + R^*(\omega)(1 - \cos\omega\tau) \\ &= 2R(\omega)(\cos\omega\tau/2)^2 + 2R^*(\omega)(\sin\omega\tau/2)^2. \end{aligned} \quad (23)$$

For the case $n=3$ we weigh the samples with the weights $3, j3, -j, -1$ and add. Thus we obtain

$$\begin{aligned}
R'(\omega)\exp(j\omega\tau/2) &= 3 \left[R(\omega) + R^*(\omega) \right] \exp(j\omega\tau/2) \\
&\quad + 3 \left[R(\omega) - R^*(\omega) \right] \exp(-j\omega\tau/2) + \left[R(\omega) - R^*(\omega) \right] \exp(j3\omega\tau/2) \\
&\quad + \left[R(\omega) + R^*(\omega) \right] \exp(-j3\omega\tau/2) \tag{24} \\
&= 8R(\omega)(\cos\omega\tau/2)^3 + j8R^*(\omega)(\sin\omega\tau/2)^3
\end{aligned}$$

Similarly for $n=4$ the weights would be 6, $+j4$, $-j4$, -1 , and -1 . Thus we have

$$\begin{aligned}
R'(\omega) &= 6 \left[R(\omega) + R^*(\omega) \right] + 4 \left[R(\omega) - R^*(\omega) \right] \exp(-j\omega\tau) \\
&\quad + 4 \left[R(\omega) - R^*(\omega) \right] \exp(j\omega\tau) + \left[R(\omega) + R^*(\omega) \right] \exp(-j2\omega\tau) \\
&\quad + \left[R(\omega) + R^*(\omega) \right] \exp(j2\omega\tau) \tag{25} \\
&= 16R(\omega)(\cos\omega\tau/2)^4 + 16R^*(\omega)(\sin\omega\tau/2)^4.
\end{aligned}$$

We thus see that by appropriately combining the various samples the filter functions $(\cos\omega\tau/2)^n$ and $(\sin\omega\tau/2)^n$ can be synthesized to filter $R(\omega)$ and $R^*(\omega)$ respectively. By selecting other than the binomial coefficients to weigh the various samples other filter functions can be synthesized. For example for $N=2$ if the weights are 1, $jk/2$ and $-jk/2$ we can obtain

$$R'(\omega) = R(\omega) \left[1 + k\cos\omega\tau \right] + R^*(\omega) \left[1 - k\cos\omega\tau \right]. \tag{26}$$

For $n=3$ and weights 3, $j3$, $-jk$, and $-k$ we obtain

$$\begin{aligned}
R'(\omega) &= R(\omega) \left[8k(\cos\omega\tau/2)^3 + 6(1-k)\cos\omega\tau/2 \right] \\
&\quad + jR^*(\omega) \left[8k(\sin\omega\tau/2)^3 + 6(1-k)\sin\omega\tau/2 \right] \tag{27}
\end{aligned}$$

Thus we see that instead of obtaining an n th order zero at the origin as would be the case for $(\sin\omega\tau/2)^n$ one can obtain n evenly spaced zeros by proper choice of the coefficient k as in the case above or by proper choice of additional coefficients for higher order n .

4. COMPARISON BETWEEN FILTERING AND MULTIPLE SAMPLING

As was shown by the description of the two techniques one can achieve very effective rejection of the unwanted interfering signal $R^*(\omega)$ by either filtering the sampled I and Q waveforms, or by a suitable combination of a multiplicity of $n+1$ samples. In any specific application the choice which if any of these techniques is preferable will depend on the complexity of implementation. In general one will perform the analog to digital conversion either by a single device capable of operating at a rate of $4f_c$ or a multiplicity of devices each capable of operating at a rate $f_s = W$. The cost of analog to digital converters increases quite rapidly with increasing sampling rate. Therefore if the bandpass signal is a relatively wideband signal where the rates $4f_c$ and f_s not significantly different then a single analog to digital converter would be preferred and as many samples as possible would be obtained to achieve maximum interference rejection. If on the other hand the ratio of $4f_c$ to f_s is large then it would be advantageous to leave two analog to digital converters operating at a rate f_s with the sampled in-phase and quadrature signals then being filtered to achieve the required filtering. For the purposes of the transceiver presently under consideration the receiver IF will be in the neighborhood of 100 to 200 kHz and the IF signal bandwidths will be from 4 to 25 kHz. In view of these considerations the in-phase and quadrature sampling followed by a relatively minor pair of filters is clearly indicated as the optimum approach.

SECTION V
MODULATION AND DEMODULATION

1. MODULATION AND FREQUENCY TRANSLATION

As mentioned in Section II and in Reference 1 the process of frequency translation can be defined mathematically by

$$S(t) = \text{Re} \left[w(t)e^{j2\pi f_c t} \right] \quad (1)$$

where $S(t)$ is the real I. F. signal, Re denotes "the real part of", $w(t)$ is the modulated low pass signal (generally complex), and f_c is the I. F. carrier frequency. If we write $w = u + jv$ and utilize a sampling rate, $r_3 = 4f_c$, then

$$S_n = \text{Re} \left[w_n e^{j\pi n/2} \right] = \text{Re} \left[j^n w_n \right] \quad (2)$$

so that the transmitted sequence, S_0, S_1, S_2, \dots , becomes

$$u_0, -v_1, -u_2, v_3, u_4, -v_5, -u_6, v_7, u_8, -v_9, \dots$$

By sampling $u_0, u_4, u_8, u_{16}, \dots$ in the real receiver channel and $v_1, v_{4k+1}, v_{8k+1}, v_{16k+1}$, in the imaginary receiver channel, we obtain samples of $u_{4ik} + jv_{4ik+1}$, which is an approximation to w_{4ik} as discussed in Section IV. By properly combining a number of such samples, better approximations can be attained.

For double sideband amplitude modulation,

$$w(t) = A + m(t) \quad \text{DSB-AM}$$

where $m(t)$ is the real modulating waveform and $A=0$ in the suppressed carrier case. Thus

$$S(t) = \left[A + m(t) \right] \cos 2\pi f_c t \quad \text{DSB-AM}$$

For single sideband amplitude modulation (upper sideband),

$$w(t) = A+m(t)+j\hat{m}(t) \quad \text{SSB-AM (USB)}$$

where, for the case of true SSB (rather than vestigial sideband), $\hat{m}(t)$ is the Hilbert transform of $m(t)$. The analytic signal $f_+(t) = f(t)+j\hat{f}(t)$, corresponding to any real signal, $f(t)$, is more easily visualized in the frequency domain as

$$F_+(f) = \begin{cases} 2F(f), & f > 0 \\ 0, & f < 0 \end{cases} \quad (3)$$

For angle modulation

$$w(t) = Ae^{j\theta(t)} \quad \text{PM and FM}$$

so that

$$S(t) = A\cos [2\pi f_c t + \theta(t)] \quad \text{PM and FM}$$

For phase modulation:

$$\theta(t) = \beta m(t) \quad \text{PM}$$

where β is called the modulation index, and for frequency modulation

$$\theta(t) = \beta \int^t m(t)dt \quad \text{FM.}$$

Single sideband phase and frequency modulation can be obtained by setting

$$w(t) = Ae^{j\theta_+(t)} \quad \text{SSB-PM and FM}$$

where $\theta_+(t) = \theta(t)+j\hat{\theta}(t)$, so that

$$S(t) = Ae^{-\hat{\theta}(t)} \cos [\omega_c t + \theta(t)] \quad \text{SSB-PM and FM.}$$

It can be shown that the spectrum of $w(t)$ is zero for negative frequencies in this case, and hence the spectrum of $S(t)$ is zero for frequencies below the carrier. The modulating signal can be recovered from the receiver's estimate of $w(t)$

$$A+m(t) = u(t) = \text{Re} [w(t)] \quad (4)$$

for amplitude modulation (DSB and SSB) and by

$$\theta(t) = \tan^{-1} \frac{v(t)}{u(t)} \quad (5)$$

for angle modulation. Equation (5) applies to single sideband, as well as to conventional double sideband, phase and frequency modulation.

If the modulating signal, $m(t)$, is m -ary (digital data) AM becomes amplitude shift keying (ASK), FM becomes frequency shift keying (FSK), and PM becomes phase shift keying (PSK). For optimum performance, the $(\sin x)/x$ spectra of these digital signals would be digitally filtered to produce a spectrum better matched to the channel (e. g., a raised cosine characteristic).

2. SINGLE SIDEBAND AND THE HILBERT TRANSFORM

An ideal double-sideband low-pass filter

$$H_2(f) = \begin{cases} 1, & -B < f < B \\ 0, & \text{elsewhere} \end{cases} \quad (6)$$

has a real impulse response:

$$h_2(t) = 2B \frac{\sin 2\pi Bt}{2\pi Bt} \quad (7)$$

An ideal single-sideband low-pass filter

$$H_1(f) = \begin{cases} 2, & 0 < f < B \\ 0, & \text{elsewhere} \end{cases} \quad (8)$$

can be thought of as a $B/2$ hertz real low-pass filter translated to the right by $B/2$ hertz. Its impulse response is therefore

$$h_1(t) = 2 \left(B \frac{\sin \pi Bt}{\pi Bt} \right) e^{j\pi Bt} \quad (9)$$

Expanding the complex exponential as $\cos+j\sin$, and carrying out the multiplication, we obtain

$$h_1(t) = 2B \left(\frac{\sin 2\pi Bt}{2\pi Bt} + j \frac{1 - \cos 2\pi Bt}{2\pi Bt} \right) = h_2(t) + j\hat{h}_2(t). \quad (10)$$

As $B \rightarrow \infty$, $h_2(t) \rightarrow \delta(t)$ and $\hat{h}_2(t) \rightarrow 1/(\pi t)$. Thus, in the case of an infinite bandwidth signal, the real channel passes the signal without filtering and the imaginary channel performs a Hilbert transform (since convolution with $1/(\pi t)$ is, by definition, the Hilbert transform). However, since we are dealing with bandlimited signals, the Hilbert transform is not required. What is required is two digital filters designed as a $B/2$ hertz low-pass filter multiplied by $\cos(\pi Bn/r_1)$ and by $\sin(\pi Bn/r_1)$ respectively, as indicated by equation (9). A single sideband signal must have a spectrum confined to $f_c < f < f_c + B$ for the upper sideband case. Use of the Hilbert transform instead of equation (9) would filter out only the frequencies below the carrier; thus doing only half the job.

If the desired baseband signal is confined to the band $b < f < B$ (e. g., 300 to 3,000 hertz), the corresponding complex single sideband filter is

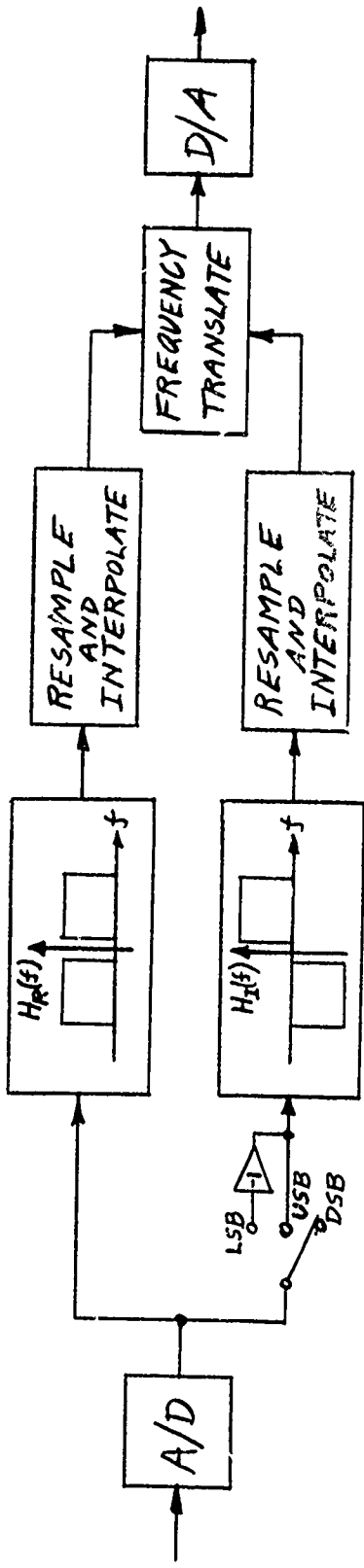
$$h_n = 2B_1 \frac{\sin(\pi B_1 n/r_1)}{\pi B_1 n/r_1} \cos(\pi B_2 n/r_1) + j 2B_1 \frac{\sin(\pi B_1 n/r_1)}{\pi B_1 n/r_1} \sin(\pi B_2 n/r_1) \quad (11)$$

where $B_1 = (B-b)/2 = 1,350$ hertz, $B_2 = (B+b)/2 = 1,650$ hertz. Both the real and the imaginary parts of this filter must be further multiplied by an appropriate window function as indicated in Sections III.1 and III.6. The real part of this impulse response can be used for double sideband; it will serve to filter out the carrier in receiver operation. For lower sideband operation it is only necessary to use the negative of the imaginary channel.

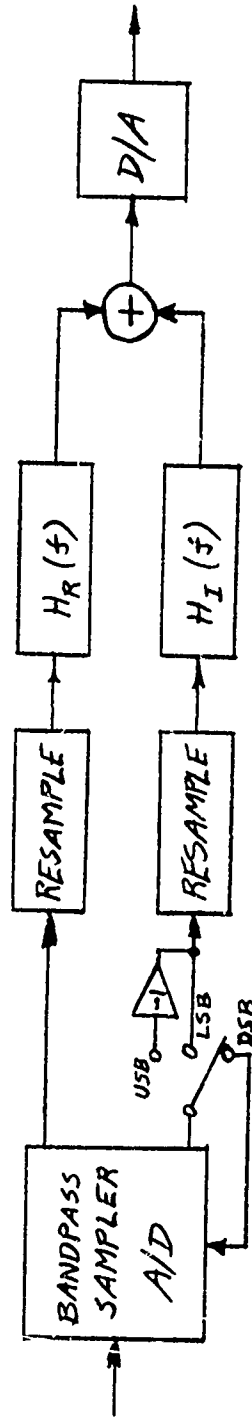
This scheme is illustrated in figure 19. In the transmitter the modulating signal is convolved with $h(t) = h_R(t) + jh_I(t)$ to produce $w(t)$. If $r(t) = r_R(t) + jr_I(t)$ represents the low-pass complex output of the bandpass sampler, the modulating signal is recovered as

$$\text{Re} [r(t)*h(t)] = r_R(t)*h_R(t) - r_I(t)*h_I(t), \quad (12)$$

where * denotes convolution.



a. Transmitter



b. Receiver

Figure 19: Basic AM Transceiver Configuration

The alternative method of using a single filter response for single sideband and multiplying the signal by cosine and sine, as illustrated in figure 8 of Section I. 2, is equivalent if and only if the delay through the actual filter corresponds to an interger number of cycles of the multiplying sinusoids. Otherwise the phase would not be strictly linear, suffering a discontinuity of $2\pi B_2 M / r_1$ at zero frequency. If the method of Section I. 2 is used M would be a multiple of 5 and B_2 would be 1.6KHz if $r_1 = 8\text{KHz}$. (Or $B_2 = 1.65$ and $r_1 = 8.25$).

3. ZERO-QUADRATURE SAMPLING FOR DOUBLE SIDEBAND

The double-sideband receiver configurations in figure 1b and 19b show a phase adjustment feedback loop which attempts to drive the imaginary (or quadrature) samples to zero. For coherent reception (carrier phase known at the receiver) there is no need for such a loop. For non-coherent reception alternative schemes would be (1) to process both the real and the imaginary channels through the double sideband filter (no $B/2$ frequency shift) and use a read only memory to take the square root of the sum of the squares and (2) to employ stationary point sampling (20, 21).

Suppose the received signal (real channel) is

$$z(t) = A \sin(2\pi f t + \theta) + n(t) \quad (13)$$

where A is to be estimated and $n(t)$ is a stationary, zero-mean, Gaussian process with variance σ^2 . If the frequency and phase (f and θ) were known exactly, coherent sampling would produce samples of

$$a = A + n(t) \quad (14)$$

with probability density

$$p(a) = \phi(a-A) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(a-A)^2}{2\sigma^2}} \quad (15)$$

If f is known, but not θ , a quadrature zeroing phase adjustment loop can come very close to attaining the same result.

If $z(t)$ were sampled with random phase the probability density becomes

$$p(z) = \int_{-A}^A \frac{\phi(z-x)}{\pi \sqrt{A^2-x^2}} dx = \frac{1}{\pi} \int_0^\pi \phi(z-A\cos\theta) d\theta. \quad (16)$$

The measurement is random even in the complete absence of noise ($\sigma = 0$). The square root of the sum of the squares procedure is equivalent to envelope detection and produces the modified Rayleigh (or Rice) density⁽²²⁾. Stationary point sampling leads to the modified-Normal (or Harley-Abend) density^(20, 21). For large signal to noise ratios ($S/N = A^2/2\sigma^2$) both of these approaches the coherent result of equation (15).

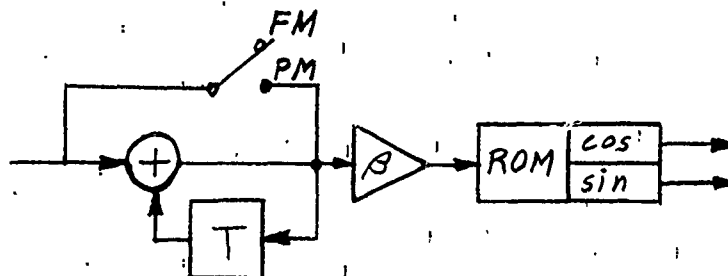
4. ANGLE MODULATION AND PREEMPHASIS

For angle modulation the switch in figure 19a would be in the DSB position and the modulator of figure 20 would be inserted between the real channel interpolator and the frequency translator. The modulation index, β , is set equal to unity for narrowband FM. This produces a complex signal with a non-symmetrical spectrum occupying a 14 KHz band from -7 KHz to +7KHz. The modulator operates at the r_3 sampling rate.

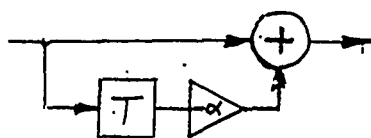
In the computer simulations angle modulation was performed at the r_2 sampling rate and the interpolation to r_3 was performed after the cosine-sine read-only-memory. This had two drawbacks. At the lower sampling rate the z-plane integrator was a poor approximation to true integration and the interpolation filters were required to operate on $2B = 14$ KHz signals. This was corrected for the breadboard as shown in figure 11a of Section II. 3.

F. M. preemphasis and deemphasis circuits are shown in figures 20b and c. To prevent distortion of the demodulated signal, preemphasis must be performed before angle modulation, deemphasis must be performed after angle demodulation, and both must be performed at the same sampling rate. A value of 7/8 for the preemphasis parameter would closely approximate current analog receiver practice.

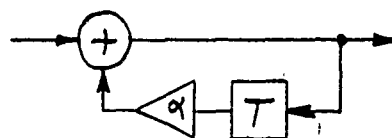
F. M. preemphasis will be performed at the r_2 sampling rate, between the resampling filter and the interpolator. If performed at the low sampling rate, r_1 , its frequency response would not be sufficiently linear at the high frequencies. If performed at the high sampling rate, r_3 , we would have difficulty in undoing its effect at the receiver. With it at r_2 , the deemphasis circuit (also at r_2) will exactly cancel its effect on the demodulated signal, assuming that demodulation is performed before deemphasis. This last requirement is no problem because angle demodulation must be



a. Phase and Frequency Modulator



b. FM Preemphasis



c. FM Deemphasis

Figure 20: Angle Modulation and Preemphasis

performed at r_2 . An $r_1 = 8\text{KHz}$ sampling rate could not handle a 14KHz signal. Furthermore, the differentiation required for F. M. demodulation is more easily performed at a higher rate (in fact, it can be performed by figure 20b with $\alpha=1$ if the sampling rate were high enough).

5. PHASE AND FREQUENCY DEMODULATION

If the received low-pass complex signal is

$$w(t) = u(t) + jv(t) = A(t)e^{j\theta(t)} \quad (17)$$

then to demodulate phase modulation we must recover

$$\theta(t) = \text{Im} \left[\ln w(t) \right] = \tan^{-1} \frac{v(t)}{u(t)} \quad (\text{PM}).$$

To demodulate frequency modulation we must recover

$$\frac{d\theta(t)}{dt} = \text{Im} \left[\frac{\dot{w}(t)}{w(t)} \right] = \frac{u(t)\dot{v}(t) - v(t)\dot{u}(t)}{u^2(t) + v^2(t)} \quad (\text{FM}).$$

One approach to angle demodulation is to frequency demodulate as shown in figure 21 and digitally integrate the results when operating with phase modulation. A second alternative is to perform arc tangent phase demodulation as shown in figure 11b of Section II. 3, and to differentiate the result when operating with frequency modulation. With this second alternative deemphasis can be performed at the r_2 sampling rate at the input to the differentiator.

The first alternative was used in the computer simulation and the second alternative was used in the breadboard. Figure 21 does not show the resampling. In the simulations, resampling filters preceded the differentiators and all computations in figure 21 were performed at the low r_1 sampling rate. This forced us to use a higher basis sampling rate ($r_1 = 15\text{KHz}$) in the simulations which increased the complexity of all filters and degraded the performance of FM. Since differentiation and integration are more easily approximated at a high sampling rate, and since preemphasis in the transmitter was performed at r_2 , a better procedure would have been to operate at r_2 and resample after deemphasis.

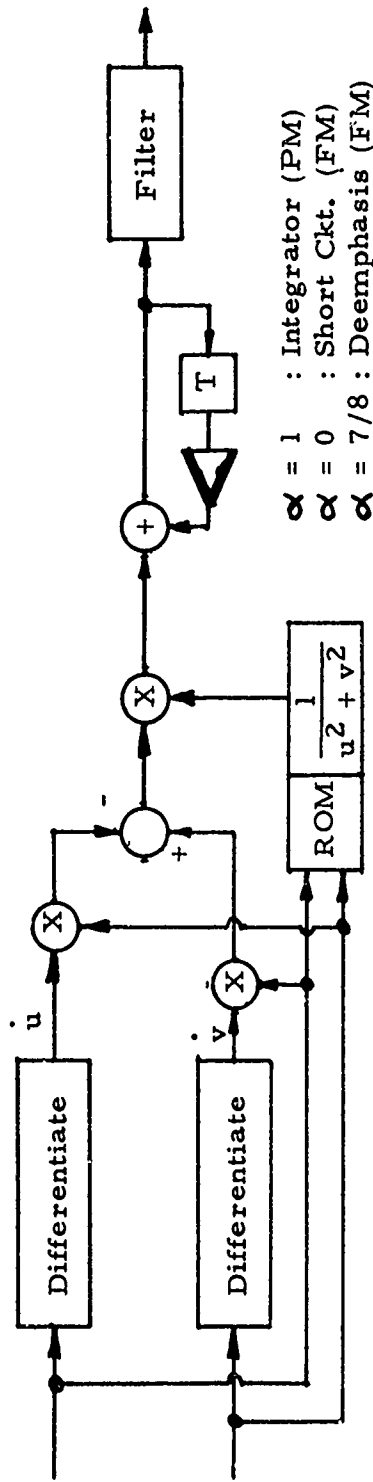


Figure 21: Derivative-Measurement Technique for Angle Demodulation

In the FM mode, figure 11b utilizes a non-recursive low-pass differentiator, approximating

$$H(f) = \begin{cases} j2\pi f, & |f| < B \\ 0, & |f| > B, \end{cases}$$

to filter out any energy that might interfere with the r_1 spectral repeats. An alternative (utilized in the breadboard) is to use a simple z-plane differentiator followed by our standard resampling filter.

SECTION VI

TRANSCEIVER DESIGN AND IMPLEMENTATION

This section contains various details relevant to the overall system design (Section II), the computer simulations (Section VII), and the transceiver breadboard (Section VIII), that were not covered elsewhere.

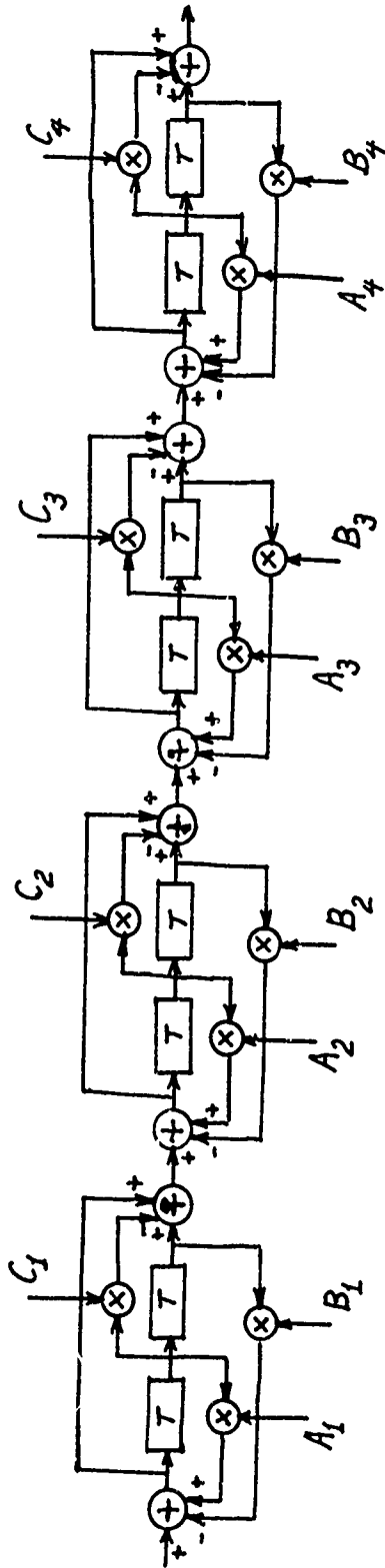
1. RECURSIVE FILTERING

The applicability of recursive filters was investigated in the form of an eighth order (eight poles and eight zeros) Cauer Parameter type C filter. The poles and zeros of this filter were chosen to produce approximately 60 db (57.82db) attenuation in the stopband and 10 percent ripple in the passband with a 20 percent transaction band. The pole-zero locations were obtained from standard filter design handbooks⁽²³⁾ and their actual values in the s-plane are given in figure 22. In transforming from the s-plane to the z-plane the bilinear transformation was used where

$$z = \frac{1+s}{1-s} .$$

and where the values of s were normalized by multiplying by $\tan\pi f_c$ where $f_c=0.1$ i.e., a cut-off frequency of 1/10th the sampling rate was used. A digital implementation of the filter shown in figure 22 was simulated on the computer. It was found that the filter constants (A_i , B_i , C_i) could be reduced to 8-bit accuracy without significantly altering the filter characteristics. In the passband the ripple was less than 0.5db and in the stopband the attenuation was in excess of 42db. All shift register contents were maintained to 20-bit accuracy and all shift register contents were rounded-off to 12-bits before entering the multipliers. The frequency characteristics of the recursive filter were obtained by performing a Fast Fourier Transform (FFT) of the impulse response. Figure 23 is a plot of the frequency response of this filter and figure 24 is a brief computer printout of the magnitude and phase response (the first and second data columns). The third and fourth columns show the magnitude in db and the normalized frequency (normalized to unity at the cutoff frequency).

From the example presented it is clearly seen that extremely stringent filter characteristics can be realized with digital recursive filters employing a relatively small number of shift registers (storage) and arithmetic operations (especially multiplications) per unit sampling time. The main



S-PLANE POLES (s_p) & ZEROS (s_0)

- $s_{p1,2} = -0.0396068350 \pm j 1.0306888432$
- $s_{p3,4} = -0.1475747947 \pm j 0.9550996330$
- $s_{p5,6} = -0.3321414712 \pm j 0.7360558243$
- $s_{p7,8} = -0.5498131652 \pm j 0.2837282021$
- $s_{01,2} = \pm j 1.2309850902$
- $s_{03,4} = \pm j 1.3723325582$
- $s_{05,6} = \pm j 1.9314481827$
- $s_{07,8} = \pm j \infty$

QUANTIZED RECURSIVE FILTER CONSTANTS ($\times 64$)

- $A_1 = 100$ $B_1 = 61$ $C_1 = 93$
- $A_2 = 97$ $B_2 = 54$ $C_2 = 86$
- $A_3 = 93$ $B_3 = 42$ $C_3 = 56$
- $A_4 = 87$ $B_4 = 31$ $C_4 = -128$

Figure 22: Caver Parameter Recursive Filter

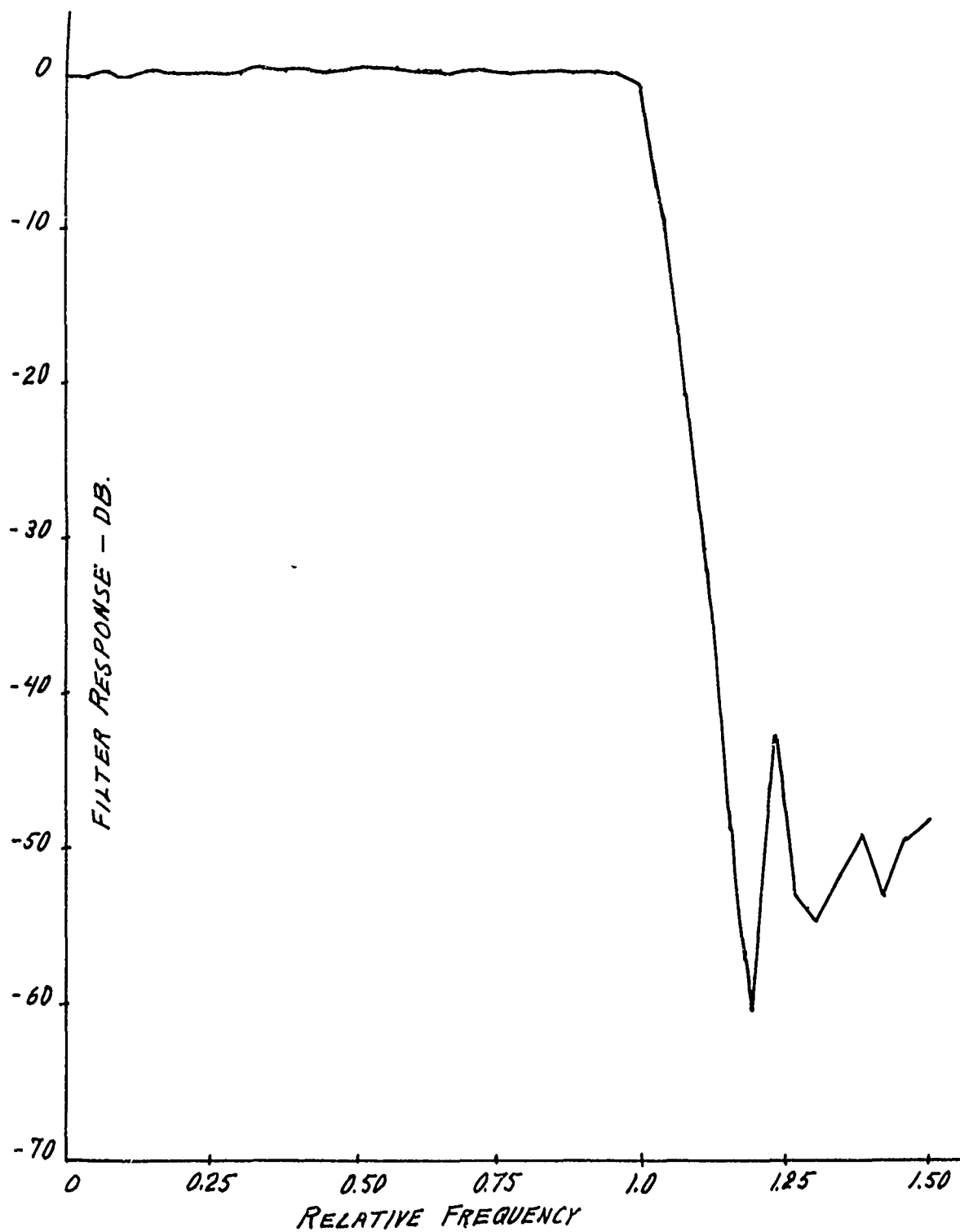


Figure 23: Digital Recursive Filter Frequency Response

	MAGNITUDE	PHASE	MAG.(DB)	REL. FREQ.
1	31.0978	0.000	0.000	0.000
2	30.5559	-7.998	-0.153	0.039
3	31.2301	-17.515	0.037	0.078
4	30.9331	-27.790	-0.046	0.117
5	31.4030	-36.861	0.085	0.156
6	31.3263	-46.008	0.064	0.195
7	31.1741	-54.850	0.021	0.234
8	31.3141	-64.839	0.060	0.273
9	31.5860	-74.952	0.135	0.313
10	32.6866	-85.283	0.433	0.352
11	31.7208	-96.638	0.172	0.391
12	31.9420	-106.024	0.233	0.430
13	31.9560	-118.300	0.236	0.469
14	32.3525	-129.491	0.344	0.508
15	32.4445	-141.664	0.368	0.547
16	32.5667	-154.171	0.401	0.586
17	32.1814	-168.468	0.298	0.625
18	32.2536	177.597	0.317	0.664
19	31.9402	163.219	0.232	0.703
20	32.1787	146.765	0.297	0.742
21	31.5674	129.395	0.130	0.781
22	31.6212	110.289	0.145	0.820
23	31.7581	89.268	0.182	0.859
24	31.2529	63.873	0.043	0.898
25	31.4117	33.713	0.087	0.938
26	31.2508	-6.890	0.043	0.977
27	28.5363	-68.259	-0.747	1.016
28	10.9751	-133.115	-9.046	1.055
29	2.8668	-172.871	-20.707	1.094
30	0.7253	146.830	-32.644	1.133
31	0.1121	176.226	-48.860	1.172
32	0.0298	5.036	-60.381	1.211
33	0.2289	-13.497	-42.661	1.250
34	0.0697	17.711	-52.985	1.289
35	0.0586	-28.111	-54.490	1.328
36	0.0793	-59.611	-51.872	1.367
37	0.1102	91.122	-49.008	1.406
38	0.0694	107.007	-53.034	1.445
39	0.1062	70.319	-49.334	1.484
40	0.1225	53.984	-48.092	1.523

END RCRFLT 15.5 SEC.

L

Figure 24: Recursive Filter Computer Printout

disadvantages of recursive filters, however, are (a) somewhat higher bit accuracy is required in the arithmetic operations as compared to non-recursive filters, (b) significantly higher bit accuracy is required in the storage shift registers, (c) the phase characteristic is extremely non-linear near the cutoff region unlike the zero differential phase delay characteristics of non-recursive filters, and (d) the sequence of arithmetic operations to be performed is such that implementation of recursive digital filters does not readily lend itself to the pipeline processing technique. Because of these disadvantages it was concluded that recursive digital filters would not be appropriate for the multimode transceiver design.

Rabiner, et al (11, 12, 24) have presented an interesting recursive implementation for finite response filters that have been designed by the frequency sample specification approach. These filters require more storage than, and approximately as many multiplications as, the convolutional (non-recursive) implementation. They have all the disadvantages of standard recursive filters except (c).

To clarify the accuracy problem, consider a simple recursive filter such as in figure 20c of Section V. 4. If the input and the stored constant, α , are each 10 bits, the result of multiplying the two requires 20 bits of storage. If no truncation or rounding is used, a 30 bit number is required for the next time around the loop. And this would continue indefinitely. If we assume we use a 10 bit by 10 bit multiplier, we must round to ten bits each time around the loop. A convolutional filter (such as shown in figure 2 of Section II. 1), however, need never round as long as the accumulator can hold a 20 bit number.

Recursive implementation was used for the interpolation filters because they could be realized without multiplications.

2. NON-RECURSIVE FILTERING

The interactive computer program discussed in Section III. 6 was used to compute the quantized values of the tap weights for all convolutional filters used in the simulations and the breadboard. CONFIDE is a time-shared Fortran program for the design and frequency analysis of finite response filters with zero differential delay (absolutely linear phase). A simplified flow chart is given in figure 25 and the program itself is given in figure 26. The operator first enters C, L, and A, where C is the window parameter, L is the number of bits precision for the tap weights, and $A = \alpha$ is the raised cosine roll-off parameter ($A=0$ for no roll-off). The tap weights are normalized to a maximum value of $c_0 = 2^{L-1} - 1$ and rounded to the nearest integer. Thus, $L=10$ represents tap weights ranging from -511 to +511 (or $\pm \frac{511}{512}$ in steps of $E = \frac{1}{512}$). While the Hamming window ($C = .54$)

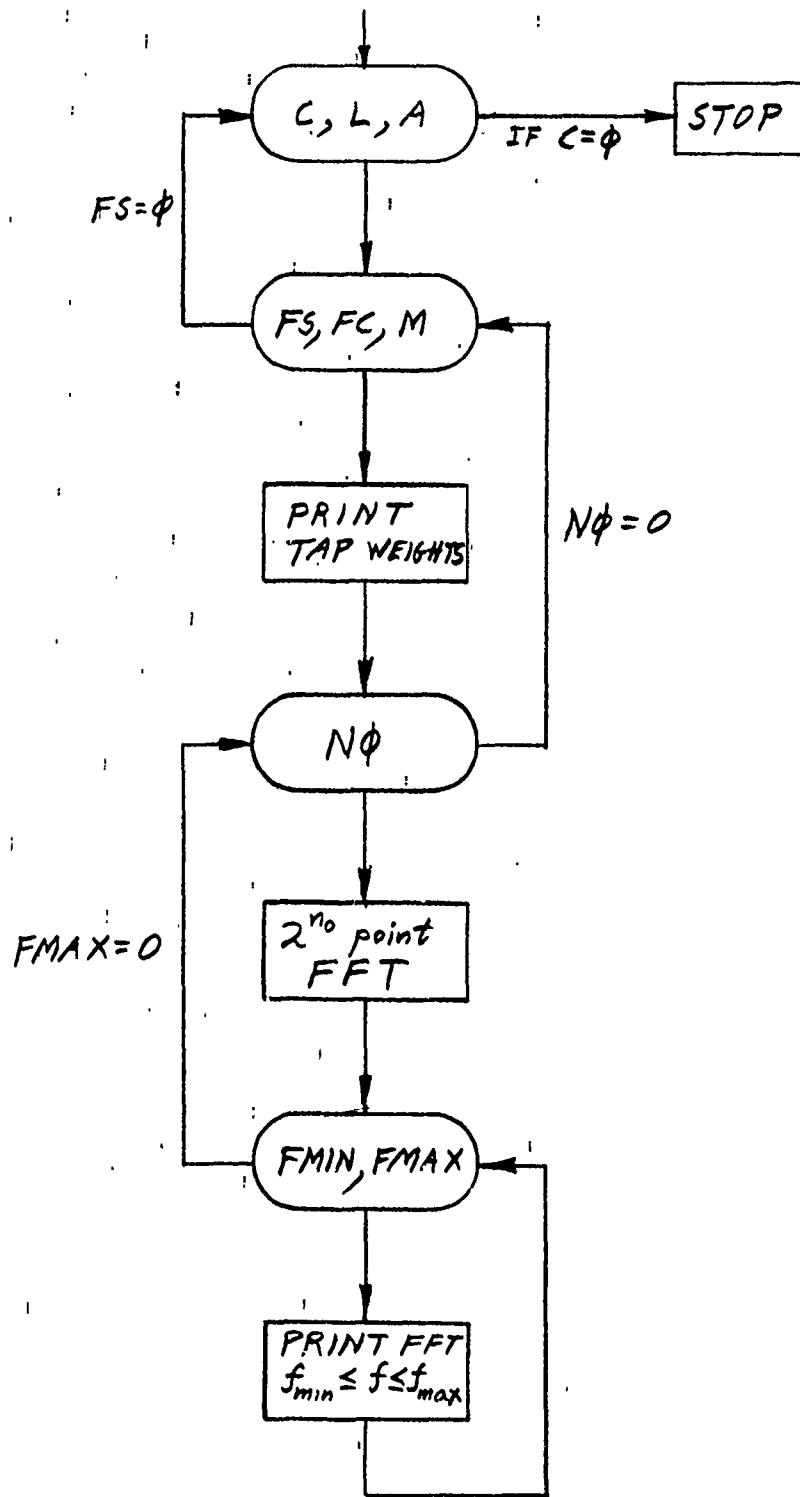


Figure 25: Simplified Flowchart of Convolutional Filter Design Program (CONFIDE)
(Oval blocks represent Teletype inputs)

```

100 C- (2**N0)PT. FFT OF A (2M+1)STAGE L BIT CONVOLUTIONAL FILTER
200 C-
300 C- WINDOWS-
400 C- HAMMING: C=.54
500 C- HANNING: C=.5
600 C- G&R HAM: C=.56
700 C- A = RAISED COSINE ROLL-OFF
750 C- FC=0 FOR DIFFERENTIATION
800 C-
900 DIMENSION G(512)
1000 INTEGER H(512),S,SUM
1100 COMPLEX X(2,2048),W
1200 PI=3.14159265
1300 75 PRINT 15
1400 15 FORMAT ("C,L,A")
1500 READ /,C,L,A
1600 IF (C=0) GO TO 44
1700 S=2**(L-1)-1
1800 PRINT 12 (S)
1900 12 FORMAT (" MAXIMUM TAP =",I7)
2000 60 PRINT 16
2100 16 FORMAT ("FS,FC,M")
2200 READ /,FS,FC,M
2300 IF (FS=0) GO TO 75
2400 G0=2*FC/FS
2450 IF (FC=0) G0=FS/(2*PI)
2500 R=S/G0
2520 SUM = S
2530 P=G0*G0
2560 IF(FC=0) P=0
2600 DO 30 I=1,M
2650 PII = PI*I
2700 Q=C+(1.-C)*COS(PII/M)
2710 IF(FC=0) GO TO 28
2720 E = A*G0*I
2730 IF (E.NE.0.5) V = COS(PI*E)/(1. -4*E**2)
2735 IF (E=0.5) V=PI/4.
2740 Q = Q*V
2800 G(I)=Q*SIN(G0*PII)/(PII)
2820 GO TO 29
2840 28 G0=-G0
2860 G(I)=Q*G0/I
2880 29 CONTINUE
2900 IF (3(I).GE.0)H(I)=R*G(I)+.5
3000 IF (G(I).LT.0) H(I)=R*G(I)-.5
3100 G(I)=H(I)/R
3120 SUM = SUM + 2*H(I)
3140 P=P+2.*G(I)*G(I)

```

Figure 26: Convolutional Filter Design (CONFIDE) Fortran Program


```

3200 30 CONTINUE
3300 PRINT 70 (H(I),I=1,M)
3310 SSQ=P/(G0*G0)
3320 SRS=SQRT(SSQ)
3330 IF(FC=0) SUM=0
3340 PRINT 36 (SUM,SSQ,SRS)
3360 36 FORMAT ("SUM=",I7," SSQ=" ,F8.3," SRS=",F8.3)
3400 85 PRINT 84
3500 84 FORMAT ("N0")
3600 READ /,N0
3700 IF (N0=0) GO TO 60
3800 N=2**N0
3900 M1=2*M+1
4000 PRINT 40 (N,M1,L)
4030 AA=1
4060 IF(FC=0) AA=-1
4100 X(1,1)=CMPLX(G0,0.)
4150 IF (FC=0) X(1,1)=CMPLX(0.,0.)
4200 DO 17 I=1,M
4300 X(1,I+1)=CMPLX(G(I),0.)
4400 17 X(1,N-I+1)=AA*CMPLX(G(I),0.)
4500 NM=N-M-2
4600 DO 2 I=M,NM
4700 2 X(1,I+2)=(0.,0.)
4800 N2=N/2
4900 P2=2.*PI/N
5000 DO 5 J=1,N0
5100 N2J=N/(2**J)
5200 NK=N2J
5300 NI=(2**J)/2
5400 DO 4 I=1,NI
5500 IN2J = (I-1)*N2J
5600 T=IN2J*P2*(-1.)
5700 W=CMPLX(COS(T),SIN(T))
5800 DO 4 K=1,NK
5900 ISUB = K+IN2J
6000 ISUB1 = K+IN2J*2
6100 ISUB2 = ISUB1+N2J
6200 ISUB3 = ISUB + N2
6300 X(2,ISUB)=X(1,ISUB1)+W*X(1,ISUB2)
6400 X(2,ISUB3)=X(1,ISUB1)-W*X(1,ISUB2)
6500 4CONTINUE
6600 DO 5 K=1,N
6700 5X(1,K)=X(2,K)
6800 80 PRINT 35
6900 35 FORMAT ("FMIN,FMAX")
7000 READ /,FMIN,FMAX
7100 IF (FMAX=0) GO TO 85

```

Figure 26 (Continued)

```

7200 KMIN =N*FMIN/FS+1
7300 KMAX =N*FMAX/FS+2
7350 SS=0
7400 DO 6 K = KMIN,KMAX
7500 Y=CABS(X(1,K))
7600 Z=REAL(X(1,K))
7700 D = 20.*ALOG10(Y)
7800 F=FS*(K-1)/N
7850 IF (FC=0) GO TO 92
7900 PRINT 20 (K,Z,D,F)
7920 GO TO 6
7940 92 U=AIMAG(X(1,K))
7945 B=0
7950 IF(F.GT.0) B=(U-F)/F
7960 SS=SS+(U-F)*(U-F)
7970 AMS=SS/(K-KMIN+1)
7980 PRINT 22 (K,F,U,B,AMS)
8000 6 CONTINUE
8100 GO TO 80
8200 40 FORMAT (14," POINT TRANSFORM OF ",I3," STAGE ",I3," BIT\
      \ \ FILTER"/)
8300 20 FORMAT (I3,F12.4,F13.3,F10.3)
8350 22 FORMAT (I3,3F12.3,F15.6)
8400 70 FORMAT (10I7)
8500 44 STOP
8600 END

```

Figure 26 (Concluded)

is superior for high precision applications, for $L < 10$ the Hanning window ($C = .5$) was found to aid in the natural truncation phenomenon discussed in Section III. 6. While a filter with 8 bit precision was able to meet the specs of at least 40db attenuation in the stopband with a transition band of only 300 hertz, 10 bit precision was chosen for the tap weights to provide a safety margin for the additional transceiver processing that must be performed.

The next inputs are FS, FC, and M, where FS=r is the sampling rate and FC is the 6db cut-off frequency for the version of the filter symmetrical about zero frequency, (i. e., $FC \approx 1.5\text{KHz}$ for 3KHz single sideband). If FC=0, the tap weights for a differentiating filter are calculated. The M filter tap weights (C_1, C_2, \dots, C_M in Section III) are computed and printed ten per line. The number of nonzero taps will generally be less than $2M+1$. The next input, $N_o = n_o$, determines that a 2^{n_o} point Fast Fourier Transform of the filter's unit response will be taken. The inputs FMIN and FMAX specify the range of frequencies to be printed out. From figure 25 we see that the operator can examine any portion of the frequency response in any detail desired (up to a 2048 point transform) before modifying the filter.

The computer simulations (Section VII) employed a basic sampling rate of $r_1 = 15\text{KHz}$ because at the time they were performed we believed it would be more efficient to do frequency modulation at the low rate. The resampled rate for the simulations, $r_2 = 120\text{KHz}$, was also unnecessarily high. The earlier version of CONFIDE used to design the simulation filters did not have provision for the raised cosine roll-off. These deficiencies combined to make the filters have at least twice the number of taps that they would have required at a more reasonable sampling rate. Sample printouts are given in figures 27 through 30. The specs on the SSB filter required a drop from -3db to -40db in 300 hertz. The frequency response in figure 31 shows that these specifications are met. The differentiating filter in figure 30 is highly inefficient in that it fails to take advantage of a recent "breakthrough" discussed in Section VI. 3.

Since ripple tends to accumulate from the cascade of all transmitter and receiver filters, the specs on the SSB filter were revised for the breadboard to call for a drop from 1db to 50db in 450 hertz. The corresponding frequency response and CONFIDE printouts, for a 8KHz sampling rate, is given in figures 32 and 33. A two-to-one resampling filter used for the breadboard demonstration is shown in figure 34.

To produce a double sideband filter characteristic with a passband from 300 to 3,000 hertz as mentioned in Section V. 2, the CONFIDE program of figure 26 was modified by adding two instructions:

C,L

? 5,10

MAXIMUM TAP = 511

FS,FC,M

? 15,1.42,50

481	397	277	146	28	-57	-100	-101	-71	-26
18	47	55	45	22	-4	-24	-33	-29	-17
-2	12	19	-19	13	4	-5	-10	-11	-8
-3	1	5	6	5	2	0	-2	-2	-2
-1	0	0	1	0	0	0	0	0	0

SSQ= 3.027 SRS= 1.740

NO

? 8

87

256 POINT TRANSFORM OF ~~101~~ STAGE 10 BIT FILTER

FMIN,FMAX

? 0,3

Gain

(db)

Frequency

(KHz)

1	1.0008	0.007	0.000
2	1.0005	0.004	0.059
3	0.9998	-0.002	0.117
4	0.9988	-0.011	0.176
5	0.9978	-0.019	0.234
6	0.9974	-0.022	0.293
7	0.9981	-0.017	0.352
8	0.9994	-0.005	0.410
9	1.0008	0.007	0.469
10	1.0013	0.012	0.527
11	1.0008	0.007	0.586
12	1.0001	0.001	0.645
13	1.0001	0.001	0.703
14	1.0010	0.008	0.762
15	1.0015	0.013	0.820
16	1.0005	0.004	0.879
17	0.9985	-0.013	0.938
18	0.9982	-0.015	0.996
19	1.0021	0.018	1.055
20	1.0067	0.058	1.113
21	0.9996	-0.004	1.172
22	0.9611	-0.345	1.230
23	0.8730	-1.180	1.289
24	0.7300	-2.733	1.348
25	0.5468	-5.243	1.406
26	0.3544	-9.009	1.465
27	0.1882	-14.508	1.523
28	0.0724	-22.807	1.582
29	0.0115	-38.754	1.641
30	-0.0076	-42.356	1.699

Figure 27: Single Sideband Filter, r = 15KHz

31	-0.0063	-44.496	1.758
32	-0.0005	-65.690	1.816
33	0.0012	-58.406	1.875
34	-0.0002	-74.088	1.934
35	-0.0014	-57.089	1.992
36	-0.0008	-62.396	2.051
37	0.0008	-61.476	2.109
38	0.0018	-54.870	2.168
39	0.0016	-55.919	2.227
40	0.0009	-60.457	2.285
41	0.0007	-62.738	2.344
42	0.0011	-59.421	2.402
43	0.0014	-56.784	2.461
44	0.0014	-56.949	2.520
45	0.0010	-59.694	2.578
46	0.0006	-64.232	2.637
47	0.0003	-69.797	2.695
48	0.0001	-79.347	2.754
49	-0.0000	-92.508	2.812
50	0.0002	-75.481	2.871
51	0.0009	-61.088	2.930
52	0.0019	-54.608	2.988
53	0.0024	-52.445	3.047

FMIN, FMAX

?0,0

NO

?10

1.35, 1.35

1024 POINT TRANSFORM OF 101 STAGE 10 BIT FILTER

FMIN, FMAX

93	0.7300	-2.733	1.348
94	0.6870	-3.261	1.362

FMIN, FMAX

?1.65, 1.65

113	0.0115	-38.754	1.641
114	0.0036	-48.812	1.655

FMIN, FMAX

?0,0

NO

?0

FS, FC, M

?0,0,0

C, L

?0,0

Figure 27 (Continued)

FS,FC,M

?15,3.2,48

371	84	-97	-75	30	60	2	-43	-19	25
25	-10	-24	-2	19	9	-12	-12	4	12
1	-9	-5	5	6	-2	-6	-1	4	2
-2	-3	1	2	0	-1	-1	1	1	0
0	0	0	0	0	0	0	0	0	0

NO

?0

FS,FC,M

?15,3.2,49

371	84	-97	-75	30	60	2	-43	-19	26
25	-10	-24	-2	19	9	-12	-13	4	12
1	-9	-5	6	6	-2	-6	-1	4	2
-2	-3	1	2	0	-2	-1	1	1	0
-1	0	0	0	0	0	0	0	0	0

NO

?0

FS,FC,M

?15,3.2,48

371 84

?7

128 POINT TRANSFORM OF ⁷⁹~~97~~ STAGE 10 BIT FILTER

FMIN,FMAX

?0,3.8,24

1	0.9944	-0.048	0.000
2	0.9951	-0.043	0.117
3	0.9993	-0.006	0.234
4	1.0029	0.025	0.352
5	0.9993	-0.006	0.469
6	0.9967	-0.029	0.586
7	1.0012	0.010	0.703
8	1.0030	0.026	0.820
9	1.0002	0.002	0.938
10	1.0009	0.008	1.055
11	1.0020	0.017	1.172
12	0.9998	-0.001	1.289
13	1.0009	0.007	1.406
14	1.0022	0.019	1.523
15	0.9985	-0.013	1.641
16	0.9978	-0.019	1.758
17	1.0015	0.013	1.875
18	1.0009	0.008	1.992
19	0.9999	-0.001	2.109
20	1.0029	0.025	2.227

Figure 25: Double Sideband Filter, r = 15KHz

21	1.0023	0.020	2.344
22	1.0006	0.005	2.461
23	1.0024	0.021	2.578
24	0.9995	-0.005	2.695
25	1.0018	0.015	2.812
26	1.0026	0.023	2.930
27	0.9011	-0.905	3.047
28	0.6131	-4.250	3.164
29	0.2563	-11.826	3.281
30	0.0380	-28.408	3.398
31	-0.0076	-42.358	3.516
32	0.0014	-56.851	3.633
33	-0.0008	-61.567	3.750
34	-0.0012	-58.063	3.867
35	0.0032	-49.914	3.984
36	0.0027	-51.346	4.102

FMIN, FMAX
?0,0
NO
?0

Figure 28 (Continued)

FS,FC,M

? 120,7.55,46

497	457	395	317	231	144	64	-3	-53	-83
-95	-91	-74	-50	-23	2	23	35	41	39
32	21	9	-2	-10	-15	-17	-15	-12	-8
-3	1	3	5	5	4	3	2	1	0
0	0	0	0	0	0				

SSQ= 4.193 SRS= 2.048

NO

? 9

512 POINT TRANSFORM OF 93 STAGE 10 BIT FILTER

7,7

FMIN,FMAX

30	0.7689	-2.282	6.797
31	0.6916	-3.204	7.031

FMIN,FMAX

? 9.6,15

41	0.0197	-34.117	9.375
42	0.0038	-48.481	9.609
43	-0.0046	-46.720	9.844
44	-0.0075	-42.460	10.078
45	-0.0070	-43.117	10.312
46	-0.0047	-46.609	10.547
47	-0.0019	-54.398	10.781
48	0.0005	-66.836	11.016
49	0.0020	-54.086	11.250
50	0.0026	-51.798	11.484
51	0.0024	-52.394	11.719
52	0.0018	-55.127	11.953
53	0.0009	-60.538	12.187
54	0.0002	-73.113	12.422
55	-0.0002	-72.201	12.656
56	-0.0004	-67.719	12.891
57	-0.0003	-69.830	13.125
58	-0.0001	-81.361	13.359
59	0.0002	-75.159	13.594
60	0.0004	-69.107	13.828
61	0.0004	-68.454	14.062
62	0.0002	-72.192	14.297
63	-0.0000	-101.346	14.531
64	-0.0003	-70.024	14.766
65	-0.0006	-64.517	15.000
66	-0.0008	-62.194	15.234

Use FC=7.6

Figure 29: 8 to 1 Resampling Filter, r = 120 KHz

C,L

? 5, 10

MAXIMUM TAP = 511

FS, FC, M

? 15, 0, 51

-511	255	-169	126	-100	82	-70	60	-53	46
-41	37	-33	30	-27	25	-23	21	-19	17
-15	14	-13	12	-11	10	-9	8	-7	6
-6	5	-4	4	-3	3	-2	2	-2	1
-1	1	-1	1	0	0	0	0	0	0
0									

SSQ= 1.570 SRS= 1.253

NO

? 7

128 POINT TRANSFORM OF ⁸⁹ STAGE 10 BIT FILTER

FMIN, FMAX	f	H(f)/j	$\frac{H(f)}{jf} \cdot -1$	Mean Squared Error
? 0, 7.5				
1	0.000	0.000	0.000	0.000000
2	0.117	0.110	-0.059	0.000410
3	0.234	0.241	0.029	0.000403
4	0.352	0.361	0.026	0.000499
5	0.469	0.475	0.013	0.000453
6	0.586	0.600	0.024	0.000712
7	0.703	0.720	0.025	0.001023
8	0.820	0.832	0.014	0.001041
9	0.938	0.933	-0.005	0.000931
10	1.055	1.045	-0.009	0.000921
11	1.172	1.179	0.006	0.000870
12	1.289	1.281	-0.006	0.000843
13	1.406	1.370	-0.026	0.001694
14	1.523	1.515	-0.005	0.001607
15	1.641	1.649	0.005	0.001537
16	1.758	1.739	-0.010	0.001629
17	1.875	1.869	-0.003	0.001545
18	1.992	2.013	0.011	0.001676
19	2.109	2.115	0.003	0.001599
20	2.227	2.222	-0.002	0.001525
21	2.344	2.343	-0.000	0.001449
22	2.461	2.460	-0.001	0.001381
23	2.578	2.584	0.002	0.001334
24	2.695	2.701	0.002	0.001287
25	2.812	2.808	-0.002	0.001242
26	2.930	2.927	-0.001	0.001195
27	3.047	3.050	0.001	0.001152
28	3.164	3.170	0.002	0.001119
29	3.281	3.283	0.001	0.001080
30	3.398	3.401	0.001	0.001045

Figure 30: Differentiating Filter, r = 15KHz

31	3.516	3.540	0.007	0.001180
32	3.633	3.651	0.005	0.001232
33	3.750	3.737	-0.003	0.001235
34	3.867	3.873	0.001	0.001206
35	3.984	4.006	0.005	0.001283
36	4.102	4.094	-0.002	0.001259
37	4.219	4.212	-0.002	0.001235
38	4.336	4.335	-0.000	0.001201
39	4.453	4.437	-0.004	0.001231
40	4.570	4.574	0.001	0.001202
41	4.688	4.705	0.004	0.001236
42	4.805	4.808	0.001	0.001207
43	4.922	4.942	0.004	0.001264
44	5.039	5.056	0.003	0.001294
45	5.156	5.140	-0.003	0.001314
46	5.273	5.271	-0.000	0.001285
47	5.391	5.407	0.003	0.001310
48	5.508	5.530	0.004	0.001372
49	5.625	5.663	0.007	0.001597
50	5.742	5.751	0.002	0.001578
51	5.859	5.834	-0.004	0.001654
52	5.977	5.967	-0.002	0.001637
53	6.094	6.089	-0.001	0.001609
54	6.211	6.220	0.001	0.001591
55	6.328	6.360	0.005	0.001722
56	6.445	6.455	0.001	0.001705
57	6.563	6.568	0.001	0.001678
58	6.680	6.701	0.003	0.001717
59	6.797	6.815	0.003	0.001734
60	6.914	6.932	0.003	0.001750
61	7.031	6.988	-0.006	0.001988
62	7.148	7.176	0.004	0.002058
63	7.266	7.221	-0.006	0.002295
64	7.383	5.136	-0.304	0.685850
65	7.500	0.000	-1.000	8.175133
66	7.617	-5.136	-1.674	29.402576

FMIN, FMAX

Figure 30 (Continued)

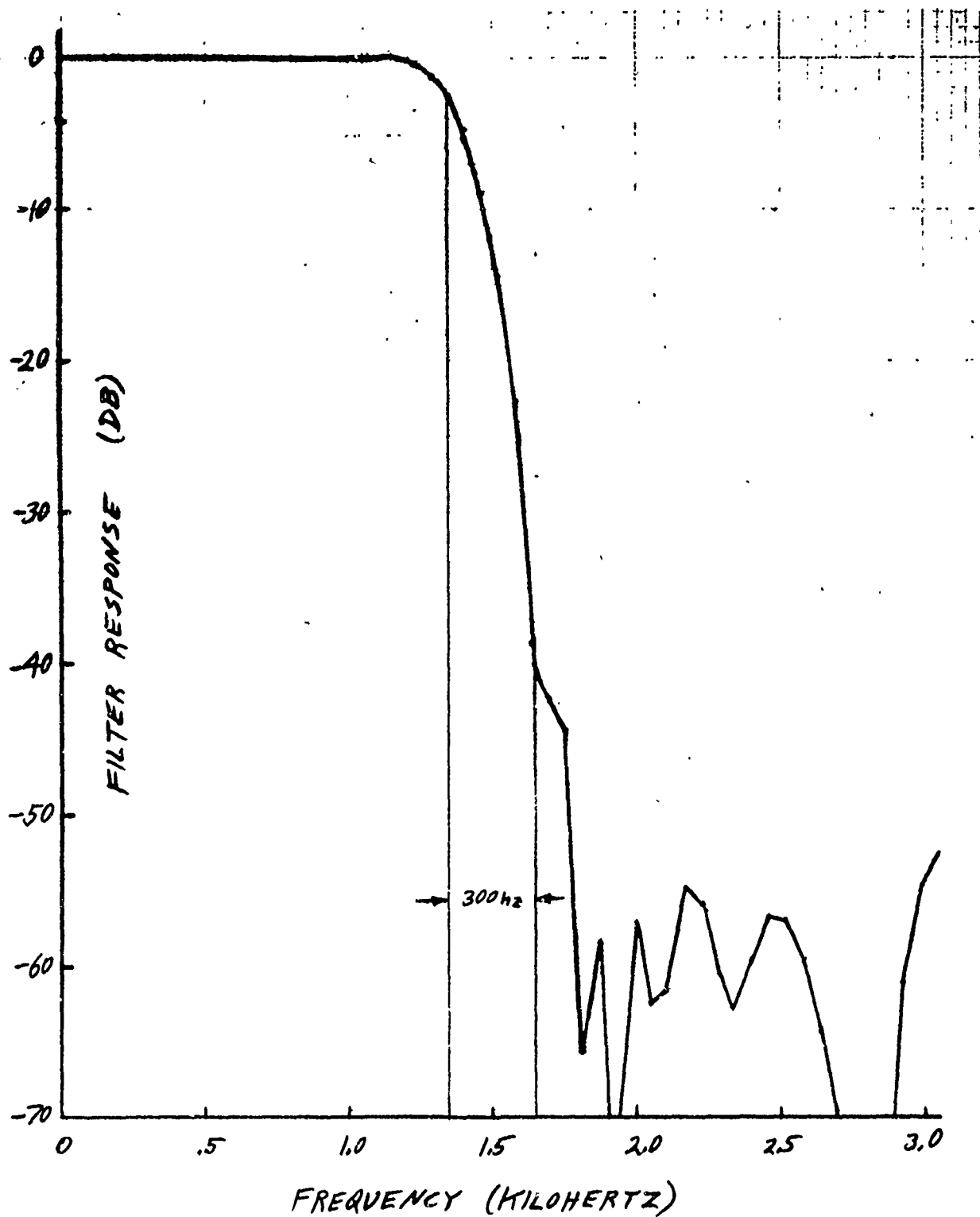


Figure 31: Frequency Response of 89 Stage S.S.B. Non-Recursive Filter, $r = 15\text{KHz}$

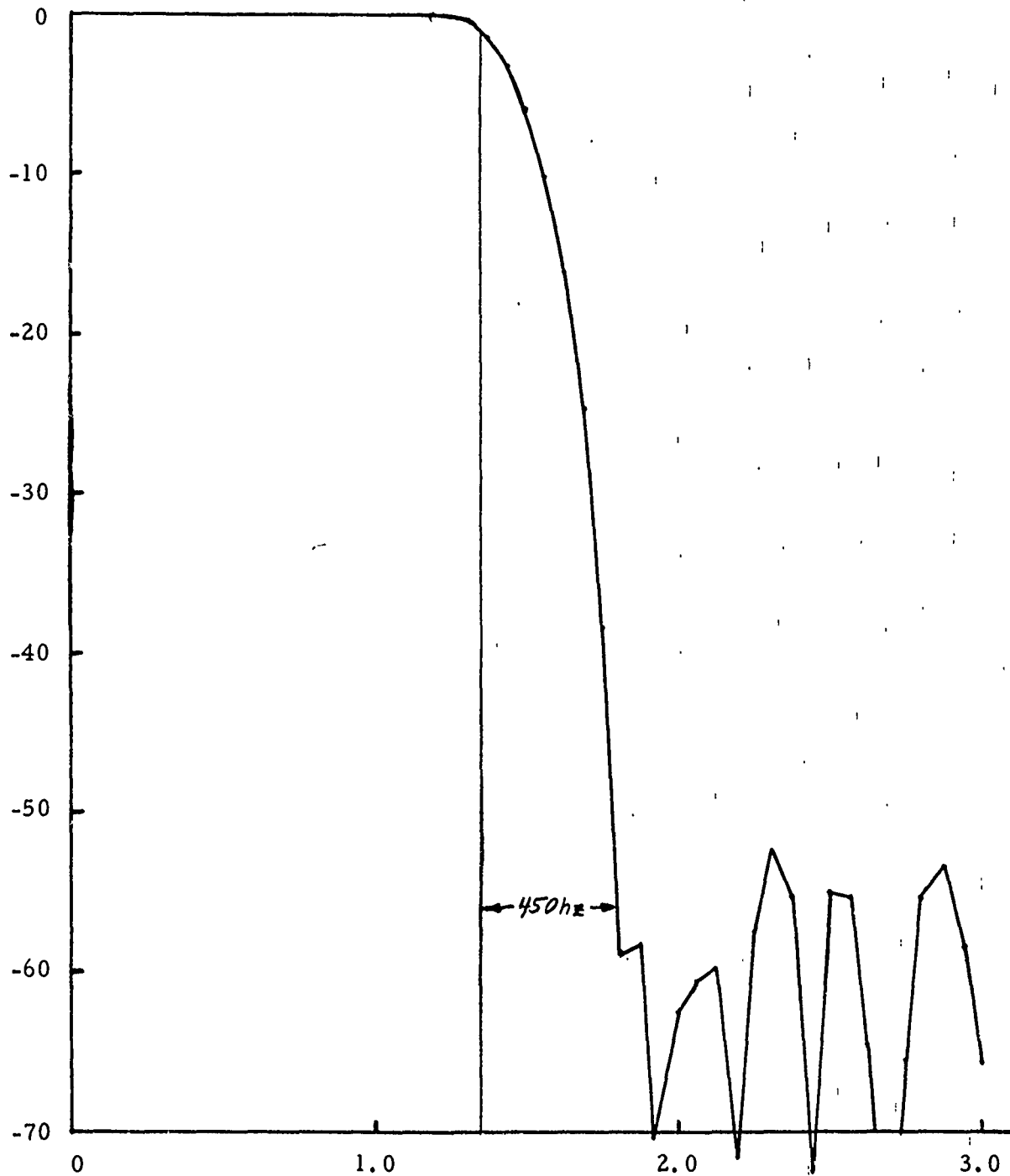


Figure 32: Frequency Response of 47 Stage S.S.B. Non-Recursive Filter, $r = 8\text{kHz}$

C,L,A

?5,10,.1

MAXIMUM TAP = 511

FS,FC,M

?8,1.5,29

399	151	-53	-101	-30	44	46	0	-31	-20
9	19	6	-9	-9	0	6	3	-1	-3
-1	1	1	0	0	0	0	0	0	

SUM= 1365 SSQ= 2.547 SRS= 1.596

N0

?7

128 POINT TRANSFORM OF 59 STAGE 10 BIT FILTER

FMIN,FMAX	Gain	Frequency
?0,4	(db)	(KHz)
1	1.0017	0.015
2	1.0013	0.011
3	1.0006	0.005
4	1.0003	0.002
5	1.0005	0.005
6	1.0007	0.006
7	1.0003	0.003
8	0.9999	-0.001
9	1.0002	0.002
10	1.0012	0.011
11	1.0018	0.015
12	1.0008	0.007
13	0.9991	-0.008
14	0.9983	-0.015
15	0.9991	-0.007
16	1.0003	0.002
17	1.0000	-0.000
18	0.9989	-0.010
19	0.9991	-0.008
20	0.9989	-0.009
21	0.9868	-0.115
22	0.9419	-0.520
23	0.8443	-1.470
24	0.6901	-3.222

Figure 33: Single Sideband Filter, $\gamma = 8\text{KHz}$

25	0.4992	-6.035	1.500
26	0.3087	-10.210	1.562
27	0.1552	-16.181	1.625
28	0.0577	-24.773	1.687
29	0.0119	-38.472	1.750
30	-0.0011	-58.951	1.812
31	-0.0012	-58.315	1.875
32	0.0003	-70.338	1.937
33	0.0007	-62.688	2.000
34	0.0009	-60.793	2.062
35	0.0010	-59.874	2.125
36	0.0003	-71.657	2.187
37	-0.0013	-57.549	2.250
38	-0.0024	-52.419	2.312
39	-0.0017	-55.248	2.375
40	0.0002	-72.661	2.437
41	0.0018	-55.036	2.500
42	0.0017	-55.353	2.562
43	0.0006	-64.761	2.625
44	-0.0001	-80.855	2.687
45	0.0005	-65.747	2.750
46	0.0017	-55.364	2.812
47	0.0021	-53.457	2.875
48	0.0012	-58.575	2.937
49	-0.0005	-66.417	3.000
50	-0.0017	-55.349	3.062
51	-0.0019	-54.278	3.125
52	-0.0014	-57.032	3.187
53	-0.0007	-62.616	3.250
54	-0.0004	-69.043	3.312
55	-0.0004	-68.614	3.375
56	-0.0007	-62.793	3.437
57	-0.0011	-58.919	3.500
58	-0.0011	-59.489	3.562
59	-0.0000	-87.264	3.625
60	0.0017	-55.282	3.687
61	0.0032	-49.974	3.750
62	0.0031	-50.212	3.812
63	0.0012	-58.124	3.875
64	-0.0011	-58.965	3.937
65	-0.0022	-53.145	4.000
66	-0.0011	-58.965	4.062

FMIN, FMAX
70.0

Figure 33 (Continued)

N0
?9

512 POINT TRANSFORM OF 59 STAGE 10 BIT FILTER

FMIN,FMAX

71.32,1.37

85	0.9419	-0.520	1.312
86	0.9230	-0.696	1.326
87	0.9004	-0.911	1.344
88	0.8742	-1.168	1.359
89	0.8443	-1.470	1.375

FMIN,FMAX

71.76,1.8

113	0.0117	-38.472	1.750
114	0.9065	-43.807	1.766
115	0.0027	-51.460	1.781
116	0.0003	-72.009	1.797
117	-0.0011	-58.951	1.812

FMIN,FMAX

70,0

N0

70

Figure 33 (Concluded)

C,L,A
 7.5,10,.45
 MAXIMUM TAP = 511
 FS,FC,M
 716,4,10
 303 0 -55 0 7 0 0 0 0
 SUM= 102! SSQ= 1.727 SRS= 1.314
 N0
 77
 128 POINT TRANSFORM OF 21 STAGE 10 BIT FILTER

FMIN,FMAX
7!,7

9	1.0014	0.012	1.000
10	1.0017	0.015	1.125
11	1.0018	0.016	1.250
12	1.0015	0.013	1.375
13	1.0006	0.005	1.500
14	0.9988	-0.010	1.625
15	0.9960	-0.035	1.750
16	0.9917	-0.072	1.875
17	0.9857	-0.125	2.000
18	0.9776	-0.197	2.125
19	0.9671	-0.290	2.250
20	0.9539	-0.410	2.375
21	0.9377	-0.559	2.500
22	0.9182	-0.741	2.625
23	0.8953	-0.960	2.750
24	0.8689	-1.220	2.875
25	0.8390	-1.525	3.000
26	0.8056	-1.877	3.125
27	0.7690	-2.282	3.250
28	0.7293	-2.742	3.375
29	0.6869	-3.263	3.500
30	0.6422	-3.846	3.625

Figure 34: 2 to 1 Resampling Filter, r = 16KHz

31	0.5958	-4.498	3.750
32	0.5482	-5.221	3.875
33	0.5000	-6.021	4.000
34	0.4518	-6.901	4.125
35	0.4042	-7.869	4.250
36	0.3576	-8.928	4.375
37	0.3131	-10.085	4.500
38	0.2707	-11.349	4.625
39	0.2310	-12.726	4.750
40	0.1944	-14.227	4.875
41	0.1610	-15.864	5.000
42	0.1311	-17.650	5.125
43	0.1047	-19.603	5.250
44	0.0818	-21.745	5.375
45	0.0623	-24.105	5.500
46	0.0461	-26.724	5.625
47	0.0329	-29.660	5.750
48	0.0224	-33.000	5.875
49	0.0143	-36.895	6.000
50	0.0083	-41.637	6.125
51	0.0040	-47.935	6.250
52	0.0012	-58.740	6.375
53	-0.0006	-64.633	6.500
54	-0.0015	-56.523	6.625
55	-0.0018	-54.891	6.750
56	-0.0017	-55.329	6.875
57	-0.0014	-57.154	7.000
58	-0.0009	-60.452	7.125

Figure 34 (Continued)

$$\begin{aligned} 2750 \quad Q &= Q * \cos(3.3 * \text{PII} / \text{FS}) \\ 7550 \quad Y &= 2. * Y. \end{aligned}$$

The corresponding printout (at a 16KHz sampling rate) is shown in figure 35.

3. DIGITAL DIFFERENTIATION

In Reference 1, the digital Hilbert transform was derived from the sampling theorem,

$$\begin{aligned} x(t) &= \sum_{k=-\infty}^{\infty} x_k \frac{\sin(\pi rt - k\pi)}{(\pi rt - k\pi)} \\ &= \sum_{k=-\infty}^{\infty} (-1)^k x_k \frac{\sin \pi rt}{\pi(rt-k)}, \end{aligned} \quad (1)$$

by taking the Hilbert transform of (1) and sampling the result at the rate r ; $\hat{x}_n = \hat{x}(n/r)$. The result was

$$\hat{x}_n = \frac{2}{\pi} \sum_{k=-\infty}^{\infty} \frac{x_{n-k}}{k}, \quad k \text{ odd.} \quad (2)$$

Similarly, we can differentiate (1),

$$\dot{x}(t) = \sum_{k=-\infty}^{\infty} (-1)^k x_k r \left[\frac{\cos \pi rt}{rt-k} - \frac{\sin \pi rt}{\pi(rt-k)^2} \right], \quad (3)$$

and, by sampling this result at the rate r , we obtain the digital derivative

$$\dot{x}_n = \dot{x}(n/r) = r \sum_{\substack{k=-\infty \\ k \neq n}}^{\infty} (-1)^{n-k} \frac{x_k}{n-k}. \quad (4)$$

The preceding results could also have been obtained by deriving the appropriate filter frequency response, $H(f)$, and finding the corresponding unit response

C,L,A

?5,10,0

MAXIMUM TAP = 511

FS,FC,M

?16,1.45,60

386	110	-107	-144	-51	29	16	-48	28	-46
-1	3	-30	-52	-38	-9	0	-18	35	-29
-9	0	-9	-22	-20	-7	1	-3	12	-12
-4	2	1	-5	-6	-2	2	2	1	-3
-1	2	2	0	-1	0	1	1	1	0
0	0	1	0	0	0	0	0	0	0

SUM= 25 SSQ= 2.658 SRS= 1.630

N0

?7

128 POINT TRANSFORM OF 121 STAGE 10 BIT FILTER

FMIN,FMAX

?0,4

1	0.0009	-35.023	3.000
2	0.1169	-12.619	0.125
3	0.3417	-3.306	0.250
4	0.4844	-0.276	0.375
5	0.5040	0.069	0.500
6	0.4996	-0.003	0.25
7	0.4997	-0.005	0.750
8	0.5009	0.015	0.875
9	0.5018	0.031	1.000
10	0.4994	-0.010	1.125
11	0.5001	0.002	1.250
12	0.5007	0.013	1.375
13	0.5008	0.015	1.500
14	0.5002	0.004	1.625
15	0.4993	-0.012	1.750
16	0.4999	-0.001	1.875
17	0.5002	0.003	2.000
18	0.4995	-0.009	2.125
19	0.5003	0.006	2.250
20	0.5003	0.006	2.375
21	0.4998	-0.003	2.500

Figure 35: Double Sideband Filter, r = 16KHz

22	0.5002	0.004	2.625
23	0.5008	0.014	2.750
24	0.5017	0.030	2.875
25	0.4158	-1.602	3.000
26	0.2020	-7.873	3.125
27	0.0326	-23.728	3.250
28	-0.0042	-41.566	3.375
29	0.0007	-57.526	3.500
30	0.0012	-52.740	3.625
31	0.0010	-54.099	3.750
32	0.0002	-66.546	3.875
33	-0.0011	-53.440	4.000
34	0.0011	-52.831	4.125
FMIN, FMAX			
74, 8			
33	-0.0011	-53.440	4.000
34	0.0011	-52.831	4.125
35	0.0012	-52.469	4.250
36	-0.0013	-51.912	4.375
37	0.0020	-47.759	4.500
38	0.0000	-83.942	4.625
39	-0.0012	-52.186	4.750
40	0.0009	-55.039	4.875
41	-0.0014	-51.233	5.000
42	-0.0007	-56.666	5.125
43	-0.0000	-87.310	5.250
44	0.0008	-55.991	5.375
45	0.0009	-54.975	5.500
46	0.0007	-56.778	5.625
47	0.0021	-47.717	5.750
48	-0.0001	-73.318	5.875
49	-0.0015	-50.712	6.000
50	-0.0009	-54.846	6.125

Figure 35 (Continued)

51	0.0011	-52.871	6.250
52	0.0006	-58.322	6.375
53	-0.0014	-51.080	6.500
54	-0.0006	-58.319	6.625
55	-0.0006	-58.677	6.750
56	0.0011	-53.219	6.875
57	-0.0011	-53.119	7.000
58	-0.0024	-46.045	7.125
59	-0.0004	-62.737	7.250
60	-0.0018	-48.808	7.375
61	-0.0001	-72.573	7.500
62	-0.0006	-57.964	7.625
63	-0.0004	-62.600	7.750
64	0.0002	-68.440	7.875
65	-0.0025	-46.080	8.000
66	0.0002	-68.440	8.125

FMIN,FMAX
70,0
N0
79

512 POINT TRANSFORM OF 121 STAGE 10 BIT FILTER

FMIN,FMAX			
7.25,.37			
9	0.3417	-3.306	0.250
10	0.3911	-2.134	0.281
11	0.4319	-1.272	0.313
12	0.4630	-0.668	0.344
13	0.4844	-0.276	0.375

FMIN,FMAX
70,0
N0
70

Figure 35 (Concluded)

$$h_n = \int_{r/2}^{-r/2} H(f) e^{j2\pi n f / r} df. \quad (5)$$

If

$$H(f) = j \operatorname{sgn} f \quad (6)$$

we obtain

$$h_n = \begin{cases} \frac{2}{\pi} \frac{1}{n}, & n \text{ odd} \\ 0, & n \text{ even} \end{cases} \quad (7)$$

for the Hilbert transforming filter. If

$$H(f) = j2\pi f \quad (8)$$

we obtain

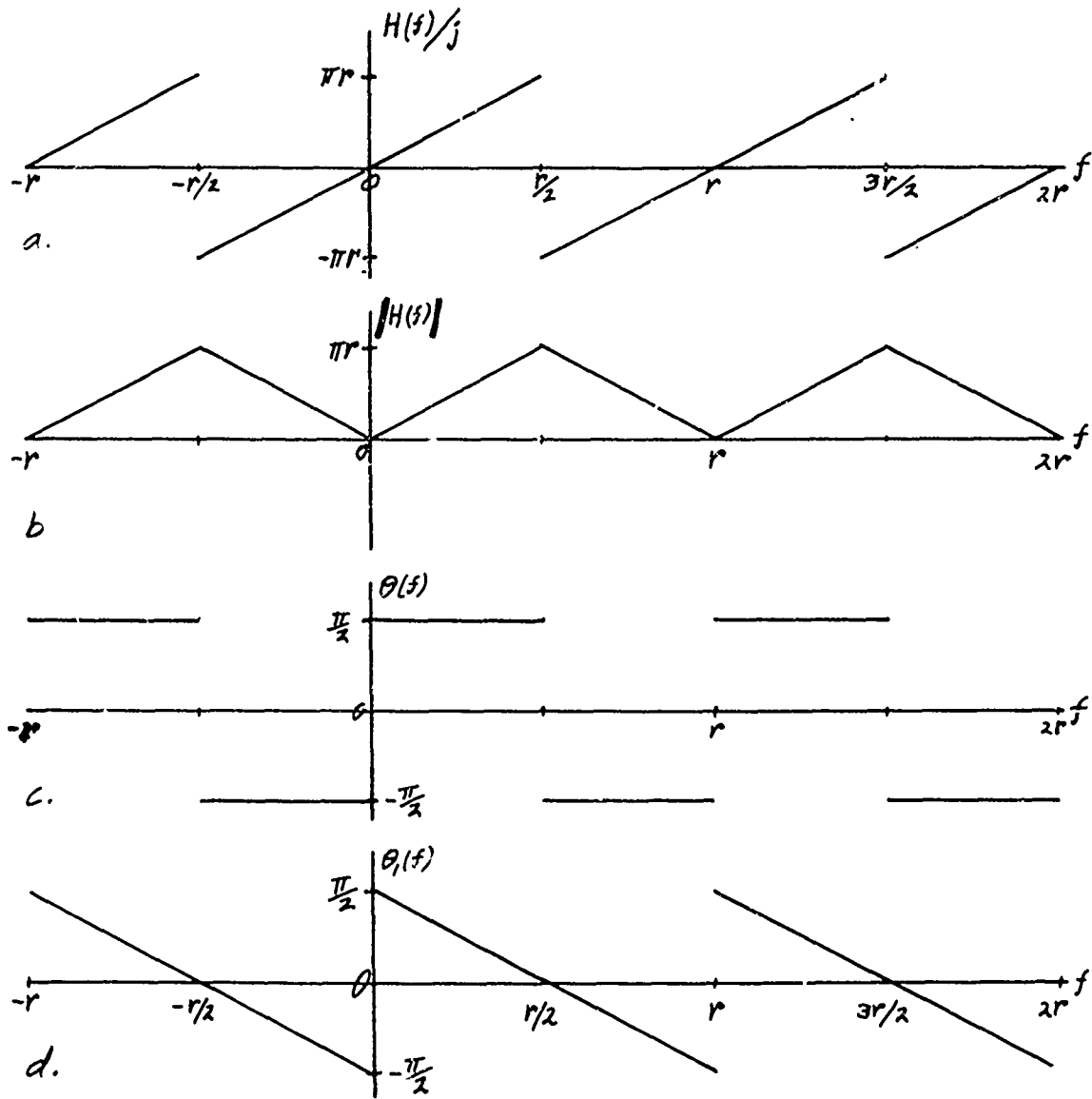
$$h_n = \begin{cases} r \frac{(-1)^n}{n}, & n \neq 0 \\ 0, & n = 0 \end{cases} \quad (9)$$

for the differentiating filter. Equation (9) was used with a Hanning window for differentiation in the CONFIDE program. Note that equation (4) can also be written

$$\dot{x}_n = r \sum_{\substack{k=-\infty \\ k \neq 0}}^{\infty} (-1)^k \frac{x_{n-k}}{k} \quad (10)$$

Rabiner and Steiglitz⁽²⁵⁾ have pointed out that the above is not the thing to do. They note that the magnitude and phase response corresponding to equation (8) is hard to realize digitally because of the phase discontinuity shown in figure 36c. By introducing a half-sample delay,

$$H_1(f) = j2\pi f e^{-j\pi f / r}, \quad |f| < \frac{r}{2} \quad (11)$$



$$H(f) = |H(f)| e^{j\theta(f)}$$

Figure 36: Frequency Response of an Ideal Wideband Differentiator

the phase response of figure 36d is obtained, whereby the phase discontinuities occur only at frequencies at which $|H(f)| = 0$.

From equation (3) using $t = (n - 1/2)/r$ instead of $t = n/r$, we obtain

$$\dot{x}_n = \dot{x}\left(\frac{n-1/2}{r}\right) = \frac{r}{\pi} \sum_{k=-\infty}^{\infty} (-1)^{n-k} \frac{x_k}{(n-k-\frac{1}{2})^2} \quad (12)$$

or

$$\dot{x}_n = \frac{r}{\pi} \sum_{k=-\infty}^{\infty} (-1)^k \frac{x_{n-k}}{(k-\frac{1}{2})^2} = \frac{4r}{\pi} \sum_{k=-\infty}^{\infty} (-1)^k \frac{x_{n-k}}{(2k-1)^2} \quad (13)$$

Alternatively we could obtain

$$h_n = \frac{4r}{\pi} \frac{(-1)^n}{(2n-1)^2} \quad (14)$$

from equations (5) and (11). Equations (9) and (14) are compared in figure 37, for $r = 1$. Equation (14) is seen to decay quadratically and to more closely approximate a simple $(x_i - x_{i-1}) \cdot r$ "differentiator". The unit response has to be truncated to finite duration. Rabiner and Steiglitz⁽²⁵⁾ present excellent results for the frequency sample specification method. However, any of the methods of Section III may be used.

Another way of viewing these results is as follows. A filter with impulse response

$$\frac{\sin \pi r t}{\pi r t} \quad (15)$$

would pass a signal bandlimited to $-r/2 < f < r/2$, undistorted. The impulse response of the corresponding differentiator is given by the derivative of (15):

$$h(t) = \frac{1}{t} \left[\cos \pi r t - \frac{\sin \pi r t}{\pi r t} \right] \quad (16)$$

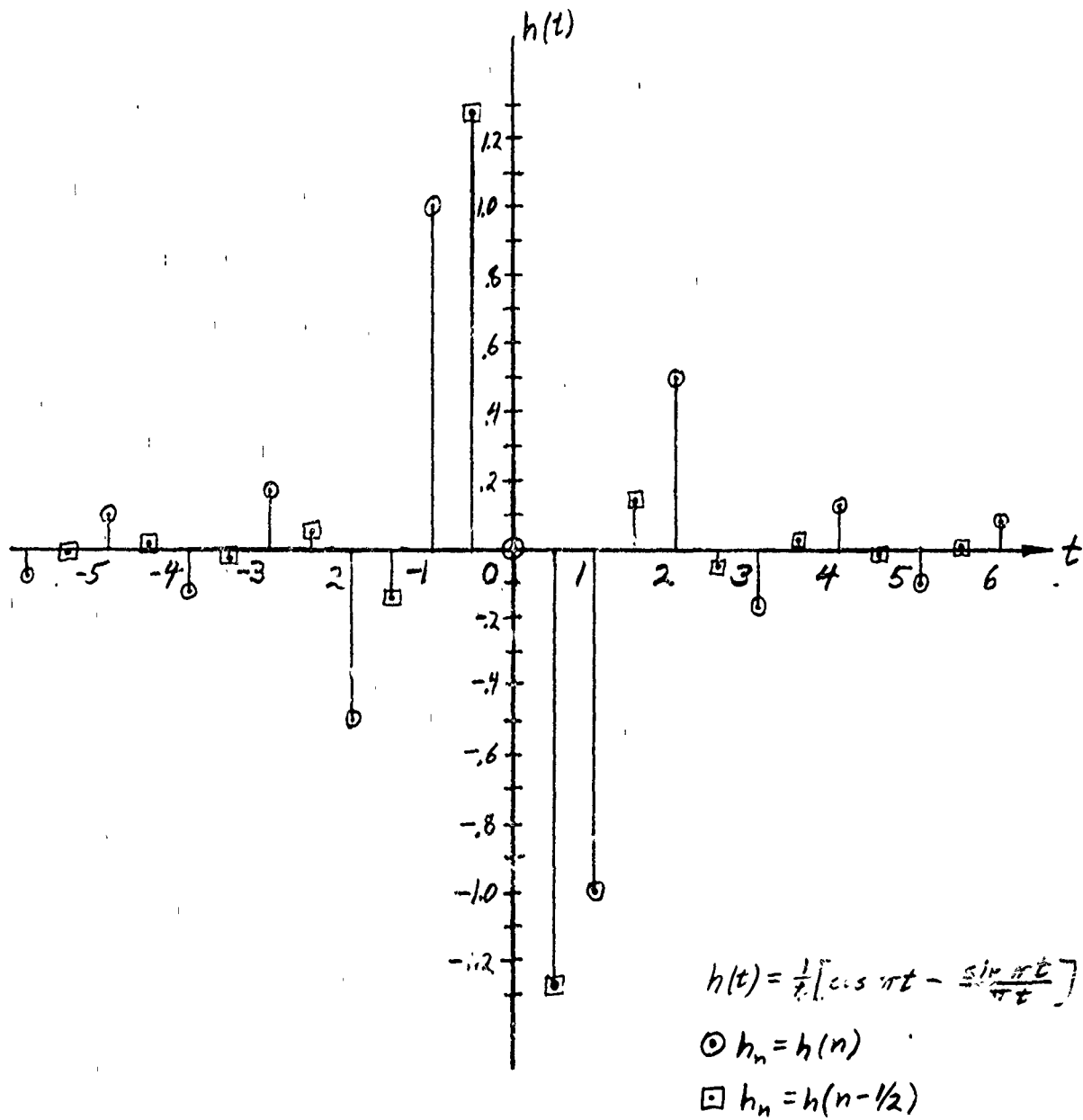


Figure 37: Unit Response of Two Wideband Differentiators

Equation (15) can be thought of as a bandlimited impulse $\delta(t)$, and (16) as a bandlimited doublet, $\dot{\delta}(t)$. The unit response of a digital differentiator is obtained by sampling (16) at the rate r . The usual wideband differentiator (5, 6, 11, 26, 27), such as the one used in our simulations, samples (16) at the zeros of the sine term. Obviously, a shorter response is obtained by sampling at the zeros of the cosine. In fact, the latter approach indicates that the simple-minded two-term differentiator, such as the one used in our breadboard, is a reasonable first approximation.

SECTION VII

COMPUTER SIMULATION

Simulations were made for three modulation schemes. Single sideband (SSB), double sideband (DSB), and frequency modulation (FM). The simulations were initially programmed on the Burroughs 5500 time share system. The working programs were then transferred to the Philco 212 computer system located at Willow Grove. Signal to noise runs were made on the Philco 212.

The calculations of the tap weights for the convolutional filters were performed on the Burroughs 5500 time share system. The program CONFIDE calculated the tap weights to the desired bit accuracy and then performed a Fourier Transform on the weights. The results of the Fourier Transform were printed out in order that the frequency selective properties of the filter could be checked.

The various modulation system simulations were carried out on a low pass equivalent basis for the DSB, SSB, and FM systems. All filtering was done with convolutional digital filters with complex signals where appropriate. The basic sampling rate for input and output of all simulations was 15KHz. This sampling rate was thought to be a compromise between the sampling rate needed for DSB and SSB and the rate needed for FM. Based on the results of these initial simulations an effective sampling rate for input and output of 8KHz was chosen for the breadboard.

The SSB and DSB systems were tested by passing a pulse derived from a 4KHz 50 o/o raised cosine spectrum through the system. The spectrum of the test pulse is shown in figure 16b of Section III. 6 (B = 4KHz). This pulse had eleven (11) non-zero terms in it after rounding to 7 bit precision. The reason for using the above mentioned pulse was to simulate the inherent filtering a real input to the systems would experience. Throughout the simulations the real channel data stream is designated as XR_ and the imaginary channel data stream as XI_. Whenever possible the output of both real and imaginary channels were saved as an aid to checking the output of the filters as the signal progressed through the system. The simulations can best be understood by relating the programs for the various simulations to their block diagrams (figures 38, 39 and 40). All of the programs are documented with comment cards and should be reasonably easy to understand by anyone with a good working knowledge of Fortran and some background in digital communication system design.

The noise added to the input to the receiver was derived from a

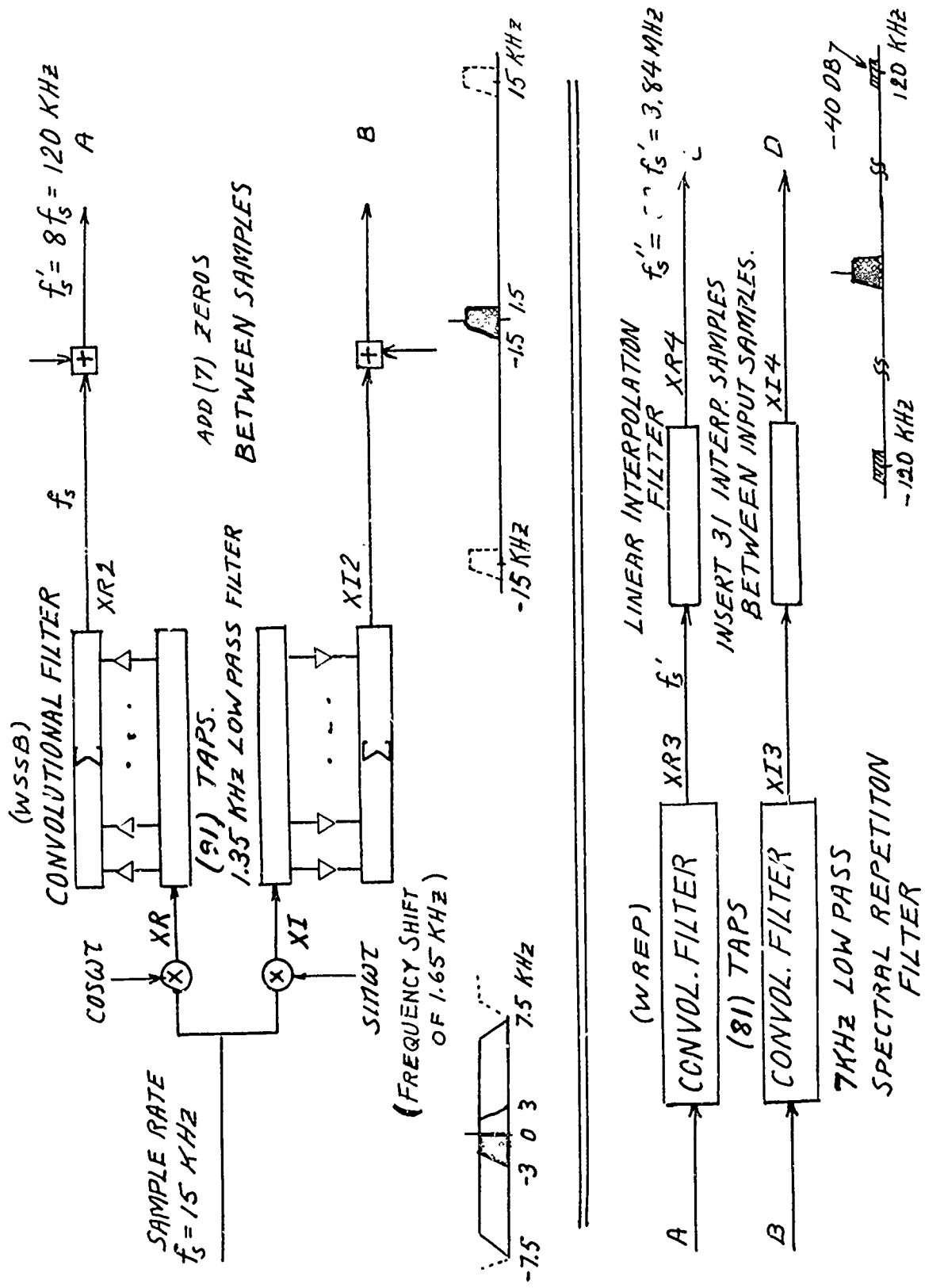


Figure 38: S. S. B. System Simulation

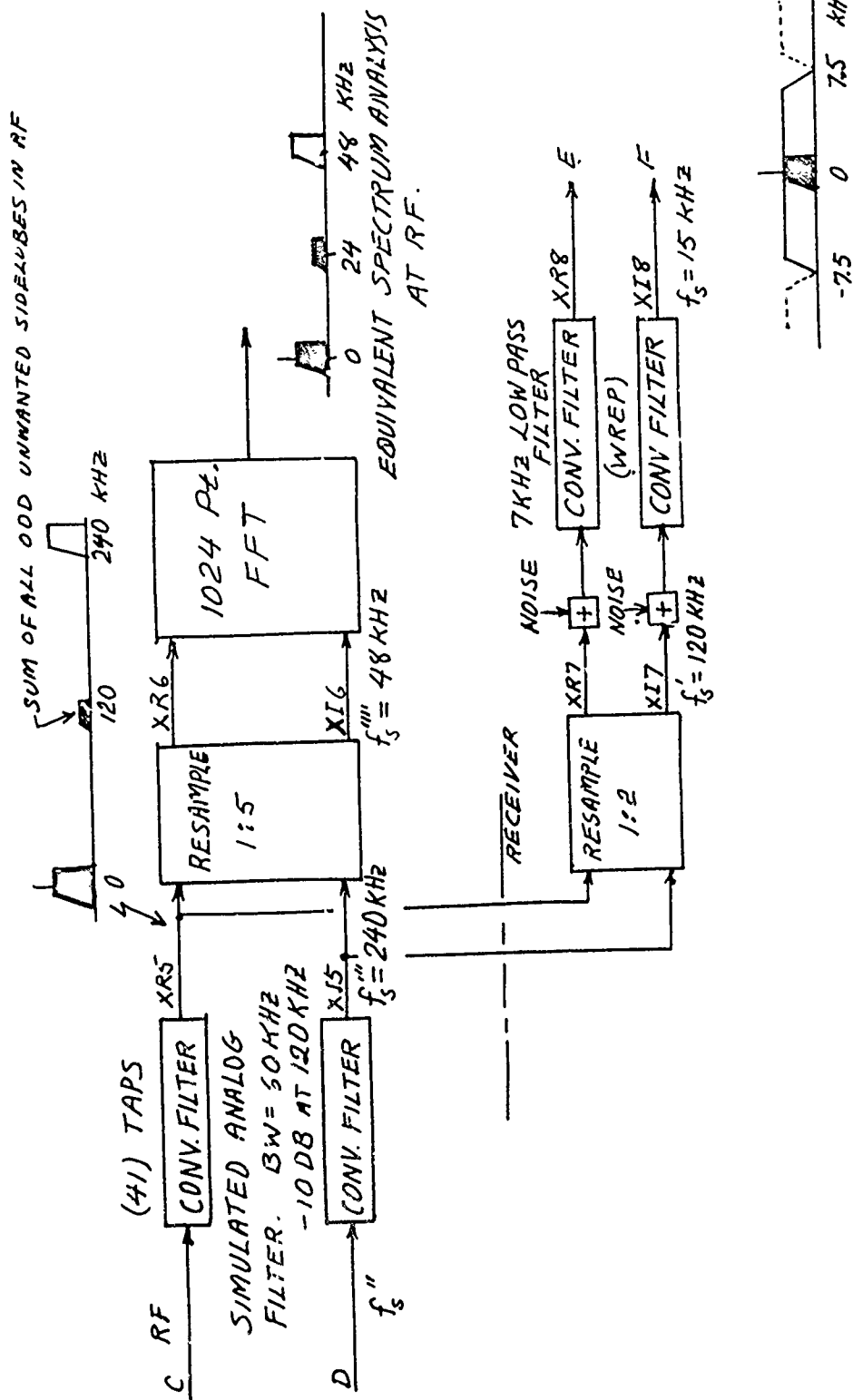


Figure 38 (Continued)

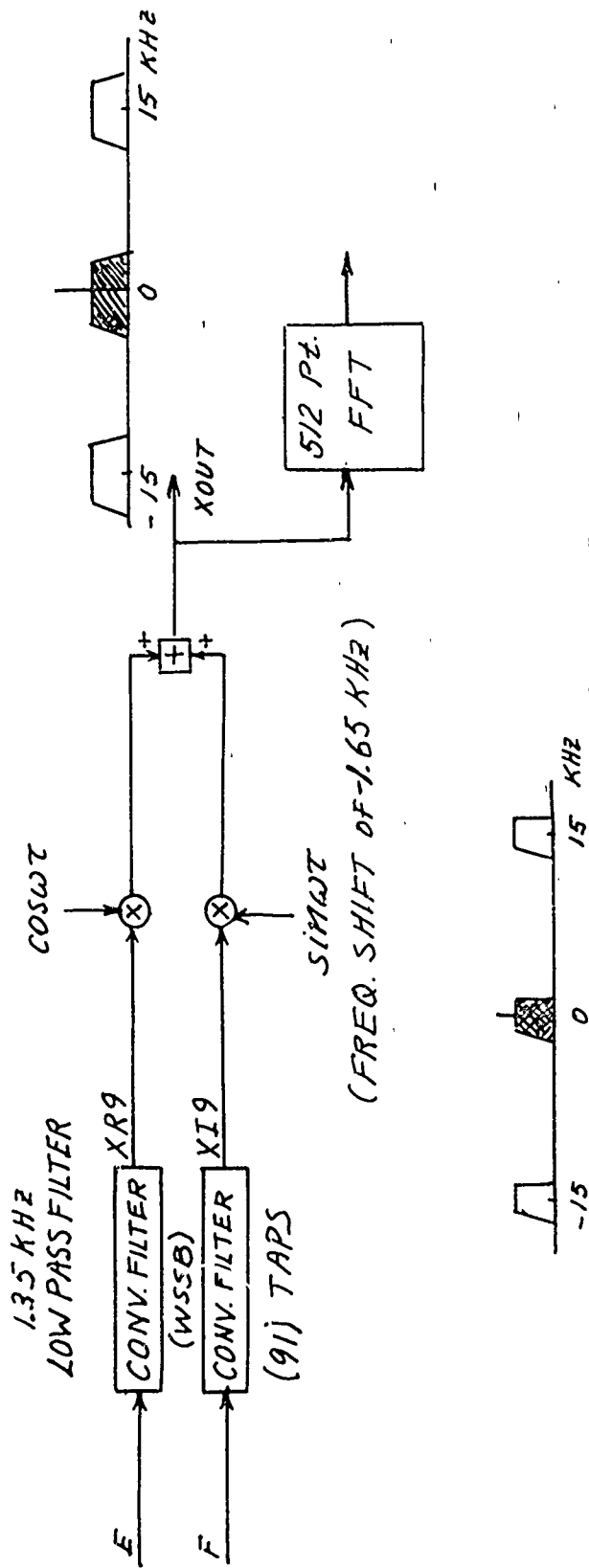


Figure 38 (Concluded)

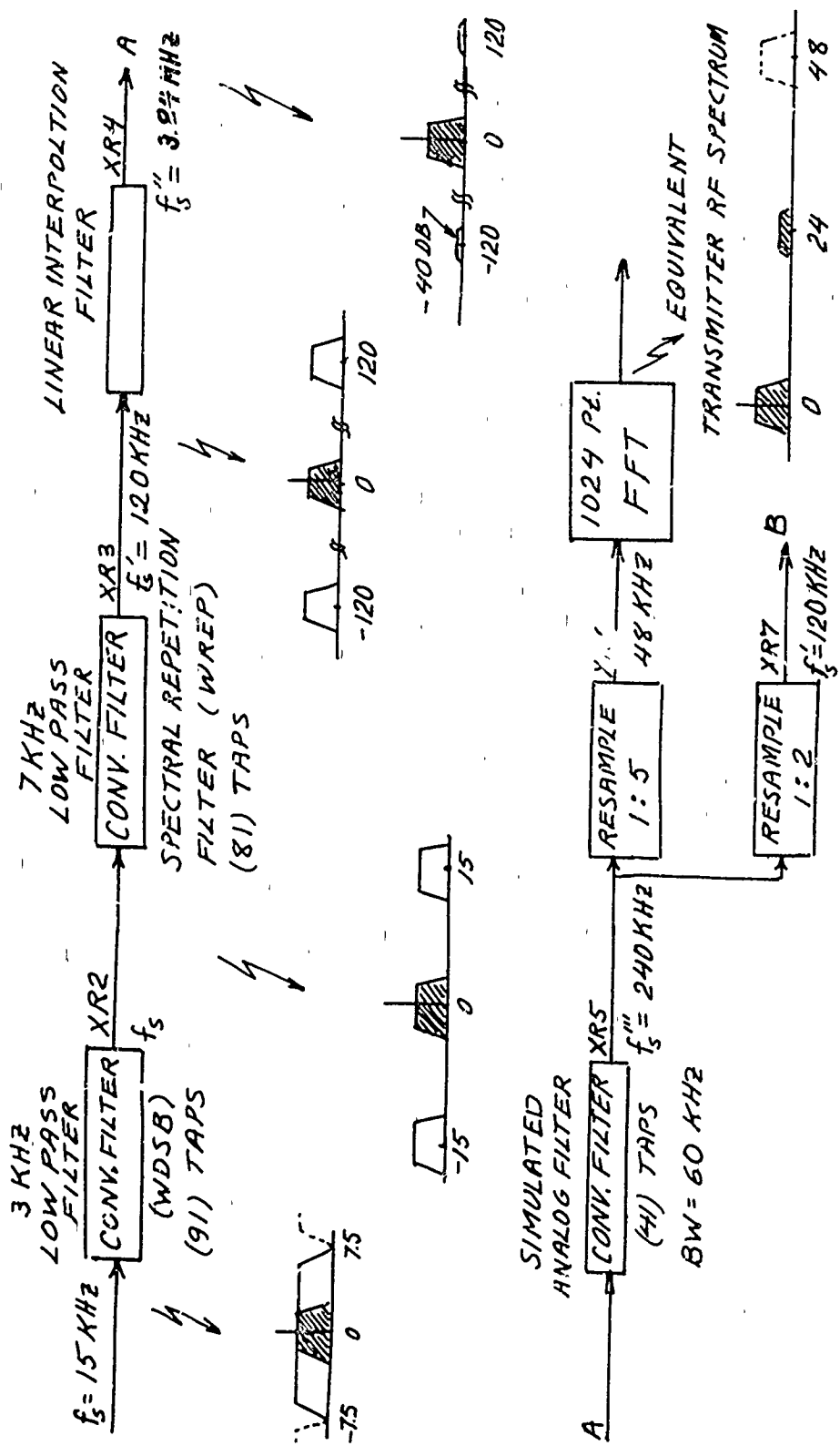


Figure 39: DSB System Simulation

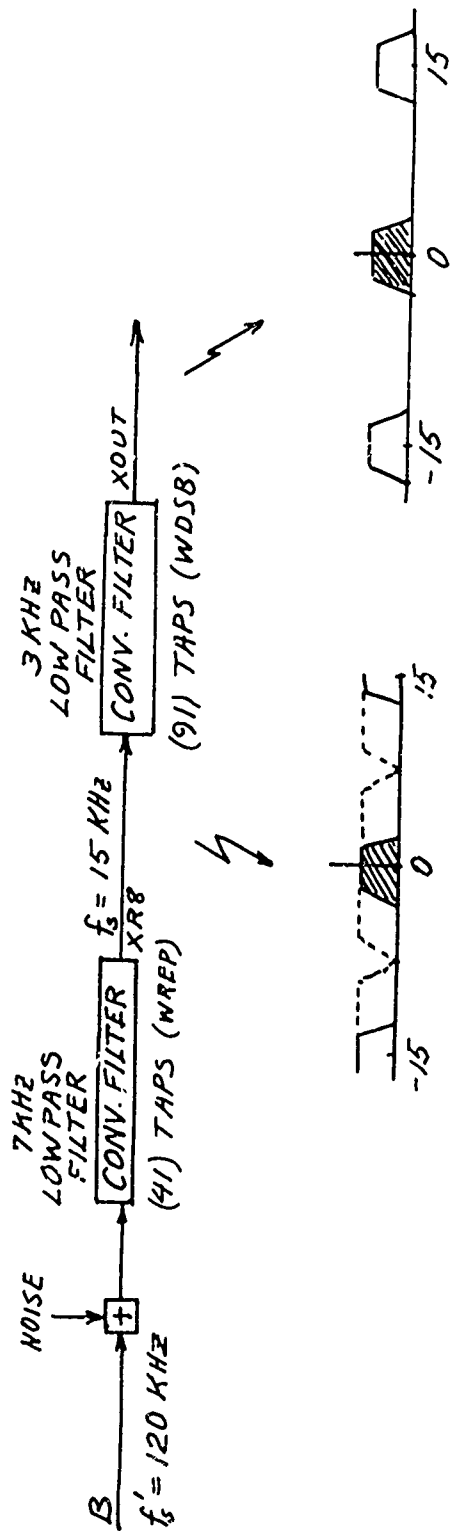


Figure 39 (Continued)

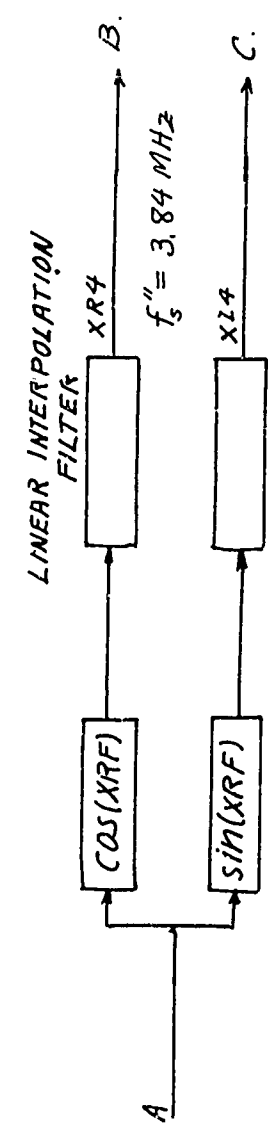
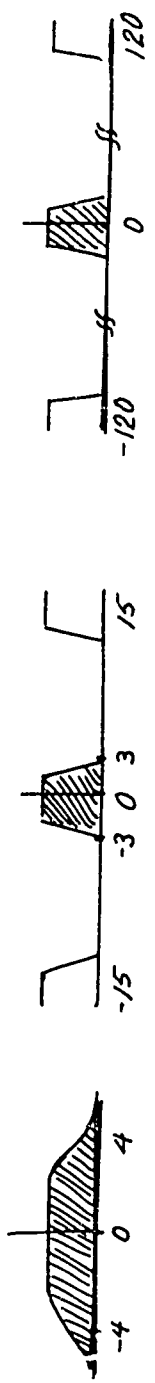
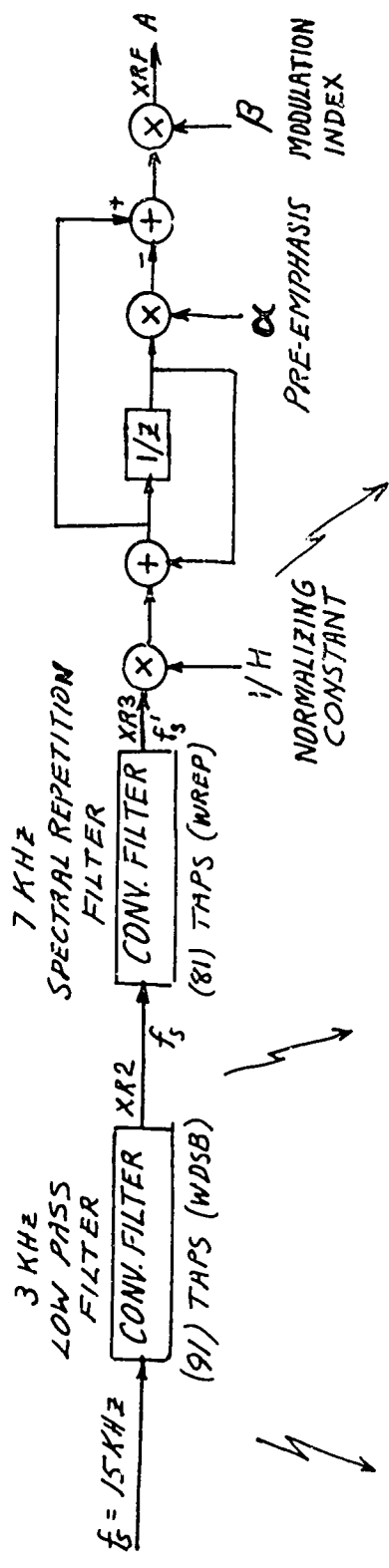


Figure 40: FM and PM System Simulation

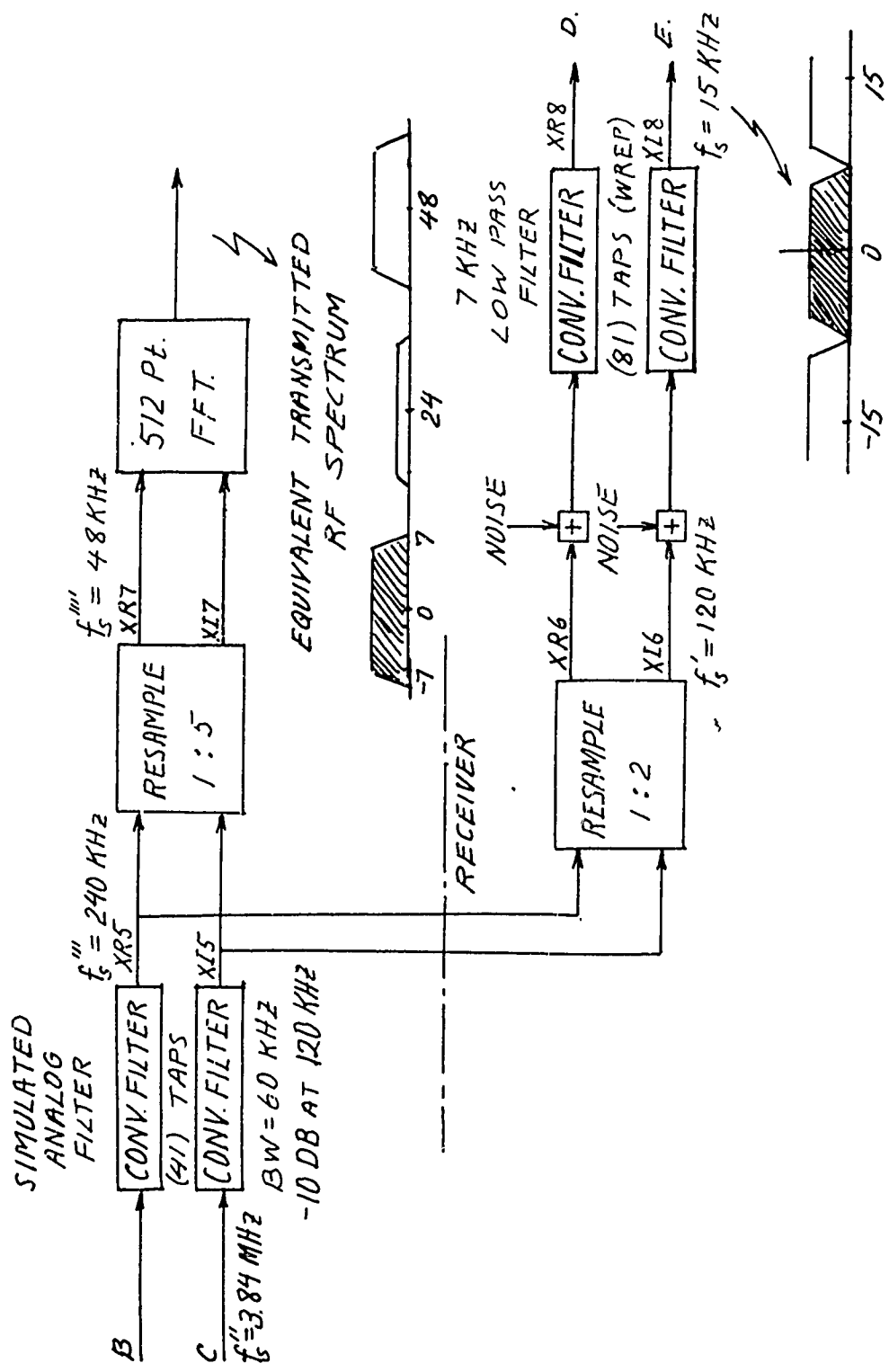


Figure 40 (Continued)

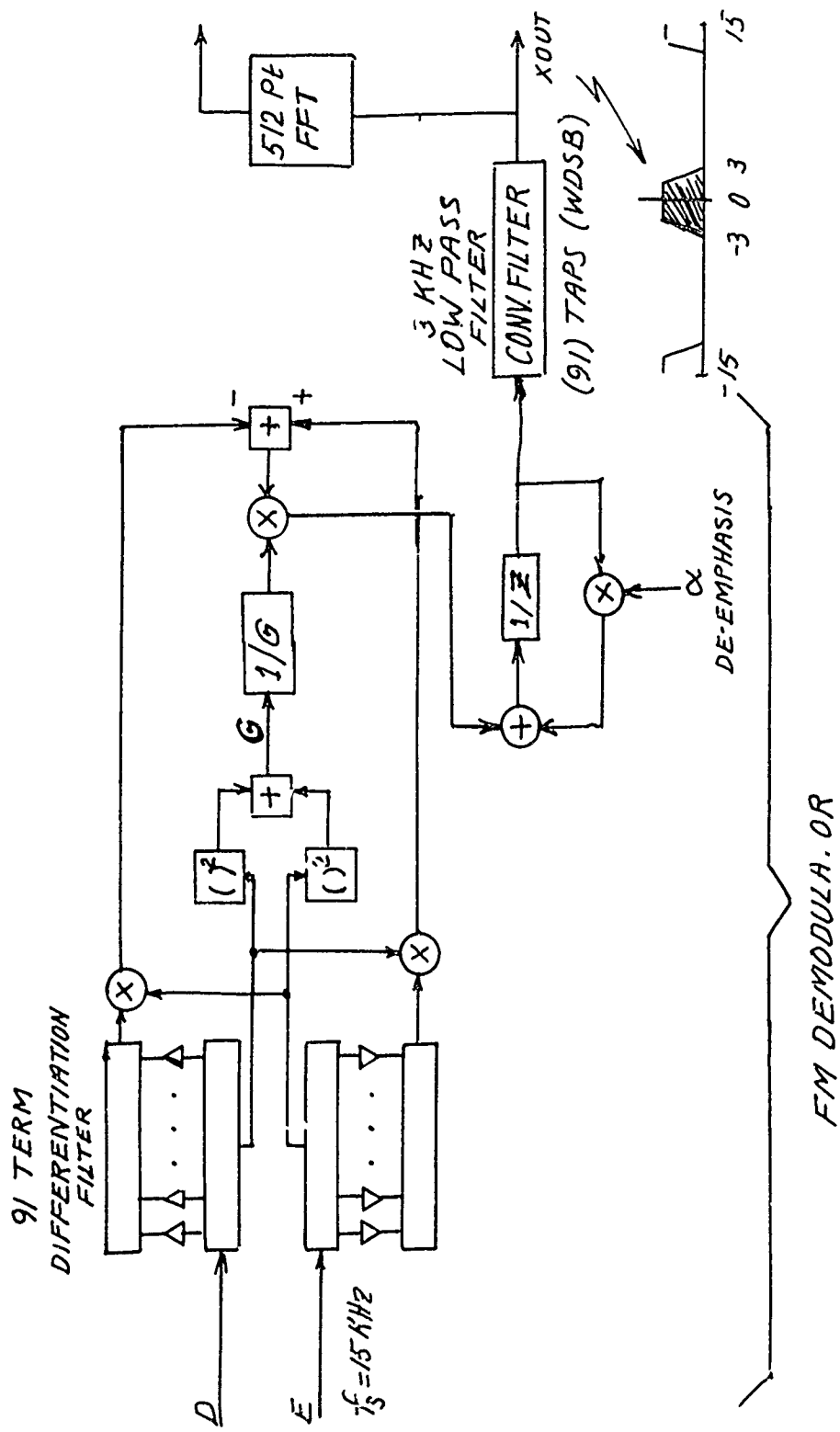


Figure 40 (Concluded)

gaussian random number generator and the specific noise power at that point was calculated. The noise was added at a level to compensate for the bandwidth of the receiver. Signal-to-noise curves were run for the DSB and SSB cases and plotted in figures 41 and 42. The method used to calculate the signal-to-noise ratio out of the receiver was that the spectrum of the output wave form with no noise (-100dB) added to the input to the receiver was calculated. The difference between this spectrum and the output spectrum with noise added to the receiver was calculated using the no noise spectrum as a reference. Also the distortion of the spectrum of the signal from the input of the systems to the output were calculated to obtain a feel for the amount of distortion the systems are adding due to the number of bits of precision that were carried. These figures are:

DSB	23.8 DB
SSB	21.2 DB

These signal to distortion ratios are not particularly good indicates that the signals should be carried through the system at greater than 8 bit precision. And the filter should be implemented with more than 10 bit precision. Good precision for the signal would be 10-12 bits and 12-14 bits for the filters. Actually, 10-12 bits could be used for the filters provided the number of taps is kept low by lowering the sampling rate.

The FM system was checked using a longer pulse train, about 20 pulses. This pulse train was passed through the system. The pulse train was FM modulated filtered and translated to 3.34MHz resampled and demodulated and printed out. As can be seen in figure 43 the pulse was faithfully reproduced at both a height of 1.0 and 0.5. These two illustrations show that the digital FM system simulated is feasible. As before the signal was carried to 8 bit precision and the filtering was implemented to 10 bit precision. Provision was made in the simulation for preemphasis. The parameter α in figure 40 may vary from 0 (no preemphasis) to 1 (phase modulation). This parameter was not investigated.

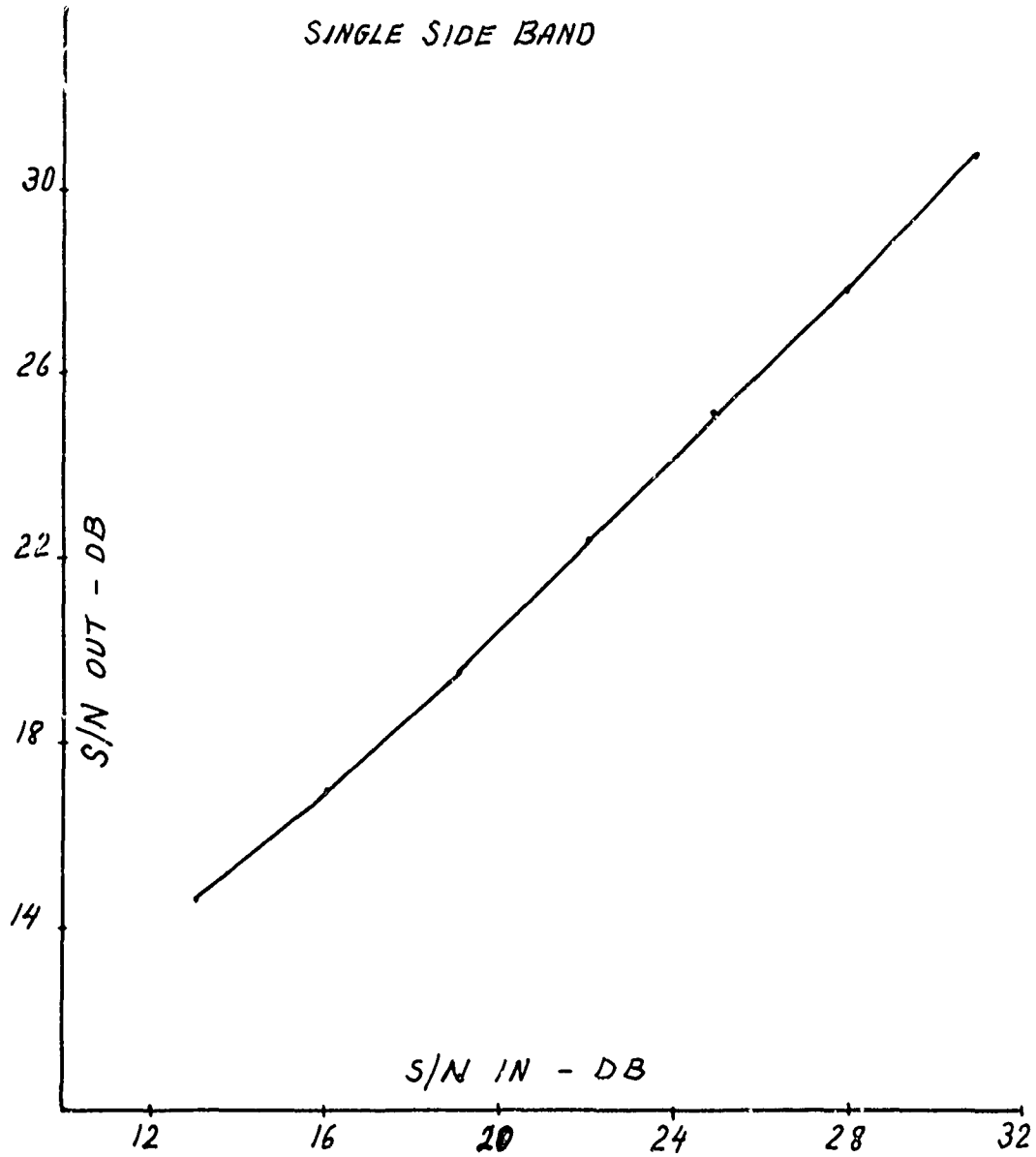
1. SUBROUTINE DESCRIPTION

GAUSS (S, SQH, SGH)

This subroutine returns a gaussian random variable X (in volts) with zero mean and standard deviation $SQH(10)^{-SGN/20}$. SQH is the RMS value of the signal where noise is added and SGN is the signal to noise ratio.

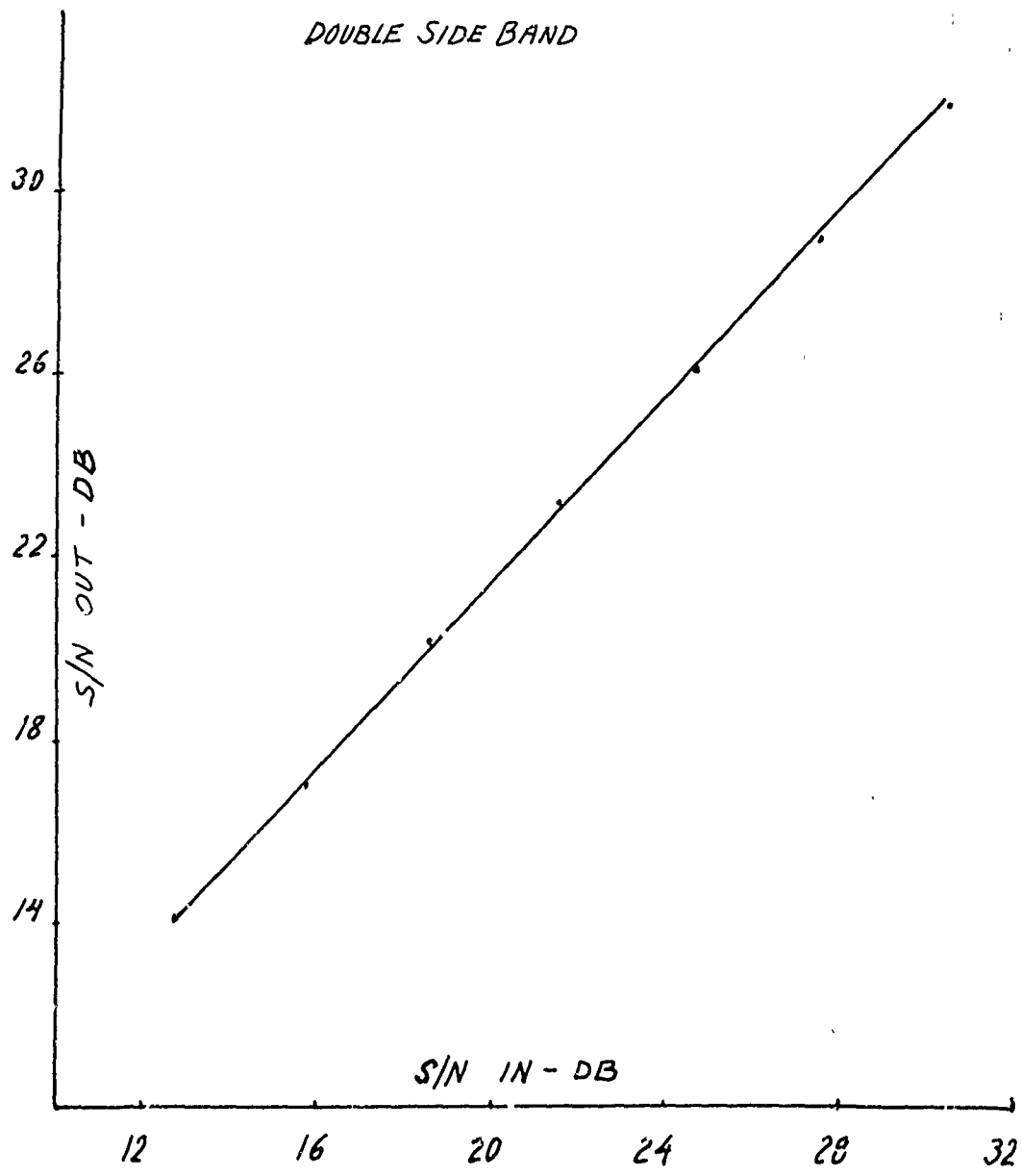
RND (X, XMAX, L)

This subroutine rounds X to L bit precision. XMAX is the maximum magnitude of the variable X.



SIGNAL-TO-DISTORTION RATIO
THROUGH SYSTEM = 21.2 DB.

Figure 41: SSB Simulation Results



SIGNAL-TO DISTORTION:
 RATIO THROUGH SYSTEM = 23.85 db.

Figure 42. DSB Simulation Results

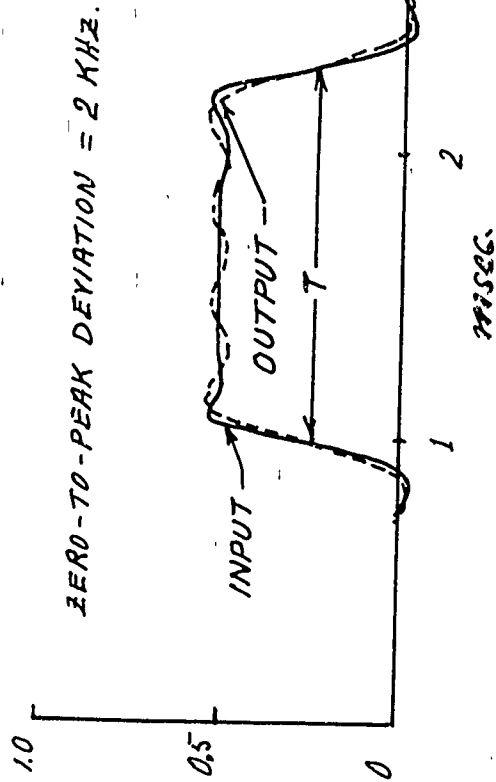
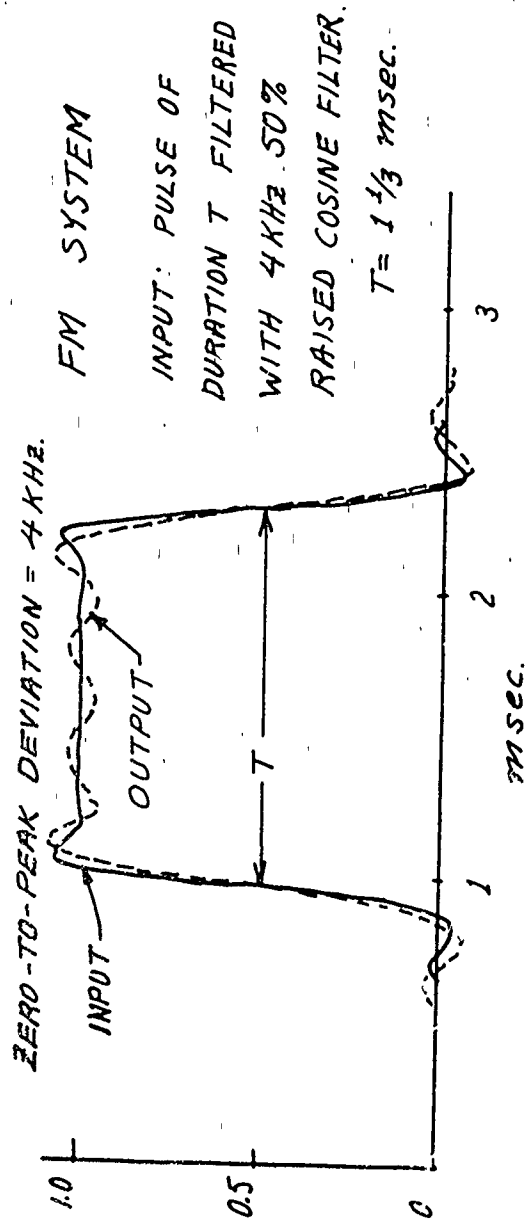


Figure 43: FM Simulation Results

CS (X, L)

Computes cosine X to L bit precision.

SN (X, L)

Computes sine X to L bit precision.

FFT (X, NSTAGE, SIGN)

Subroutine to take Fourier Transform. For details see comments in listing of the subroutine.

ERR(XR, XI, IL, M, FM, FT)

This subroutine computes the normalized magnitude of the spectrum of a complex signal. XR is the real part of the signal, XI is the imaginary part of the signal, 2^{IL} is the size of the transform used, M is the number of complex samples of input data, FM is the output magnitude of the spectrum and FT is a complex working matrix.

FIND (XR, XI, IL, M, REP, FT)

This subroutine calculates and prints out the normalized spectrum of a complex wave form with XR the real part and XI the imaginary part. All parameters are the same as in ERK except that REP is the rate at which the time wave form is sampled. This subroutine calls FFT.


```

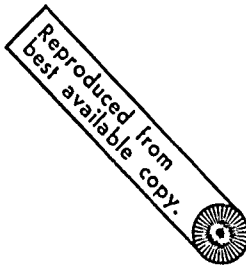
2      SSE SIMULATION
C SINGLE SIDEBAND SIMULATION D.L.FLETCHER
  DIMENSION WSSE(100),WREF(100),ANLCG(100),X(100),XR(300),
  *XI(300),XR2(400),XT2(400),XR3(850),XI3(850),XR4(150),XI4(150),
  *XR5(1650),XJF(1650),XR6(350),XI6(350),XR7(900),XI7(900),
  *XR8(300),XT8(300),XR9(300),XI9(300),XCUT(300),FTM(512)
  DIMENSION F1(512),FM(1024),F2(512)
  COMPLEX FI(2,1024),C
  DATA A1,A3,A4,A8,A9,A0/1,74,3.56,3.56,20,03,34.86,34.86/
  DATA LF,1/10,8/
  DATA MSIG,MS,MR,MA/5,45,40,20/
  DATA NS,NSP,NRF,NA/11,01,81,41/
C NS=NO. OF TERMS IN INPUT SIGNAL = 2*MS+1
C NSR=NO. OF TERMS IN SSR FILTER = 2*MS+1
C NRF=NO. OF TERMS IN REP FILTER = 2*MR+1
C NA=NO. OF TERMS IN ANALOG FILTER = 2*MA+1
  DATA F7S,F7R,FZA/.1893,.1258,.0312/
  DATA SGN /15./
  PI=3.14159265
CCALCULATE TAP WEIGHTS
DC 50 T=1,MS
  FI=I
  WIN=.54+.46*CCS(PI*FI/50.)
  IMS=MS+1-I
  WSSE(IMS)=WIN+SIN(FZS*PI*FI)/(PI*FI+FZS)
  CALL RND(WSSE(IMS),1.0,LF)
  JMS=MS+1-I
50  WSSE(IMS)=WSSE(IMS)
  WSSE(MS+1)=1.0
  CALL RND(WSSE(MS+1),1.0,LF)
  FMR=MR
DC 60 T=1,MR
  FI=I
  AT=FI+FI/FMR
  WIN=.54+.46*CCS(AT)
  IMR=MR+1-I
  WREF(IMR)=WIN+SIN(FZR*PI*FI)/(PI*FI+FZR)
  CALL RND(WREF(IMR),1.0,LF)
  JMR=MR+1-I
60  WREF(IMR)=WREF(IMR)
  WREF(MR+1)=1.0
  CALL RND(WREF(MR+1),1.0,LF)
  FMA=MA
DC 70 T=1,MA
  FI=I
  AT=FI+FI/FMA
  WIN=.54+.46*CCS(AT)
  IMA=MA+1-I
  ANLCG(IMA)=WIN+SIN(FZA*PI*FI)/(PI*FI+FZA)
  JMA=MA+1-I
  ANLCG(IMA)=ANLCG(IMA)
70  CONTINUE
  ANLCG(MA+1)=1.0
C LOAD 50 PERCENT RC PULSE
  A=8.0*PI/15.0
DC 80 T=1,MSIG
  FI=I

```

```

      IMSIG=MSIG+1+I
      X(JMSIG)=SIN(A*FJ)*CCS(.5*A*FI)/(A*FI*(1.-(8.*FI/15.)**2))
      CALL RND(X(IMSIG),1.0,7)
      JMSIG=MSIG+1-I
80    X(JMSIG)=X(IMSIG)
      X(MSIG+1)=1.0
      CALL RND(X(MSIG+1),1.0,7)
      PRINT #1,(X(I),I=1,NS)
d1    FORMAT(1H1,17#INPUT WAVE FORM /((10F10.5))
CSHIFT SPECTRUM BY 1.65 KC
      W=1.65/15.0
      DO 110 I=1,NS
      FI=I-MSIG+1
      XW=2.0*FI*W*FI
      XR(I)=X(I)*CS(XW,LF)
      CALL RND(XR(I),1.0,L)
      XI(I)=X(I)*SN(XW,LF)
110   CALL RND(XI(I),1.0,L)
C CONVOLVE WITH FIRST FILTER
      DO 112 I=1,NS
C SHIFT ALL TERMS BY NSB
      IN=NSB+NS-I
      IS=NS+1-I
      XR(IN)=XR(IS)
112   XI(IN)=XI(IS)
      NS1=NS-1
      DO 113 I=1,NS1
      XR(I)=0.0
113   XI(I)=0.0
C NF=NO. OF TERMS OUT OF FIRST FILTER
      NF=NSB+NS+1
      DO 115 I=1,NF
      DO 114 J=1,NSB
      IJ=I+J-1
      XR2(I)=XR2(I)+WSSB(J)*XR(IJ)
114   XI2(I)=XI2(I)+WSSB(J)*XI(IJ)
      CALL RND(XR2(I),A1,L)
115   CALL RND(XI2(I),A1,L)
      CALL ERR(XR2,XI2,9,NF,FM,FT)
      PRINT #0
10    FORMAT(1H0,3#WSB )
      CALL FTAD(XR2,XI2,9,NF,15000.,FT)
CEFFECTIVELY FILL WITH ZERCS AND CONVOLVE WITH 7 KC LOW-PASS
C REPETITION FILTER, OUTPUT OF FILTER IS AT 120 KC
      DO 150 I=1,NF
C SHIFT ALL TERMS BY NRF
      IR=NRF+NF-I
      IF=NF+1-I
150   XI2(IR)=XI2(IF)
      XR2(IR)=XR2(IF)
      NRF1=NRF-1
      DO 160 I=1,NRF1
      XR2(I)=0.0
160   XI2(I)=0.0
C CALCULATE 120 KC OUTPUT
      J=0
      DO 170 L1=1,NF

```



```

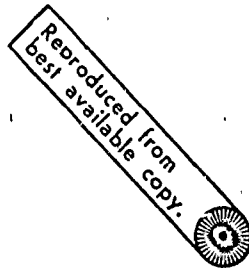
DC 170 K=1,8
J=J+1
DO 170 I=1,11
LT=L1-T+92
LK=8*(I-1)+K
XI3(J)=XI3(J)+WREP(LK)*XI2(LT)
170 XR3(J)=XR3(J)+WREP(LK)*XR2(LT)
C J IS THE NUMBER OF OUTPUT SAMPLES FROM REP FILTER
K2=J
DC 180 I=1,K2
CALL FNC(XI3(I),A3,L)
180 CALL FNC(XR3(I),A3,L)
PRINT 11
11 FORMAT(1H0,4FWREP )
CALL FTND(XR3,XI3,10,K2,120000.,FT)
C PLOT SIGNAL THROUGH INTERPOLATION FILTER AND SIMULATED
C ANALOG FILTER
DC 190 I=1,K2
DELI=(XI3(I+1)-XI3(I))/32.0
DELR=(XR3(I+1)-XR3(I))/32.0
DC 190 J=1,32
FJ=J
K=K+1
K1=MOD(K,100)+1
C K IS XR4 INDEX
C K1 IS XR4 CYLIC INDEX
XI4(K1)=XI3(I)+(FJ-1.)*DELI
XR4(K1)=XR3(I)+(FJ-1.)*DELR
CALL FNC(XR4(K1),A4,L)
CALL FNC(XI4(K1),A4,L)
IF(MOD(K,16).EQ.0) GO TO 200
190 CONTINUE
GO TO 220
200 CONTINUE
C CALCULATE OUTPUT OF ANALOG FILTER
C M IS XR5 INDEX
M=M+1
DO 210 L1=1,NA
N=MOD(74+(M-1)*16+L1,100)+1
XI5(M)=XI5(M)+ANLOG(L1)*XI4(N)
210 XR5(M)=XR5(M)+ANLOG(L1)*XR4(N)
GO TO 190
220 CONTINUE
M1=M/2+1
M2=M/5+1
DO 230 I=1,M1
XI7(I)=XI5(2*I-1)
XR7(I)=XR5(2*I-1)
230 CONTINUE
PRINT 12
12 FORMAT(1H0,15HRECEIVER INPUT )
CALL FTND(XR7,XI7,10,M1,120000.,FT)
DO 240 I=1,M2
XI6(I)=XI5(5*I-4)
240 XR6(I)=XR5(5*I-4)
PRINT 13
13 FORMAT(1H0,23HOUTPUT OF ANALOG FILTER )

```

```

CALL FTND(XR6,XI6,9,M2,48000.,FT)
C XR6 IS INPUT TO FFT TO LOOK AT OUTPUT SPECTRUM OF TRANSMITTER
C XR7 IS INPUT TO RECEIVER
C ADD NOISE AND SHIFT BY NRF-8
FM1=2*M1
DC '249 I=1,M1
249 XS=XS+XR7(I)+XR7(I)+XI7(I)+XI7(I)
SGH=SGH+(XS/FM1)
DC '250 I=1,M1
MT=M1+NRF-8-1
MI=M1+1-I
CALL GALSS(2,SGH,SGN)
ZT=ZT+7+Z
XR7(MT)=XR7(MI)+Z
CALL GALSS(2,SGH,SGN)
ZT=ZT+7+Z
XI7(MT)=XI7(MI)+Z
250 CONTINUE
IF(ZT,FG,C.) GO TO 251
SG=10.0+ALCG10(XS/ZT)
251 CONTINUE
PRINT 14
14 FORMAT(1H0,12H AFTER NOISE )
CALL FTND(XR7,XI7,10,M1,120000.,FT)
C SIGNAL GOES INTO REPETITION FILTER IN STEPS OF 8 INPUT SAMPLES
C OUTPUT IS AT 15 KC
NR=NRF-9
DC '260 I=1,NR
XR7(I)=0.0
260 XI7(I)=0.0
C CALCULATE OUTPUT OF RECEIVER REPETITION FILTER
M3=M1/8+1
DC '280 K=1,M3
DC '270 L1=1,NRF
LT=L1+8*(K-1)
270 XRE(K)=XRE(K)+WREP(L1)*XI7(LT)
XIE(K)=XIE(K)+WREP(L1)*XR7(LT)
CALL RND(XRE(K),A8,L)
280 CALL RND(XIE(K),A8,L)
PRINT 23
23 FORMAT(1H0,4HWREP )
CALL FTND(XR8,XI8,9,M3,15000.,FT)
C SSB 1.35KC LP FILTER
DC '281 I=1,M3
IS=NS8+M3-I
IM=M3+1-I
XR8(IS)=XR8(IM)
281 XIE(IS)=XIE(IM)
DC '282 I=1,NS1
XR8(I)=0.0
282 XIE(I)=0.0
M4=M3+NS8-1
DC '283 I=1,M4
DC '284 J=1,NS8
IJ=I+J-1
284 XI9(I)=XI9(I)+WSSB(J)*XR8(IJ)

```



```

CALL FNE(XR9(I),A9,L)
283 CALL FNE(XI9(I),A9,L)
16 FORMAT(1H0,7F5SB FIL )
CALL FTM(XR9,XI9,9,M4,15000.,FT)
CALL ERR(XR9,XI9,9,M4,F1,FT)
C SHIFT BY 1.65 KC AND ADD TO GET OUTPUT
DC 290 I=1,M4
FI=I-1
XW=2.C+PI+W*FI
XR9(I)=XR9(I)+CS(XW,LF)
XI9(I)=XI9(I)+SN(XW,LF)
CALL FNE(XR9(I),A9,L)
CALL FNE(XI9(I),A9,L)
290 XCLT(I)=XR9(I)+XI9(I)
PRINT 20
20 FORMAT(1H0,17FOUTPUT WAVE FORM )
PRINT 21,(XCLT(I),T=1,M4)
21 FORMAT(1H ,10F10,3)
C
DO 342 I=1,300
342 XI(I)=0.0
C RECEIVER OUTPUT
DC 360 I=1,512
FT(2,I)=CMPLX(0.,0.)
360 FT(1,I)=CMPLX(0.,0.)
DC 370 I=1,M4
370 FT(1,I)=CMPLX(XCLT(I),0.)
CALL FFT(FT,9,-1.)
DC 380 I=1,512
F2(I)=CABS(FT(2,I))
IF(F2(I).LE.C.00001) F2(I)=0.00001
380 FTM(I)=20.C+ALOG10(F2(I))
B=FTM(90)
DC 381 I=1,512
381 FTM(I)=FTM(I)-B
SMPC=15000./512.
PRINT 385
385 FORMAT(1H1,22FRECEIVER OUTPUT IN DB )
PRINT 390,SMPC
390 FORMAT(1H ,1F10.4)
DC 400 I=1,52
J=I-1
FJ=
CI=FJ*5.0*SMPC
K1=5*J+1
K2=K1+4
400 PRINT 350,CI,(FTM(K3),K3=K1,K2)
350 FORMAT(1H ,6F12.2)
C
ER=0.0
READ 435,(FM(I),I=1,512)
DC 440 I=1,512
IR2=ER2+FM(I)+FM(I)
440 ER=ER+(FM(I)-FM(I))**2
PRINT 420,ER
420 FORMAT(1H0,24F INTEGRAL SQUARED NOISE = ,F8.3)
PRINT 425,SG

```

```

425  FORMAT(1H0,44H SIGNAL TO NOISE RATIO AT INPUT TO RECEIVER = ,F9.2,
1    4H (P )
      SGA=10.0*ALOG10(EN2/ER)
      PRINT 430,SGA
430  FORMAT(1H0,27H SIGNAL TO NOISE POWER CLT = ,F10.3,3H DB )
      PUNCH 435,(F1(I),I=1,512)
435  FORMAT(10F8.5)
999  CONTINUE
      STOP
      END

```

```

      SUBROUTINE GAUSS(X,SGH,SGN)
C THIS SUBROUTINE RETURNS A GAUSSIAN RANDOM VARIABLE X
C WITH ZERO MEAN AND ST. DEV. = SGH/(10.**((SGN/20.))
C SGH = SQUARE ROOT OF THE SUM OF THE SQUARES OF THE W'S
C SGN = VOLTAGE SIGNAL TO NOISE RATIO IN DB
      DIMENSION INTG(12),IND(12),IP(12),IMX(12)
      K=K+1
      IF(K.GT.1) GO TO 20
      SD=SGH/(10.**((SGN/20.))
      INTG(1)=91548128
      DC 10 T=1,11
      INTG(I+1)=INTG(I)*101+331
      IND(I)=INTG(I+1)/100000000
      INTG(I)=IND(I)*100000000
10    INTG(I+1)=INTG(I+1)+IND(I)
      DC 15 T=1,12
      15  IP(I)=(I+9)**2*(I+9)+41
20    CONTINUE
      SLM=0.0
      DC 30 T=1,12
      INTG(I)=INTG(I)*101+IP(I)
      IND(I)=INTG(I)/100000000
      INTG(I)=IND(I)*100000000
      INTG(I)=INTG(I)+IND(I)
      IMX(I)=INTG(I)/1000000
30    SLM=SLM+FLCAT(IMX(I))
      FN=(SLM-994.0)/99.995
C FN IS A GAUSSIAN RV WITH ZERO MEAN AND VARIANCE = 1.0
      X=FN*SD
      RETURN
      END

```

```

SUBROUTINE RND(X,XMAX,L)
C THIS SUBROUTINE ROUNDS X TO L BIT PRECISION
C XMAX IS THE MAXIMUM MAGNITUDE OF THE VARIABLE X
S=2**(L-1)-1
IF(X.GE.0.) IX=X*(S/XMAX)+.5
IF(X.LT.0.) IX=X*(S/XMAX)-.5
FIX=IX
X=FIX*(XMAX/S)
RETURN
END

```

```

FUNCTION CS(X,L)
CS=COS(X)
CALL RND(CS,1.0,L)
RETURN
END

```

```

FUNCTION SN(X,L)
SN=SIN(X)
CALL RND(SN,1.0,L)
RETURN
END

```

```

      SUBROUTINE FFT(X,NSTAGE,SIGN)
C FAST FOURIER TRANSFORM SUBROUTINE
C COMMON VARIABLES
C X(2,1024)@ DATA: COMPLEX, INPUT IN COLUMN 1, OUTPUT FOR
C INVERSE TRANSFORM IN COLUMN 1, NORMALIZED OUTPUT FOR
C FORWARD TRANSFORM IN COLUMN 2, UNNORMALIZED FORWARD TRANSFORM
C OUTPUT IN COLUMN 1, NSTAGE@ NUMBER OF STAGES AND POWER
C OF TWO WHICH N IS; N=2**NSTAGE
C SIGN@ IDENTIFIES DIRECTION OF TRANSFORM
C SIGN=-1.1 FORWARD TRANSFORM.
C SIGN=+1.1 INVERSE TRANSFORM.
      COMPLEX X(2,1024),W
      INTEGER R
      N=2**NSTAGE
      N2=N/2
      FLTN=N
      PHI2N=6.2831853/FLTN
      DO 3 J=1,NSTAGE
      N2J=N/(2**J)
      NR=N2J
      NI=(2**J)/2
      DO 2 I=1,NI
      IN2J=(I-1)*N2J
      FLTN2J=IN2J
      TEMP=PI*IN2J*PHI2N*SIGN
      W=CMPLX(COS(TEMP),SIN(TEMP))
      DO 2 R=1,NR
      TSUE=R+IN2J
      ISUE1=R+IN2J*2
      ISUE2=TSUE1+N2J
      ISUE3=TSUE+N2
      X(2,ISUE)=X(1,ISUE1)+W*X(1,ISUE2)
      X(2,ISUE3)=X(1,ISUE1)-W*X(1,ISUE2)
2      CONTINUE
      DO 3 R=1,N
      X(1,R)=X(2,R)
      IF(SIGN.GT.0.) RETURN
      DO 4 R=1,N
      X(2,R)=X(1,R)/FLTN
      RETURN
      EN

```



```

SLERCLINE ERR(XR,XI,IL,M,FM,FT)
DIMENSION FM(512),XR(512),XI(512)
COMPLEX FT(2,512)
DC 10 T=1,512
FM(I)=0.0
FT(1,I)=CMPLX(0.,0.)
10 FT(2,I)=CMPLX(0.,0.)
N=2*I
DC 20 T=1,M
20 FT(1,I)=CMPLX(XR(I),XI(I))
CALL FFT(FT,IL,=1.)
DC 30 T=1,N
30 FM(I)=CABS(FT(2,I))
A=FM(1)
DC 40 T=1,N
40 FM(I)=FM(I)/A
RETURN
END

```


7910.16	=44.43	-41.51	-39.67	=38.65	-38.32
8056.64	=38.65	-39.63	-41.29	=43.68	-46.85
8203.12	=50.75	-54.74	-56.90	=55.58	-52.37
8349.61	=49.20	-46.67	-44.80	=43.50	-42.62
8496.09	=42.04	-41.66	-41.39	=41.21	-41.12
8642.58	=41.20	-41.54	-42.29	=43.63	-45.81
8789.06	=49.36	-55.76	-65.64	=59.35	-56.12
8935.55	=57.67	-65.64	-58.84	=50.75	-46.74
9082.03	=44.52	-43.47	-43.36	=44.06	-45.48
9228.52	=47.47	-49.63	-51.13	=51.10	-49.59
9375.00	=47.54	-45.77	-44.69	=44.53	-45.56
9521.48	=48.45	-56.06	-59.44	=48.47	-44.23
9667.97	=42.12	-41.28	-41.43	=42.50	-44.54
9814.45	=47.72	-52.43	-59.57	=65.64	-65.64
9960.94	=65.64	-59.02	-54.06	=50.97	-49.01
10107.42	=47.76	-46.92	-46.23	=45.52	-44.69
10253.91	=43.79	-42.93	-42.25	=41.88	-41.92
10400.39	=42.44	-43.52	-45.20	=47.49	-50.24
10546.87	=52.94	-54.50	-54.08	=52.31	-50.41
10693.36	=49.14	-48.87	-49.99	=53.44	-64.65
10839.84	=58.13	-50.37	-47.02	=45.63	-45.70
10986.33	=47.26	-50.95	-60.07	=61.73	-53.03
11132.81	=50.59	-50.90	-54.23	=65.64	-59.09
11279.30	=50.00	-46.87	-45.57	=45.59	-46.86
11425.78	=49.65	-55.11	-65.64	=59.01	-53.62
11572.27	=51.57	-50.90	-50.90	=51.03	-50.83
11718.75	=50.03	-48.71	-47.16	=45.68	-44.46
11865.23	=43.58	-43.09	-42.99	=43.31	-44.06
12011.72	=45.33	-47.31	-50.49	=53.49	-65.64
12158.20	=55.35	-49.91	-47.15	=45.83	-45.67
12304.69	=46.80	-49.82	-57.68	=60.59	-50.04
12451.17	=46.10	-44.38	-44.18	=45.41	-48.53
12597.66	=55.55	-65.64	-53.56	=50.45	-50.53
12744.14	=53.59	-63.72	-60.99	=53.79	-52.40
12890.62	=55.09	-65.64	-54.48	=48.05	-45.41
13037.11	=45.07	-47.21	-54.67	=57.09	-46.89
13183.59	=43.64	-43.36	-46.13	=56.30	-54.10
13330.08	=49.83	-61.65	-37.38	=28.40	-22.30
13476.56	=47.63	-33.56	-11.00	=8.56	-6.57
13623.05	=4.97	-3.70	=2.71	=1.96	-1.43
13769.53	=1.07	-0.85	=0.73	=0.68	-0.66
13916.02	=0.64	-0.62	=0.58	=0.52	-0.44
14062.50	=0.37	-0.30	=0.24	=0.20	-0.18
14208.98	=0.17	-0.16	=0.15	=0.13	-0.11
14355.47	=0.08	=0.05	=0.02	=0.01	-0.02
14501.95	0.03	0.02	0.02	0.01	0.02
14648.44	0.03	0.05	0.08	0.11	0.13
14794.92	0.15	0.15	0.13	0.11	0.08

WREP

SAMPLE SPACING =	117.1875
0.	0.
585.94	=0.03
1171.87	0.08
1757.81	=46.61
2343.75	=35.89
2929.69	=46.22
3515.62	=40.69
4101.56	=46.32

0.02	0.03	-0.01	0.02
-0.12	=0.03	0.03	0.04
=1.04	=5.29	=15.00	=37.05
-38.37	-39.83	=46.89	=52.94
-27.84	-43.15	=47.08	=60.92
-47.33	-53.69	=45.22	=37.21
-40.93	-36.05	=40.15	=44.89
-34.98	-39.36	=44.83	=41.36

RECEIVER OUTPUT IN DB
 SAMPLE SPACING = 29.2969

0.	-59.18	-58.98	-52.51	-42.49	-33.70
146.48	-26.39	-20.36	-15.42	-11.40	-8.16
292.97	-5.62	-3.66	-2.22	-1.22	-0.58
439.45	-0.22	-0.06	-0.02	-0.05	-0.08
585.94	-0.09	-0.08	-0.05	-0.00	0.05
732.42	0.08	0.10	0.11	0.11	0.10
878.91	0.08	0.06	0.03	-0.01	-0.06
1025.39	-0.11	-0.15	-0.16	-0.14	-0.09
1171.87	-0.01	0.08	0.16	0.21	0.22
1318.36	0.20	0.15	0.09	0.04	0.
1464.84	-0.01	0.02	0.07	0.12	0.18
1611.33	0.23	0.27	0.30	0.32	0.33
1757.81	0.33	0.31	0.28	0.23	0.16
1904.30	0.08	0.01	-0.03	-0.03	0.02
2050.78	0.10	0.20	0.28	0.32	0.29
2197.27	0.21	0.06	-0.10	-0.25	-0.35
2343.75	-0.37	-0.32	-0.22	-0.10	-0.00
2490.23	0.04	0.01	-0.09	-0.25	-0.42
2636.72	-0.58	-0.69	-0.73	-0.72	-0.68
2783.20	-0.67	-0.75	-0.96	-1.37	-2.03
2929.69	-2.99	-4.30	-6.04	-8.27	-11.09
3076.17	-14.60	-18.96	-24.37	-31.18	-40.01
3222.66	-52.08	-62.10	-62.55	-62.12	-62.61
3369.14	-63.73	-63.17	-63.38	-66.41	-71.90
3515.62	-70.59	-65.88	-62.43	-60.85	-60.97
3662.11	-61.95	-62.83	-62.34	-59.57	-57.28
3808.59	-57.11	-59.59	-65.28	-68.60	-68.48
3955.08	-64.47	-61.44	-59.93	-60.67	-62.93
4101.56	-64.37	-64.93	-66.54	-67.95	-67.87
4248.05	-68.94	-70.77	-67.32	-63.53	-62.06
4394.53	-62.81	-65.58	-69.36	-73.16	-69.13
4541.02	-62.44	-59.16	-58.49	-59.97	-63.17
4687.50	-67.85	-71.72	-64.62	-60.17	-58.69
4833.98	-59.37	-61.53	-63.76	-64.04	-62.71
4980.47	-62.04	-63.64	-68.98	-69.01	-63.89
5126.95	-62.36	-62.69	-63.32	-63.96	-65.41
5273.44	-67.10	-67.47	-67.92	-70.05	-73.12
5419.92	-74.71	-76.25	-78.72	-78.66	-76.34
5566.41	-72.68	-69.99	-70.01	-72.65	-68.78
5712.89	-63.51	-61.10	-60.99	-62.94	-66.81
5859.37	-70.40	-68.50	-65.46	-63.52	-62.38
6005.86	-61.52	-61.09	-61.99	-65.40	-74.35
6152.34	-76.47	-72.01	-75.83	-92.16	-76.20
6298.83	-76.38	-83.07	-78.45	-76.59	-74.29
6445.31	-69.38	-67.17	-67.33	-66.98	-64.80
6591.80	-63.82	-65.34	-69.97	-75.46	-73.97
6738.28	-73.80	-72.00	-69.23	-68.36	-67.80
6884.77	-65.55	-62.46	-63.45	-64.87	-67.19
7031.25	-70.01	-76.90	-78.45	-68.50	-66.02
7177.73	-67.71	-78.77	-75.96	-69.71	-71.83
7324.22	-90.89	-68.70	-64.47	-64.22	-66.94
7470.70	-72.43	-77.24	-72.43	-66.94	-64.22

INTEGRAL SQUARED NOISE = 6.07

SIGNAL TO NOISE RATIO AT INPUT TO RECEIVER = 14.96 DB

SIGNAL TO NOISE POWER OUT = 30.807 DB

3. DSR SIMULATION

```

C DOUBLE SIDERANG SIMULATION D.L.FLETCHER
DIMENSION JSS(100),WREP(100),ANLOG(100),X(100),XR(300),
*XI(300),XR5(400),XT2(400),VR3(850),XI3(350),XR4(150),XI4(150),
*XR5(1650),VI5(1650),XR6(350),XT5(350),XR7(900),XI7(900),
*XR8(300),XT8(300),XR9(300),XT9(300),XOJT(300),FTM(1030)
DIMENSION F1(512),F2(512)
COMPLEX FT(2,1024),C
DATA A1,A3,A4,A8,A9/1,284,2,63,14,32,19,02/
DATA LF,L/10,8/
DATA MSIG,MS,MR,MA/5,45,40,20/
DATA NS,NS2,NRF,NA/11,91,84,41/
C NS=NO. OF TERMS IN INPUT SIGNAL = 2*MSIG+1
C NS2=NO. OF TERMS IN DSR FILTER = 2*MS+1
C NRF=NO. OF TERMS IN REP FILTER = 2*MR+1
C NA=NO. OF TERMS IN ANALOG FILTER = 2*MA+1
DATA FZS,FZR,FZA/.4266,.1259,.0312/
DATA SQW/12,7/
PI=3.14159265
C CALCULATE TAP WEIGHTS
DO 50 T=1,MS
FI=I
WIN=.54+.44*COS(PI*FT/48.)
TMC=MS+1+I
WCSR(I,MS)=WIN*SIN(FZS*PI*FT)/(PI*FT+FZS)
CALL RND(WCSR(I,MS),1,0,LF)
JMC=MS+1+I
WCSR(J,MS)=WCSR(I,MS)
WCSR(MS+1)=1.0
CALL RND(WCSR(MS+1),1,0,LF)
FMR=MR
DO 60 T=1,MR
FI=I
WIN=.54+.44*COS(PI*FT/FMR)
IMR=MR+1+I
WREP(I,MR)=WIN*SIN(FZR*PI*FT)/(PI*FT+FZR)
CALL RND(WREP(I,MR),1,0,LF)
JMR=MR+1+I
WREP(J,MR)=WREP(I,MR)
WREP(MR+1)=1.0
CALL RND(WREP(MR+1),1,0,LF)
FMA=MA
DO 70 T=1,MA
FI=I
WIN=.54+.44*COS(PI*FT/FMA)
JMA=MA+1+I
ANLOG(I,MA)=WIN*STN(FZA*PI*FT)/(PI*FT+FZA)
JMA=MA+1+I
ANLOG(J,MA)=ANLOG(I,MA)
70 CONTINUE
ANLOG(I,1)=1.0
C LOAD 50% RC PULSE) BW=4KC
A=PI/15,0
DO 80 T=1,MSIG
IMSIG=MSIG+1+I
X(T,MSIG)=STN(A*FT)*COS(.54+FI)/(A*FT+(1.-(8.*FI/15.))+2)
CALL RND(X(T,MSIG),1,0,7)

```



```

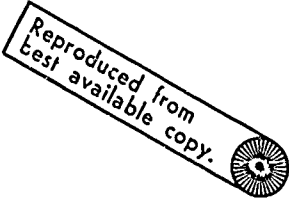
      JMSIG=MSIG+1-I
80    X(MSIG)=X(IMSIG)
      X(MSIG+1)=0
      CALL RND(X(MSIG+1),1,0,7)
      DO 110 I=1,NS
110   XR(I)=Y(I)
C CONVOLVE WITH FIRST FILTER
      DO 112 T=1,N
      IN=NSR+NS-T
      IS=NS+1-I
C SHIFT ALL TERMS BY NSB
      XR(IN)=XR(TS)
112   XI(T)=0,0
      NSI=NSR+1
      DO 113 I=1,NS1
      XR(I)=0,0
113   XI(I)=0,0
C NF=NO. OF TERMS OUT OF FIRST FILTER
      NF=NSB+NS-T
      DO 115 I=1,NF
      DO 114 J=1,NSB
      IJ=I+J-1
      XR2(I)=XR2(I)+WSSB(J)*XR(IJ)
114   XI2(I)=0,0
115   CALL RND(XR2(I),A1,L)
      PRINT 40
10    FORMAT(1H0!3RD WAVE FORM OUT OF FIRST FILTER )
      PRINT 11,(XR2(I);I=1,NF)
11    FORMAT(1H !10F12!3)
C EFFECTIVELY FILTER WITH ZEROS AND CONVOLVE WITH 7 KC LOW-PASS
C REPEITION FILTER, OUTPUT OF FILTER IS AT 120 KC
      DO 150 I=1,NF
      IN=NRF+NF-T
      IF=NF+1-I
C SHIFT ALL TERMS BY
150   XR2(IN)=XR2(IF)
      NRF=NRF-1
      DO 160 I=1,NRF1
      XR2(I)=0,0
160   XI2(I)=0,0
C CALCULATE 120 KC OUTPUT
      J=N
-----
      DO 170 L=1,NF
      DO 170 K=1,8
      J=J+1
      DO 170 I=1,11
      LT=L1+T*92
      LK=R*(T-1)+K
-----
170   XR3(J)=XR3(J)+WRP(LK)*XR2(LT)
C J IS THE NUMBER OF OUTPUT SAMPLES FROM REP FILTER
      K2=J
      DO 180 I=1,K2
-----
180   CALL RND(XR3(I),A3,L)
C INTERPOLATION AND ANALOG FILTER
      DO 190 I=1,K2
      DELR=(XR3(I)-XR3(I-1))/32,K
-----
      DO 190 J=1,32

```

```

      K=K+1
      K1=MOD(K,100)+1
C K IS X R4 INDEX
C K1 IS X R4 CYCLIC INDEX
      FJ=J
      X R4(K1)=X R2(T)+(FJ-1.)*DELR
      CALL RND(X R4(K1),A4,I.)
      IF(MOD(K,10).EQ.0) GO TO 200
190  CONTINUE
      GO TO 220
200  CONTINUE
C CALCULATE OUTPUT OF ANALOG FILTER
C M IS X R5 INDEX
      M=M+1
      DO 210 I=1,M1
      N=MOD(74+(M+1)*14+I,100)+1
210  X R5(M)=X R5(M)+ANLOG(L1)*X R4(N)
      GO TO 190
220  CONTINUE
      M1=M/2+1
      M2=M/5+1
      DO 230 I=1,M1
      X I7(T)=0.0
      X R7(T)=X R5(2*I-1)
230  CONTINUE
      PRINT 13
13   FORMAT(1H0,3HX R7 )
      PRINT 11,(X R7(T);I=1,M1)
      DO 240 T=1,M2
      X I4(T)=0.0
240  X R4(T)=X R5(5*I-4)
      PRINT 25
25   FORMAT(1H0,23HOUTPUT OF ANALOG FILTER )
      CALL FTND(X R6,X I4,9,M2,4000,FT)
241  CONTINUE
C X R6 IS INPUT TO FFT TO LOOK AT OUTPUT SPECTRUM OF TRANSMITTER
C X R7 IS INPUT TO RECEIVER
C ADD NOISE AND SHIFT BY NRF-8
      FM1=M1
      DO 249 I=1,M1
249  XS=X5+X R7(T)*X R7(I)
      SQ=SQRT(XS/FM1)
      DO 250 T=1,M1
      CALL GAUSS(Z,SO4,SGV)
      ZT=ZT+7*Z
      IN=M1+NRF-8*T
      TM=M1+1-I
      X R7(IN)=X R7(TM)+7
250  CONTINUE
      PRINT 11,(X R7(T);I=1,M1)
      IF(ZT.EQ.0.) GO TO 251
      SG=10.0*ALN310(XS/ZT)
251  CONTINUE
C SIGNAL GOES INTO REPETITION FILTER IN STEPS OF 8 INPUT SAMPLES
C OUTPUT IS AT I 8 KC
      N8=NRF-9
      DO 260 T=1,N8

```



```

XR7(I)=0,0
260 XI7(I)=0,0
C CALCULATE OUTPUT OF RECEIVER REPETITION FILTER
M3=M1/R+1
DO 270 K=1,M3
DO 270 I=1,MRF
LT=L1+r*(K-1)
270 YR8(K)=XR8(K)+WRFP(L1)+XR7(LT)
280 CALL RND(XR8(K),A8,L1)
C NSR 3K~ LP FILTER
DO 281 I=1,M3
JSR=NSR+M3-I
IM=M3+1-I
XR8(JSR)=XR8(IM)
281 YI8(I)=0,0
DO 282 T=1,NS1
XR8(I)=0,0
282 XI8(I)=0,0
M4=M3+NSH-1
DO 283 T=1,M4
YR8(T)=0,0
DO 284 J=1,NS3
IJ=T+J-1
XR8(T)=XR8(I)+WSSH(J)+XR8(IJ)
284 YI8(T)=0,0
CALL RND(XR8(T),A9,L1)
283 CONTINUE
DO 290 I=1,M4
290 XOUT(I)=XR8(T)
C RECEIVER OUTPUT
350 FORMAT(1H,'6F12.3')
DO 360 I=1,300
360 YI8(I)=0,0
PRINT 365
385 FORMAT(1H0,'224RECEIVER OUTPUT TV DB ')
CALL FTND(XOUT,XI8,9,M4,15000.,FT)
CALL ERD(XOUT,0,M4,FM)
C
FR=0,0
READ 435,(F1/I),T=1,512)
DO 410 I=1,512
ER2=FR2+F1(I)*F1(I)
410 FR=ER+7F1(T)-FM(T)++2
PRINT 420,FR
420 FORMAT(1H0,'244INTEGRAL SQUARED NOISE = ,F10,3)
PRINT 425,SG
425 FORMAT(1H0,'234SIGNAL TO NOISE RATIO = ,F10,2,3H DB )
SGA=10.0*A'DB10(ER2/FR)
PRINT 430,SGA
430 FORMAT(1H0,'274SIGNAL TO NOISE POWER OUT = ,F10.3,3H DB )
435 FORMAT(10F8.5)
999 CONTINUE
STOP
END

```



```

SUBROUTINE FIND(XR, XI, IL, M, REP, FT)
C XR, XI ELEMENTS OF COMPLEX DATA SEQUENCE
C TL = SIZE OF TRANSFORM IS 2**IL
C M = NUMBER OF ELEMENTS IN INPUT DATA SEQUENCE
C REP = REPETITION RANGE OF TRANSFORM
DIMENSION FM(1030), XR(1024), XI(1024)
COMPLEX FT(2, 1024)
DO 10 T=1, 1024
  FM(T)=0.0
  FT(1, T)=CMPLX(0., 0.)
10  FT(2, T)=CMPLX(0., 0., 0.)
  N=2**IL
  FN=N
  SMPD=REP/FN
  DO 20 T=1, N
20  FT(1, T)=CMPLX(XR(I), XI(I))
    CALL FFT(FT, TL, -1.)
    DO 30 T=1, N
30  R=ABS(FT(2, T))
    IF(R.LE.0.00001) B=0.00001
    FM(T)=20.0*ALOG10(B)
    A=FM(1)
    DO 35 T=1, N
35  FM(T)=FM(T)+A
    PRINT 40, SMPD
40  FORMAT(1H0:1A4SAMPLE SPACING = ,F10:4)
    NT=N/5+1
    DO 50 T=1, NT
    J=T-1
    IJ=J
    CI=FI*5., SMPD
    K1=5*J+1
    K2=K1+4
50  PRINT 40, CI, (FM(K3), K3=K1, K2)
60  FORMAT(1H :6F12,2)
    RETURN
END


```

```

SUBROUTINE ERR(XR,TL,M,FM)
DIMENSION FM(1030),XR(1024)
COMPLEX FT(2,512)
DO 10 T=1,512
  FM(I)=0.0
  FT(1,I)=CMPLX(n,;0.)
10  FT(2,I)=CMPLX(n,;0.)
  N=2**I
  DO 20 T=1,N
20  FT(1,I)=CMPLX(XR(I),0.)
    CALL FFT(FT,TL,=1,.)
  DO 30 T=1,N
30  FM(I)=FABS(FT(2,T))
    A=FM(1)
  DO 40 T=1,N
40  FM(I)=FM(I)/A
  RETURN
END

```

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SIGNAL TO NOISE RATIO = 11,88 dB

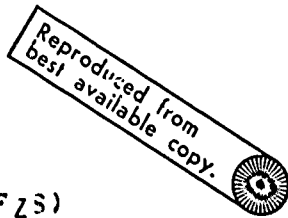
SIGNAL TO NOISE POWER OUT = 29,189 dB

4. FM AND PM SIMULATION

```

DIMENSION WSSB(100), WREP(100), ANLOG(100), X(100), XR(300), DIF(100),
+ XI(300), X2(400), X12(400), XR3(900), X13(900), XR4(100), X14(100),
+ XP5(2000), XI5(2000), XR5(400), XI6(400), XR7(1000), X17(1000),
+ XR8(350), XI8(350), XR9(400), XI9(400), XJ1(200), FTM(212), Xr(512)
DIMENSION XT(50), E1(220), F1(512), F2(512)
COMPLEX FT(2,512), U
DATA LF, L/10, S/
DATA MSIG, MS, MR, MA/5, 45, 40, 20/
DATA NS, NS2, NMF, NA/30, 91, 81, 41/
C NS=NO. OF TERMS IN INPUT SIGNAL = 2*MSIG+1
DATA A1, A3, A4, A8, A9, A0/1, 284, 2.525, 1.0, 5, 64, 7.07, 9.0//
C NS2=NO. OF TERMS IN DSB FILTER = 2*MS+1
C NMF=NO. OF TERMS IN REP FILTER = 2*MR+1
C NA=NO. OF TERMS IN ANALOG FILTER = 2*MA+1
DATA FZS, FZR, FZA/.4266, .1258, .0312/
DATA SGN/10, 65/
DATA CF/0, 5/
DATA ALPHA, BETA, H/U, U, 0, 017, 5.92/
C ALPHA = PREDISTORTION COEFFICIENT
C BETA = MODULATION INDEX
PI=3.14159265
CALCULATE TAP WEIGHTS
DO 50 I=1, MS
FI=I
WIN=.54+.44*COS(PI*FI/48.)
IMS=MS+1+I
WSSB(IMS)=WIN*SIN(FZS*PI*FI)/(PI*FI*FZS)
CALL RND(WSSB(IMS), 1, 0, LF)
JMS=MS+1*I
50 WSSB(JMS)=WSSB(IMS)
WSSB(MS+1)=1.0
CALL RND(WSSB(MS+1), 1, 0, LF)
FMR=MR
DO 60 I=1, MR
FI=I
WIN=.54+.44*COS(PI*FI/FMR)
IMR=MR+1+I
WREP(IMR)=WIN*SIN(FZR*PI*FI)/(PI*FI*FZR)
CALL RND(WREP(IMR), 1, 0, LF)
JMR=MR+1*I
60 WREP(JMR)=WREP(IMR)
WREP(MR+1)=1.0
CALL RND(WREP(MR+1), 1, 0, LF)
FMA=MA
DO 70 I=1, MA
FI=I
WIN=.54+.44*COS(PI*FI/FMA)
IMA=MA+1+I
ANLOG(IMA)=WIN*SIN(FZA*PI*FI)/(PI*FI*FZA)
JMA=MA+1*I
ANLOG(JMA)=ANLOG(IMA)
70 CONTINUE
ANLOG(MA+1)=1.0
A=1
DO 75 I=1, MS
FI=I

```





```

IMS=MS+1+I
WIN=.54+.44*COS(PI*FI/51.)
A=A-A
DIF(IMS)=WTN*A/FI
CALL RND(DTF(IMS),1.0,LF)
JMS=MS+1-I
75 DIF(JMS)=DIF(IMS)
DIF(MS+1)=0.0
C LOAD 50 PERCENT RC PULSE
A=6.0*PI/15.0
DO 80 I=1,MSIG
IMSIG=MSIG+1+I
-----
FI=I
X(IMSIG)=STN(A*FI)*COS(.5*A*FI)/(A*FI*(1.+(8.+FI/15.)*2))
CALL RND(X(IMSIG),1.0,7)
JMSIG=MSIG+1-1
80 X(JMSIG)=X(IMSIG)
X(MSIG+1)=1.0
CALL RND(X(MSIG+1),1.0,7)
XMAX=1.0
DO 90 J=1,50
DO 90 I=1,11
IJ=I+J-1
XI(IJ)=X(I)+X(IJ)
90 IF(XT(IJ),GT,XMAX) XMAX=XT(IJ)
DO 95 I=1,50
95 X(I)=CF*XT(I)/(XMAX+.895)
PRINT 96,(X(I),I=1,42)
90 FORMAT(1H1,16HINPUT WAVE FORM /(/10F10.3))
DO 110 I=1,NS
110 XR(I)=X(I)
C CONVOLVE WITH FIRST FILTER
DO 112 I=1,NS
C SHIFT ALL TERMS BY NSB
NS=NS+1-I
NSBI=NSB+NS-I
112 XI(NSBI)=XR(NSI)
NSB1=NS-1
DO 113 I=1,NSB1
XR(I)=0.0
113 XI(I)=0.0
C NF=NO. OF TERMS OUT OF FIRST FILTER
NF=NSB+NS-1
DO 115 I=1,NF
DO 114 J=1,NSB
IJ=I+J-1
XR2(I)=XR2(I)+WSSB(J)*XR(IJ)
114 XI2(I)=0.0
CALL RND(XR2(I),A1,L)
115 CALL RND(XI2(I),A1,L)
PRINT 116
116 FORMAT(1H0,30HWAVE FORM OUT OF FIRST FILTER )
PRINT 13,(XR2(I),I=1,NF)
C EFFECTIVELY FILL WITH ZEROS AND CONVOLVE WITH 7th LOW-PASS
C REPETITION FILTER, OUTPUT OF FILTER IS AT 120 KC
DO 190 I=1,NF

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C SHIFT ALL TERMS BY NRF
  NFI=NF+1-I
  NRFI=NRFI+NF-I
  XI2(NRFI)=XI2(NFI)
150  XR2(NRFI)=XR2(NFI)
  NRF1=NRFI-1
  DO 150 I=1,NRF1
  XR2(I)=0.0
160  XI2(I)=0.0
C CALCULATE 120 KC OUTPUT
  J=0
  DO 170 L1=1,NF
  DO 170 K=1,8
  J=J+1
  DO 170 I=1,11
  LI=L1-I+92
  KI=8*(I+1)+K
  XI3(J)=XI3(J)+WREP(KI)*XI2(LI)
170  XR3(J)=XR3(J)+WREP(KI)*XR2(LI)
C J IS NUMBER OF OUTPUT SAMPLES FROM REP FILTER
  K2=J
  DO 180 I=1,K2
180  CALL RND(XR3(I),A3,L)
C FM MODULATOR
  DO 185 I=1,K2
  XI3(I)=0.0
  XRF=XR3(I)*BETA/W +XRF
  XF(I)=XRF
185  CONTINUE
  DO 186 I=1,K2
  FI=I
  XR3(I)=CS(XF(I),LF)*(0.54+0.46*COS(PI*(FI-480.)/480.))
186  XI3(I)=SN(XF(I),LF)*(0.54+0.46*COS(PI*(FI-480.)/480.))
C PUT SIGNAL THROUGH INTERPOLATION FILTER AND SIMULATED
C ANALOG FILTER
  K=0
  DO 190 I=1,K2
  DELI=(XI3(I+1)-XI3(I))/32.0
  DELR=(XR3(I+1)-XR3(I))/32.0
  DO 190 J=1,32
  K=K+1
  K1=MOD(K,100)+1
C K IS XR4 INDEX
C K1 IS XR4 CYLIC INDEX
  FJ=J-1
  XI4(K1)=XI3(I)+(FJ-1.)*DELI
  XR4(K1)=XR3(I)+(FJ-1.)*DELR
  CALL RND(XR4(K1),A4,L)
  CALL RND(XI4(K1),A4,L)
  IF(MOD(K,15).EQ,0) GO TO 200
190  CONTINUE
  GO TO 220
200  CONTINUE
C CALCULATE OUTPUT OF ANALOG FILTER
C M IS XR5 INDEX
  M=M+1
  DO 210 L1=1,NA


```

```

      N=MOD(74+(M=1)*16+L1,100)+1
      XI5(M)=XI5(M)+ANLOG(L1)*XI4(N)
230  XR5(M)=XR5(M)+ANLOG(L1)*XR4(N)
      GO TO 190
220  CONTINUE
      M1=M/2+1
      M2=M/5+1
      DO 230 I=1,M1
      XI6(I)=XI5(2*I-1)
      XR6(I)=XR5(2*I-1)
230  CONTINUE
      DO 240 I=1,M2
      XI7(I)=XI5(5*I-4)
240  XR7(I)=XR5(5*I-4)
      GO TO 291
241  CONTINUE
C XR7 IS INPUT TO FFT TO LOOK AT OUTPUT SPECTRUM OF TRANSMITTER-
C XR6 IS INPUT TO RECEIVER
C ADD NOISE AND SHIFT BY NRF-L
      FM1=2*M1
      DO 249 I=1,M1
240  XS=XS+XR6(I)*XR6(I)*XI6(I)*XI6(I)
      SWH=SQRT(XS/FM1)
      DO 250 I=1,M1
      CALL GAUSS(Z, SQH, SHV)
      ZI=ZT+7*Z
      JM=M1+NR1-R*I
      IM=M1+1-I
      XRA(JM)=XRA(IM)+Z
      CALL GAUSS(Z, SQH, SHV)
      ZI=ZT+7*Z
      XI6(JM)=XI6(IM)+Z
250  CONTINUE
      IF(ZT.FQ,0.) GO TO 251
      SQ=10.0*ALOG10(XS/ZT)
251  CONTINUE
C SIGNAL GOES INTO REPEITION FILTER IN STEPS OF 8 INPUT SAMPLES-
C OUTPUT IS AT 15 KC
      NR8=NR/8
      DO 260 I=1,NR8
      XR8(I)=0.0
260  XI6(I)=0.0
C CALCULATE OUTPUT OF RECEIVER REPEITION FILTER-
      M3=M1/8+1
      DO 280 K=1,M3
      DO 270 L1=1,NR8
      LK=L1+8*(K-1)
      NL=NR8+1-L1
      XI8(K)=XI8(K)+WREP(NL)*XI6(LK)
270  XRR(K)=XR8(K)+WREP(NL)*XR6(LK)
      CALL RND(XRR(K),A8,L)
280  CALL RND(XI8(K),A8,L)
      PRINT 13,(XRR(I),I=1,M3)
      PRINT 13,(XI8(I),I=1,M3)
      DO 281 I=1,M3
      NI=NR8+M3-I
      MI=M3+1-I

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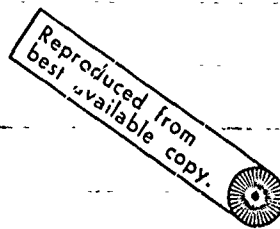
      XRR(MI)=XRR(MI)
281  XI8(MI)=XI8(MI)
      NX=NSB-1
      DO 282 I=1, NX
      XRR(I)=0.0
282  XI8(I)=0.0
      M4=M3+NSB-1
      DO 283 I=1, M4
      DO 284 J=1, NSB
      NJ=NSB-1+J
      IJ=I+J-1
      XR9(I)=XR9(I)+DIF(NJ)*XR8(IJ)
284  XI9(I)=XI9(I)+DIF(NJ)*XI8(IJ)
      CALL RND(XR9(I), A9, L)
283  CALL RND(XI9(I), A9, L)
C FM DEMODULATION
      DO 290 I=1, M4
      IMS=MS+I
      A=XI8(IM5)+XR9(I)
      CALL RND(A, A9, LF)
      B=XRR(IM5)+XI9(I)
      CALL RND(B, A9, LF)
      F=XRR(IM5)**2
      CALL RND(F, A9, LF)
      D=XI8(IM5)**2
      CALL RND(D, A9, LF)
      E=F+D
      E1(I)=F
      IF(E.LT.0.5) E=1.0
290  XR9(I)=(B-A)/E
      PRINT 13, (E1(I), I=1, M4)
      FM4=M4
      DO 293 I=1, M4
293  ET=ET+E1(I)
      EA=ET/FM4
      DO 294 I=1, M4
294  SM=SM+(E1(I)-EA)**2
      SM=SM/FM4
      PRINT 12
12  FORMAT(1H0, 2AHWAVE FORM OUT OF FM DEMOD )
      PRINT 13, (XR9(I), I=1, M4)
13  FORMAT(1H , 10F12, 3)
DO 296 I=1, M4
      MI=M4+1-I
      NI=NSB+M4-I
296  XR9(MI)=XR9(MI)
      DO 297 I=1, NX
297  XR9(I)=0.0
M5=M4+NSB-1
      PRINT 13, (XR9(I), I=1, M5)
      PRINT 13, WQSR
      DO 299 I=1, M5
      XOUT(I)=0.0
      DO 298 J=1, NSB
      IJ=I+J-1
298  XOUT(I)=XOUT(I)+WSSB(J)*XR9(IJ)
299  CONTINUE

```

```

----- PRINT 13, (XOUT(I), I=1, M2)
      GO TO 341
C
C THIS SECTION CALCULATES AND PRINTS OUT SPECTRUM OF
C TRANSMITTER AND OUTPUT
C TRANSMITTER OUTPUT
-----
291 CONTINUE
      DO 300 I=1, M2
-----
300 FT(1, I)=CMPLX(XR7(1), XI7(1))
      CALL FFT(FT, 9, -1, )
      DO 310 I=1, 512
      G=ABS(FT(2, I))
-----
      IF(G.LT, 0.00001) G=0.00001
310 FTM(I)=20.0*ALOG10(G)
      B=FTM(1)
      DO 315 I=1, 512
-----
315 FTM(I)=FTM(I)-B
      PRINT 320
-----
320 FORMAT(1H1, 34HSPECTRUM IN DB AFTER ANALOG FILTER )
      SMPC= 48000.0/512.0
      PRINT 330, SMPC
-----
330 FORMAT(1H , 16MSAMPLE SPACING = , F10.4)
      DO 340 I=1, 103
      J=I-1
      FJ=J
      CI=FJ*5.0*SMPC
      K1=5+J+1
      K2=K1+4
-----
      PRINT 350, CI, (FTM(K3), K3=K1, K2)
350 FORMAT(1H , (AF12, 2))
-----
340 CONTINUE
      GO TO 241
C
341 CONTINUE
C RECEIVER OUTPUT
-----
      DO 360 I=1, 512
-----
360 FT(1, I)=CMPLX(0, 0)
      DO 370 I=1, M2
-----
370 FT(1, I)=CMPLX(XOUT(I), 0)
      CALL FFT(FT, 9, -1, )
      DO 380 I=1, 512
      F1(I)=ABS(FT(2, I))
-----
      IF(F1(I).LT, 0.00001) F1(I)=0.00001
380 FTM(I)=20.0*ALOG10(F1(I))
      B=FTM(1)
      B1=F1(1)
      DO 381 I=1, 512
      F1(I)=F1(I)/B1
-----
381 FTM(I)=FTM(I)-B
      SMPC=15000./512.
      PRINT 385
-----
385 FORMAT(1H1, 30HRECEIVER OUTPUT SPECTRUM IN DB )
      PRINT 390, SMPC
-----
390 FORMAT(1H , 16MSAMPLE SPACING = , F10.4)
      DO 400 I=1, 52
      J=I-1
      FJ=J

```



```

----- C1=FJ*5,0*SMPC
      K1=5*J+1
      K2=K1+4
400  PRINT 350, I, (F1M(K3), K3=K1, K2)
      PRINT 900, (XOUT(I), I=1, M5)
900  FORMAT(1H0, 23HTIME RESPONSE OF OUTPUT / (10F12.3))
----- PRINT 425, SG
425  FORMAT(1H0, 44HSIGNAL TO NOISE RATIO AT INPUT TO RECEIVER = , F10.2
      * , 3H DB )

C
      READ 435, (F2(I), I=1, M5)
      DO 426 I=1, 8, 159
----- ER2=ER2+F2(I)*F2(I)
426  ER=ER+(XOUT(I)-F2(I))**2
      SGA=10.0*A_DB10(ER2/ER)
      PRINT 427, SGA
427  FORMAT(1H0, 27HSIGNAL TO NOISE POWER OUT = , F10.6, 3H DB )
435  FORMAT(10F12.3)
----- CONTINUE
      STOP
      END
-----

```


INPUT WAVE FORM

0.004	0.008	-0.017	-0.029	0.118	0.388	0.829	0.517	0.491	0.496
0.500	0.500	0.500	0.500	0.500	0.500	0.500	0.500	0.500	0.500
0.496	0.491	0.517	0.529	0.388	0.118	-0.029	-0.017	0.008	0.004
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.

WAVE FORM OUT OF FIRST FILTER

0.	0.	0.	0.	0.	0.	0.	0.	0.	0.
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.
0.010	-0.010	0.010	-0.010	0.	0.	0.010	-0.010	0.010	-0.010
0.020	0.	-0.030	0.020	0.040	0.051	-0.020	0.010	-0.010	0.
0.019	1.173	1.274	1.203	1.122	1.122	1.103	1.213	1.185	0.
1.142	1.163	1.213	1.163	1.122	1.122	1.203	1.274	1.173	0.
0.354	0.	-0.101	-0.030	0.051	0.040	-0.020	-0.030	0.	0.
0.010	-0.010	-0.010	-0.010	0.010	0.	-0.010	0.	0.010	0.010
0.	0.	0.	0.010	0.	0.	0.	0.010	0.010	0.
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.

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27656.25	-62.58	-54.81	-50.86	-60.80	-61.23				
28128.00	-84.46	-54.81	-73.39	-88.88	-87.88				
28593.75	-60.89	-59.53	-58.31	-57.13	-55.83				
29062.50	-66.22	-69.41	-60.42	-62.77	-56.62				
29531.25	-58.53	-58.23	-55.50	-65.12	-79.11				
30000.00	-59.15	-54.97	-60.17	-68.79	-63.72				
30468.75	-53.78	-62.16	-56.62	-68.27	-57.95				
30937.50	-64.52	-68.93	-55.76	-68.43	-76.64				
31406.25	-62.30	-59.58	-54.67	-61.90	-67.45				
31875.00	-52.29	-54.69	-68.71	-60.81	-56.01				
32343.75	-50.55	-69.77	-55.39	-63.95	-67.30				
32812.50	-56.90	-62.20	-57.66	-67.33	-61.88				
33281.25	-59.46	-81.80	-54.09	-69.33	-68.95				
33750.00	-52.67	-57.81	-59.84	-66.82	-61.83				
34218.75	-53.19	-62.23	-52.58	-68.72	-66.06				
34687.50	-54.59	-53.04	-51.72	-68.79	-68.93				
35156.25	-57.80	-61.63	-59.21	-72.34	-68.57				
35625.00	-57.73	-51.85	-62.01	-68.83	-62.83				
36093.75	-48.36	-66.93	-49.03	-49.49	-52.44				
36562.50	-54.97	-51.71	-50.54	-61.73	-56.00				
37031.25	-53.34	-52.06	-59.92	-59.70	-55.16				
37500.00	-67.29	-54.40	-58.87	-55.79	-51.48				
37968.75	-53.31	-50.63	-50.65	-47.66	-54.92				
38437.50	-56.92	-50.24	-47.54	-57.51	-64.71				
38906.25	-48.45	-58.35	-62.76	-63.36	-50.00				
39375.00	-55.17	-61.13	-64.99	-60.59	-61.62				
39843.75	-62.13	-66.70	-55.76	-47.29	-52.04				
40312.50	-62.80	-44.00	-68.49	-69.43	-62.13				
40781.25	-48.90	-47.56	-53.44	-51.64	-48.87				
41250.00	-48.33	-61.04	-52.67	-63.97	-49.99				
41718.75	-59.06	-72.50	-47.55	-49.41	-48.82				
42187.50	-54.15	-44.34	-46.32	-47.37	-49.73				
42656.25	-44.27	-44.48	-53.14	-49.26	-44.97				
43125.00	-44.96	-53.29	-44.08	-48.91	-47.77				
43593.75	-66.93	-55.27	-46.01	-47.26	-47.52				
44062.50	-47.19	-44.77	-37.97	-68.90	-44.93				
44531.25	-48.90	-34.34	-33.90	-39.49	-36.27				
45000.00	-49.98	-33.10	-29.20	-33.20	-30.20				
45468.75	-57.67	31.84	-35.99	-28.11	-28.45				
45937.50	-27.89	-27.32	-34.08	-40.40	-30.69				
46406.25	-27.12	-21.77	-22.12	-23.85	-21.38				
46875.00	-38.97	-24.55	-20.42	-15.18	-11.82				
47343.75	-10.57	-11.92	-10.91	-18.86	-11.68				
47812.50	-1.99	-4.78	0	0	0				
0.044	-0.044	0.222	-0.489	3.553	9.948	12.746	12.612	13.190	14.54
26.872	16.032	19.940	22.604	18.606	22.693	29.091	33.218	32.419	35.217
29.754	41.523	42.855	44.898	49.739	51.959	53.957	58.976	64.083	62.637
73.098	75.763	80.914	82.513	82.024	90.640	92.985	92.327	100.410	104.627
103.474	110.491	115.109	112.822	119.906	126.523	127.544	130.386	114.088	48.05.
69.190	138.113	113.733	21.938	85.666	148.727	110.002	1.594	-105.354	-141.086
-101.076	16.032	124.391	157.787	93.260	-86.238	-135.804	-152.102	-125.279	-118.006
-123.903	-121.415	-120.483	-118.573	-116.131	-114.621	-114.354	-112.534	-111.867	-107.195
-105.206	-102.630	-99.344	-99.166	-92.327	-92.949	-89.307	-87.309	-83.579	-80.646
-75.008	-73.586	-69.678	-68.302	-68.439	-63.905	-58.487	-53.125	-55.467	-48.54
-44.409	-45.875	-41.874	-37.704	-38.103	-38.681	-30.953	-29.888	-25.713	-25.40.
-27.179	-20.828	-17.542	-20.562	-18.563	-17.142	-15.677	-12.124	-11.102	-11.85.
-10.703									
-0.044	0.089	-0.311	0.666	-5.107	-14.344	-12.854	-11.191	-15.987	-6.57
-11.014	-8.171	2.443	-0.933	3.686	-2.709	-0.533	0.888	0.400	1.066
-3.952	0.178	-1.998	-3.420	-0.222	2.753	2.842	0.923	0.577	1.469

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RECEIVER OUTPUT SPECTRUM IN DB
 SAMPLE SPACING = 29,2969

0.	0.	-11,19	-0,74	+1,51	-2,27
146,48	-2,70	-2,66	-2,32	+2,01	-1,97
292,97	-2,31	-3,05	-4,18	+5,60	-7,06
439,45	-8,09	-8,40	-8,40	+8,66	-9,45
585,94	+10,83	-12,83	-15,73	+20,56	+32,50
732,42	-28,02	-22,16	-21,22	+22,76	+24,00
878,91	-21,44	-18,53	-16,84	+15,11	-14,04
1025,39	+13,41	+18,30	+13,59	+14,10	-14,71
1171,87	+15,46	-14,33	-17,15	+17,89	+18,86
1318,36	+20,15	-20,91	-20,55	+20,37	+21,61
1464,84	-24,88	-27,87	+24,95	+22,19	+20,85
1611,33	+20,13	-19,72	+19,99	+21,60	+25,17
1757,81	-26,82	-21,63	+17,60	+15,14	+13,80
1904,30	+13,41	-18,99	+15,70	+19,01	+22,44
2050,78	+32,15	-28,69	+20,27	+19,30	+19,82
2197,27	+20,82	-20,91	+20,45	+20,91	+22,48
2343,75	+22,50	-20,03	+18,45	+18,82	+21,45
2490,23	+25,73	-25,06	+22,74	+22,73	+23,92
2636,72	-22,01	-19,89	+19,21	+20,02	+21,54
2783,20	+22,60	+24,03	+28,73	+35,67	+25,16
2929,69	+24,73	+21,92	+25,21	+26,92	+23,11
3076,17	+21,69	-28,20	+27,24	+30,08	+29,78
3222,66	+32,19	+40,71	+42,96	+38,21	+39,82
3369,14	+45,87	+58,40	+78,50	+78,50	+67,96
3515,62	-69,68	-78,50	-78,50	-78,50	+3,75
3662,11	+74,68	+78,50	+78,50	+78,50	+78,90
3808,59	+78,50	+78,50	+78,50	+78,50	+78,50
3955,08	+74,01	+72,29	+74,03	+77,27	+75,21
4101,56	+73,51	+74,03	+74,15	+71,81	+70,09
4248,05	+71,04	+77,14	+78,50	+77,39	+78,50
4394,53	+78,50	+78,50	+78,50	+73,38	+71,58
4541,02	+76,07	+78,50	+76,54	+76,15	+78,50
4687,50	+78,50	+78,50	+78,50	+78,50	+78,50
4833,98	+78,50	+74,87	+73,46	+78,50	+78,50
4980,47	+70,18	+69,26	+73,82	+78,50	+78,50
5126,95	+78,50	+75,77	+78,03	+78,50	+78,50
5273,44	+76,01	+70,65	+72,63	+78,50	+69,69
5419,92	+68,59	+74,01	+78,50	+78,50	+74,69
5566,41	+70,14	+71,57	+78,50	+78,50	+78,50
5712,89	+78,50	+78,50	+78,50	+78,50	+78,50
5859,37	+73,64	+68,92	+68,93	+67,54	+62,40
6005,86	+60,71	+61,53	+64,29	+66,41	+69,04
6152,34	+78,50	+72,54	+66,24	+63,34	+61,58
6298,83	+61,25	+62,72	+66,01	+70,80	+77,30
6445,31	+78,50	+78,41	+74,71	+75,33	+77,64
6591,80	+78,50	+74,29	+76,82	+75,57	+75,69
6738,28	+76,30	+78,81	+74,51	+76,41	+78,50
6884,77	+78,50	+71,07	+70,30	+72,22	+78,50
7031,26	+74,65	+72,00	+75,06	+78,80	+78,50
7177,73	+78,50	+78,50	+78,50	+78,50	+78,50
7324,22	+78,50	+74,18	+73,19	+74,00	+78,50
7470,70	+78,37	+74,35	+78,37	+78,50	+74,00

TIME RESPONSE OF OUTPUT

0.	0.	0.	0.	0.	0.	0.	0.	0.	0.
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.
0.	0.	0.	0.	0.	0.	0.	0.	0.	0.
0.	0.	0.	0.	0.	0.	0.000	0.000	-0.001	0.000

0.001	-0.000	0.000	0.000	0.001	0.002	-0.000	0.000	0.001	0.000
-0.000	-0.002	0.000	0.000	0.000	-0.000	-0.000	-0.001	0.000	0.000
-0.006	-0.007	0.000	0.011	0.003	0.013	-0.007	0.009	0.015	0.000
-0.022	-0.004	0.000	0.020	0.021	0.033	-0.011	0.000	0.011	0.000
0.025	0.333	0.704	0.849	0.880	0.198	-0.071	0.031	0.340	0.000
-0.085	0.463	0.708	0.107	0.207	0.175	0.027	0.119	0.100	0.000
-0.137	-0.093	0.037	0.133	0.127	0.053	-0.007	0.024	0.020	0.000
-0.044	-0.003	0.001	0.000	0.000	0.000	0.000	0.000	0.000	0.000
0.001	0.029	0.078	0.099	0.071	0.150	0.041	0.607	1.349	1.000
2.092	1.976	1.821	1.019	1.930	2.010	1.901	1.861	1.849	1.900
2.001	1.942	1.821	1.016	1.984	2.118	1.909	1.279	0.903	0.002
-0.137	-0.012	0.000	0.001	0.000	0.000	0.000	0.000	0.000	0.000
0.023	0.049	0.026	0.019	0.029	0.006	0.009	0.013	0.013	0.000
0.000	0.045	0.000	0.000	0.010	0.100	0.122	0.350	0.013	0.000
0.002	-0.045	0.000	0.037	0.089	0.124	0.002	0.126	-0.071	0.000
0.151	-0.055	0.000	0.291	0.031	0.121	-0.126	0.063	0.100	0.000
0.223	0.170	0.014	0.106	0.035	0.061	0.052	0.024	-0.051	0.000
0.040	0.019	0.000	0.000	0.010	0.025	-0.002	0.000	0.000	0.000
0.014	-0.005	0.013	0.001	0.009	0.009	-0.005	0.007	0.002	0.000
0.001	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
-0.000	-0.001	0.000	0.001	0.000	0.000	0.000	0.000	0.000	0.000
0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000

SIGNAL TO NOISE RATIO AT INPUT TO RECEIVER = 18.58 DB
 SIGNAL TO NOISE POWER OUT = 47.408 DB

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SECTION VIII

TRANSCEIVER BREADBOARD

The algorithms mod/demod breadboard is a scale model of a full-duplex digital transceiver. The design philosophy of the breadboard was to scale down the speed of operation of the transceiver and not to curtail the modes of operation or flexibility of the breadboard. This facilitates the testing of any possible transceiver configuration, which might be chosen for the full-scale brassboard.

The speed of operation of the breadboard was chosen to be one one-hundredth of the full scale transceiver. This allows an off-the-shelf commercial mini-processor, the Data General Supernova, to implement the full-duplex transceiver and several testing routines simultaneously. This represents a considerable reduction in cost over designing a special purpose pipeline processor which would be required to implement a full-scale transceiver. In addition, the serial processing, stored program organization of the Supernova and a special signal processing macro-language developed by Philco-Ford facilitates easy modification of the implemented transceiver.

The hundred to one reduction in operating speed implies that all of the signal frequencies associated with the implemented transceiver are reduced by a factor of one hundred. I. e., instead of a 300 to 3000 hertz audio modulation passband, the breadboard has a 3 to 30 hertz modulation passband. Likewise, the breadboard's 80 bit per second digital signal transmission rate represents an 8000 bit per second rate on the full-scale transceiver.

The radio frequency signal generated by the breadboard transmitter and received by the breadboard receiver is centered about a fixed 2000 hertz frequency. This was chosen for several reasons. First, since the digital frequency synthesis techniques, necessary for variable frequency operation, are well known by now, it was not felt that this feature need be demonstrated to prove the feasibility of the digital transceiver. Second, the scaled radio frequency signal was centered in the upper audio frequency region so that conventional narrowband audio channel test and simulation equipment could be used to simulate the radio frequency channel between the transmitter and receiver.

Most of the controls and terminals on the transceiver control panel are self explanatory. The power switch on this panel controls power for all of the equipment associated with the breadboard, and should be the only switch used to shutdown the equipment. The analog modulation and radio

frequency inputs and outputs have 100K ohm and 600 ohm input and output impedances respectively. Their peak unload output and input signal handling capacity is + 10 volts. The sampled data output is the same signal as the receiver modulation signal output before it has passed through the final analog low pass filter. This signal has the repetitive spectrum of an unfiltered sampled signal, but does not have any delay or amplitude distortions which are introduced by the analog low pass filter. The digital input, output, and clock ports meet standard 188B specifications, with the exception that the input circuit has no hysteresis. It tends to interrupt an open input circuit as a random sequence of marks and spaces. The rise and fall times of the digital outputs are 25 micro-seconds. The function of the mode control switches will be discussed later.

During normal transceiver operation, the teletype unit is not needed (it may be disconnected from the system) and the controls of the Supernova processor are not used. The Supernova processor should be left in the locked mode, that is the control key removed. However, these facilities may be used to reload or modify the transceiver program.

To reload the transceiver program, the memory dump tape should be placed in the teletype tape reader, the tape reader control switch thrown to "start", and the teletype control switch thrown to "line". The Supernova control key should be inserted and thrown to the "on" position; this activates the processor control panel switches. All data input switches should be thrown down, and the bit 12 switch thrown up. The "reset" and "program load" switches should be pressed in that order to start reading in the program. After reading in the binary loader the paper tape reader will stop. The "continue" switch should be pressed to read in the transceiver program. After the tape is finished reading the transceiver program will automatically restart.

To modify the program, the facilities of the Data General Debug III program are best used. To enter this program, the data switches are set to octal 200, the "stop" and "start" switches are pressed in that order. To restart the transceiver program, location 2 is executed. After modification or reloading the transceiver program, the processor should be relocked.

During switching the transceiver mode of operation between frequency modulation and amplitude modulation or single-sideband modulation, switching transients sometimes give the Supernova processor a larger task than it can perform in real time. Under this condition the transceiver system halts operation. (If the teletype unit is running it will type out "****ERROR HALT: REALTIME PROGRAM TIMEOUT".) Operation can be most easily restarted by switching the transceiver mode control switches to an easier task, and cycling the power switch "off" and "on". (If the teletype unit is

running it will type out "SYSTEM RESTARTING".)

The possible modes of operation of the breadboard are as follows: In mode A1 no digital signal processing takes place. This mode is used for testing the analog to digital interface and is to be used as a reference when making tests on the digital signal processing. Modes A2 through A4 test the various digital filters used in the transceiver by placing them between the transmitter modulation input and receiver output ports.

Modes B1 through B4 implement frequency modulation operation. Mode B4 implements the complete frequency modulation transceiver. Mode B3 is the same except the 3 to 30 Hz modulation signal bandpass filters are removed. Mode B1 and B2 have the interpolation filters removed also. In mode B1, a phase modulation receiver is implemented in place of the frequency modulation receiver in the other modes. The transmitter still implements frequency modulation.

Modes C1 through C4 implement various amplitude modulations. In modes C1 and C2 amplitude modulation is implemented in the transmitter. In mode C3 upper-sideband and in mode C4 lower-sideband single-sideband modulation is implemented. Upper-sideband reception is implemented in modes C1 and C3, and lower-sideband reception is implemented in modes C2 and C4.

Frequency shift keying digital modulation is implemented in modes D3 and D4. In mode D3 the digital input is replaced with a pseudo-random sequence generator, and a decoder is placed on the output of the receiver. The signal is so decoded that a continual space output represents error free transmission, and a mark bit represent an error.

The frequency response of various digital filters used in the transceiver were measured and found to have the response shown in figure 44. The 13.5 Hz low pass filter (mode A2) is the filter used to obtain the selectivity in single-sideband reception, and its response represents the selectivity of the digital single-sideband receiver. The bandpass filter (mode A3) and resampling filter (mode A4) responses were measured with them operating at one-half their normal sampling rate. The frequency scale must be doubled to obtain their normal response curve.

Figure 45 shows the response of the frequency modulation transceiver (mode B4) back-to-back. Note that non-complementary pre- and de-emphasis causes a 4db drop in the high frequency response.

Signal-to-noise performance tests were made in all modes of operation. For linear modulation the signal-to-noise performance can be characterized by the apparent noise bandwidth of the receiver. This was found to be

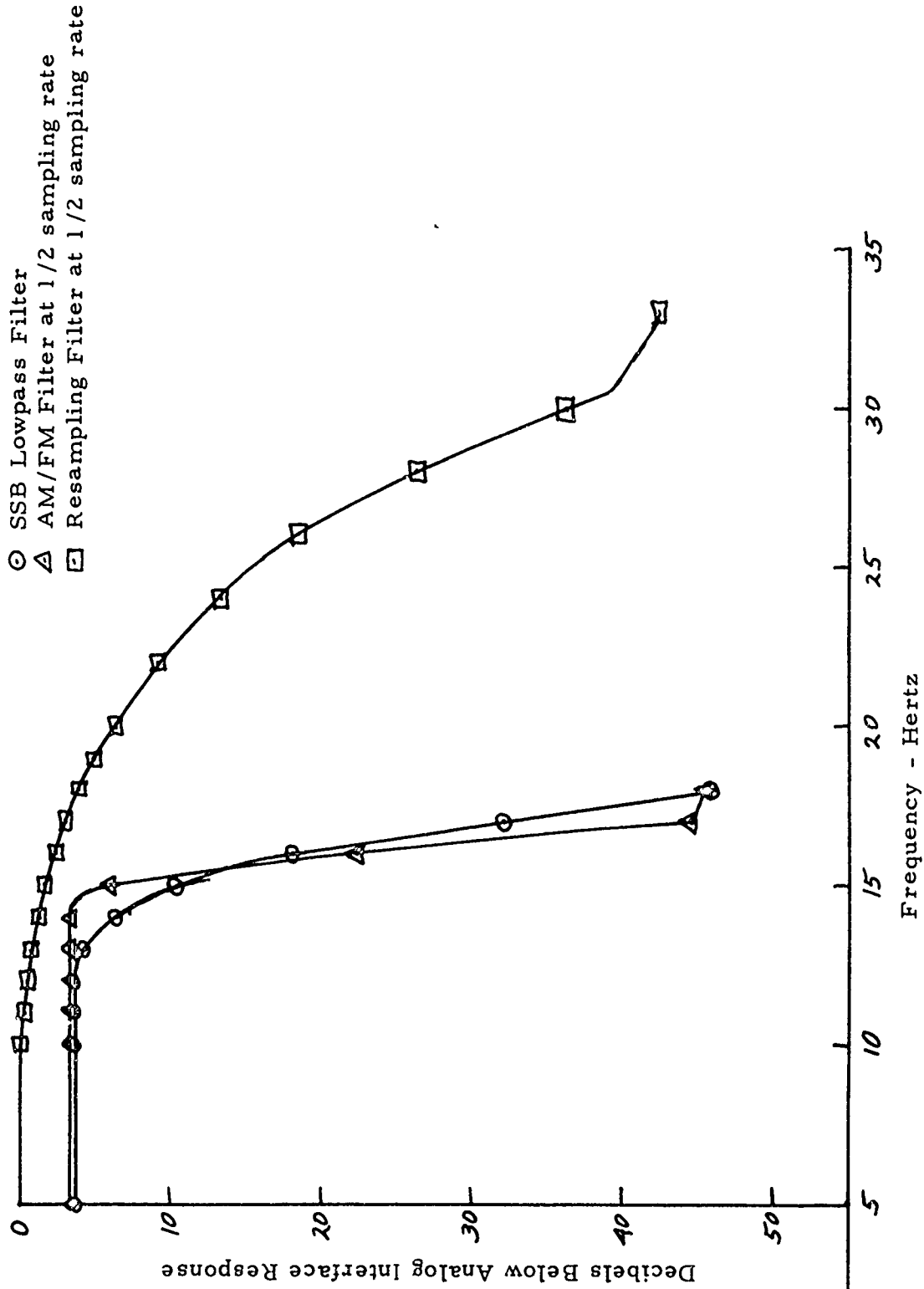


Figure 44: Measured Response of Breadboard Digital Filters

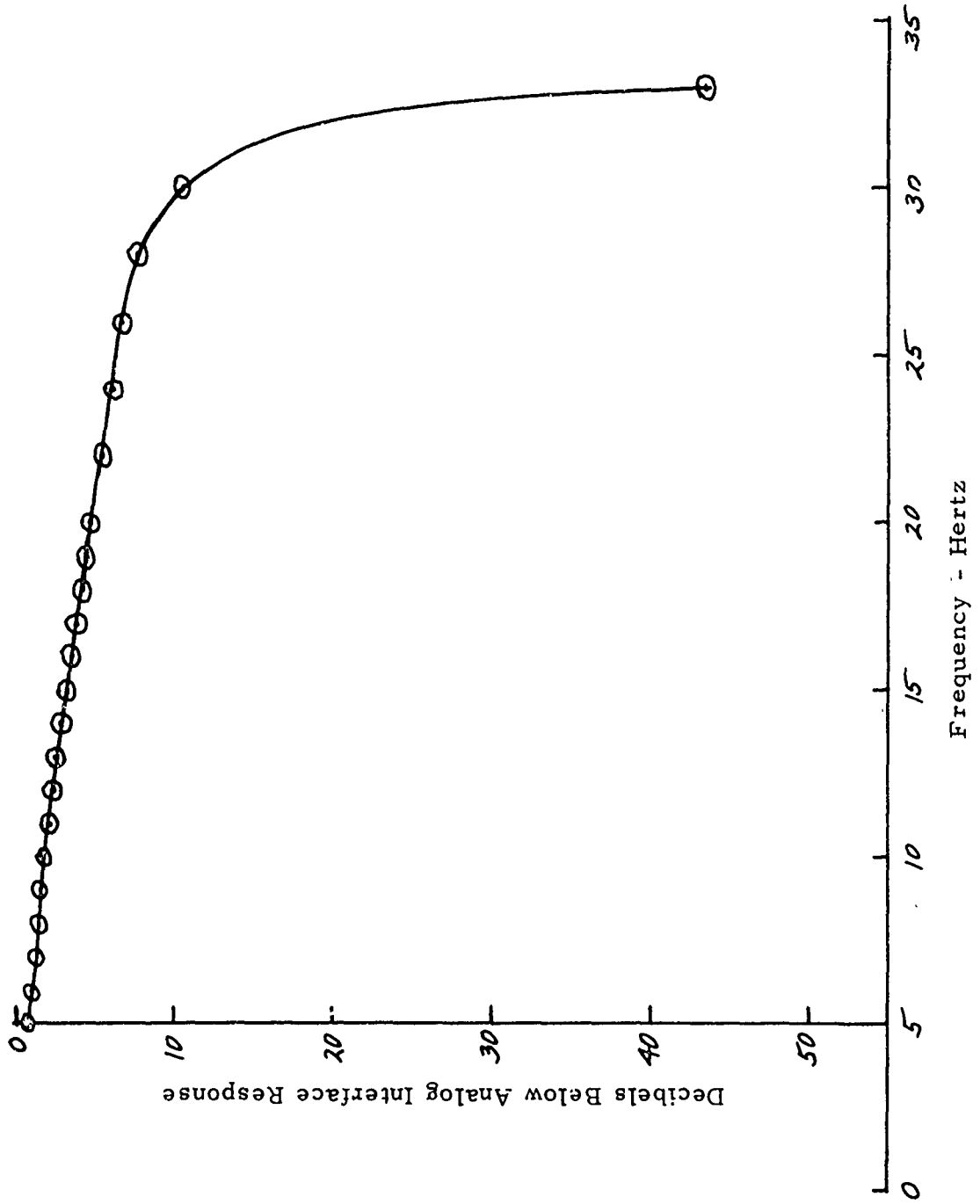


Figure 45: Overall FM Response (Transmitter and Receiver)

approximately 32 Hertz (measured in mode C4). The frequency modulation (mode B4) noise quieting curve is shown in figure 46. The digital transmission error rate versus noise power density curve is shown in figure 47. Note that this measurement was made in mode D3 where the pseudo-random sequence decoder produces a 3 to 1 increase in measured errors above actual errors at low error rates.

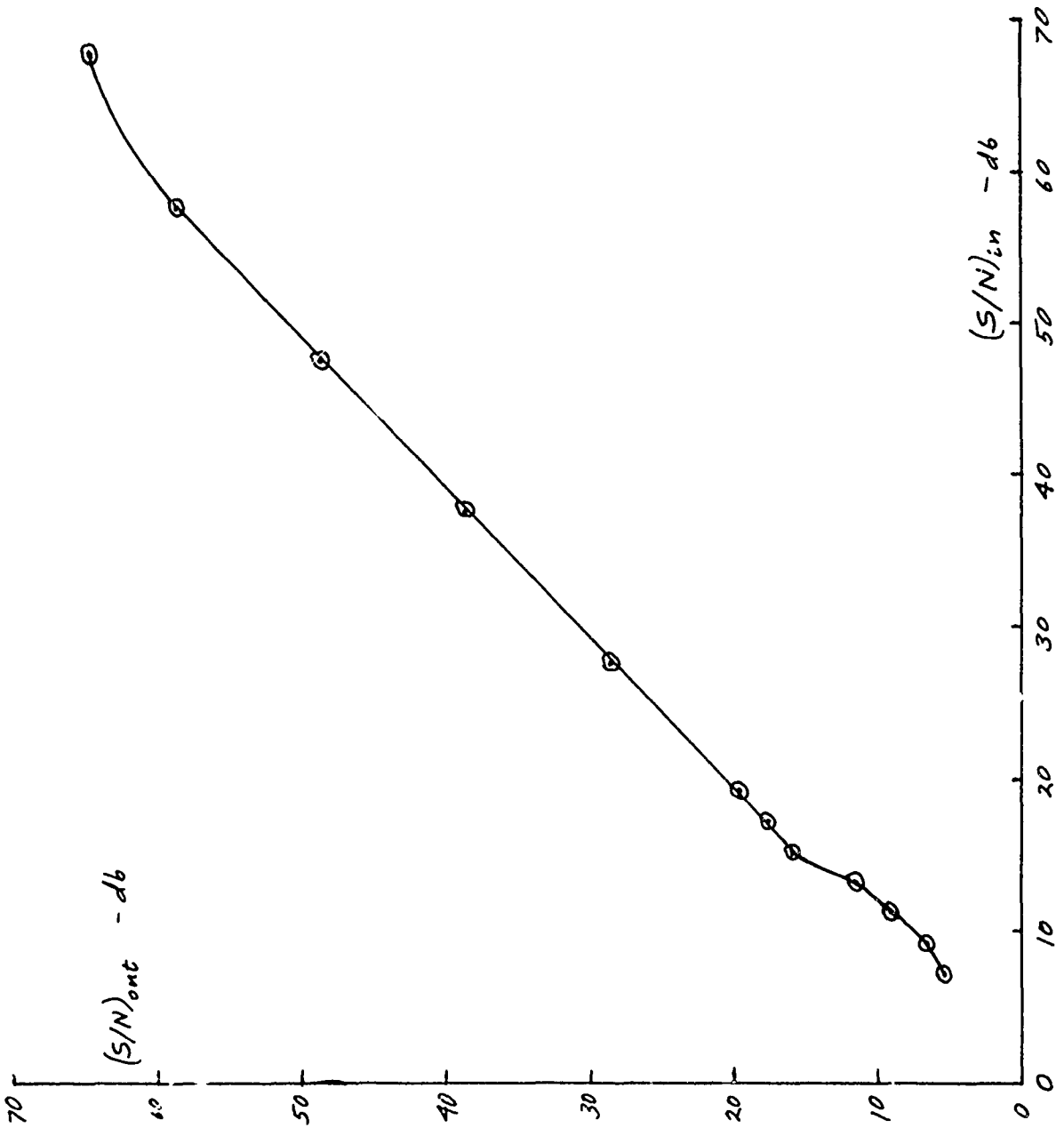


Figure 46: FM Signal-to-Noise Characteristics

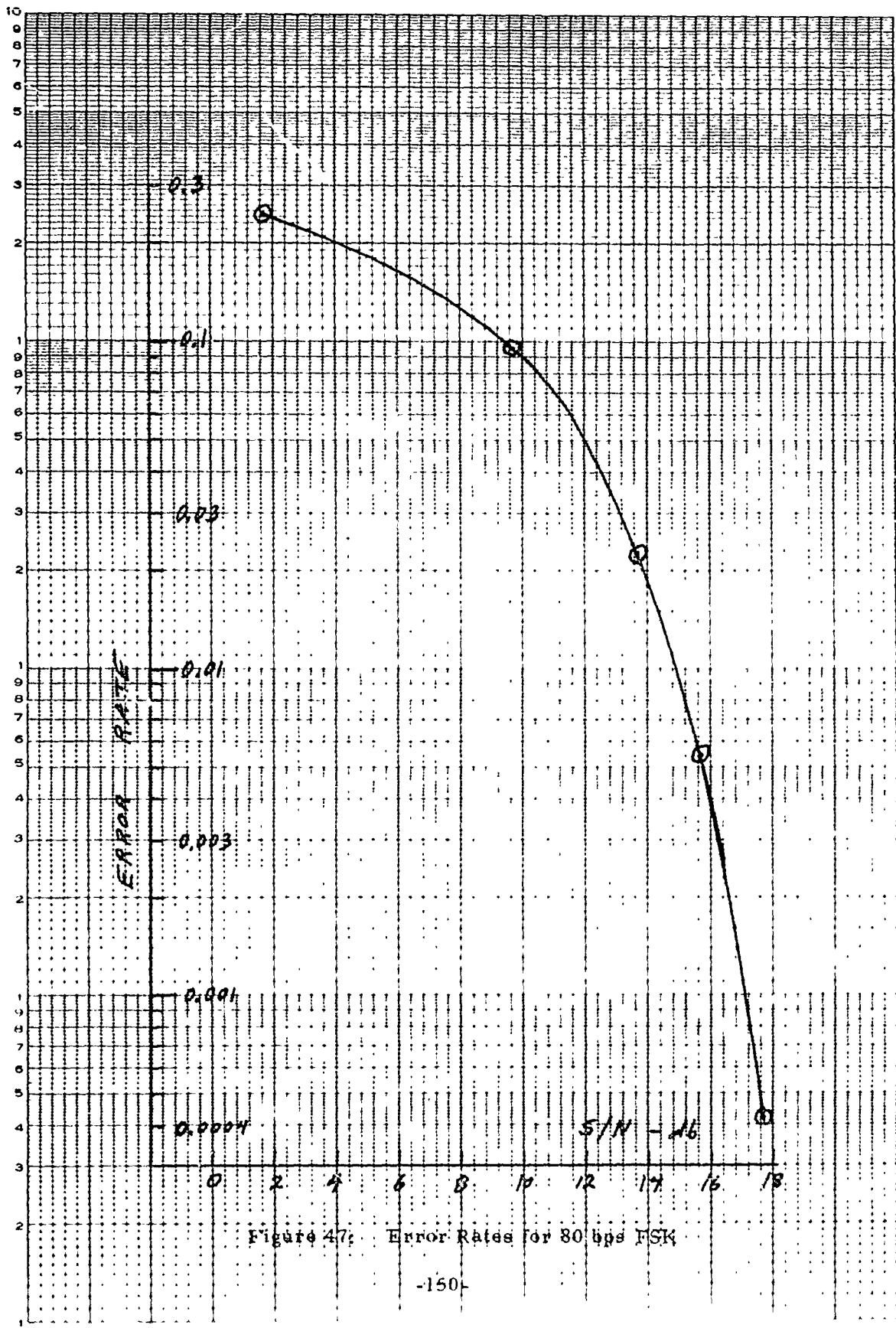


Figure 47: Error Rates for 80 bps FSK

SECTION IX

CONCLUSIONS AND RECOMMENDATIONS

1. CONCLUSIONS

The Digital Transceiver system configuration that took shape as a result of this effort is presented with a minimum of technical detail in the first three subsections of Section II. The system philosophy can be understood with reference to figure 19, in Section V. Filtering of the transmitted signal is performed at baseband. Since the filter requirements can be severe, complexity is minimized by performing this filtering at the lowest possible sampling rate. The resampling filter has less stringent requirements and can operate at a higher output sampling rate. The interpolation filter is extremely simple and can be used to bring the sampling rate up to a value required for translation to I. F. The actual sampling rates required for adequate suppression of spectral repeats are derived in Section II. 4. Section II thus provides a feasible, minimum complexity, overall transceiver system design.

It is readily seen that digital filtering accounts for the major portion of the transceiver. Consequently, a major effort of the program was directed toward efficient filtering algorithms. Section III is a comprehensive survey of all available methods for the design of realizable linear phase digital filters. The method described in Section III. 6 was developed as a rapid technique for designing the many filters required for the breadboard. For the final design of a production item, we would recommend the more cumbersome Hofstetter algorithm described in Section III. 4, since it results in an optimum (minimum complexity) filter design.

A more detailed discussion of digital filtering specifically applied to the digital transceiver, is given in Section VI. The requirements of accuracy, complexity, and linear phase (zero differential delay) lead to the choice of a non-recursive (convolutional) implementation for the sideband filters and a recursive implementation for the interpolation filter. The design of the latter appears in Section II. 4, the design of all the others are given in Section VI. 2 along with frequency responses. Section VI. 2 also contains the interactive filter design computer program.

Since digital differentiation is required for F. M. receiver operation, this topic is discussed in Section VI. 3. A brilliantly efficient method was recently developed by Rabiner and Steiglitz⁽²⁵⁾ on the basis of a frequency-domain analysis. The time-domain analysis given in Section VI. 3 gives a more penetrating insight into the efficiency of their method. In addition, this analysis provides the required impulse response directly.

The receiver bandpass sampler in figure 19 is meant to extract the complex low-pass equivalent signal by proper sampling of the bandpass received signal. If the narrowband approximation holds; this can be achieved by a pair of analog to digital converters operating a quarter of a carrier cycle apart at a rate consistent with the signal bandwidth. Dickey⁽¹⁹⁾ has recently considered a method for improving the sampler performance for the case when the narrowband approximation is not valid. His method, however, requires the use of three or more A/D converters. This problem is analyzed in Section IV, and a new method that does not require additional A/D converters, is derived.

Section V may be considered a mathematical appendix for Section II. Extensive computer simulations were performed and are documented in Section VII. These simulations were instrumental in revising the system design to the version discussed in the rest of the report. They proved the feasibility of the digital transceiver, while pointing out that more than eight bit precision need be carried through the various transceiver algorithms.

The transceiver breadboard, described in Section VIII, represents the culmination of our efforts in digital equivalence. By turning switches on the front panel, any of several modes of analog or digital modulation can be implemented. Furthermore, additional modes of modulation and demodulation (analog or digital) can be added to the program as they are invented. A full scale digital transceiver would utilize a special purpose processor to perform (at one hundred times the speed) the same computations that the general purpose processor performs in the breadboard.

Thus, the feasibility of the digital transceiver has been proved and efficient system configurations and processing algorithms have been developed. Advantages of digital processing include stability (nothing can age or drift), size (through LSI), programmability (characteristics may be changed by plugging in a new read-only-memory), commonality (the same processor is an AM transmitter or an FM receiver) and the ability to achieve filter characteristics that are impossible with analog devices.

2. RECOMMENDATIONS

In view of the foregoing conclusions, and of continuing advances in digital integrated circuit technology, it is now feasible to build a real time digital processor for communication signals. It is therefore recommended that a full-scale experimental model Multimode Digital Processing Transceiver be designed, fabricated, and field tested in conjunction with available HF-SSB, VHF-FM, and VHF-AM tactical transceivers.

Two experimental models should be built to be tested in conjunction with existing analog transceivers for voice and CW, and with each other for

digital data transmission via HF and VHF. Digital modulations should include phase shift keying (including differentially coherent PSK), frequency shift keying, and digital data transmission via single sideband (including partial response SSB and carrier injection).

In addition, an L.S.I. investigation should be undertaken so that the potential weight, size, and power advantages of Large Scale Integration may be subsequently realized. This investigation should include:

Selecting an LSI fabrication technology (MOS, bipolar, etc.) with characteristics capable of implementing system requirements.

Formulating a packaging scheme compatible with the fabrication technology.

Structuring the system such that it is compatible with the fabrication and packaging technology.

Partitioning the logic into LSI blocks to maximize the ratio between the number of logic gates per chip and the number of input/output leads required.

Evaluating the resulting system in terms of cost, size, weight, power, reliability, and maintainability.

It is further recommended that a study be initiated to investigate the possibility of a Universal Signal Processor that would perform vocoding, estimation, channel equalization, synchronization, error detection and correction, and encryption in addition to the Digital Transceiver functions.

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APPENDIX A

SUBROUTINES FOR TRANSCEIVER BREADBOARD

.TITL CONVD

;CONVD IS A SUBROUTINE TO CONVOLVE A 15 BIT 2'S
 ;COMPLEMENT VECTOR FUNCTION WITH A STATIONARY
 ;ROUNDED IMPULSE RESPONSE STORED IN EXCESS 2:15
 ;FORMAT. THE CALLING SEQUENCE IS:
 ; JSR @CONVD
 ; GIMP
 ; DSTORE
 ;WHERE GIMP IS THE STARTING LOCATION OF THE FILTER
 ;IMPULSE RESPONSE STORAGE BLOCK, AND DSTORE IS THE
 ;STARTING LOCATION OF THE DATA STORAGE BLOCK ASSOCIATED
 ;WITH THIS CONVOLUTION. GIMP AND DSTORE'S FORMAT IS
 ;AS FOLLOWS:
 ;GIMP: GLENGTH ;LENGTH OF THE FILTER
 ; ;IMPULSE RESPONSE
 ; .BLK 1 ;OFFSET CONSTANT=-0.5*
 ; ;SIGMA(FILTER SAMPLES)
 ; .BLK GLENGTH ;IMPULSE RESPONSE STORED
 ; ;IN EXCESS 2:15 FORMAT
 ;DSTORE: .+1 ;COUNT SAMPLES OF THE
 ; .PLK GLENGTH ;DATA VECTOR STORAGE PLK
 ;THE NEW DATA VECTOR FUNCTION SAMPLE IS TRANSFERRED
 ;TO THE SUBROUTINE IN ACO. THE NEW FILTERED DATA VECTOR
 ;SAMPLE IS RETURNED IN ACO. AC1, AC2, AC3, AND
 ;LOCATIONS 20 AND 30 ARE DESTROYED. CONVD MAY BE
 ;INTERUPTED IF LOCATIONS 20 AND 30 ARE NOT DESTROYED.
 ;CONVD DOES NOT REQUIRE INITIALIZATION. THE ROUTINE
 ;IS OPTIMIZED FOR SPEED. SUPERNOVA HARDWARE MULT/DIV
 ;EXECUTION TIME=26.7+17.0*GLENGTH USEC.S
 ;TOTAL LENGTH=45. LOCATIONS; 68. FOR THE TOTAL PACKAGE

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.ENT CONVD, CONVI, CONVE

.ZREL

00000-000000' CONVD: ENT1 ;CONVD ENTRY LOCATION
 00001-000050' CONVI: ENT3 ;CONVI ENTRY LOCATION
 00002-000064' CONVE: ENT4 ;CONVE ENTRY LOCATION

.NREL

00000'054500 ENT1: STA 3, RETURN ;SAVE RETURN ADDRESS
 00001'103240 ADDOR 0, 0 ;CONVERT DATA SAMPLE
 ;TO EXCESS 2:15 CODE
 00002'101620 INCZR 0, 0 ;ROUND & DIVIDE BY 2
 00003'031400 LDA 2, 0, 3 ;STARTING LOCATION-1
 ;OF IMPULSE RESPONSE
 00004'050020 STA 2, INCR ;INITIALIZE AUTOINCR-
 ;MENTING IMPULSE
 ;RESPONSE SAMPLE POINTER
 00005'025000 LDA 1, 0, 2 ;FILTER IMPULSE RESPONSE
 ;LENGTH
 00006'044473 STA 1, GLENGTH ;SAVE IN GLENGTH
 00007'044473 STA 1, GCOUNT ;INITIALIZE IMPULSE
 ;SAMPLE COUNTER

```

00010'035401      LDA      3, 1, 3      ;STARTING LOCATION-1
                                ;OF DATA BLOCK
00011'031400      LDA      2, 0, 3      ;DATA BLOCK POINTER
00012'041000      STA      0, 0, 2      ;INSERT NEW SAMPLE
00013'151400      INC      2, 2      ;INCREMENT POINTER
00014'050030      STA      2, DECRE      ;SAVE IN AUTODECREMENT-
                                ;ING DATA BLOCK POINTER
00015'141000      MOV      2, 0      ;INITIALIZE DATA SAMPLE
00016'162400      SUB      3, 0      ;COUNTER
00017'040464      STA      0, DCOUNT
00020'106512      SUBL#    0, 1, SZC      ;IMPLEMENT MODULO
00021'132400      SUB      1, 2      ;LENGTH
00022'051400      STA      2, 0, 3      ;SAVE NEW DATA BLOCK
                                ;POINTER

00023'102620      ENT2:    SUBZR    0, 0      ;INITIALIZE ACCUMULATOR
00024'036020      LDA      3, @INCRE      ;TO -IMPULSE RESPONSE
                                ;OFFSET

00025'014456      LOOP:    DSZ      DCOUNT      ;DECREMENT DATA COUNTER
00026'000406      JMP      CONT.
00027'024452      LDA      1, LENGTH      ;IF AT DATA BLOCK EDGE -
00030'044453      STA      1, DCOUNT      ;IMPLEMENT MODULO
00031'030030      LDA      2, DECRE      ;LENGTH OPERATION
00032'133000      ADD      1, 2
00033'050030      STA      2, DECRE
00034'026030      CONT.:   LDA      1, @DECRE      ;DATA SAMPLE
00035'032020      LDA      2, @INCRE      ;IMPULSE RESPONSE SAMPLE
00036'136400      SUB      1, 3      ;COMPENSATE FOR IMPULSE
00037'127000      ADD      1, 1      ;RESPONSE SAMPLE OFFSET
00040'073301      MUL      ;MULTIPLY
00041'117000      ADD      0, 3      ;ACCUMULATE
00042'121000      MOV      1, 0
00043'014437      DSZ      GCOUNT      ;INCREMENT IMPULSE
                                ;SAMPLE COUNTER
00044'000761      JMP      LOOP      ;IF NOT FINISHED LOOP

00045'161120      MOVZL    3, 0      ;MOVE 2*RESULT TO ACC
00046'034432      LDA      3, RETURN      ;RETURN
00047'001402      JMP      2, 3

```

```

;CONVI IS A SUBROUTINE TO INSERT A NEW SAMPLE IN THE
;DATA STORAGE VECTOR WITHOUT IMPLEMENTING A CONVOLUTION.
;IT IS USED WHEN THE FILTER OUTPUT SAMPLING RATE IS LESS
;THAN THE INPUT SAMPLING RATE. THE CALLING SEQUENCE IS
;THE SAME AS THAT OF CONVO EXCEPT THE ENTRY POINT IS
;@CONVI. CONVI REQUIRES NO INITIALIZATION, DESTROYS ALL
;ACCUMULATORS, AND MAY BE INTERRUPTED. SUPERNOVA CORE
;EXECUTION TIME=16.0 USEC.S
;TOTAL LENGTH=13. LOCATIONS

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```

00050'103240      ENT3:    ADDOR    0, 0      ;CONVERT DATA SAMPLE
                                ;TO EXCESS 2'15 CODE
00051'101620      INCZR    0, 0      ;DIVIDE BY 2 & ROUND

```

```

00052'033401      LLA      2, @1, 3      ;DATA BLOCK POINTER
00053'041000      STA      0, 0, 2      ;INSERT NEW SAMPLE
00054'151400      INC      2, 2          ;INCREMENT POINTER
00055'023400      LDA      0, @0, 3      ;FILTER IMPULSE RESPONSE
                                ;LENGTH
00056'025401      LDA      1, 1, 3      ;STARTING LOCATION-1
                                ;OF DATA BLOCK
00057'107000      ADD      0, 1          ;IMPLEMENT MODULO
00060'146512      SUPL#    2, 1, SZC    ;GLENGTH
00061'112400      SUB      0, 2          ;
00062'053401      STA      2, @1, 3      ;SAVE NEW DATA BLOCK
                                ;POINTER
00063'001402      JMP      2, 3          ;RETURN

```

```

;CONVE IS A SUBROUTINE TO IMPLEMENT A CONVOLUTION
;WITHOUT INSERTING A NEW DATA SAMPLE. IT IS USED WHEN
;THE FILTER OUTPUT SAMPLING RATE IS GREATER THAN THE
;INPUT SAMPLING RATE. THE CALLING SEQUENCE IS THE SAME
;AS THAT OF CONVO EXCEPT THE ENTRY POINT IS @CONVE.
;CONVE USES SUBROUTINE CONVO, AND EXCEPT FOR NO DATA
;INPUT IS IDENTICAL TO THAT ROUTINE. SUPERNOVA HARDWARE
;MULT/DIV EXECUTION TIME=18.7+17.0*GLENGTH USEC.S
;TOTAL LENGTH=9. LOCATIONS

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00064'054414      ENT4:   STA      3, RETURN      ;SAVE RETURN ADDRESS
00065'031400      LDA      2, 0, 3      ;STARTING LOCATION-1
                                ;OF IMPULSE RESPONSE
00066'050020      STA      2, INCRE      ;INITIALIZE AUTOINCRE-
                                ;MENTING IMPULSE
                                ;RESPONSE SAMPLE POINTER
00067'025000      LDA      1, 0, 2      ;FILTER IMPULSE RESPONSE
                                ;LENGTH
00070'044411      STA      1, GLENGTH    ;SAVE IN GLENGTH
00071'044411      STA      1, GCOUNT    ;INITIALIZE IMPULSE
                                ;SAMPLE POINTER
00072'035401      LDA      3, 1, 3      ;STARTING LOCATION-1
                                ;OF DATA BLOCK
00073'031400      LDA      2, 0, 3      ;DATA BLOCK POINTER
00074'050030      STA      2, DECRE     ;SET AUTODECRE DATA PTR
00075'172400      SUB      3, 2          ;INITIALIZE DATA SAMPLE
00076'050405      STA      2, DCOUNT    ;COUNTER
00077'000724      JMP      ENT2       ;JUMP TO & FINISH CONVO

000001      RETURN: .BLK      1          ;RETURN ADDRESS
000001      GLENGTH: .BLK    1          ;IMPULSE RESPONSE LENGTH
000001      GCOUNT:  .BLK    1          ;IMPULSE SAMPLE COUNTER
000001      DCOUNT: .BLK    1          ;DATA SAMPLE COUNTER
000020      .LOC      20
000001      INCRE:  .BLK    1          ;AUTOINCREMENTING IMP
                                ;RESPONSE SAMPLE POINTER
000030      .LOC      30
000001      DECRE:  .BLK    1          ;AUTODECREMENTING DATA
                                ;SAMPLE POINTER
                                .END      ;END OF CONVO, 'VI,& 'VE

```

CONT.	000034'
CONVE	000002-
CONVI	000001-
COVVO	000000-
DCOUN	000103'
DECRE	000030
ENT1	000000'
ENT2	000023'
ENT3	000050'
ENT4	000064'
GCOUN	000102'
GLENG	000101'
INCRE	000020
LOOP	000025'
RETUR	000100'

.TITL COSIN

;COSIN IS A SUBROUTINE TO CALCULATE A 16 BIT 2'S
 ;COMPLEMENT SINE AND COSINE FUNCTION FROM A 16 BIT
 ;2*PI'S COMPLEMENT RADIAN ANGLE. THE ANGLE IS PLACED
 ;IN AC0, RANGE (-PI, PI). COSINE IS RETURNED IN AC0,
 ;SINE IN AC1, RANGE (-1, 1). AC2 AND AC3 ARE
 ;DESTROYED. THE GLOBAL ENTRY POINT IS @COSIN. THE
 ;ROUTINE IS OPTIMIZED FOR SPEED, MAY BE INTERRUPTED,
 ;AND REQUIRES NO INITIALIZATION. AVERAGE CORE
 ;SUPERNOVA HARDWARE MULT/DIV EXECUTION TIME=64.6 USEC.S
 ;TOTAL LENGTH=125. LOCATIONS

	.EVT	COSIN	
00000-000000	.ZREL	ENTRY	;ENTRY LOCATION
00000'054464	ENTRY: STA	3, RETURN	;SAVE RETURN ADDRESS
00001'040464	STA	0, ANGLE	;SAVE ANGLE
00002'101300	MOVS	0, 0	;SHIFT MOST SIGNIFICANT ;BITS TO RIGHT BYTE
00003'024465	LDA	1, M77	;SINE TABLE ADDRESS MASK
00004'030465	LDA	2, LSINT	;SINE TABLE STARTING LOC
00005'115000	MOV	0, 3	;GENERATE SIN ADDRESS
00006'137400	AND	1, 3	;EXTRACT ADDRESS
00007'157000	ADD	2, 3	;ADD OFFSET
00010'054456	STA	3, LSIN	;SAVE IN LSIN
00011'114000	COM	0, 3	;GENERATE COS ADDRESS
00012'137400	AND	1, 3	;EXTRACT ADDRESS
00013'157000	ADD	2, 3	;ADD OFFSET
00014'054453	STA	3, LCOS	;SAVE IN LCOS
00015'101300	MOVS	0, 0	;RESTORE LOWER ANGLE ;BITS TO RIGHT BYTE
00016'024454	LDA	1, M377	;DELTA ANGLE MASK
00017'030454	LDA	2, PIB2	;2*16*PI/4
00020'107400	AND	0, 1	;EXTRACT DELTA ANGLE
00021'102620	SUBZR	0, 0	;CONVERT TO RADIANS
00022'127120	ADDZL	1, 1	;TIMES 4
00023'073301	MUL		;TIMES PI/4
00024'030450	LDA	2, PIB8	;0.5-SIN TABLE OFFSET
00025'113120	ADDZL	0, 2	;AC2=2*(0.5+SIN(DELTA))
00026'026440	LDA	1, @LSIN	;COURSE SINE
00027'135220	MOVZR	1, 3	;FIND -COS(COURSE+DELTA)
00030'102620	SUBZR	0, 0	
00031'073301	MUL		

```

00032'116400      SUB      0, 3          ;AC3=-SIN(DELTA)*SIN(
;COURSE)
00033'026434      LDA      1, @LCOS      ;COURSE COSINE
00034'137000      ADD      1, 3          ;AC3=COS(COURSE+DELTA)
00035'175112      MOVL#    3, 3, SZC      ;TEST FOR UNITY RESULT
00036'176220      ADCZR    3, 3          ;IF SO ROUND DWN
00037'054430      STA      3, LCOS      ;SAVE IN LCOS

00040'135220      MOVZR    1, 3          ;FIND SIN(COURSE+DELTA)
00041'102620      SUBZR    0, 0
00042'073301      MUL
00043'162400      SUB      3, 0          ;AC0=SIN(DELTA)*COS(
;COURSE)
00044'026422      LDA      1, @LSIN      ;COURSE SINE
00045'107000      ADD      0, 1          ;AC1=SIN(COURSE+DELTA)
00046'125112      MOVL#    1, 1, SZC      ;TEST FOR UNITY RESULT
00047'126220      ADCZR    1, 1          ;IF SO ROUND DWN
00050'020417      LDA      0, LCOS      ;RELOAD COS(COURSE+
;DELTA)

00051'030414      LDA      2, ANGLE      ;RELOAD ANGLE
00052'151103      MOVL     2, 2, SNC      ;TEST FOR QUADRANTS 3, 4
00053'000403      JMP      .+3
00054'100400      NEG      0, 0          ;IF SO INVERT
00055'124400      NEG      1, 1          ;COS, SIN
00056'151103      MOVL     2, 2, SNC      ;TEST FOR EVEN QUADRANTS
00057'000404      JMP      .+4
00060'131000      MOV      1, 2          ;IF SO -
00061'105000      MOV      0, 1          ;SIN= COS
00062'140400      NEG      2, 0          ;COS=-SIN
00063'002401      JMP      @RETURN      ;RETURN

000001 RETURN: .BLK 1 ;RETURN ADDRESS
000001 ANGLE: .BLK 1 ;INPUT ANGLE
000001 LSIN: .BLK 1 ;SIN ADDRESS
000001 LCOS: .BLK 1 ;COS ADDRESS
00070'000077 M77: 77 ;SIN TABLE ADDRESS MASK
00071'000075' LSINT: SINTAB ;SINE TABLE LOCATION
00072'000377 M377: 377 ;DELTA ANGLE MASK
00073'144420 PIB2: 51472. ;2*16*PI/4
00074'037156 PIB8: 1B1-402. ;-128*PI IN 0.5'S COMPL

00075'000622 SINTAB: 402. ;SINTAB IS A TABLE OF
00076'002266 1206. ;SINES FROM 0 TO PI/2
00077'003731 2009. ;RADIANS. THE FIRST
00100'005373 2811. ;SAMPLE ANGLE=PI/256.
00101'007034 3612. ;SAMPLES ARE SPACED
00102'010472 4410. ;PI/128. RADIANS APART.
00103'012125 5205. ;THE TABLE IS 64.
00104'013556 5998. ;SAMPLES LONG. SINE
00105'015203 6787. ;VALUES ARE GIVEN IN
00106'016623 7571. ;2'S COMPLEMENT NOTATION
00107'020237 8351.

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00110'021647	9127.
00111'023250	9896.
00112'024644	10660.
00113'026231	11417.
00114'027607	12167.
00115'031156	12910.
00116'032516	13646.
00117'034045	14373.
00120'035363	15091.
00121'036670	15800.
00122'040164	16500.
00123'041446	17190.
00124'042715	17869.
00125'044152	18538.
00126'045373	19195.
00127'046601	19841.
00130'047773	20475.
00131'051151	21097.
00132'052312	21706.
00133'053436	22302.
00134'054544	22884.
00135'055635	23453.
00136'056710	24008.
00137'057744	24548.
00140'060761	25073.
00141'061757	25583.
00142'062736	26078.
00143'063675	26557.
00144'064614	27020.
00145'065513	27467.
00146'066371	27897.
00147'067227	28311.
00150'070043	28707.
00151'070636	29086.
00152'071410	29448.
00153'072140	29792.
00154'072646	30118.
00155'073331	30425.
00156'073773	30715.
00157'074412	30986.
00160'075006	31238.
00161'075357	31471.
00162'075706	31686.
00163'076211	31881.
00164'076472	32058.
00165'076726	32214.
00166'077140	32352.
00167'077326	32470.
00170'077470	32568.
00171'077607	32647.
00172'077702	32706.
00173'077752	32746.
00174'077776	32766.

;SINTAB CONTINUED

.END

;END OF SINTAB
;END OF COSIN

ANGLE	000065'
COSIN	000000-
ENTRY	000000'
LCOS	000067'
LSIN	000066'
LSINF	000071'
M377	000072'
M77	000070'
PIB2	000073'
PIB8	000074'
RETR	000064'
SINTA	000075'

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      .TITL  ARCTN
;ARCTN IS A SUBROUTINE TO CALCULATE A 16 BIT
;2*PI'S COMPLEMENT RADIAN ANGLE FROM A 16 BIT
;2'S COMPLEMENT COMPLEX VECTOR.  THE REAL PART
;OF THE VECTOR IS PLACED IN AC0, THE IMAGINARY
;PART IN AC1, RANGE (-1, 1).  THE ANGLE IS RETURNED
;IN AC0, RANGE (-PI, PI).  AC2 AND AC3 ARE DESTROYED.
;THE GLOBAL ENTRY POINT IS CARCTN.  THE ROUTINE IS
;OPTIMIZED FOR SPEED, MAY BE INTERRUPTED, AND REQUIRES
;NO INITIALIZATION.  AVERAGE CORE SUPERNOVA
;HARDWARE MULTI/DIV EXECUTION TIME=51.0 USEC.S
;TOTAL LENGTH=112. LOCATIONS.

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      .ENT  ARCTN
      .ZREL
00000-000000' ARCTN:      ENTRY          ;ENTRY LOCATION
      .NREL
00000'054454  ENTRY:  STA      3, RETURN  ;SAVE RETURN ADDRESS
00001'176440  SUBO      3, 3          ;CLEAR AC3, CARRY
00002'125112  MOVL#     1, 1, SZC     ;IF IMAG NEGATIVE
00003'124460  NEGC      1, 1          ;NEG, COMPL CRRY
00004'177002  ADD       3, 3, SZC     ;SL1 AC3, TEST CARRY
00005'175400  INC       3, 3          ;IF CRRY INC AC3
00006'101112  MOVL#     0, 0, SZC     ;IF REAL NEGATIVE
00007'100460  NEGC      0, 0          ;NEG, COMPL CRRY
00010'177002  /DD      3, 3, SZC     ;SL1 AC3, TEST CARRY
00011'175400  INC       3, 3          ;IF CRRY INC AC3
00012'106512  SUBL#     0, 1, SZC     ;IF IMAG .GE. REAL
00013'111001  MOV       0, 2, SKP
00014'131061  MOVC      1, 2, SKP          ;SWITCH REAL AND
                                          ;IMAG, COMPL CRRY
00015'121000  MOV       1, 0
00016'175100  MOVL     3, 3          ;SHIFT CARRY INTO AC3
00017'054436  STA      3, ANGLE        ;SAVE UPPER BITS OF ANGL
00020'145220  MOVZR     2, 1          ;IMAG/REAL
00021'073101  DIV
00022'125002  MOV       1, 1, SZC     ;CHECK FOR OVERFLOW
00023'126060  ADCC      1, 1          ;IF SO ROUND DIV
00024'121000  MOV       1, 0          ;ACO=AC1=QUOTIENT
00025'030431  LDA      2, M37B4          ;UPPER 5 BIT MASK
00026'034431  LDA      3, LTAB           ;ARCTAN TABLE STARTING
                                          ;LOCATION
00027'147400  AND       2, 1          ;MASK ADDRESS BITS
00030'125300  MOVS     1, 1          ;SHIFT RIGHT 10.
00031'125220  MOVZR     1, 1
00032'125220  MOVZR     1, 1
00033'137000  ADD       1, 3          ;ADD ARCTAN TABLE
                                          ;STARTING LOCATION

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00034'025401 LDA 1, 1, 3 ;INTERPOLATING SLOPE
00035'035400 LDA 3, 0, 3 ;COURSE ANGLE
00036'150000 COM 2, 2 ;LOWER 11. BIT MASK
00037'113400 AJD 0, 2 ;MASK DELTA ANGLE
00040'102620 SURZE 0, 0 ;MULTIPLY BY INTERPOL-
;ATION SLOPE

00041'073301 MUL ;
00042'117000 ADD 0, 3 ;ADD TO COURSE ANGLE

00043'020412 LDA 0, ANGLE ;RELOAD UPPER ANGLE BITS
00044'101222 MOVZE 0, 0, SZC ;SUBTRACT LOWER ANGLE?
00045'174001 COM 3, 3, SKP ;IF SO NEG LOWER
00046'101221 MOVZR 0, 0, SKP
00047'101620 INCZR 0, 0 ;ANGLE, BORROW
;FRM UPPER ANGLE

00050'101200 MOVR 0, 0 ;UPPER ANGLE BITS
00051'101200 MOVR 0, 0 ;LEFT JUSTIFIED
;ADD UPPER & LOWER BITS
00052'163000 ADD 3, 0 ;RETURN
00053'002401 JMP QRETURN

000001 RETURN: .BLK 1 ;RETURN ADDRESS
000001 ANGLE: .BLK 1 ;UPPER ANGLE BITS
00056'174000 M37B4: 37B4 ;UPPER 5 BITS MASK
00057'000060' LTAB: ARCTAN ;ARCTAN TABLE LOCATION

00060'000000 ARCTAN: 0. ;ARCTAN IS A TABLE OF
00061'024273 10427. ;ARCTANGIENTS AND
00062'000506 326. ;INTERPOLATING SLOPES
00063'024247 10407. ;BETWEEN THESE POINTS.
00064'001213 651. ;THESE NUMPERS ARE
00065'024176 10366. ;LISTED IN PAIRS, THE
00066'001717 975. ;ANGLE COMING FIRST.
00067'024102 10306. ;THE FIRST PAIR IS FOR
00070'002421 1297. ;TANGIENT=0, THE REMAIN-
00071'023763 10227. ;ING PAIRS REPRESENT
00072'003121 1617. ;TANGIENTS WITH SPACINGS
00073'023622 10130. ;OF 1/32. UP TO AND
00074'003615 1933. ;INCLUDING TANGIENT=
00075'023440 10016. ;31./32. THE TABLE IS
00076'004306 2246. ;32. PAIRS LONG. THE
00077'023237 9887. ;ANGLE IS GIVEN IN
00100'004773 2555. ;2*PI'S COMPLEMENT
00101'023016 9742. ;RADIANS. THE SLOPE IN
00102'005454 2860. ;PI'S COMPLEMENT
00103'022561 9585. ;RADIANS.
00104'006127 3159.
00105'022310 9416.
00106'006575 3453.
00107'022025 9237.
00110'007236 3742.
00111'021531 9049.
00112'007671 4025.

```

00113'021226
00114'010316
00115'020715
00116'010734
00117'020400
00120'011344
00121'020060
00122'011746
00123'017535
00124'012340
00125'017212
00126'012725
00127'016666
00130'013302
00131'016343
00132'013652
00133'016022
00134'014212
00135'015504
00136'014544
00137'015170
00140'015070
00141'014660
00142'015405
00143'014354
00144'015715
00145'014053
00146'016216
00147'013560
00150'016512
00151'013271
00152'016777
00153'013007
00154'017260
00155'012532
00156'017532
00157'012262

8854.
4302.
8653.
4572.
8448.
4836.
8240.
5094.
8029.
5344.
7818.
5589.
7606.
5826.
7395.
6058.
7186.
6282.
6980.
6500.
6776.
6712.
3576.
6917.
6380.
7117.
6187.
7310.
6000.
7498.
5817.
7679.
5639.
7856.
5466.
8026.
5298.

;ARCTAN CONTINUED

.END

;END OF ARCTAN
;END OF ARCTN

ANGLE	000055'
ARCTA	000060'
ARCTN	000000-
ENTRY	000000'
LTAB	000057'
M37B4	000056'
RETUR	000054'

.TITL TODRV

```
;TODRV IS A TELETYPE OUTPUT DRIVER SUPERROUTINE FOR USE
;WITH HARDWARE INTERRUPT AND BUFFERED MESSAGE TRANSFERAL.
;THE ROUTINE ASSUMES THAT IT HAS BEEN CALLED BY A TTO
;INITIATED INTERRUPT. IT PRINTS THE MESSAGE GIVEN IN
;THE BUFFER WHOSE STARTING ADDRESS IS LISTED AT TOBUF,
;ASSUMING THE BUFFER IS OPEN. AFTER FINISHING PRINTING
;THE BUFFER CONTENSE, THE BUFFER IS CLOSED, TTO IDLED,
;AND TTI STARTED. THE BUFFER STORAGE BLOCK FORMAT IS
;AS FOLLOWS:
;BUFFER:          BYTEPOINTER
;      .TXTE      *MESSAGE*
;IF BYTEPOINTER=0, THE BUFFER IS CLOSED, IF BYTEPOINTER
;=1, THE BUFFER IS OPEN AND READY TO PRINT. THE GLOBAL
;ENTRY POINT IS @TODRV. TTO INTERRUPT MUST PE ENABLED
;TO INITIATE PRINTING, BUT THIS IS THE ONLY INITIALIZA-
;TION REQUIRED BY TODRV. AVERAGE SUPERNOVA CORE
;EXECUTION TIME=19.3 USEC.S
;TOTAL LENGTH=17. LOCATIONS
```

```
      .ENT      TODRV, TOBUF
      .ZREL
00000-000000' TODRV:      ENTRY          ;ENTRY LOCATION
00001-000017' TOBUF:      NULLBUF        ;ADDRESS OF PRINT BUFFER
      .NREL
00000'030001- ENTRY:      LDA           2, TOBUF      ;BUFFER STARTING LOC
00001'025000              LDA           1, 0, 2        ;BYTE POINTER
00002'125620              INCZR        1, 1            ;INCREMENT ONE
                                          ;EXTRACT WORD ADDRESS

00003'133000              ADD           1, 2            ;ADD OFFSET
00004'021000              LDA           0, 0, 2        ;EXTRACT WORD
00005'125002              MOV           1, 1, SZC      ;TEST FOR UPPER BYTE
00006'101300              MOVS         0, 0            ;IFSO SWAP BYTES
00007'030411              LDA           2, M377        ;LOWER BYTE MASK
00010'143405              AND           2, 0, SNR      ;MASK CHARACTER
                                          ;TEST FOR NULL CHARACTER
00011'126441              SUBO         1, 1, SKP      ;IF SO CLOSE BUF
00012'061111              DOAS         0, TTO         ;ELSE PRINT CHAR

00013'125105              MOVL         1, 1, SNR      ;REASSEMBLE BYTE POINTER
                                          ;TEST FOR CLOSED BUFFER
00014'060211              NIOC         TTO            ;IF SO IDLE TTO
00015'046001-            STA           1, @TOBUF      STORE UPDATED POINTER
00016'001400              JMP          0, 3            ;RETURN

00017'000000 NULLBUF:      0                    ;CLOSED BUFFER
00020'000377 M377:        377                  ;LOWER BYT M...
      .END
      ;END OF TODRV
```

ENTRY 000000'
M'77 000020'
NULLB 000017'
TOBUF 000001-
TODRV 000000-

.TITL TIDRV

;TIDRV IS A TELETYPE INPUT DRIVER SUBROUTINE FOR USE
 ;WITH HARDWARE INTERRUPT AND BUFFERED MESSAGE TRANSFERAL.
 ;THE ROUTINE ASSUMES THAT IT HAS BEEN CALLED BY A TTI
 ;INITIATED INTERRUPT. IT ECHOS AND READS IN THE MESSAGE
 ;TYPED ON THE TELETYPE INTO THE BUFFER WHOSE STARTING
 ;LOCATION IS LISTED AT TIBUF, ASSUMING THE BUFFER IS
 ;OPEN AND TIDRV IS NOT PRINTING SOME OTHER MESSAGE AT
 ;THE TIME. A CANCL (CONTRL X) CHARACTER IS ECHOED AS
 ;A CR, LF, AND CAUSES THE BUFFER TO BE REINITIALIZED, I.E.
 ;BYTEPOINTER=1. A CR CHARACTER IS ECHOED AS A CR, LF,
 ;AND RECORDED IN THE BUFFER AS AN EOF MARKER. (A NULL
 ;CHARACTER) AFTER RECORDING A NULL CHARACTER, THE FILE
 ;IS CLOSED, AND TTI IDLED. THE FILE IS AUTOMATICALLY
 ;CLOSED AFTER 80 CHARACTERS. THE BUFFER FORMAT IS THE
 ;SAME AS USED IN TOBUF. THE GLOBAL ENTRY POINT IS
 ;BTIDRV. TTI INTERRUPT MUST BE ENABLED TO INITIATE
 ;THE ROUTINE, BUT NO OTHER INITIATION IS REQUIRED.
 ;AVERAGE SUPERNOVA CORE EXECUTION TIME=36.8 USEC.S
 ;TOTAL LENGTH=46. LOCATIONS

```

        .ENT  TIDRV, TIBUF
        .EXTD MASK, TOBUF
        .ZREL

00000-000000' TIDRV:  ENTRY          ;ENTRY LOCATION
00001-000055' TIBUF:  NULLBUF       ;ADDRESS OF READ BUFFER

        .NREL

00000'026002$ ENTRY:  LDA 1, @TOBUF   ;PRINT BUF BYTE POINTER
00001'125004      MOV 1, 1, SZR      ;IS THE PRINT BUF OPEN
00002'000443      JMP STOP          ;IF SO STOP READ

00003'026001-    LDA 1, @TIBUF       ;READ BUF BYTE POINTER
00004'125625    INCZR 1, 1, SNR     ;IS THE READ BUF CLOSED
00005'000440    JMP STOP          ;IF SO STOP READ
00006'012001-    ISZ @TIBUF        ;INCREMENT BYTE POINTER

00007'060610    DIAC 0, TTI        ;READ CHAR, CLEAR TTI

00010'030437    LDA 2, CCANCL      ;CANCL (CONTRL X) CHAR
00011'142414    SUB# 2, 0, SZR     ;IS CHARACTER A CANCL
00012'000403    JMP CRTEST
00013'102520    SUBZL 0, 0          ;IFSO INITIALIZE
                                           ;BYTEPOINTER
00014'000421    JMP CRECHO        ;AND ECHO CR, LF

00015'030433    CRTEST: LDA 2, CCR   ;CR CHARACTER
00016'142415    SUB# 2, 0, SNR     ;IS CHARACTER A CR
00017'102460    SUBC 0, 0          ;IFSO SETTO NULL

00020'030431    LDA 2, C37.        ;37.
00021'146513    SUBL# 2, 1, SNC    ;IS THIS 81TH CHARACTER
00022'102460    SUBC 0, 0          ;IFSO SETTO NULL
    
```

```

00023'030001- LDA 2, TIBUF ;READ RUF STARTING LOC
00024'133000 ADD 1, 2 ;ADD OFFSET
00025'025000 LDA 1, 0, 2 ;EXTRACT WORD
00026'125303 MOVS 1, 1, SNC ;TEST FOR NEW WORD
00027'126460 SUBC 1, 1 ;IF SO CLEAR
00030'107002 ADD 0, 1, SZC ;INCERT NEW CHARACTER
;TEST FOR UPPER BYTE
00031'125300 MOVS 1, 1 ;IFSO SWAP BYTES
00032'045000 STA 1, 0, 2 ;STORE WORD

00033'101004 MOV 0, 0, SZR ;TEST FOR NULL CHARACTER
00034'000407 JMP ECHO
00035'042001- CRECHO: STA 0, 0TIBUF ;IF SO CLOSE
00036'102520 SUBZL 0, 0 ;TIBUF AND ECHO
00037'040414 STA 0, ECHOLF ;CR, LF
;OPEN ECHO PRINT BUFFER
;ECHO PRINT RUF LOCATION
00040'020412 LDA 0, LECHO ;SAVE AT TORUF
00041'040025 STP 0, TORUF
00042'020406 LDA 0, CCR ;CR CHARACTER

00043'061111 ECHO: DOAS 0, TTD ;START TTD & ECHO CHAR
00044'001400 JMP 0, 3 ;RETURN

00045'060210 STOP: NIOC TTI ;IDLE TTI
00046'001400 JMP 0, 3 ;RETURN

00047'000030 CCANCL: 30 ;CANCL (CONTRL X) CHAR
00050'000215 CCR: 215 ;CR CHARACTER
00051'000045 C37.: 37. ;37.
00052'000053' LECHO: ECHOLF ;ECHO PRINT RUF LOCATION
00053'000001 ECHOLF: 1 ;ECHO LF PRINT BUFFER
00054'000012 12 ;LF, NUL CHARACTERS
00055'000000 NULLBUF: 0 ;0 - A CLOSED BUFFER
;END OF TIDRV
.END

```

C37.	000051'
CCAAC	000047'
CCF	000050'
CRECH	000035'
CRTES	000015'
ECHO	000043'
ECHOL	000053'
EJTRY	000000'
LECHO	000052'
MASK	000001\$X
NULLE	000055'
STOP	000045'
TIRUF	000001-
TIDRV	000000-
TJPUF	000002\$X

.TITL CHCOM

```
;CHCOM IS A SUBROUTINE PACKAGE FOR BUFFERING THE ANALOG
;INTERFACE UNIT CHANNEL SIGNAL COMMUNICATIONS. IN
;ADDITION TO CHCOM THE PACKAGE HAS 3 OTHER SUBROUTINES,
;CRDRV, CIDRV, & CODRV, WHICH ARE CALLED DIRECTLY BY AIU
;INITIATED INTERRUPTS. THESE SUBROUTINES IMPLEMENT THE
;CHANNEL COMMUNICATIONS BETWEEN THE AIU AND BUFFER IOBUF
;WHICH HAS THE FOLLOWING FORMAT FOR LINEAR OPERATION:
;IOBUF: .BLK 1 ;FIRST REAL SAMPLE
; .BLK 1 ;FIRST IMAGINARY SAMPLE
; .BLK 1 ;SECOND REAL SAMPLE
; .BLK 1 ;SECOND IMAGINARY SAMPLE
;OR FOR ANGLE OPERATION IOBUF HAS THE FOLLOWING FORMAT:
;IOBUF: .BLK 1 ;FIRST ANGLE SAMPLE
; .BLK 1 ;SECOND ANGLE SAMPLE
;AT THE BEGINING OF A AIU FRAME (DATA SAMPLE PERIOD),
;THE BUFFER CONTAINS TWO SAMPLES OF THE CHANNEL SIGNAL.
;10 SAMPLES WILL BE INTERPOLATED BETWEEN THESE, AND
;TRANSMITTED TO THE CHANNEL. AT THE SAME TIME 2 SAMPLES
;WILL BE RECEIVED FROM THE CHANNEL, AND WILL BE RECORDED
;IN IOBUF ASSUMING CHANNEL COMMUNICATION IS ENABLED.
;IF CHANNEL COMMUNICATIONS ARE NOT ENABLED, THE BUFFER
;IS NOT DISTURBED. AT THE BEGINING OF EACH FRAME, CHCOM
;MUST BE CALLED (JSR @CHCOM) TO TRANSFER THROUGH ACO A
;NEW IOBUF ADDRESS TO THE CHANNEL COMMUNICATION PACKAGE.
;IF ACO=0, CHANNEL COMMUNICATIONS IS DISABLED; IF ACO<>0
;THEN COMM IS ENABLED, AND ACO=2*ADDRESS OF IOBUF+(0 IF
;LINEAR TRANSMISSION, 1 IF ANGLE TRANSMISSION DESIRED).
;THE PACKAGE REQUIRES NO OTHER INITIALIZATION.
;SUPERNOVA CORE EXECUTION TIME=23.3 USEC.S
;TOTAL LENGTH=33. LOCATIONS; 93. FOR THE TOTAL PACKAGE
```

```
000042 .DUSR AIU=42 ;AIU DEVICE CODE
        .ENT CHCOM, CRDRV, CIDRV, CODRV
        .EXTD ARCTN, COSIN, MASK
        .ZREL

00000-000000' CHCOM: ENT1 ;INITIALIZATION ENTRY
00001-000025' CRDRV: ENT2 ;CH RE INP INTRPT ENTRY
00002-000045' CIDRV: ENT3 ;CH IM INP INTRPT ENTRY
00003-000075' CODRV: ENT4 ;CH OUTPUT INTRPT ENTRY

        .NREL

00000'024003$ ENT1: LDA 1, MASK ;INTERUPT MASK
00001'030522 LDA 2, MSKMSK ;AIU, TTI & TTO MASK MASK
00002'147400 CSW: AND 2, 1 ;DISABLE CHANNEL COMM
;SW=ANGLE INSTRUCTION
00003'101225 MOVZR 0, 0, SNR ;EXTRACT IOBUF ADDRESS
;TST FOR CH COMM REQUEST
00004'000415 JMP STOP ;IF NOT DISABLE
```

```

00005'040521      STA      0, IOBUF      ;SAVE IOBUF ADDRESS
00006'020774      LDA      0, CSW      ;SW=ANGLE INSTRUCTION
00007'101013      MOV#     0, 0, SNC    ;TEST FOR LINEAR OP REQ
00010'101400      INC      0, 0      ;IF SO MODIFY
                                ;SW INSTRUCTION
00011'040471      STA      0, SW1      ;SET SWITCH 1
00012'040436      STA      0, SW2      ;SET SWITCH 2
00013'020511      LDA      0, TTMASK     ;AIU CH SIGNAL ENABLE, &
                                ;TTI & TTO DISABLE MASK
00014'040513      STA      0, SAMPLE     ;SYNC SAMPLE COUNTER
00015'107000      FIN:     ADD      0, 1      ;GENERATE NEW MASK
00016'066077      MSKO     1      ;TRANSMIT NEW MASK
00017'044003$     STA      1, MASK      ;SAVE NEW MASK
00020'001400      JMP      0, 3      ;RETURN

00021'062042      STOF:    DOB      0, AIU      ;CLEAR CHANNEL OUTPUT
00022'063042      DOC      0, AIU      ;REGISTERS
00023'020502      LDA      0, TTMASK+1    ;CH SIG DISABLE MASK &
                                ;TTI & TTO ENABLE MASK
00024'000771      JMP      FIN      ;INITIATE NEW MASK

```

```

;CRDRV IS AN ANALOG INTERFACE UNIT REAL CHANNEL SIGNAL
;INPUT DRIVER SUBROUTINE WHICH IS AN INTIGRAL PART OF
;THE CHCOM PACKAGE. THE ROUTINE ALSO HANDLES REAL DATA
;TRANSFER TO AND FROM IOBUF AND COMPUTS THE REAL INCRE-
;MENT FOR CODRV. THE ROUTINE ASSUMES THAT IT HAS BEEN
;CALLED BY A CRI (CHANNEL REAL INPUT, 44) INTERRUPT.
;THE GLOBAL ENTRY POINT IS @CRDRV. SUPERNOVA HARDWARE
;MULT/DIV EXECUTION TIME=26.1 USEC.S
;TOTAL LENGTH=17. LOCATIONS

```

```

00025'032501      ENT2:    LDA      2, @IOBUF     ;NEW REAL OUTPUT SAMPLE
00026'060542      DIAS     0, AIU      ;INPUT REAL SAMPLE
00027'024473      LDA      1, M17F     ;ANALOG SIGNAL MASK
00030'123400      AND      1, 0      ;MASK OUT CONTROL STATE
00031'042475      STA      0, @IOBUF     ;SAVE REAL INPUT SAMPLE

00032'020476      LDA      0, RFSUM     ;OLD REAL OUTPUT SAMPLE
00033'112400      SUB      0, 2      ;FIND NEW-OLD SAMPLE DIF
00034'102620      SUBZR    0, 0      ;DO SIGNED MULTIPLY
00035'151112      MOVL#   2, 2, SZC     ;TST MULTIPLICAN
00036'150460      NEGC     2, 2      ;IF NEG, COMPLE
                                ;AND SET CARRY

00037'024462      LDA      1, C.1      ;TIMES 0.1
00040'073301      MUL      ;MULTIPLY
00041'101002      MOV      0, 0, SZC     ;IF CARRY=1
00042'100400      NEG      0, 0      ;COMPLE RESULT
00043'040466      STA      0, REINC     ;SAVE REAL INCREMENT
00044'001400      JMP      0, 3      ;RETURN

```

```

;CIDRV IS AN ANALOG INTERFACE UNIT IMAGINARY CHANNEL
;SIGNAL INPUT DRIVER SUBROUTINE WHICH IS AN INTIGAL PART
;OF THE CHCOM PACKAGE.  THE ROUTINE ALSO HANDLES
;IMAGINARY DATA TRANSFER TO AND FROM IOBUF AND COMPUTS
;THE IMAGINARY INCREMENT FOR CODRV.  THE ROUTINE ASSUMES
;THAT IT HAS BEEN CALLED BY A CII (CHANNEL IMAGINARY
;INPUT, 45) INTERRUPT.  SUBROUTINE ARCTN IS USED FOR
;POLAR TO LINEAR CONVERSION.  THE GLOBAL ENTRY POINT IS
;@CIDRV.  SUPERNOVA HARDWARE MULT/DIV EXECUTION TIME=
;31.1 (LINEAR), 18.1+TIME(ARCTN) (ANGLE) USEC.S
;TOTAL LENGTH=24. LOCATIONS

```

```

00045'054467 ENT3: STA 3, RETURN ;SAVE RETURN ADDRESS
00046'064542 DIAS 1, AIU ;INPUT IMAGINARY SAMPLE
00047'030453 LDA 2, M17B ;ANALOG SIGNAL MASK
00050'147400 SW2: AND 2, 1 ;MASK OUT CONTROL STATE
;LINEAR/ANGLE SWITCH
00051'000417 JMP PHASE ;IF ANGLE GO TO
;LIN CONVERSION

00052'010454 ISZ IOBUF ;ADVANCE IOBUF POINTER
00053'032453 LDA 2, @IOBUF ;NEW IMAG OUTPUT SAMPLE
00054'046452 STA 1, @IOBUF ;SAVE IMAG INPUT SAMPLE

00055'020455 LDA 0, IMSUM ;OLD IMAG OUTPUT SAMPLE
00056'112400 SUB 0, 2 ;FIND NEW-OLD SAMPLE DIF
00057'102620 SUBZR 0, 0 ;DO SIGNED MULTIPLY
00060'151112 MOVL# 2, 2, SZC ;IF NEG, COMPLE
00061'150460 NEGC 2, 2 ;AND SET CARRY
00062'024437 LDA 1, C.1 ;TIMES 0.1
00063'073301 MUL ;MULTIPLY
00064'101002 MOV 0, 0, SZC ;IF CARRY=1
00065'100400 NEG 0, 0 ;COMPLE RESULT
00066'040445 STA 0, IMINC ;SAVE IMAG INCREMENT
00067'000404 JMP END ;TERMINATE

00070'022436 PHASE: LDA 0, @IOBUF ;REAL INPUT SAMPLE
00071'006001$ JSR @ARCTN ;CONVERT TO LINEAR
;NOTATION
00072'042434 STA 0, @IOBUF ;SAVE INPUT ANGLE SAMPLE

00073'010433 END: ISZ IOBUF ;ADVANCE IOBUF POINTER
00074'002440 JMP @RETURN ;RETURN

```

;CODRV IS AN ANALOG INTERFACE UNIT CHANNEL SIGNAL OUTPUT
 ;DRIVER SUBROUTINE WHICH IS AN INTEGRAL PART OF THE
 ;CHCOM PACKAGE. THE ROUTINE ASSUMES THAT IT HAS BEEN
 ;CALLED BY A CSO (CHANNEL SIGNAL OUTPUT, 46) INTERRUPT.
 ;CODRV RETURNS TO AC3+1 ON ODD SAMPLES TO FACILITATE LOW
 ;SPEED I/O SERVICE WITHOUT INTERFERING WITH AIU SERVICE.
 ;SUBROUTINE COSIN IS USED FOR LIN TO POLAR CONVERSION.
 ;THE GLOBAL ENTRY POINT IS @CODRV. SUPERNOVA CORE
 ;EXECUTION TIME=28.3 (LINEAR), 24.1+TIME(COSIN) (ANGLE)
 ;USEC.S. TOTAL LENGTH=20. LOCATIONS

```

00075'054437 ENT4: STA 3, RETURN ;SAVE RETURN ADDRESS
00076'020432 LDA 0, RESUM ;CURRENT REAL SAMPLE
00077'030432 LDA 2, REINC ;REAL SAMPLE INCREMENT
00100'143000 ADD 2, 0 ;REAL INCREMENT
00101'040427 STA 0, RESUM ;SAVE NEW SAMPLE

00102'147400 SW1: AND 2, 1 ;LINEAR/ANGLE SWITCH
00103'000406 JMP ANGLE ;IF ANGLE SKIP
;IMAG INCREMENT

00104'024426 LDA 1, IMSUM ;CURRENT IMAG SAMPLE
00105'030426 LDA 2, IMINC ;IMAG SAMPLE INCREMENT
00106'147000 ADD 2, 1 ;IMAG INCREMENT
00107'044423 STA 1, IMSUM ;SAVE NEW SAMPLE
00110'000402 JMP .+2 ;SKIP ANGLE CONVERSION

00111'006002$ ANGLE: JSR @COSIN ;CONVERT TO POLAR
;NOTATION
00112'062042 DOB 0, AIU ;OUTPUT REAL SAMPLE
00113'067142 DOCS 1, AIU ;OUTPUT IMAG SAMPLE
00114'020413 LDA 0, SAMPLE ;SAMPLE COUNTER
00115'010412 ISZ SAMPLE ;INCREMENT SAMPLE COUNT
00116'101212 MOVR# 0, 0, SZC ;TEST FOR ODD SAMPLE
00117'010415 ISZ RETURN ;IF SO JMP TO
;RETURN 01

00120'002414 JMP @RETURN ;RETURN

00121'006315 C.1: 3277. ;2*16/10
00122'177760 M17B: 177760 ;ANALOG SIGNAL MASK
00123'175774 MSKMSK: 177777-1B5-3 ;AIU, TTI$ TTO MASK MASK
00124'000003 TTMASK: 3 ;AIU CH SIGNAL ENABLE, &
;TTI & TTO DISABLE MASK
00125'002000 1B5 ;CH SIGNAL DISABLE, &
;TTI & TTO ENABLE MASK
00126'000130' IOBUF: RESUM ;I/O BUFFER POINTER
000001 SAMPLE: .BLK 1 ;SAMPLE COUNTER
000001 RESUM: .BLK 1 ;CURRENT REAL SAMPLE
000001 REINC: .BLK 1 ;REAL SAMPLE INCREMENT
000001 IMSUM: .BLK 1 ;CURRENT IMAG SAMPLE
000001 IMINC: .BLK 1 ;IMAG SAMPLE INCREMENT
000001 RETURN: .BLK 1 ;RETURN ADDRESS
;END OF CHCOM PACKAGE

```

ANGLE	000111'
ARCTN	000001\$X
CHCOM	000000-
CIDRV	000002-
CODRV	000003-
COSIN	000002\$X
CRDRV	000001-
CSW	000002'
C.1	000121'
END	000073'
ENT1	000000'
ENT2	000025'
ENT3	000045'
ENT4	000075'
FIN	000015'
IMINC	000133'
IMSUM	000132'
IOEUF	000126'
M17B	000122'
MASK	000003\$X
MSKMS	000123'
PHASE	000070'
REINC	000131'
RESUM	000130'
RETUR	000134'
SAMPL	000127'
STOP	000021'
SW1	000102'
SW2	000050'
TTMAS	000124'

.TITL AIDRV

;AIDRV IS A MASTER SUBROUTINE FOR BUFFERING COMMUNICATIONS WITH THE ANALOG INTERFACE UNIT. THE ROUTINE MAKES USE OF DIDRV TO BUFFER DIGITAL SIGNAL COMMUNICATION WITH THE AIU, AND THE CHCOM PACKAGE TO BUFFER CHANNEL SIGNAL COMMUNICATION. AIDRV BUFFERS THE LOW SPEED (MODULATION) ANALOG SIGNAL COMMUNICATIONS ITSELF. THE ROUTINE ASSUMES THAT IT HAS BEEN CALLED BY A ASI (ANALOG SIGNAL INPUT, 43) INTERRUPT. THE GLOBAL ENTRY POINT IS @AIDRV. THE ROUTINE NEEDS NO INITIALIZATION. ALL COMMUNICATIONS WITH THE REALTIME SIMULATION PROGRAM IS THROUGH A BUFFER WHOSE STARTING LOCATION IS LISTED AT AIBUF. THE BUFFER FORMAT IS AS FOLLOWS:

```

;AIBUF:      BUF
;BUF:  .BLK  1      ;BUF STARTING LOCATION
;          ;          ;DATA SIGNAL AND CONTROL
;          ;          ;BUFFER, BIT 0=DATA BIT
;          ;          ;BIT 1=0 LINEAR XMISSION
;          ;          ;          =1 ANGLE XMISSION
;          ;          ;OVER THE CHANNEL
;          ;          ;BIT 2=1; IT IS CLEARED
;          ;          ;BEFORE XMISSION OF THE
;          ;          ;BUFFERED SIGNALS.
;          ;          ;BITS 12-15=CONTRL STATE
;          .BLK  1      ;ANALOG SIGNAL SAMPLE
;          .BLK  2 OR 4 ;CHANNEL SIGNAL SAMPLES
;          ;          ;IN THE FORMAT LISTED IN
;          ;          ;THE CHCOM WRITE-UP
;AT THE BEGINING OF A AIU FRAME AIBUF CONTAINS THE
;SIGNAL SAMPLES TO BE OUTPUTED THROUGH THE AIU; AT THE
;END OF THE FRAME, THE BUFFER CONTAINES THE SIGNAL
;SAMPLES INPUTED THROUGH THE AIU.
;SUPERNOVA CORE EXECUTION TIME=33.2 USEC.S
;TOTAL LENGTH=26. LOCATIONS; 33. FOR THE TOTAL PACKAGE
    
```

000042	.DUSR	AIU=42	;AIU DEVICE CODE
	.ENT	AIDRV, AIBUF, DIDRV, CLOCK	
	.EXTD	CHCOM	
	.ZREL		
00000-000000	AIDRV:	ENT1	;ANALOG INP INTRPT ENTRY
00001-177776	AIBUF:	-2	;AIU COMMUNICATIONS
			;BUFFER LOCATION
00002-000027	DIDRV:	ENT2	;DATA INPUT INTRPT ENTRY
00003-000000	CLOCK:	0D	;AIU FRAME COUNTER
00004-000000			
	.NREL		
00000'024440	ENT1:	LDA 1, DATA	;NEW DATA INPUT SAMPLE
00001'054437		STA 3, DATA	;SAVE RETURN ADDRESS
00002'074442		DIA 3, AIU	;INPUT NEW ANALOG SIGNAL
			; & CONTROL STATE SAMPLES
00003'020434		LDA 0, M17B	;ANALOG SIGNAL MASK
00004'117400		AND 0, 3	;MASK
00005'020431		LDA 0, DMASK	;DATA, CONTRL STATE MASK
00006'107400		AND 0, 1	;MASK

```

00007'030001-   LDA      2, AIBUF      ;AIU COMM BUF LOCATION
00010'021000   LDA      0, 0, 2      ;NEW DATA, CONTROL WORD
00011'045000   STA      1, 0, 2      ;SAVE NEW DATA SAMPLE
00012'025001   LDA      1, 1, 2      ;NEW ANALOG SIG SAMPLE
00013'055001   STA      3, 1, 2      ;SAVE NEW ANALOG SAMPLE
00014'125200   MOVR     1, 1      ;APPEND DATA BIT
00015'101100   MOVL     0, 0
00016'125100   MOVL     1, 1
00017'065142   DOAS     1, AIU      ;OUTPUT ANALOG SIGNAL &
                                     ;DATA SAMPLES
00020'151400   INC      2, 2      ;INCR BUFFER LOCATION
00021'101100   MOVL     0, 0      ;TEST FOR ACTIVE BUFFER
00022'101113   MOVL#    0, 0, SNC    ;COMMUNICATIONS
00023'152040   ADCO     2, 2      ;IF NOT DISABLE
                                     ;CHANNEL COMM
00024'141500   INCL     2, 0      ;GENERATE CH COMM IOBUF
                                     ;ADDR & ADD CONTROL BIT
00025'006001$   JSR      @CHCOM      ;INITIALIZE CHANNEL COMM
00026'002412   JMP      @DATA      ;RETURN

```

```

;DIDRV IS AN ANALOG INTERFACE UNIT DATA SIGNAL INPUT
;DRIVER, WHICH IS AN INTEGRAL PART OF THE AIDRV PACKAGE.
;THE ROUTINE HANDLES THE DATA AND CONTROL STATE INPUT
;TRANSFERS FROM THE AIU. IT ASSUMES THAT IT HAS BEEN
;CALLED BY A DSI (DATA SIGNAL INPUT, 42) INTERRUPT. THE
;ROUTINE ALSO INCREMENTS AN AIU FRAME COUNTER AND
;RETURNS TO AC3+2 TO SIGNAL THE START OF A NEW AIU
;SAMPLE FRAME. THE REALTIME SIMULATION PROGRAM NOW HAS
;UNTIL THE ANALOG SIGNAL INTERRUPT TO STORE THE NEW AIU
;BUFFER ADDRESS IN AIBUF. THE GLOBAL ENTRY POINT IS
;@DIDRV. THE ROUTINE NEEDS NO INITIALIZATION.
;SUPERNOVA EXECUTION TIME=7.1 USEC.S
;TOTAL LENGTH=7 LOCATIONS

```

```

00027'060542   ENT2:   DIAS     0, AIU      ;INPUT NEW DATA SAMPLE
00030'040410   STA      0, DATA      ;SAVE IN DATA
00031'010004-   ISZ     CLOCK+1      ;INCREMENT AIU FRAME
                                     ;COUNTER
00032'001402   JMP      2, 3      ;RETURN
00033'010003-   ISZ     CLOCK      ;IF CARRY, INCREMENT
                                     ;UPPER COUNTER WORD
00034'001402   JMP      2, 3      ;RETURN
00035'001402   JMP      2, 3
00036'100017   DMASK:   100017      ;DATA, CONTRL STATE MASK
00037'177760   M17B:   177760      ;ANALOG SIGNAL MASK
      00001   DATA:   .BLK     1      ;DATA INPUT STORAGE
      .END                                     ;END OF AIDRV

```

AIBUF 000001-
AIDRV 000000-
CHCOM 000001SX
CLOCK 000003-
DATA 000040'
DIDRV 000002-
DMASK 000036'
ENT1 000000'
ENT2 000027'
M17B 000037'

```

      .TITL   INTRP
;INTRP IS A MASTER INTERRUPT PROGRAM FOR ANSWERING
;HARDWARE INTERRUPTS AND PASSING CONTROL OF THE COMPUTER
;ON TO THE APPROPRIATE SOFTWARE DRIVER ROUTINES. THIS
;PROGRAM ALSO CONTROLS TRANSFER BETWEEN BACKGROUND AND
;REALTIME PROCESSING LEVELS. INTRP USES THE FOLLOWING
;SUBROUTINES:
;START (SYSTEM INITIALIZATION)  ABEND (ADNORMAL TERMIN)
;TIDRV (TTI DRIVER)             TODRV (TTO DRIVER)
;CODRV (CH OUT DRIVER)          DIDRV (DATA IN DRIVER)
;AIDRV (ANALOG IN DRIVER)       CRDRV (CH RE IN DRIVER)
;CIDRV (CH IM IN DRIVER)
;INTRP ASSUMES THAT IT HAS BEEN ENTERED THROUGH AN
;HARDWARE INTERRUPT. THE ENTRY POINT IS INTRP. INTRP
;REQUIRES NO INITIALIZATION. INTRP USES BIT 0 OF MASK
;AS A REALTIME PROGRAM MASK. IT ASSUMES THE ONLY
;PERIFERAL DEVICES ARE THE TELETYPE & THE ANALOG INTER-
;FACE UNIT. SUPERNOVA CORE EXECUTION TIMES ARE:
;   NORMAL INTERRUPT EXECUTION TIME  =55.8 USEC.S
;   MULTI-INTERRUPT INCREMENTAL TIME =26.7 USEC.S
;   MAXIMUM LATENCY TIME              =50.2 USEC.S
;   INTERUP. TO DRIVER ENTRY DELAY   =28.3 USEC.S
;TOTAL LENGTH=119. LOCATIONS

```

```

      .ENT    INTRP, CMASK, MASK
      .EXTD   ABEND, START, RPROG, TIDRV, TODRV
      .EXTD   DIDRV, AIDRV, CRDRV, CIDRV, CODRV

      .LOC    0
00000 000002$  JMP      @START          ;MANUAL START, POWER
                                ;DOWN RESTART, OR HARD-
                                ;WARE INTERRUPT RETURN
                                ;ADDRESS
00001 000000'   INTRP          ;MASTER INTERRUPT ROUTINE
                                ;ADDRESS
00002 002002$  JMP      @START          ;MANUAL START POINT
00003 000003   JMP      .
00004 000000   CMASK:         0          ;CURRENT PERIFERALS MASK
      .ZREL
00000-000000   MASK:         0          ;CURRENT MASK

```

```

00000'000401  INTRP:  .NREL
                   JMP      .+1                ;INTRP ENTRY POINT
                                                ;PROGRAM LEVEL SWITCH

00001'040554                   STA      0, BCS+0                ;SAVE BACKGROUND PROGRAM
                                                ;LEVEL CPU STATE
                                                ;SAVE ACO
00002'044554                   STA      1, BCS+1                ;SAVE AC1
00003'050554                   STA      2, BCS+2                ;SAVE AC2
00004'054554                   STA      3, BCS+3                ;SAVE AC3
00005'020000                   LDA      0, 0                    ;SAVE CARRY, RETURN ADDR
00006'101100                   MOVL    0, 0
00007'040552                   STA      0, BCS+4
00010'000411                   JMP      PTEST

00011'100002$ RTN:              @START                ;SPARE LOCATION - RETURN
                                                ;ADDRESS

00012'040550                   STA      0, RCS+0                ;SAVE REALTIME PROGRAM
                                                ;LEVEL CPU STATE
                                                ;SAVE ACO
00013'044550                   STA      1, RCS+1                ;SAVE AC1
00014'050550                   STA      2, RCS+2                ;SAVE AC2
00015'054550                   STA      3, RCS+3                ;SAVE AC3
00016'020000                   LDA      0, 0                    ;SAVE CARRY, RETURN ADDR
00017'101100                   MOVL    0, 0
00020'040546                   STA      0, RCS+4

00021'020473  PTEST:  LDA      0, JSTART                ;RESTORE RESTART INSTR
00022'040000                   STA      0, 0                    ;TO LOCATION 0
00023'063777                   SKPDZ   CPU                    ;TEST FOR POWER FAILURE
00024'063077                   HALT                                ;IF SO HALT

00025'061477  RTEST:  INTA      0                    ;SERVICE PEIFERAL INTRPT
                                                ;ACK INTERRUPT
00026 101015                   MOV#    0, 0, SNR                ;TEST FOR INTERRUPT
00027'000442                   JMP      EXIT                    ;IF NONE RETURN
00030'024463                   LDA      1, C7                    ;DEV CODE TRUNCATION MSK
00031'030464                   LDA      2, LINTR                ;DRV ROUTINE TABLE ADDR
00032'107400                   AND      0, 1                    ;MASK DEVICE CODE
00033'133000                   ADD      1, 2                    ;GEN DRV ROUTINE POINTR
00034'007000                   JSR      @0, 2                  ;EXECUTE DRIVER ROUTINE

00035'000411                   JMP      RETURN                ;NORMAL RETURN

00036'000436                   JMP      TTEST                  ;TELETYPE I/O ENABLED

```

```

00037'004444      JSR      SWITCH      ;NEW AIU FRAME STARTED
                                      ;RESTART REALTIME PROG
                                      ;SW CPU STATE STOR AREAS
00040'101113      MOVL#    0, 0, SNC      ;TEST FOR REALTIME MODE
00041'000440      JMP      TOERR          ;IF SO ERR HALT
00042'060177      INTEN    ;ENABLE INTERRUPT
00043'006003$    JSR      @RPROG      ;CALL REALTIME PROGRAM
00044'060277      INTDS    ;DISABLE INTERRUPT
00045'004436      JSR      SWITCH      ;SW CPU STATE STOR AREAS

00046'000412      RETURN:  JMP      .+12      ;RESTORE CPU STATE
                                      ;PROGRAM LEVEL SWITCH
00047'020517      LDA      0, RCS+4      ;RESTORE REALTIME PROG
                                      ;LEVEL CPU STATE
                                      ;RESTORE CARRY, RTN ADDR

00050'101220      MOVZR   0, 0
00051'040740      STA      0, RTN      ;SAVE RETURN ADDR IN RTN
00052'034513      LDA      3, RCS+3      ;RESTORE AC3
00053'030511      LDA      2, RCS+2      ;RESTORE AC2
00054'024507      LDA      1, RCS+1      ;RESTORE AC1
00055'020505      LDA      0, RCS+0      ;RESTORE AC0
00056'040476      STA      0, ACO      ;SAVE TEMPORARILY IN ACO
00057'000746      JMP      RTEST      ;TEST FOR MORE INTERRUPTS

00060'020501      LDA      0, BCS+4      ;RESTORE BACKGROUND PROG
                                      ;LEVEL CPU STATE
                                      ;RESTORE CARRY, RTN ADDR

00061'101220      MOVZR   0, 0
00062'040727      STA      0, RTN      ;SAVE RETURN ADDR IN RTN
00063'034475      LDA      3, BCS+3      ;RESTORE AC3
00064'030473      LDA      2, BCS+2      ;RESTORE AC2
00065'024471      LDA      1, BCS+1      ;RESTORE AC1
00066'020467      LDA      0, BCS+0      ;RESTORE AC0
00067'040465      STA      0, ACO      ;SAVE TEMPORARILY IN ACO
00070'000735      JMP      RTEST      ;TEST FOR MORE INTERRUPTS

00071'020463      EXIT:   LDA      0, ACO      ;RELOAD ACO
00072'060177      INTEN    ;ENABLE INTERRUPT
00073'002716      JMP      @RTN      ;RETURN FOR THE INTERRUPT

00074'063710      TTEST:  SKPDZ   TTI      ;TEST TTI
00075'006004$    JSR      @TIDRV      ;IF DONE SERVICE
00076'063711      SKPDZ   TTO      ;TEST TTO
00077'006005$    JSR      @TODRV      ;IF DONE SERVICE
00100'000746      JMP      RETURN      ;RETURN

00101'006001$    TOERR:  JSR      @ABEND      ;REALTIME PROGRAM TIME-
00102'000126°    TOMESS      ;OUT - ERROR TERMINATE

```

```

00103'020675 SWITCH: LDA      0, INTRP      ;SWITCH CPU STATE
00104'024742          LDA      1, RETURN    ;STORAGE AREAS
00105'040741          STA      0, RETURN
00106'044672          STA      1, INTRP
00107'020000-        LDA      0, MASK      ;COMPLEMENT REALTIME
00110'103240          ADDOR    0, 0        ;PROGRAM MASK BIT
00111'040000-        STA      0, MASK      ;SAVE NEW MASK
00112'001400          JMP      0, 3        ;RETURN

00113'000007 C7:          7              ;DEVICE CODE TRUNCATION
                                          ;MASK
00114'002002$ JSTART: JMP      @START     ;MANUAL START OR POWER
                                          ;DWN RESTART INSTRUCTION
00115'000116' LINTR:     INTRL          ;DRV ROUTINE TABLE ADDR
00116'100004$ INTRL:     @TIDRV         ;PERIFERAL DRIVER
                                          ;ROUTINE LOOKUP TABLE
                                          ;TTI (10) DRIVER
00117'100005$          @TODRV          ;TTO (11) DRIVER
00120'100006$          @DIDRV          ;DSI (42) DRIVER
00121'100007$          @AIDRV          ;ASI (43) DRIVER
00122'100010$          @CRDRV          ;CRI (44) DRIVER
00123'100011$          @CIDRV          ;CII (45) DRIVER
00124'100012$          @CCDRV          ;CSO (46) DRIVER
00125'100015$          @ABEND          ;NO KNOWN DEVICE CODE

00126'000000 TOMESS:     0              ;REALTIME PROGRAM TIME-
                                          ;OUT ERR MESSAGE

00127'005215          .TXTE $<215><12>
00130'125012 <12>*
00131'125252 **
00132'142652 *E
00133'151322 RR
00134'151317 OR
00135'044240 H
00136'146101 AL
00137'035324 T:
00140'151240 R
00141'040705 EA
00142'152314 LT
00143'046711 IM
00144'120305 E
00145'151120 PR
00146'043717 OG
00147'152240 T
00150'046711 IM
00151'147705 EO
00152'152125 UT
00153'000000 $

000001 ACO: .BLK 1 ;TEMPORARY ACO STORAGE
000005 BCS: .BLK 5 ;BACKGRD CPU STATE STORE
000005 RCS: .BLK 5 ;RELTIME CPU STATE STORE
               .END ;END OF INTRP

```

ABEND	000001\$X
ACO	000154'
AIDRV	000007\$X
RCS	000155'
C7	000113'
CIDRV	000011\$X
CMASK	000004
CODRV	000012\$X
CRDRV	000010\$X
DIDRV	000006\$X
EXIT	000071'
INTRL	000116'
INTRP	000000'
JSTAR	000114'
LINTR	000115'
MASK	000000-
PTEST	000021'
RCS	000162'
RETUR	000046'
RPROG	000003\$X
RTEST	000025'
RTN	000011'
START	000002\$X
SWITC	000103'
TIDRV	000004\$X
TODRV	000005\$X
TOERR	000101'
TOMES	000126'
TTEST	000074'

.TITL START

;START IS AN INITIALIZATION AND BACKGROUND PROGRAM
 ;INITIATION PROGRAM. THE GLOBAL ENTRY POINT IS @START.
 ;START USED SUBROUTINES PRINT AND BPROG.
 ;TOTAL LENGTH=39. LOCATIONS

```

000042      .DUSR   AIU=42
            .ENT    START
            .EXTD   CMASK, MASK, PRINT, BPROG
            .ZREL

00000-00000  START:   ENTRY           ;START ENTRY LOCATION

00000'062677  ENTRY:  .NREL
                IORST                ;INITIALIZE PERIFERALS
                                   ;DISABLE INTERRUPTS
00001'02001$   LDA    0, CMASK       ;CURRENT PERIFERALS MASK
00002'04002$   STA    0, MASK        ;SAVE IN CURRENT MASK

00003'101212   MOVR#  0, 0, SZR     ;TEST FOR TTY ONLINE
00004'000413   JMP     SAIU         ;IF NOT SKIP

00005'126400   SUB     1, 1         ;WAIT FOR TTY WARM-UP
00006'060011   WAIT:  NIO    TTO
00007'060011   NIO    TTO
00010'060011   NIO    TTO
00011'060011   NIO    TTO
00012'060011   NIO    TTO
00013'060011   NIO    TTO
00014'125404   INC     1, 1, SZR
00015'000771   JMP     WAI.
00016'065111   DOAS   1, TTO       ;START TTO

00017'060142   SAIU:  NIOS   AIU     ;START AIU
00020'024411   LDA    1, C42       ;DSI DEVICE CODE
00021'071477   INTA   2           ;WAIT FOR BEGINING OF
00022'132414   SUB#   1, 2, SZR    ;AN AIU SAMPLE FRAME
00023'000776   JMP     *-2

00024'062177   DOBS   0, CPU       ;TRANSMIT CURRENT MASK
                                   ;ENABLE INTERRUPTS

00025'006003$   JSR    @PRINT      ;PRINT STARTUP MESSAGE
00026'000032'   SMESS                ;STARTUP MESSAGE ADDRESS

00027'006004$   JSR    @BPROG     ;CALL BACKGROUND
00030'000400   JMP     .          ;PROGRAM PACKAGE

```

;START

PAGE 2 OF 2

```
00031*000042 C42: 42 ;DSI INTRUPT DEVICE CODE
00032*000000 SMESS: 0 ;STARTUP MESSAGE
00033*005215 .TXTE S<215><12>
00034*051412 <12>S
00035*051531 YS
00036*142724 TE
00037*120115 M
00040*142722 RE
00041*152123 ST
00042*151101 AR
00043*144724 TI
00044*043516 NG
00045*005215 <215><12>
00046*000012 <12>S
```

END

;END OF START

BPROG	000004\$X
C42	000031'
CMASK	0000015X
ENTRY	000000'
MASK	000002\$X
PRINT	000002\$X
SAIU	000017'
SMESS	000032'
START	000000-
WAIT	000006'

```

      .TITL  ABEND
;ABEND IS AN ADNORMAL END OF JOB TERMINATION ROUTINE.
;IT IS CALLED AS FOLLOWS:
;      JSR      @ABEND      ;ERROR TERMINATION
;      MESSAGE      ;ERROR PRINTOUT ADDRESS
;WHERE THE MESSAGE FORMAT IS AS FOLLOWS:
;MESSAGE:      0      ;BYTE POINTER
;      .TXTE  STXT TO BE PRINTED UPON TERMINATIONS
;THE ERROR MESSAGE NEED NOT BE INCLUDED IT MOST CASES.
;AFTER PRINTING THE ERROR MESSAGE, THE LOCATION FROM
;WHICH ABEND WAS CALLED+1 IS PRINTED IN OCTAL, AND THE
;COMPUTER HALTED. DURING THIS PERIOD ALL OTHER
;INTERUPTS ARE DISABLED.
;TOTAL LENGTH=32. LOCATIONS

```

```

      .ENT  ABEND
      .EXTD START, PRINT, OCTPR
      .ZREL
00C00-000000 ' ABEND:      ENTRY      ;ABEND ENTRY LOCATION

      .NREL
00000 '020420  ENTRY: LDA      0, ERRMSK      ;ABEND INTERUPT MASK
00001 '062177      DOBS      0, CPU          ;TRANSMIT MASK
                                           ;ENABLE INTERUPTS

00002 '054436      STA      3, CALL          ;SAVE CALLING LOCATION+1
                                           ;AT CALL

00003 '035400      LDA      3, 0, 3
00004 '021400      LDA      0, 0, 3          ;ERR MESSAGE BYTEPOINTER
00005 '101014      MOV#     0, 0, SZR        ;TEST FOR CLOSED FILE
00006 '034413      LDA      3, LERRM        ;IF FILE OPEN
                                           ;ASSUME ILLEGIT
                                           ;REPACE WITH
                                           ;ERRMES

00007 '054402      STA      3, .+2          ;PRINT ERROR MESSAGE
00010 '006002$     JSR      @PRINT
00011 '000022 '     ERRMES

00012 '020426      LDA      0, CALL          ;PRINT CALLING LOC+1
00013 '006003$     JSR      @OCTPR
00014 '006002$     JSR      @PRINT          ;CR - LF
00015 '000000      0

00016 '063077      HALT
00017 '002001$     JMP      @START          ;HALT PROCESSOR

```

;ABEND

PAGE 2 OF 2

```
00020'177776 ERRMSK:      177776      ;ABEND INTERRUPT MASK
00021'000022' LERRM:      ERRMES      ;DEFAULT PRINTOUT LOC

00022'000000 ERRMES:      0            ;DEFAULT ERROR PRINTOUT
00023'005215      .TXTE      S<215><12>
00024'125012 <12>*
00025'125252 **
00026'040652 *A
00027'142502 BE
00030'042116 ND
00031'040640 A
00032'120324 T
00033'147714 LO
00034'040703 CA
00035'144724 TI
00036'047317 ON
00037'000000 S
```

```
000001 CALL: .BLK 1      ;CALLING LOC STORAGE
           .END          ;END OF ABEND
```

ABEND 000000-
CALL 000040'
ENTRY 000000'
ERRME 000022'
ERRMS 000020'
LERRM 000021'
OCTPR 000003\$X
PRINT 000002\$X
START 000001\$X

.TITL DECPR
 ;DECPR AND OCTPR ARE NUMERICAL PRINTOUT SUBROUTINES.
 ;DECPR PERFORMS SIGNED DECIMAL CONVERSIONS, AND OCTPR
 ;UNSIGNED OCTAL CONVERSIONS. EACH GENERATES AN EIGHT
 ;PRINTABLE CHARACTER ASCII FIELD WHICH IS PRINTED
 ;BY SUBROUTINE PRINT. IT HAS THE FOLLOING FORMAT:
 ; DECIMAL: \$ -DDDDD.\$
 ; OCTAL: \$ DDDDD \$
 ;NEITHER PROGRAM NEEDS INITIALIZATION, AND BOTH MAY BE
 ;INTERRUPTED. TOTAL LENGTH=~~50~~ LOCATIONS

60.

```

        .ENT    DECPR, OCTPR
        .EXTD   PRINT
        .ZREL

00000-000006' DECPR:    ENT2          ;DECPR ENTRY LOCATION
00001-000000' OCTPR:    ENT1          ;OCTPR ENTRY LOCATION

        .NREL

00000'054473  ENT1:    STA          3, RETURN    ;SAVE RETURN ADDRESS

00001'034456          LDA          3, CODEL    ;0, DEL CHARACTERS
00002'030451          LDA          2, C10     ;10 OCTAL
00003'105020          MOVZ         0, 1       ;CLEAR CARRY
00004'020452          LDA          0, CSPVUL   ;SP, NULL CHARACTERS
00005'000410          JMP          FILL      ;INITIALIZE PRINT BUFFER

00006'054465  ENT2:    STA          3, RETURN    ;SAVE RETURN ADDRESS

00007'034454          LDA          3, CDELSP   ;DEL, SP CHARACTERS
00010'030444          LDA          2, C10     ;10 DECIMAL
00011'105020          MOVZ         0, 1       ;CLEAR CARRY
00012'125112          MOVL#       1, 1, SZC   ;TEST FOR NEGITIVE NUM
00013'124460          NEGC         1, 1       ;IFSO NEG,CRRY=1
00014'020441          LDA          0, C.VUL    ;., NULL CHARACTERS

00015'010445  FILL:    ISZ          BUF       ;INITIALIZATION ROUTINE
00016'014444          DSZ          BUF       ;WAIT FOR FREE BUFFER
00017'000776          JMP          -2

00020'040452          STA          0, BUF+10   ;INITIALIZE PRINT BUFFER
00021'054447          STA          3, BUF+6
00022'054445          STA          3, BUF+5
00023'054443          STA          3, BUF+4
00024'054441          STA          3, BUF+3
00025'054437          STA          3, BUF+2
00026'034431          LDA          3, CODEL    ;0, DEL CHARACTERS
00027'054442          STA          3, BUF+7
    
```

OK WAW

;DECPR, OCTPR

PAGE 2 OF 2

```
00030'020431      LDA      0, INSTR      ;VARIABLE STORE INSTR
00031'040410      STA      0, STORE      ;INITIALIZE CHAR STORAGE

00032'125015  LOOP:  MOV#     1, 1, SVR      ;NUM TO ASCII CONV LOOP
                                ;MOVE QUOTIENT TO NUMER
                                ;TEST FOR END CONVERSION
                                ;YES JMP SGN TST

00033'000411      JMP      SIGN

00034'175200      MOVR     3, 3      ;SAVE CARRY BIT
00035'102400      SUB      0, 0      ;CLEAR UPPER HALF NUMER
00036'073101      DIV      ;DIVIDE BY NOTATION BASE
00037'175120      MOVZL   3, 3      ;RESTORE CARRY, AC3

00040'163000      ADD      3, 0      ;ADD REMAINDER TO 0 CHAR
00041'040430  STORE: STA      0, BUF+7      ;STORE NEW CHAR IN BUF
00042'014777      DSZ      -1      ;DECREMENT STORAGE LOC
00043'000767      JMP      LOOP      ;LOOP

00044'101062  SIGN:  MOV#     0, 0, SZC      ;TEST FOR NEGITIVE NUM
                                ;COMPL NEG NUMBER FLAG
                                ;IF NOT PRINT

00045'000403      JMP      OUTPUT

00046'020412      LDA      0, CDELM1     ;DEL, - CHARACTERS
00047'000772      JMP      STORE      ;INCERT MINUS SIGN

00050'006001$  OUTPUT: JSR     @PRINT      ;PRINT BUFFER CONTENSE
00051'000062'      BUF
00052'002421      JMP     @RETURN      ;RETURN

00053'000010  C10:      10      ;10 OCTAL
00054'000012  C10.:    10.     ;10 DECIMAL
00055'000056  C.NUL:    56      ;., NULL CHARACTERS
00056'000040  CSPNUL:   40      ;SP, NULL CHARACTERS
00057'177460  CODEL:    377B7+60 ;0, DEL CHARACTERS
00060'026777  CDELM1:   55B7+377 ;DEL, - CHARACTERS

00061'040430  INSTR:  STA      0, BUF+7+.-STORE;VARIAIBLE STORE INSTR
                                ;BASE VALUE

00062'000000  BUF:      0      ;PRINT BUFFER BYTEPTR
00063'020377  CDELS:    40B7+377 ;DEL, SP CHARACTERS
                000007      .BLK    7      ;BUFFFR VARIABLE STORAGE

                000001  RETURN: .BLK    1      ;RETURN ADDRESS STORAGE
                .END      ;END OF DECPR, OCTPR
```


BUF	000062'
CODEL	000057'
C10	000053'
C10.	000054'
CDELM	000060'
CDELS	000063'
CSPNU	000056'
C.NUL	000055'
DECPR	000000-
ENT1	000000'
ENT2	000006'
FILL	000015'
INSTR	000061'
LOOP	000032'
OCTPR	000001-
OUTPU	000050'
PRINT	000001\$X
RETUR	000073'
SIGN	000044'
STORE	000041'

.TITL PRINT
 ;PRINT IS A PRINT SUBROUTINE USED IN CONJUNCTION WITH
 ;THE HARDWARE INTERRUPT TTO DRIVER ROUTINE. THE CALLING
 ;SEQUENCE IS AS FOLLOWS:
 ; JSR @PRINT ;PRINT MESSAGE
 ; MESSAGE ;MESSAGE FILE ADDRESS
 ;WHERE THE MESSAGE FORMAT IS AS FOLLOWS:
 ;MESSAGE: 0 ;BYTEPOINTER
 ; .TXTE \$TEXT TO BE PRINTEDS
 ;IF MESSAGE=0, PRINT EXECUTES A CARRIAGE RETURN AND LINE
 ;FEED. PRINT NEEDS NO INITIALIZATION, AND MAY BE
 ;INTERUPTED. TOTAL LENGTH=20. LOCATIONS

```

      .ENT PRINT
      .EXTD CMASK, TOBUF
      .ZREL
00000-000000' PRINT: ENTRY ;PRINT ENTRY LOCATION

      .NREL
00000'020001$ ENTRY: LDA 0, CMASK ;TEST FOR TELETYPE
00001'101212 MOVR# 0, 0, SZC
00002'001401 JMP 1, 3 ;IF NONE RETURN

00003'026002$ LDA 1, @TOBUF ;WAIT FOR TTO IDLE
00004'125004 MOV 1, 1, SZR
00005'000776 JMP .-2

00006'031400 LDA 2, 0, 3 ;MESSAGE FILE LOCATION
00007'151004 MOV 2, 2, SZR ;TEST FOR ZERO
00010'000403 JMP TYPE ;IF NOT, PRINT

00011'024407 LDA 1, CCR ;EXECUTE CR - LF
;SET FIRST CHARACTER=CR
00012'030407 LDA 2, LLFF ;SET MESSAGE=LF, NULL

00013'102520 TYPE: SUBZL 0, 0 ;1
00014'041000 STA 0, 0, 2 ;OPEN MESSAGE FILE
00015'050002$ STA 2, TOBUF ;SET TTO BUFFER=MESSAGE
;FILE
00016'065111 DOAS 1, TTO ;TRANSMIT FIRST CHAR
;(NOMINALLY A NULL)
00017'001401 JMP 1, 3 ;START TTO
;RETURN

00020'000215 CCR: 215 ;CR CHARACTER
00021'000022' LLFF: LFF ;LOC OF LF, NULL FILE
00022'000000 LFF: 0 ;LF, NULL FILE BYTEPTR
00023'000012 12 ;LF, NULL
      .END ;END OF PRINT

```

CCR 000020'
CMASK 000001\$X
ENTRY 000000'
LFF 000022'
LLFF 000021'
PRINT 000000-
TOBUF 000002\$X
TYPE 000013'

```

      .TITL  MULT
;MULT IS A SUBROUTINE TO PERFORM 2'S COMPLEMENT 16 BIT
;MULTIPLICATION.  THE CALLING SEQUENCE IS:
;      JSR      @MULT
;ACO=AC1*AC2; AC1, AC2, & AC3 ARE DESTROYED.
;THE ROUTINE MAY BE INTERRUPTED.  SUPERNOVA CORE HARDWARE
;MULT/DIV EXECUTION TIME, INCLUDING AN INDIRECT SUP-
;ROUTINE JUMP=13.1 USEC.S
;TOTAL LENGTH=10. LOCATIONS

```

```

      .ENT    MULT
      .ZREL
00000-000000' MULT:      ENTRY      ;ENTRY LOCATION

      .NREL
00000'102620 ENTRY:  SUBZR  0, 0      ;GENERATE ROUNDING
00001'101200      MOVR   0, 0      ;CONSTANT
00002'125142      MOVOL  1, 1, SZC  ;SCALE AC1, STORE SIGN, &
                                ;TEST FOR NEGITIVE SIGN
00003'124400      NEG    1, 1      ;IF SO NEGATE
00004'151112      MOVL#  2, 2, SZC  ;IS AC2 NEGITIVE?
00005'150460      NEGC   2, 2      ;IF SO NEGATE, &
                                ;COMPL RESLT SGN
00006'073301      MUL
00007'101012      MOV#   0, 0, SZC  ;IS RESULT NEGITIVE?
00010'100400      NEG    0, 0      ;IF SO NEGATE
00011'001400      JMP    0, 3      ;RETURN

      .END      ;END OF MULT

```

ENTRY 000000'
MULT 000000-

```

      .TTL   MODSW
;MDSET IS A SUBROUTINE WHICH ENCODES A 4 BIT CONTROL
;STATE, PASSED TO IT IN BITS 12 THRU 15 OF ACO, INTO A
;16 BIT CONTROL STATE WORD.  THE CONTROL WORD HAS 15
;ZERO BITS AND 1 ONE BIT IN THE BIT POSITION GIVEN BY
;THE BINARY CONTROL STATE INPUT.  THE ENTRY POINT IS
;@MDSET.

```

```

;MODSW IS A SWITCH TESTING SUBROUTINE.  IT IS CALLED AS
;FOLLOWS:

```

```

;      JSR   @MODSW
;      MASK
;      RETURN LOCATION FOR NO MATCH
;      RETURN LOCATION FOR MATCH
;A MATCH IS DEFINED AS A ONE BIT IN THE MASK WORD IN
;THE SAME LOCATION AS THE ONE BIT IN THE LAST CONTROL
;STATE WORD GENERATED BY MDSET.  MODSW DOES NOT DESTROY
;ANY ACCUMULATOR OR CARRY BIT.  SUPERNOVA CORE EXECUTION
;TIME, INCLUDING AN INDIRECT SUBROUTINE JUMP, FOR NO
;MATCH=14.0 USEC.S
;TOTAL PACKAGE LENGTH=18. LOCATIONS

```

```

      .ENT   MODSW, MDSET
      .ZREL

00000-000000 MODSW:  ENT1      ;MODSW ENTRY LOCATION
00001-000011 MDSET:  ENT2      ;MDSET ENTRY LOCATION

      .NREL

00000 040424 ENT1:  STA      0, ACO      ;SAVE ACO
00001 021400 LDA      0, 0, 3      ;MASK WORD
00002 175400 INC      3, 3          ;GEN NO MATCH RTN ADDR
00003 054422 STA      3, RETURN      ;SAVE AT RETURN
00004 034417 LDA      3, MASK      ;CONTROL WORD
00005 117414 AND#    0, 3, SZR      ;TEST FOR MATCH
00006 010417 ISZ      RETURN          ;IF SO INCRE RTN
00007 020415 LDA      0, ACO      ;RESTORE ACO
00010 002415 JMP      @RETURN      ;RETURN

00011 024411 ENT2:  LDA      1, M17      ;CONTROL STATE MASK
00012 123400 AND      1, 0          ;MASK
00013 100000 COM      0, 0          ;SET COUNTER
00014 126420 SUBZ    1, 1          ;GENERATE ONE BIT
00015 125200 MOVR    1, 1          ;ADVANCE ONE BIT
00016 101404 INC      0, 0, SZR      ;TEST FOR COMPLETE COUNT
00017 000776 JMP      -2            ;IF NOT ADVANCE
00020 044403 STA      1, MASK      ;SAVE CONTROL WORD
00021 001400 JMP      0, 3          ;RETURN

00022 000017 M17:    17          ;CONTROL STATE MASK
      000001 MASK:  .BLK    1      ;CONTROL WORD STORAGE
      000001 ACO:   .BLK    1      ;ACO STORAGE
      000001 RETURN: .BLK    1     ;RETURN ADDRESS STORAGE
      .END          ;END OF MODSW & MDSET

```

ACO 000024'
ENT1 000000'
ENT2 000011'
M17 000022'
MASK 000023'
MDSET 000001-
MODSW 000000-
RETUR 000025'

.TITL LPF1K

;LPF1K IS A FILE OF IMPULSE RESPONSE SAMPLES OF A LINEAR
 ;PHASE 1.350 KHZ LOW PASS FILTER. THE FREQUENCY
 ;RESPONSE IS 1.01 DB DOWN AT 1.350 KHZ, AND GREATER THAN
 ;50.0 DB DOWN ABOVE 1.778 KHZ. THE SAMPLING RATE IS
 ;8.000 KHZ. THE SAMPLE VALUES ARE QUANTIZED TO 10 BIT
 ;2'S COMPLEMENT PRECISION. THE IMPULSE RESPONSE IS 47
 ;SAMPLES LONG. DC GAIN=0.6665, THE FORMAT OF THE FILE
 ;IS COMPATABLE WITH THE CONVO SUBROUTINE REQUIREMENTS.

;LPFD1 THRU LPFD4 ARE DATA STORAGE FILES FOR USE WITH
 ;LPF1K AND THE CONVO SUBROUTINE. EACH 1.350 KHZ LOW
 ;PASS FILTER IMPLEMENTED MUST USE A DIFFERENT DATA
 ;STORAGE FILE, BUT MAY SHARE LPF1K AND CONVO FILES.
 ;LPF1K TOTAL LENGTH=49. LOCATIONS.
 ;TOTAL PACKAGE LENGTH=241. LOCATIONS.

.ENT LPF1K, LPFD1, LPFD2, LPFD3, LPFD4
 .NREL

00000'000057	LPF1K:	47.	;IMPULSE RESPONSE LENGTH
00001'152530		-1065.B12	;OFFSET CONSTANT
00002'100020		1B0+1.B11	;IMPULSE RESPONSE
00003'100020		1B0+1.B11	;SAMPLSE
00004'077760		1B0-1.B11	
00005'077720		1B0-3.B11	
00006'077760		1B0-1.B11	
00007'100060		1B0+3.B11	
00010'100140		1B0+6.B11	
00011'100000		1B0+0.B11	
00012'077560		1B0-9.B11	
00013'077560		1B0-9.B11	
00014'100140		1B0+6.B11	
00015'100460		1B0+19.B11	
00016'100220		1B0+9.B11	
00017'077300		1B0-20.B11	
00020'077020		1B0-31.B11	
00021'100000		1B0+0.B11	
00022'101340		1B0+46.B11	
00023'101300		1B0+44.B11	
00024'077040		1B0-30.B11	
00025'074660		1B0-101.B11	
00026'076260		1B0-53.B11	
00027'104560		1B0+151.B11	
00030'114360		1B0+399.B11	
00031'117760		1B0+511.B11	


```

00032'114360      1B0+399.B11      ;LRF1K CONTINUED
00033'104560      1B0+151.B11
00034'076260      1B0-53.B11
00035'074660      1B0-101.B11
00036'077040      1B0-30.B11
00037'101300      1B0-44.B11
00040'101340      1B0+46.B11
00041'100000      1B0+0.B11
00042'077020      1B0-31.B11
00043'077300      1B0-20.B11
00044'100220      1B0+9.B11
00045'100460      1B0+19.B11
00046'100140      1B0+6.B11
00047'077560      1B0-9.B11
00050'077560      1B0-9.B11
00051'100000      1B0+0.B11
00052'100140      1B0+6.B11
00053'100060      1B0+3.B11
00054'077760      1B0-1.B11
00055'077720      1B0-3.B11
00056'077760      1B0-1.B11
00057'100020      1B0+1.B11
00060'100020      1B0+1.B11      ;END OF LRF1K

```

```

00061'000062' LRFD1:      .+1      ;DATA STORAGE FILE 1
      000057'      .BLK      47.

```

```

00141'000142' LRFD2:      .+1      ;DATA STORAGE FILE 2
      000057'      .BLK      47.

```

```

00221'000222' LRFD3:      .+1      ;DATA STORAGE FILE 3
      000057'      .BLK      47.

```

```

00301'000302' LRFD4:      .+1      ;DATA STORAGE FILE 4
      000057'      .BLK      47.

```

```

.END

```

```

;END OF LRF1K, LRFD1-'D4

```

LPF1K 000000'
LPFD1 000061'
LPFD2 000141'
LPFD3 000221'
LPFD4 000301'

.TITL LHRFE

;LHRFE AND LHRFO ARE FILES OF THE ODD AND EVEN SAMPLES
 ;RESPECTIVELY OF A 1:2 RESAMPLING FILTER. THE INPUT
 ;SAMPLING RATE IS 8.000 KHZ, AND THE OUTPUT SAMPLING
 ;RATE IS 16.000 KHZ. THE FILTER IS LESS THAN 0.01 DB
 ;DOWN AT 1.250 KHZ, AND GREATER THAN 54.9 DB DOWN PAST
 ;8.000-1.350 KHZ. THE SAMPLES ARE QUANTIZED TO 10 BIT
 ;2'S COMPLEMENT PRECISION. THE IMPULSE RESPONSE IS
 ;6 SAMPLES (AT THE 8.00 KHZ SAMPLING RATE) LONG.
 ;PASSBAND GAIN=0.9971, LHRFE AND LHRFO FILE FORMAT IS
 ;COMPATABLE WITH CONVE AND CONVO SUBR REQUIREMENTS.

;LHFD1 AND LHFD2 ARE DATA STORAGE FILES FOR USE WITH
 ;LHRFE, LHRFO, AND THE CONVE AND CONVO SUBROUTINES.
 ;EACH RESAMPLING FILTER IMPLEMENTED MUST USE A DIFFERENT
 ;DATA STORAGE FILE, BUT LHRFE, LHRFO, CONVE, AND CONVO
 ;MAY BE SHARED.
 ;LHRFE+LHRFO LENGTH=12. LOCATIONS
 ;TOTAL PACKAGE LENGTH=24. LOCATIONS

.ENT LHRFE, LHRFO, LHFD1, LHFD2
 .JREL

00000'000006	LHRFE:	6.	;IMPULSE RESPONSE LENGTH
00001'140100		-510.B10	;OFFSET CONSTANT
00002'100700		1B0+7.B9	;ODD IMPULSE RESPONSE
00003'071100		1B0-55.B9	;SAMPLES
00004'145700		1B0+303.B9	
00005'145700		1B0+303.B9	
00006'071100		1B0-55.B9	
00007'100700		1B0+7.B9	;END OF LHRFE
00010'000006	LHRFO:	6.	;IMPULSE RESPONSE LENGTH
00011'140040		-511.B10	;OFFSET CONSTANT
00012'100000		1B0+0.B9	;EVEN IMPULSE RESPONSE
00013'100000		1B0+0.B9	;SAMPLES
00014'177700		1B0+511.B9	
00015'100000		1B0+0.B9	
00016'100000		1B0+0.B9	
00017'100000		1B0+0.B9	;END OF LHRFO
00020'000021'	LHFD1:	.+1	;DATA STORAGE FILE 1
000006	.BLK	6.	
00027'000030'	LHFD2:	.+1	;DATA STORAGE FILE 2
000006	.BLK	6.	
	.END		;END OF LHRFE PACKAGE

LHFD1 000020'
LHFD2 000027'
LHRFE 000000'
LHRFO 000010'

.TITL HLRFI

;HLRFI IS A FILE OF IMPULSE RESPONSE SAMPLES OF A LINEAR
 ;PHASE 2:1 RESAMPLING FILTER. THE INPUT SAMPLING RATE
 ;IS 16.000 KHZ, AND THE OUTPUT SAMPLING RATE IS 8.000
 ;KHZ. THE FILTER IS LESS THAN 0.01 DB DOWN AT 1.350 KHZ
 ;AND GREATER THAN 54.9 DB DOWN PAST 8.000-1.350 KHZ.
 ;THE SAMPLES ARE QUANTIZED TO 10 BIT 2'S COMPLEMENT
 ;PRECISION. THE IMPULSE RESPONSE IS 11 SAMPLES (AT
 ;THE 16.000 KHZ SAMPLING RATE) LONG. PASSBAND GAIN=
 ;0.9971, THE FORMAT OF THE FILE IS COMPATIBLE WITH THE
 ;CONVO SUBROUTINE REQUIREMENTS.

;HLFD1 AND HLF2 ARE DATA STORAGE FILES FOR USE WITH
 ;HLRFI AND THE CONVO AND CONVI SUBROUTINES. EACH
 ;RESAMPLING FILTER IMPLEMENTED MUST USE A DIFFERENT DATA
 ;FILE, BUT MAY SHARE THE HLRFI, CONVO, AND CONVI FILES.
 ;HLRFI LENGTH=11. LOCATIONS.
 ;TOTAL PACKAGE LENGTH=33. LOCATIONS.

.ENT HLRFI, HLF1, HLF2
 .NREL

00000'000013	HLRFI:	11.	;IMPULSE RESPONSE LENGTH
00001'140060		-1021.B11	;OFFSET CONSTANT
00002'100340		1B0+7.B10	;IMPULSE RESPONSE
00003'100000		1B0+0.B10	;SAMPLES
00004'074440		1B0-55.B10	
00005'100000		1B0+0.B10	
00006'122740		1B0+303.B10	
00007'137740		1B0+511.B10	
00010'122740		1B0+303.B10	
00011'100000		1B0+0.B10	
00012'074440		1B0-55.B10	
00013'100000		1B0+0.B10	
00014'100340		1B0+7.B10	;END OF HLRFI
00015'000016'	HLFD1:	.+1	;DATA STORAGE FILE 1
000013	.BLK	11.	
00031'000032'	HLFD2:	.+1	;DATA STORAGE FILE 2
000013	.BLK	11.	
	.END		;END OF HLRFI, 'FD1, & 'FD2

HLFD1 000015'
HLFD2 000031'
HLRFI 000000'

.TITL BPF3K

;BPF3K IS A FILE OF IMPULSE RESPONSE SAMPLES OF A LINEAR
 ;PHASE 0.300 TO 3.000 KHZ BAND PASS FILTER. THE
 ;FREQUENCY RESPONSE IS 35.0 DB DOWN AT DC, 1.60 DB DOWN
 ;AT 0.300 AND 3.000 KHZ; AND GREATER THAN 50.0 DB DOWN
 ;ABOVE 3.441 KHZ. THE SAMPLING RATE IS 16.000 KHZ. THE
 ;SAMPLE VALUES ARE QUANTIZED TO 10 BIT 2'S COMPLEMENT
 ;PRECISION. THE IMPULSE RESPONSE IS 107 SAMPLES LONG.
 ;PASSBAND GAIN IS 0.6883, THE FORMAT OF THE FILE IS
 ;COMPATABLE WITH THE CONVO SUBROUTINE REQUIREMENTS.

;BPDF1 AND BPDF2 ARE DATA STORAGE FILES FOR USE WITH
 ;BPF3K AND THE CONVO SUBROUTINE. EACH 3.0 KHZ BAND PASS
 ;FILTER IMPLEMENTED MUST USE A DIFFERENT DATA STORAGE
 ;FILE, BUT MAY SHARE BPF3K AND CONVO FILES.
 ;BPF3K TOTAL LENGTH=109. LOCATIONS.
 ;TOTAL PACKAGE LENGTH=325. LOCATIONS.

.ENT BPF3K, BPDF1, BPDF2
 .NREL

00000'000153	BPF3K:	107.	;IMPULSE RESPONSE LENGTH
00001'177470		-25.B12	;OFFSET CONSTANT
00002'100020		1B0+1.B11	;IMPULSE RESPONSE
00003'100000		1B0+0.B11	;SAMPLES
00004'100000		1B0+0.B11	
00005'100000		1B0+0.B11	
00006'100020		1B0+1.B11	
00007'100020		1B0+1.B11	
00010'100020		1B0+1.B11	
00011'100000		1B0+0.B11	
00012'077760		1B0-1.B11	
00013'100000		1B0+0.B11	
00014'100040		1B0+2.B11	
00015'100040		1B0+2.B11	
00016'077760		1B0-1.B11	
00017'077720		1B0-3.B11	
00020'077760		1B0-1.B11	
00021'100040		1B0+2.B11	
00022'100040		1B0+2.B11	
00023'077740		1B0-2.B11	
00024'077640		1B0-6.B11	
00025'077660		1B0-5.B11	
00026'100020		1B0+1.B11	
00027'100040		1B0+2.B11	
00030'077700		1B0-4.B11	

00031'077500	1B0-12.B11
00032'077500	1B0-12.B11
00033'077720	1B0-3.B11
00034'100020	1B0+1.B11
00035'077620	1B0-7.B11
00036'077300	1B0-20.B11
00037'077240	1B0-22.B11
00040'077560	1B0-9.B11
00041'100000	1B0+0.B11
00042'077560	1B0-9.B11
00043'077060	1B0-29.B11
00044'076720	1B0-35.B11
00045'077340	1B0-18.B11
00046'100000	1B0+0.B11
00047'077560	1B0-9.B11
00050'076640	1B0-38.B11
00051'076300	1B0-52.B11
00052'077040	1B0-30.B11
00053'100060	1B0+3.B11
00054'077760	1B0-1.B11
00055'076440	1B0-46.B11
00056'075440	1B0-78.B11
00057'076400	1B0-48.B11
00060'100400	1B0+16.B11
00061'100720	1B0+29.B11
00062'076320	1B0-51.B11
00063'073400	1B0-144.B11
00064'074520	1B0-107.B11
00065'103340	1B0+110.B11
00066'114040	1B0+386.B11
00067'117760	1B0+511.B11
00070'114040	1B0+386.B11
00071'103340	1B0+110.B11
00072'074520	1B0-107.B11
00073'073400	1B0-144.B11
00074'076320	1B0-51.B11
00075'100720	1B0+29.B11
00076'100400	1B0+16.B11
00077'076400	1B0-48.B11
00100'075440	1B0-78.B11
00101'076440	1B0-46.B11
00102'077760	1B0-1.B11
00103'100060	1B0+3.B11
00104'077040	1B0-30.B11
00105'076300	1B0-52.B11
00106'076640	1B0-38.B11
00107'077560	1B0-9.B11
00110'100000	1B0+0.B11
00111'077340	1B0-18.B11
00112'076720	1B0-35.B11
00113'077060	1B0-29.B11

;LPB3K CONTINUED

00114'077560	1B0-9.B11
00115'100000	1B0+0.B11
00116'077560	1B0-9.B11
00117'077240	1B0-22.B11
00120'077300	1B0-20.B11
00121'077620	1B0-7.B11
00122'100020	1B0+1.B11
00123'077720	1B0-3.B11
00124'077500	1B0-12.B11
00125'077500	1B0-12.B11
00126'077700	1B0-4.B11
00127'100040	1B0+2.B11
00130'100020	1B0+1.B11
00131'077660	1B0-5.B11
00132'077640	1B0-6.B11
00133'077740	1B0-2.B11
00134'100040	1B0+2.B11
00135'100040	1B0+2.B11
00136'077760	1B0-1.B11
00137'077720	1B0-3.B11
00140'077760	1B0-1.B11
00141'100040	1B0+2.B11
00142'100040	1B0+2.B11
00143'100000	1B0+0.B11
00144'077760	1B0-1.B11
00145'100000	1B0+0.B11
00146'100020	1B0+1.B11
00147'100020	1B0+1.B11
00150'100020	1B0+1.B11
00151'100000	1B0+0.B11
00152'100000	1B0+0.B11
00153'100000	1B0+0.B11
00154'100020	1B0+1.B11

;BPF3K CONTINUED

;END OF BPF3K

00155'000156' BPF1:	.+1
000153	.BLK 107.

;DATA STORAGE FILE 1

00331'000332' BPF2:	.+1
000153	.BLK 107.

;DATA STORAGE FILE 2

.END

;END OF BPF3K, 'D1,' & 'D2

BPF3K 000000'
BPFD1 000155'
BPFD2 000331'

```

      .TITL  SUBPK

      .ENT  CONVO, CONVI, CONVE, COSIN, ARCTN
      .ENT  TODRV, TOBUF, TIDRV, TIBUF, CHCOM
      .ENT  CRDRV, CIDRV, CODRV, AIDRV, AIBUF
      .ENT  DIDRV, CLOCK, CMASK, DEAD, MASK
      .ENT  START, ABEND, DECPR, OCTPR, PRINT
      .ENT  MULT, MODSW, MDSET, RPROG, PPROG

      000004      .LOC  4
00004 000000  CMASK:      0      ;CURRENT PERIFERALS MASK
00005 001400  DEAD:      JMP  0, 3      ;DEAD SUBROUTINE
      000045      .LOC  45
00045 005200  CONVO:      5200      ;CONVOLUTION SUBROUTINE
00046 005250  CONVI:      5200+50      ;ADV INPUT VECTOR ONLY
00047 005264  CONVE:      5200+64      ;ADV OUTPUT VECTOR ONLY
00050 005305  COSIN:      5305      ;COSIN SUBROUTINE ADDR
00051 005503  ARCTN:      5503      ;ARCTAN SUBROUTINE ADDR
00052 005664  TODRV:      5664      ;TTO DRIVER ADDRESS
00053 005703  TOBUF:      5664+17      ;PRINT BUFFER ADDRESS
00054 005706  TIDRV:      5706      ;TTI DRIVER ADDRESS
00055 005763  TIBUF:      5706+55      ;READ BUFFER ADDRESS
00056 005765  CHCOM:      5765      ;CH COMM SUBROUTINE ADDR
00057 006012  CRDRV:      5765+25      ;CRI DRIVER ADDRESS
00060 006032  CIDRV:      5765+45      ;CII DRIVER ADDRESS
00061 006062  CODRV:      5765+75      ;CSO DRIVER ADDRESS
00062 006124  AIDRV:      6124      ;ASI DRIVER ADDRESS
00063 177776  AIBUF:      -2      ;AIU COMM BUFFER ADDRESS
00064 006153  DIDRV:      6124+27      ;DSI DRIVER ADDRESS
00065 000000  CLOCK:      0D      ;AIU FRAME COUNTER
00066 000000
00067 000000  MASK:      0      ;CURRENT INTERRUPT MASK
00070 006355  START:      6355      ;START-UP ROUTINE ADDR
00071 006424  ABEND:      6424      ;ABEND ROUTINE ADDRESS
00072 006473  DECPR:      6465+6      ;DECPR SUBROUTINE ADDR
00073 006465  OCTPR:      6465      ;OCTPR SUBROUTINE ADDR
00074 006562  PRINT:      6562      ;PRINT SUBROUTINE ADDR
00075 006607  MULT:      6607      ;2'S COMPL 16 BIT MULT
00076 006621  MODSW:      6607+12      ;MODSW SUBROUTINE ADDR
00077 006632  MDSET:      6607+12+11      ;MDSET SUBROUTINE ADDR
00100 000005  RPROG:      DEAD      ;REAL TIME PROGRAM ADDR
00101 000005  BPROG:      DEAD      ;BACKGROUND PROGRAM ADDR

```

.END

ABEND	000071
AI BUF	000063
AI DRV	000062
ARCTN	000051
BPROG	000101
CHCOM	000056
CI DRV	000060
CLOCK	000065
CMASK	000004
CODRV	000061
CONVE	000047
CONVI	000046
CONVO	000045
COSIN	000050
CRDRV	000057
DEAD	000005
DECPR	000072
DI DRV	000064
MASK	000067
MDSET	000077
MODSW	000076
MULT	000075
OCTPR	000073
PRINT	000074
RPROG	000100
START	000070
TI BUF	000055
TI DRV	000054
TOBUF	000053
TODRV	000052

.TITL IMPAC

.ENT LPF1K, LPFD1, LPFD2, LPFD3, LPFD4
.ENT LHRFE, LHRFO, LHFD1, LHFD2, HLRFI
.ENT HLFD1, HLFD2, BPF3K, BPF1, BPF2

004000		.LOC	4000	
000061	LPF1K:	.BLK	49.	;1.35 KHZ LPF IMP RESP
000060	LPFD1:	.BLK	48.	;LPF DATA STORAGE FILE 1
000060	LPFD2:	.BLK	48.	;LPF DATA STORAGE FILE 2
000060	LPFD3:	.BLK	48.	;LPF DATA STORAGE FILE 3
000060	LPFD4:	.BLK	48.	;LPF DATA STORAGE FILE 4
004363		.LOC	4363	
000010	LHRFE:	.BLK	8.	;1:2 RESAMPL FLT IMP RES
000010	LHRFO:	.BLK	8.	;ODD TERMS OF ABOVE
000007	LHFD1:	.BLK	7.	;LHRF DATA STORE FILE 1
000007	LHFD2:	.BLK	7.	;LHRF DATA STORE FILE 2
000015	HLRFI:	.BLK	13.	;2:1 RESAMPL FLT IMP RES
000014	HLFD1:	.BLK	12.	;HLRF DATA STORE FILE 1
000014	HLFD2:	.BLK	12.	;HLRF DATA STORE FILE 2
004470		.LOC	4470	
000155	BPF3K:	.BLK	109.	;0.3-3.0 KHZ BPF IMP RES
000154	BPF1:	.BLK	108.	;BPF DATA STORAGE FILE 1
000154	BPF2:	.BLK	108.	;BPF DATA STORAGE FILE 2

.END

BPF3K 004470
BPFD1 004645
BPFD2 005021
HLFD1 004436
HLFD2 004452
HLRFI 004421
LHFD1 004403
LHFD2 004412
LHRFE 004363
LHRFO 004373
LPF1K 004000
LPFD1 004061
LPFD2 004141
LPFD3 004221
LPFD4 004301

APPENDIX B

MAIN PROGRAM FOR TRANSCEIVER BREADBOARD

SAFE =

*3
*1
*1
*1
*6

NMAX 003761
ZMAX 000050

ABEND 000071
AIBUF 000063
AIDRV 000062
ARCTN 000051
BPF3K 004470
BPDF1 004645
BPDF2 005021
BPROG 000101
CHCOM 000056
CIDRV 000060
CLOCK 000065
CMASK 000004
CODRV 000061
CONVE 000047
CONVI 000046
CONVO 000045
COSIN 000050
CRDRV 000057
DEAD 000005
DEBUG 000200
DECPR 000072
DIDRV 000064
HLFD1 004436
HLFD2 004452
HLRFI 004421
LHFD1 004403
LHFD2 004412
LHRFE 004363
LHRFO 004373
LPF1K 004000
LPFD1 004061
LPFD2 004141
LPFD3 004221
LPFD4 004301
MASK 000067
MDSET 000077
MODSW 000076
MULT 000075
OCTPR 000073
PRINT 000074
RPROG 000100
START 000070
TIBUF 000055
TIDRV 000054
TOBUF 000053
TODRV 000052

*8

\$=

44/007552 /000050

7553 007551
7554 007337
7555 003761
7556 177777

6650	NIOC CPU
6651	LDA 0 +63
6652	LDA 1 120
6653	STA 1 +63
6654	STA 0 120
6655	NIOS CPU
6656	STA 3 121
6657	LDA 0 @120
6660	MOVL 0 1
6661	SUBR 1 1
6662	STA 1 122
6663	JSR @+77
6664	JSR @+76
6665	070000
6666	JMP 6730
6667	LDA 2 120
6670	LDA 1 123
6671	LDA 0 122
6672	ADD 1 0
6673	STA 0 +0 2
6674	LDA 0 +4 2
6675	NEG 0 0
6676	STA 0 +4 2
6677	LDA 0 +5 2
6700	NEG 0 0
6701	STA 0 +5 2
6702	LDA 0 +1 2
6703	JSR @+76
6704	040000
6705	JMP 6712
6706	JSR @+45
6707	004000
6710	004061
6711	JMP 6724
6712	JSR @+76
6713	020000
6714	JMP 6721
6715	JSR @+45
6716	004470
6717	004645
6720	JMP 6724
6721	JSR @+45
6722	004421
6723	00443C
6724	NEG 0 0
6725	LDA 2 120
6726	STA 0 +1 2
6727	JMP @121

6730	JSR 0+76
6731	107400
6732	JMP 0121
6733	LDA 2 120
6734	LDA 1 124
6735	LDA 0 122
6736	ADD 1 0
6737	STA 0 +0 2
6740	LDA 1 +3 2
6741	ADDOR 1 1
6742	STA 1 +3 2
6743	LDA 0 +1 2
6744	JSR 0+76
6745	077777
6746	JMP 6724
6747	LDA 0 +2 2
6750	JSR 0+76
6751	004000
6752	JMP 6755
6753	JMP 7010
6754	000000
6755	LDA 3 126
6756	STA 1 126
6757	SUBZL 0 1
6760	STA 1 127
6761	SUBZL 3 0
6762	JSR 0+76
6763	001000
6764	JMP 6775
6765	JSR 0+46
6766	004421
6767	004436
6770	LDA 0 127
6771	JSR 0+45
6772	004421
6773	004436
6774	JMP 7010
6775	JSR 0+76
6776	000400
6777	JMP 7010
7000	JSR 0+46
7001	004470
7002	004645
7003	LDA 0 127
7004	JSR 0+45
7005	004470
7006	004645
7007	ADD 0 0

7010 LDA 2 120
7011 LDA 1 +1 2
7012 STA 0 +1 2
7013 MOV 1 0

7014 JSR 0+76
~~5015~~ 002000
7016 JMP 7022
7017 MOVL 1 0
7020 MOVR 1 0
7021 JMP 7034

7022 JSR 0+76
~~5023~~ 001000
7024 JMP 7031
7025 JSR 0+45
~~5026~~ 004421
7027 004452
7030 JMP 7034

7031 JSR 0+45
~~5032~~ 004470
7033 005021

7034 LDA 2 120
7035 LDA 3 130
7036 SUB 0 3
7037 STA 3 130
7040 STA 3 +2 2

7041 JSR 0+76
~~5042~~ 001777
7043 JMP 7057
7044 SUB 0 0

7045 JSR 0+76
~~5046~~ 001000
7047 JMP 7054
7050 JSR 0+45
~~5051~~ 004421
7052 004452
7053 JMP 7057

7054 JSR 0+45
~~5055~~ 004470
7056 005021

7057 LDA 2 120
7060 LDA 3 130
7061 SUB 0 3
7062 STA 3 130
7063 STA 3 +3 2
7064 JMP 0121

\$ =

63/007532

100/006650

120/007540

123/020000

124/060000

185 032314

6752 JMP 7070

7070 JSR 0+76
~~5071~~ 000360
7072 JMP 0121
7073 LDA 2 120
7074 LDA 1 123
7075 LDA 0 122
7076 ADD 1 0
7077 STA 0 +0 2

7100 LDA 0 126
7101 LDA 1 125
7102 JSR 0+76
~~5103~~ 000240
7104 NEG 1 1
7105 ADD 1 0
7106 STA 0 126

7107 JSR 0+76
~~5110~~ 000300
7111 JMP 7207
7112 JSR 0+50
7113 STA 0 127
7114 STA 1 130

7115 LDA 2 120
7116 LDA 2 +3 2
7117 STA 2 132
7120 JSR 0+75
7121 STA 0 131
7122 LDA 1 127
7123 LDA 2 132
7124 JSR 0+75
7125 STA 0 132
7126 LDA 1 127
7127 LDA 2 120
7130 LDA 2 +2 2
7131 JSR 0+75
7132 LDA 1 131
7133 SUB 1 0
7134 LDA 3 120
7135 LDA 2 +2 3
7136 LDA 1 130
7137 STA 0 +2 3
7140 JSR 0+75
7141 LDA 1 132
7142 ADD 1 0
7143 LDA 2 120
7144 STA 0 +3 2

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7145 LDA 1 125
7146 MOVZR 1 1
7147 JSR 0+76
8850 000240
7151 NEG 1 1
7152 LDA 0 126
7153 ADD 1 0
7154 JSR 0+50
7155 STA 0 127
7156 STA 1 130

7157 LDA 2 120
7160 LDA 2 +5 2
7161 STA 2 132
7162 JSR 0+75
7163 STA 0 131
7164 LDA 1 127
7165 LDA 2 132
7166 JSR 0+75
7167 STA 0 132
7170 LDA 1 127
7171 LDA 2 120
7172 LDA 2 +4 2
7173 JSR 0+75
7174 LDA 1 131
7175 SUB 1 0
7176 LDA 3 120
7177 LDA 2 +4 3
7200 LDA 1 130
7201 STA 0 +4 3
7202 JSR 0+75
7203 LDA 1 132
7204 ADD 1 0
7205 LDA 2 120
7206 STA 0 +5 2

7207 LDA 0 +2 2
7210 JSR 0+46
8811 004421
7212 004436
7213 LDA 2 120
7214 LDA 0 +4 2
7215 NEG 0 0
7216 JSR 0+45
8817 004421
7220 004436
7221 JSR 0+45
8822 004000
7223 004061
7224 STA 0 131

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7285	LDA 2 120
7286	LDA 0 +3 2
7287	JSR 0+46
5230	004421
7231	004452
7232	LDA 2 120
7233	LDA 0 +5 2
7234	NEG 0 0
7235	JSR 0+45
5236	004421
7237	004452
7240	JSR 0+45
5241	004000
7242	004141
7243	STA 0 132
7244	LDA 0 126
7245	JSR 0+50
7246	STA 0 127
7247	LDA 2 132
7250	JSR 0+75
7251	STA 0 132
7252	LDA 1 127
7253	LDA 2 131
7254	JSR 0+75
7255	LDA 1 132
7256	ADD 0 1
7257	LDA 2 120
7260	LDA 0 +1 2
7261	STA 1 +1 2
7262	JSR 0+76
5263	000300
7264	JMP 7307
7265	JSR 0+45
5266	004470
7267	004645
7270	LDA 2 120
7271	LDA 1 123
7272	ADDZL 1 0
7273	STA 0 +2 2
7274	SUB 0 0
7275	STA 0 +3 2
7276	STA 0 +5 2
7277	JSR 0+45
5200	004470
7301	004645
7302	LDA 2 120
7303	LDA 1 123
7304	ADDZL 1 0
7305	STA 0 +4 2
7306	JMP 0121

7307 STA 0 130
7310 LDA 0 126
7311 JSR 0+50
7312 LDA 2 130
7313 STA 0 127
7314 JSR 0+75
7315 JSR 0+45
\$016 004000
7317 004221
7320 ADDZL 0 0
7321 JSR 0+45
\$022 004363
7323 004403
7324 LDA 2 120
7325 STA 0 +3 2
7326 JSR 0+47
\$027 004373
7330 004403
7331 LDA 2 120
7332 STA 0 +5 2

7333 LDA 1 127
7334 LDA 2 130
7335 JSR 0+75
7336 JSR 0+45
\$037 004000
7340 004301
7341 ADDZL 0 0
7342 JSR 0+45
\$043 004363
7344 004412
7345 LDA 2 120
7346 STA 0 +2 2
7347 JSR 0+47
\$050 004373
7351 004412
7352 LDA 2 120
7353 STA 0 +4 2
7354 JMP 0121

6731	107403
6763	001003
7012	JMP @7013
7013	007450
7023	001003
7046	001003
7067	007410
7072	JMP @7067
7360	LDA 1 131
7361	INCR 1 2
7362	ADDZR 0 1
7363	STA 1 131
7364	MOVR 2 2
7365	NEG 0 0
7366	SUBR 0 0
7367	JMP +0 3
7370	LDA 1 132
7371	MOV 1 1 SNR
7372	INC 1 1
7373	INCR 1 0
7374	MOVR 0 0
7375	SUBCR 0 0
7376	ADDZR 0 1
7377	STA 1 132
7400	JMP +0 3
7410	JSR 7370
7411	LDA 1 123
7412	ADD 1 0
7413	JSR @+76
7414	000004
7415	JMP 7424
7416	JSR @+45
7417	004363
7420	004403
7421	JSR @+45
7422	004421
7423	004436
7424	LDA 2 120
7425	STA 0 +1 2

7426	MOVL 0 0
7427	SUBCR 0 0
7430	JSR 7360
7431	LDA 1 123
7432	JSR 0+76
8033	000004
7434	LDA 1 124
7435	ADD 1 0
7436	STA 0 0120
7437	JSR 0+47
8040	004373
7441	004403
7442	JSR 0+46
8043	004421
7444	004436
7445	JMP 0121
7450	STA 0 +1 2
7451	JSR 0+76
8052	000003
7453	JMP 7473
7454	MOVL 0 0
7455	SUBCR 0 0
7456	JSR 0+76
8057	000001
7460	JSR 7360
7461	LDA 1 124
7462	ADD 1 0
7463	STA 0 0120
7464	LDA 0 122
7465	JSR 0+76
8066	000001
7467	JSR 7370
7470	LDA 1 7476
7471	MOVL 0 0 SNC
7472	NEG 1 1
7473	MOV 1 0
7474	JMP 07475
8075	007014
7476	040000