Prolog
Turbo C: NEW! Powerful optimizing compiler ever

Sieve benchmark

<table>
<thead>
<tr>
<th>Turbo C</th>
<th>Microsoft C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compile time</td>
<td>2.4</td>
</tr>
<tr>
<td>Compile and link time</td>
<td>4.1</td>
</tr>
<tr>
<td>Execution time</td>
<td>3.95</td>
</tr>
<tr>
<td>Object code size</td>
<td>239</td>
</tr>
<tr>
<td>Execution size</td>
<td>5748</td>
</tr>
<tr>
<td>Price</td>
<td>$99.95</td>
</tr>
</tbody>
</table>

Benchmark run on an IBM PS/2 Model 60 using Turbo C version 1.0 and the Turbo Linker version 1.0; Microsoft C version 4.0 and the MS overlay linker version 3.51.

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Michael Abrash, Programmer’s Journal
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"Borland International's Turbo Pascal, Turbo Basic and Turbo Prolog automatically identify themselves, by virtue of their 'Turbo' forenames, as superior language products with a common programming environment. The appellation also means to many PC users a 'must have' language. To us Turbo C looks like a coup for Borland."

Garry Ray, PC Week
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Ethan Winer, PC Magazine

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Contents

FEATURES 99

The New Generation: Under the Covers 101
by Steve Ciarcia
The new IBM PS/2 Micro Channel as seen from inside the Model 50.

The New Generation: Head to Head 113
by G. Michael Vose, David Betz, and Jane Morrill Tazelaar
In the ring this month: The IBM PS/2 Model 80 and the Macintosh II.

Ciarcia's Circuit Cellar:
Using the ImageWise Video Digitizer, Part 2: Colorization 117
by Steve Ciarcia
Snow White gets a new outfit.

Programming Project: Creating Fractals 123
by William A. McWorter Jr. and Jane Morrill Tazelaar
Seeing a completed drawing can't compare to the thrill of watching it being drawn.

Inside the 82786 Graphics Chip 135
by Bill Nicholls
The Intel 82786 graphics chip provides another way to expand the performance and life span of your current system.

Simulating a Microprocessor 161
by Alex Lane
A versatile 8085 simulator written in Arity/Prolog.

Constraint Logic Programming 171
by Catherine Lassez
Using constraint solving to provide a general framework for developing more powerful logic programming languages.

Opening the Prolog III Universe 177
by Alain Colmerauer
This powerful new version of Prolog fundamentally reshapes the original language.

Logic Grammars 185
by Stan Szpakowicz
Explore this Prolog notation by building a compiler for a hypothetical programming language.

THEME: Prolog 145

Introduction 146
by William Clocksin
An introduction and tutorial by the author of the first textbook on the popular logic programming language.

Reviewers Notebook 198
by Cathryn Baskin

The Macintosh SE 201
by Laurence H. Loeb
Performance, expandable hardware, transportability, and more.

Two High-Performance PC AT Compatibles 207
by John Unger
Two 10-MHz 80286 machines with large expansion capacities.

80386 Accelerator Boards 213
by Donald Evan Crabb
These boards can improve a PC AT's performance by 2 to 2½ times.

Macintosh C Compilers Revisited 219
by Joel West
Offerings from Consulair, Manx, Think Technologies, and Spectra Micro Development.
Themes/145
Reviews/197
Kernel/241

386/ASM/LINK 1.1e ........................................... 224
by Matt Trask
Phar Lap's set of 80386 development programs.

BackComm and SideTalk ..................................... 229
by Rob Fixmer
Background communications software for the IBM PC
and compatibles.

A CAD for All Incomes ....................................... 232
by Phillip Robinson
Six of today's most popular CAD programs.

KERNEL 241
Computing at Chaos Manor:
Faster, Bigger, Better ......................................... 243
by Jerry Pournelle
The technology explosion hits Chaos Manor.

Focus on Algorithms: Search and Destroy ............... 257
by Dick Pountain
Removing "boring" words from a book's index.

Applications Only: Moving Toward AI .................... 263
by Ezra Shapiro
An AI trainer and two programs for developing courseware.

LISTINGS
From BIX .......................................................... 270
From BYTEnet .................................................... (617) 861-9764
On disk or in print ............................................. see card after 256

DEPARTMENTS
Editorial: ..................................................... 6
Intriguing Tales from the Early Days of the PS/2
Letters and
Review Feedback ........................................... 12
Chaos Manor Mail ............................................. 28
Microbytes ....................................................... 37
What's New .................................................... 45
Events ............................................................ 65
Ask BYTE ....................................................... 68
Circuit Cellar Feedback ...................................... 74
Book Reviews ................................................ 81
BOMB and Coming
Up in BYTE ................................................ 330
Editorial Index
by Company ................................................... 331
Reader Service ................................................. 333

BEST OF BIX
Amiga ............................................................ 273
Atari ST ........................................................ 274
Apple ............................................................ 276
Macintosh ......................................................... 279
IBM PC ........................................................ 286
32-Bit Forum ................................................. 290

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Section art by John Cayea
AUGUST 1987 • BYTE 3
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Intriguing Tales from the Early Days of the PS/2

Some companies in Austin, Texas, say IBM has been hiring workers away from their production lines to work in the PS/2 factory. Conclusion: The PS/2 machines must be selling well.

Another story out of Texas says that a major manufacturer of compatibles there, while publicly challenging the value of the PS/2 architecture, is privately videotaping the creation of its own PS/2 clones. The videotapes are to aid in the company's legal defense if IBM charges patent or copyright infringement.

A California card manufacturer has heard that IBM is offering clone makers licenses to PS/2 technology for $3 million or 1 percent of revenues. This is a single unconfirmed report that may be nothing more than a rumor, but it would be earthshaking for smaller companies if true.

Two general managers of a major card maker say that the Micro Channel bus will be hard to clone successfully. In order to ensure compatibility, they say, manufacturers will have to make almost exact copies, which will risk patent infringement.

Jay Bell of PC's Limited says duplicating the Micro Channel is difficult but not impossible. PC's Limited's 80386 machine outperformed all those tested thus far by BYTE on most benchmarks. However, the IBM PS/2 Model 80 was faster on a measure of I/O and on floating-point operations. IBM seems to have a monopoly on 80387 parts at this point, giving it a big edge on floating-point operations in the 80386 world. Manufacturers are looking hard at the Weitek floating-point chip set as an alternative to the 80387.

Tandy, pointing out that it already has patent exchange agreements with IBM, foresees no legal problems in making Micro Channel machines if it chooses to do so. But CEO John Roach also says the IBM software standard is what matters, not hardware. "We can now have very innovative hardware within the software standards," Roach adds.

Another card manufacturer says it will be required to use surface-mount technology to fit its circuitry onto cards in the Micro Channel form factor. This will drive up costs. Furthermore, although the company would like to make 32-bit cards to maximize performance on the Micro Channel in the Model 80, the company will probably limit itself to a single line of cards for the Micro Channel—all 16-bit. Costs of doing two separate product lines are discouraging. The company contrasts this situation with the Apple Macintosh II and NuBus, which is a 32-bit bus only and has a larger form factor.

One major card maker in the IBM market is waiting for the Micro Channel to gain an installed base before developing products for it. Having been burned by developing products for the Convertible and the XT 286, this manufacturer is making a peripheral box for the Micro Channel that accepts XT and AT cards rather than a whole new set of Micro Channel cards.

The suggestion that IBM-compatible companies should standardize on NuBus rather than on Micro Channel looks more plausible all the time. This view, first advanced in print by Steve Gibson of InfoWorld, is supported by the higher performance of NuBus, the availability to all of the NuBus standard, and the suitability of NuBus for 80386-based systems as well as 68020-based systems.

Apple's commitment to NuBus guarantees a market of considerable size. Furthermore, many companies that formerly made products only for IBM machines are planning to make cards for the Macintosh II. If Tandy, Zenith, Compaq, or another major IBM-compatible manufacturer adopted NuBus rather than facing the legal issues of the Micro Channel, the NuBus market would suddenly look irresistible to many third parties.

The consensus in the industry is that Apple's Macintosh operating system will offer multitasking long before OS/2 has a Presentation Manager. Just as DEC has done in the minicomputer market, Apple may exploit the theme "Apple has it now" in the microcomputer market.

Furthermore, technical people at Ansa say that OS/2 users will need at least 3 megabytes of RAM. One megabyte will be required for the "compatibility box," and 2 megabytes will be needed to support the combined requirements of the Presentation Manager and multitasking. Memory is cheap, true, but the cost of very fast memory adds up before you reach 3 megabytes.

Increasingly, software developers who have concentrated on the IBM market are developing products for the Macintosh and Unix as well. Robert Carr of Ashton-Tate was one of the first to predict this trend. Ron Posner, president of Ansa, says, "We're definitely interested in the Mac. We're not only looking at the possibility of moving Paradox to the Mac, but also in acquiring Mac products. We want to put Paradox in as many environments as possible, especially where there's no product like Paradox." By the way, anyone who hasn't seen the network version of Paradox should take a look. Ansa has dramatically advanced the state of the art in multifuser network databases.

A spokesperson for Genoa, a maker of graphics cards and tape backup systems for IBM-compatible machines, warns that the VGA will be difficult to copy and expresses skepticism about products already claiming VGA compatibility.

Despite occasional claims to the contrary, many IBM-compatible manufacturers are shifting to 3V-inch microfloppies as standard mass storage devices in future product lines. This change is long overdue.

—Phil Lemmons
Editor in Chief
AND NOW, AN UNFAIR COMPARISON BETWEEN THE COMPAQ 386 AND THE NEW PC'S LIMITED 386.\textsuperscript{16}

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With a 150 Meg, 18 MS hard drive and standard chassis ......................... $6,499

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- 84 key Keyboard
- 192 watt Power Supply
- Clock/Calendar with battery backup
- Hercules compatible Monochrome Graphics card
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The Turbo EGA Color System

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OUTLINING ON TOSHIBA’S T1100 PLUS
Richard Brzustowicz Jr. (Review Feedback, May), referring to the review “Four Portable Computers” in the February BYTE, mentioned that he cannot use Microsoft Word’s outlining facility on his Toshiba T1100 Plus because the program needs number-pad plus and minus keys that are not accessible on his keyboard.

You can solve this problem by redefining the keyboard layout using SuperKey. The square brackets (ASCII 91 and 93) can be redefined as keypad plus and minus. You can use an AUTOEXEC.BAT file to set this up.

T3100 users with hard disk organizers can have two AUTOEXEC files, AUTOEXEC.WRD and AUTOEXEC.ORD—one for Word and one for ordinary use. By menu, you can execute a .BAT file that copies the AUTOEXEC.WRD file to AUTOEXEC.BAT and executes a program (RESTART.BAT) to simulate pressing Control-Alt-Delete. Several have been published.

Frederick Colbourne
London, England

NCW VISIBILITY
With reference to Stan Miastkowski’s review “A Trio of 8-MHz PC ATs Compatible” (March), I was astonished at his statement that the nonstandard font used in the NCR PC8’s character-generator ROM “made for sore eyes after a couple of hours.”

This nonstandard font is based on a resolution of 640 by 400 in color mode, with an 8 by 16 character cell. I have used NCR computers for extended periods, and the display with its beautiful font, flicker-free display, and vivid bright colors is a big plus. The NCR display quality in text mode vastly surpasses both CGA and EGA quality.

With reference to his comment that the keyboard “has a decidedly cheap feel to it,” I’d like to state that I use IBM, Epson, Kaypro, Apricot, Advance, and NCR microcomputers, and, based on my experience, the NCR keyboard with its unique style, features, and touch is the best among the crowd. It is solidly built, and its class and quality are impressive.

The NCR microcomputers have one problem—their high price tag. Apart from that, these solidly and thoughtfully built American computers deserve much more appreciation and attention from the microcomputer community.

Hamdy A. Ashour
Doha, Qatar

TIGHT BUDGET DRIVE
Your May review on Macintosh hard disk drives did not include a hard disk that meets my Best Buy criteria: the Easy Drive from DCC Systems (3921 East La Palma #N., Anaheim, CA 92807, (800) 345-0685).

Although leery of mail ordering, especially from a small manufacturer with no apparent track record, I took the plunge. Well, the hard disk arrived with a note stating that the instruction manual was not yet available. After recovering from the seizure induced by this information, I dialed the company with trembling fingers. Good sign number one: The phone was not disconnected. Good sign number two: The folks at the other end actually seemed to know what they were talking about. They insisted that the disk’s installation and operations were straightforward, self-explanatory, and fail-safe. I began sweating again, but bravely turned on the drive. They were right. It worked as promised—simple and fast, and also quiet.

The hard disk uses plated media (Fuji), sits directly under the Macintosh, and has a two-foot SCSI cable, fan, and head park and backup utilities. It’s an amazing deal for the Macintosh user with a tight budget and a need for expanded memory: 30 megabytes for $649.

Oh, yes—they did send the instruction manual, as promised. It’s adequate.

Joel Potasznik
Mesquite, TX

SOURCE PROVIDED
Regarding the letters from Julie Sonack and Helen Emmons (May), I suggest two useful sources of information on computers and physically or mentally handicapped individuals:


Proceedings of RESNA (Rehabilitation Engineering Society of North America): available in medical libraries, for more recent, detailed discussions by a variety of researchers and practitioners.

A. David Nawrocki
San Antonio, TX

BASIC ARCHIMEDES
In the letter “Easy as π” (May), John Godfrey gives algorithms that are “so simple and effective that they must have been discovered and published by others.” They have. The discoverer’s name was Archimedes (287-212 B.C.). Another version, which avoids FOR-NEXT loops, is:

```
10 PI#=2#
20 20#=SQR(S#+2#):P#=PI#:
30 IF P#<PI###: PRINT PI#:
RUN
```

Klaus D. Mielenz
Gaithersburg, MD

I read John T. Godfrey’s interesting code for generating an accurate value of π (Letters, May).

The integer ratio 355/113 gives a better value of a pseudo π than 22/7 when you are limited to a small hand-held calculator and not a fancy HP 15 or similar device. We used this ratio years ago in the Neanderthal age of computers on the Librascope LGP-30. I sometimes use it now for preliminary code development with MS BASIC in conjunction with spectral computations using the fast Fourier transform prior to converting to the faster Pascal.

Comparisons with a near-true value, continued
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LETTERS
such as Mr. Godfrey's and the Turbo Pascal π function, follow.

Values of π computed on Texas Instruments Professional Computer with Turbo Pascal—8087:
The value of pseudo π (355/113) is:
3.14159292035398E+000
The value of the Turbo Pascal π function is:
3.14159265358979E+000
The ratio of pseudo π to Turbo π is:
1.0000008491368E+000
The expected error (1 − pseudo π/Turbo π) is:
−8.49136787550719E−008
Value of π given by John T. Godfrey:
3.141592653589793

Thomas F. Marker
Albuquerque, NM

Search Routines
The article on hashing ["Look It Up Faster with Hashing," by Jon C. Snader, January BYTE] was very good, but one of the suggestions could cause problems were it to be implemented.

The problem occurs in the suggestion that \( j = 1 + h(\text{KEY}) \) be substituted for \( j = (\text{KEY} \mod P) + 1 \) to avoid a division that would be time-consuming on 8-bit computers. The trouble with this is, if \( h(\text{KEY}) = M - 1 \) then \( j = M \). If the entry at \( h(\text{KEY}) \) is not blank and it is not what is being searched for, then \( j \) would be added to the index (which would equal \( h(\text{KEY}) \)), making it \( 2M - 1 \). It's greater than \( M \), so \( M \) is subtracted from it, returning it to its original value of \( M - 1 \). The search routine would therefore loop around checking the same entry in the table continuously.

Riaz Seedat
Natal, South Africa

Challenge Accepted
We want to thank Denis G. Pelli for his excellent article on PostScript ["Programming in PostScript," May] and for mentioning our product, PostHaste, an interactive tool for programming PostScript on the Macintosh. That Dr. Pelli also took the time to write us an extensive personal letter containing many helpful suggestions impressed us greatly. His challenge to us to add some features to PostHaste to make it "superior to all the others, instead of just an inexpensive alternative" is having its desired effect—we intend to incorporate his suggestions posthaste!

continued
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Computer Buyer's Guide
—Compatibility Report

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Computer Decoder
—Jake Epstein

"If you're looking for a bargain-priced AT type computer - and there are many to consider these days - the A★Star is one that seems well worth the price."

Personal Computing
—Patrick Honan

"This computer is a whale of a buy....Inside the case it is neat and well designed. It just looks like quality!...I would find it hard to believe that you could outgrow the A★Star anytime in the near future...If I were buying a computer now it would be this offering from Wells."

Computer Shopper
—Lon Andrews

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PC Magazine
—Jon Pepper

"What the world needs now is an AT which is significantly cheaper than all the others, while providing a higher level of performance than most, with a high degree of compatibility and good quality. And that's exactly what the A★Star II is."

Australian PC
—Ian Davies

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For the benefit of BYTE readers, we would like to clarify a couple of points. Although PostHaste does not yet show error messages as they arrive, it does capture them and display them on the screen as soon as a program is finished uploading (we say uploading rather than downloading because the LaserWriter is actually a more powerful computer than the Mac). PostHaste also allows you to save the error messages to a file.

A unique feature of PostHaste, not mentioned in the article, is its ability to do partial uploads: selecting part of a file and sending just that portion to the printer. Another feature—apparently critical to many of our customers—is that PostHaste does not limit the size of files that can be uploaded to 32K bytes; file size is limited only by available memory. The $50 price mentioned in the article was an introductory price that ended May 1; the regular price for PostHaste is $59.95.

Thanks again to Dr. Pelli and to BYTE for an excellent article.

Joel Wysong
Micro Dynamics Ltd.
Silver Spring, MD

Upload Advice?

I would like to transfer files from a Xerox 630 Memory typewriter to a Hewlett-Packard Vectra microcomputer (MS-DOS 3.10) to edit them with WordStar. I tried Alien (a diskette conversion program), but it failed. I wrote to HP for information, but I got no reply. Xerox replied, but was only able to tell me how to configure the typewriter as a printer from a microcomputer, using an RS-232C cable. I wonder if you or any of your readers could suggest a solution to this problem. We are a bit short of technical information out here.

John McIntire
International Livestock Centre
for Africa
P. O. Box 5689
Addis Ababa, Ethiopia

Distinctive Coloring

Mr. Pountain’s ideas of what color combinations “work” [“Distinctive Coloring,” April] may be more firmly based on physical factors than he thinks. On a color monitor tube with the three color phosphors arranged in a triangular pattern, a character that involves switching on just one color gun (red, green or blue) will appear sharper than a color requiring two or more guns.

Colors with a blue component will generally appear less sharp than those without, because the natural characteristics of the eye’s lens bring blue to a shorter focus point than red, away from the retina. This is why we can pinpoint a red flashing light at night, but not a blue one; we can see it, but we cannot focus on it properly unless the vehicle under it is also visible, thus providing the eye with a focusing clue.

A graphics windowing system is capable of presenting far more information than the old 24 by 80 monochrome character display. With a partially hidden window, the information available on that window is being “hinted” at—you know the information is there, yet it is not immediately visible. As genuine multitasking environments become the norm, it might be interesting to see how one would go about color-coding the information and general environment. The coloring of individual windows might then become more important than the color-coding of the information in that window.

At any one time in a busy system, there will be more static, unchanging information than changing information. Too many colors and shades are just as confusing as too few. One can draw a parallel with modern aircraft cockpits. There is a huge amount of unchanging information available, and a change in status of an indicator may go unnoticed; hence the use of audio and visual attention getters. The visual cue is a flashing light at eye-level. Audio cues are a bit too much for the average computer user, but a visual attention-getter, such as flashing the affected window, could be useful.

Such usage goes a little beyond Dick Pountain’s text highlighting, because it has to be a little bit interactive: Once the window has one’s undivided attention, it must be possible to disable the cue, freeing it for the next event. Click the mouse, push the button, or whatever.

Paul Hardy
West Yorkshire, England

Using Rational Numbers

Regarding “Plotting the Mandelbrot Set,” by Peter B. Schroeder (December 1986 BYTE): It is necessary to note that one never knows if a point belongs to the Mandelbrot set M; it is only possible to verify that a point is outside of it. But there is something else that nobody has pointed out (so far as I know):

M is computed in the complex plane C, so the calculations must be made with real numbers—but to do it practically we use computers and floating-point numbers, which means we are using rational numbers. Moreover, it is clear that we can find a point A very close to another point B, such that A belongs to M and B does not, and such that the distance between A and B is less than the precision of continued
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Inquiry 46
the computer. That means that this problem is very sensitive to any digit in the digital representation of real numbers. Well then, floating-point representation makes a truncation; thus the elements calculated $c_i$, $c^2_i + c$, $(c^2 + c)^2 + c$, ... are not the “real” ones. It is possible, then, that although the calculated elements stay in $M$, the real ones “jump” outside.

I have, in fact, made experiments simulating precision of less than 32 bits. Far from the border nothing changes; but close to it, as foreseen, details change according to the precision. But there is a noticeable consistency: When zooming, large shapes subsist from frame to frame. So what are we looking at—Mandelbrot set, or errors?

Jean-François Colonna
Palaiseau, France

**Matrix Inversion**

I draw the attention of the analysts among your readers to the fact that both the Pan-Reif and the Mackay methods you discussed in the April 1986 and February 1987 issues of BYTE are concerned with iterative methods for the solution of a system of linear equations or matrix inversion. However, for computers, I have a much more efficient direct method, the orthogonalization method. I published the basis of this method some time ago in the German publication *Wissenschaftliche Zeitschrift der Technischen Universität Dresden*, 17 (1968), pages 1135–1136.

The earlier methods of solving a system of linear equations were mainly based on Gauss’s ingenious idea of coordinate eliminating. Because of the choice of the prescribed coordinate axes, all these methods failed in degenerate cases (i.e., when the determinant vanished).

The new method makes the somewhat clumsy use of Kramer’s rule and the various calculations of determinants superfluous. Thus, the orthogonalization method is interesting not only in computer solutions, but also in any form of high school teaching and application.

If you have a system of $n$ equations containing $n$ unknowns and a right-hand side, you may consider them represented by $n + 1$ dimensional vectors each, having the coefficients of the equations as elements and $–1$ as the last element. Now a general entity of all the variable real numbers is placed in an $n + 1$ dimensional space. If these have to fulfill one of the above equations, you have to reduce the space to a subspace that is orthogonal to the vector representing this equation. This subspace was restricted in the Gauss-type elimination methods to a subspace of $n$ dimensions orthogonal to one of the coordinate axes; here, no such specialization exists.

Then we take the next equation and reduce this subspace to a subspace orthogonal to the vector of this second equation. Since now the starting subspace is already orthogonal to the first one, the resulting subspace will be orthogonal to both of the two vectors.

So we continue the procedure; the end result will be in the general case a single vector as a subspace, with its first $n$ elements the solution and the last element $–1$. That’s the whole procedure.

Now the orthogonalization is a simple Schmidt orthogonalization. That is, we construct the scalar products of the rows of the matrix with the vector representing the equation in question and then search among them for any that do not vanish.

Let the $i$th row be represented by the vector $A_i (n+1)$; its scalar product with the vector of the equation in question shall be denoted $S_i$ for $i=1, 2, \ldots, m$, where $m$ is the number of the rows in the matrix of the present subspace. Let us suppose that $S_m$ is a nonvanishing scalar continued
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product among them. Then we may reduce the \( m \)-row matrix to an \( m-1 \)-row matrix by taking

\[ A_i(n+1) = A_i(n+1) - S_i A_0(n+1)/S_0 \]

\( (i=1,2,\ldots,m, \text{ but } i \neq i_0) \)

and neglecting the \( i_0 \)th row.

If no nonvanishing scalar product exists, then the subspace is already orthogonal to the equation in question, and the wanted subspace is the starting subspace in the last step itself. This denotes that the equation in question is already linearly depending on the earlier equations—there is a degeneracy. But now, unlike the earlier methods, you can continue the process without restriction, only the final dimension of the end matrix will be a 2 \( \times (n+1) \)-dimensional matrix (two vectors) instead of the single \( n+1 \)-dimensional vector. (Here the last vector has its last element -1, but the other one has its last element 0.)

This result supplies the general solution of the system: the vector of the last row plus the vector of the other row multiplied by any constant. The situation is similar if there are more dependent equations.

If all the scalar products vanish except the last one, the system is contradictory (but we won’t give the details here). Now the scalar product is very simple to construct and amenable to parallel processing.

You should also take into account that in the case of a scarce matrix (which is generally the case in the practice for large matrices), you may have to execute products with only the nonzero elements.

There is another remarkable point in this process. You use a row of the original matrix (i.e., one of the equations) once and only once. So, for instance, in a series of measurements you can immediately apply the data for evaluation and not store them at all. (This is an attractive use of the method, where data is collected and immediately processed—as in X-ray tomography, for example.)

The starting matrix can be either a unit matrix of size \( (n+1) \times (n+1) \) or any preprocessed smaller size matrix (a subspace). For instance, if a series of systems of equations \( m (m < n) \) of the equations are exactly the same in each system, you may start with these \( m \) equations once and follow each system separately from the resulting \( (n+1-m) \times (n+1) \) matrix.

To summarize, the method does not fail even in degenerate cases, and so it also works well in ill-conditioned cases.

The running time is proportional to \( nk \), where \( k \) is the number of nonzero elements in the matrix. The memory requirement is for matrix inversion at most \( n^2+1 \) storage places, and for the solution of a system of linear equations (with one right-hand side) \( (n/2+1)^2 \), decreasing very quickly if the matrix has many vanishing elements. (Here the storage of the original equations was excluded.)

The application of the method is advantageous anywhere matrix inversions or solutions of systems of linear equations arise, but it is especially favorable in Fourier-coefficient determination, regression analysis, finite-element calculations, and tomography programs. Protected programs based (partly) on this method are prepared for the Texas TI-59 and Hewlett-Packard HP-97. Linear programming and transportation problem solvers are in preparation for personal and high-performance computers.

Tibor A. Hoffmann
Budapest, Hungary

Symbiotic VISC
I read with interest Phil Koopman’s recent article on the WISC concept (April continued

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<table>
<thead>
<tr>
<th></th>
<th>Everex Micro Enhancer Deluxe</th>
<th>Paradise Autoswitch 480</th>
<th>Video 7 Vega Deluxe</th>
<th>STB Multi Res</th>
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Inquiry 89 for End-Users. Inquiry 90 for DEALERS ONLY.

AUGUST 1987 • BYTE 23
I agree strongly with the opinions and design principles expressed in the article—so much so that I actually designed and manufactured such a machine, the RNA/32, back in 1983. While a few of the machines were sold, and three are still in operation, I was unable to acquire funding and the company (RNA Inc.) collapsed in 1985.

The RNA/32 was a 32-bit bit-slice (2901) user-microcodable machine. It had a byte-stream decoder for instructions, and each opcode byte was a direct jump into microcode (as Koopman suggests in his article). A 2048-word hardware push/pop stack formed the basis of a stack-organized instruction set, with the top-of-stack stored internally in the 2901.

Because of the convenience of implementing new instructions, the instruction set grew to reflect the high-level languages we supported. Set variables, dynamic strings, single- and double-precision floating point, procedure calls, and module linking were all represented by simple instructions. In addition, the compilers supported the replacement of any procedure call by a jump into microcode, so programs could be debugged in high level, then migrated to microcode.

Our data sheet claimed 5 million instructions per second and 400 thousand floating points per second, with a total workstation price of $25,000, including Winchester disk drive and 1024 by 800 pixel graphics. Bearing in mind that this was in 1983, you can see that the design principles espoused by Koopman can indeed generate cost-effective machines.

I am now readying a new product based on the same design principles. I have been using the acronym VISC, for Variable Instruction-Set Computer.

This one is configured as a “symbiotic” computer, relying on a PC host to do I/O. It is a pipelined 64-bit machine, with an 8K-byte by 128-bit 100-nanosecond microstore. The register file has remained at 2K bytes by 64, but it is now double-speed (35 ns) to drive the Weitek 2264/2265 (or BIT 2110/2120) floating-point unit at its full 20-mflop rate. A 32K-byte dual-port 100-ns static RAM forms the host interface, and two can be supported. The machine is built on a 12-inch by 15-inch circuit board, with a 5-inch by 12-inch piggyback holding up to 16 megabytes of four-way interleaved 64-bit wide dynamic RAM.

Robert G. Nelson
Nelson Computer Research Inc.
Sunol, CA

Random-Number Generators

To my surprise, neither the article “Testing Intrinsic Random-Number Generators” (January BYTE) nor the subsequent discussion of the article (Letters, May) tried to establish cycle length by inspecting the actual algorithms used. I found that BASIC uses a modified linear congruential sequence (see D. E. Knuth, The Art of Computer Programming: Seminumerical Algorithms, vol. 2, Reading, MA: Addison-Wesley, 1981), where:

\[ R_{n+1} = (214016 R_n + 13737667 - 3(R_n \mod 65536)) \mod 16777216 \]

It is obvious that the period of this generator is at most 65536, because the formula can be simplified to:

\[ R_{n+1} = (1024(209 R_n \mod 16384) + 13737667 - 3(R_n \mod 65536)) \mod 16777216. \]

The first random number is derived from the seed by the formula:

\[ R_0 = (13321 R_0 + 4317532) \mod 16777216. \]

continued
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The seed $R_0$ is in turn derived from the seed given as an integer in \texttt{RANDOMIZE(X)} or typed in on demand after \texttt{RANDOMIZE} by:

$$R_0 = 256(x \mod 256).$$

Thus, contrary to appearances (why ask for a number from $-32768$ through $32767$), there are only $256$ different random seeds. Moreover, as Modianos and his coauthors have already noted, the random sequence depends on the internal representation of the seed, not on its value, so there is a difference between \texttt{X$\equiv$5:RANDOMIZE(X)} and \texttt{X$\equiv$5:RANDOMIZE(X)}.

The following BASIC program prints random numbers computed with this algorithm next to intrinsic random numbers:

```
100 REM RANDGEN
110 B# = 4317532 !
120 A1# = 13321
130 A# = 214016 !
140 DEF FNM#(X#) = X# - INT(X#/M#) * M#
150 M# = 16777216#
160 B2# = 65536!
170 M1# = 1073741824#
180 INPUT "HOW MANY RANDOM NUMBERS:" ; N
190 INPUT "RANDOM NUMBER SEED:" ; RO%
200 RO% = RO% - INT(RO% / 256) * 256
210 RANDOMIZE(RO%) : R = RND(1)
220 R2# = FNM#(RO% * 256 * A1# + B1#)
230 FOR J = 1 TO N
240 R = RND(1) - 49/M1#
250 R2# = FNM#(R2# * A# + B# - 3 * (R2# - INT(R2#/M2#) * M2#))
260 PRINT USING "#.########"; R; R2#/M#
270 NEXT J
280 RUN
```

Fixes

**Correction**

In the May issue, the article "Make My Page," by Thom Holmes, gave an incorrect telephone number for Amgraf. The correct number is (816) 474-4797.

**U.S. Address**

Ernest R. Tello's review of Acquaint (in the June issue) did not include a U.S. address for Lithp Systems Inc. The company can be reached at:

Lithp Systems Inc.
32661 Belle Rd.
Avon Lake, OH 44012
(216) 933-5242

**Benchmark Correction**

In table 1 of "High-Tech Horsepower" (page 108 of the July issue), the benchmark results for the Deskpro 386 contained two errors. The result of the Fibonacci test should have been 53.10; the result of the Float test, 4.41.
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Inquiry 119
Ramping WRITE, Kudos for KAMAS

Dear Jerry,

I am writing in response to your column in the February issue of BYTE. Although I have never used WordPerfect (I only use a CP/M machine), I take exception to some of your praise for WRITE. I purchased WRITE, partially because of your recommendation. It is easy to use, and it makes a nice composing tool when I am not composing in an outline processor. The problem is the WRITE manual, which has no index. The table of contents is not much help either, since it references only up to the five appendixes. No mention is made of the four addenda, although they are not even so called by page headings. To get the program to run, you have to use information at the back of the manual to know what the new program names are. A read.me file on disk would help.

WRITE is okay for printing, but it's not exceptional with a cut sheet feeder since it has no built-in way to transmit a form-feed symbol. This letter was written with Spellbinder, and I also use WordStar/NewWord. I guess that since you helped develop WRITE you obviously understand it well, and it is easy after you have figured out how to use it. I feel it had a rather steep learning curve for an easy-to-use program.

I also want to alert you to a working artificial intelligence program that will run on CP/M. The program is KAMAS, an outline processor and more. KAMAS has a menu mode that allows controlled stepping through the outline. As you go down in levels, only what would show under that selection is shown on the screen. It lets you step through a process very easily, much like an instruction book.

For each outline heading you can attach text so that, from the menu, explanations are available. You can easily add helps to each level, if necessary. If people need the help, they just give a command to view it. You are not forced to have more help than you want or need, and it is not in the way.

KAMAS is rather expensive, and the program automatically makes all your available options into numbers from which you can choose. You can even back up a level if you decide you made an incorrect or inappropriate choice. The process is really effortless, and it surprises me that the manufacturer does not push this use of the product. Creating a full working AI system requires no more than laying out the outline format to solve the necessary problem, such as, “What disease does this patient have?” The main database I use comprises 256K bytes and fits on one disk. From what I’ve read, I’d need a very expensive machine to do the same thing without KAMAS.

I will admit to one problem with KAMAS: The manual (multiple volumes) is so large and detailed it is scary. The manual also makes only minimal mention of the AI capability, and that confuses the issue by stating that you could do it with either the menu mode or by writing a program to do it. Who would want to write a program to do what is already built in and instantly available?

George Richards
Rochester, NY

Praise for WordPerfect

Dear Jerry,

I read your comments about WordPerfect in the February issue. I am writing this to you with WordPerfect. So I must have been able to figure it out.

After you use the errata sheet and get WordPerfect installed (the copy *, * is a refreshing change of pace from the typical hyperencrypted wonders usually supplied for installation), here’s the basic premise for learning WordPerfect. Put the template on the keyboard, which has the “delete word” keystroke on it, once you understand that “red” text indicates
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"This is a powerful and sophisticated debugger built on a well-designed, 'serious' compiler."
—Jonathon Sachs, Micro/Systems Journal, April, 1986

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Charles L. Perrin
Madison, AL

I got a lot of letters about WordPerfect, and how you can make special dictionaries for it. Unlike Word Plus, the WordPerfect spell program makes you change manually from one dictionary to another; but it does work, and you can add your special upgrades to the main one if you like (or better yet, to a copy of the main dictionary; you can then rename it, and it becomes a special dictionary.)

When I began working with WordPerfect I didn't have 4.2, but I do now. WP is upgraded quite often, and inexpensively—a big plus for the company.

I've pretty much decided that WP will be the text editor I use for creative writing when I change over to a PC.—Jerry

Say Stablant, Please
Dear Jerry,

Thank you once again for your kind mention of Tweek in BYTE. The last time I wrote was after your "Product of the Year" award. I enclosed several samples as well as a plea for a correction. I must assume that someone mislaid the samples and letter, either in the Canadian Postal System or at BYTE's editorial offices.

My company, D.W. Electrochemicals, manufactures this patented material and sells it throughout the world as Stablant 22 (the concentrate that you reviewed a couple of years ago) and Stablant 22a (an isopropyl-alcohol-diluted form). Su-miko Inc. (which owns the trademark Tweek) purchases the product from us in bulk and repackages and relabels it for distribution to the home audio field.

As I started work on this class of material in 1975, and as we have spent several hundred thousand dollars in R&D since that time, seeing some other company listed as the source (and by inference, the manufacturer) of the material is, to say the least, distressing. You would contribute greatly to our personal and corporate sanity if you could mention that we make the stuff.

We sell this material not only in the computer field, but also to radio and television stations, telephone and cable companies, and avionics and aircraft manufacturers (to name but a few customer areas); and we are NATO suppliers as well. At present we are the only company continued
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FAST FORWARD PERFORMANCE

<table>
<thead>
<tr>
<th>Software</th>
<th>With Fast Forward</th>
<th>Without Fast Forward</th>
</tr>
</thead>
<tbody>
<tr>
<td>dBase II</td>
<td>3.15 minutes</td>
<td>29.6 minutes</td>
</tr>
<tr>
<td></td>
<td>(Test: Add and delete 225 records)</td>
<td></td>
</tr>
<tr>
<td>WordStar 3.3</td>
<td>12 seconds</td>
<td>40 seconds</td>
</tr>
<tr>
<td></td>
<td>(Test: Move cursor to end of 46 page document)</td>
<td></td>
</tr>
<tr>
<td>Lotus 1-2-3</td>
<td>21 seconds</td>
<td>51 seconds</td>
</tr>
<tr>
<td></td>
<td>(Test: Load spreadsheet. 8 columns by 962 rows)</td>
<td></td>
</tr>
</tbody>
</table>

All tests done on 640K IBM PC, 20 megabyte hard disk and floppy drive. 320K RAM allocated to Fast Forward.

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Once installed, Fast Forward works invisibly. As you use data, it’s automatically stored in your computer’s memory—and instantly available the next time you need it. Programs requiring frequent disk access (like dBase III) will show amazing improvements. And adding extended memory gives Fast Forward more room to work. So software runs even faster.

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making a material of this type.

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Thank you again for the kind mention, I think.

William M. Wright, President
D.W. Electrochemicals
Ontario, Canada

Okay, and apologies. I first got the stuff as "Tweek," and it was as Tweek that I used it for a long time. When I got the package with two more bottles from you, either the difference wasn't clearly explained or I didn't notice.

Anyway, the stuff's wonderful. I just used it to lubricate the gate array for inserting a math chip into the Kaypro 386. Indeed, it goes on nearly everything I put into the computers. I suppose I ought to try it on my hi-fi stuff, too. Oddly enough I never thought of that.—Jerry

Atari or Amiga for Videos?

Dear Jerry,

I am going to buy a new computer system to assist in the production of educational videotapes. I need hardware and software that will let me transfer images from videotape to the computer monitor, manipulate the image in a virtually unlimited number of ways, insert animation sequences, and then transfer it all back to the videotape.

At the end of your article in the March issue you mentioned some "really impressive" new software for the Atari ST that helped make the ST "the real hit of COMDEX." I have looked seriously at both the ST1040 and the Amiga 1000.

Also in the March BYTE there is a preview of the Amiga 2000. Instead of breaking new ground, Commodore appears to have stood pat in many respects. I'm willing to wait a little longer if Atari has something up its sleeve.

Francis Louis Szot
Miami, FL

Well, what I saw at the Consumer Electronic Show was not the machine that Commodore brought out as the 2000; what I saw was more advanced.

I think Commodore could and should have made a quantum leap by bringing out a machine with a 68020, a math chip, and an 80286 (or maybe even a 386) on the DOS side. That would have been a really stunning machine.

Most DOS users find their PCs rather boring; the chance to add the Amiga's graphics while preserving the option to run all their current DOS software, and still get a new state-of-the-art machine, would I think have attracted much of the business world.

Of course it's easy for people like me to say what kind of risks companies like Commodore ought to take.—Jerry

He Likes His Toshiba

Dear Jerry,

I have followed with interest your remarks about laptop computers. I am currently enjoying a wonderful warm Sunday out on a rooftop sundeck, in complete control of WordPerfect on a Toshiba T100 Plus. My little Toshiba is almost all I could ask for in a computer: It runs all my software, the keyboard is quite usable, the display is better than any ex—

continued on page 268
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Inquiry 159
To get Lotus 1-2-3 to do all this more quickly and easily, we didn’t make it more powerful.

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You can spend a lot of time setting up your spreadsheet. Summing up sales figures is a good example. With Lotus HAL, just request “total all rows” and 1-2-3 and Lotus HAL will create the formulas.

Say you want to extract the information you want from a database. For example, you want to determine your top sales reps. Simply request “who has sales ≥ 8000.”

You may find yourself in the position of figuring out how a spreadsheet was built. Well, with Lotus HAL, you simply request “list the relations in the sheet” and away you go.

Do you find it hard to sort things by district or sales or any other criteria? Just request “sort by dist.”

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The screens on the left will give you an idea of how easy it is to get more out of 1-2-3. And these are only a few of the enhancements and new features Lotus HAL brings to 1-2-3.

Lotus HAL gives you the ability to perform 1-2-3 tasks using simple English phrases—called, logically enough, “requests.” This has advantages for all kinds of 1-2-3 users: the newer users will find that difficult tasks are now simplified; the more experienced users will find that many time-consuming tasks can now be performed in a fraction of the time.

In addition to this powerful capability, Lotus HAL also allows you to test assumptions, correct mistakes and simply change your mind with ease. Because through a special capability called “undo,” Lotus HAL lets you reverse your last command—even retrieving a file before saving your work.

Besides all this, Lotus HAL gives 1-2-3 a number of other useful and powerful new features—like spreadsheet auditing and the ability to link cells or ranges between worksheets.

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Logic Distributed Among Chips Makes PS/2 Tough to Crack

As suspected, cloning an IBM PS/2 may not be quite so easy as cloning a standard PC, hardware manufacturers are finding out. The problem, they say, is that IBM has distributed logic among several different arrays and chips on the motherboard instead of confining it to a single location. Consequently, "it isn't clear where the individual functions are—in the firmware, software, hardware, or eventually maybe in add-in cards," one industry source told Microbytes Daily.

Morris Jones, vice president of technology for Chips & Technologies (Milpitas, CA), concurred, stating that "there is a lot of logic in the chips that isn't talked about in technical manuals." Jones said that "in order to implement a fully compatible PS/2 system, you are going to have to fully understand that system," stating bluntly that "you can't just blindly reverse-engineer a PS/2 and copy it." Jones also said it isn't clear at this point what IBM has in mind for some of the PS/2 functions, saying "we haven't seen the big picture yet." As an example, Jones pointed to the bus that, unlike that of the IBM PC AT, allows a coprocessor to talk directly to all the peripherals. This indicates, Jones speculated, that "IBM has put a lot of emphasis on future products," and that hardware manufacturers haven't been told what those products might be or how they might work.

Another expert said, "You have to look at the system as a whole—the DMA, the graphics chip, even the hard disk controller—and know where every gate is and what it does." If a manufacturer finds DMA-related code in two chips, for instance, and does not continue looking elsewhere for additional DMA information, something can be missed, with the result that the system may not work. "Anybody who doesn't get down to the last gate is probably missing something," he said.

Tandy Chief Sees No Obstacles to Cloning New Bus

Tandy (Fort Worth, TX) chief John Roach said he sees no major technological—or legal—obstacles to cloning IBM's new bus. Talking to a group of reporters and financial analysts, he also said Tandy will emphasize software rather than hardware compatibility with IBM's new Micro Channel architecture. Other Tandy officials mentioned that Tandy had licensed a number of IBM patents in the past, and that IBM had licensed some of Tandy's patents. Roach said the Micro Channel architecture is impressive but that Tandy will probably continue to use the AT bus because of the large number of boards that are compatible with it.

Roach emphasized that the projected OS/2 operating system will run on Tandy's 80286-based computers, including the 3000 HL (which Tandy just cut in price by $400, to $1299 for a one-floppy system). When equipped with features comparable to the new IBM Model 50, the 3000 HL will cost about $1000 less than the IBM unit, Tandy says. Roach said Tandy has a faster hard disk drive than the IBM machine has. So, although the Model 50 is slightly faster than the 3000 HL, the faster disk drive of the 3000 HL makes the two machines equal in performance, Tandy claims. Roach decried IBM for not allowing internal 5 1/4-inch drives in the new PS/2s. Tandy will have its own 1.4-megabyte floppy disk drives available in a few months. According to John Patterson, Tandy's vice president of research and development, the 256,000-color palette of the VGA is provided by an off-the-shelf Inmos chip. Roach said Tandy expects to have a VGA board available in a few months. But he said it may take longer to get VGA monitors into the marketplace.

Patterson mentioned that, at 8

continued
pected by the third quarter. . . .

Modem maker USRobotics (Skokie, IL) is supplying Data Race (San Antonio, TX) with source code and schematics in exchange for rights to some proprietary technology relating to a patented error-protected modem design. Data Race will be able to build a 9600-bps dial-up modem that's compatible with USRobotics' Courier HST modem, and the two companies expect to be able to get their respective modem models to communicate. . . . At the JEIDA Microcomputer Show in Tokyo, Sanyo (Osaka, Japan) introduced a color LCD with a matrix resolution of 960 by 200, which translates to 320 by 200 RGB pixels. To get the red, green, and blue, the system uses nonmovable filters arranged in a pattern similar to that used in most color television tubes. The display is about 30 to 40mm thick. . . . At that same show in Tokyo, Sharp (also of Osaka) rolled out an electroluminescent flat-panel display with a resolution of 640 by 400 dots. We didn't verify this with a teeny-weeny ruler, but Sharp said each pixel measures 0.22mm by 0.22mm, with a pitch of 0.3mm. . . . Mitsubishi (Tokyo) formally announced its intentions to support the TRON project with a 32-bit CMOS microprocessor that will use a proprietary object code format and a non-multiplexed bus. The company said the chip will run at 20 MHz, perform 4.5 to 12 MIPS, and be able to run Unix, C, assembly language, simulation software (for debugging), and the TRON OS. . . . Fujitsu (Tokyo) also announced a forthcoming product: a 1-megabyte EPROM chip set. . . . Here's the scenario for the CD-I (compact disc interactive) scene as described by speakers at a recent conference in San Francisco: 1988 will be a year of experimentation and development; 1989, maybe 1990, will be the first year of serious applications development; by 1992, system prices will be down to $500 and software below $50. One speaker pointed out that getting hardware prices down to $500 will be "a nontrivial task."
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Clipper could get you out of the soup.
software use would be restricted by hardware, users would in fact be encouraged to copy software and distribute it to friends, he said.

The system would also allow mass distribution of software on CD-ROM, where the disc could contain hundreds of programs and would sell for little more than the production cost—perhaps as little as three or four dollars. The user would use the common credit on the IC card to pay only for the software he or she actually uses.

According to Mori, all the major Japanese microcomputer companies are currently investigating ways to implement SSS, but he added that more work remains to be done.

BBS Gives the People a "Conduit" to Legislators

The California State Assembly (Sacramento) recently switched on an electronic bulletin board system intended to provide, in the words of assemblywoman Gwen Moore, "a way of extending to the general public information and participation in government." The BBS, called the Capitol Connection, is a pilot project sponsored by the Utilities and Commerce Committee. Initially the BBS consists of three sections, two of which are read-only: One concerns issues before the committee, and the other contains abstracts of bills before the entire legislature. The third area has two main topics: telecommunications, which focuses on the impact of personal computers and telecommunications on society; and technocivics, dealing with the influence of technology on politics (and vice versa). The system also lists names and phone numbers of state representatives and will eventually provide electronic mail access to those individuals.

Bob Jacobson, principal consultant to the Utilities and Commerce Committee, told Microbytes that "this is the first one [BBS] we know of that is focused on policy issues per se and gives constituents a direct conduit to members of the assembly. We are working to shrink the distance between constituents and the legislature." Jacobson said the Capitol Connection is "a bipartisan system," and that in the future both Democrats and Republicans may have their own subconferences on particular issues.

The system is built around a Compaq Desktop 286 tied to four phone lines via 1200-bps modems. The software is a Caucus BBS package running under SCO Xenix. If the project is successful (and Jacobson says that "we don't really know what successful means at this time"), the committee will look into adapting it to the DEC mainframe currently being installed in the assembly, provided security measures can be designed to keep the public out of confidential assembly business.

For the most part, legislators have backed the BBS, which has been paid for out of the committee's contingency funds. "The Speaker [Speaker of the Assembly Willie Brown] is very much into office automation," Jacobson said, "and he loves this concept."

Optical Devices Seen as Big Part of Future Desktop Publishing

Desktop publishers will be seeing heavier use of optical disks and scanners, software that can handle much longer documents, and synthetic paint programs that will let them draw with a pencil instead of "a brick," speakers told a DTP conference recently. Paul Brainerd, president of Seattle-based Aldus (which makes PageMaker), said most desktop publishing software can now work with documents of more than 100 pages, a number that has increased rapidly from the 16-page limit of a year ago.

Brainerd predicted much heavier use of optical scanners for reading text and graphics from printed sources into publishing systems. In conjunction with scanners, CD-ROM and optical disk storage will allow development of large databases of graphics images, similar to the clip files kept by newspapers. Electronic communication within companies and satellite offices will greatly increase the distribution of "electronic newsletters" created with desktop publishing systems, Braine said.

John Warnock, developer of the PostScript page-description language and cofounder of Adobe Systems (Palo Alto, CA), predicted that WYSIWYG page layout programs and document-compiler-type programs would merge in the near future, giving users the control and database facilities of the document compiler combined with the flexibility and ease of use of the WYSIWYG-type approach. Warnock, discussing paint graphics programs and synthetic graphics programs (programs that can work with optically scanned images, such as Adobe Illustrator), said that paint graphics programs will switch from using bit-mapped data to using gray-scale data. Synthetic graphics programs will become more popular "because drawing with a mouse is like drawing with a brick," he said. With a synthetic graphics program like Adobe Illustrator, you can draw with a pencil and then use an optical scanner to read the image into the graphics program, said Warnock. He concluded that desktop publishing programs will become increasingly device-independent.

Bruce Gitlin of Xerox (Rochester, NY) said the typical desktop publishing machine will feature a 19-inch display with 1024 by 1024 resolution, 16 levels of gray, with an option of as many as 256, 2 megabytes of main memory, and 1 to 3 MIPS. Gitlin also predicted that LANs will play an important role in departmental and work-group publishing. However, wider network bandwidths will be required, said Gitlin, and those will be supplied by fiber-optic links transmitting 50 to 100 megabits per second. He stressed the importance of optical storage in providing a means for secondary and future use of printed information. Scanning is the bridge between the printed and the electronic document, Gitlin said.

TECHNOLOGY NEWS WANTED. The news staff at BYTE is always interested in hearing about new technological and scientific developments that might have an impact on microcomputers and the people who use them. We also want to keep track of innovative uses of that technology. If you know of advances or projects that involve research relevant to microcomputing and want to share that information, please contact us. Call the Microbytes staff at (603) 924-9281, send mail on BIX to Microbytes, or write to us at One Phoenix Mill Lane, Peterborough, NH 03458.
It takes four of theirs to display the same text and graphics as one Amdek 1280.

Now, you can create more comprehensive and detailed documents using the most popular Desktop Publishing packages. Because Amdek's 1280 graphics subsystem puts 1280 X 800 pixels on a big 15” white phosphor CRT.

There are a total of 11 modes. What's more, the 1280 provides complete monochrome and color graphics compatibility.

Price? The Amdek 1280 monitor and video board cost only $999. So, if you work with desktop publishing, CAD or Lotus, Amdek's 1280 graphics subsystem is clearly your best buy.

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Inquiry 7
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WHEN PC WEEK CALLED OUR DEC TERMINAL EMULATOR THE MOST ACCURATE, THEY WERE MOST ACCURATE.

REPRINTED FROM PC WEEK, APRIL 1987

The most accurate emulation of the VT/220 is VTERM/220, from Coefficient Systems Corp., of New York. This isn’t very surprising, since the firm’s original VTERM was the first DEC terminal-emulation package for the PC. The current version of VTERM has 50,000 licensed users.

VTERM/220’s emulation of the VT/220 keyboard, video and escape sequences is so meticulous that if one disconnects a real VT/220 terminal and plugs the cable into the serial port of a PC running VTERM/220, the host computer won’t know the difference.

VTERM/220 offers the largest number of file-transfer protocols of any VT220 emulator. The user has a choice of Coefficient’s VTRANS-8 and VTRANS-7, XMODEM, ASCII text and Kermit.

Beyond the accuracy of its emulation capabilities, VTERM/220’s great strength is its flexibility. It can be set up to handle almost any terminal-communications requirement.

For more information about all our products, and for a complete reprint of the review, call us today at (212) 777-6707 ext. 410.

NEW VTERM/220
Coefficient Systems Corporation 611 Broadway New York, N.Y. 10012 TELEX: 6503156498
Several high-quality color monitors for both old- and new-generation video boards have been recently introduced. Here are three of the most interesting.

NEC Home Electronics has two new color monitors, both similar to the company's popular 13-inch MultiSync monitor. NEC claims the monitors are compatible with all modes of the new VGA graphics adapter on the IBM PS/2 computers, as well as with all previous IBM PC graphics adapters, such as CGA, EGA, and PGA.

The new MultiSync Plus measures 15 inches diagonally and has a maximum resolution of 960 by 720 pixels. The MultiSync XL measures 20 inches diagonally and has a maximum resolution of 1024 by 768 pixels.

Both monitors have a standard 9-pin connector and a 4-pin BNC connector. NEC also has a small adapter that lets you attach the 9-pin connector to the 15-pin cable used by the new IBM PS/2 computers.

Price: MultiSync Plus, $1399; MultiSync XL, $3195.

Contact: NEC Home Electronics Inc., 1255 Michael Dr., Wood Dale, IL 60191, (312) 860-9500.

Inquiry 576.

Zenith's 14-inch ZCM-1490 Flat Technology Monitor is, as the name implies, a color computer monitor with a perfectly flat screen surface. The monitor uses the flat tension-mask tube technology developed, patented, and manufactured by Zenith. According to the company, advantages of the flat screen include at least 50 percent increased brightness, 70 percent greater contrast, 95 percent reduced glare, and greater character and color definition.

The monitor is designed to support the high-resolution video output generated by PS/2 computers and comparable video cards such as the Zenith Z-449. It will also support CGA, MDA, Hercules, EGA, and PGA modes. The unit’s horizontal scan frequency is 31.5 kHz, and dot pitch is 0.31 mm.

The ZCM-1490 includes a PS/2-compatible 15-pin cable connector. The unit weighs about 40 pounds.

Price: $999.

Contact: Zenith Data Systems, 1000 Milwaukee Ave., Glenview, IL 60025, (312) 699-4839.

Inquiry 577.

Conrac, a manufacturer long known for its high-end studio broadcast monitors, is offering the 7250, a 19-inch multiscreening monitor. The company claims that the unit is compatible with all popular graphics cards and all video modes with a resolution of up to 1024 by 1024 pixels interlaced at scan rates of from 15.75 kHz to 37 kHz.

The 7250 uses a high-contrast, antiglare precision in-line CRT with a dot pitch of 0.31 mm. The 7250 also offers auto-switching between 40-MHz analog and 16/64-color TTL, as well as automatic internal/external sync select.

Price: $2995.

Contact: Conrac, 600 North Rimsdale Ave., Covina, CA 91722, (818) 966-3511.

Inquiry 578.

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Send to New Products Editor, BYTE, One Phoenix Mill Lane, Peterborough, NH 03458. Information contained in these items is based on manufacturers’ written statements and/or telephone interviews with BYTE reporters. BYTE does not represent itself as having formally reviewed each product mentioned.

Prolog Compiler

The Cogent Prolog Compiler offers a full implementation of the standard Edinburgh Prolog language with over 150 predefined procedures. It provides support for real, string, and database reference types. The development environment includes the Prolog Compiler and Interpreter, as well as a window-based debugger, a help subsystem, and a dynamic loader. The compiler also offers user-programmable windowing, screen control, and error trapping and handling.

Sample Prolog expert-system, language-processing, and decision-support programs are included. It also includes a run-time version, which requires an IBM PC or compatible with at least 256K bytes of RAM. To run the compiler, you need 384K bytes of RAM.

Price: $200.

Contact: Cogent Software Ltd., 21 William J. Heights, Framingham, MA 01701, (617) 975-6553.

Inquiry 579.

continued
Professional Drawings with Windows

Instinct Plus, a technical drawing program, runs in the Microsoft Windows environment. Cadlogic reports that Instinct Plus is the advanced version of Instinct and operates with the same interface.

Enhancements in Instinct include multiple drawing windows and views that you can work in simultaneously, enhanced text-handling and bit-map capabilities, 512 colors to choose from, additional pattern textures, added graphics commands, and eight levels of Undo. Symbol handling is also enhanced in Instinct Plus, offering you the capability of naming individual symbols.

The program requires Microsoft Windows and runs on IBM PCs, XTs, ATs, or compatibles with at least 320K bytes of RAM. Cadlogic recommends 512K with a hard disk drive. You also need an EGA, Hercules Graphics Card, or other Windows-compatible device, and a mouse or other Windows-compatible input device. Word processors supported include Windows Write, Microsoft Word, ASCII Text Files, and others. It also supports Windows Paint and Aldus PageMaker.

Price: Under $300.
Contact: Cadlogic Systems Corp., 2635 North First St., Suite 202, San Jose, CA 95134, (408) 943-9696. Inquiry 580.

Run IBM Software on the Atari

PC-Ditto, an emulation program from Avant-Garde Systems, enables an Atari 520ST or 1040ST to run IBM software, including Lotus 1-2-3 and Flight Simulator.

The program features up to 703K bytes of usable memory (on the 1040ST), monochrome and color graphics capabilities, serial- and parallel-port emulation, and support of 3½-inch 80-track drives and optional 5¼-inch 40-track drives.

Price: $89.95.
Contact: Avant-Garde Systems, 381 Pablo Point Dr., Jacksonville, FL 32225, (904) 221-2904. Inquiry 581.

PC-Based Background Voice Mail

Although the CAM system enables several people to have private, password-protected voice mailboxes and personal greetings for each mailbox. Additionally, frequent callers can be assigned their own mailboxes, and confidential messages left for them. As messages are read, it is possible to forward them to other mailboxes, and users can listen to their messages, record outgoing messages, record new personal greetings, or change CAM parameters from a remote Touch-Tone phone.

The system requires DOS 2.1 or higher, a hard disk, 384K bytes of RAM, a standard Touch-Tone telephone, and a Touch-Tone telephone line. An external speaker, which plugs into the card, is also recommended.

Price: $349.
Contact: The Complete PC, 521 Cottonwood Dr., Milpitas, CA 95035, (408) 434-0145. Inquiry 582.

Sharp's Newest Portable ATs

Sharp Electronics Corporation has a new family of AT-class portable machines. The 80286-based portables, which are part of the new PC-7200 family of "compact personal computers," are available in two configurations. The PC-7202 has dual 5¼-inch floppy disk drives, and the PC-7221 has a single 5¼-inch floppy disk drive and a 20-megabyte hard disk drive. Both units use supertwist liquid-crystal backlit displays with 640- by 200-pixel resolution and four levels of gray scale. In addition, the units have PC AT-style keyboards and Phoenix BIOS. Both weigh approximately 21 pounds and come with 640K bytes of RAM, expandable to 1.6 megabytes on the system board.

A full-size expansion slot is built into the side of the machine. To insert a card, you remove a small panel from the side of the PC and slide the end of the card into the slot, much the way you insert a disk. Both systems run at 6, 8, and 10 MHz and include serial, parallel, and CGA/MDA video ports.

Price: 7202, $2995; 7221, $3995.

LX-800 Fast and Inexpensive

Epson's LX-800 printer, a 9-pin, 80-column dot-matrix model, is the company's lowest-priced printer. Epson claims the unit prints at 180 characters per second in elite draft mode and 30 cps in near-letter-quality mode. Standard features include a built-in pull-type tractor feed, a 3K-byte buffer, automatic single-sheet loading, a parallel interface, and a one-year warranty. Also included is a SelectType front panel that lets you select fonts, type styles, and pitches without having to change DIP switches. The LX-800 comes with both roman and sans serif near-letter-quality fonts installed.

The LX-800 measures 3.6 by 15.7 by 12.1 inches and weighs 11.02 pounds. Available options are 32K-byte serial and parallel buffered interfaces.

Price: $269.
Contact: Epson America Inc., 2780 Lomita Blvd., Torrance, CA 90505, (213) 539-9140. Inquiry 584.
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AUGUST 1987 • BYTE 47
Microsoft Mouse for the PS/2

Microsoft's ubiquitous two-button mechanical mouse is now available for the IBM PS/2 series pointing-device port. New driver software is included that supports the advanced video capabilities of the new machines—CGA Superset Graphics on the Model 30 and EGA Superset Graphics on Models 50 and 60. The mouse is packaged with upgraded versions of both Show Partner and Microsoft PaintBrush. Both programs are designed to take advantage of the new video capabilities of the PS/2 systems.

To use the PS/2 version of the Microsoft Mouse, you'll need at least one 31/2-inch disk drive, DOS 3.3 or higher, and a PS/2 pointing-device port. No external power supply is needed since the mouse gets its power from the pointing-device port.

Price: $175.
Contact: Microsoft Customer Service, 16011 North 36th Way, P.O. Box 97017, Redmond, WA 98073, (800) 426-9400, (206) 882-8088 in WA and Alaska. Inquiry 585.

Webster's On-Line

Proximity Technology, known for its spelling checkers bundled in electronic typewriters and other software products, announced Webster's Collegiate Thesaurus, an electronic reprint of the book. It provides 40,000 entry points, 470,000 synonym responses (stored rather than rule-based), meanings, inflection, and spelling correction. The thesaurus also lets you place the synonym automatically in your text.

It runs on IBM PCs, XT's, or compatibles with MS-DOS 2.0 or higher and on IBM PC ATs with MS-DOS 3.0 or higher. You also need two floppy disk drives, an 80-column color or mono-chrome display, and 80K bytes of free system memory.

Proximity also announced Webster's Electronic Dictionary, based on Merriam-Webster's Vest Pocket Dictionary. It contains 80,000 words with dictionary definitions, provides hyphenation points, and corrects spelling errors. The dictionary should be available this month or in September.

The dictionary will also run on IBM PCs and compatibles and will require 80K bytes of free memory.

The third Proximity announcement is Friendly Finder, a dBASE search utility that performs what Proximity calls "fuzzy" searches, providing you with up to 16 close matches each time you search. The search utility also has the capability of integrating the fields you find into other applications.

Proximity also announced that these three products will fit in a total of 80K bytes in your system, rather than using 80K for each.

Price: Webster's Collegiate Thesaurus, $89.95; Webster's Electronic Dictionary, $89.95 or $129.95 with Thesaurus; Friendly Finder, $89.95.

Contact: Proximity Technology, Inc., 3511 Northeast 22nd Ave., Fort Lauderdale, FL 33308, (305) 566-3511. Inquiry 586.

XyWrite III Plus

Some of the added features in the most recent XyWrite release include a spelling checker, thesaurus, and text-relining and word-counting capabilities.

The spelling checker contains a 100,000-word dictionary and a personal dictionary to which you can add up to 10,000 specialized or technical terms. You can check for errors by word, phrase, line, file, or list of files. In the optional Auto-check/Correct mode, typos are spotted as you make them. And finally, the shorthand feature lets you type a phrase such as ASAP and get the full phrase "as soon as possible" in return.

The thesaurus is Microlytics' Word Finder. It provides 220,000 synonyms for 15,000 key words and features hidden notes, word counting, and the ability to embed printer control codes in documents.

XyWrite III Plus runs on IBM PCs and compatibles with at least 2.56K bytes of RAM and MS-DOS or PC-DOS 2.0 or higher.

Price: $445.

Contact: Xyquest, 3 Loomis St., Bedford, MA 01730, (617) 275-4439. Inquiry 587.

PC-to-Anything Communications

PC Blast II is a proprietary-protocol communications program that includes a new Lotus-type menu interface and context-sensitive help. It is designed primarily to communicate with other systems running Blast; and Communication Research Group has versions of the software that run under 31 different operating systems, which include CP/M, Unix, numerous minicomputer operating systems, and both IBM and Amdahl mainframe operating systems.

The current version is the fourth major upgrade since the package was introduced in 1981. PC Blast II is intelligent enough to sense whether the remote system is using Blast and, if so, which version. It then looks at line quality, and the two sides agree on transmission speed. The company claims that file transfer using the newest Blast protocol with a 1200-bit-per-second modem is equivalent to "well over 2400 bps."

You can also use PC Blast II as a standard communications package when connected to non-Blast-equipped remote systems. It provides, among others, ANSI, VT-52, and VT-100 terminal emulation and can use both ASCII and 8-bit Xmodem transfers.

PC Blast II also includes an extensive scripting language. You can prepare scripts using any ASCII editor, and sample scripts are included.

Price: $250; Blast II for Unix and Xenix systems, $395.

Contact: Communications Research Group, 5615 Corporate Blvd., Baton Rouge, LA 70808, (504) 923-0888. Inquiry 588.
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- Input impedance: 10M ohm

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- AC voltage: 200mV – 750V, 5 ranges
- Resistance: 200 ohms – 20M ohms, 6 ranges
- AC/DC current: 200μA – 2A, 6 ranges
- Fully over-load protected
- Input impedance: 10M ohm

DMM-700
3.5 DIGIT AUTORANGING DMM
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Autorange convenience or fully manual operation. Selectable LO DMM mode permits accurate in-circuit resistance measurements involving semi-conductor junctions. MEM mode for measurements relative to a specific reading. Probes and battery included.

- Basic DC accuracy: plus or minus 0.5%
- DC voltage: 200mV – 1000V, autoranging or 5 manual ranges
- AC voltage: 200mV – 750V, autoranging or 4 manual ranges
- Resistance: 200 ohms – 20M ohms, autoranging
- AC/DC current: 20mA – 20A, 2 ranges
- Audible continuity tester
- Input impedance: 10M ohm

DMM-100
3.5 DIGIT POCKET SIZE DMM
$29.95
Shirt pocket portability with no compromise in features or accuracy. Large, easy to read 5" LCD display. 2000 hour battery life with standard 9V cell provides over two years of average use. Probes and battery included.

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- DC voltage: 200mV – 1000V, 4 ranges
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- AC current: 2mA – 2A, 4 ranges
- Fully over-load protected
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- Input impedance: 11M ohm
- 162 x 28 x 17mm, weighs 75 grams
The PC Upgrade Path

With all the hoopla about the new PS/2 machines, you might think that the original IBM PCs had been long relegated to junkyards or dusty corners, but products continue to be introduced for the original IBM workhorse. Here are two.

Addcard is a low-cost unit that adds four half-length expansion slots to the five available in the original IBM PC. Since Addcard uses one of the five slots, there are eight cards after adding Addcard, four full-length and four half-length.

The new expansion slots let you mount half-length cards horizontally (parallel to the motherboard). The cards occupy the empty space behind the left floppy disk drive and next to the power supply.

Price: $79.
Contact: Merak Industries, 8704 Edna St., Warren, MI 48093, (800) 231-4310; in Michigan, (313) 562-9768. Inquiry 589.

Meanwhile, Prism Electronics has started shipping the PC-Bandit, an accelerator circuit card for the IBM PC, XT, and compatibles that runs at a clock speed of 4.77 MHz only. The PC-Bandit doesn't require an expansion slot. Instead, it fits into the socket of the system's current 8284 clock chip. The only additional steps needed for installation are to connect two wires: one to the DMA chip, the other to the motherboard for software-selectable speed changing.

Two versions of PC-Bandit are available. One, for systems with 150-nanosecond memory chips, increases system speed to 7.4 MHz; the other, for older systems with 200-nanosecond memory chips, increases system speed to 6.7 MHz.

Price: $69.95.
Contact: Prism Electronics, 14682 Northeast 95th St., Redmond, WA 98052, (206) 881-1088. Inquiry 590.

WordPerfect upgrades 4.77-MHz PC systems.

---

WordPerfect for Laptops, Amigas, Ataris, and Macs

WordPerfect Executive, designed for laptops, combines a spreadsheet, word processor, and a group of management utilities, such as a calendar, notebook, and calculator.

Executive uses the shell of WordPerfect's Library, although some minor changes have been made to the calendar, which now archives the dates after 21 days rather than 7. The calculator, on the other hand, is changed substantially. Library's Notebook is changed to a run-time version with two parts: one for keeping notes and the other for names and addresses.

Executive's spreadsheet is a subset of WordPerfect's previous version. Text graphics are kept; bit-mapped graphics are removed.

The word-processing function is also similar to WordPerfect, with the spelling function left in and the thesaurus removed.

The company reports that you can have all modules resident on a 640K-byte machine. It requires an IBM PC or compatible with at least 512K bytes of RAM, MS-DOS or PC-DOS 2.0 or higher, and it comes on both 3½- and 5¼-inch disks.

WordPerfect also announced plans to ship a version of WordPerfect for the Amiga, and Macintosh and Atari ST versions will follow.

Price: WordPerfect Executive, $249; WordPerfect for the Amiga and the Atari, $395 each.
Contact: WordPerfect Corp., 266 West Center, Orem, UT 84057, (801) 227-4010. Inquiry 591.

Transportable Hard Disk

Best known for its hard disk drives and other peripherals designed for DEC VAXmate systems, dmi now has a 20-megabyte portable hard disk system designed for all PC ATs and compatibles. Unlike Tandon's recently introduced Personal Data Pacs, which require Ad Pac "mother units" for plugging in the Pacs, dmi's units simply plug into the back of the computer system.

The dmi microPortable Disk System is a shock-mounted 3½-inch hard disk drive that's housed in a case that measures 1.5 by 4 by 5.75 inches. You can connect the unit to the AT's hard disk controller using a special cabling kit that also provides power to the drive via a parallel connector on the rear of the microPortable. The unit weighs about 2 pounds and has an average access time of 65 ms.

For installations where security is needed, the disk unit has a key lock on the rear of the case that disconnects the drive-select line. The drive can also be unplugged and carried away in just a few seconds. The drive heads automatically park on power-down, and the company claims the disks can take up to a 60-g shock without damage.

Price: $1095.

80387 Available Now

Intel Corporation's end-user version of its 80387 math coprocessor has a clock speed of 16 MHz. The 80387 has been optimized for the 80386 to provide the highest possible floating-point performance. It directly extends the 80386 instruction set to include trigonometric, logarithmic, exponential, and arithmetic instructions.

The 80387's object code is directly compatible with 8087 and 80287 math coprocessors, so it can be used immediately with a large variety of software, including Lotus 1-2-3 and Symphony, Autodesk's AutoCAD, Ansa's Paradox, Borland's Turbo Pascal, and Javelin. Price: $795.
Genoa's SuperEGA™ board is the easiest way to get the best out of your high-resolution monitor—and the popular CAD/CAM and desktop publishing programs. And, SuperEGA also supports CGA, CGA DoubleScan (to 640 x 400), MDA, Hercules, and EGA, thanks to Genoa's exclusive AutoSync™ capability. So now you can get high performance at a reasonable cost—and look sharp!
TI’s Multiluser 80386

The System 1300 from Texas Instruments is based on the 80386 and will support up to 32 users. TI claims it’s the first 80386 system to use error-correcting-code (ECC) memory for high reliability. The basic System 1300 comes with 4 megabytes of high-speed RAM that can be expanded to 16 megabytes. Included are 16K bytes of cache memory, and mass storage can be expanded up to 2.1 gigabytes. Sixteen terminal ports are standard.

The System 1300 uses the TI System V operating environment, based on Xenix System 5 from Microsoft. A SCSI port is standard. TI offers two base models of the 1300: The Model 1325 has 182 megabytes of hard disk storage, and the Model 1350 has 364 megabytes of storage. A 60-megabyte cartridge-tape backup unit is standard with both.

Price: Starts at $27,495.
Contact: Texas Instruments Inc., Data Systems Group, P.O. Box 809063, DSGD 123, Dallas, TX 75380, (800) 527-3500.
Inquiry 594.

More Toshiba Laptops

The T1000, Toshiba’s new 80C88-based laptop computer, weighs 6.4 pounds. It comes with a single 720K-byte 3½-inch disk drive, 512K bytes of RAM (with a card you can give it 128K bytes more and 640K bytes of Lotus/Intel/Microsoft expanded memory), and an 80 by 25 supertwist LCD. MS-DOS 2.1 is in ROM.

There are six ports: parallel, serial, RGB color video, composite video, 5¼-inch drive, and external numeric pad. Internal space is also available for a modem.

Toshiba is also offering its new T1200, which is similar to the T1100 Plus but has a 20-megabyte hard disk drive (78-msec access time). The T1200 uses an 80C86 that runs at 4.77 or 9.54 MHz. It weighs 10.8 pounds and has a supertwist display, a 720K-byte 3½-inch disk drive, MS-DOS 3.2, and 640K bytes of user memory along with 384K bytes of LIM EMS memory. SideKick is also included. Options include an expansion chassis with five slots and an external 5¼-inch disk drive.

Price: T1000, $1199; T1200, price not yet available.
Contact: Toshiba America Inc., Information Systems Division, 9740 Irvine Blvd., Irvine, CA 92718, (714) 380-3000.
Inquiry 595.

One EaZy PC

Zenith’s eaZy pc is a low-cost, small but complete PC-compatible hardware/software system with a Macintosh-like interface. The company claims it can be up and running within 5 minutes of being unpacked. The operating system interface, called MS-DOS Manager, was designed by Microsoft and uses windows and drop-down menus. The eaZy pc is an “all-in-one” design, with a black-and-white monochrome screen that is permanently attached to the system unit with a base that allows the screen to tilt and swivel. The 14-inch screen uses a black-on-white display, like the Macintosh. It uses the same type of double-scramble CGA as the IBM PS/2 Model 30, which results in a resolution of 400 lines.

The eaZy pc is designed with 3½-inch disk drives. It has a footprint of slightly over 1 square foot. The machine uses an NEC V-40 microprocessor, has a clock speed of 7.14 MHz with zero wait states, and has 512K bytes of RAM. A mouse port and a parallel printer port are standard. There are no expansion slots, but add-on cartridges will be available. Upgrades will include memory, internal modems, and a serial port.

The system is available in three configurations. The Model 1 has a single 3½-inch disk drive; the Model 2 has two 3½-inch drives; and the Model 20 has a single 3½-inch drive and an internal 20-megabyte hard disk.

Price: Model 1, $999; Model 2, $1199; Model 20, $1699.
Contact: Zenith Data Systems, 1000 Milwaukee Ave., Glenview, IL 60025, (800) 842-9000, extension 1.
Inquiry 596.

HP’s 68020 Workstation

The 318M from Hewlett-Packard is a monochromatic workstation based on a Motorola 68020 processor running at 16.6 MHz. A 68881 floating-point arithmetic coprocessor is standard, as is 4 megabytes of high-speed RAM using 1-megabit chips and Motorola’s paged memory-management unit.

The system comes with a 17-inch monochrome display with a resolution of 1024 by 768. Standard interfaces include the HP-IB (IEEE-488) with DMA, RS-232C, ThinLAN (IEEE 802.3/Ethernet), and HP-HIL (human interface loop).

The 318M uses the HP-UX operating system, which is compatible with the Unix System V interface definition. The base model has a single built-in 3½-inch floppy disk drive. The system is also available with an 80-megabyte hard disk drive and a 60-megabyte tape backup unit.

Price: $7800; with 80-megabyte hard disk drive and 60-megabyte tape backup, $14,550.
Contact: Hewlett-Packard, 1820 Embarcadero Rd., Palo Alto, CA 94304, (415) 857-1501, or call the nearest HP sales office listed in the white pages.
Inquiry 597.
The ATl-386 AT board is a high-performance system board that provides the primary elements for building advanced personal computers. The board is functionally compatible with the system board in the IBM AT. However, it contains an 80386 microprocessor, 32-bit access to data and other features that give it over twice the performance of an 8MHz IBM AT.

Other features include downward compatibility with IBM 8 MHz AT, one MByte 32-bit on-board memory expandable to 16 MByte, a socket for the Intel 80387 math co-processor and more.

The ATl-386/64 Board features the same specifications as the ATl-386 AT board as well as on-board 64 KByte cache memory, cacheable to a full 16 MByte memory space to achieve nearly zero-wait state operation at full speed.

The ATl-System 286-12 runs at an amazing speed of 12MHz. That's 20% faster than the IBM® Personal System 2 50/60.

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Our versatile multifunction card features a system bus of 12MHz. Sockets on board to handle up to 2.5 MBytes of memory, one serial port, one parallel port, one game port. Optional second serial port available.

Professional Image Board

The Professional Image Board is a PC board which allows an ordinary home video camera (color or black-and-white) to be plugged into an IBM PC/XT/AT personal computers or IBM compatibles. Now, live, fast action scenes can be instantly captured in full color and frozen. The frozen pictures can be stored on a floppy or hard disk. The frozen pictures can also be transmitted to any remote computer in the world via modem or network.
High-Quality Slides from Data

The ModelViewer Series DI-300 is a digital image recording system that outputs computer-generated designs to 35mm slides or instant color prints. The unit can process up to 24 bits of color information, producing up to 16.7 million simultaneous colors.

The unit connects directly to engineering workstations, computer systems, and networks and operates independently of video RGB signals. ModelViewer software resides on the computer and runs with DEC, Sun, Apollo, and IBM PC systems. A general-purpose software driver kit is available for interfacing the ModelViewer to proprietary or custom software environments.

The software processes an image file that can be either bit-mapped or vector data. The unit connects to the system's RS-232C serial port. Color photographs are generated by sequentially exposing the red, green, and blue components of an image. Exposure is controlled by a time-based algorithm.

The ModelViewer system includes a high-resolution film recorder, a graphics processor, a software interface, a 35mm camera back, and an instant print camera back.

Price: $9000.
Contact: Data Innovations, 323 New Boston St., Wimington, MA 01887, (617) 933-8170.
Inquiry 598.

New ThunderScan Can Produce Halftones

Thunderware has introduced an enhanced version of its ThunderScan high-resolution optical digitizer for all models of the Macintosh. The unit, which fits into the Apple ImageWriter in place of the printer ribbon, now produces true PostScript-compatible halftones.

With a halftone image, unlike a bit-mapped image, you can modify the contrast and brightness. Software included with ThunderScan also lets you add captions and produce special effects such as framing, image shaping, rotation, inversion, and line screens.

Other new features include support of multiple file formats, including Encapsulated PostScript (EPSF), Draw format (PICT), Tag Image File Format (TIFF), MacPaint (PNTG), and ThunderScan's own file format (SCAN). Also new are a lasso tool for selecting irregularly shaped areas, support of a larger clipboard for the Macintosh SE and Plus, and a what-you-see-is-what-you-get option.

ThunderScan now comes packed with Power Port, which makes the unit compatible with the Mac Plus and SE. Power Port connects to the Plus or SE's external disk drive port and provides one connector for the disk drive and another for ThunderScan or another peripheral. You can also connect ThunderScan to a Macintosh II with an optional adapter. It can connect directly to a Macintosh with 128K or 512K bytes.

Price: $249; Mac II adapter, $49.
Inquiry 599.

24-pin Printer Does Color, Too

Fujitsu is offering a new series of low-cost 24-pin printers. The DL3300 is an 80-column unit, and the DL3400 prints up to 136 columns. Both offer three printing speeds: high-speed draft at 288 characters per second, regular draft at 216 cps, and letter-quality at 72 cps.

Courier 10, Prestige Elite, and Compressed fonts are standard. Other typefaces are available in optional font cards. All printer functions are selectable using front-panel switches, and frequently used settings can be stored in memory. The printers come with a standard Centronics parallel interface. An RS-232C interface is optional. You can easily upgrade both units to print in seven colors by using the optional color kit.

The printers emulate the IBM Proprinter XL, the IBM Graphics Printer, and the Diablo 630. Epson JX-80 codes are available for color printing.

Price: DL3300, $795; DL3400, $995; serial interface, $30; color kit, $100.
Contact: Fujitsu America Inc., 3055 Orchard Dr., San Jose, CA 95134, (408) 946-8777.
Inquiry 601.

Inquiry 600.

High-Performance Mac Keyboards

The MAC-101 and MAC-101/ADB are full-function keyboards for the Macintosh that are similar in design to the 101-key enhanced keyboard for IBM PCs and compatibles. The MAC-101 is designed for all models of the Macintosh from the 128 on up, while the MAC-101/ADB takes advantage of the new features of the Macintosh SE and Macintosh II. The MAC-101/ADB has built-in Apple Desktop Bus connectors, which allow daisy-chaining of up to 16 input devices, including mouse, graphics tablet, and joystick.

Both keyboards have 15 user-definable function keys and come with a keyboard enhancement program called 101-KEYS that installs as a desk accessory and lets you assign macros to the function keys. A predefined 101-KEYS macro file is included for Microsoft Word 3.

Price: $169.95.
Contact: DataDesk International, 7650 Haskell Ave., Van Nuys, CA 91406, (818) 780-1673.
Inquiry 598.

Continued
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The most powerful

Just because Freeway is easy to use, doesn’t mean it’s weak. Freeway is communication software by and for the power user.

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Control: Freeway gives you far more detailed control than just the usual baud rate and parity. You have seven filters for incoming and outgoing text. You can specify the characters used for flow control, and the length of a Break. In all, you have control of over 50 settings, most of which can be different for each phone number.

And remember, just because Freeway is powerful, doesn’t mean it’s difficult. The advanced features are as accessible as the basics, via fast menus with keyboard shortcuts.

The easiest to use

Take Freeway’s simple menus and clear displays. Add the arrow keys and the Escape and Enter keys. The result is powerful but straightforward communication — at your fingertips.

1 Phonebooks: Freeway lets you store the phone numbers (and other settings) for up to 100 computer systems. You just use the arrow keys to pick the number you want, hit Enter, and leave the dialing to us.

2 Autopilot: Computer communication is more than just placing a call. You have to log on to the other computer, and often type introductory commands. Freeway provides an “autopilot” to relieve you of this chore. You simply go through these preliminaries once, with the autopilot noting your every move. Then, when you next call, the autopilot will do the work for you.

3 Setting Up: Setting up Freeway is a piece of cake! The parameters you need — baud rate, parity, and even the number to call — are gathered in simple menus. To set them, you just zip through with arrows and Enter, and then save them in the Phonebook. Later, changing one or all of them is just as easy!

4 On-Line Help: Even though Freeway is very easy to use, we all need a hint now and then. Every line of every menu has on-line help at the touch of a key.
Over 30,000 satisfied users
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Crosstalk® Emulation: At the touch of a function key, you can switch from the menu interface to a command line interface. Crosstalk® users will feel right at home, and everyone can use whichever interface suits them best.

Terminal Emulation and File Transfer: We haven't forgotten the basics. Freeway emulates ANSI VT-100, VT52, and TTY. It offers seven file transfer protocols, including the new ultra-fast, ultra-reliable Freeway protocol. Why a new protocol? Because it is better — it sets many parameters automatically, adapts packet sizes to line conditions, and, in short, gets files through the first time.

Gory details: TTY, VT100, VT52 emulation. 75-115.2k baud. ASCII, Kermit, Xmodem, Ymodem, Ymodem batch, Compuserve-B, and Freeway protocols supported. Phonebooks store over 20 parameters for each host, including phone number, baud rate, LF filter, bit 8 filter, fold to uppercase, null line and tab expansions, flow control characters, and intercharacter and interline delays. Privacy passwords protect phonebooks. Global parameters separated from host-dependent parameters. Script facility, with full power of Freeway. Includes conditional branches, subroutines, and string and numeric variables. Elapsed session time available as a script variable. Autopilot replays logon sequence. Big digital clock. Can beep, call a host, or run a script at specified times. Session time limit warning. Emulation of Crosstalk® interface; lots of extra commands. Copy, erase, rename files. Built-in page and line editors. Configurable for most modems, including non-Hayes. Auto-redial; programmable number of and delay between tries. Parallel command and menu interfaces. On-line help for each menu line. Cleans windows. Cooks omelettes.

It seems unbelievable to get such a complete communications software package for only $24.95. But it's true! With its many powerful features, Freeway handles all your communications applications with ease. It has full terminal emulation, full file transfer capabilities, baud rates up to 115200, and many other features, and it uses all the easy Freeway interfaces with pop-up menus. Freeway is a powerful tool, and it is only $24.95 (non-copy protected)

Freeway Advanced has of course all the power and simplicity of Freeway with more features there when you need them:
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**WHAT'S NEW**

**ADD-INS**

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**Elephant Has Large Memory**

As the name implies, the Elephant-12 memory board from American Micromons can handle up to 12 megabytes of memory on a single-slot board for the IBM PC AT and compatibles. It will support up to 8 megabytes of EMS and 12 megabytes of IBM extended memory, or a combination of the two.

Using 100-nanosecond 1-megabit chips, the board will operate at up to 12 MHz with one wait state. The Elephant comes with intelligence that provides split-memory configuration without the need for setting DIP switches. The board is guaranteed for two years.

**Price:** $695 with 0K bytes; $6095 with 12 megabytes.

**Contact:** American Micromons Inc., 17831 Skypark Circle, Suite C, Irvine, CA 92714, (800) 443-6315; in California, (714) 261-2428. Inquiry 602.

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**Graphics Board Has Two Coprocessors**

Number Nine Computer Corporation's high-performance graphics card for IBM PCs and compatibles is based on both the Intel 82786 graphics coprocessor and the Texas Instruments TMS34010 graphics microprocessor. In the Pepper SGT, the Intel chip primarily handles display processing, performing functions such as horizontal line drawing at high speed, while the TI chip serves as a control processor, monitoring the activities of the Intel device. Additional functions performed by the Intel chip include hardware windowing and panning/scrolling; the TI chip handles rotation, scaling, and processing of downloaded custom algorithms.

One megabyte of video memory is standard, and the board also emulates CGA and MDA modes. EGA compatibility is optional.

**Price:** $195.

**Contact:** Number Nine Computer Corp., 725 Concord Ave., Cambridge, MA 02138, (617) 492-0999. Inquiry 603.

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**Boost Your EGA with the Kicker**

If you own an EGA card and a MultiSync or compatible monitor, Aristocad says its low-cost, plug-in enhancement board—named the Kicker—will boost resolution from 640 by 350 up to 800 by 560 or 800 by 600 with certain software.

The Kicker plugs into a standard EGA feature adapter and includes software drivers for GEM Desktop and Ventura Publisher (at 800 by 560) and AutoCAD (at 800 by 600). According to Aristocad, drivers will soon be available for Microsoft Windows and VersaCAD.

**Price:** $195.

**Contact:** Aristocad Inc., 333 Cobalt Way, Suite 107, Sunnyvale, CA 94086, (408) 245-2138. Inquiry 606.

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**Ethernet for the Macintosh II**

Com Corporation and Apple Computer have jointly developed an Ethernet network interface for the Macintosh II. The adapter, which is being sold by Apple, is called EtherTalk.

Using EtherTalk, a Mac II can link directly to a 10-megabit-per-second Ethernet network such as 3Com's 3System. The board is designed to take advantage of the Mac II's NuBus architecture.

**Price:** $899.

**Contact:** Apple Computer Inc., 20525 Mariani Ave., Cupertino, CA 95014, (408) 996-1010. Inquiry 607.

---

**20-MHz 80386 Motherboard for ATs**

Computer Classifieds has a new 20-MHz 80386 replacement motherboard for the IBM PC AT and compatibles. Included on the motherboard are two 32-bit slots that can contain either 2 or 8 megabytes of RAM each (for a maximum of 16 megabytes), a floppy disk drive controller that supports both 5 1/4-inch and 3 1/2-inch floppies, built-in EGA support, two serial ports, a parallel port, and sockets for both 80287 and 80386 coprocessors.

A ROM setup program for the motherboard lets you set parameters such as processor speed, DMA speed, and number of wait states upon boot-up.

**Price:** $4000.

**Contact:** Computer Classifieds Inc., 17830 State Rd. 9, Miami, FL 33162, (800) 331-5150. Inquiry 604.

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**Standard Hard Disks in an Amiga**

Amiga 1000 owners can connect up to four standard ST506/412 hard disk units to their systems by using the Phoenix Hard Disk Controller from RS Data Systems.

The board uses DMA in conjunction with on-board high-speed sector buffers to transfer data at the limit of the Amiga expansion bus (about 25 megabits per second). DMA transfers from the sector buffer occur in parallel with transfers from the hard disk.

The Phoenix will also support a 2-gigabyte laser disk, as well as a streaming-tape backup unit. It comes with its own power supply, cables, auto-configure backplane, expansion enclosure, and driver software. Designed to Zorro specifications, the Phoenix auto-configures under version 1.2 of AmigaDOS.

**Price:** $450; with 20-megabyte hard disk, $995.

**Contact:** RS Data Systems, 7322 Southwest Freeway, Suite 660, Houston, TX 77074, (713) 988-5441. Inquiry 605.

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**continued**
PERSONAL VOICE MAIL
"Hello. I'm not available right now. Please wait for the tone and leave a detailed message. Touch the star to listen to what you've recorded."

PERSONAL MESSAGES FOR FREQUENT CALLERS
"Hello, I'm not here... Dad! I'm not here, but my computer knows exactly where I am and will pass your message on to me immediately. Wait for the tone and tell me where you are. I'll call you right back."

REALLY PERSONAL MESSAGES FOR FREQUENT CALLERS
"Hello, I'm not available... Tess! Sweetheart! I'm in the car, picking up your flowers. My car phone number is 993-1234 if you need me. Otherwise, see you at seven. Kiss-kiss-kiss!

MESSAGE FORWARDING
"Hello. This is your answering machine calling... Three new messages. Message one was received at 3:52PM today."

MULTIPLE VOICE MAIL BOXES
"Hi, This is the operating systems group. We're out to lunch but you can leave a private message by dialing 11 for Chip, 12 for Morris, 13 for Joel and 14 for Bob. Or you can wait for the tone to leave a message for our secretary."

INCREASED SECRETARIAL PRODUCTIVITY
"This is Gordie's voice mailbox. Please wait for the tone and leave a message. My computer knows where I am at all times and will call me immediately with your message. If you need to speak to someone right away, touch zero to transfer to my secretary."

DON'T FORGET MOM!
"This is Chip. Please... Hi, Mom. I've been waiting for your call. How's Europe? Thanks for remembering my birthday. Sorry I missed you, but I had to run some errands. See you Thursday at the airport."

OUTGOING MESSAGES
"This is Joel's computer calling. Just a reminder for Lynne and Bonnie - We have a budget review tomorrow morning at 8:00 o'clock. See you there."

Answering machines are irritating because they are so dumb. Even the best of them. For only $349, we'll give you personal voice mail for your PC, and turn it into the world's smartest answering machine. All without disturbing whatever else you've been doing on the PC.

How smart is "smartest?" The examples above...uh...speak for themselves. Sure, your PC can answer the phone in your voice, and let you retrieve messages remotely from any touch-tone phone. And it can call you to deliver your messages.

But give your friends and associates their own voice mailboxes. The ability to interrupt your greeting and start recording immediately. To deliver messages to each other as well as to you. The ability to transfer to other extensions. Even let them change their minds and their messages. Give them all this and you'll never again have to apologize for making people talk to a machine.

In your business, it will relieve your secretary of the burden of taking routine messages. And relieve you of the burden of transposed telephone numbers. In business or in personal use, it works 24 hours a day. Without irritating your callers like mere answering machines do. All while you're running your spreadsheet, word processor or just about anything else.

We call the world's smartest answering machine "CAM." For Complete Answering Machine. We call ourselves The Complete PC. And CAM is just the beginning of a whole line of smart products designed to help you get more from your personal computer.

You should call (800) 634-5558 today for the name of the CAM dealer nearest you.

So tomorrow, you can give your old answering machine to someone who doesn't mind annoying people.
Blyth Announces Omnis Products

Express is a new applications-development front end for the Omnis 3 Plus relational database, which runs on the Macintosh. The utility will be an integral part of all Omnis 3 Plus packages and will enable Omnis 3 users to develop a working database in near-record time using Express alone, Blyth reports. The process involves defining only the database files and fields, after which Express automatically generates all screens, menus, and reports. If you're not satisfied with the designs created by Express, you can further customize the forms by using the usual Omnis 3 Plus commands.

Blyth also announced plans for a Windows-based superset of Omnis 3 for the IBM PC, which will give users simultaneous access to the Omnis database from IBM PCs and Macs.

Price: stand-alone version of Express, $99; Express bundle with Omnis 3, $575.

Contact: Blyth Software Inc., 2929 Campus Dr., Suite 425, San Mateo, CA 94403, (415) 571-0222.

Inquiry 608.

A Crib Sheet for Macintosh Programmers

The Programmer's On-Line Companion is a disk-based database reference to Inside Macintosh, volumes I through IV and the Apple Numerics Manual. The program controller resides in 5K bytes of RAM, and the references can be accessed from the editor screen. You can also add to or modify the system calls, system globals, and assembly equate definition in the volumes.


Price: $34.95.


Inquiry 609.

Prolog for the 80286

MV Prolog is the first Prolog that allows full use of the 16-megabyte address space of the 80286, according to Automata Design Associates. It runs with Xenix-286 or Microport's System V, or on AT&T's 6300 Plus with AT&T Unix System V.

A.D.A. reports that you can communicate with an unlimited number of concurrent processes by System V messages, and the language can serve as the record-locking manager for a Prolog database.

The company is planning an 80386 version, which will take advantage of the core 32-bit design of VMV Prolog.

Price: $400.


Inquiry 610.

Crosstalk Mk.4

Crosstalk Mk.4, an enhancement of the Crosstalk communications program, features CASL (Crosstalk Application Script Language), which includes statements, operators, and functions that enable you to manipulate windows, data files, and numeric and alphabetic data. Up to 15 communications sessions can take place simultaneously in windows or individually in full-screen format.

Crosstalk Mk.4 supports Crosstalk, Kermit, Xmodem, and Ymodem file-transfer protocols and emulates many terminals, according to Digital Communications Associates. The company also reports that the program supports all asynchronous, full-duplex modems.

The program runs on IBM PCs and compatibles with MS-DOS or PC-DOS 2.0 or higher and at least 256K bytes of RAM.

Price: $245.


Inquiry 612.

Accounting Module for VP-Planner

C PA+ is an integrated accounting module that includes checks, deposits, payables, sales/receivables, and payroll functions. Inventory and job-costing functions are in the works for future versions, according to FrontRunner Development, the company that designed the module in conjunction with Paperback Software.

The module does not have an audit trail capability, although the company reports that enhancements are in the works at this time. Written with VP-Planner macros, you do have the capability to customize the module by modifying certain routines.

VP-Planner runs on IBM PCs and compatibles with at least 256K bytes of RAM (or 320K when running multithreads), MS-DOS or PC-DOS 2.0 or higher, and a CGA, EGA, or Hercules Monochrome Graphics Adapter.

Price: $199.

Contact: Paperback Software, 2830 Ninth St., Berkeley, CA 94710, (415) 644-2116.

Inquiry 613.

ApTech Announces First Product

Called a Daily Business Tool, Abraxas is a window-based accounting and management program for small- and medium-size businesses. As you enter checks, deposits, sales, invoices, and time cards, Abraxas posts debits or credits in real time to all accounts, creating a complete audit trail. It balances your...
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Your hard disk. You can as­sign up to nine backup sched­ules that it is impossible to duplicate transactions.

The program is written in Nantucket Clipper. It includes user-defined color capabili­ty and comes in single-user and multiuser versions. The single-user version is currently available and requires an IBM PC or compatible with at least 512K bytes of RAM and a hard disk drive. The multiuser version is scheduled for release in September. Price: single-user version, $695. Contact: ApTech Inc., P.O. Box 2366, Binghamton, NY 13902, (800) 443-3732. Inquiry 614.

**QuikSave Forces You to Back Up Your Hard Disk**

QuikSave is a backup program that you store on your hard disk. You can assign up to nine backup sched­ules, and during power-up the program calculates the number of days since each backup. When it's time for a backup, the program flashes a warning screen. Then it asks if you want a backup, which it will perform automatically, or you can tell it to wait until the next day. If you have a clock, it will automatically remind you; other­wise, it will wait for you to enter the date. QuikSave also lets you see when the last backup occurred for each person with a backup schedule.

Micro Interfaces reports that the program performs a disk check, making sure that your disk is error-free before backing up data.

On IBM PC XT's, it can back up 10 megabytes of data in less than 8 minutes, and it can back up the same amount in 4 minutes on IBM PC ATs and compatibles. It corrects up to 3200 errors per floppy disk and is capable of backing up 360K-byte, 720K-byte, and 1.2-megabyte floppy disk drives. You can store 400K bytes on 360K-byte floppies and 1.5 megabytes of information on 1.2-megabyte floppies.

The program runs on IBM PCs, XT's, ATs, and compatibles with MS-DOS or PC-DOS 2.0 or higher and at least 360K bytes of RAM. Price: $59. Contact: Micro Interfaces Corp., 16359 Northwest 57th Ave., Miami, FL 33014, (800) 637-7226. Inquiry 615.

**Keep Track of 177 Countries on a PC**

C-Globe gives you access to 177 countries on world and continent maps, and with overlays you can show major cities, population densities, and elevations.

Using the database, you can display information on demographics, health statistics, political parties, economic trends, and balance of trade statistics. Other data includes climate, currencies, time zones, and tourist attractions. In another table, you can see countries ranked in terms of population, area, economic growth, and commodity production.

The program comes on six 5 1/4- or 3 1/2-inch floppy disks, and it is copy-protected. You can copy C-Globe to a hard disk up to four times.

The program runs on IBM PCs, XT's, ATs, and compatibles with two floppy disk drives or one floppy and one hard disk drive. At least 256K bytes of RAM is required along with MS-DOS 2.0 or higher and a Color Graphics Adapter. Price: $59.95. Contact: Cornwell Systems Inc., 21630 North 19th Ave., Suite B-4, Phoenix, AZ 85027, (602) 869-0412. Inquiry 616.

**Project Tracker**

InstaPlan offers you seven views for developing a plan interactively and turning it into a presentation. Using outline-based activity scheduling, you lay out your projects from the top down in a natural list-making format. Out­lines can have up to 11 levels, and they are automati­cally indented. Each level summarizes schedules, human resources, and cost, and you can create a rough plan and see schedules and budgets.

As the project develops, you don't have to undo the de­tails you've already entered. You can output the information in tabular, Gantt, and pre­sentation form.

You can assign work to groups of people or individuals, and the spreadsheet has columns you can use for people or budgets and rows for activities. After you assign the work, the program auto­matically summarizes what it will cost and how many people it will take. If any indi­vidual becomes overworked with one assignment, you can let InstaPlan redivide the work, and the program makes the necessary changes to budget and worker-hour totals. On a 640K-byte IBM PC or compatible, you can have over 600 activities.

The tracker module fea­tures a reference plan system that allows for detailed variance analysis from individual work assignments to the total project: tracking schedule, human resources, bud­get, and cash-flow control. The tracker module is an option, and it adds three additional variance views.

A calendar is provided with the program, which you can set up with holidays and vacations for InstaPlan to take into account when assigning work.

The program has desktop-presentation facilities that create overhead slides, pro­posals, and handouts on the IBM Proprinter or graphics printer, Epson and compatibles, and the Hewlett-Pack­ard LaserJet Plus.

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Inquiry 148 for End-Users. Inquiry 149 for DEALERS ONLY.

AUGUST 1987 • BYTE 63
Numerical Control Modeling on the IBM PC

Unimod is a three-dimensional solid-modeling program that generates numerical control instructions for machine tools. The program runs on an IBM PC, XT, AT, or compatible with a 10-megabyte hard disk drive, 640K bytes of RAM, a math coprocessor, and an EGA or CGA.

The Unimod solid modeler is integrated with Encode’s Encodraft mechanical drafting system, which is an add-on program for use with AutoCAD. After designing the model on the IBM PC with Encode’s Encodraft program, Unimod generates the machine cutting instructions. A library of 2500 machine-specific postprocessing routines are included that you can use to send instructions to specific types of machine tools, such as lathes or milling machines. Encode also uses a machine-instruction programming language, called Genesis, which you can modify for special applications.

You can also interface the system to a variety of finite-element programs such as NASTRAN, Patran, and ANSYS.

Price: between $5000 and $8000.
Contact: Encode Inc., 12 Cotton Rd., Nashua, NH 03063, (603) 882-4666.
Inquiry 618.

Two-Dimensional CAD Program Cut to $99

MSA Group has cut the price on TurboCAD from $395 to $99. The program features automatic dimensioning, drafting capabilities, and dot-matrix printing. You also have the choice of operating in menu-driven or command-driven mode.

Drawing tools include up to 256 line thicknesses, 100 line and arrow types, user-definable hatching patterns and grid, zoom, and three cursor types. You can define circles seven ways, and the program provides 128 layers. Other features include windowing facilities, a scientific calculator, print spooling, the ability to configure the program for up to 10 output devices at a time, and DXF, HPGL, and ASCII file formats.

MSA also announced version 2.0 of TurboCAD, which will feature multiple views, three dimensions, speed enhancements, extended file exchangeability, a macro language, and improved zoom and pan capabilities.

TurboCAD runs on the IBM PC, XT, AT, and compatibles and supports most digitizers, plotters, printers, and mice, according to MSA.

Price: $99.
Inquiry 620.

Unit Conversion

QuickInfo is a memory-resident program that lets you convert horsepower to kilowatts or gallons to cubic feet, or any number into its equivalent unit in another measurement system. Hundreds of conversions are possible, and the equivalencies are grouped by category. You can also export and import to and from other application programs. Other information is available in the program, such as common engineering and scientific physical constants. And you can add or delete conversion units or tables and position windows, screen colors, and other appearance items as well.

To run QuickInfo, you need an IBM PC or compatible with at least 80K bytes of RAM.
Price: $49.
Contact: Plies Development Corp., 2110 Crystal Hills, Houston, TX 77077, (713) 493-3679.
Inquiry 619.

WHAT’S NEW

Software • Scientific and Engineering

Drawing Chemical Structures on the Mac

ChemIntosh DA from SoftShell is a desk accessory that enables you to draw a chemical structure and transfer it to your word-processing document, without leaving the word processor.

The program has tools for placing symbol strings, drawing nine bond types, and four straight arrows, which include reaction, equilibrium, resonance, and dashed. It has an undo facility, on-line help, and other features that let you print, resize objects and text, and save and open documents. You can draw solid or dashed circles, ovals, and arcs by dragging the mouse outside the circle or oval to specify the desired arc.

The program runs on the Macintosh and requires a minimum of 32K bytes of RAM and two floppy disk drives or a hard disk drive.
Price: $295.
Contact: SoftShell Co., P.O. Box 632, Henrietta, NY 14467, (716) 334-7150.
Inquiry 622.

New Titles in Chemistry Series

OMPress added three new programs to the Concepts in General Chemistry series. They emphasize drill and practice for introductory chemistry students. Diagnostic error evaluation lets the student know what terms are incorrect or if the error is in the formula or coefficient.

Chemical Reactions provides practice in writing and balancing equations for combination, decomposition, replacement, and ionic reactions. The next program, Oxidation-Reduction Reactions, focuses on balancing oxidation-reduction equations and offers 70 problems that cover both acidic and basic media. The last program, Reaction in Aqueous Solution, contains 239 problems covering precipitation reactions, weak electrolyte formation, and formation of partially soluble gases. Other titles in the series include Chemical Stoichiometry and The Mole Concept.

The series runs on an IBM PC with at least 256K bytes of RAM, a CGA, and a graphics monitor.
Price: $50 per title.
Contact: COMPress, P.O. Box 102, Wentworth, NH 03282, (603) 764-5225.
Inquiry 621.
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PC Magazine's "Best of 1986."
If you need something more personal, try our ALQ Series. Both the ALQ300™ and ALQ200™ print superb letter quality text and high resolution color graphics. And they do it quickly, easily and economically.

But whichever ALPS you choose, you'll find they all have something in common. Each is an exceptionally well thought out machine.
To see how, our tour continues on the next page.
To handle any kind of paper, numerous feed methods are offered, including bottom feed...

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and pull tractor feed.

Snap in/out, interchangeable 24- and 18-pin print heads ensure software compatibility and eliminate costly service calls.

Push-button front panel and special features menu both control printing functions without DIP switches.

Convenient multiple font cartridges bring real versatility to text printing.

No other printer company has thought to include so many useful features in their machines. Or bothered to make them so easy to use.

Of course, there are more ALPS attractions than the ones you see above.

Like a choice of print modes: draft, correspondence and letter quality. Plus an expandable print buffer that frees up your computer for other jobs while the ALPS is still printing.

And no matter how complicated
the job may be, our control panel makes it simple. You just push a button to change type styles, feed paper, reprint data, or do most anything else.

As for compatibility, ALPS printers run with most all the leading PCs and software. Best of all, they’re especially compatible with the way you run your business.
Here's something you probably won't see in any other printer ad. Namely, everything from letter quality text and high resolution color graphics to transparencies, 16-inch-wide spreadsheets and six-part forms. Fact is, most printers can't handle such a wide range of work. Then again, most aren't built like the ALPS. Our printheads are precisely engineered to produce exquisite letter quality text. Yet they're rugged enough to churn out over 200 million characters. No matter how hard you work them.
And because the ALPS are compatible with all kinds of software, they can produce all kinds of images. Plus, if you haven't heard, they run at exceptionally quiet noise levels of under 55 dBA.

What's more, they'll run for what seems to be forever. They come with a full one-year limited warranty. And with normal care, they'll give you over five years of spectacular work. Without a speck of trouble.

Can any other printer make you look this good?
"...the speed, print quality, and other thoughtful features of the ALPS P2000...make this wide-carriage 9-pin matrix printer my favorite new printer of the year."

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-PC Magazine

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-PC Week

As you can see, our printers even have the best ink.

But if you're the type who's not easily swayed by popular opinion, consider this:

Since our first printers were introduced in the U.S. in late 1985, ALPS America has become one of the fastest growing printer companies in the country.

Which should come as no surprise. After all, ALPS printers are built
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—InfoWorld

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—InfoWorld

In almost every phase of construction, ALPS seems to have relied on sturdier materials than it might have had to—something which is a definite advantage for the user.

—PC Products

...a real workhorse printer that prints faster than others in its price range and is loaded with features...

—PC Products

by ALPS Electric, a $2.0 billion, International Fortune 500 company that's been successfully manufacturing and marketing computer printers worldwide for over a decade. And doing so by following a very simple idea.

To bring you the most intelligent, versatile and reliable business printers on the market.

At prices you can't help but agree with.
## Machine Specifications

<table>
<thead>
<tr>
<th>MACHINE</th>
<th>PRINT METHOD</th>
<th>PRINT MODE/SPEED</th>
</tr>
</thead>
</table>
Correspondence 125cps  
Letter quality 50cps |
| P2100   | 18-pin serial dot matrix. Black and white. | Draft 400cps  
Correspondence 200cps  
Letter quality 80cps |
| P2400C  | 18- or 24-pin serial dot matrix. Color and black and white. | Draft 360cps  
Correspondence 180cps  
Letter quality 120cps |
| ALQ200  | 18- or 24-pin serial dot matrix. Color and black and white. | Draft 240cps  
Correspondence 120cps  
Letter quality 80cps |
| ALQ300  | 18- or 24-pin serial dot matrix. Color and black and white. | Draft 240cps  
Correspondence 120cps  
Letter quality 80cps |
<table>
<thead>
<tr>
<th>INTERFACE</th>
<th>PAPER FEED</th>
<th>BUFFER</th>
<th>EMULATIONS</th>
<th>SIZE</th>
<th>SPECIAL FEATURES</th>
</tr>
</thead>
</table>
Depth: 16.5"  
Height: 5.5"  
Weight: 33 lbs  
Carriage width: 16.5"  
136 columns at 10 pitch.  
1-year warranty. |
Depth: 16.5"  
Height: 5.5"  
Weight: 37.9 lbs  
Carriage width: 16.5"  
136 columns at 10 pitch.  
1-year warranty. |
Depth: 17.7"  
Height: 7.09"  
Weight: 43.7 lbs  
Carriage width: 16.5"  
136 columns at 10 pitch.  
272 columns at 20 pitch. | Two font cartridge slots. Snap in/out print head. Special printing features selected via menu, control panel or software. Quiet, below 55dBA operation.  
1-year warranty. |
| Centronics parallel port standard, RS-232C serial port optional. | Fan-fold bottom and rear feed, single sheet automatic paper loading standard. Bi-directional tractor, single and dual bin feeder optional. | 7KB standard, expandable via plug-in buffer cartridge to 71KB. | Epson LQ, FX, JX, EX and MX Series. | Width: 18.5"  
Depth: 15.8"  
Height: 5.6"  
Weight: 30.9 lbs  
Carriage width: 11.5"  
80 columns at 10 pitch.  
160 columns at 20 pitch. | One font cartridge slot. Snap in/out print head. Special printing features selected via menu, control panel or software. Quiet, below 55dBA operation.  
1-year warranty. |
| Centronics parallel port standard, RS-232C serial port optional. | Fan-fold bottom and rear feed, single sheet automatic paper loading standard. Bi-directional tractor, single and dual bin feeder optional. | 7KB standard, expandable via plug-in buffer cartridge to 71KB. | Epson LQ, FX, JX, EX and MX Series. | Width: 24.1"  
Depth: 15.8"  
Height: 5.6"  
Weight: 37.5 lbs  
Carriage width: 16.5"  
136 columns at 10 pitch.  
272 columns at 20 pitch. | One font cartridge slot. Snap in/out print head. Special printing features selected via menu, control panel or software. Quiet, below 55dBA operation.  
1-year warranty. |
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In California, (800) 257-7872


Financial and Accounting Decision Making Using Lotus 1-2-3 Release 2.0, Dallas, TX; Atlanta, GA; Orlando, FL; Arlington, VA. Data-Tech Institute, P.O. Box 2429, Lakeview Plaza, Clifton, NJ 07015, (201) 478-5400. August 10-11; August 12-13; August 20-21; August 27-28; respectively.

Modern Techniques in Digital Signal Processing and Analysis, Santa Cruz, CA. Institute in Computer Science, University of California Extension, Santa Cruz, CA 95064, (408) 429-4535. August 10-12.

How to Install a Statistical Quality Control System, Albany, NY; Buffalo, NY; St. Louis, MO. LaVerne Johnson, Qualityaerit Institute, 420 Lexington Ave., Suite 2846, New York, NY 10017, (212) 878-9600 or (800) 221-2114. August 10-13; August 24-27; August 25-28; respectively.


Systems Analysis and Design Workshop, Hartford, CT. Don Florek, Graduate Center, 275 Windsor St., Hartford, CT 06120, (203) 548-2470. August 10-14.

Introduction to Telecommunications, Cambridge, MA. Lesley College Graduate School, 29 Everett St., Cambridge, MA 02238, (617) 868-9600, extension 362. August 11, 13, and 17-21.


Networking the IBM PC, XT, AT and Compatibles, Seattle, WA; Washington, DC; Chicago, IL. Ann Molinari, Data-Tech Institute, P.O. Box 2429, Lakeview Plaza, Clifton, NJ 07015, (201) 478-5400. August 13-14; August 17-18; August 20-21; respectively.


Ninth International Conference on Production Research, Cincinnati, OH. Dr. Ernest L. Hall, University of Cincinnati, ML 72, Cincinnati, OH 45221. August 17-20.

Professional Courses from The Omnicom Institute, Boston, MA. Omnicom Inc., 115 Park St. SE, Vienna, VA 22180, (703) 281-1135. August 17-21.

TtX Users Group's Annual Conference and Regional Courses, Seattle, WA. Raymond E. Goucher, P.O. Box 9506, Providence, RI 02940, (401) 272-9500, extension 232. August 17-28.

Inexpensive Alternatives in Powerful Spreadsheets, Atlanta, GA. Deidre Mercer, Department of Continuing Education, Georgia Institute of Technology, Atlanta, GA 30332-0385, (404) 894-2547. August 18.


Colorimetry: An Intensive Short Course for Scientists and Engineers, Rochester, NY. Christine Kester, Munsell Color Science Laboratory, Rochester Institute of Technology, One Lomb Memorial Dr., P.O. Box 9887, Rochester, NY 14623-0887, (716) 475-5842. August 24-27.


Artificial Intelligence—and Other Innovative Computer Applications in the Nuclear Industry, Snowbird, UT. Idaho Section, American Nuclear Society, P.O. Box 2196, Idaho Falls, ID 83403-2196, (208) 526-7214. August 31-September 2.

European Conference on Artificial Intelligence in Medicine, Marseilles, France. Institut International de Robotique et d'Intelligence Artificielle de Marseilles, 2, rue Henri-Barbusse, CMCI, 13241 Marseilles, France, 91-91-36-72. August 31-September 3.


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What made the original IBM Proprinter so popular was speed, versatility and convenience.

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Speed, versatility and convenience.
There’s now Fastfont, an extra-fast draft mode. Switching to “near letter quality” is faster too, because now there’s a button for changing modes.

There’s also a choice of typestyles, and of course you can still load envelopes from the front and put in single sheets any time you want.

The IBM Proprinter II is for anyone who wants to print both text and graphics, with a printer that’s fast and economical.

The IBM Proprinter X24 and Proprinter XL24.
The IBM Proprinter X24 and Proprinter XL24 are new. The “24” stands for 24-wire technology.
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So is the performance. When comes with four different type fonts built in and you can combine type-styles within the same document.

If that's not enough, there are optional font cartridges that give you the freedom to use up to eight type-styles on one page.

There's also a new dual-drawer sheet feed (with optional envelope feed) that lets you use letterhead stationery for the first page of a letter, then plain paper for the rest.

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Boot-Up Blues

Dear Steve:

I have a problem that many may share and that you may be able to solve. I have a PC clone with two floppy disk drives. When I turn it on, my AUTOEXEC.BAT file manipulates 300K bytes worth of utilities that include initializing a RAM disk, installing a keyboard accelerator and a screen saver, and copying WordStar and SDIR to the RAM disk. It takes about a minute, and the wait is annoying.

I want to speed up this process, and I also would like to add more startup programs. The obvious solution is a hard disk, but I don't like that idea. It is bound to become the least reliable part of my system, and hard disks are noisy. I already have to live with a muffin fan for the power supply. (What happened to the piezoelectric butterfly fans that were going to replace muffin fans?)

My ideal solution would be a virtual disk made from a 1- or 2-megabyte EEPROM card that I could write to (albeit to replace muffin fans?)

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My ideal solution would be a virtual disk made from a 1- or 2-megabyte EEPROM card that I could write to (albeit to replace muffin fans?). This would let me load my favorite programs once and for all so I can avoid the wait. And I would still be able to revise the EEPROM card as needed.

It would be wonderful if the hardware for this product came from your Circuit Cellar. Software should be easy, very close to a regular VDISK.

Maurice Gueron
Paris, France

The only problem with this technique is the rather staggering cost. An 8K-byte EEPROM costs about $10 in moderate volumes, so a megabyte will set you back about $1250, without the card or other components. Fitting the requisite 128 devices on a PC card would also be a problem.

Actually, you can now get CMOS RAM cards with a few megabytes for somewhat less money (although the cost is still pretty stiff). They use little enough power that you can back them up by an external battery while the PC is turned off.

The software to drive the card would be like the standard VDISK code, except it must first check the RAM to see if anything is stored there (perhaps by using a checksum). You'd also need a way to keep the PC from running its diagnostic checks on the RAM during power-up.

The most cost-effective way to do what you want is to add the dreaded hard disk. I agree that hard disks are noisy, but you'd be surprised at how reliable they are if you don't mistreat them (by moving them when they're on or dropping them when they're off). At about $500 for 20 megabytes, it's certainly a better deal than the EEPROM, and you can junk that pile of floppies in your desk drawer.

A solution to the noise problem is to get an external hard disk and put it in a soundproof enclosure. You'll need to figure out a way to move the heat out, but a baffle duct and a quiet fan will do the trick. I've seen it done and it works quite well.—Steve

Give Me More Power

Dear Steve:

I have two Franklin ACE 1000s. I like them, but I wish they were a bit more powerful.

In the January issue of BYTE (page 68), Jesse D. Sheinwald reviewed two books on 6816/68502 assembly language. He implied—or perhaps it is my wishful thinking—that you can replace a trusty old 6502 (or 65C02) with a 65802 simply by switching processors.

Is this correct? Can I just unplug my 65C02s and snap on my 65802s to have what amounts to new 16-bit machines?

If this is the case, what—besides having to learn new assembly language—are the disadvantages? If the disadvantages are not substantial, what precisely would be the advantages? Also, where can I get a 65802?

Bernard Paul Sypniewski
Woodbine, N.J.

You are not alone in your desire to replace the now-ancient 8-bit 6502-series processors with something more contemporary. Several of the interface cards available for Apples provide for 16-bit upgrades because of the widespread interest.

Although it was an exceptional microprocessor when it was first introduced in 1976, the 6502 is showing its age. It may be possible to simply replace your 65C02s with the newer 65802s, which are fully pin-compatible.

Unplugging the old and plugging in the new is the easy part. The catch is that the swap may not work.

Whether or not the switch works varies somewhat because of timing considerations. Problems seem to be most common with the older Apple II-series machines because of inadequate RAM data setup times. The Apple IIe and IIc computers and Franklins that use 64K-byte RAM chips (rather than 16K-byte RAM chips) are less prone to problems, but the success rate is still under 100%. However, Applied Engineering (P.O. Box 798, Carrollton, TX 75006) makes a RAM expansion card and companion SDIR to the RAM disk that eliminate interchange problems.

Disadvantages in making the switch are few: You might not be able to run software that uses invalid or unimplemented machine instructions (a once-popular method of "protecting" Apple software); and the current price of the 65802, from the only readily accessible source I know of (see below), is a steep $29.95.

In addition, you are unlikely to notice any difference at all unless you write your own code in assembly language with an assembler that implements the new instructions and 16-bit architecture. One such assembler is ORCASM, available from:

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The Microsoft C Compiler Version 4.0 stores all initialized static data in a default data segment called DGROUP. Microsoft C keeps the address of the DGROUP segment in the DS register. This makes all references to initialized static data a faster NEAR reference even in large model. So the first trick is to make sure all of the data you use frequently is initialized and put into DGROUP. What do you do when you run out of DGROUP space? First, declare the initialized static data that you use less frequently as FAR. Declaring initialized static data FAR takes it out of DGROUP and puts it into a new data segment.

For example:

```c
int count = 0; becomes far int count = 0;
main (argc, argv)
int argc;
... ...
```

If you still run out of room in DGROUP, the new Microsoft C Optimizing Compiler Version 5.0 has another feature to keep your data access fast. The first step is to divide your external data into two files, data1.c and data2.c. The first file, data1.c, contains all of your DGROUP data such as initialized static data and variables you explicitly declare NEAR. The second file, data2.c, contains all of the data you declare FAR.

Microsoft C 5.0 puts all of the data declarations in the second file into a single new segment. Now create an include file using the #pragma same_seg to tell the compiler that all of the variables in the data2.c are in the same segment. Including this file in each module tells the compiler to load the new segment in the ES register and use the ES register when referring to variables in data2.c. Now references to data in both data1.c and data2.c will be faster NEAR references.

These are the kinds of features coming in the Microsoft C Optimizing Compiler Version 5.0 that will make your code faster than ever before.

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For more information on the products and features discussed in the Newsletter, write to: Microsoft Languages Newsletter 16011 NE 36th Way, Box 97017, Redmond, WA 98073-9717. Or phone: (800) 426-9400. In Washington State and Alaska, call (206) 882-8088. In Canada, call (416) 673-7638.
When writing your own code, many of the 6502's more frustrating limitations disappear: For instance, those 16-bit registers make a big difference when doing floating-point arithmetic.

The 65802 is not an easy bird to find, but it is currently being advertised for $29.95 by:

Jameco Electronics
1355 Shoreway Rd.
Belmont, CA 94002

—Steve

Optical Readers
Dear Steve:

I own an Atari 520ST with a memory upgrade and I program in assembly language. For my next project I want to make a page-reader to input printed material from books and magazines, into memory as ASCII codes. However, I can't find any information on the subject; I can't even find a commercial page-reader.

The only publication I have found that mentions any components is Computer Shopper, where I found an advertisement for a linear image sensor made by Fairchild. Are devices like this being suppressed by the publishers, or are they just too complicated to manufacture? There seems to be a need and a market in this country for such products.

Any help you can give me would be appreciated.

Lewis B. Pelow
St. Johnsbury, VT

There are several optical character readers available for use with personal computers. One of the earliest was originally marketed as the Oberon Omni-Reader, but the original maker is no longer in business. It can currently be purchased from California Digital and Jade Computer Products for $180 to $200 (these companies regularly advertise in BYTE). In addition, the current owner of marketing rights for the device is G.A.S. International (P.O. Box 1282, Euless, TX 76040), and that company is advertising it in Computer Shopper magazine for $200. This is a price individuals can readily afford.

More expensive devices are available from a variety of sources, with prices ranging from just over $1000 to well over $5000, although prices should decline significantly as more products come onto the market.

In addition, the legal problems created by widespread character-recognition technology must be addressed before that technology can flourish. Current copyright laws do not provide for translation of text into machine-readable form as a general practice, and many publications explicitly prohibit it in their copyright notices. The very existence of character readers, however, invites copyright abuse unless reasonable legitimate uses are provided for. Until the legal thickets created by the technology are explored and mapped by the courts, the technology is unlikely to develop to its full potential.—Steve

Keeping In Touch
Dear Steve:

I have been a professional computer programmer for some years now, specializing in graphics-oriented projects on various microcomputers (such as the Apple II and the IBM PC XT). I was forced to leave computer programming some months ago, and I have decided to keep in touch with the technology by subscribing to several journals. My subscription to BYTE is in the mail now, but I am looking for more magazines, especially those concentrating on languages, compilers, and graphics software. I would be grateful if you could name some other sources of information for me.

I am also interested in compilers and their associated libraries—mainly C libraries. Though I have some source code (BDS C and Aztec C), it is far from sufficient. Can you name some books or compiler source listings that I could obtain?

Israel Kehat
Haifa, Israel
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P.O. Box 10311
Des Moines, IA 50309
(800) 341-7378

Subscription rates are $24.95 per year, plus $15 per year surface mail or $40 per year air mail. As its name implies, it offers articles on many languages and language-independent algorithms.

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You might also like to subscribe to:

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This organization puts out a quarterly newsletter ($25 per year overseas). It also has a 124-disk public domain library; disks are available to members for $8 each (plus a 30 percent overseas shipping charge). —Steve

CIRCUIT CELLAR FEEDBACK

Image Scanning
Dear Steve:

Please help a nonengineer tackle a major project. I have an application that requires scanning a large (we're talking large) number of drawings as image data using a Canon IX-12 scanner, an IBM XT, and Dr. Halo software. The resolution of the scanner is wonderful, but it is slow—particularly if you have to scan, say, 10,000 images.

Is there any way to speed up the scanner, perhaps by adding a coprocessor such as the Intel 82786 or TI TMS34010 to the IBM PC XT? Will a faster clock speed for the CPU help?

I would like to build a dedicated machine for the scanning, since it is so time-consuming. Could I use a single-board computer with a coprocessor board and Dr. Halo in permanent memory, to do nothing but scan images and save the data to a 1/4-inch streaming tape drive? If so, can you recommend a good single-board computer?

Finally, where could I find an engineer or hobbyist knowledgeable enough to help me assemble a dedicated unit for a reasonable fee? The working engineers I have spoken to are too involved in company projects to moonlight, and I'm considering trying the electronics engineering department of a local university. Thanks for any help you can give me.

Mike Matthews
Clearwater, FL

Indeed, goosing the performance of your scanner hardware is a big project. I'm not sure you're looking in the right place, though, because the numbers don't hold up to close scrutiny.

Suppose the scanner works at a resolution of 100 dots per inch (some are higher, some are lower; insert your numbers and see). For an 8½- by 11-inch image, you've got about a million dots—or just shy of 128K bytes of raw data. That's also assuming that the images are binary: Each dot is either on or off. For either 16 gray levels or 200 dpi, multiply everything by 4 (multiply by 16 for both). It's a lot of data!

The raw bus transfer rate for an AT is about 1 megabyte per second, so it should take perhaps a second or two (considering overhead) to get the raw data into memory. A stock PC will be about three to four times slower, so it might take 5 to 10 seconds.

The Canon IX-12 uses a serial interface to communicate with the PC. I don't know what that special interface card is set for, but let's assume that it's 38.4K bits per second. That's about 3840 bytes per second, so that 128K-byte image takes about half a minute to get into the PC. At 200 dpi it's up to maybe two minutes or so. Obviously, the PC hardware isn't the limiting factor.

The software that mashes the images into compressed picture format may be a trifile poky, depending on what it's doing and how it's designed and coded. I suspect that you could improve it somewhat, but unless you're waiting for more than about five minutes per picture it's probably not worth the effort and expense.

You might want to look into other scanners that use a direct parallel attachment.

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A device such as you are seeking which allows remote-control functions over the telephone is available as part of the home control system made by the X-10 Corporation (formerly BSR). These components are available from numerous sources, including Sears, Radio Shack, and Heathkit. The exact item you want is called the Telephone Responder. —Steve

Remote-Controlled Woodstove

Dear Steve:

This is not a computer problem per se, but as a BYTE subscriber and a regular reader of your column I know of your interest in remote-control devices.

I am looking for a remote switch that can be activated by a Touchtone signal or other signal device from the caller's phone (similar to a remote-controlled telephone answering machine). I am renovating a vacation home and I plan to use it in the winter on an irregular basis. If I could turn on the boiler from 150 miles away by telephone, I would arrive at a warm house. (I have to drain the water supply when I leave, but the heating system has antifreeze.)

If such a device exists, perhaps you could point me in its direction. Or perhaps you might design one as a project. Such a remote switch would have many uses other than the one I have in mind. —John Penney

New York, NY

Remember Cassette Ports?

Dear Steve:

I have what is perhaps an unusual request: I am looking for an inexpensive way to add a cassette port to PC and AT clones.

In my office, we use several laptop computers (clones of the Tandy 100) when traveling. We use portable cassette recorders for storing completed documents to free up memory on the laptops. Since we do not need to access the documents again until we return to the home office and transfer them to the PC or AT clones, this is much more cost-effective.
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<tr>
<td>Brother FAX 20</td>
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<td>Brother 1509</td>
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**SEAGATE HARD DRIVES**

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<td>ATT Monitor</td>
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### CIARCIA FEEDBACK

Andrew P. Morriss
Hereford, TX

Ironically, genuine IBM PCs have a cassette tape interface built right in. IBM figured that there would be a market for low-cost PCs, so the cassette port was its attempt to support low-cost storage. Nowadays the clones leave it out to save money: Nothing is sacred anymore.

I thumbed through several sources for oddball PC gadgetry and drew a complete blank, so I don’t think there’s an off-the-shelf interface for you. The problem is that there is no standard definition for the signals on the tape; thus, there’s no way of telling what the beeps and boops really mean.

For example, old Digital Group systems had an audiotape interface that could store several files on one tape and do a limited amount of searching if you were willing to push the buttons. But those tapes couldn’t be interchanged with any other system because the header and file information wasn’t compatible with anyone else’s.

I suspect you could get the specifications on the tape file format from a hard-core Trondly 100 users group, then contract with an engineer/programmer to build a widget for your PCs and write some code to read the files, but it would probably wind up being so expensive that it wouldn’t be worth it.

Sorry I couldn’t be of more help.

—Steve

Between Circuit Cellar Feedback, personal questions, and Ask BYTE, I receive hundreds of letters each month. As you might have noticed, in Ask BYTE I have listed my own paid staff. We answer many more letters than you see published, and it often takes a lot of research.

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Ivan Bratko
Addison-Wesley
Reading, MA: 1986
ISBN 0-201-14224-4
423 pages, $25.95

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Martin A. Fischler and Oscar Firschein
Addison-Wesley
Reading, MA: 1987
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331 pages, $27.95

PROLOG PROGRAMMING FOR ARTIFICIAL INTELLIGENCE
Reviewed by Alex Lane

The title of Ivan Bratko's book—Prolog Programming for Artificial Intelligence—gives the impression of an advanced text that's tightly focused on AI. For that reason, it may be overlooked by Prolog beginners as they search for a good introductory text on the language. However, the author has arranged his material in such a way that you don't need knowledge of AI or Prolog—or even of programming—to read the book profitably. Bratko goes so far as to suggest that "plentiful experience" with conventional procedural languages like Pascal might even hinder the learning process.

The text is divided into two parts of approximately equal size, and the Edinburgh syntax (also called the DEC-10 syntax) is used throughout the book. Part one introduces the Prolog language with a general overview and examination of the language's syntax. Discussions grow more complex with the subsequent introduction of lists, operators, and arithmetic operations. These concepts then get a workout in a chapter devoted to short example programs ranging from the retrieval of information from a Prolog database to simulation of a nondeterministic finite automaton (see figure 1).

Part two covers Prolog applications in AI, particularly, heuristic search and problem solving, expert systems, game playing, and pattern-directed systems.

Numerous Solutions Lay Groundwork
Bratko's approach to solving the classic eight-queens problem—placing eight queens on a chessboard such that no two of them attack each other—particularly impressed me. While most authors would simply work out a solution and then move on to other things, Bratko persists and solves the beast three more times, using different approaches and data representations. In this way, he quietly underscores Prolog's flexibility in accommodating various problem-solving approaches and, as a side effect, assails the theory that there is only one correct solution to a problem.

PART ONE

Bratko devotes additional chapters in the early part of the book to the control of Prolog's backtracking mechanism (including the cut and fail predicates), to term and character (I/O), and to a core of built-in procedures commonly used in Prolog programming.

Part one closes with an interlude devoted to Prolog programming style and technique, including an extensive discussion of program efficiency. The chapters in part one follow each other logically and provide a solid grounding in the Prolog language.

AI Applications
The second part of the book covers specific Prolog AI applications, beginning with operations on data structures and tree representations. One example of alternative representations of lists strongly emphasizes the symbolic nature of Prolog programming, although I felt the author did not develop the following phrase as well as he might have: "It is important to notice that the special Prolog notation for lists and the alternative representations amount essentially to the same representation if properly abstracted." Nonetheless, Bratko proceeds to present a good basic text on AI with a strong Prolog flavor.
For instance, he begins simply by giving his attention to depth-first and breadth-first search (see figure 2) and then refines these techniques by adding the best-first heuristic, which takes up the whole of Chapter 12. The eight-tile problem is solved twice, both with and without best-first search, again building on previously discussed material. Another chapter considers AND/OR graphs with subsequent application of the best-first heuristic there, too.

Moving from basic concepts to a more sophisticated area, Brakto turns to expert systems. By showing how Prolog can be used to represent IF . . . THEN rules (also called production rules), he gives examples from real expert systems and builds a small knowledge base for identifying animals. He then methodically develops an expert-system shell that includes an explanation facility to answer "why" and "how" questions from the user. The shell falls short of dealing with uncertainty, although the subject is discussed at the end of the chapter.

Chess and Go
Games are the next subject of inquiry, and here the author considers techniques for playing two-person, perfect-information

continued

Figure 1: A redrawn example of an automaton from Prolog Programming for Artificial Intelligence by Ivan Bratko. Reprinted with permission from Addison-Wesley Publishing Company Inc.

Figure 2: An example of the breadth-first search strategy showing nodes closest to start node a. The fand j are goal nodes. Redrawn from Ivan Bratko's Prolog Programming in Artificial Intelligence. Reprinted with permission from Addison-Wesley Publishing Company Inc.
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 games (e.g., chess, checkers, and go). Although a classical AI approach to playing these games entails implementing the minimax algorithm and alpha-beta pruning, Bratko merely describes these techniques and gives examples. He then considers the introduction of pattern knowledge into the game by means of advice. The chess theme recurs here as Bratko, who has published several international papers on chess and AI, presents the reader with an Advice language interpreter and an Advice program for playing a king-and-rook versus king ending. Knowing a little about chess helps to wade through this example.

A final approach covers pattern-directed programming, which is well-suited to Prolog because it can be considered a pattern-directed language. During the course of this brief discussion, Bratko develops a simple theorem prover that uses resolution.

Assessment—Pro and Con

I found much to like in this book. I appreciated the organization of material and benefited from the summaries and exercises found at the end of each topic. Answers to selected exercises appear conveniently in the back of the book, before the index. I also valued having all Prolog expressions displayed in distinctive boldface type, and the book’s style of both alternating lines of Prolog code with explanatory text and separately presenting the same code as a block in a single figure was helpful. The numerous examples—the first of which appears smack on the first page—helped to clarify rough spots in my own understanding.

On the minus side, there were times when Bratko’s methodical approach seemed too slow. Typing in the code for the Advice language interpreter and the chess game endgame Advice files, for example, had me flipping around to three different places in the book. However, considering the pedagogic nature of the book, its methodical approach is more an asset than a liability.

It is hard for me to imagine anyone with an interest in either AI or Prolog not deriving significant benefit from reading Prolog Programming for Artificial Intelligence. For those familiar with Prolog but not AI, it presents AI concepts in concrete form; for AI researchers unfamiliar with Prolog, it provides an entry to a second point of view of the AI world. I believe this will be a widely used book.

Alex Lane (P. O. Box 4850, Jacksonville, FL 32201) is a registered professional engineer with a strong interest in AI. He is the moderator of the Prolog conference on BIX.

USING TURBO PROLOG and ADVANCED TURBO PROLOG

Reviewed by Namir Clement Shammas

Using Turbo Prolog by Phillip R. Robinson introduces readers to the Turbo Prolog environment and implementation. Some of the book’s strong points include a clear and friendly writing style; a considerable, slow pace (for the novice); and numerous screen images. The author uses headline titles that add to the clarity of his style, enabling the reader to follow changes in the subtopics.

In the first of three main sections, Robinson focuses on the Turbo Prolog environment by using screen images. He leads you through an adequate tour of the environment options and the text editor.

Robinson discusses programming concepts of Prolog and Turbo Prolog in the second part of the book. I enjoyed this discussion and examples of backtracking, list handling, and the cut and fail predicates. Several versions of a Turbo Prolog program continued
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ADVANCED TURBO PROLOG

Advanced Turbo Prolog does not pick up where Using Turbo Prolog left off, as readers might hope. Instead, it assumes you know how to use Turbo Prolog; programming experience with Turbo Prolog is a prerequisite for reading this book. Herbert Schildt has written previously on C, Pascal, and Modula-2. This book is a collection of nine independent chapters, each focusing on one area of applying Prolog in general and Turbo Prolog in particular. The topics Schildt covers are solution search, expert systems, natural language processing, vision and pattern recognition, robotics, machine learning, and appearing human.

Schildt presents the foundation of many topics and gives a brief historic background mentioning the pioneers of their fields. Using simple diagrams and without showering you with complex equations or notations, Schildt offers the alternate methods. He also points out their strengths, weaknesses, and preference by AI-application authors. I find this type of presentation most refreshing and highly informative.

In contrast to Robinson's style, Schildt uses figures and diagrams—but no screen images. The book contains many Turbo Prolog listings accompanied by adequate explanations on how the programs or highlighted portions work. The listings are clear and contain a good number of comments.

I was a bit disappointed that the author did not touch on the topic of symbolic math and calculus, since this is a specialty of AI languages.

The discussions for the solution searches using Turbo Prolog were enjoyable. Schildt demonstrates how Prolog uses its internal database and sophisticated backtracking ability in solving a flight-scheduling problem. The search methods include depth-first (how Prolog normally works), breadth-first, hill-climbing, and least-cost. Likewise, I found the author's tackling of the inference engines in expert systems informative. Schildt mentions three alternate methods used in constructing an inference engine: forward chaining, backward chaining, and rule value. He selects the first method to develop a general-purpose expert system. It is interesting to note that other books have been published that demonstrate similar systems written in Pascal, Modula-2, and even BASIC.

The topic of natural language processing is among the most important and wide-reaching in the book. Schildt quickly and appropriately lets you know that NLP is a complex subject. He uses limited vocabulary and syntax as the basis to demonstrate three types of NLP parsers: state-machine, context-free recom...
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The Technology of Logic.

Given the polarity that exists in AI, a field where scientific objectivity seems to get trampled underfoot more often than in others, Intelligence: The Eye, the Brain, and the Computer by Martin A. Fischler and Oscar Firschein is a welcome arrival.

The controversy is spawned by the attempt to make machines think, see, and act like human beings. Some AI enthusiasts claim that human intelligence can eventually be reduced to its low-level, machine-like, on/off logical components and restructured in computer software.

These proponents battle with those who claim that higher-level human expert judgment draws on abilities that transcend mere logic and can't be learned by or emulated on today's computing machinery. Those representative of this latter group include Joseph Weizenbaum, author of Computer Power and Human Reason (W. H. Freeman, 1976), and Hubert L. Dreyfus and Stuart E. Dreyfus, authors of Mind Over Machine (Free Press, 1986). [Editor's note: Mind Over Machine was reviewed in the August 1986 BYTE.]

For Professionals and Laypersons

Martin A. Fischler, program director for perception research at the AI Center of Stanford Research Institute, and Oscar Firschein, staff scientist at the AI Center at SRI, provide a rigorous review of current research findings in fields closely related to AI. Their book serves as a reference from which both the visionary claims of AI adherents and the humanistic alarmism of its foes can be judged.

Fischler and Firschein cover human intelligence, the capabilities of the brain and computers, problems in machine representation of knowledge, human and machine methods of reasoning and problem solving, learning (by humans and computers), language and communication, expert systems and knowledge-based systems, and human and computer perception (vision).

This book is by no means an attempt to popularize AI or explain its methods to the general reader; rather, it is an "an intellectual journey into the domain of human and machine intelli..."
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BOOK REVIEWS

A Certain Credibility

At no point do the authors succumb to the temptation to take sides in the debate over the prospects for AI. The two questions they adhere to are: What is known in fields that affect AI? and What are the prospects for applying present knowledge about intelligence and computers to make computers emulate certain human abilities?

While the book's scientific compendium makes for reading that's more reminiscent of a textbook than an introduction for general readers, this book will undoubtedly be useful for AI programmers and researchers who may be uncomfortably aware of gaps in their knowledge of significantly related fields.

There's no doubting Fischler and Firschein's interest in commenting on ultimate, visionary questions, however. Early on, they introduce the basic questions regarding AI's ultimate limits: Can humans create a machine more intelligent than themselves? Are there components of humanity's intelligence that cannot be found in any animal or duplicated in a machine? Can all intelligent behavior be duplicated by the current approach to AI, namely, by decomposing a given problem into a sequence of simple tasks or subproblems that can be precisely stated and solved? The authors return frequently to these basic themes, and their modus operandi of first summarizing present knowledge, then drawing consistent and carefully qualified conclusions, lends their speculations a credibility conspicuously lacking in more biased books on AI.

Philosophical Speculation

The larger concerns disappear for long stretches, however, replaced by Fischler and Firschein's minute examination of sub-domains—their review of knowledge representations used in AI research, being one example. But they appear often enough to provide a tenuous continuity. For instance, in the summary for the chapter on representation of knowledge, one of the most abstract in the book, they manage to refocus on the wider context by discussing "the extent to which the complexities of the world can be reduced to a manageable set of symbolic relations susceptible to logical analysis," drawing on philosophical speculations in the process.

By aiming their book at two different audiences—the AI researcher and the curious scientific reader—the authors give themselves a difficult organizational task, which they handle adeptly by separating technically complex matter (e.g., various AI problems as coded in LISP, Prolog, and OPS-5) into chapter appendixes and text boxes. The illustrations are good.

General and expert readers alike will of course be eager to learn Fischler and Firschein's conclusions regarding the basic question of AI: To what extent is it possible to model intelligence as an information-processing activity that can be carried out by a machine? In presenting their deductions, they use the paradigm of an intelligent robot, "because such a device would have to draw on the entire range of intelligent capabilities, from reasoning to language to vision . . . ."

"They then draw up a list of essential conditions for intelligent robotic behavior, with point-by-point comparison of theoretical possibilities and actual accomplishments in AI.

Questions Answered

Fischler and Firschein's extremely lucid epilogue can be summarized by their following conclusions to some rhetorical ques-
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BOOK REVIEWS

Readers whose main interest is in practical, business-related applications of AI technology (e.g., expert systems) will find little of interest in this book, which is aimed rather at academics, students, and others concerned with fundamental issues in AI research.

Though the authors nowhere claim to have broken new ground in AI research, their penetrating overview of relevant fields is both unique and refreshing, and it will undoubtedly be welcomed by anyone seriously interested in the relative abilities of the brain and digital computers.
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Inquiry 291
Features

The New Generation: Under the Covers ........................................ 101
by Steve Ciarcia

The New Generation: Head to Head .............................................. 113
by G. Michael Vose, David Betz, and Jane Morrill Tazelaar

Ciarcia's Circuit Cellar: Using the ImageWise Video Digitizer, Part 2: Colorization ........................................ 117
by Steve Ciarcia

Programming Project: Creating Fractals ..................................... 123
by William A. McWorter Jr. and Jane Morrill Tazelaar

Inside the 82786 Graphics Chip ............................................. 135
by Bill Nicholls
The Diconix 150. Take it or leave it.
The world's most portable printer performs as well at your desk as it does when you're on the road. The small footprint reduces desktop clutter, while it enlarges a small budget.
hat would you say if someone asked you to pull the covers off a new IBM Personal System/2 Model 50, crawl around inside, and report on what it's like in there? Even I couldn't resist, though I've been known to berate IBM for a thing or two. I succumbed to curiosity and agreed when BYTE asked me to look at the PS/2's Micro Channel from the view of an engineer, one who needs to know more than what's given in the typical glossy descriptions on the new box. I didn't want a single opinion to dominate the conclusions, so I formed a team that included members of the Circuit Cellar research staff. Together we designed our tests, performed them, and came to our conclusions. Our approach differed from that of usual reviewers; ours was an engineering perspective. We were more interested in whether the Micro Channel would be useful for intelligent I/O devices and data acquisition than whether and how fast Lotus 1-2-3 would run.

We evaluated a Model 50 with an 8513 color display using the PS/2 Hardware Technical Reference Manual to find some of the information and an oscilloscope to dig out the rest. Unfortunately, the machine we received had no expansion boards other than the hard disk controller, so we couldn't test some of its more involved features.

We wrote some assembler routines to check interrupt-response times and direct memory address (DMA) loading and compared the 10-MHz Model 50's results with those of an 8-MHz PC AT. Please accept this for what it is: our first look at a new machine.

Untouched by Human Hands

The first impression you get when you pull the cover off the Model 50 is that the insides have been untouched by human hands (see photo 1). Everything slides into place, snap-locks without screws, and connects without wires. (More details of disassembly are covered in "The IBM PS/2 Model 50" in the July BYTE.) In the disassembled system unit (see photo 2), the motherboard uses surface-mount ICs for everything except the EPROMs, keyboard controller, VLSI processors, and several gate arrays. You won't be able to fix this one with standard TTL parts; they just won't fit. Notice the shiny aluminum component packages produced by IBM. Cloners take note: These won't be easy to crack.

There were a few engineering-change wires on the top of the motherboard. Given its complexity and the fact that it's at the 01 revision level, that's not bad at all. It always takes a few passes to get it right.

Distribution of Power

The motherboard has internal power and ground planes to carry the power-supply voltages. The power connector on the edge of the board devotes 24 of its 50 pins to ground and 17 more to +5 volts. The sticker on the power supply states that the current is limited to 760 milliamperes per pin for +5 volts, which works out to about 13 amps total.

The PS/2 power supply will work with no load although the regulation is poor, and, not surprisingly, the "power good" signal might indicate that the power isn't alright. This is a pleasant change from the original IBM PC power supply, which could be ruined if it was operated below a minimum load, and an improvement over the PC AT's power supply, which requires a dummy load on the unused hard disk power connector.

Each card connector can draw a maximum of 1.6 amps from the +5-volt power supply. The typical current is limited to 1.4 amps, and a set of formulas in the technical reference manual describes precisely how to calculate these values. The logic power supply is regulated to 5 volts, +5 or −4.5 percent, at the connector, just before the actual pins to the card. You can calculate the actual voltage on your card based on the connector-pin resistance and the current through each power pin.

About 25 percent of the card-connector pins are dedicated to power and ground supplies. No signal is more than 0.1 inch from a ground point (either a digital ground or a power supply that's bypassed to ground). The card-design guidelines give specific suggestions to reduce electromagnetic interference (EMI) from high-speed clock and handshake signals on each card.

EMI Attack

IBM has given a great deal of attention to reducing EMI in the Model 50. (EMI is caused by radio-frequency radiation from electrical equipment. The FCC sets strict standards to limit the intensity of that radiation from computers.) While its case and internal subchassis are both molded plastic, they're sprayed with conductive metal to form a continuous EMI shield. The top cover is metal and has EMI gaskets mating with the case along critical sections. The seal is so good that only two thumbscrews are needed to hold the two continued

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tightly together.

There is a lock on the case to secure the top cover. Given that the case is plastic, I'm not convinced that this is particularly secure, but it augments the thumbscrews. Unlike the PC AT, the Model 50 has no electrical connection to the lock. It has a keyboard password program, but it's easy enough to defeat: Just remove the battery and let the CMOS RAM forget.

Square metallic grids on the bottom of the motherboard (see photo 3) match up with support posts molded into the bottom of the case. Embedded in each post is a small patch of conductive "fuzz" to ensure a solid electrical connection between the board's ground plane and the case's metallic interior. In addition, the board's ground plane is segmented to isolate the high-speed video and high-current I/O devices from the rest of the logic. The I/O connectors on the back panel are electrically attached to a metal sheet that makes solid contact with the metallic-coated case. The spring fingers ensure contact at many points, regardless of manufacturing tolerances.

A side benefit of EMI control is that it will make it easier to ensure that cards work correctly. A clean power supply, solid signals, and quiet ground connections go a long way toward eliminating those glitches that occur often enough to make you tear your hair out, but not often enough to be tracked down and solved.

The Micro Channel
IBM has ended its practice of supplying schematics of the system hardware, but it is now giving a much more detailed description of the interface between the cards and the system. Although this will make it tough for cloners to duplicate the system, it's a boon for those of us attempting to build cards that actually work.

The Micro Channel isn't compatible with either the PC's or the PC AT's bus, so none of your old boards will fit the new 68-pin connectors. The connectors have pins on 50-mil (0.05-inch) centers and are divided into three parts: an 8-bit section that has 24 address lines, 8 data lines, and most of the controls; a 16-bit extension with 8 more data lines and some additional interrupts; and a video extension that gives access to the on-board video hardware. Only one connector has the video extension. Figure 1 shows the pin-outs for the various sections and gives an idea of the scale involved.

You could omit the 16-bit part of the connector to get an 8-bit version of the Micro Channel. Perhaps this means that IBM will introduce a low-cost PS/2 system. More likely, however, it's simply a holdover from an original design based on the 8088 motherboard. The dimension drawings show that even 8-bit cards need a tab to fit into the 16-bit extension socket; the implication is that IBM will provide no 8-bit sockets in the PS/2 line.

The Micro Channel has a 32-bit bus extension to accommodate the 80386 processor in the PS/2 Model 80. I couldn't get any information on this, but it seems a reasonable way to get a wider data path. The 16-bit (and, presumably, 8-bit) cards should work fine in the wider bus.

The video-extension connector allows one card to take over the motherboard's video circuitry and provide enhanced video output. Those of you who still aren't satisfied with the new standard 640- by 480-pixel by 16-color output should take a look at the new IBM 8514/A: its resolution is 1024 by 768 pixels with 256 colors.

I/O devices now have a full 16-bit address instead of the 10-bit address used in the PC and PC AT. Each card must decode the full address; partial decoding that ignores some high-order bits is not allowed. Those 1024 addresses in the PC and PC AT were pretty much filled up, so having 65,536 addresses to play with in the PS/2 is a definite improvement. Of course, they will fill up soon enough.

In addition to the normal digital wiring, the Micro Channel includes an audio line to a linear power amplifier driving the speaker. This allows any card to generate an analog sound and add it to whatever's already on that line. For example, a modem card can now pipe the phone-line audio to the speaker without suppressing the normal audio beeps and boops from the programs. The quality is low-fidelity, but entirely adequate.

Photo 4 shows the PC AT's combined hard and floppy disk controller above the new Model 50's hard disk controller.

If I May Interrupt...
A continuing nuisance in the PC and PC AT buses is the fact that two or more cards can't share interrupt lines. The lines are active high, and the cards pull them up with an active driver. If two cards are trying to pull the same interrupt line in different directions, at least one will lose. This is, in fact, a good way to burn out a bus driver or two: Short them between the power supply and the ground.

The PC and PC AT interrupt lines are also edge-triggered, so you get an interrupt when the line goes from low to high. Unfortunately, it's easy to miss an interrupt if you have interrupts masked off and you reset the interrupt controller at the wrong time.

The PS/2 Micro Channel defines the interrupt lines as level-sensitive and active in the low state. The motherboard includes pull-up resistors for each of the interrupt lines, so a line that's not connected to anything is in an inactive state. Several cards can request an interrupt on any line by pulling it low with an
open connector driver (existing cards don't fit in the connectors, so there's no conflict between old and new cards).

Existing PC AT software might try to reprogram the interrupt-controller ICs to the rising edge-triggered mode, so external hardware on the motherboard suppresses those commands. The PS/2 uses the same Intel 8259 Programmable Interrupt Controller as the PC AT, albeit in a new surface-mount package.

Because the PC AT hardware prevents interrupt sharing, hardware interrupt-handler routines don't have to worry about anyone else using their interrupt. The PS/2 technical reference manual states that all interrupt handlers for both hardware and software interrupts on the Model 50 must daisy-chain control along to the next handler in sequence. Only if the handler has processed the interrupt can it break the chain.

Each interrupt vector starts out initialized to 0000:0000 hexadecimal, so the chain of interrupt handlers stops when the last one detects that it's about to pass control to 0000:0000 (not a valid address for an interrupt handler). Software interrupt handlers should indicate the error by returning with the carry-flag set. Hardware interrupt handlers should include a routine that handles stray interrupts.

For example, suppose we set up several serial cards to share interrupt line -IRQ4. When one of them receives a character, it pulls -IRQ4 low and activates the interrupt handler. The handler must check each of the cards to see which one has the character, process the character, reset the interrupt latch on the card, and exit. If another card receives a character, it also pulls -IRQ4 low to indicate that it needs service. Suppose the second card receives the character after the interrupt handler has checked it. When the handler is done, it performs a normal end-of-interrupt but is then restarted because the -IRQ4 line is still active. The handler then checks each card again and extracts the new character from the second card.

But things can get more complicated. Suppose we have a few parallel ports (the PS/2 supports bidirectional parallel ports) connected to some gadgetry, with all the cards sharing -IRQ4 with the serial cards. If the serial interrupt handler finds no serial cards active, it must pass control to the parallel handler. This way, you can daisy-chain many interrupt handlers together, with each one aware only of its own existence and that of the next one in the chain. The same logic applies to software interrupts, which should eliminate a good deal of the confusion caused by software interrupt handlers "swallowing" interrupts and disrupting the chain.

Of course, as more devices share a given interrupt line, it takes more time to figure out which one is presenting the interrupts. For critical applications (are there ever any noncritical applications?), you might want to have only one device on an IRQ line. But now you've got the flexibility to choose how to solve the problem.

Submitting to Arbitration

Although the PC AT bus allows other cards to take control of the bus lines, it isn't easy to have two bus masters sharing control. The Micro Channel includes a set of lines that allows several competing devices to share the address, data, and control lines without conflict. This process is called bus arbitration.

Under normal circumstances, the processor will use the Micro Channel for memory and I/O accesses without worrying about other devices. In this case, the processor supplies the address values and synchronizes the control signals, while the devices responding to that address may either accept or generate the data value. The processor is called the bus master because it supplies the control information. The processor must relinquish control of the bus lines when a DMA transfer occurs. The DMA controller supplies both the address and control lines, manages the data transfer, and returns control to the processor when it's done. During the transfer, the DMA controller is a temporary bus master.

The PS/2 extends this notion by requiring any device that wants to use the Micro Channel to submit to arbitration before taking control. Arbitration starts when any device activates the -Preempt line (see figure 1) to request control from the active master. The motherboard includes a circuit called the Central Arbitration Control Point (CACP), which handles the Micro Channel's arbitration functions. When -Preempt becomes active, the CACP sets the Arb/-Gnt line to Arb to begin a new arbitration cycle.

Each device that wants control of the Micro Channel puts its 4-bit arbitration level (essentially a priority) onto the ARB0 through ARB3 lines. The details are a little tricky, but basically all the devices drive the lines at once and check for mismatches between their data and the resulting value of the common ARB lines. The winning device continues to drive the lines, while the losing devices disable their drivers. As a result, everyone knows who won immediately. The CACP then drives Arb/-Gnt to -Gnt to allow the winner to take control of the Micro Channel.

Devices that transfer data in bursts, like hard disk drives and so forth, can assert the -Burst line to indicate that they will be using the Micro Channel for awhile. However, -Preempt overrides -Burst, and the CACP will terminate the bursting device by starting a new Arb/-Gnt cycle. If the bursting device

continued
**Figure 1:** The pin-outs for the various sections of the Micro Channel.
doesn’t relinquish control within 7.8 microseconds (µs) of a –Preempt, the Micro Channel times out and causes an error.

The non-maskable interrupt (NMI) is assigned an arbitration level higher than any programmable device on the Micro Channel. This ensures that a critical error will be recognized, no matter what else is going on. Unfortunately, RAM -Refresh is still handled on the Micro Channel and is assigned a priority even higher than the NMI. Thus, DMA transfers will “burst” every 15 µs or so when –Refresh occurs. The technical reference manual notes that about 7 percent of the Micro Channel’s bandwidth is dedicated to –Refresh. I’d be happy to pay more for a RAM controller to get –Refresh off the Micro Channel in exchange for smooth DMA transfers. Maybe next time . . . in the PS/3.

POS and POST

The PS/2 includes a new feature called Programmable Option Select (POS), which allows you to set up all configuration information with software rather than with DIP switches or jumpers. In fact, the technical reference manual specifically prohibits DIP switches and jumpers on cards. The Power-On Self Test (POST) software initializes the cards when the power is turned on, so you’re assured of the right setup every time. You can also display which cards are installed in which connectors, which ports they’re configured to use, which interrupts are active, and so forth, right on the screen without removing the machine’s cover. Even better, you can change the configuration from the keyboard without having to figure out which switch is which.

The line called –CD Setup (Card Setup) forces the card to a mode where it responds to I/O operations at addresses 100 to 107 hexadecimal, regardless of its normal addressing. There is a separate –CD Setup line for each Micro Channel connector, another for the video hardware, and another for the rest of the mother-board hardware. As you might expect, only one of the –CD Setup lines can be active at a time, because all the hardware responds to I/O at the same addresses during setup.

The POST code first determines what hardware is installed and then verifies that it matches the configuration information stored in CMOS RAM. If everything matches, the cards are initialized by writing configuration data into their registers. If you decide to change the cards, the POST code tells you to run the System Configuration program to create a new configuration file. You can’t use the PS/2 until all the hardware is correctly initialized.

Both the POST code and the System Configuration program read a pair of identification (ID) bytes from each card. The hexadecimal representation of these bytes specifies an Adapter Definition File (ADF) on disk that defines all the possible setup variations for that card. For example, the ID bytes for the IBM Dual Async Adapter card are EE and FF hexadecimal, so the ADF filename is IBMEEFF.ADF. Listing 1 shows the contents of that file. Note that serial ports 2 through 8 share –IRQ3.

Because the system we received didn’t have any additional cards installed, we couldn’t fiddle around with the System Configuration program as much as I wanted to, but the principle is excellent. For the first time, it’s possible to give online help to a user trying to resolve conflicts between various cards in the system, and that’s a step in the right direction.

One possible snag: IBM is assigning unique IDs only for its own cards. The rest of us are on our own, so you can rest assured that two companies will introduce two different cards with the same ID. How this will be resolved is up in the air, but I’m sure one of the two will have to install a jumper block to select the card ID. That’s the way it goes.

I’m quite sure that the automatic configuration works, because I used it after taking the system completely apart. The configuration data is stored in a battery-backed CMOS RAM on the mother-board. The battery is located on the sub-chassis just over the speaker. After about 15 minutes, the data in the CMOS RAM evaporates. Of course, I didn’t think of that when the PS/2 didn’t power up correctly. I could only imagine how annoyed BYTE was going to be when I returned a dead loaner.

Having nothing to lose, I booted up the Reference Disk. A utility automatically deciphered the error numbers into plain English: The CMOS date and time were invalid, and the battery was dead. It reminded me that this will happen whenever the battery is dead or freshly installed. I reset the date and time and then continued.

### Listing 1: A sample Adapter Definition File (ADF).

```plaintext
AdapterID OEEFFh
AdapterName "IBM Dual Async Adapter"
NumBytes 1

Prompt "Connector 1"
choice "SERIAL_1" pos[OJ=XXXX000Xb io 03f8h-03f7h int 4
choice "SERIAL_2" pos[OJ=XXXX000Xb io 02f8h-02f7h int 3
choice "SERIAL_3" pos[OJ=XXXX010Xb io 3220h-3227h int 3
choice "SERIAL_4" pos[OJ=XXXX011Xb io 3228h-322bh int 3
choice "SERIAL_5" pos[OJ=XXXX000Xb io 4220h-4227h int 3
choice "SERIAL_6" pos[OJ=XXXX010Xb io 4228h-422fh int 3
choice "SERIAL_7" pos[OJ=XXXX011Xb io 5220h-5227h int 3
choice "SERIAL_8" pos[OJ=XXXX011Xb io 5228h-522fh int 3

Help
"This connector on the IBM Dual Async Adapter can be assigned to use Serial 1 through Serial 8. Use the F5=Previous and the F6=Next keys to change serial port assignments if you are in the 'Change configuration' window. Conflicting assignments are marked with an asterisk and must be changed to use the adapter."

Prompt "Connector 2"
choice "SERIAL_1" pos[OJ=XXXX000Xb io 03f8h-03f7h int 4
choice "SERIAL_2" pos[OJ=XXXX000Xb io 02f8h-02f7h int 3
choice "SERIAL_3" pos[OJ=XXXX010Xb io 3220h-3227h int 3
choice "SERIAL_4" pos[OJ=XXXX011Xb io 3228h-322bh int 3
choice "SERIAL_5" pos[OJ=XXXX000Xb io 4220h-4227h int 3
choice "SERIAL_6" pos[OJ=XXXX010Xb io 4228h-422fh int 3
choice "SERIAL_7" pos[OJ=XXXX011Xb io 5220h-5227h int 3
choice "SERIAL_8" pos[OJ=XXXX011Xb io 5228h-522fh int 3

Help
"This connector on the IBM Dual Async Adapter can be assigned to use Serial 1 through Serial 8. Use the F5=Previous and the F6=Next keys to change serial port assignments if you are in the 'Change configuration' window. Conflicting assignments are marked with an asterisk and must be changed to use the adapter."
```

A sample Adapter Definition File (ADF).
let the utility automatically identify the hardware. It reloaded the CMOS RAM and rebooted the PS/2. Elapsed time: under 5 minutes. Whew!

Opening Night Performance
It’s difficult to decide what to test on a machine that’s so new you don’t even have cards that fit the sockets. I decided to run some timing exercises to measure how well the PS/2 could handle interrupts. I make no pretensions that these are comprehensive tests; the code is certainly not optimized.

The parallel printer ports on the PC AT and PS/2 can generate a hardware interrupt from a pulse on the Ack line. We replaced the standard interrupt handler with a specialized one for these tests. An oscilloscope connected to the Ack line and an output-port bit controlled by the interrupt handler allowed us to measure the time delays (see figure 2).

Because the test programs were written on the PC AT, I got some first-hand experience with the IBM PS/2 Data Migration Facility. The DMF is an adapter that connects a PC AT (or PC) printer cable to the PS/2’s printer port. The COPY35 program (on a 5½-inch disk) sends files from the PC AT’s disk to RECV35 (on 3½-inch disk), which receives the file and stores it on the PS/2’s disk. Sounds simple enough.

There was, of course, a slight complication. The PS/2’s POST decided that when the parallel printer port had the DMF adapter installed, it wasn’t a printer port, so it omitted the port address from the BIOS data area. Our test programs read the port address from that area, as all good programs should, rather than hardcoding the addresses as constants. After a little team discussion, we wrote a tiny Debug script to force the right address back into RAM. Mutter. Grumble.

Figure 3 shows the general outline of continued
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Nothing Runs Like a Fox.
Listing 2: The IRQTEST.ASM interrupt handler.

--------
; The Interrupt Handler!
; Gets control on interrupt from parallel port LPT1
; Increments counter and updates port data value
; This is deliberately not optimized...
.
assume cs:comseg,ds:comseg,es:nothing,ss:nothing

irq proc far
    sti ; allow other interrupts
    push ds ; ... and seg reg
    mov ax, cs ; set seg reg
    mov ds,ax

    ; --- set processing flag
    mov dx,prtctls
    punt
    in al,dx
    or al,mask stb ; turn bit on
    punt
    out dx,al ; tell the world

    ; --- check status port
    ; required on PS/2 to clear interrupt flag
    ; if interrupts were shared, we should check irq status bit
    mov dx,prtstat
    in al,dx

    ; --- tick counter so we can see things happen
    mov dx,prtbase
    punt
    in al,dx
    inc al
    punt
    out dx,al ; send new value out

    ; --- clear processing flag
    mov dx,prtctls
    punt
    in al,dx
    and al,not mask stb ; turn bit off
    punt
    out dx,al

    ; --- reset hardware and return
    cli
    mov al,eoi ; reset interrupt controller
    punt
    out 18259,al
    pop ds
    popa
    iret

    endp

the test program, and listing 2 shows the interrupt-handler section. The program assumes that it’s running on an 80286, but it will run unchanged on either a PC AT or a PS/2 system. We needed some interesting tricks to use the new level-sensitive interrupt hardware. For example, the interrupt handler reads the printer-status port. If several cards are sharing the hardware-interrupt line, there is a test to make sure that the printer port caused the interrupt. If you don’t read the status port, the hardware won’t reset the interrupt-pending bit, and the PS/2 will hang in a tight loop, responding to a stuck interrupt. It’s easy to spot on the scope, but the technical reference manual makes no mention of that requirement.

Time Trials
First, we measured interrupt-response time (see figure 4) with a minimal system load. The PS/2’s timings (see photo 5) registered a minimum of a 15-µs delay from the rising edge of the Ack line to the first interrupt-response output. The PC
UNDER THE COVERS

AT weighed in at about 20 \( \mu s \) (see photo 6). The 10-MHz Model 50 runs about 25 percent faster than an 8-MHz AT—simply the ratio of the clock frequencies.

The PS/2’s printer port produces much cleaner pulses than the PC AT’s. Although the specifications say that both ports use the same pull-up resistor, it must be that the PS/2 has an active pull-up, the monochrome card on our test PC AT had some problems, or the difference is the result of the PS/2’s better shielding and busing.

If the processors are busy with a non-interruptible task when the interrupt is presented, you get a variation in response times. For example, the hardware-timer interrupt occurs 18.2 times per second and can’t be interrupted by the lower-priority printer interrupt. The DOS call I used to check for a key press might also disable interrupts occasionally.

The longest delay on the PS/2 was about 60 \( \mu s \), compared to the PC AT’s 80 \( \mu s \). Again, these are roughly proportional to the clock ratio, so I wasn’t surprised. Some of the interrupts are lengthened because a timer interrupt occurs while they are active. There was no easy way to measure the increased time, but it seemed to be roughly 10 to 20 \( \mu s \).

I wanted to measure the effect of the new Micro Channel arbitration on the interrupt-response time, so we added a DOS call to read a disk file while the interrupts were active. Listing 3 shows the main test loop. When the bus load is not zero, the DOS calls are assembled. Each read pulls in 10,000 bytes of data from the file. For the sake of simplicity, we used COMMAND.COM as the test file. The latency remains about 60 \( \mu s \), but the longest delay grew to over 300 \( \mu s \). You can stretch the interrupt to more than 200 \( \mu s \) with Micro Channel operations that have a higher priority.

What’s going on is that the printer-port interrupt is now contending with the disk-controller data transfers. It appears that the controller is using a DMA transfer with a higher priority than the printer-port interrupt. The delays and stretched interrupts are due to that arbitration.

For comparison, if you run the same program on the PC AT, there is absolutely no interference from the disk. A quick check of the PC AT BIOS listing will tell you that the PC AT doesn’t use DMA for the hard disk; it uses a program loop to transfer sectors from the controller card to RAM. And those transfer loops are interruptible by the printer port. Surprised?

More Value Than Aggravation

IBM is preparing for a multitasking operating system (the long-awaited OS/2), so many of the decisions in the BIOS are made on that basis. Using DMA to transfer the data lets the new hardware arbitrate on a cycle-by-cycle basis between contending Micro Channel users. It’s your job to match the hardware and BIOS functions to the task at hand. Make sure that you measure the system under real-life conditions to avoid surprises.

If all you’re doing is running spreadsheets, there are cheaper ways to get 25 percent more speed than buying a PS/2 machine. But if you’re building systems that get down to the bare metal, the Micro Channel will make your life a lot easier. One complication is that the BIOS listings aren’t around to bail you out of tight spots. You have to depend on the published interfaces. Time will tell if all the critical details show up in the manuals.

Only IBM could introduce a new PC system with an incompatible bus, differ-

---

Listing 3: The IRQTEST.ASM main test loop.

```asm
mov dx, offset runmsg
doscall showstr
keywait label near
IF busload
mov bx, handle
mov al, 0
mov cx, 0
mov dx, 0
doscall seek
jc oops
mov bx, handle
mov cx, readlen
mov dx, offset filebuff
doscall read
jc oops
cmp ax, cx ; full read?
jne oops
mov dl, OFFH ; no wait on keyboard test
doscall dircons ; get char, if any ready
jz keywait ; no char => Z flag set
jmp cleanup ; exit to cleanup code
oops label near ; in case of disk errors
mov dx, offset errmsg3
doscall showstr
ENDIF
mov dl, OFFH ; no wait on keyboard test
doscall dircons ; get char, if any ready
js keywait
jmp cleanup ; exit to cleanup code
mov dx, offset filebuff
doscall read
jc oops
cmp ax, cx ; full read?
jne oops
ENDIF
```

---

Figure 4: The interrupt timings. The delay equates to the interrupt-response time, or the length of time between presenting the interrupt and the response of the interrupt handler.

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**Photo 5:** An oscilloscope shot of a simple interrupt response on the Model 50.

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**Photo 6:** An oscilloscope shot of a simple interrupt response on the PC AT.

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**UNDER THE COVERS**

I'm most impressed with the level of care and attention that's gone into defining and specifying the requirements for new Micro Channel cards and programs. The Micro Channel allows simple, automated device setup, has the potential to support intelligent I/O subsystems, and has room for growth. The PS/2 looks good, and I'm looking forward to some interesting projects with it.

Special thanks to Ed Nisley for his collaboration on this article.
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<table>
<thead>
<tr>
<th>Module</th>
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<td>dMenu/Backup</td>
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<td>$ 65</td>
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Inquiry 227
Head to Head

The IBM PS/2 Model 80 and the Apple Macintosh II

Last month, we began to examine the newest generation of personal computers built around the Intel 80386 and the Motorola 68020 CPUs. In “High-Tech Horsepower” (July BYTE), we compared the relative performances of the Compaq Deskpro 386 and the Macintosh SE boosted by General Computer’s HyperCharger board.

This month, we look at the IBM Personal System/2 Model 80 and the Macintosh II. We benchmarked the Mac II at BYTE on a machine loaned to us by Apple for review. (Further information on the Mac II is available in our product preview, “The Apple Macintosh II,” April BYTE.) To get our results on IBM’s machine, we traveled to Boca Raton, Florida, soon after the PS/2 line was announced. We tested a Model 80 that IBM makes available to software developers who want to run software-compatibility tests on announced machines that are not yet shipping. But first, let’s look at the technology used by IBM in building this 80386-based machine.

IBM’s New Technology

The Model 80 comes in a floor-standing cabinet similar to that of the Model 60 (see the text box accompanying our review, “The IBM PS/2 Model 50,” July). The bottom of the Model 80’s motherboard (planar board in “Bluespeak”) contains the Intel 80386 and optional 80387 plus five 16-bit and three 32-bit connectors for the Micro Channel bus. The hard disk (fixed disk in “Bluespeak”) contains the Intel 80386 and optional 80387 plus five 16-bit and three 32-bit connectors for the Micro Channel bus. Since MS-DOS uses physical block addressing, the device drivers convert physical addresses to relative addresses for the ESDI (enhanced small device interface) hard disk controller.

The Model 80 includes two wait states for disk I/O. For example, the transfer-cycle time on the 16-bit Micro Channel used on the PS/2 Models 50 and 60 is 312.5 ns.

Lining up data on double-word boundaries increases performance on the 32-bit Micro Channel. However, peripheral I/O is limited by design to a 16-bit data path and thus its performance remains the same regardless of Micro Channel width. The Model 80 uses relative block addressing for disk I/O. Since MS-DOS uses physical block addressing, the device drivers convert physical addresses to relative addresses for the ESDI (enhanced small device interface) hard disk controller.

The Model 80 comes in three versions: the 16-MHz Models 80-041 and 80-071, both of which use 512K-bit by 1-bit memory chips, and the 20-MHz Model 80-111, which uses 1-megabit by 1-bit chips; both sizes have an 80-ns access time. The difference between their capacities allows room for 2 megabytes of memory on the 16-MHz Models 80-041 and 80-071, motherboards and 4 megabytes on the 80-111. Memory expansion boards can meet any additional memory requirements. The difference between the 80-041 and the 80-071 lies in their hard disk capacity: The 80-041 includes a 44-megabyte hard disk, while the 80-071’s has 70 megabytes. The hard disk on the 80-111 has a capacity of 115 megabytes.

There is a high level of BIOS compatibility with the IBM PC with two distinct exceptions. First, programs dependent on a set execution time will not run due to the increased processor speed. Second, programs that address the top 1K of the 640K bytes of memory normally available to MS-DOS will not run properly. This 1024 bytes is used by a larger BIOS, which contains extensions to aid in the creation of a multitasking environment. However, the vast majority of software written for the PC should execute normally.

Coming Before the Bench

We ran the PS/2 Model 80 benchmarks on an 80-071 machine with two 70-megabyte drives, a 1-megabyte cache, 1 megabyte of RAM, and a 16-MHz Intel 80387. The protected-mode tests were run with the Phar Lap RUN386 program, a utility that puts the 80386 into protected mode. The Model 80 consistently hung at the completion of this program’s run, possibly due to a problem with interrupt masking. The benchmark results are shown in table 1 opposite those of the Compaq Deskpro 386 and the IBM PC AT.

The Deskpro 386 executes the Fibonacci and Sieve benchmarks faster than the Model 80—most likely due to the Deskpro’s use of static RAM. While both machines use one wait state for processor-to-memory accesses, the Model 80 allows room for 2 megabytes of memory on the 16-MHz Models 80-041 and 80-071, motherboards and 4 megabytes on the 80-111. Memory expansion boards can meet any additional memory requirements. The difference between the 80-041 and the 80-071 lies in their hard disk capacity: The 80-041 includes a 44-megabyte hard disk, while the 80-071’s has 70 megabytes. The hard disk on the 80-111 has a capacity of 115 megabytes.

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G. Michael Vose is a BYTE senior technical editor, David Betz is a BIX senior editor, and Jane Morrill Tazelaar is a BYTE technical editor. They can be reached at One Phoenix Mill Lane, Peterborough, NH 03458.
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Table 1: Benchmark results for the Intel 80x86 machines.

<table>
<thead>
<tr>
<th></th>
<th>IBM PS/2 Model 80</th>
<th>Compaq Deskpro 386</th>
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Table 2: Benchmark results for the Motorola 680x0 machines.

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must refresh its RAM every 125 ns while the static RAM of the Deskpro 386 requires no memory refresh.

On the other hand, the 16-MHz 80387 in the Model 80 dramatically improves its execution of the Float and Savage Floating-point benchmarks over the Deskpro 386's 80287 running at 8 MHz—very understandable. Megahertz alone can explain part of the difference.

More difficult to explain, however, is the significant difference between the two Dhrystone benchmarks. Both computers use the same Intel 80386 CPU, and both run it at 16 MHz, but the Compaq Deskpro 386 appears to get more out of it—18 percent more.

The Mac II on which we executed our benchmarks had a 40-megabyte hard disk and 1 megabyte of RAM. We did not recompile our tests on the Mac II. Instead, we used the executable code produced by the Mac SE; it ran without a hitch. The benchmark results are shown in table 2 opposite those of the Mac SE with HyperCharger and the Mac SE.

The Mac II is actually slower on the Mac II’s 15.67-MHz 68881 than the Mac SE with HyperCharger’s 7.83-MHz 68881 in floating-point operations (the Float and Savage benchmarks). The reason, again, is largely megahertz. The difference between the 68020 processors in the Dhrystone benchmark is negligible.

And the Mac II versus the Model 80? On these tests, the Model 80 outperformed the Mac II with one exception: the Savage benchmark, which tests floating-point transcendentals. This benchmark is particularly useful for testing numeric coprocessor boards. While both the 80387 and the 68881 have on-board transcendentals, either the functions tested by the Savage benchmark work better on the 68881, or the benchmark is coded more efficiently for the Mac II.

In effect, you can make the same inference for the other benchmarks as well: Either the functions we tested work better on the Model 80, or the benchmarks are coded more efficiently for it. Please understand that these benchmarks have not been intentionally optimized for individual CPUs or FPU’s. You can make comparisons, but they cannot be as clear cut as you might like. All we can say, with honesty, is that on these tests, the Personal System/2 Model 80 outdistanced the Mac II.

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*Times in parentheses are with an 8087 or 80287.

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Inquiry 169
Part 2: Colorization
Using the ImageWise Video Digitizer

Take digitized black-and-white images and convert them to color

Presuming that you aren’t tired of ImageWise and the subject of video processing yet, I thought I’d stick in one more video project before I go on to other matters. Actually, I have probably picked a subject that you might know something about. The coloring of black-and-white motion pictures has been the subject of many heated debates in the entertainment industry. Movies like The Maltese Falcon, Yankee Doodle Dandy, and Captain Blood have been converted from their original black-and-white state to color using sophisticated computer-controlled hardware. Using computers to color these films has caused a great deal of discussion about the economic, aesthetic, and even the moral implications of modifying what many call works of art.

While colorization of movies is controversial, the technical aspects of the process are just another form of video processing and a continuation of the materials we discussed last month. With the help of your personal computer and the ImageWise video digitizer, you can experiment with colorization and form your own opinion.

This month, I will describe the software and techniques you need to add color to the black-and-white images captured with ImageWise. But before we start, let’s look at the techniques Hollywood uses to color black-and-white motion pictures.

How Hollywood Does It
Converting a black-and-white film to color is a complex job that requires the talents of many people—one firm has almost 200 people working three shifts a day, seven days a week. And even with that many people involved, it takes about four months to color a full-length movie. Besides being labor-intensive, coloring a film is also expensive, with the current cost being about $3000 per minute of finished product. A two-hour movie costs almost $400,000 to color. While this is not cheap, it is a bargain compared to the cost of making a new film.

First, they make a print from the original film’s black-and-white negative and then transfer it to videotape. This videotape is the copy they use for all work; the original film is not modified. Incidentally, the coloring process may help preserve the original picture, since old movies used nitrate film that deteriorates with age. The new print made for transfer to videotape is made using modern film stock that will be around long after the original has disintegrated.

After they transfer the film to videotape, the difficult task of determining what colors were used in the original film begins. They talk to members of the movie’s cast and crew and search libraries and studio archives for color photos and set descriptions taken during the original production. The movie is also viewed to see if known objects appear in it: famous paintings, landmarks, and other recognizable objects. If the true color of an object cannot be determined, an art director will select suitable colors.

At the same time they are determining the proper colors for the film, a shot-by-shot breakdown of the entire movie is done, with a code number assigned to each scene. The significant characters and elements of these scenes are noted, and the lists are given to the coloring staff, along with the colors that are to be used. It is important that the continuity of these lists be accurate, since many people will be working on the film. A mistake can result in one group painting a car black and another group painting the same car (in a different scene) red. If these scenes are next to each other in the final film, the audience will wonder where the red car came from.

After they have determined all the colors and generated the continuity lists, it is time to begin adding color to the movie. A colorist will watch the film scene by scene in black and white and electronically add color to the picture using six colors: black, red, blue, pink, yellow, and white. These colors do not represent the actual colors that will be used but are used as indicators of light levels. Black and red represent the darkest levels of the picture, white and yellow the lightest.

The colorist breaks the picture down into individual areas or layers. An example is a shot of a hand on a desk. If the hand will be moving around the top of the desk, the colorist draws a mask around the hand to isolate it from the desk. The desk is then colored, using any colors from the entire spectrum of an electronic palette. Since the colorist colors the entire desk, even areas “beneath” the hand, when the hand moves, the portion of the desk that was under the hand will already be colored. Next, the colorist applies flesh tones to the hand. As the hand moves from frame to frame of the film, a computer will remember what colors were used and will follow the hand with flesh tones as it moves.

The colorization process uses a combination of layering and assigning colors to

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I discovered that the coloring companies are using IBM PC ATs and Apple Macintoshes.

gray levels. Coloring done only by assigning colors to gray levels in each frame does not achieve the quality you have come to recognize as a professionally colorized film, but it does offer a starting point. (Since layering is extremely software-intensive and beyond our ability to duplicate here, our experiment with colorizing images will use only gray levels. The limitations of this coloring technique will be obvious, but the process is still instructive.)

After all the layers for a scene are colored and the first and last frames of a shot are completed, the colorist will select key frames that have large changes or new objects in them. The next step is to reposition the old masks and add masks for new objects as required. This is necessary when an object that was on the top layer (the hand) moves behind a new object (like a lamp). The colorist will also make any changes to the previously selected colors to allow for shadows and lighting changes. Finally, after all colors are selected and the masks are determined, a computer automatically colors all frames in the scene with the selected colors.

The colorist repeats this process for every scene in the film. The finished color scenes are then edited back together in the proper sequence. The movie is then reviewed for proper color balance and continuity. If everything checks out, the company returns the finished product to the owner for distribution.

When I started researching this article, I thought that the coloring process was probably being done with a bunch of Cray supercomputers. But after some research, I discovered that the coloring companies are using IBM PC ATs and Apple Macintoshes running custom software and connected to custom video hardware. I thought, "If they can do it with micros, it can't be too difficult, right?" Well, the key components of the coloring system are the custom software and hardware. And since at least one company has $20 million invested in its custom coloring hardware, trying to duplicate its system might be a little beyond the Circuit Cellar budget for this month.

However, even though it isn't practical for us to duplicate that company's equipment, we have built and tested some of the key ingredients in the past three months. I thought we'd apply a little journalistic license and try to use the equipment we already own. We'll just have to interpret the results in the proper frame of mind.

Setting Up
My colorization system consisted of an IBM PC with one serial port, a Genoa Systems EGA video board, an NEC MultiSync monitor, and the ImageWise digitizer/transmitter, with a camera providing a picture source (it could be a VCR, TV signal, or any such thing). The Genoa Systems EGA is a half-size board that supports IBM and Hercules monochrome, IBM Color Graphics Adapter (CGA), and IBM Enhanced Graphics Adapter (EGA) video modes.

As you'll see, we face some obvious limitations using EGA. You might wonder why I did not use PGA, VGA, or—at the very least—my own GT180 (all of which would have resulted in a more "colorful" picture). My purpose here was not to create pretty pictures that prove I understand colorization and can afford the hardware. Rather, I am trying to find the greatest audience of experimenters who might be able to recreate these experiments (this is always the purpose of the Circuit Cellar). I chose the IBM PC with an EGA display as a reasonable compromise between base and minimum graphics capability. Of course, if you have an Amiga or any better IBM graphics board than an EGA, you can extend the basic concept for better results.

The ImageWise digitizer/transmitter generates a 256- by 256-pixel image with 6-bit, 64-level grayscale for each pixel. Ideally, we would like to use all 64 levels in our display, but the EGA board lets you choose only 16 colors from a palette of 64. To display a picture, we have to re-map the 64 grayscale values from the digitizer/transmitter into 16 values from the EGA's color palette. Fortunately, since the image is 256 pixels wide, we can conveniently use a screen resolution of 320 by 200 (we will just ignore the bottom 56 lines of the image).

The process is relatively straightforward. You aim a camera at a black-and-white photograph or illustration. Then, using the PC-DOS "digitize and store" utility provided with the ImageWise digitizer/transmitter, you digitize the image and store it to disk. Finally, using the "coloring" software provided for this project, you select and assign color values to the black-and-white digitized images.

This coloring program is much too big to list here, but it is available for downloading from the Circuit Cellar BBS at (203) 871-1988, provided it is for your own personal and noncommercial use. Alternatively, you can send me a formatted PC disk with return postage, and I'll load it with the pertinent files. The coloring program will run on any PC with at least 256K bytes of RAM and an EGA-compatible graphics display.

The coloring program lets you assign each of 64 gray levels to one of the 16 EGA palette positions. You choose these 16 palette colors from the 64 available EGA colors. Unfortunately, it is not simply a case of substituting one of these palette colors for all instances of a particular gray level. The manipulation of the gray levels and palette colors is what colorization is all about.

As I mentioned earlier, ImageWise digitizes images into 64 levels of gray. These levels are determined by the amount of light reflected by the objects we are processing. Because we are digitizing levels and not colors, some parts of the digitized images will have the same gray level even though they may not be the same color in the original. This problem, combined with the minimal color capabilities of the EGA, limits the results we can achieve. But these limitations are not as severe as they may first appear, and you can minimize their effects by clever manipulation of the image data.

Before you begin, you will need a subject. While you can use just about anything, some subjects will give much better results than others. Try to avoid subjects with real people in them. The EGA color palette doesn't have any colors that are acceptable as fleshtones. Also avoid subjects that are dominated by a single color. The best subjects are those with lots of colors or gray levels.

Animated cartoons are good subjects since they have a wide range of colors and have distinct borders between different color zones. I chose a scene from Walt Disney's Snow White and the Seven Dwarfs as the subject for my examples. Disney Studios was happy to grant permission to use this film as the subject since this is its fiftieth anniversary. I neglected to say that Snow White might be "Snow Green" when I was done.

Photo 1a shows Snow White and Dopey after being digitized and displayed in 64-level gray scale using the ImageWise system. The picture shown here, as displayed on an ImageWise display/receiver board, provided the digitized data for the EGA colorized images that were eventually generated. (Generally speaking, an IBM PC cannot display a 64-level gray-scale image without advanced graphics boards or an ImageWise
display/receiver board. However, a technique called dot-dithering, which creates a pseudo gray scale [e.g., like pictures in a newspaper], can be used to create a reasonable image on an EGA display. Photo 1b shows the same Snow White image in pseudo gray scale on an EGA.

Before we begin adding color to this image, we need to decide on a method of mapping the 64 levels into the 16 colors supported by the EGA. One method of mapping the ImageWise gray levels to the EGA color palette is to ignore the 2 least significant bits of each gray-level value. You can do this by dividing each pixel data byte received from the ImageWise transmitter by four and using the integer result as the palette position. As a result, the lowest four gray levels will be mapped to palette position 0, the next four gray levels will be mapped to palette position 1, and so forth, until all 64 levels have been assigned to EGA palette positions 0 through 15. Photo 2 shows the results obtained using this method. Compare this to photo 1.

It is obvious that the colors in photo 2 are not correct. So far, we have only mapped the gray levels to palette positions with little concern for which parts of the picture are affected. The result can be red faces and blue hair. Instead, we need to select which color will be assigned to each palette position while keeping in mind which areas are painted with which colors. A somewhat more careful selection of colors (plus some fixed areas of gray, as I'll soon explain) can take the same data of photo 2 and present it with a distinct improvement, as shown in photo 3.

While the results are better, we can still make improvements. The new image has lots of gray and black pixels because the lowest 12 gray-level values received from the ImageWise transmitter are found in large numbers throughout the entire image. When we divided the grayscale data by four, these 12 levels now occupy only three palette positions. The effect is to make large portions of the image that were distinctly different now appear equal in color.

For example, let's assume that the bottom of Snow White's dress when digitized has a gray level of 3 and the area in the upper left corner of the screen has a gray level of 1. Since our mapping scheme will assign both levels to palette position 0, the two different levels become the same color. When we try to make Snow White's dress yellow, we will also be making the upper left corner of the screen yellow. If we try to change the corner of the screen to some other color,

continued
the dress will change color, too.

To correct this sort of color Ping-Pong, we assign palette position 0 to actually be the color gray or black. This improves the way the image looks and is the easiest way to overcome the effect. Since we blindly combined every four gray levels into each palette position, the only way to get a reasonable-looking picture, such as photo 3, is to use lots of gray and black.

While this often results in an acceptable final image, we need a more precise way of mapping the gray levels to the EGA palette. Instead of blindly mapping every group of four gray levels to each palette position, we can achieve better results if each gray level from the original image can be mapped to any of the 16 palette positions. This also serves to avoid the color Ping-Pong problem.

The easiest way to implement this mapping method is to start by displaying information for 16 gray levels at a time. We can do this by mapping gray levels 0 through 15 to palette positions 0 through 15. We assign any gray level greater than 15 to palette position 0. By making the color of palette position 0 black, this hides all the gray levels greater than 15.

The result of this interim mapping scheme is shown in photo 4. Notice that the pixels that make up Snow White and Dopey are not shown. They have disappeared because they are composed of gray levels higher than 15, which we have assigned to palette position 0 (black). Thus, an added side effect of this mapping technique is the ability to separate the image into layers of light levels.

Once we have the first 16 raw gray levels to work with, we start the task of assigning them to palette positions. The coloring software lets us assign any of the EGA’s 64 colors to each of the 16 palette positions very rapidly. A quick selection of available colors gives us photo 5. (The colors I selected are not necessarily the ones used in Snow White and the Seven Dwarfs because the EGA palette has a limited range of colors. My objective is more the procedure rather than the actual color quality of the results.)

At this point in the process, we don’t actually use 16 different colors but rather assign the 16 original gray levels individually to some limited number of colors. If you use all 16 colors for these first 16 levels, these will be the only 16 colors you can use when selecting palette positions later for the higher gray-level values. Try to use just four or five different colors that are spread throughout the palette.

Photo 4: Masking those gray levels mapped to palette positions greater than 15 simplifies the colorization process by letting you concentrate on 16 colors at a time, in this case, those pixels assigned to palette positions less than 16.

Photo 5: Using the masked image from photo 4, you can rapidly assign colors to the displayed pixels.

Photo 6: A reverse mask to photo 4. Now you can colorize pixels mapped to palette positions greater than 15.

Photo 7: Final result—the wonderful world of color.
In photo 5, I used black, light green, dark green, light gray, dark gray, and brown (they become palette positions 0 through 5). The dark green color may be assigned to pixel gray-scale values of 4, 8, 13, and 14 as a typical example. Similarly, pixels with original gray-scale values of 0, 2, 3, and 15 might appear best if painted black. As you assign colors to a gray-scale value, you can see which pixels are affected and make a choice. Dark green leaves might look better against a blue sky than light green ones.

After we have selected the colors for the first 16 gray levels, we will repeat the process for the next 16 levels. We do this the same way except that this time we use gray-scale values between 16 and 31. We will assign gray levels 0 through 15 and any levels greater than 31 to palette position 0 (black). As a result, gray levels 0 through 15 and those greater than 31 will not be visible.

Photo 6 shows levels 16 through 31 after we have selected colors. The new colors selected are purple, yellow, white, and pink. The software will combine these colors with the six we picked earlier, so the palette now has 10 colors assigned and 6 available for the remaining 32 gray levels. I repeated the color-selection process for levels 32 through 47 and levels 48 through 63, adding only a single new color, red.

As I mentioned earlier, grouping the gray-level data gave us a layered image even though that was not our intention. Snow White and Dopey are brighter than their surroundings and were digitized with higher gray-scale values. If these two fantasy characters were to be used independently or were more significant than the background colors, you could assign the majority of palette positions to their specific set of gray levels rather than the ascending order I described. Alternatively, we could make the background entirely black, dark gray, dark green, and brown to highlight Snow White. The effects that you can produce through the process of colorization are limitless (this is part of the controversy that is currently surrounding movie colorization).

After all 64 levels have been assigned a palette position, the coloring software will redraw the image, using the mapping and palette colors selected. The image you see in photo 7 shows the final results of our work after some minor reselection of colors.

**Satisfactory Results**

While the EGA's color capabilities are a limitation, careful manipulation of gray levels and color values can give us satisfactory results. One important fact to remember is that at no time have I rearranged, reprocessed, or otherwise manipulated the digitized pixel data in any way. We have achieved all of the results that you see here purely by assigning colors to specific gray-scale values from the original data.

One significant improvement to the coloring software would be the ability to load and save the final images in a format compatible with some of the PC drawing programs. You could use coloring software to map the gray levels and then the drawing program to fine-tune the images and borders between colors.

Some software of this type is already available. I have PC utility programs that convert ImageWise picture files to be compatible with PC paint programs such as PC Paintbrush, EGAPaint, and PC Paint Plus. Other utilities let you print a picture on a dot-matrix printer or a laser printer. (Contact CCI for details.)

For the past four months, I've tried to present the ImageWise system and software as the basis of a truly cost-effective image processing system. The response has been more than I could have hoped for, and ImageWise will join the Circuit Cellar all-time hit parade. Of course, that's until you see some of the other projects I've got up my sleeve.

**Next Month**

I'll show you the Circuit Cellar IBM PC AT-compatible computer, which consumes only 25 percent of the power of an AT, is 100 percent compatible, and is only the size of a PC expansion board.

**Special thanks to Dave Lundberg for his software expertise and help on this project.**

**Editor's Note:** Steve often refers to previous Circuit Cellar articles. Most of these past articles are available in book form from BYTE Books, McGraw-Hill Book Company, P.O. Box 400, Hightstown, NJ 08250.


The following items are available from CCI:

- P.O. Box 428
- Tolland, CT 06084
- (203) 875-2751

1. ImageWise digitizer/transmitter board experimenter's kit. Contains digitizer/transmitter printed circuit board, 11.05-MHz crystal, programmed 2764 EPROM with transmitter software, and CA3306 flash A/D converter and manual with complete parts list. DT01-EXP $99

2. ImageWise display/receiver board experimenter's kit. Contains gray-scale display/receiver printed circuit board, 11.65-MHz crystal, programmed 2764 EPROM with receiver software, Telmos 1852 video D/A converter, manual with complete parts list, and an IBM PC 2.0 disk containing sample digitized images and test patterns. DRO1-EXP $99

3. ImageWise digitizer/transmitter full kit. Contains all digitizer/transmitter components, including printed circuit board, 64K bytes of static RAM, IC sockets, crystals, programmed 2764, CA3306 flash A/D converter, manual, and IBM PC 2.0 disk containing utility routines for storing and displaying (dot-dithered, not gray scale) and downloading image files using an IBM PC. Does not include power supply or case. DT01-KIT $249

4. ImageWise display/receiver full kit. Contains all gray-scale display/receiver components, including printed circuit board, 64K bytes of static RAM, IC sockets, crystals, programmed 2764, Telmos 1852 video D/A converter, manual, and an IBM PC 2.0 disk containing sample digitized images and test patterns. Does not include case or power supply. DRO1-KIT $249

ImageWise is also available assembled. Call CCI for source and availability of assembled boards and complete systems, black-and-white TV cameras, 32K-byte static RAM chips, and power supplies. Software utilities are also available in SB10 format.

All payments should be made in U.S. dollars by check, money order, MasterCard, or Visa. Surface delivery (U.S. and Canada only): add $3 for U.S., $6 for Canada. For delivery to Europe via U.S. airmail, add $10. Three-day air freight delivery: add $8 for U.S. (UPS Blue), $25 for Canada (Purolator overnight), $45 for Europe (Federal Express), or $60 for Asia and elsewhere in the world (Federal Express). Shipping costs are the same for one or two units.

There is an on-line Circuit Cellar bulletin board system that supports past and present projects. You are invited to call and exchange ideas and comments with other Circuit Cellar supporters. The 300/1200/2400-bps BBS is on-line 24 hours a day at (203) 871-1988.

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Creating Fractals

Seeing a completed drawing of a dragon can't compare to the thrill of watching it being drawn.

Fractals are a hot topic in science and mathematics these days. Their intricate organic shapes model nature's complex forms and processes.

The French mathematician Benoit B. Mandelbrot has spent most of his professional life studying those complex acts in nature that only chance can hope to simulate, such as transmission-line noise and linguistics. But something existed in natural events that unconstrained chance could not mimic. Mandelbrot tried to model nature with fractals, a term that comes from the Latin adjective fractus, meaning irregular or fragmented.

**Bridging Order and Chaos**

Chance was perfect for simulating a coin toss, but it is far too irregular to model the fluctuations of the stock market. To mimic many natural events, you can blend in fractals to bridge the chasm between order and chaos.

Mandelbrot's book, *The Fractal Geometry of Nature*, led to a discussion of what we will call regular fractals: those fractals that arise from an infinitely repeated construction process. Strangely, few regular fractals have appeared in print outside Mandelbrot's book, which contains many attractive examples. Most published fractals are the so-called domains of attraction (see "Fractals" by Peter Sprensen, September 1984 BYTE).

Finding good examples of these domains of attraction is an arduous, hit-or-miss affair, while regular fractals are relatively easy to understand and draw.

Fractals are geometric objects, like points, lines, planes, and cubes. However, unlike more familiar shapes, fractals have a complexity that is impossible to measure by conventional methods. In

**Figure 1:** The first few stages in the development of Koch's snowflake (see Table 1, Koch's Snowflake).
fact, you cannot even draw a fractal; you can only approximate it.

Consider, for example, Koch's snowflake curve, a regular fractal that looks more like a frayed rope than a curve. Figure 1 shows the first few stages of the repetitive generation process. The stage shown at the top of the figure suggests the ultimate look of Koch’s snowflake curve.

Figure 2 shows five stages in the construction of Sierpinski’s carpet. The early stages of this curve give the impression that it will eventually fill some area. But the area of all the holes is equal to the floor space of the smallest room that would contain the carpet, and therefore it covers no area at all! Yet, visually, it appears to be more dense than Koch’s snowflake, which similarly appears to be thicker than a curve.

Standard mathematical analysis says that both curves are no more dense than a straight line, which covers no area. However, a maverick notion of dimension developed by Felix Hausdorff can differentiate between these generation processes. An ordinary curve has a Hausdorff dimension equal to its conventional dimension; that is, 1. The Hausdorff dimension of Koch’s snowflake is approximately 1.2618, while that of Sierpinski’s carpet is about 1.8928. Whereas conventional dimension can only determine whether an object does or does not fill a space, the Hausdorff dimension can measure what fraction of space an object covers (something like measuring the density of a cloud cover). Fractals live in a nether world between conventionally dimensioned spaces. Koch’s snowflake and Sierpinski’s carpet live in a world between their one-dimensional parts and their two-dimensional home. Hence, Mandelbrot defines a fractal as a geometric object with Hausdorff dimension greater than its conventional dimension.

Taking Up Space
Complicated curves can have considerable substance, filling whole areas or volumes. Hilbert’s curve is the most famous of these (see figure 3). It fills a square and so is called a space-filling curve. It is not a fractal by Mandelbrot’s definition because its Hausdorff dimension is 2, the same as its conventional dimension. (Two-dimensional fractals exist, but they are so crinkly or fragmented that they must live in three-dimensional space or higher.) Even so, Mandelbrot found that space-filling curves join with fractals in modeling nature. Some space-filling curves resemble river networks or vascular systems.

Hilbert’s curve was notorious because it profoundly disturbed conventional mathematical wisdom. Things without area should not be able to fill space. Some mathematicians built new theories on this pathology, while others recoiled in horror, entombing such curves in a “gallery of monsters.” Mandelbrot resurrected these monsters and made them fundamental tools of science.

The monster metaphor persists to this day in the term “dragon.” In 1960, physicist John E. Heighway described a remarkable space-filling curve generated by folding a long strip of paper in half over and over again and then opening the creases to right angles (see “A Tiger Meets a Dragon” by Dan Rollins, December 1983 BYTE). Its outline resembled that of a dragon (see figure 4), hence the dragon curve. Its resemblance to other fractals led to calling many fractals dragons.

Hunting for Dragons
A dragon is defined as an organism of cells arranged according to a genetic code. It begins life as a single cell and then, by daily cell division, grows into a creature with a shape and character governed by the DNA of its genetic code. The definition includes both regular fractals and space-filling curves. It is based on F. M. Dekking’s notion of recurrent sets—a notion that had its origins in biologist A. Lindemayer’s study of cell development. Lindemayer invented cellular automata to model cell behavior. One
famous cellular automaton is Conway’s game, Life.

The original example is Heighway’s dragon. The first three days of its life are shown in figure 5. At birth (day zero), the dragon is composed of a single cell, a line segment. On day one, this cell divides into two cells, or line segments, at right angles. On day two, each of these cells divides into two cells at right angles for a total of four cells; the cell divisions alternate between lying first to the right and then to the left of the parent cell. This pattern of cell division continues each day of the dragon’s life. Figure 4 shows Heighway’s dragon after 10 days. Eventually, Heighway’s dragon becomes a space-filling curve with a fractal outline.

The leftmost cell of Heighway’s dragon is called the head cell. If you trace the dragon from head to tail, you will travel in four different directions. If the head cell is always oriented to the east, then the four directions traveled are east (E), north (N), west (W), and south (S). Since all the dragon’s segments are equal in length, you can completely describe one day in the dragon’s life with a record of directions.

For example, the record for day zero is E, day one is EN, day two is ENWN, and day three is ENWNWSWN. You can compute the record for the fourth day from that for the third day using the following table:

<table>
<thead>
<tr>
<th>Direction</th>
<th>Translation</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>EN</td>
</tr>
<tr>
<td>N</td>
<td>WN</td>
</tr>
<tr>
<td>W</td>
<td>WS</td>
</tr>
<tr>
<td>S</td>
<td>ES</td>
</tr>
</tbody>
</table>

Each direction in day three translates into the two directions shown on day four. For example, the E on day three becomes EN on day four, the N translates to WN, and so on. Remarkably, these translations are sufficient to compute the record of any day in the life of Heighway’s dragon from the previous day’s record; thus, they are the genetic code, or DNA, of Heighway’s dragon.

If you diagram the dragon starting with day zero, a tree-like structure results (see figure 6). Heighway’s dragon has four cell types labeled E, N, W, and S to make the direction in which you traverse a cell part of its structure. To draw the dragon, you traverse the tree in the order shown by the broken arrow, drawing the cells at the bottom as you encounter them. You can use the same basic procedure to draw a different, arbitrary dragon.

Let a two-dimensional array G represent the genetic code, and $G(CELL,K)$ stand for the Kth cell in the division of CELL. If the one-dimensional array I interprets a cell geometrically, then I(CELL) points to the geometric object that corresponds to CELL. Listing 1 contains a recursive procedure that draws the DAYth day in a dragon’s life starting with birth cell CELL.

If you want to draw a 10-day-old dragon with birth cell W, you enter its genetic code and interpreter into the G and I arrays, respectively, and execute the procedure in listing 1 for DRAGON(10,W). The endless variety of shapes, including dragons, fractals, space-filling curves, and tree-like structures, occurs because you can choose the genetic code and the interpreter arbitrarily. The complexity that dragons exhibit occurs because the procedure is recursive.

Table 1 contains genetic codes and in-
Table 1: `DRAGON.BAS` data needed to create the fractals mentioned in this article. D is the number of directions, M is the number of cell types, L is the maximum number of next-generation cells into which a cell divides, and I is the interpreter value.

<table>
<thead>
<tr>
<th>Fractal</th>
<th>D</th>
<th>M</th>
<th>L</th>
<th>Cyclic/Standard</th>
<th>No. Cell divisions</th>
<th>I</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Koch’s Snowflake</strong></td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>Cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7</td>
<td>0</td>
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<tr>
<td><strong>Hilbert’s Curve</strong></td>
<td>4</td>
<td>10</td>
<td>4</td>
<td>Not cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7</td>
<td>0</td>
</tr>
<tr>
<td><strong>Random Curve</strong></td>
<td>8</td>
<td>8</td>
<td>2</td>
<td>Cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7 8</td>
<td>0</td>
</tr>
<tr>
<td><strong>Heighway’s Dragon Boundary</strong></td>
<td>4</td>
<td>12</td>
<td>2</td>
<td>Not cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7 8 9</td>
<td>0</td>
</tr>
<tr>
<td><strong>Sierpinski’s Carpet</strong></td>
<td>4</td>
<td>8</td>
<td>2</td>
<td>Not cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7</td>
<td>0</td>
</tr>
<tr>
<td><strong>Gosper’s Curve</strong></td>
<td>6</td>
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<td>2</td>
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<td>0</td>
</tr>
<tr>
<td><strong>Heighway’s Dragon</strong></td>
<td>4</td>
<td>8</td>
<td>2</td>
<td>Not cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7</td>
<td>0</td>
</tr>
<tr>
<td><strong>Heighway’s Dragon Curd</strong></td>
<td>4</td>
<td>8</td>
<td>2</td>
<td>Not cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7</td>
<td>0</td>
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<tr>
<td><strong>Heighway’s Dragon Interior</strong></td>
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<td>8</td>
<td>2</td>
<td>Not cyclic/Standard</td>
<td>0 1 2 3 4 5 6 7</td>
<td>0</td>
</tr>
</tbody>
</table>

**Notes:**
- Days is the number of days until the fractal is complete.
- Length is the number of cells in the fractal.
- Coordinates are given in the format (X, Y).

126 BYTE • AUGUST 1987
### Mandelbrot’s Arrowhead

- **D**: 6
- **M**: 24
- **L**: 3
- **Not cyclic**
- **Standard**

<table>
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<tr>
<td>23</td>
<td>23 6 16 23 5</td>
</tr>
</tbody>
</table>

- **4 birth cells**: 2 7 17 22
- **Days**: 5
- **Length**: 3
- **Coordinates**: 200,180

### Brick Curve

- **D**: 4
- **M**: 6
- **L**: 2
- **Not cyclic**
- **Not standard**

<table>
<thead>
<tr>
<th>No.</th>
<th>Cell divisions</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0 0 1 0</td>
</tr>
<tr>
<td>1</td>
<td>1 2 5 1</td>
</tr>
<tr>
<td>2</td>
<td>2 2 3 2</td>
</tr>
<tr>
<td>3</td>
<td>3 0 4 3</td>
</tr>
<tr>
<td>4</td>
<td>4 1 4 0</td>
</tr>
<tr>
<td>5</td>
<td>5 2 5 2</td>
</tr>
</tbody>
</table>

- **2 birth cells**: 0 2
- **Days**: 5
- **Length**: 0
- **Coordinates**: 225,100

### Pentigree Curve

- **D**: 5
- **M**: 6
- **L**: 3
- **Cyclic**
- **Standard**

<table>
<thead>
<tr>
<th>No.</th>
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<tbody>
<tr>
<td>0</td>
<td>0 0 1 0 10</td>
</tr>
<tr>
<td>1</td>
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</tr>
<tr>
<td>2</td>
<td>2 1 3 4 2</td>
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<tr>
<td>3</td>
<td>3 2 0 4 3</td>
</tr>
<tr>
<td>4</td>
<td>4 3 0 1 0</td>
</tr>
</tbody>
</table>

- **1 birth cell**: 0
- **Days**: 5
- **Length**: 0
- **Coordinates**: 350,180

### Lace Curve

- **D**: 12
- **M**: 6
- **L**: 3
- **Not cyclic**
- **Not standard**

<table>
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<tr>
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</tr>
<tr>
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<td>2 6 7 0</td>
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<td>3</td>
<td>3 1 8 9</td>
</tr>
<tr>
<td>4</td>
<td>4 10 11 0</td>
</tr>
<tr>
<td>5</td>
<td>5 7 0 1</td>
</tr>
<tr>
<td>6</td>
<td>6 8 13 14 10</td>
</tr>
<tr>
<td>7</td>
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<td>8</td>
<td>8 6 7 17</td>
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<tr>
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<td>10 4 15 9</td>
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<td>11</td>
<td>11 13 6 20 6</td>
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<tr>
<td>12</td>
<td>12 18 3 4</td>
</tr>
<tr>
<td>13</td>
<td>13 11 18 21 8</td>
</tr>
<tr>
<td>14</td>
<td>14 8 13 6 5</td>
</tr>
<tr>
<td>15</td>
<td>15 7 0 22</td>
</tr>
<tr>
<td>16</td>
<td>16 13 6 7</td>
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<td>17</td>
<td>17 0 1 8 3</td>
</tr>
<tr>
<td>18</td>
<td>18 1 3 23 8</td>
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<td>19</td>
<td>19 4 15 10 11</td>
</tr>
<tr>
<td>20</td>
<td>20 15 10 11 9</td>
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<tr>
<td>21</td>
<td>21 1 8 13 7</td>
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<tr>
<td>22</td>
<td>22 3 4 15 1</td>
</tr>
<tr>
<td>23</td>
<td>23 10 11 18 7</td>
</tr>
</tbody>
</table>

- **3 birth cells**: 10 11 18
- **Days**: 5
- **Length**: 5
- **Coordinates**: 200,100

### Mandelbrot’s Quintet

- **D**: 4
- **M**: 8
- **L**: 5
- **Cyclic**
- **Standard**

<table>
<thead>
<tr>
<th>No.</th>
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<tbody>
<tr>
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</tr>
<tr>
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<td>1 5 1 0 7 0</td>
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<td>2 6 2 1 4 1 2</td>
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<td>3 7 3 2 5 2 3</td>
</tr>
<tr>
<td>4</td>
<td>4 7 2 7 4 0</td>
</tr>
<tr>
<td>5</td>
<td>5 4 3 4 5 1</td>
</tr>
<tr>
<td>6</td>
<td>6 5 0 5 6 2</td>
</tr>
<tr>
<td>7</td>
<td>7 6 1 6 7 3 3</td>
</tr>
</tbody>
</table>

- **1 birth cell**: 0
- **Days**: 4
- **Length**: 5
- **Coordinates**: 300,140

### Brick Interior

- **D**: 4
- **M**: 8
- **L**: 2
- **Not cyclic**
- **Not standard**

<table>
<thead>
<tr>
<th>No.</th>
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</thead>
<tbody>
<tr>
<td>0</td>
<td>0 0 1 0</td>
</tr>
<tr>
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<td>2</td>
<td>2 2 3 2</td>
</tr>
<tr>
<td>3</td>
<td>3 0 4 3</td>
</tr>
<tr>
<td>4</td>
<td>4 5 4 0</td>
</tr>
<tr>
<td>5</td>
<td>5 2 6 1</td>
</tr>
<tr>
<td>6</td>
<td>6 7 6 2</td>
</tr>
<tr>
<td>7</td>
<td>7 0 4 3</td>
</tr>
</tbody>
</table>

- **1 birth cell**: 0
- **Days**: 8
- **Length**: 5
- **Coordinates**: 200,100

### Davis and Knuth’s Terdragon

- **D**: 3
- **M**: 3
- **L**: 3
- **Cyclic**
- **Standard**

<table>
<thead>
<tr>
<th>No.</th>
<th>Cell divisions</th>
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<tbody>
<tr>
<td>0</td>
<td>0 1 0 3</td>
</tr>
<tr>
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<td>1 2 3 2</td>
</tr>
<tr>
<td>2</td>
<td>2 1 1 2</td>
</tr>
<tr>
<td>3</td>
<td>3 0 1 1</td>
</tr>
</tbody>
</table>

- **4 birth cells**: 0 3 2 1
- **Days**: 5
- **Length**: 5
- **Coordinates**: 100,150

### Christmas Tree

- **D**: 5
- **M**: 10
- **L**: 3
- **Cyclic**
- **Standard**

<table>
<thead>
<tr>
<th>No.</th>
<th>Cell divisions</th>
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</thead>
<tbody>
<tr>
<td>0</td>
<td>0 0 0</td>
</tr>
<tr>
<td>1</td>
<td>1 1 0</td>
</tr>
<tr>
<td>2</td>
<td>2 2 1</td>
</tr>
<tr>
<td>3</td>
<td>3 3 2</td>
</tr>
</tbody>
</table>

- **1 birth cell**: 5
- **Days**: 6
- **Length**: 5
- **Coordinates**: 200,150

---

**CREATING FRACTALS**

*August 1987 • Byte* 127
First, choose the dragon you want to create from the list of inputs in table 1. Load Microsoft BASIC, then load and run DRAGON.BAS. The program will ask you if you want to load a dragon from disk. Initially, the disk will contain no dragons, so press the Return key. (If this is not your first run and you do have dragons on disk, type the desired dragon's name without the CRV extension followed by a Return.)

Then Dragon asks you for the number of directions, D, you want to use. (Dragon assigns each cell an integer from 0 to \( M-1 \), where \( M \) is the number of cell types and each cell is a vector in one of \( D \) directions, the \( I \)th direction pointing \( 360/D \) degrees, measured counter-clockwise from east.) Enter the number shown for \( D \) under the dragon you want to create in table 1.

Next, Dragon asks for the number of cells, \( M \). Then, it wants to know the maximum number of next-level cells into which a cell may divide, so that it can dimension the genetic code array large enough to hold all cell divisions. (Let \( L \) be the maximum number of next-generation cells into which a cell divides. Then the genetic-code array is an \( M \times L+1 \) array, where the first position in a row holds the number of next-generation cells into which the cell corresponding to that row divides.)

Then, the program asks if the dragon you are creating is cyclic. If it is, press Return; if it is not (or you want to ignore the request), press any key other than Return (a space, for instance). A dragon is cyclic if its genetic code has a cyclic pattern, which makes the division of a cell labeled \( I+R \) where \( 0 \leq R < D \) is determined by the division of the cell labeled \( I \). If the dragon is cyclic, the program will request the division of only those cells labeled a multiple of \( D \) (equal to the number of directions) and compute the remaining cell divisions. If the dragon is not cyclic, the program will request the division of each cell, one by one.

Table 1 contains the cell divisions for all cells. The left-hand number is the cell number for reference only; the right-hand numbers are the cell divisions and should be entered in order, each followed by a Return. If the row appears incomplete and includes a period, for example, 4., that is an internal indicator that tells the program that 4 is the last cell in that division. The cell should be entered as 4, followed by Return.

Dragon now wants the interpreter array, \( I \), which tells the program which vector to draw, move, or do nothing for each cell type. Dragon first wants to know if the interpreter array is standard. It asks if the cell directions are "cell modulo number of directions," that is, if the interpreter value of a cell is its remainder when divided by \( D \). The interpreter value determines the direction in which a particular cell is to be drawn. Most of the interpreter arrays for the dragons in table 1 are standard. If the dragon you are drawing is standard, press Return. If not, enter the values listed for that dragon under \( I \) in table 1.

Acceptable interpreter values are integers from -1 through \( 2D-1 \). The value -1 means the corresponding cell is a "do-nothing" cell, a value of between 0 and \( D-1 \) means the corresponding cell is drawn in the direction \( 360/D \) degrees, and a value of \( I \) between \( D \) and \( 2D-1 \) means the corresponding cell is "invisible" and the pen merely moves in the direction \( 360/D \) degrees. Heighway's Dragon Curb (see figure A) in table 1 has 8 cells, 0 through 3 visible and 4 through 7 invisible. Each divides into two cells, one visible and one invisible.

If you want a cell to have no substance (i.e., do nothing except produce offspring), enter a period for its interpreter value (the program converts periods to -1s). Heighway's Dragon Interior (see figure B) in table 1 is an example in which ghostly-do-nothing cells eventually have material descendants.

Dragon now asks how many birth cells there are. It will draw one dragon for each birth cell you give it. Enter the number of birth cells, and then, in order, their cell numbers, each followed by Return.

Next, the program asks for the dragon's age in days, and the cell length. Finally, it needs the \( x \) and \( y \) coordinates of the location on the screen to begin the drawing (separated by Returns).

When the programs finishes drawing the dragon, it displays a menu of options. The first option permits redrawing the current dragon with a new set of drawing parameters, the second keeps the birth cells but allows the other parameters to change, and the third permits saving the dragon (without the birth cells) to disk. (These option numbers do not need to be followed by a Return.) Whatever filename you give the dragon, if you wish to save it, will have a CRV suffix appended to it. Any other key pressed (except the Break key) returns you to the beginning of the program.

Where No Man Has Gone Before

The age, length, and coordinates given will draw a dragon contained entirely on the display of a 640- by 200-pixel monochrome screen. These are the variables you will want to vary to play with the dragon. What happens if the dragon is a bit older or younger? What does it look like with longer or shorter line segments? What is its best starting position on your screen? You may also want to add color to the program, changing colors between dragon segments.

Experimenting with the dragons given here by giving different ages, different length lines, interspersing do-nothing cells, and changing birth cells will give you a feel for finding your own. Many of the possible combinations and permutations won't give you interesting dragons, but when you find one that is both interesting and new, the excitement is as close as many of us will ever come to discovering new worlds.
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AUGUST 1987 • BYTE 129
CREATING FRACTALS

Figure 7: A lace-like curve (see table 1, Lace Curve).

Figure 8: Pentigree, an accidental discovery (see table 1, Pentigree Curve).

Figure 9: Moore’s necklace formed from 44 copies of a two-day-old dragon (see table 1, Moore’s Necklace).

Figure 10: A twindragon using L-shaped cells.

Figure 11: An exploded twindragon using line segments, each displaced from where it belongs.

Figure 12: A Christmas-tree dragon (see table 1, Christmas Tree).

interpreters for some well-known and some new dragons, including space-fillers like Hilbert’s Curve, Sierpinski’s Carpet, Davis and Knuth’s Terdragon, Mandelbrot’s Quintet, Gosper’s Curve, and a lace-like curve I found (see figure 7). Some true fractals are Koch’s Snowflake, Mandelbrot’s Arrowhead, a happy accident I call the Pentigree (see figure 8); and some other dragons that a graphic artist might use to simulate river networks or gnarled trees (see figure 9).

The program DRAGON.BAS draws dragons on the display whose cells are composed of equal-length line segments confined to a two-dimensional plane. (Listing 1 imposes no restrictions on the dimension of the space in which a dragon lies. It can also draw Milne’s cube-filling curve.) In addition, Dragon provides the ability to draw fragmented dragons—Mandelbrot calls them dusts or curds—made of more than one curve by making cells of your choosing “invisible” (see figure A). With the use of “do-nothing” cells that set up for the next day but don’t do anything else, the program can draw some very subtle dragons (figure B). (For details on using Dragon, see the text box, “Slaying the Dragon,” on page 128.) [Editor’s note: DRAGON.BAS is available in Microsoft BASIC source code for the IBM PC and its compatibles. An improved version, QDRAGON.BAS, in QuickBASIC, is also available along with instructions for its use, QRULES.TXT, and data files for various fractals, denoted by .CRV suffix. These files are available on disk, in print, and on BIX; see the insert card following page 256 for details. They are also available on BYTEnet; see page 4.]

Copies of a dragon strung together can have interesting effects. Figure 9 shows Moore’s necklace, 44 copies of a two-day-old dragon forming a border design. The program permits drawing strings of dragons. The twindragon is two copies of Heighway’s dragon, belly to belly. In Dragon, you would enter birth cells 0 and 2, which represent the two cells that begin the two dragons. Dekking’s church is a closed loop of four dragons with birth cells 0, 3, 2, and 1. The pentigree in figure 8 is a loop of five dragons, birth cells 0, 4, 3, 2, and 1.

A more subtle texturing scheme credited to Vic Norton can enrich almost any dragon. Instead of making cells line segments (as the program does), you can make them arbitrary pictures. Figures 10 and 11 show two twindragons with modi-

continued
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AUGUST 1987 • BYTE 131
fied cells. Figure 10 has L-shaped cells positioned so that the figure is reminiscent of the chain-mail armor worn by ancient warriors. While figure 11's cells are still single line segments, each is displaced some distance away from where it belongs, resulting in fractalized abstract art. It is not difficult to modify Dragon to interpret each cell as a pattern rather than as a line segment.

**Endless Possibilities**

You can discover entirely new dragons by accident. Just enter any genetic code and interpreter that come to mind. The resulting dragon will be a sprawling snake, a clumsy creature forever stumbling over itself, or something quite nice.

When Dr. McWorter began exploring dragons, he had no construction scheme, so he conducted a more or less random search. Most of the interesting dragons he found were already known. One new dragon crosses and retraces itself repeatedly, resembling a decorated Christmas tree (see figure 12). He discovered it using a paper-folding scheme suggested by that for Heighway's dragon.

One new dragon crosses and retraces itself, or extends itself, or something quite nice. It is not difficult to modify Dragon to interpret each cell as a pattern rather than as a line segment.

Eventually makes it a true fractal; the holes reduce its Hausdorff dimension to slightly less than 2.

From imitating or modeling nature to creating fantastic dragons, the possible combinations of computations and permutations that will create a fractal are literally endless. The examples given here only scratch the surface of what is possible for dragons in two-dimensional space, to say nothing of other dimensions. Systematic methods for inventing dragons with a given character have also been developed (see A. Cobham and F. M. Dekking in bibliography). Experimenting with Dragon will provide some clues to these methods, as will exploring Mandelbrot's books.

The procedure outlined here is not limited to two-dimensional fractals or to cells that are line segments of fixed length. You can code the procedure to draw three-dimensional images of dragons that live in three-dimensional space, modify it to permit variable-length cells, or extend it to draw Escher patterns or more abstract creations.

Once you begin to experiment with fractals, it is difficult to stop. Running Dragon is a special delight. Seeing a completed dragon can't compare to the thrill of watching it being drawn. And it's hard to resist the temptation to see what "this one little change" will do as you explore these fascinating creatures.

**BIBLIOGRAPHY**


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Inquiry 68

AUGUST 1987 • BYTE 133
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<table>
<thead>
<tr>
<th>Feature</th>
<th>Intel 386</th>
<th>FPC 386</th>
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<td>RAM-BIOS</td>
<td>No</td>
<td>Yes 2-3x speed</td>
</tr>
</tbody>
</table>

386 features
- Sockets for 80287 math coprocessors
- Sockets for 80387 math coprocessors
- Supports RAM – BIOS
- Support up to 16MBYTES with 32-BIT wide memory bus
- Two serial ports, one parallel port
- Eight 62-pin and four 36-pin PC/XT/AT compatible expansion slots
- Two high speed 32-BIT expansion slots
- Fully IBM’s PC/AT functional and mechanical compatible

MEM2M features
- Two way interleaved, 32-BIT wide data bus
- One wait – state for 16 MHZ 80386 CPU (zero wait – state optional)
- 2M bytes RAM
- Compatible with INTEL’s SBC386 MEM020

Inquiry 287
Inside the 82786 Graphics Chip

Intel’s graphics coprocessor features silicon window support

Intel’s 82786 graphics coprocessor architecture is the graphics processor, display processor, bus interface, RAM refresh unit, and graphics memory space (see figure 1). The graphics processor executes instructions placed in RAM by the host CPU and updates the bit map in graphics memory for the display processor.

The display processor transforms the bit maps created by the graphics processor into the raster sequences required by the system display. The bus interface comprises four logical interfaces: external, memory access for the graphics processor, host-processor access to processor registers and graphics memory, graphics-processor access to the graphics memory, and requests for video RAM refresh.

The Graphics Processor

The graphics processor executes linked lists of graphics commands residing in the host processor’s memory, accessing them via the bus-interface logic. The host processor first builds the list of graphics instructions and their parameters. Then, the host processor initializes the graphics processor by writing the upper and lower bytes of the link address in the graphics processor’s control register and setting the link-command bit.

After a reset, the graphics processor starts up in poll mode and checks the value of bit 0 (the end-of-instruction-list flag) of its instruction register. When the host processor loads an instruction that has bit 0 cleared, the graphics processor begins executing instructions, starting with a link address to the beginning of an instruction list in memory.

Once started by the host processor, the graphics processor executes instructions without being synchronized to either the host processor or the display processor. The host processor can write graphics-processor instructions anywhere in the graphics processor’s 4-megabyte address space.

Pixel drawing is done in the graphics memory only. The graphics processor can update bits in any bit map in the graphics memory, regardless of whether the display processor is actively displaying that bit map.

The graphics processor can also operate in pick mode. Instead of updating the graphics memory, the graphics processor executes the instructions and checks to see if the pixels they address are in the clipping window defined in the window descriptor block (see the text box, “Managing Windows,” on page 137). If these objects are within the clipping window, a flag is set to speed up the selection of objects on the screen.

Bill Nicholls is the owner of BGW Systems Inc., a small-business and personal computer software company. You can contact him there at 16714 Meridian S, Suite 200, Puyallup, WA 98373. He holds a B.S. in physics from the University of Notre Dame.

Bill Nicholls
The Display Processor

The display processor controls the pixel output to a CRT, laser printer, or other raster output device. The display processor transforms the bit map created by the graphics processor into the sequence of pixels and control signals required for the attached device. The display processor is optimized for data in packed bit-map form but can switch while in a window to IBM Color Graphics Adapter mode and byte-swapped addressing. You can also synchronize the display processor to external video sources.

Program instructions also drive the display processor, but in a unique fashion. Once for each frame, the display processor can load a new instruction into its registers for execution during the following frame. This highly complex instruction specifies everything except the windows on the screen. The instruction (see figure 2) points to another block of memory, which specifies the windows. The program parameters specify functions such as hardware zoom, cursor display, windows, video pixel rates, and CRT timing signals.

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The display processor can zoom the display screen horizontally and vertically by a factor of from 1 to 64, affecting all windows. (This is a pixel-replication function, as opposed to recalculating endpoints and redrawing lines.) At the normal video rate of 25 MHz and 8 bits per pixel, you can locate windows on the screen with single-pixel resolution. You can set the cursor to display as 8 by 8 or 16 by 16 pixels with single-pixel resolution.

The cursor can be opaque, transparent, a block, or full-screen cross hairs. You can program cursor color, pattern, and blinking, and turn off the cursor. CRT timing signals are programmed at single-pixel resolution, allowing up to 4096- by 4096-pixel displays.

You can change the display processor's mode to trade off bits per pixel for pixel draw rate. Thus, you can exchange the basic 25 MHz at 8 bits per pixel for 50 MHz at 4 bits per pixel, 100 MHz at 2 bits per pixel, or 200 MHz at 1 bit per pixel. At the higher rates, horizontal resolution decreases to 2-, 4-, or 8-pixel boundaries.

The display processor controls the video RAMs by loading the shift registers during the retrace time between each scan line. Additional processing is required for each display line containing windows or cursor display before the line loading into the VRAM shift register.

Memory-Access Priorities

The bus-interface logic performs arbitration between four logical interfaces: ex-
Managing Windows

Most of the effort in programming the display processor involves setting the window strip descriptors as windows are moved and overlaid. The host processor must determine which windows are visible on the screen, in what order they appear vertically, and in what sequence they appear horizontally. From this information, the host processor builds one or more linked window-strip descriptors that specify how to display each window segment or “tile” (see figure A). Descriptors for each strip link together in a list forming a complete description of the screen in tile-by-tile sequence. Since the list is linked, you can update it on the fly if you’re careful.

The window descriptor block shows a display header and multiple tile descriptors, organized in the sequence in which they will appear on screen. Each tile is a horizontal segment of a window that is not obstructed on the display. A tile can be anything from a scan line to a full window in height, and from one pixel to the full screen in width. The only limitation is that there can be no more than 16 tiles per scan line. Each tile can specify a separate bit map, bits per pixel, and several other window parameters.

The display processor ties its execution of instructions to the display’s refresh rate. During the vertical-blanking interval, the display processor will load a new command into an internal control block (if its control registers point to one). The internal control block is not directly accessible; it is loaded or stored by instructions in a six-register section of the main graphics-coprocessor registers. Display-processor commands generate external signals for horizontal and vertical timing, blanking signals, and the chip’s eight video output pins. Internally, it controls interlace, synchronization, window and cursor generation, colors, and pixel bit-padding.

During each frame, the display processor executes the command (actually a macroinstruction) contained in the 42-word internal control block and a variable-length window descriptor block. It can execute only one command during the frame, which prevents interference with display refresh. Under control of the parameters set in the control and window blocks, the display processor retrieves portions of one or more bit maps from graphics memory and outputs them to the display as pixels.

This process is somewhat complex. Here’s how it works: The display processor fetches the window-strip-descriptor header for the first set of tiles. Using the tile count, the display processor then loads the first tile descriptor, which contains the pointers to the actual memory containing the image and the dynamic window parameters. The display processor then builds the pixel output from the specified memory areas until the tile (created by this tile descriptor) is completed.

The display processor then links to the next window-strip descriptor (the first header specifies the link), and it repeats this process until all the tiles comprising the screen have been built. The display processor can then load a new macroinstruction at vertical-retrace time and begin the process of creating the next screen.

While the display processor is busy displaying a screen of windows, the graphics processor can update images, and the host processor can set up new windows for display. The new set of windows is linked by the macroinstruction, or a link to a new set of window strip descriptors.

The cost of all these capabilities is the significant amount of programming required. Streamlining this process will require new parameter sets that control the 82786 to avoid reinventing fast-line drawing. The 82786 represents a functional step upward, but it will take a little time for the programmers to take full advantage of this added capability.

Figure A: Graphics coprocessor window-descriptor block.

<table>
<thead>
<tr>
<th>WINDOW STRIP DESCRIPTOR</th>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header information</td>
<td>0</td>
</tr>
<tr>
<td>Number of lines in strip</td>
<td></td>
</tr>
<tr>
<td>Link to next strip (lower)</td>
<td>1</td>
</tr>
<tr>
<td>Link to next strip (upper)</td>
<td>2</td>
</tr>
<tr>
<td>C</td>
<td>3</td>
</tr>
<tr>
<td>Number of tiles in strip</td>
<td></td>
</tr>
<tr>
<td>Bit-map width</td>
<td>4</td>
</tr>
<tr>
<td>Memory start address (lower)</td>
<td>5</td>
</tr>
<tr>
<td>Memory start address (upper)</td>
<td>6</td>
</tr>
<tr>
<td>Bits per pixel</td>
<td>7</td>
</tr>
<tr>
<td>Start bit</td>
<td></td>
</tr>
<tr>
<td>Stop bit</td>
<td></td>
</tr>
<tr>
<td>Fetch count</td>
<td>8</td>
</tr>
<tr>
<td>WST</td>
<td>9</td>
</tr>
</tbody>
</table>

TBLR = Border control bits for top, bottom, left, right.
PC = IBM PC emulate mode
Z = Zoom
F = Background field

The refresh unit generates and queues RAM refresh requests to the bus interface, which executes them at top priority. The host processor, graphics processor, and display processor contend for memory access according to a 3-bit priority system. The priorities break down further into first access (FA) and subsequent access.

continued

AUGUST 1987 • BYTE 137
Manipulating Bit Maps

The graphics processor converts host-processor graphics commands into a specific bit representation as specified by the drawing parameters contained in the graphics-processor instructions. The instruction-execution process starts by loading the graphics processor’s link address registers (upper and lower byte) with an address that points to the beginning of a list of instructions. The graphics processor executes instructions until stopped by a flag (bit 0 set to 1) in an instruction word.

During its execution, the graphics processor shares memory access (with the display processor and host processor) to the 4-megabyte address space. The bus interface logic controls this sharing according to parameters set by the host processor at start-up.

The graphics processor draws a bit map into graphics memory. You can think of this bit map as a rectangular array of display pixels (up to 32K by 32K pixels in size) with the [0,0] coordinate located at the display’s upper left corner. Pixels are packed linearly in the bit map.

The system stores 4-bit pixels as four
pixels per 16-bit word, each line consisting of (the number of pixels divided by four) words, with the lines stored sequentially. Thus, the bit map is packed into the minimum memory required for a given display size and number of bits per pixel.

Graphics-processor performance depends heavily on frequent access to graphics memory. Ignoring the overhead for instructions, each updated word requires a read-modify-write (RMW) cycle of graphics memory. An 8-bit-per-pixel resolution requires a word access for every two pixels.

The two predominate factors affecting performance are graphics-memory bandwidth and the amount of display-processor overhead involved in an operation. If you use VRAMs, the graphics processor will be able to use up to 99 percent of the available memory-bus bandwidth. Using DRAMs, the memory bandwidth available to the graphics processor depends upon the access required by display processor and can be from 50 percent to 90 percent.

Graphics Memory
One of the 82786's key high-performance graphics features is its dynamic-memory interface. This interface lets the 82786 take full advantage of both dual-bank and page modes of using dynamic RAMs for a maximum speed of 40 megabytes per second.

The 4-megabyte linear address space of the graphics processor begins at address 00 hexadecimal of the graphics memory. If less than 4 megabytes of graphics memory is implemented, the remaining addresses access system memory (see figure 3). You can move these system addresses by setting the top 2 address bits externally to point anywhere in the host processor’s 4-megabyte address space.

The 82786 was designed to support a wide range of DRAM configurations: one or two banks for interleaving with one to four rows per bank; 16K-bit to 1-megabit RAMs in by-1, by-4 and by-8 width; and page or fast-page modes for performance. (Fast-page-mode RAMs can be cycled in 100 nanoseconds instead of the 200 ns required for page-mode RAMs.)

The memory interface will support up to 32 DRAMs without external logic, within the total 4-megabyte addressable memory.

The 82786 can also use video RAMs in its overall memory scheme. VRAMs contain a shift register and a serial output that allows high-speed shifting of the video data without repeated memory ac-
cess. The use of VRAMs for graphics memory decreases the display overhead from a maximum of 50 percent to approximately 1 percent.

Using VRAMs makes more memory cycles available for the host and graphics processors, but some features are restricted.

The 82786 can zoom VRAM-supported displays vertically, but horizontal zoom requires external circuitry because the 82786 doesn't have access to the bit map to replicate the pixels once the bit map has been moved into the shift register.

The DRAM access can be single or multiple cycle. A single cycle is a single 16-bit word; a multiple cycle is two or more. A single read or write is 300 ns at 10 MHz, RMW is 400 ns. Multiple-access data rates can run from 10 megabytes per second for noninterleaved page mode to 40 megabytes per second for interleaved fast page mode. (To minimize processing overhead the display processor uses multiple access whenever possible.) The graphics processor uses single RMW cycles for pixel updates and multiple RMW cycles for block moves, while the host processor uses only single cycles.

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The Programmer's Model

Software configuration controls the 82786 chip. Host software can program the graphics processor and display processor and set the bus-interface-control parameters. Host software accesses the 82786 through a 128-byte block of addresses that can be memory- or I/O-mapped anywhere in the 4-megabyte address space. The 128 bytes are divided into three areas, one each for the graphics processor, the display processor, and the bus interface. Intel has reserved the unused words in this 128-byte space for future use.

The bus interface controls access to system and graphics memory. The eight bus-interface registers contain the most critical information for 82786 operation. These registers set up the access to all 82786 control registers, interrupts, and their status, DRAM refresh and configuration, and the relative priorities that the display, graphics, and host processors will have when accessing graphics memory.

Before the host processor can use the 82786, it must first set up the memory re-location and mapping, configure the graphics memory, and set refresh parameters and graphics-processor priorities.

After allowing sufficient time for all DRAMs to refresh, the host creates screens by programming the graphics processor and displays them by programming the display processor.

Within a bit map, the graphics processor will draw lines, circles, polygons, and arcs. BBLTs can manipulate any rectangular block of bits.

Character block transfers (CBLTs) move character matrices into the bit map with four rotations or directions. The four categories of graphics-processor instructions are nondrawing, drawing-control, geometric-drawing, and bit- and character-block moves.

Nondrawing instructions allow graphics-processor-register access and control-instruction execution, and set up macros of instruction sequences. NOP performs nothing, LINK directs the graphics processor to the next instruction, and INTR_GEN generates an 82786 interrupt to the host processor. You can save the graphics-processor registers that are not directly addressable (registers 1 through 22) and restore them for program swapping using DUMP_REG and LOAD_REG. You can build subroutines of instructions by using the ENTER_MACRO and EXIT_MACRO instructions.

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Each drawing operation is subject to the parameters set by the drawing-control commands. The major controls are definition of the memory location of the bit map and clipping rectangle, and entry to and exit from pick mode. The memory location and size define the boundaries of the bit map to be operated on. The clipping rectangle restricts pixel updates to a rectangular subset of the bit map. Pick mode allows execution of the display-processor instructions without updating the bit map. Instead, a flag is set when an instruction points to a pixel inside the current clipping rectangle. This allows for quick location of an object selected on the screen.

Other commands control the foreground and background colors, line texture, color-bit mask, and raster operations.

**Raster Operations**
The color and texture controls let you draw dotted or dashed lines as opaque or transparent. The bit mask can restrict the bit map to be operated on. The clip map and clipping rectangle define the boundaries. Block-transfer instructions can transfer within a single bit map for simple moves or logical overlays. BBTLTs can also transfer across different bit maps to combine separately drawn images.

Character transfers move character matrices into the bit map with any of four orientations or directions. Operating within these design parameters, the display processor can switch windows or displays as fast as once every frame, typically 30 to 60 times per second, with minimal overhead. Instead of rapidly executing simple instructions, the display processor can execute complex instructions at a slower rate. This approach is well-matched to the nature of the display process.

**Future Impact**
The Intel 82786 will clearly improve the performance of windowing systems, especially systems with slower processors and those performing multitasking. Microsoft's Windows and Digital Research's GEM are two obvious beneficiaries of the graphics coprocessor. But so is every user who loads up a system only to find that more speed, higher resolution, and more windows are needed. In addition to operating systems, applications such as CAD and desktop publishing will benefit significantly from higher performance graphics.

One of the side effects of unloading the host processor and speeding up the display will be to extend the usable lifetime of current systems, especially the 8088-based systems. Manufacturers of new systems might view this with some concern, but they can rest assured that users and software developers will manage to dispose of the extra capacity easily. In fact, experience with high-performance systems typically builds demand for even higher performance. The 82786 is another step in this continuing process.

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Prolog

A Prolog Primer .................................. 147  
by William Clocksin  
Simulating a Microprocessor .............. 161  
by Alex Lane  
Constraint Logic Programming .......... 171  
by Catherine Lassez  
Opening the Prolog III Universe .......... 177  
by Alain Colmerauer  
Logic Grammars ................................. 185  
by Stan Szpakowicz  

Special BIX Supplement: The bonus  
Theme article, "Designing a Logical  
Spreadsheet Using Prolog," by Greg  
Closter and Paul Weiss, appears in the  
aug87.sup conference on BIX. (For  
information on joining BIX, see page 270.)
Two years ago, in August 1985, BYTE focused on a group of programming languages called Declarative Languages. One of these languages, Prolog, has since become so prominent that it now deserves an issue by itself. Prolog has proven to be well-suited to the development of expert systems, natural-language interfaces, databases, and rapid prototyping of applications. Indeed, because of the success of systems such as Borland’s Turbo Prolog, the language is becoming one of the more popular programming languages.

We begin our coverage with an introduction to Prolog by William Clocksin, who, with Christopher Mellish, wrote Programming in Prolog, generally considered the de facto standard of the language. If you’ve wondered what Prolog is all about but haven’t tried it out, the numerous examples in this tutorial article are the place to start. Mr. Clocksin also includes a description of a current project: applying Prolog to digital circuit analysis.

Although the traditional applications for Prolog have been in the areas of expert systems and natural-language interfaces, the language is amenable to several other applications. Alex Lane describes a novel application: simulating an 8085 microprocessor. Mr. Lane’s program, by the way, started off as a way to develop software for his Tandy Model 102 portable computer. He also describes how you could use Prolog to simulate other microprocessors.

Prolog is ideal for solving logical problems, but not for problems involving, for example, arithmetic. Our next author, Catherine Lassez, describes a general framework of languages called the Constraint Logic Programming Scheme. From this framework, a new type of logic programming language has been derived with some powerful capabilities.

Although the so-called Edinburgh dialect of Prolog outlined by Clocksin and Mellish has become more or less standard, many programmers now use Prolog II, which has a slightly different syntax. Prolog II was developed by Alain Colmerauer, whom many regard as the father of Prolog. In "Opening the Prolog III Universe," he describes the latest version of Prolog. Like constraint logic programming, Prolog III has some interesting and powerful capabilities.

And finally, Stan Szpakowicz describes “Logic Grammars,” an important part of Prolog that is ideal for language processing but is unfortunately excluded from some commercial Prolog systems. Mr. Szpakowicz, a coauthor of the book Prolog for Programmers, shows how a simple compiler can be quickly and concisely written using logic grammars.

On BIX, we have an interesting application article: a logical spreadsheet written in Prolog. The article and its accompanying program were written by Greg Closter and Paul Weiss of Arity Corporation.

In the past two years, a number of powerful Prolog interpreters and compilers have become available for microcomputers. We can expect to see several innovative commercial applications written on these systems in the near future. Many more Prolog applications will undoubtedly be developed for private use. We eagerly await the innovative programs that will be made available by the increasing popularity of Prolog.

—Rich Malloy and Ken Sheldon, Technical Editors
A Prolog Primer

An introduction and tutorial to the popular artificial intelligence language

William Clocksin

In the late 1970s, I was responsible for teaching AI languages to graduate students at the Department of Artificial Intelligence, University of Edinburgh. I began planning and writing what I believe was the first textbook on Prolog for the course, and I enlisted the aid of Chris Mellish when it became clear I couldn’t handle the whole thing. When Programming in Prolog was finished, we thought that perhaps as many as 50 people around the world might be interested in the book, and we were greatly relieved that the well-known science publisher, Springer-Verlag, agreed to publish it. The interest in Prolog and our book after 1982 took us by complete surprise and continues to astonish us.

One reason for the recent popularity of Prolog is that good implementations are available for personal computers. Prolog has gained acceptance as a powerful vehicle for nonnumeric programming, particularly in the AI field. Prolog is also used in many parts of industry, partly for experimental pilot projects, and partly for purposes having considerable commercial value. [Editor’s note: See the text box “Defining Digital Circuits with Prolog.”] Prolog has been recognized by Japan’s Fifth-Generation Computer Research Project as the foundation of a new generation of computers that use logical deduction, instead of arithmetic calculation, as their principle of operation. A computation is seen as a deductive proof generated from a set of axioms.

Prolog is the first practical and efficient language to have been inspired by research on logic programming, which is the idea that programs can be built by writing down statements about a problem in a formal logic (usually predicate calculus). From this basis, two issues arise immediately.

First, how should our assumptions and thinking about a problem be set down in statements of logic? Many of our assumptions about a problem are implicit and are difficult to make tangible in a logical way.

Second, how can the statements be interpreted in a mechanical and efficient way to produce the solution to a problem? Logic has no control structures, so an additional interpretation must be put on logical statements.

There will probably never be an ideal logic programming language. Prolog is a first start in the right direction, but some theoretical ideals and aesthetic niceties have been compromised to produce a practical and efficient system for real programming.

The Prolog Approach

Prolog is best suited to applications that require symbolic computation. This approach contrasts with more conventional views of computation in the following way: First, the basic data structures used during symbolic computation are not restricted to numbers and strings but can be arbitrary structures of symbols and the relationships among them, possibly containing structures to be interpreted as programs. Second, the basic operations are not restricted to comparison and assignment but include processes of matching and constructing symbol structures.

Thus, the Prolog approach to programming is not restricted to numerical calculation but also permits inference. Inference allows conclusions to be drawn from a given number of assumptions about the problem.

Many newcomers to Prolog find that the task of writing a Prolog program is not like specifying an algorithm, as in a conventional programming language. Instead, the Prolog programmer asks what formal relationships and objects occur in the problem and what relationships are true about the desired solution. The Prolog approach is to describe known facts and relationships about a problem rather than to prescribe a sequence of steps taken by a computer to solve the problem. When you program your computer in Prolog, the computer carries out the computation partly according to whatever new facts Prolog can “infer” from the given ones, and only partly according to explicit control information that you supply.

Novice programmers find that well-written Prolog programs are more comprehensible than equivalent programs written in conventional languages, but they tend not to appreciate the limitations continued

William Clocksin (University of Cambridge, Corn Exchange St., Cambridge CB2 3QG, England) is an assistant director of research at Cambridge’s Computer Laboratory. His research concentrates on inference machines and the application of logic programming to control systems and design automation.
Any digital logic circuit can be built from standard logic gates such as NAND and INVert. The behavior of a logic gate is readily described as Prolog clauses, and logic circuits can be defined and simulated by Prolog programs. For example, an inverter is defined by the two clauses:

\[\text{inv}(0,1).\]
\[\text{inv}(1,0).\]

The constants 0 and 1 stand for logic low and logic high signals, respectively. A goal of the form \(\text{inv}(X,Y)\) will take the input signal \(X\) and invert it, giving the output signal \(Y\). Similarly, the NAND gate is represented as the goal \(\text{nand}(X,Y,Z)\), which takes inputs \(X\) and \(Y\) and gives output \(Z\). Recall that NAND is the inverse of AND, for which the output is 1 only if all the inputs are 1. The truth table for AND and NAND is:

<table>
<thead>
<tr>
<th>(X)</th>
<th>(Y)</th>
<th>(XOR)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

The circuitry to perform the XOR is shown in figure A and is defined by the following Prolog rule:

\[\text{xor}(X,Y,Z) :\]

![Figure A: A circuit designed to perform the XOR function, using NAND gates. This circuit can be simulated by a short Prolog program.](image)

![Figure B: A divide-by-2 frequency divider circuit, which can be easily simulated in Prolog.](image)
The local variables A, B, and C are names for the internal connections of the circuit. These connections are effectively "hidden" from any program that uses the xor predicate as one of its goals. Circuits can be constructed of arbitrary "depth," so, for example, xor goals can be used to define parity testing circuits, which can be used in interface circuits, which can be used in larger circuits, and so on.

Simulating a circuit is as easy as running a Prolog program. Here are some things you can do with the XOR circuit just defined (the computer's reply follows each query):

?- xor(0,1,X).
X=1.

?- xor(X,0,Y).
X=0, Y=0;
X=1, Y=1.

?- xor(X,Y,1).
X=0, Y=1;
X=1, Y=0.

You can verify these results by checking them against the XOR truth table. Notice that you can do much more than simply feeding in inputs to obtain outputs. Because of the bidirectional nature of pattern matching, you can also find any conditions under which combinations of inputs and outputs have certain signal values. For example, the last question asked for the possible inputs that must occur for the output of an XOR gate to be 1. There are two possibilities, as shown. This method of testing "hypothetical states" is a useful technique and can be applied to arbitrarily large circuits in Prolog.

We are not restricted to simple combinational circuits. We can use lists and recursion in defining clocked sequential circuits. Here is a very simple divide-by-2 frequency divider circuit, composed of a D-type flip-flop and an inverter, such that a pulse train arriving at X will appear at Y halved in frequency, as shown in figure B.

First you should specify the behavior of a D-type flip-flop. The basic form of each fact is dff(D,C,Q,Qn), for Data input D, Clock input C, current state Q, and next state Qn. Eight facts are required:

dff(0,1,1,0)
dff(0,0,0,0)
dff(0,1,0,1)
dff(1,0,0,0)
dff(1,1,1,1)
dff(1,1,0,1)
dff(0,0,1,1)
dff(0,0,0,0)

It is assumed that the flip-flop is triggered on the rising edge of the clock pulse. The first four facts define the flip-flop's response to a falling clock pulse (C=0), and the last four facts define the response on a rising clock pulse (C=1).

The next step is to write a rule defining the divider circuit.

div(X,Y,Q,D) :- inv(Q,D), dff(X,Y,Q,Qn).

It is important to include an extra argument Q to represent the current state of the circuit. Later you'll see how to "jam" this argument with an initial value when the simulation begins.

The definition of inv was given earlier. The input and output of the divider circuit are given by a train of pulses, represented by Prolog lists. A typical input to the circuit might be [1,0,1,0,1,1]; each 1 in this list denotes a pulse (rising edge), and each 0 denotes the absence of a pulse. We can now embed the div circuit into a "test circuit" by writing a Prolog procedure that recurs over an input list of pulses. The current state is jammed with an initial value (0), and the output states are collected into an output list. The goal divide(P,1,Q), when given a pulse list P and initial state I, will thus construct the output pulse list Q. The definition of this test circuit is

divide([1],0,[1]).
divide([1][Ps],S,[Qs]) :-
div(P,S,Q), divide(Ps,Qs).

Sample simulations of this circuit (with the computer's reply) follow:

?- divide([1,1,1,1,1,1],0,Q).
Q=[1,0,1,0,1,0,0].

?- divide([0,1,0,1,0,1,0,1],0,Q).
Q=[0,1,1,0,1,1,1,1].

I have only touched on some very elementary aspects of simulating digital circuits. For further information on how Prolog can be used for several tasks in digital circuit and VLSI circuit analysis, refer to my paper "Logic Programming and Digital Circuit Analysis," in the Journal of Logic Programming 4, no. 1 (March 1987), pages 59-82.

It is necessary that the objects listed appear in a consistent order. The particular order is not important as long as it is consistent. In the example above, I have written the owner first and the object second.

If you define a "likes" relationship between a liker and a liked person, you might write likes(john, mary).

to represent the fact that John likes Mary. This is not the same fact as likes(mary, john).

If you wish to represent the fact that John likes Mary, and also that Mary likes John, you must say so in two separate facts.

The name of a relationship is called a predicate, and the objects inside the parentheses are called arguments. So the above example is a fact about the predicate likes, which has two arguments, john and mary.

On to Questions

Once you have collected some facts in a database, you can then ask questions about them. Here is a database of some friends:

likes(john, mary).
likes(john, fred).
likes(mary, fred).
likes(fred, john).

In Prolog, you ask "Does John like Mary?" by typing the following goal:

?- likes(john, mary).

Questions are entered at the Prolog "?-" prompt, as shown.

To answer this question, the Prolog system examines each of the entries in the database, looking for facts that match the question. In this case there is a matching fact (the first one), so the Prolog system answers yes.

Given the above database, if you ask the question
With Prolog, you can set up a database of facts about who likes whom and use two goals plus the variable X to ask whether John likes anyone who likes John.

?-likes(mary, john).

then the Prolog system will answer

no.

This response actually means that the fact cannot be proved by what is in the database.

Questions can also include variables. In Prolog, a variable takes the place of an object the programmer is unable or unwilling to name at the time of writing the program. A variable stands for an object; its usage is closer to high school algebra than to conventional computer languages. In particular, variables cannot be assigned to, but you can instead substitute objects for variables. Also, objects can contain variables, as you'll see later.

Using a variable, you can ask "Is there some thing X that John likes?" by typing

?-likes(john, X).

In our notation, any word that begins with an uppercase letter is a variable. In the above database, two facts happen to match this question. The first is mary, so the system prints out

X = mary

and waits for a reply from you. In Edinburgh-standard Prolog implementations, if you press the Return key, the system will abandon the search for more matching facts. If you type a semicolon, then the search will be continued. A complete interaction might look like this:

?-likes(john, X).
X = mary; 
X = john; 
no

The last reply, no, means there are no more facts that can satisfy the question.

Another way to ask more complicated questions is to use conjunctions. If you wish to know whether John and Mary like each other, you can state the question in the form of two goals, each separated by a comma. The comma is pronounced "and":

?-likes(john,mary), likes(mary,john).
no

Using variables, you can use two goals to ask whether John likes anyone who likes John:

?-likes(john,X), likes(X,john).

In the first goal of this question, X is initially unknown. However, when searching the database, the Prolog system finds a fact that matches if X is mary (see figure 1). As a result of this find, the system replaces any occurrence of X in the question with mary.

Next, Prolog considers the second goal. With the variable substituted, the goal now reads as likes(mary,john). This goal fails because there is nothing to match it in the database. However, the system had not searched the database completely before finding a match for the first goal; there might be some other fact that matches the first goal.

Indeed there is, when X is fred. So now the system substitutes fred for X and tries the second goal again: likes(fred,john). This time the goal succeeds because the system finds a matching fact in the database. Both goals thus succeed, and Prolog prints out the first (and in this case the only) answer as shown above.

It is important to note that the system alternates between two neighboring goals in a conjunction to find an answer that satisfies them both. An arbitrary number of goals separated by commas can partici-
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A variable’s usage is closer to high school algebra than to conventional languages.

pate in this way. This is the basis of a powerful technique called backtracking, by which all conjunctions of goals are solved.

Finally, Rules

Often it is useful to express many facts in the form of a single rule. Suppose I want to express the fact that John likes everyone who drives a Ford car. It is far simpler to store a rule about what John likes, instead of listing all the people he likes.

You can represent this as “John likes X provided that X drives a Ford.” You write this as the following rule:

likes(john,X) :- drives(X,ford).

The rule is composed of a head, which describes the result of the rule, and a body, which puts conditions on whether the head is true. The head and body are separated by the “:-” sign, which means “provided that” or simply “if.” Again, a period is written at the end of a rule. For this example, you need to have a database of facts of the form drives(X,Y), meaning that person X drives car Y.

Rules can be entered in the database the same way as facts. When programming, you usually put in a mixture of facts and rules, depending how you decide to represent the problem. If, when searching the database, the system finds the head of a rule that matches the current goal, it will try to satisfy the subgoals in the body of that rule, using the same “match and backtrack” style, in order to satisfy the original goal.

Let’s look at a simple rule about sisters. Suppose you have two people X and Y. Person X is a sister of person Y provided that X is female and that X and Y have the same parents. This definition translates directly into a Prolog rule as

sister(X,Y) :-
  female(X),
  parents(X,Ma,Pa),
  parents(Y,Ma,Pa).

Notice that Prolog is not fussy about how you write program text on the page. This rule is read, “It is a fact that X is a sister of Y provided that X is female, and the parents of X are some objects Ma and Pa, and the parents of Y are (the same) objects Ma and Pa.” Here are some facts about a family that will help this rule to succeed:

female(alice).
female(victoria).
male(albert).
male(edward).
parents(edward,victoria,albert).
parents(alice,victoria,albert).

Now you may ask whether Alice is a sister of Edward:

?- sister(alice,edward).
yes

Let’s try a few more questions, each shown with the answer the system gives. Notice the use of variables in some questions:

?- sister(alice,victoria).
no

?- sister(alice,alice).
yes

?- sister(alice,x).
X = edward

?- sister(x,y).
X = alice, Y = edward;
X = alice, Y = alice;

no

?- sister(x,x)
X = alice

?- sister(x,y),parents(z,w,y).
no

The last question asks if X is the sister of someone (Y) who is the father of a child (Z). The system finds nothing in the database that satisfies such a question.

Here is a collection of simple one-rule examples. Each rule uses backtracking to find a set of objects that satisfies the goals in the body. Remember that these rules are not questions but compact ways of expressing a complex relationship among objects.

Example 1: “John likes anyone who likes wine and food.”

likes(john,X) :-
  likes(X,wine),
  likes(X,food).

Example 2: “X was on the throne during year Y if: X reigned between years A and B, and year Y falls between years A and B.” In this example, you assume that clauses for reigned exist in the database. In the following rule, the built-in infix operator “::<” has the usual meaning of “less than or equal to”:

reigned(X,Y) :-
  reigned(X,A,B),
  X::<Y,
  Y::<B.

Relevant facts for the database pertaining to the fifteenth-century House of Avis (Portugal) are:

reigned(duarte,1433,1438).
reigned(alfonso_V,1438,1461).
reigned(john_II,1461,1499).

Example 3: “The population density of country X is Y.” Here you assume that the database contains facts relating a country to its population and area. In the following rule, you use the built-in infix operator, which evaluates the arithmetic expression on its right-hand side and matches it with the object on its left-hand side:

density(X,Y) :-
  population(X,P),
  area(X,A),
  Y is P / A.

Relevant facts for population (in millions of people) and area (in millions of square miles) for 1976 look like this:

population(usa,203).
area(usa,3).
population(india,548).
area(india,1).
population(brazil,108).
area(brazil,3).

Using Data Structures

A structure is an individual object that is named by listing its component parts. For example, you can treat the kings of the previous example in a more flexible way. Each king is an individual consisting of a name, a serial number, and the country ruled. So you can represent “Alfonso the IV of Portugal” as king(alfonso,5, portugal) and “Henry the VIII of England” as the object king(henry,8,england).

Structures are written with a type of individual (like king) and components that identify the details of the individual. A structure looks like a fact, but structures are written only when an object is expected—that is, “inside” facts and rules. Here is another way to write a program using structures to represent details of the individual kings:

reigned(king(duarte,0, portugal),1433,1438).
reigned(king(john,2, portugal),1461,1495).
reigned(king(john,3, sweden),
152 BYTE • AUGUST 1987
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1568,1592).

on_throne(Country,King, Serial,Year) :-
  reigned(king(King,Serial, Country),A,B),
  A =< Y,
  Y =< B.

Remember that any word beginning with a capital letter is a variable. Now, to ask which John ruled an unknown country in 1588 (the year of the Spanish Armada), you would ask:

?- on_throne(C,John,S,1588).
C = sweden
S = 3

Here is another example, where you use structures to represent parts that you might order from a supplier. You can make a simplified description of a car using the structure

car(Make,Color,Year)

so that a list of cars for sale (with seller and price) can be written like this:

sale(car(ford,white,1955),
     smith,100).
sale(car(volvo,blue,1980),
     jones,2000).
sale(car(fiat,green,1974),
     jones,1000).

You can now ask the following questions. First, can any seller (S) supply any car (C) costing less than a price (P) $500?

?- sale(C,S,P), P < 500.

In this question, the built-in operator “<” has the usual meaning of “less than.” Using the above database, the answer would be printed

C = car(ford,white,1955),
S = smith,
P = 100.

Next, can Smith supply the same car as Jones at a lower price?

?- sale(C,smith,SmithPrice), 
sale(C,jones,JonesPrice), 
SmithPrice < JonesPrice.

The answer here would be no. Although Smith can supply some car cheaper than Jones, he cannot supply the same kind of car Jones could supply. Finally, you want to know if anyone can supply a green car:

?- sale(car(M,green,Y),S,P).
M = fiat,
Y = 1974,
P = 1000.

Although the car example here uses the sale facts only to answer direct questions from the user, there is nothing to stop you from using sale within programs.

List Processing

Just as in the language LISP, the data structure known as the list plays an important part in Prolog programs. Lists are just ordinary structures, but they are so common that Prolog has special “syntactic sugar” to make lists easier to write. The elements in a list are separated by commas, and the whole list is enclosed in a pair of brackets. Lists can contain any objects, even variables and structures (and other lists). The empty list contains no objects. Here are some examples:

[]

This is a recursive definition that is executed in the same way as any other kind of Prolog statement. A bonus of using variables is using member to search a list:

?- member(X,[marx,darwin,freud]).
X = marx;
X = darwin;
X = freud

In the next example, you use Prolog to plan routes through a maze (see figure 2). Rooms in the maze are identified by letters, and path facts indicate how the rooms are connected. In the following example database, path(X,Y) means that there is a one-way path connecting room X to room Y:

path(a,b).
path(b,c).
path(c,d).
path(d,e).
path(e,f).

Here is a definition of route (X,Y), which succeeds if there is a route from room X to room Y. You need two statements. The first is, "It is a fact that there is a route from X to Y." The second is, "There is a route from X to Y provided that there is a path from room X to some other room Z, and you can plan a route from Z to Y."

route(X,X).
route(X,Y) :- path(X,Z),
          route(Z,Y).

This program does not allow for the possibility that the maze may have loops. As a result, the program itself might get into an endless loop by re-searching rooms it has searched before. To avoid this possibility, the program should keep a list of room names that have been visited and ensure it visits only rooms not on the list.

In this new version, the third argument T is a "trail" of room numbers, represented by a list:

route(X,X,T).
route(X,Y,T) :- path(X,Z),
              route(Z,Y,T).

This time, Z is on the route provided it is continued
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not a member of the trail list. The final
goal inserts Z onto the list by making a list
that has Z as its head and the "list so far"
as its tail. The whole thing is passed to the
recursive call of route. Normally, you
would begin to search a maze with a question
that initialized the trail as the empty
list (i.e., started off with no rooms
marked as visited).

?- route(a,d, []).
yes

Initializing the list to contain some room
numbers would permit the program to
search the maze, avoiding those rooms.
This simple program can be extended to
perform an interesting variety of search­
ing tasks.

Some Prolog Myths
Promotion of Prolog in recent years has
built up high expectations in potential
users. Some Prolog zealots have gone so
far as to say that you cannot write a faulty
program in Prolog: If you’re writing in
logic, then every program you write al­
ways turns out to be logically correct.

This is, of course, not the case. You
can just as easily make mistakes in Prolog
as in any other form of programming. A
more subtle (and regrettably more seduc­
tive) myth is that the logical reasoning of
the programmer can be translated
directly into a Prolog program that correctly
executes the programmer’s intention.
Those who believe this myth sooner or
later fall into various logical traps and
then blame Prolog because their program
does not behave as expected. In fact,
some promoters are attributing to Prolog
powers that it simply does not have. Fall­
ing into traps is usually the result of pro­
grammers’ misplaced confidence in their
abilities to reason about problems. You
should remember the following three
points:

• Don’t assume that the programmer’s
  reasoning is always logical.
• Don’t assume that human-oriented rea­
  soning, whether logical or not, can be di­
  rectly translated into a program.
• Don’t assume that the purpose of Pro­
  log is to execute directly translated
  human-oriented reasoning.

Many people, even programmers, do not
have enough experience in thinking logi­
cally and carefully enough to expect that
their every requirement can be easily and
directly translated into a correct Prolog
program. This should come as no sur­
prise and has nothing to do with whether
Prolog contains more or fewer special
features.

As with any language, Prolog has cer­
tain idioms that fluent users employ to
obtain clear and natural solutions to many
problems. Some of the Prolog programs
you see in print are not very idiomatic and
are bad examples of how to use Prolog.

I hope that one day the Prolog equiva­
 lent of “structured programming” will
make the programmer’s task easier.
Some people suppose that programming
in pure logic will make all these problems
vanish. In fact, programming in pure
logic does not make the job easier: Such
programming is more demanding of
human reasoning, as there are even fewer
implicit assumptions available to guide
design decisions.

Prolog Resources
Here is a list of books that can help you to
learn about Prolog and logic program­
ing. Details are given in the references
at the end of the article.

As I mentioned at the beginning, I be­
lieve the first textbook specifically on
Prolog was Programming in Prolog by
Chris Mellish and myself. Had we known
how popular the book was going to be, we
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PROLOG PRIMER

would have given a broader coverage of the field and would have taken more care over presentation. We have taken the opportunity to revise the book every few years, and the third edition is to appear this year.

Fortunately, much has been learned since 1980 about teaching Prolog, and I can also recommend the following excellent books, which have recently arrived on the market: for beginners, the delightful little book *A Prolog Primer* by Jean Rogers, and for advanced Prolog programmers, *The Art of Prolog* by Leon Sterling and Ehud Shapiro. Sterling and Shapiro's masterful book is a comprehensive collection of programming techniques, examples, exercises, historical notes, and research results.

As for the more theoretical aspects of computational logic, it is hard to beat the first book on the subject, *Logic for Problem Solving* by Robert Kowalski. This book, a collection of essays on many topics relevant to logic and the relationship of logic to computation, is responsible for shaping the field of logic programming as we know it today. The well-written book *Introduction to Logic Programming* by Christopher Hogger covers the middle ground between the programming texts and Kowalski's book. Of particular interest are the discussion of deriving logic programs from specifications and the section on implementing Prolog.

A Final Word

I have not talked about every feature of Prolog. For example, with Prolog, you can easily do pattern matching, which is useful when writing compilers and some AI programs. Prolog also has a Grammar Rules notation, which is useful for building parsers. But I hope this article can give you a start. You should now know enough about Prolog to tinker with programs like the treasure-hunt program given in the August 1985 BYTE, and the programs in the November 1986 BYTE for decision support and playing the game Cluedo.

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Simulating a Microprocessor

A Prolog program that simulates an 8-bit 8085 microprocessor

Alex Lane

ONE OF THE most discouraging aspects of learning about microprocessors is keeping track of what goes on inside the device when an instruction executes. I've found that the best way to learn about a particular device, like a 6502 or an 8080, is to step through some code as it executes under the supervision of a debugger program. Sometimes, though, that's not feasible because the device you want to learn about is not the one you own or is not available.

I recalled the whole frustrating process when a neighboring high schooler asked me to help him understand the workings of a fictitious Simple Architecture Microprocessor (SAM), which executes 4-bit instructions in a 12-bit address space (see reference 1). I winced as he brought out a sheaf of paper chronicling his attempts to keep track of the SAM state from instruction to instruction. Surely, I thought, there's got to be a better way.

Later, working on a Prolog database, I recalled having read that Prolog was a good prototyping language, allowing rapid transfer of ideas into running code. Curiosity led me to outline a scheme for representing the SAM, the memory, and the execution of the SAM instructions in Prolog. As I got deeper into the outline, which was written using Prolog's predicate notation, I suddenly realized that I was inadvertently writing a substantial part of a program to simulate the SAM.

The technique for simulating a microprocessor is fairly straightforward: Establish a structure to reflect the processor's architecture, and establish procedures for working with the structure for the various op codes. This technique is used here to develop the simulation of a more powerful (and real) microprocessor, the Intel 8085, a general-purpose 8-bit device that has been around since the late 1970s (see reference 2). Despite its "age," the 8085 is still used; the Tandy Model 102 and NEC 8201 laptops both use a CMOS version of this workhorse.

The simulation was written in Arity/Prolog, mainly because it implements the widely used DEC-10 (Edinburgh) syntax and, theoretically, should port to other Prologs with minimum fuss. Conversion to Borland's Turbo Prolog, however, may require more work than for others.

The program, available separately from BYTE (see page 168), is composed of several files: START80.ARI, MON80.ARI, PARSE80.ARI, TOKENS80.ARI, PREDS80.ARI, OPS8085.ARI, MEMORY.ARI, and HELP.ARI. The ARI filename extension is used by Arity/Prolog. The total amount of code is approximately 45K bytes.

Keeping Track of Business

The first thing I learned when implementing the SAM processor is the need to keep track of the current processor state. In Prolog, there are basically two ways to do this. First, you can pass the state from predicate to predicate:

```
do_this(OldState,NewState),
do_that(NewState,NewerState),
do_the_other(NewerState,NewestState).
```

This is roughly akin to passing variable values to functions in C. A better way to do this in C would be to declare global variables and let each function work its will on the variables. Unfortunately, this scheme is not possible in Prolog. The closest you can come to using global variables in Prolog is to retract (remove) a clause containing that variable from the program and then assert (add) it back again with a new value.

The first approach, passing the state, has the advantage of allowing you to write cleaner-looking predicates. The program is, however, more difficult to debug, as every time you terminate the program (with, for example, Ctrl-C), the system restores everything to the original state. The second approach, though not as elegant, is easier to debug and keep track of. Despite the inelegance of expressing the retraction and assertion, I thought it was more suitable for the job at hand.

Representing Memory

The 8085's read-write "memory" is represented simply using the predicate

```
memory(Address,Data).
```

What is attractive about this Prolog representation is that the contents of an address are fetched by calling this predicate
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with only the address instantiated and letting Prolog search its database for the matching data. For example, the query

?-memory(100,X).

is answered with

X = 3

if address 100 contains the value 3. In fact, this predicate could also be used to simulate an associative memory (a type of storage used, for example, in memory cache systems, in which locations are identified by their contents). This could be done by calling the predicate with only the data instantiated.

Changing the contents of our 8085’s “memory” is a bit more complicated. First, the old predicate must be retracted, and then a new predicate, with the correct data instantiated, must be asserted. The entire procedure is accomplished by the predicate put_mem, which looks like this:

put_mem(Address,NewData) :-
  retract(memory(Address,_)),
  asserta(memory(Address,NewData)).

For this article, I implemented the memory predicate in Prolog, which means a separate predicate was asserted for each address. This is expensive in terms of the actual computer memory needed to store the predicates, and it forced me to limit the “address space” of the simulated microprocessor to a paltry 256 bytes.

A better way to implement memory would be to write memory as a module in some other language (like C or assembly language) and then use the interfacing capability commonly found in most microcomputer Prolog implementations to link the module to the rest of the program. Such a module would reserve an appropriate amount of memory and map it directly to the 64K-byte address space of the 8085. Of course, if your version of Prolog (like Borland’s Turbo Prolog) has built-in predicates to store and read the values of actual memory addresses, this is less of a problem.

Representing the Processor Architecture
The 8085, like its predecessor, the 8080, has eight addressable 8-bit registers. These are an accumulator (A), a flag register, and six general-purpose registers (B, C, D, E, H, L), which can be used as separate 8-bit registers or as 16-bit register pairs (BC, DE, HL). Although all three register pairs can be used as point-
ers to addresses in memory, the HL register pair is used most often to reference memory addresses.

In addition to these eight registers, the 8085 also has a 16-bit program counter (PC), which always points to the address of the next instruction to be executed, and a 16-bit stack pointer (SP), which points to the bottom of the processor's downward-growing stack, located in RAM.

The 8085 uses the eighth register to store five 1-bit flags—zero, sign, parity, carry, and auxiliary carry—which note the results of executed instructions. The zero flag (Z) is set if the result generated by certain instructions is zero. The sign flag (S) reflects the state of the most significant bit in the accumulator following an arithmetic or logical instruction. The parity flag (P) is set if the number of bits set in the accumulator is even; otherwise, it is reset. The carry flag (CY) is set and reset by arithmetic operations, and the auxiliary carry (AC) flag signals an overflow from bit 3 to bit 4 of the accumulator.

Several of the 8085's instructions, including set interrupt mask (SIM), read interrupt mask (RIM), input byte (IN), output byte (OUT), and enable and disable interrupts (EI and DI, respectively), were not implemented because the simulator used only a mini computer (even; otherwise, it is reset. The carry flag (CY) is set and reset by arithmetic operations, and the auxiliary carry (AC) flag signals an overflow from bit 3 to bit 4 of the accumulator.

You can represent each register by its own output byte (OUT), and enable and dis-

flag status predicates:

\[
\text{flags}(Z,S,P,CY,AC).
\]

Finally, these two predicates are part of a third, which includes the stack pointer

\[
\text{flags}(Z,S,P,CY,AC).
\]

短时间内，这个技术可以代表状态的几乎任何处理器。例如，SAP 只有 PC、一个间接地址寄存器 (IAR)、一个累加器、一个间接地址缓冲器 (IAB)、以及一个状态标志。它的架构被表示为可选的寄存器和状态标志状态语句:

\[
\text{flags}(PC,AC,IAR,IAB).
\]

用这种方法，您可以通过寄存器的架构来表示状态的几乎任何处理器。例如，SAM 只有 PC、一个间接地址寄存器 (IAR)、一个累加器、一个间接地址缓冲器 (IAB)、以及一个状态标志。它的架构被表示为可选的寄存器和状态标志状态语句:

\[
\text{flags}(PC,AC,IAR,IAB).
\]

状态(X).

Similarly, a 6510 could have its accumu-

\[
\text{flags}(Neg,Oflow,Brk,IntDisable,Zero,Carry).
\]

-listing 1: The monitor clause used in the simulator program. The clause consists of a repeat loop that prompts the user for input, "tokenizes" the input, parses the tokens, and then executes the command.

monitor :-
repeat, prompt, get_token_list(Tokens), ifthenelse(parse_tokens(Command,Tokens[]), call(Command), write('invalid request'), fail.)
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parse_tokens(change(Adr, Val)) --> verb(change),
address(Adr),
byte(Val).

This clause says that if a list of tokens sequentially satisfies the three predicates on the right-hand side of the expression, then the predicate parse_tokens will succeed with its first argument instantiated to change(Adr, Val). (Note that although only one argument is shown in this DCG clause, the actual arity (number of variables) of the parse_tokens predicate is 3. The reasons for this are beyond the scope of this article.)

The first clause on the right-hand side:

verb(change) -->
[ch];[change];[set].

is satisfied if the token is any one of the four listed (the ";" is Prolog’s way of expressing the OR relation among clauses). This clause graphically underscores Prolog’s flexibility, since including the synonym set for change is simply a matter of ORing it with the other synonyms for change on the right. The clause

address(Adr) --> [Adr],
{ Adr >= 0,
top_of_memory(TOM),
Adr <= TOM }.

appears more complicated but merely requires a token to satisfy the conditions inside the curly brackets before it is accepted as a valid address. In other words, the token Adr should be any number greater than or equal to 0 and less than or equal to the top of memory. Similarly, the clause

byte(Val) --> [Val],
{ Val >= 0,
Val < 256 }.

requires a token to be a number between 0 and 255 for it to be a valid byte value.

If the parse_tokens predicate succeeds, the next step is to evaluate the goal returned by the Command variable in listing I.

The Instruction Set
The 8085 implements a group of instructions that perform arithmetic and logical operations, conditional and unconditional branches and returns, and data transfers. Transfers can occur between registers, between registers and memory, and (though not implemented in the simulation) between registers and I/O ports.

The Prolog code for simulating the 8085 instruction set is the heart of the whole project, and it comprises the large-
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est part of the code. Originally, I planned to simply write code for each separate instruction and forgo trying to generalize portions of it. However, the volume of the resulting code convinced me to look for ways of generalizing groups of instructions.

For example, the 8085 has an orthogonal set of Move instructions that permits data to be transferred from register to register and from a register to the address pointed to by the HL register pair. Simulating a move from register to register, say, from B to C, can be done as follows:

```
  op(72) :-
    retract(state(regs
        (A,B,_,D,E,H,L),
        PC,SP,Flags)),
    asserta(state(regs
        (A,B,_,D,E,H,L),
        PC,SP,Flags)).
```

This was, in fact, what my first attempt at simulating the Move instructions resembled. However, the problem with this approach is that this scheme must be repeated 63 times to cover all the possible register-to-register and register-to-memory transfers! Despite Arity/Prolog’s virtual memory capabilities, having so many repeated clauses for each operation is given in listing 2. Even with the added predicates reg_ptr and move, the space saved by using this generalization is impressive. I estimated a savings of 20 percent in the overall size of the source file.

Note that, in this case, you are taking advantage of the source and destination information encoded in the instruction’s binary value (bits 0 to 2 of the instruction identify the source, and bits 3 to 5, the destination) to find out what to do. If so inclined, you could rewrite the predicates for the instruction set to take account of the 8085’s decoding operation.

After decoding the source and destinations, the reg_ptr goal maps these values to their positions in the regs predicate. You then call the goal move, which has four clauses corresponding to all possible combinations of register and memory data transfers. An attempt to move (aes,aes) is correctly interpreted as the processor’s Halt instruction, and an appropriate message is printed on the user’s screen.

Another notable example of generalization is the class of arithmetic and logical instructions, which provide for register contents to be added or subtracted from the accumulator. Their general scheme is (1) retract the processor’s state, (2) perform the arithmetic/logical operation, (3) adjust the flags, and (4) assert the new processor state. The only variable to speak of here is the actual operation. In listing 3, by passing the operator to the goal acc_math, you take advantage of Prolog’s ability to convert lists to callable structures. Here, you use the uni predicate (=,.) to convert the list [Op,A,Reg] to the clause T1 = Op(A,Reg). Thus, we do not have to write separate clauses for each operation.

For the most part, however, implementing the other instructions was fairly straightforward.

Running the Simulator
Enough theory. Let’s run the simulation.

Start by consulting the file START80:ARI. Once this file has been read in, typing in the goal go causes the remaining source files to be consulted and calls the main monitor predicate.

At the “->” prompt, you can type in commands to step through an instruction; trace an instruction (like step, but it prints the processor state when finished); change contents of addresses, pointers, and registers; show the contents of memory and registers; reset the processor to some initial state; quit; or get help. To get detailed help for a particular command, type help <command-name>.

Parting Words
You can do much with this simulator. For one thing, its use is not limited to just the 8085. With appropriate modifications to the architecture and instruction-set predicates, you can use this simulator for a variety of devices and even to verify the design of some simple processors.

Simulating an 8-bit microprocessor in Prolog does not break any new theoretical ground in logic programming. It is neither whiz-bang nor state of the art, and it is most definitely not AI. There is not much here that couldn’t have been implemented in C, Pascal, or BASIC. Nevertheless, the point of the exercise was to see whether the speed at which usable code could be developed warranted using Prolog to implement an essentially procedural program. I think it did.

[Editor’s note: The files that make up the 8085 simulation program are available on disk, in print, and on BIX. See the insert card following page 256 for details. Listings are also available on BYTEnet. See page 4.]

REFERENCES

Listing 2: A generalized form of the clause that simulates the various Move instructions of the 8085. The clause uses an AND operation (/ \ ) to decode bits 0 to 2 (the source register) and bits 3 to 5 (the destination) of the Move.

```
  op( Code ) :-
    Code \= 63, Code \< 128,
    B210 is Code \ \ 7, % decode reg in bits 0-2.
    B54 is (Code \ \ 56) \> 3, % decode reg in bits 3-5.
    reg_ptr(B210,S), % map to our representation
    reg_ptr(B543,D), % in state/4.
    move(S,D), % do the move.
```

Listing 3: A generalized clause used to emulate the processor’s arithmetic and logical instructions. The clause retracts the processor’s state, performs the arithmetic/logical operation, adjusts the flags, and asserts the new processor state. Note the use of Prolog’s ability to convert lists to callable structures (using the uni predicate: (=,.)) without having to write separate clauses for each operation.

```
  acc_math(Op,Regname) :-
    retract(state(R,PC,SP,Flags)),
    arg(1,R,A), % first position in regs is accumulator
    arg(Regname,Place), % find other reg’s position
    arg(Place,R,Reg), % get its value
    T1 = [Op,A,Reg], % convert list to structure
    X is T1, % call it
    move(R,1,Y,Flags), % replace old A with new
    adjust_flags(A,X,Y,Flags), % replace old A with new
    asserta(state(NewR,PC,SP,Flags)).
```
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Constraint Logic Programming

A new general framework for developing languages more powerful than traditional logic programming languages

Catherine Lassez

THE RECENT PROLIFERATION of extensions to logic programming languages such as Prolog reflects, on one hand, the popularity of these languages, and, on the other hand, their limitations.

The popularity of logic programming stems from its unique nature, which combines expressive and computational power with simple and clean semantics. Logic programming has the unique property that its semantics, operational and declarative, are both simple and elegant and coincide in a natural way. If the statements you write in a given Prolog program are correct and express what you want, the Prolog interpreter will give you the expected answer. In other words, what you see is what you get. The simplicity of Prolog semantics is remarkable when you consider other classic languages, where the semantics can fill entire textbooks.

This property, however, comes at a price. The semantics of a logic program are defined within the context of the Herbrand Universe—the set of all possible terms that can be formed from the constants and functions in a given program. In this universe, only those terms that are syntactically equivalent can be unified together. A problem arises when two terms are semantically identical but syntactically distinct.

For example, if you use the successor function \( s(x) = x+1 \) and the factorial function \( \text{fact}(x) \), the terms \( s(s(0)) \), \( s(\text{fact}(0)) \), and so on, all denote the number 2. To solve this problem, most Prolog extensions incorporate some equality theory and deal with arithmetic in an ad hoc way. To enlarge the class of possible applications, a new framework had to be defined.

Among the proposed extensions to Prolog, several versions incorporate other paradigms and/or languages. These include Loglisp (LISP and Prolog) and Funlog (Functional Programming and Prolog). The question arose, however, as to whether these extensions to Prolog preserved the logical basis of the language. For some researchers, the answer was no. Prolog II, for instance, was defined as a rewriting system in the domain of infinite trees and not as a logic programming language.

Very recently, however, J. Jaffar and J.-L. Lassez proved that it was possible to define languages in a more general logic framework, called the Constraint Logic Programming Scheme (see reference 1). Specific Prolog extensions, such as Prolog II and Prolog III, were then proven to be instances of the scheme. In consequence, these languages that were once thought to be outside the logic framework were brought back into it.

Constraints as a Programming Tool

Constraint solving is widely used in graphics, engineering, and knowledge representation because it allows great expressive power. Typically, we want to design systems over well-understood domains, such as sets, Boolean expressions, integers, rationals, real numbers, and so forth. These domains have natural algebraic operations associated with them. These operations include set or graph intersection, disjunction, or multiplication.

The domains also have certain privileged predicates, such as set equality, graph isomorphism, and various forms of inequalities, such as set inclusion, \(<\), \(=\), \(\geq\), and so on. It is these privileged predicates that we call constraints. Note that the various forms of equality are just a particular type of constraint.

The key property of constraints is that they allow you to define objects implicitly. Consider the following elementary example:

A set of names of people can be given explicitly as a list:

\[ S = \{ \text{John Doe, Barbara Smith, …} \}. \]

This same set can also be defined implicitly using constraints:

\[ S = \{ x : \text{salary}(x) > 35000 \land \text{status}(x) = \text{manager} \} , \]

where \( S \) is the set of all \( x \) such that \( x \) has a salary greater than $35,000 and is a manager.

The first definition is suitable for some simple operations, like mailing form letters. The second definition, however, conveys information that was not apparent in the first, and this information may be useful for other tasks.

Catherine Lassez is a researcher at the IBM Thomas J. Watson Research Center. She can be reached at IBM T. J. Watson Research Center, P.O. Box 218, Yorktown Heights, NY 10598.
The CLP scheme is not an extension to logic programming but provides a general framework from which Prolog extensions can be derived.

Implicit and explicit representations play important and complementary roles, and being able to pass from one representation to the other is a crucial problem in many fields.

Implicit representations are particularly important when you cannot obtain finite explicit representations. For instance, the set of points \((x,y)\) defined by \(x \neq y\) or \(x \geq y\), cannot be represented explicitly. A listing of these points is out of the question.

The output from a Prolog program is strictly of the explicit type: \(x = f(u,v), y = g(u)\), for instance. On the other hand, a Prolog II output might contain constraints such as \(x \geq f(u,v)\). The only way a Prolog program can output an explicit representation of this constraint is by generating an infinite listing.

The expressive power of constraints is particularly well illustrated when we talk about real numbers. You could argue that since we finitely represent numbers in computers, we need only rationals. However, equations like \(x^2 = 2\), \(x > 0\), or \(\sin(x) = 0.5\), which represent real numbers, have no solutions in the rationals.

From a theoretical point of view, the case of real numbers is particularly challenging. In the standard logic programming theory, objects are represented as finite terms, and the set of terms is countable. But the set of real numbers is uncountable. The use of constraints helps circumvent this problem.

It is interesting to note that the unification algorithm, the key algorithm in Prolog, is a particular case of constraint solving. It tells us whether two terms, such as \(f(x,a)\) and \(f(b,y)\), can be made identical by a particular instantiation of the variables (here, \(x = b\) and \(y = a\)). In other words, it tells us when the equation \(f(x,a) = f(b,y)\) is solvable. In the process, it outputs a substitution that explicitly represents the set of all solutions. This finite explicit representation is a strength of unification, but it is also its weakness. For many domains of interest, such finite explicit representations do not exist, and therefore the concept of unification is not suitable.

The CLP Scheme

Before I describe the Constraint Logic Programming Scheme, let’s consider a simple Prolog program. The factorial function is written in Prolog as

\[
\text{fact}(N,F) :- N > 0, \\
\text{fact}(N-1, M), \\
F = N * M, \\
\text{fact}(0,1).
\]

A query such as

\(?- \text{fact}(3,F).\)

returns the answer \(F = 6\). To achieve this answer, Prolog goes through a number of steps, which can easily be expressed in terms of solving constraints. In this process, four sets of constraints are obtained:

\[
\begin{align*}
C_1 &= \{x > 0, F = 3 * M1\} \\
C_2 &= C_1 \text{ and } \{2 > 0, M1 = 2 * M2\} \\
C_3 &= C_2 \text{ and } \{1 > 0, M2 = 1 * M3\} \\
C_4 &= C_3 \text{ and } \{0 = 0, M3 = 1\}
\end{align*}
\]

The first three sets of constraints come from the first clause of the program and have no explicit solutions. The fourth set, however, can be solved using the second clause, and its solution provides the answer.

It is therefore possible to look at a Prolog program from a constraint-solving angle. In fact, if you write a CLP program for the factorial, you will get the same program as above. However, there is a fundamental difference between the two: What happens, for example, if you reverse the function and ask for the number whose factorial equals 6? That is:

\(?- \text{fact}(N,6).\)

In this case, Prolog fails because the subtraction operation in Prolog works only if its arguments are instantiated, and the factorial program contains the expression \(N-1\), where \(N\) has no value. Although it is possible to rewrite the Prolog program without this operator by using the successor function \(f(X) = X+1\), this creates different problems. In CLP, however, the problem does not arise, and you get the expected answer.

Consider the following CLP(R) program:

\[
\begin{align*}
\text{ohmlaw}(V,l,R) &::= V = I*R. \\
\text{Kirchoff}(L) &::= \text{sum}(L,0). \\
\text{sum}([]), 0. \\
\text{sum}(\{[H,T]\}, N) &::= H + M = N, \\
\text{sum}(\{T,M\}). \\
\text{availres}(10). \\
\text{availres}(14). \\
\text{availres}(27). \\
\text{availres}(60). \\
\text{availres}(100). \\
\text{availcell}(10). \\
\text{availcell}(20).
\end{align*}
\]

Like Prolog, the CLP scheme uses a syntax based on Horn clauses, which have the form

\[
p(\ldots) :- t_1(\ldots), \ldots, t_n(\ldots).
\]

where \(p\) is a predicate symbol and the \(t\) terms are either predicates or constraints. The constraints are composed of the terms in a particular domain of application, according to the operations defined in that domain.

Like logic programming, CLP uses the resolution principle, but the concept of syntactic unification in the Herbrand Universe is replaced by constraint satisfaction in the domain of application.

Note that the CLP scheme is not an extension to logic programming but provides a general framework from which many Prolog extensions can be derived. Each instance of the scheme is a CLP language with its own domain of application and constraint-solving mechanism. The main semantic properties, however, are inherited by each instance. It is important to note that this situation is the reverse of the usual one where the implementation of a language precedes its semantics.
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Answering a goal is defined in terms of solvability of the set of constraints and not in terms of finding a value.

The first two clauses represent Ohm's law and Kirchoff's law; the next two define the sum of a list in the usual way, using head and tail notation. The rest is a small database of available resistors and cells. Let's construct a simple circuit of two resistors (R1 and R2) connected in series with a cell (V). Let's also suppose that the voltage over R2 should be between 14.5 and 16.5 volts. The goal given below asks for the possible values of the components in this list.

\[-14.5 < V_2, V_2 < 16.25, \text{ availres}(R_1), \text{ availres}(R_2), \text{ availcell}(V), \text{ ohmlaw}(V_1, I_1, R_1), \text{ ohmlaw}(V_2, I_2, R_2), \text{ kirchoff}([-V, V_1, V_2]), \text{ kirchoff}([-V, V_1, V_2]).\]

Each instance of a, b, c of R1, R2, and V such that 14.5 < V2 < 16.25 gives rise to the problem: Is the following solvable?

\[V_1/a - V_2/b = 0, \quad V_1 + V_2 = c\]

CLP(R) computes the three sets of solutions:

\[V = 20, R_1 = 10, R_2 = 27, \quad V = 20, R_1 = 14, R_2 = 60, \quad V = 20, R_1 = 27, R_2 = 100, \]

Note that, in the definition of sum, the constraint H + M + N appears without any special symbol to differentiate it from the rest of the clause. Furthermore, it uses the variables M, which is defined only by the next term, sum(T, N). This would not be possible with most Prolog implementations because variables have to be instantiated before any expression containing them is evaluated. Even when Prolog has a delay mechanism, it typically requires the programmer to explicitly specify which evaluation should be delayed. In CLP(R), any necessary delay is done automatically, allowing more expressive power since the programmer can write clauses in the most readable format.

The constraints are formed of arithmetic terms in the usual way. Constraints in the domain of arithmetic provide a natural implicit representation for real numbers. For instance, with the previous example, the goal

\[-\text{ohmlaw}(2, X, X)\]

succeeds in CLP(R) whereas it would fail in Prolog. Remember that CLP(R) deals with real arithmetic and not a rational approximation. CLP(R) also has the potential to produce symbolic output, as illustrated by the next example.

The predicate mortgage is defined in terms of the principal (P), the duration (Time), the interest rate (I), the monthly payments (MP), and the balance (B). The goal specifies values for the variables Time, I, and B, leaving CLP(R) to determine the other two.

\[\text{mortgage}(P, \text{Time}, I, B, MP) :\]

\[\text{Time} < 1, \quad B + MP = P * (1 + I). \quad \text{mortgage}(P, \text{Time}, I, B, MP) :\]

\[I < \text{Time}, \quad \text{mortgage}(P * (1 + I) - MP, \text{Time} - 1, I, B, MP).\]

\[-\text{Time} = 5, I = 0.1, B = 0, \quad \text{mortgage}(P, \text{Time}, I, B, MP).\]

The answer, MP = 0.263797 * P, expresses the linear relation that exists between principal amount and monthly payment.

The expressive power of using constraints in queries as well as in answers is further illustrated by the next example, which deals with stock options. A stock option gives its owner the right to buy or sell a particular stock at a given price for a limited time. For instance, an XYZ July 50 call option is the right to buy 100 shares of XYZ stock at $50 per share until the July expiration date, regardless of the market price of the XYZ stock. Similarly, an XYZ July 45 put option is the right to sell 100 shares of XYZ stock at $45 per share.

The program given in listing 1 allows you to relate the underlying price of a stock (S) or bond (B) with the value of its option (Value), the price of a call (C) or put (P), the interest (I), and the exercise price (X). To find what the underlying price of a stock should be in order for the value of selling a call option to exceed 5, you could use the following query:

\[-\text{Value} > 5, C = 5, X = 50, I = 0.05, \quad \text{value}(\text{call}, \text{sell}, S, C, ... I, X, ... \text{Value}).\]

\[\text{answer}: S < 50 & \text{Value} = 5.25, \quad 50 <= S <= 50.25 & \text{Value} = 59.25 - 8.\]

The ability to return symbolic answers is a powerful feature of CLP(R). Answering a goal is defined in terms of solvability of the corresponding set of constraints and not in terms of finding a value.

Other similar but more powerful programs can also be written in CLP(R). For example, it is fairly straightforward to write a program that can calculate the theoretical price of an option. This can be done using the Black-Scholes formula, which calculates the theoretical price based on the underlying stock price, the exercise price, the time to expiration, the current interest rate, and the volatility of the stock. The value of such a CLP(R) program, however, is that you can also run the program in reverse. If you assume that the theoretical price is equal to the exercise price, you can then determine, say, the volatility. This is important because the data required for otherwise determining the volatility is not always available. (For more information on this program, see reference 4.)

### The CLP(R) Interpreter

The CLP(R) interpreter, illustrated in figure 1, contains a Prolog-like engine, a constraint solver, and a module that provides an interface between the two.

![Figure 1: A diagram of the CLP(R) interpreter, which contains a Prolog-like engine, a constraint solver, and a module that provides an interface between the two.](image-url)

The engine takes a goal and an interface module as input. The engine then uses a constraint solver to determine the constraints that must be satisfied. The result is then passed to the interface, which is responsible for converting the output into a form that can be used by the user.
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and of the interface in preparing the work for the solver:

\[ p(S,T) : - S + T = 8. \]
\[ q(U,V) : - U - V = 3. \]
\[ ?- p(X,Y), q(X,Y). \]

The engine produces the following sequence of equations:

\[ X = S \]
\[ Y = T \]
\[ S + T = 8 \]
\[ U = X \]
\[ V = Y \]
\[ U - V = 3 \]

The interface simplifies this set and sends to the solver only the following two equations:

\[ X + Y = 8 \]
\[ X - Y = 3 \]

The solver then returns the solution:

\[ X = 5.5, Y = 2.5 \]

Given a set of constraints, the solver first determines the solvability of that set and, if solvable, computes the solution. There exist many algorithms to solve sets of linear constraints. CLP(R) uses a modified simplex method (for a presentation of this method, see reference 5). The processing of nonlinear constraints is delayed (i.e., temporarily suspended) until a sufficient number of variables are instantiated and the constraints become linear. It is the responsibility of the programmer, however, to ensure that this actually happens. In principle, these delay mechanisms could be avoided, as there exist nonlinear constraint solvers. But currently these algorithms are too inefficient.

After each derivation step of the inference engine, the solvability of the current set of constraints is determined by the solver (when a set of constraints is found to be unsolvable, the CLP(R) engine backtracks in the usual Prolog way). After the next step, new constraints may appear that are added to the previous set. Again, the solvability of the new set must be determined. An important feature of the solver is that it is incremental for linear equations. In other words, at each step, the engine works with a set of constraints in solved form, plus a single additional constraint. For linear inequalities, the problem is more complex, but classic simplex algorithms can be adapted. Nonlinear constraints are stored by the solver until they become linear, at which time they are evaluated for solvability with the current set. (A discussion of the CLP(R) solver can be found in reference 4.)

The Promise of CLP

Constraint solving is a powerful paradigm that allows a natural representation of complex problems. Constraint logic programming uses this paradigm to provide a general framework upon which powerful languages can be created. CLP(R) shows particular promise for solving problems for which no simple solutions exist.

I have shown how CLP(R) can be used to solve one type of problem: option trading. Other applications for CLP(R) have been investigated, and interesting applications have been reported in the domain of electrical engineering (see reference 6). These applications confirm the real usability of CLP(R) in areas that were up to now considered to be outside the range of logic programming languages.

Logic programming opened a new era in computing. Now, constraint logic programming should let us develop an exciting new wave of applications.

REFERENCES

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<thead>
<tr>
<th></th>
<th>Microsoft C 4.0</th>
<th>Microsoft C 5.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sieve (25 iterations)</td>
<td>5.7</td>
<td>3.3</td>
</tr>
<tr>
<td>Loop</td>
<td>11.0</td>
<td>0.0*</td>
</tr>
<tr>
<td>Float</td>
<td>19.0</td>
<td>0.1</td>
</tr>
<tr>
<td>Dhrystone</td>
<td>22.6</td>
<td>19.1</td>
</tr>
<tr>
<td>Pointer</td>
<td>14.2</td>
<td>7.4</td>
</tr>
</tbody>
</table>

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PROLOG WAS INITIALLY designed to process natural languages, but programmers now use it to solve problems in increasingly varied areas. These uses have emphasized its strengths but also made clear its limitations. You can bypass some limitations by using more efficient implementations and richer environments. But the fact remains that the core of Prolog—Alan Robinson's unification algorithm—has not changed in 15 years and is becoming less significant compared with an increasing number of external procedures.

The best examples of these external procedures deal with arithmetic processing, but they are difficult to use. To call them, you must be sure that certain parameters are known, and this clashes with the general Prolog philosophy that it is possible anywhere and at any time to talk about an unknown object x.

I therefore decided to fundamentally reshape Prolog by integrating the following features at Prolog's unification level: refined tree manipulation and list processing, complete processing of Boolean algebra (or propositional calculus), and number processing (+, *, >, =). As was the case for Prolog II, this reshaping consists of replacing the unification concept with the concept of constraint resolution in a specific domain with appropriate operations and relations.

I will describe the foundations of a new language, Prolog III, and illustrate its capacities with some examples.

Variables
In standard programming languages, each variable has a value. When you run a program, various assignment instructions successively modify these values. In Prolog III, a variable represents an unknown value. And when you run a Prolog III program, its aim is not to modify this value but to determine it.

For example, Prolog III can determine the value of x in a mathematical equation, such as

\[ x = (1/2)x + 1. \]

Note that x can represent something more complex than a number; it can also represent a tree, such as in figure 1.

Note that the string is represented as a subtree of characters under the list symbol (< >).

Prolog III trees will be made up of nodes labeled by identifiers, a list symbol, Boolean values, rational numbers, or characters. I will adopt the convention here that an identifier is composed of several letters, while a variable contains only one letter. Trees whose first node is the < > symbol are lists. Boolean values are denoted by 1' and 0' [Editor's note: Primes indicate that these are not numbers], and fractions represent rational numbers.

The number of branches emanating from each tree node is finite, and these branches are ordered from left to right. Although I do not exclude the possibility that a tree could be made up of an infinite set of nodes, I will not deal with this point in this article.

A tree consisting of only one node is a leaf. I will not differentiate between a leaf and the label it carries. Therefore, I consider Boolean values and rational numbers as special types of trees.

To represent the trees, I will have at my disposal variables, constants, and operations. Therefore, a formula that includes these three elements will represent a tree. I will call this formula, considered as a syntactical object, a term.

Constants
Constants name certain types of trees. The several possible constants include identifiers (such as calculus12), the empty list (< >), Boolean values (0', 1'), positive integers or zero, characters ('a,' b', '4,' '<'), and nonempty strings ('Dupont').

Note that numerical constants must be positive integers or zero. I can represent negative numbers and rational numbers by using the operations of division and negation. It is pointless to introduce a constant for the empty string, since such a string is the same as the empty list.

Operations
Operations construct trees from other trees. I have three types of operations at my disposal: Boolean operations, arithmetic operations, and operations to construct complex trees.

Boolean operations are defined only if continued
the operands are Boolean values. They are not, and, or, and \( \equiv \). The \( \equiv \) operation produces \( 1 \)' if the two operands are equal and \( 0 \)' if they are not.

The arithmetic operations are defined only if the operands are rational numbers. The six such operations are the neutral operation, \( a = +b \); change of sign, \( a = -b \); addition, \( a = b + c \); subtraction, \( a = b - c \); multiplication, \( a = 2 \times b \) or \( 2b \); and division, \( a = b/2 \).

For purposes of linearity, use of these operations will have certain restrictions. In a multiplication, only one of the two operands can contain variables. In a division, the second operand must not contain variables.

The construction operations make it possible to construct trees that comprise more than one leaf. The four types are list construction, \( a = <b, c, d> \); tree construction, \( a = b(c, d, e) \); general tree construction, \( a = b[c] \); and list concatenation, \( a = b \cdot c \).

List constructions are defined for all possible types of trees. Tree constructions are defined only if the tree \( b \) is a leaf. General construction of a tree is defined only if tree \( b \) is a leaf and tree \( c \) is a list. Concatenation is defined only if the two trees \( b \) and \( c \) are lists.

Note that I can represent a list as \( <e> \cdot a \), where \( e \) is the first element of a list and \( a \) is the remaining part.

As with division and multiplication, I place an important constraint on list concatenation: If the operand on the left is a variable \( x \), the length \( n \) of the list \( x \) must be known and explicitly specified by a constraint of the form \( x : n \). In regard to this restriction, you should bear in mind that concatenation is an associative operation and that here I make no difference between \( (x \cdot y) \cdot z \) and \( x \cdot (y \cdot z) \).

**Relations**

Prolog III uses a certain number of binary and unary relations. The binary relations are equality, \( a = b \); inequality, \( a \neq b \); Boolean implication, \( a \Rightarrow b \) (if \( a = 1 \) then \( b = 1 \)); and numeric comparison, \( a < b, a > b, a \leq b, a \geq b \).

Some examples of the unary relations include \( a: fact \) (the first node of tree \( a \) is labeled by an identifier), \( a: list \) (tree \( a \) is a list), \( a: string \) (tree \( a \) is a string), and \( a: leaf \) (tree \( a \) is a leaf).

Other examples of unary relations are \( a: id, a: bool, a: num, a: char \), which indicate that tree \( a \) is reduced to a leaf that is labeled by, respectively, an identifier, a Boolean value, a rational number, or a character.

**Systems of Constraints**

The first thing that Prolog III enables you to do is solve systems of constraints. These systems of constraints are finite sets of constraints that must all be satisfied at the same time. For example, to find out the number of pigeons \( (p) \) and rabbits \( (r) \) required to have a total of 12 heads and 34 legs, all you need to do is write the query

\[
\{p \geq 0, r \geq 0, p + r = 12, 2p + 4r = 34\}
\]

and the machine will answer

\[
\{p = 7, r = 5\}.
\]

To compute a list \( z \) of 10 elements that will produce the same result no matter whether \( <1,2,3> \) is concatenated to its left or \( <2,3,1> \) is concatenated to its right, you merely need to write the query

\[
\{z:10, <1,2,3> \cdot z = z \cdot <2,3,1>\}
\]

The answer is

\[
\{z = <1,2,3,1,2,3,1,2,3,1>\}
\]

You can also solve both problems at the same time by asking

\[
\{p \geq 0, r \geq 0, z:10, t\text{rio}(p+r, 2p+4r, <1,2,3> \cdot z) = t\text{rio}(12, 34, z \cdot <2,3,1>)\}
\]

where \( t\text{rio} \) is any identifier. The answer is

\[
\{p = 7, r = 5, z = <1,2,3,1,2,3,1,2,3,1>\}.
\]

The heart of a Prolog III interpreter will consist of a general algorithm for the resolution of these systems of constraints. This algorithm will first decide whether a system is solvable (i.e., whether it is possible to attribute values to its variables so that all the constraints are satisfied). Then, if the system is solvable, this algorithm will be used to simplify it so that its solutions (the values of its variables) become apparent.

These values can be unique, as in the previous examples, or multiple values might satisfy the constraints, as in the following example:

\[
\{0 \leq x, x \geq 3/4, x \neq 1/2\}.
\]

If these values have no limits, the simplified system will be the empty system denoted by \( \{\} \).

Note that the constraints-resolution algorithm replaces the unification algorithm used in a standard Prolog. Because of this, it must be very efficient and so reliable that it becomes a black box for the programmer. These two factors dictated my choice of operations and relations and the restrictions on multiplication, division, and concatenation. These factors have also made it too difficult to introduce a unary relation that would constrain a rational number to be an integer.

**The Meaning of a Program for the Programmer**

Now I will explain in broad terms what a Prolog III program is. Basically, it consists of a recursive definition of a subset of trees. Each element in this subset will be called a deductible fact of the program and represents a proposition that the programmer considers true. An example of such a proposition could be "Dupont is married and weighs 160 pounds," which was represented by my first example of a tree.

The set of deductible facts of a program is usually infinite and constitutes, in a way, an enormous database. You will see later that you can regard the execution of a program as a search through a fraction of this database. Of course, you cannot store this database in explicit form.

---

**Figure 1: An example of a tree representing a variable:**

NameMarriedWeight('Dupont',1,160).
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In Prolog III, a variable represents an unknown value. When you run a program, its aim is not to modify this value, but to determine it.

must be represented by a finite amount of information from which all the information in the database can be deduced. This finite information is the set of rules that makes up the program.

Each rule in Prolog III has the following form:

\[ t_0 \rightarrow t_1 \ldots t_n, S \]

where \( t_0, \ldots, t_n \) are terms and where \( S \) is a list of constraints. Note that it is permissible to have only one term, \( t_0 \), or to have \( S \) be absent (in which case, it is considered an empty list). For my first example of a Prolog III program, see listing 1.

You can use this program to determine the components of a meal having a caloric content below a certain amount. Note that each food type has a specific caloric value.

The variables that appear in the Prolog III rules are quantified universally. In other words, each rule

\[ t_0 \rightarrow t_1 \ldots t_n, S \]

is simply an abbreviated way of writing all the particularized rules

\[ a_0 \rightarrow a_1 \ldots a_n \]

You obtain these rules by giving the variables in the rule all the possible values that satisfy system \( S \) and transform the terms \( t_i \) into well-defined trees \( a_i \). Here are a few examples of particularized rules for the first program:

\[
\begin{align*}
\text{LightMeal}(\text{salad}, \text{sole}, \text{fruit}) & \Rightarrow \\
\text{Appetizer}(\text{salad}, 6) & \Rightarrow \\
\text{Dessert}(\text{fruit}, 2) & \\
\text{Main}(\text{sole}, 2) & \Rightarrow \\
\text{Dessert}(\text{fruit}, 2) & \\
\text{Fish}(\text{sole}, 2) & \Rightarrow \\
\end{align*}
\]

The process of particularizing rules is purely a mental one on the part of the programmer. The machine will not work in this way. On the contrary, when it uses the rules, it will try to keep them as general as possible. The advantage of particularized rules is that they do not use variables or constraints, and their meaning is therefore much clearer.

The fragments of the set of particularized rules from the previous program make it possible to replace the tree

\[
\text{LightMeal}(\text{salad}, \text{sole}, \text{fruit})
\]

successively by

\[
\begin{align*}
\text{LightMeal}(\text{salad}, \text{sole}, \text{fruit}) & \Rightarrow \\
\text{Appetizer}(\text{salad}, 6) & \Rightarrow \\
\text{Dessert}(\text{fruit}, 2) & \\
\text{Main}(\text{sole}, 2) & \Rightarrow \\
\text{Dessert}(\text{fruit}, 2) & \\
\text{Fish}(\text{sole}, 2) & \Rightarrow \\
\text{Dessert}(\text{fruit}, 2) & \\
\end{align*}
\]

This tree is therefore a deductible fact of the program. If I now treat these fragments of particularized rules as logical properties, I conclude successively that the three sets below are made up of deducible facts of the program.

\[
\begin{align*}
\{\text{Appetizer}(\text{salad}, 6), \text{Fish}(\text{sole}, 2), \text{Dessert}(\text{fruit}, 1)\}, \\
\{\text{Main}(\text{sole}, 2)\}, \\
\{\text{LightMeal}(\text{salad}, \text{sole}, \text{fruit})\}
\end{align*}
\]

Meaning of a Program for the Machine

I have now described the implicit information contained in a Prolog III program, but I have not yet explained how such a program is executed. The aim of the program’s execution is to solve the following problem: Given a sequence of terms and a system of constraints, find the values of the variables that satisfy all the constraints and transform the sequence of terms into a sequence of deductible facts.

Two cases are of particular interest. First, if the sequence of terms is empty (or absent), the query can be restated as a request to solve the system of constraints. I have already given some examples of such queries.

Second, if the system of constraints is empty (or absent) and the series of terms consists of only one term, the request can be restated as follows: What are the values of the variables that transform this term into a fact that is deductible from the program?

If I now use the preceding example program, the query

\[
\text{LightMeal}(a, m, d)\
\]

will let me obtain all the sets of values for \( a, m, \) and \( d \) that constitute a light meal. In this case, there are six replies, including the following simplified systems:

\[
\begin{align*}
\{a=\text{radishes}, m=\text{beef}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{pork}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{sole}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{tuna}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{sole}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{tuna}, d=\text{fruit}\},
\end{align*}
\]

I can explain the method used to calculate the replies to a given query by using an abstract Prolog III machine. This is a nondeterministic machine whose function is described by three formulas:

1. \( (W, t_0 t_1 \ldots t_n, S) \)
2. \( S_0 \rightarrow s_1 \ldots s_m R \)
3. \( (W, s_1 \ldots s_m, t_0 \ldots t_n) \)

Each time I arrive at a state where the sequence of terms is empty, I simplify the terms into a sequence of deductible facts.

Two cases are of particular interest. First, if the sequence of terms is empty (or absent), the query can be restated as a request to solve the system of constraints. I have already given some examples of such queries.

Second, if the system of constraints is empty (or absent) and the series of terms consists of only one term, the request can be restated as follows: What are the values of the variables that transform this term into a fact that is deductible from the program?

If I now use the preceding example program, the query

\[
\text{LightMeal}(a, m, d)\
\]

will let me obtain all the sets of values for \( a, m, \) and \( d \) that constitute a light meal. In this case, there are six replies, including the following simplified systems:

\[
\begin{align*}
\{a=\text{radishes}, m=\text{beef}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{pork}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{sole}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{tuna}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{sole}, d=\text{fruit}\}, \\
\{a=\text{radishes}, m=\text{tuna}, d=\text{fruit}\},
\end{align*}
\]

I can explain the method used to calculate the replies to a given query by using an abstract Prolog III machine. This is a nondeterministic machine whose function is described by three formulas:

1. \( (W, t_0 t_1 \ldots t_n, S) \)
2. \( S_0 \rightarrow s_1 \ldots s_m R \)
3. \( (W, s_1 \ldots s_m, t_0 \ldots t_n) \)

Formula 1 represents the state of the machine at any given moment. \( W \) is a set of variables whose values I want to establish, \( t_0, \ldots, t_n \), is a sequence of terms that I am trying to delete, and \( S \) is a system of constraints that has to be satisfied.

Formula 2 represents the rule in the program that I am going to use to change the state of the machine. If necessary, I rename some variables of formula 2 so that none of them occur in formula 1.

Formula 3 is the new state of the machine after rule 2 has been applied. It is possible to progress to this new state only if the system of constraints in formula 3 has at least one solution in which each term is transformed into a well-defined tree.

To describe the actual functioning of the Prolog III machine, I can say that it starts from an initial state (where \( W \) is the set of variables that appear in the query) and calculates all the states that can be arrived at by repeating the above process. Each time I arrive at a state where the sequence of terms is empty, I simplify the system of constraints with which it is associated and provide this as an answer.
Differences between Marseille Prolog and Edinburgh Prolog

Rich Malloy

Prolog III and Prolog II are developments of the so-called Marseille school of Prolog. The Marseille style developed along slightly different lines than the more common Edinburgh style.

In the Marseille style, the "if" symbol ":-" is replaced by the arrow "->". No punctuation is used between the terms on the right side of a rule. And each fact or rule must end with a semicolon instead of a period. The "or" symbol ";" is not available. Nor are the special variable "_;" and the arithmetic symbols such as "+", "-", and so on. Also, variables do not need to be capitalized, but they must begin with one and only one alphabetic letter; predicates and objects must begin with at least two letters. Comments appear in quotes. List members are merely separated by periods, with the first member being the head of the list, and the rightmost member representing the tail or the rest of the list. For example:

/* This is Edinburgh style */

is_member_of_list (X, [X|Y]) :-
is_member_of_list (X, Y).

avg(Value,X,Y,Z) :-
val(div(add(add(X,Y),Z),3),V).

For more information on the Marseille syntax and Prolog II, see Prolog by F. Giannesini, et al., Addison-Wesley, 1986. Prolog II is available in the U.S. from ExperTelligence of Santa Barbara, California.

Rich Malloy is a senior technical editor for BYTE.

Now reconsider the example program, and apply this process to the query

LightMeal(a,m,d)?

The initial state of the machine is

\{(a,m,d), LightMeal(a,m,d), \}\.

By applying the rule

LightMeal(a',m',d') ->
  Appetizer(a',i)
  Main(m',j) Dessert(d',k),
  \{i>=0, j>=0, k>=0, i+j+k<=10\}

I progress to the state

\{(a,m,d), Appetizer(a',i)
  Main(m',j) Dessert(d',k),
  \{i>=0, j>=0, k>=0, i+j+k<=10\} \}

LightMeal(a,m,d)

which simplifies to

\{(a,m,d), Appetizer(a',i)
  Main(m',j) Dessert(d',k),
  \{i>=0, j>=0, k>=0, i+j+k<=10, 
  a=a', m=m', d=d'\}\}

and then to

\{(a,m,d), Appetizer(a,i)
  Main(m,j) Dessert(d,k),
  \{i>=0, j>=0, k>=0, i+j+k<=10\}\}

By applying the rule

Appetizer(salad,6) ->

I progress eventually to the state

\{(a,m,d), Main(m,j) Dessert(d,k),
  \{a=salad, j>=0, k>=0, j+k<=4\}\}

In a similar way, I can apply the following two rules:

Main(m',1) -> Fish(m',2)
Fish(salad,2) ->

to get

\{(a,m,d), Dessert(d,k),
  \{a=salad, m=sole, k>=0, k<=2\}\}

Finally, by applying the rule

Dessert(fruit,2) ->

I obtain

\{(a,m,d), \{a=salad, m=sole, 
  d=fruit\}\}

I can conclude that the system

{a=salad, m=sole, d=fruit}

constitutes one of the replies to the query. To obtain the other replies, I proceed in the same way but using the other rules.

A Banking Calculation

In this example, the task is to calculate a series of successive installments that have to be made to repay an amount of money borrowed from a bank. I will assume a constant time period between installments and a 10 percent interest rate per period.

I can summarize the program for this calculation with two rules:

Payment(<>, 0) ->
Payment(<i>x, c) ->
  Payment(x, (1+10/100) c - i);

The first rule expresses the fact that it is not necessary to pay an installment if the amount owed is 0. The second, and recursive, rule states that a list of installments required to repay an amount c consists of an installment i plus the list of installments required to repay the amount c increased by 10 percent interest and reduced by installment i.

You can use this program in different ways. One of the most spectacular is to ask what three payments should be made to repay $1000 such that the second payment is twice the value of the first, and the third payment is three times the value of the first.

In other words, what value of i is required to have the sequence of installments <i,2i,Ji> repay $1000? All you need to do is to write the query

Payment(<i,2i,Ji>,1000)?

Here is an abbreviated trace of this calculation starting from the initial state

continued
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PROLOG III

BY APPLYING THE SECOND RULE OF THE PROGRAM:

\[ \text{Payment}(1^2, 21, 31), 1000, \]

\[ \text{Payment}(x, (1+10/100)c-1') \]

I PROGRESS TO THE STATE

\[ \{1\}, \text{Payment}(x, (1+10/100)c-1') \]

\[ \text{Payment}(x, (1+10/100)c-1') \]

WHICH SIMPLIFIES TO

\[ \{1\}, \text{Payment}(11/10c-1') \]

\[ i' = i, x < 21, 31, c = 1000 \]

THEN TO

\[ \{1\}, \text{Payment}(21, 31), 1100-1 \]

YOU CAN VERIFY THAT WHEN I APPLY THE SECOND AND THIRD RULES AGAIN ON THIS STATE, I WILL EVENTUALLY OBTAIN

\[ \{1\}, \{1331-(641/100)i = 0 \}

\[ 1 = 207+413(641) \]

IN OTHER WORDS, \( i = 207.64 \).

PRACTICAL REALIZATION

I WANT TO FINISH THIS ARTICLE WITH SOME INFORMATION ON THE PROTOTYPE FOR THE PROLOG III INTERPRETER DEVELOPED AT MY LABORATORY AND AT THE COMPANY PROLOGIA.

THE CORE OF THE PROLOG III INTERPRETER IS ESSENTIALLY A NONDETERMINISTIC MACHINE WITH TWO STACKS THAT ARE PUSHED OR POPPED AT THE SAME TIME. IN THE FIRST STACK, YOU CREATE ALL THE STRUCTURES THAT REPRESENT THE STATES THROUGH WHICH YOU PASS. IN THE SECOND STACK, YOU STORE ADDRESS-VALUE PAIRS TO RECORD ALL THE MODIFICATIONS YOU HAVE MADE IN THE FIRST STACK, SO YOU CAN MAKE THE NECESSARY RESTORATIONS FOR "BACKTRACKING."


THE ALGORITHMS USED ARE BASICALLY EXTENSIONS OF THOSE USED IN PROLOG II AND DESCRIBED IN REFERENCE 1. THESE EXTENSIONS DEAL MAINLY WITH LISTS AND NUMERICAL VARIABLES THAT ARE NOT CONSTRAINED TO BE POSITIVE.

THE CORE OF THE INTERPRETER CALLS ON TWO SUBMODULES: ONE FOR PROCESSING BOOLEAN ALGEBRA AND THE OTHER FOR PROCESSING NUMERICAL CONSTRAINTS OF THE \( \neq \) TYPE. JEAN-MARC BOI AND FRÉDÉRIC BENHAMOU DESIGNED THE MODULE FOR BOOLEAN ALGEBRA. THE ALGORITHMS USED ARE ESSENTIALLY THOSE OF PIERRE SIEGEL (SEE REFERENCE 2). FIRST, THEY CHECK WHETHER A SYSTEM OF CONSTRAINTS CAN BE SATISFIED, THEN THEY SIMPLIFY A GIVEN SYSTEM INTO A SYSTEM THAT USES ONLY A GIVEN SUBSET OF VARIABLES.

THE ARITHMETICAL MODULE, WRITTEN BY MICHEL HENRION, PROCESSES VARIABLES THAT ARE CONSTRAINED TO BE NONNEGATIVE (THE REASON FOR THIS IS TO REMOVE THE CONSTRAINTS OF THE GREATER-THAN-OR-EQUAL TYPE). THIS MODULE IS BASED ON GEORGE DANTZIG’S SIMPLEX ALGORITHM (SEE REFERENCE 3). A SUBLIME PROCESS DEALS WITH "DEGENERACIES" (APPEARANCES OF ZEROS IN AWKWARD PLACES). TO THIS HAS BEEN ADDED A FAR-FROM-ELEMENTARY PROCESS TO DEAL WITH THE REMAINING CONSTRAINTS OF THE NOT-EQUAL-TO TYPE. THE MODULE ALSO INCLUDES BASIC SUBPROGRAMS FOR CARRYING OUT ADDITION AND MULTIPLICATION WITH INFINITE PRECISION (USING FRACTIONS WHOSE NUMERATOR AND DENOMINATOR CAN HAVE VARIABLE LENGTHS).

THE FUTURE

A COMMERCIAL VERSION OF THE PROLOG III INTERPRETER OR COMPILER SHOULD BE AVAILABLE IN THE NEXT FEW YEARS. AS MY EXAMPLES HAVE SHOWN, ITS APPLICATIONS WILL BE VARIED, AND MY EXPERIENCE WITH PROLOG TELLS ME THAT MOST OF THESE APPLICATIONS WILL BE SURPRISING.

I SEE, HOWEVER, TWO DOMINANT AREAS OF INTEREST. THE PRESENCE OF LINEAR INEQUALITIES MAKES IT POSSIBLE TO SOLVE THE TRADITIONAL PROBLEMS ENCOUNTERED IN OPERATIONAL RESEARCH (E.G., MINIMIZATION OF COSTS, PLANNING, ETC.). AND THE PRESENCE OF BOOLEAN ALGEBRA MAKES IT POSSIBLE TO CONCEIVE SMARTER EXPERT SYSTEMS.

IT IS NO LONGER NECESSARY TO LIMIT REASONING MODELS TO THE SCHEME "IF THAT AND THAT, THEN THIS." LOGICAL UNCERTAINTIES LIKE "THIS OR THAT IS TRUE" AND LOGICAL NEGATIONS LIKE "THIS IS NOT TRUE" WILL NOW BE POSSIBLE.

REFERENCES


## Software

<table>
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### Project Management

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### Spreadsheets/Integrated Packages

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### Emulation Boards

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### Modems

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### Software Prices

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—ON-LINE NETWORK SERVICES

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Logic Grammars

This feature of Prolog allows concise yet powerful programs for language processing

Stan Szpakowicz

PROLOG IS OFTEN presented as an artificial intelligence language. While AI is undisputedly an important area of application, Prolog is a language of choice for a much broader class of problems. One of these is language processing. You can write compilers and interpreters of programming languages—as well as natural-language interfaces—in Prolog in a succinct and readable manner. The notation that makes the writing of such processors particularly elegant is called logic grammars, or definite clause grammars (DCGs).

In this article, I will discuss logic grammars by using this notation to build a small compiler for a simple, hypothetical programming language. I will list parts of the code in the article; a complete listing is available (see the editor's note on page 195). The code described here runs under Arity/Prolog on the IBM PC and AAIS Prolog on the Macintosh.

The Parsing Problem

The heart of any language processor is a parser, or syntactic analyzer. This parser is based on a grammar, which specifies all correct expressions of the language.

The parser first checks the correctness of the input. If the input is correct, the parser might also return its structured representation. For example, the conditional statement in a Pascal-like language

if c < 0 then b := b + 1; f1;

could be represented as the following structure:

```
if(cond(<, var(c), num(0)),
   s(let(b, expr(+, var(b),
       num(1))),
      skip))
```

Here, f1 indicates the end of the if statement, var(c) represents the variable c, num(0) is the integer 0, s(A,B) represents a pair of statements A and B that are executed in order, and skip indicates "do nothing."

A parser typically does not bother with the individual characters of the input text. Instead, it takes as its input a sequence of tokens, also called terminals or lexical symbols. A scanner, or lexical analyzer, usually obtains this sequence of tokens from the source text. For example, you could give the original statement above to the parser as 13 tokens:

```
if id(b) < num(0) then id(b) := id(b) + num(1) ; fi;
```

Writing a scanner is a relatively simple task; later, I'll look at a neat method of doing this in Prolog.

For now, I will concentrate on parsing. To do this, I'll set up a hypothetical "Tiny" programming language. The grammar consists of the set of rules in listing 1.

In this grammar, each rule consists of a left-hand side and a right-hand side, separated by a `-->' symbol. The symbols in brackets are tokens; the others (called nonterminal symbols) are the names of larger syntactic constructions. You can read the grammar in listing 1 in the following way:

- A sequence of statements consists of either a statement, followed by a semicolon and another sequence of statements, or nothing.
- A statement is either a skip (a null statement), an assignment (a variable, a ":=" token, and an expression), an if statement (an if token, a condition, a then token, some statements, and a fi token), or a while statement (a while token, a condition, a do token, some statements, and an od token).

You can read the remainder of the rules similarly.

The parser confirms the correctness of a given sequence of tokens by imposing a structure upon it. For example, the sequence `id(b) := id(b) + num(1)` is a valid statement because `id(b)` and `:=` match the first two symbols in the second rule for statement and because the sequence `id(b) + num(1)` is a valid expression. You know it is a valid expression because `id(b)` is a primary (and thus, an expression), `+` is an arithmetic operator, and `num(1)` is a primary. Figure 1 shows this reasoning summarized in a graph.

The nodes in figure 1 correspond to boundaries between contiguous tokens. The arcs correspond to various meaning-continued

Stan Szpakowicz is a professor of computer science and the coauthor of Prolog for Programmers (Academic Press). He can be reached at the Department of Computer Science, University of Ottawa, Ottawa, Ontario, Canada K1N 9B4.
Listing 1: Rules of the grammar of a hypothetical Tiny programming language.

```
statements -> statement, [';'], statements.
statements -> [].
statement -> [skip].
statement -> [id(V)], [:=], expr.
statement -> [if], condition, [then], statements, [fi].
statement -> [while], condition, [do], statements, [od].
condition -> [not], relation.
condition -> relation.
relation -> expr, comp_op, expr.
comp_op -> [' ='].
comp_op -> ['<'].
expr -> primary.
expr -> expr, arith_op, primary.
primary -> [id(V)].
primary -> [num(N)].
arith_op -> [' +'].
arith_op -> ['-'].
arith_op -> ['*'].
arith_op -> ['/'].
```

In each clause, node numbers are used as parameters. You can express the last six clauses, which correspond to nonterminal symbols, in a different way if you make use of the appropriate grammar rules. Here are some examples:

```
expr(J, 6) :- expr(J, 4), arith_op(4, 5), primary(5, 6).
expr(J, 4) :- primary(J, 4).
arith_op(4, 5) :- token(+, 4, 5).
```

These clauses mention specific node numbers, but any primary is an expression, not only that extending from node 3 to node 4. Creating a more general clause is straightforward, and a list of these clauses appears in listing 2.

In this listing, variables have replaced node numbers in each clause. Actually, you can use any unique name in place of node numbers. Even a list will do. One possible list to use is the list of tokens to the right of the token being analyzed. For example, you can replace the clause

```
token(id(b), 1, 2).
```

with the more general

```
token(id(b), [id(b), :=, id(b), +, num(1)], [:=, id(b), +, num(1)]).
```

Here, I have replaced the numbers 1 and 2 with two lists. Note that the first list contains all the tokens in figure 1. The second list contains all the tokens to the right of the token being analyzed. For example, you can replace the clause

```
token(id(b), 1, 2).
```

with the more general

```
token(id(b), [id(b), :=, id(b), +, num(1)], [:=, id(b), +, num(1)]).
```

Figure 1: A diagram showing how the syntactic constructions described in listing 1 are matched to the statement "id(b) := id(b) + num(1)".

Listing 2: Prolog clauses representing part of the grammar in listing 1.

```
/*1*/ statement(K, N) :-
    token(id(V), K, L),
    token(:=, L, M),
    expr(M, N).
/*2*/ expr(K, L) :-
    primary(K, L).
/*3*/ expr(K, N) :-
    expr(K, L),
    arith_op(L, M),
    primary(M, N).
/*4*/ primary(K, L) :-
    token(id(V), K, L).
/*5*/ primary(K, L) :-
    token(num(N), K, L).
/*6*/ arith_op(K, L) :-
    token(+, K, L).
```

In each clause, node numbers are used as parameters. You can express the last six clauses, which correspond to nonterminal symbols, in a different way if you make use of the appropriate grammar rules. Here are some examples:

```
expr(3, 6) :- expr(3, 4),
    arith_op(4, 5),
    primary(5, 6).
expr(3, 4) :- primary(3, 4).
arth_op(4, 5) :- token(+, 4, 5).
```

In each clause, node numbers are used as parameters. You can express the last six clauses, which correspond to nonterminal symbols, in a different way if you make use of the appropriate grammar rules. Here are some examples:

```
expr(3, 4) :-
    primary(3, 4).
arth_op(4, 5) :-
    token(+, 4, 5).
```

In this listing, variables have replaced node numbers in each clause. Actually, you can use any unique name in place of node numbers. Even a list will do. One possible list to use is the list of tokens to the right of the token being analyzed. For example, you can replace the clause

```
token(id(b), 1, 2).
```

with the more general

```
token(id(b), [id(b), :=, id(b), +, num(1)], [:=, id(b), +, num(1)]).
```

Here, I have replaced the numbers 1 and 2 with two lists. Note that the first list contains all the tokens in figure 1. The second list contains all the tokens to the right of the first token.

If I use Prolog's list notation [? | Ts], where ? is the first token of a list and Ts is continued
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AUGUST 1987 • BY T E 187
the list of all tokens to its right, I can ge­
eralize the above clause to form the sev­
enth clause, to be added to those from
listing 2:
I am now ready to demonstrate parsing at
whether this list of tokens is a statement
The execution of this call, based on
clauses 1 through 7, would generate a
number of other calls, including
/*7*/token(T, [T | Ts], Ts).
I am now ready to demonstrate parsing at
work. Returning to figure 1, I can check
the call has succeeded. These input and out­
put arguments will be called
ioargs.
from clause 1 could be satisfied. Before I
make this call, I must instantiate K to be
the complete list of tokens.
statement(K,N)
from clause 1 could be satisfied. Before I
make this call, I must instantiate K to be
the complete list of tokens. As you saw
above, the variable N refers to all tokens to
the right of the tokens being analyzed.
Since I want to analyze all tokens in the
list, N will be empty. I would thus use the
call
statement([id(b), :=, id(b), +, num(1)], M)
In all these calls, the last two argu­
ments have an intuitive interpretation.
The second-to-last argument, referred to
as the "input" argument, is the sequence
of tokens remaining to be recognized be­
fore the call is activated. The last
argument (the "output") is the sequence
that will remain to be recognized after the
call has succeeded. These input and out­
put arguments will be called ioargs for
short.

The list difference between an input
and output argument is the construction
of the list being analyzed. For example, the
call
expr([id(b), +, num(1)], [+, num(1)])
means "take the list [id(b), +, num(1)]
and recognize this difference [id(b)] as an
expression." Similarly:
expr([id(b), +, num(1)], [+] means "take the list [id(b), +, num(1)]
recognize some expression at its begin­
ning, and instantiate L as the list of tokens
remaining." Note that this call is nonde­
terministic: Depending on which expres­
sion is recognized at the beginning of the
list, L may be equal to either [+, num(1)]
or [L].

Grammar Rules
The essence of clauses 1 through 6 in list­
ing 2 is structural information. For in­
stance, according to clause 1, a statement
can consist of an identifier, a := token,
and an expression. Fortunately, Prolog
has a special notation called a grammar
rule that emphasizes this information.
Here is an example of a Prolog grammar
rule equivalent to clause 1:
statement( let(V, E)), [: =], expr.
Prolog dialects that support logic gram­
mars treat this rule as a unit clause with
the name '->' and two parameters (the
left-hand and right-hand sides of the
rule). The rule is read in, processed, and
stored as an ordinary Prolog clause.
If you refer to the original grammar in
listing 1, you will find that it is composed
of grammar rules and is a logic grammar.

My hypothetical Tiny language is de­
described in perfectly correct Prolog.
Grammar Rule Parameters
Parsers can determine whether input text
is syntactically correct. But they are also
expected to output a representation of the
input's structure. To construct this rep­
resentation, a Prolog parser must be able to
instantiate variables. In other words, its
clauses need to have other arguments in
addition to the ioargs.

The following clause, which recog­
nizes assignment statements, shows how
this need is usually met:
statement( let(V, E)), K, N):
statement( let(V, E)) :-
token(1id(V), K, L),
token(=, L, M),
expr(E, M, N).
The first argument, let(V, E), repre­
sents the structure of an assignment
statement, where V is the name of the variable
to which a value is assigned and E is the
representation of the expression provid­
ing this value. Note that instantiations of
V and E are obtained during the normal
operation of the parser. The structure
let(V, E) is then a desired "additional effect."
You can express this clause more sim­
ply as a grammar rule. Note how the
ioargs (K, L, M, and N) are again sup­
pressed:
statement( let(V, E)) :-
token(1id(V), [id(V)], [=], expr(E).
Listing 3 is an almost complete parser of
the Tiny language. This listing is a
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straightforward extension of the parameterless grammar from listing 1.

Rules for expressions are missing from listing 3. This is because the rule
\[ \text{expr} \rightarrow \text{expr}, \text{arith}_{-}\text{op}, \text{primary} \]
would be processed and stored as a left-recursive clause, never welcome in Prolog programs. Rather than abstractly explaining methods of avoiding left recursion in grammars, I have provided one solution for this, which is included in the complete listing of the compiler.

**Conditions and Actions**

The grammar rules I have discussed so far are all processed and stored as clauses whose predicates have ioargs. These ioargs are thus safely shielded from inexpert use. It is also possible, however, to have Prolog calls that do something useful without touching ioargs.

A good example is the `cut (!)` frequent, although not always desired, guest in Prolog code. Adding a cut is simple. The rule
\[ \text{statements(s(Stmt, Stmts))} \rightarrow \text{statement(Stmt)}, [';'], !, \text{statements(Stmts)}. \]
will be translated as
\[ \text{statements}(s(\text{Stmt}, \text{Stmts}), K, N) \leftarrow \text{statement(Stmt, K, L)}, \text{token(';'}, L, M), !, \text{statements(Stmts, M, N)}. \]
The effect of the cut here is to speed up the parser.

Once the parser recognizes a list of tokens as, say, an assignment statement followed by a semicolon, it will not attempt to recognize these same tokens as an if or a while statement.

You might also wish to perform an operation that is not expressible by unification. These calls must be "wrapped" in curly brackets in order not to be confused with nonterminal symbols. For example, the rule
\[ \text{octal}_{-}\text{digit}(\text{Oct}) \rightarrow [\text{Oct}], \{ 48 \leq \text{Oct}, \{ \text{Oct} \leq 55 \}.\]
translates into the clause
\[ \text{octal}_{-}\text{digit}(\text{Oct}, K, L) \leftarrow \text{token(Oct, K, L)}, 48 \leq \text{Oct}, \text{Oct} \leq 55. \]
This rule recognizes any ASCII character between 0 (ASCII 48) and 7 (ASCII 55) as an octal digit. You can interpret this as a rule with conditions that must hold if the token is to be accepted.

As another example, consider the rules
\[ \text{lsym(num(N))} \rightarrow \text{digit(D)}, \text{digits(Ds)}, \{ \text{name}(N, [D | Ds]) \}.\]
\[ \text{digits ([D | Ds])} \rightarrow \text{digit(D)}, \text{digits(Ds)}.\]
\[ \text{digits ([])} \rightarrow [.], \text{digit(D)} \rightarrow [D], \{ 48 \leq D \}, \{ D \leq 57 \}.\]

These rules are part of a scanner for our language processor. The rule for `digit` recognizes a digit given its ASCII code. The rules for `digits` recognize a sequence of digits and build a list of their ASCII codes. The rule for `lsym` recognizes a sequence of digits as an integer and builds the term `num(N)`, where `N` is the value of the integer. Note that I use Prolog’s built-in operation name, which can convert a name or integer into a series of ASCII codes and vice versa. You can

continued

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**LOGIC GRAMMARS**

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**Listing 4**: The top level of a code generator for the Tiny programming language. Note how the parameters of the grammar rules here correspond to the parameters of the rules in the parser, listing 3.

```prolog
interm_code(s(Stmt, Stmts)) :- interm_code(Stmt), interm_code(Stmts).
interm_code(skip) :- [].
interm_code(let(X, E)) :-
    expr_interm_code(E), [store(X)].
interm_code(if(C, Stmts)) :-
    [newlabel(L)],
    cond_interm_code(not(C)),
    interm_code(Stmts),
    [label(L)].
interm_code(while(C, Stmts)) :-
    [newlabel(L1)], [newlabel(L2)],
    [label(L1)],
    cond_interm_code(not(C)),
    [jmp(L2)],
    interm_code(Stmts),
    [jmp(L1)], [label(L2)].
```

program the entire scanner in a similar manner. [Editor's note: You will find the complete scanner included with the full listing of the program.]

**Code Generation**

I have now talked about two of the three phases of a small but complete compiler of the Tiny programming language: the scanner and the parser. I will now describe a code generator that translates the parser's output into an abstract machine-level target language. Once more, I express it as a grammar. But first, here is how the three phases will interact:

```prolog
compile :-
    read_in(Chars),
    lsym_list(LexSyms, Chars, []),
    program(Tree, LexSyms, []),
    interm_code(Tree, Code, []),
    write_out(Code).
```

The source program is first read in as a list of ASCII codes. It is then given to the scanner, indicated by the predicate lsym_list. A list of tokens (LexSyms) is produced and given to the parser (program), which builds the syntactic structure of the source program (Tree). The code generator (interm_code) then generates intermediate code (Code). A realistic compiler would then optimize the code and assemble it into an actual machine language program—an exploit beyond the scope of this article. Note that the call

```prolog
program(Tree, LexSyms, [])
```

refers to the clausal form of the first rule in the parser (see listing 3). The parameters LexSyms and [] represent the ioargs that the Prolog interpreter added when the rule was processed.

My version of the code generator draws upon the “multiusability” of Prolog programs. There is no reason why grammar rules should only read lists of tokens and return structures. A Prolog grammar can also be run “backward,” generating a token sequence from a given structure.

The idea is simple: I write a grammar of a simple target language, just as I wrote grammars of token sequences and programs in the Tiny language. But then I use it in reverse to generate a list of tokens rather than to group the tokens together in a syntactic structure.

By way of illustration, listing 4 is the top level of such a grammar, with five rules corresponding to five types of statements in the parser in listing 3. Here is a clear “structural” reading given for the first four rules:

- The code for a sequence of statements consists of the code for the first statement, followed by the code for the subsequent statements.
- Nothing is generated for the null statement.
- An assignment statement is translated into code that evaluates the expression, leaves its value in the accumulator, and stores it.
- An if statement is translated into code that creates a label name, evaluates the negated condition, and sets the condition register; this code is followed by a conditional jump to the new label, the code to be executed if the condition is true, and finally the new label.

**continued**
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LISTING 5: Sample data and results processed by the Tiny compiler. Although it is unoptimized and was written in less than 200 lines, the compiler is quite powerful.

The source program:

```plaintext
x := a; y := n; z := 1;
while not i < 1 do
  if y / 2 < x then
    z := z * x;
  fi;
  x := x * x;
y := y / 2;
end;
```

The resulting object code:

```plaintext
load(a)
store(x)
load(n)
store(y)
loadc(1)
store(z)
label($l1)
loadc(1)
store($mem1)
load(1)
sub($mem1)
tst_neg
jmp_cond($l1)
load(y)
store($mem2)
load(2)
store($mem3)
load(2)
store($mem4)
load(y)
div($mem4)
mul($mem3)
sub($mem2)
tst_neg
flip
jmp_cond($l2)
load(x)
store($mem5)
load(x)
mul($mem5)
store(x)
label($l2)
load(x)
store($mem6)
load(x)
mul($mem6)
store(x)
load(2)
store($mem7)
load(y)
div($mem7)
store(y)
jmp($l2)
label($l2)
```
Inquiry 39

LOGIC GRAMMARS

You can write the rest of the code generator similarly. I wrote the Tiny compiler discussed here with logic grammars in less than 200 lines. Another 100 lines would make it even more realistic. To see how powerful it is, despite its limitations, consider the data and results in listing 5.

Conclusions
Logic grammars are a succinct and powerful notation for language processing. A grammar is both a language specification and a processor (scanner, parser, or code generator). Prolog grammar rules mix freely with ordinary clauses, so you can enjoy all the advantages of Prolog as a high-level programming tool while developing a grammar application.

Some, but not all, Prolog dialects support grammar rules. Every grammar could be manually coded as ordinary Prolog clauses, but the clarity and readability of the program would suffer. It would also be easy to write a preprocessor in Prolog (the books I cite describe such preprocessors), but the pleasure of using this powerful notation would be marred by having to juggle two different forms of your programs. If you plan to seriously work with logic grammars, use a dialect in which they are built-in.

I have not touched on natural-language processing, an even more important application of logic grammars. You can find a brief introduction in references 1 and 3. For serious readers, I recommend chapter 5 of the book in reference 4.

This presentation is based on my book (see reference 2), where you can also find some programming hints and a larger example: an interpreter of a query language implemented with logic grammars. The book by Sterling and Shapiro (see reference 3) presents a larger compiler, implemented in a slightly different manner.

[Editor's note: The source code listings for this article are available as the files SZPAK.LST and SZPAK.BNL on disk, in print, and on BIX. See the insert card following page 256 for details. Listings are also available on BYTenet. See page 4.]

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Inquiry 163 for End-Users. Inquiry 164 for DEALERS ONLY.
Reviews

Reviewer's Notebook .................................. 198
by Cathryn Baskin
The Macintosh SE ................................. 201
by Laurence H. Loeb
Two High-Performance PC AT
Compatibles ........................................ 207
by John Unger
80386 Accelerator Boards ...................... 213
by Donald Evan Crabb
Macintosh C Compilers Revisited .......... 219
by Joel West
386|ASM/LINK 1.1e ............................... 224
by Matt Trask
BackComm and SideTalk ....................... 229
by Rob Fixmer
A CAD for All Incomes ......................... 232
by Phillip Robinson
Our plan this month was to entice you with early looks at two new and competing C compilers: Borland’s Turbo C and Microsoft’s Quick C. At press time, however, Microsoft’s product was still at too preliminary a stage for testing; we’ll save Quick C for an upcoming issue. This time, BIX senior editor David Betz gives his impressions of Turbo C and some benchmark results below.

Here’s the final update on our April dot-matrix printer review: Technical editor George Stewart rounded up the last of the printers that couldn’t be tested in time for the review and came up with the following benchmark results. The Mannesmann Tally MT-490 logged in through-put for draft, near-letter-quality (NLQ), and graphics modes at 269, 126, and 421 characters per second (cps), respectively; the Genicom 3410.02 came in at 197, 86, and 558 cps. On a scale of 1 to 5 (5 being the best), the MT-490 received ratings of 2, 3, and 3 for print quality in draft, characters per second (cps), respectively; combining an editor with a compiler, link- and graphics modes at 269, 126, and 421, respectively. BIX technical editor Cathryn Baskin pointed out that these printers still at too preliminary a stage for testing; please refer to the April review.

—Cathryn Baskin
Senior Technical Editor, Reviews

Borland’s Turbo C version 1.0 is an inexpensive ($99.95) and fast integrated programming environment for the C programming language that runs on the IBM PC, XT, AT, and true compatibles. It combines an editor with a compiler, linker, and a MAKE facility. It supports six different memory models (tiny, small, medium, compact, large, and huge), as well as mixing of models. All program development can be done from within the single integrated environment.

Because many C programmers prefer a command-line environment, Borland includes a command-line version of the compiler, as well as a Unix-style MAKE utility. Even when you run it from the command line using MAKE, Turbo C is very fast. This dual approach virtually guarantees that all programmers will find what they’re looking for in Turbo C. The compiler requires only a floppy disk drive, 384K bytes of RAM, and DOS 2.0. (It’s available from Borland International, 4585 Scotts Valley Dr., Scotts Valley, CA 95066, (408) 438-8400.)

To take a quick look at how Turbo C compares with other C development systems, I chose a relatively large program to use as a benchmark: XLISP 1.7, which consisted of approximately 15K lines of C code in 22 source modules. The total line count as reported by Turbo C was about 20K bytes, but this includes multiple copies of the include files. I used a Compaq Portable 286 running at 8 MHz with 640K bytes of memory and a 20-megabyte hard disk for the Turbo C benchmark tests. For the Lightspeed C test, I used a Macintosh SE with 1 megabyte of memory and a 20-megabyte hard disk. I used the large memory model under both Turbo C and Microsoft C.

Table 1 illustrates the performance of Turbo C compared with that of the Microsoft C Compiler 4.0 and Think Technologies’ Lightspeed C compiler 2.01 for the Macintosh. The Compile and Link test measures how long it takes to compile and link all 22 XLISP source modules and produce an executable file. The Recompile and Link test measures how long it takes to recompile a single file and relink the entire program generating an executable file. This second test is important because much of program development consists of making a change to a module and recompiling to test the change. Turbo C does quite well here, which should make the edit/compile/link/test cycle much shorter.

You might be tempted to guess that Turbo C achieves compile speed at the expense of execution speed and code size. Remarkably, it doesn’t. Turbo C generated a smaller executable module than Microsoft C, and the resulting code runs slightly faster. To test execution speed, I chose a fairly common LISP benchmark and compared the execution times of the benchmark run under the versions of XLISP compiled with each of the compilers. Turbo C definitely comes out ahead of Microsoft C here (I used the compiler options for both compilers to optimize execution speed).

I ran into a few problems with Turbo C, however. A bug in the large model run-time library in version 1.0 causes a fixup overflow error during the linking of XLISP. The problem occurs only with large programs; Borland says it happens only with large model programs with more than 64K bytes of code. I got around this error by linking with the 8087/80287 libraries, but I was unable to generate a working version of XLISP for machines without numeric coprocessors. I spoke with Borland about this problem and was told that a fix was coming, but it didn’t arrive in time for me to evaluate it for this article.

In sum, Turbo C is a fast, easy-to-use, and flexible programming environment. It’s much faster at compiling and linking than most other competing packages and generates code that is just as good. The main feature that it lacks is a symbolic debugger. If this were added, Turbo C would be a nearly ideal C development system. Even in its current form, Turbo C is fast enough to make the traditional approach of inserting printf statements a practical way to debug C programs. With a fix for the fixup overflow bug, Turbo C will definitely be a package to consider when you’re looking for a C development system for the IBM PC and compatibles.

—David Betz
Senior Editor, BIX

| Table 1: Benchmark results. See text for an explanation of the tests. All times are in seconds; file sizes are in bytes. TC = Turbo C’s integrated environment; TCC = Turbo C’s command-line version; MSC = Microsoft C 4.0; LSC = Lightspeed C 2.01. |
|------------------|----------------|----------------|----------------|----------------|
|                  | TC             | TCC            | MSC            | LSC            |
| Compile and Link | 2:38           | 3:22           | 14:20          | 2:31           |
| Recompile and Link | 0:24       | 0:26           | 1:54           | 0:14           |
| Execute tak.1esp  | 5:12           | 5:12           | 5:20           | 6:18           |
| Executable file size | 87,698  | 87,698         | 93,430         | 76,784         |

—David Betz
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The Macintosh SE

Laurence H. Loeb

Apple’s Macintosh SE (which stands for system enhanced) is the top of the “classic” Macintosh product line. It provides some of the same features as the Mac Plus: an 800K-byte floppy disk drive, 1 megabyte of memory (standard), and a SCSI port. However, a number of internal modifications make the Mac SE superior to the Mac Plus in performance and reliability. The most important feature of the Mac SE may be its single internal expansion-board connector. This allows you to connect additional hardware to enhance the capabilities of the Mac SE, and it represents a great philosophical change for Apple, which initially assumed that all you would ever need was what was supplied in its “closed system.” Equipped in its base configuration with an internal 20-megabyte hard disk drive and Apple’s Standard keyboard, the Mac SE sells for $3695.

What’s New on the Outside

The Mac SE looks remarkably similar to the Mac Plus except for the platinum color of the housing. The casing size is the same, and it uses the same 9-inch black-and-white screen. The removable battery that powers the real-time clock on old Macs has been replaced on the Mac SE by a lithium battery, which is said to be good for 7 to 10 years, located inside the computer. The modular connector on the front of other Macs used for the keyboard has been replaced on the Mac SE by two Apple Desktop Bus (ADB) ports, which use mini 4-pin connectors, located on the rear. The mouse connection is also gone: the mouse now communicates through an ADB port.

Apple is standardizing peripheral devices throughout the Macintosh product line, which means that you must buy the keyboard separately. Apple currently offers two keyboards: the Apple Standard keyboard ($129), which is similar to the Mac Plus’s with a numeric keypad on the right, and the Apple Extended keyboard ($229), which resembles an IBM PC AT keyboard with 15 function keys along the top. There’s a large rectangular button at the top of the Standard keyboard that, when pressed, turns on the Mac II’s power. This button wasn’t intended to provide this capability for the Mac SE, and, to turn this machine on, you still have to hit the power switch on the rear of the computer. Both keyboards have a second ADB port that allows you to daisy-chain other peripherals to the bus. Although the ADB specification allows a maximum of 16 peripherals, signal losses and connector resistances limit you to daisy-chaining three devices.

The Mac SE’s mouse has a wedge shape instead of the boxy shape of the former Macintosh mouse; the new shape doesn’t require as much wrist elevation as the old one did. This mouse is also used across the Apple product line, including the Apple IIGS and the Mac II. The mouse uses an internal microprocessor to communicate to the ADB ports, and you can connect it to the second ADB port on the rear of the Mac SE; the keyboard is attached to the other port. You can also daisy-chain it through the second ADB port on the keyboard if you prefer.

Another change readily apparent on the Mac SE is the space for an additional internal 800K-byte floppy disk drive or internal hard disk drive. The Mac SE is available with the second floppy disk drive for $2898.

The Old and the New Inside

The Mac SE uses the same 68000 microprocessor used by the Mac and the Mac Plus, running at the same 7.8336 MHz. The Mac SE’s RAM is packaged on SIMMs (single in-line memory modules), the same as the Mac Plus’s RAM. The Mac SE comes standard with four 256K-byte SIMMs, totaling 1 megabyte of memory. You can mix 1-megabyte SIMMs along with the 256K-byte dynamic RAM (DRAM) SIMMs to augment...
By changing the memory interleave, a 20 percent gain in microprocessor speed is achieved.

The Mac SE does not have an alternate sound buffer, as do the "classic" Macs. The alternate video buffer, used for smooth animation, is retained in the Mac SE's design, however.

Floppy disk drives interface to the Mac SE through a chip known as the Integrated Wire Machine (IWM). This chip is clocked by a C16M signal of 15.6672 MHz and divided down by 2 (resulting in the C8M signal) for 400K-byte and 800K-byte disk accesses. When Apple introduces a 1.6-megabyte floppy disk drive, the Mac SE should be able to use it, since the C16M clock signal is available to the IWM to control such a disk drive at twice the current clock rate. The IWM chip is socketed, allowing it to be replaced by a future disk controller, such as the Integrated Sander Machine (ISM), which will read IBM 3½-inch disks as well as Apple disks.

The Mac SE ROM has increased to 256K bytes from the Mac Plus's 128K bytes. Added features in the Mac SE ROMs include ADB support, a new AppleTalk driver that includes the new Echo and Session AppleTalk protocols, built-in diagnostics, and rewritten SCSI Manager code that supports the new SCSI hardware interrupt on the Mac SE.

The Mac SE's switching power-supply output has been increased from 60 to 100 watts. Apple has added a noisy cylindrical fan to dissipate heat from inside the case. It's a constant-speed fan that makes you wish the Mac SE's cooling could have been augmented in some other way. The fan noise is quite noticeable in a quiet room, but it fades to acceptable background level in an office environment.

The Mac SE's SCSI Interface

As mentioned earlier, the Mac SE comes equipped with a SCSI port. Apple uses a DB-25 external SCSI connector in place of the 50-pin connector defined by the ANSI X3T9.2 standard, but it's identical to the Mac Plus's connector. Unlike the Mac Plus, however, the Mac SE contains an internal standard 50-pin SCSI connector, which is located on the motherboard. This internal connector and the higher-capacity power supply allow you to install a SCSI hard disk inside the Mac SE's housing.

SCSI transfers are handled by an NCR 5380 chip and come in two flavors: blind and nonblind. A blind transfer requires no intervention by the Mac SE's microprocessor, while nonblind reads or writes require that each byte to be transferred must be checked by the microprocessor. Obviously, the blind-transfer method is faster. On the Mac SE, blind transfers are rated at 656K bytes per second, while nonblind transfers are rated at 172K bytes per second, as compared to rates of 312K bytes per second and 142K bytes per second, respectively, for the Mac Plus.

The Mac SE's redesigned SCSI interface now supports the SCSI interrupt request signal from the 5380 chip. This interrupt is used to signal an error condition or to signal that a slow device has completed a request. The BBU can also issue a maskable level-zero interrupt to the 68000 if a SCSI transfer does not occur within 265 milliseconds; this is a bus time-out, possibly due to a device failure. The SCSI Manager can either gracefully abort or retry the operation, depending on how the driver is programmed to respond to the interrupt. For blind reads and writes, a "handshake" technique is implemented in the SCSI interface. This is accomplished by suppressing certain control signals that prevent the microprocessor from accessing the 5380 until it indicates that data has been written or that data is ready to receive. This improves the reliability of this type of high-speed SCSI transfer.

You should note that the SCSI address of the internal drive is 0, so an external SCSI device must have an address different from 0 to be recognized by the Mac SE. Most SCSI peripherals allow you to modify the device address, so this should not be a problem.

Apple sells the Mac SE in a configuration with an internal 20-megabyte SCSI drive that has an 85-ms access time. The Apple internal Hard Disk 20 SCSI drive that came with my review unit proved to be quiet and reliable. An unplanned torture test of this drive occurred during a cross-country flight when I had to ship the computer as regular baggage. Although the Mac SE was subjected to g forces sufficient enough to cause the master power cable to come loose from the motherboard, the drive did not lose any data. I tested the external SCSI port using a Rodime 45-megabyte hard disk drive on the review machine, and I experienced no problems.

The Expansion Port

Probably the hardware change that has caused the most people to consider purchasing a Mac SE is the expansion port that is included on the motherboard. This expansion port brings the buffered 68000 signals out to a 96-pin Euro-DIN-type connector that's used by an add-on card.

Various companies are currently designing cards to fit inside the Mac SE. AST Research and Dayna Communications have announced cards that, by working with software and 5¼-inch disk drives, provide the Mac SE with MS-DOS compatibility. This makes the Mac
Macintosh SE

**Company**
Apple Computer Inc.
20525 Mariani Ave.
Cupertino, CA 95014
(408) 996-1010

**Size**
13½ by 9½ by 11 inches; 17 pounds

**Components**
- Processor: 52/16-bit 68000 running at 7.8336 MHz
- Memory: 1 megabyte of RAM, expandable to 4 megabytes; 256 bytes of user-settable parameter memory; 256K bytes of ROM (168K bytes used for system routines)
- Mass storage: One 800K-byte internal 3½-inch floppy disk drive and either a second 800K-byte internal 3½-inch floppy disk drive or one internal 20-megabyte SCSI hard disk drive
- Display: 9-inch black-and-white built-in bit-mapped screen; 512 by 342 pixels
- Keyboard: Detachable 81-key
- Optional interfaces: Two RS-232C/RS-422C serial ports using mini-B-pin connectors; DB-25 SCSI port; two Apple desktop Bus connectors; external floppy disk drive connector; RCA-type sound connector; one internal 96-pin Euro-DIN connector for expansion boards

**Software**
- System 4.0/Finder 5.4 operating system; system-installer utilities; hard disk backup and repair utilities; font/desk accessory-mover utility

**Options**
- 800K-byte external 3½-inch floppy disk drive: $399
- Apple Standard keyboard: $129
- Apple Extended keyboard: $229

**Documentation**
Macintosh SE user's manual, 252 pages;
Macintosh System Utilities Guide, 54 pages

**Price**
- With second internal 800K-byte 3½-inch floppy disk drive and Standard keyboard: $2898
- With internal 20-megabyte hard disk drive and Standard keyboard: $3698

SE buyable for companies that require computers that must be able to run MS-DOS.

Coprocessor boards are available from Levco, General Computer, and other companies to bypass the 68000 processor completely and run a 16-MHz 68020 (and associated 32-bit-wide memory) in its place. Such accelerator boards make the Mac SE run faster but suffer from software incompatibility with programs that use 68000-specific programming choices. Both Levco and General Computer include a patch for MacWrite 4.5, one of the offending programs. The whole field of Mac SE add-ons is large enough to require several reviews to fully explore it.

**System Software**
System 4.0 and Finder 5.4 (which will be superseded by versions 4.1 and 5.5 by the time this article sees print) are shipped continued
The Mac SE performs better than old Macs with memory-intensive programs by 13 to 16 percent.

with the Mac SE. The major visible additions to System 4.0 include: The trash can bulges when you put something into it; the Get Info display uses a Monaco 9 font; there's a Restart option in addition to Shut Down in the Special menu that's useful for hard disk drive owners who want to have their desktop structures safely preserved when they shut down the system; a new "modular" control panel that allows the specification of a start-up device (only on the Mac SE and Mac II); and new or modified icons for Alert boxes that conform more closely to international standards. Apple will attempt to make the system software provide identical features across the entire Macintosh product line with 128K-byte ROMs or more, with the exception of certain 256K-byte-ROM-specific features, like setting the start-up device. You won't have to buy a Mac SE just for these features if you already own a Mac or plan to buy a Mac Plus.

The stated attempt for the Mac SE was to be 100 percent software-compatible with the previous Macs. Software that doesn't use the alternate sound buffer will indeed run on the Mac SE. Only a few exceptions have shown up thus far in commercial software. Red Ryder version 9.4's VT-100 modes don't work with the Mac SE keyboard, although other parts of the program do work. Author Scott Watson has told me that this will be corrected in version 10.0. Videoworks Player 1.0 speeds up both in sound and animation noticeably but still plays.

Concerning compatibility, any program that directly accesses hardware should be considered suspect. Most programs that do this would probably be noncommercial programs distributed in the public domain. Apple has made it quite clear for a long time that directly accessing hardware will cause compatibility problems. However, to correct some problems with the SCSI Manager ROM code on the Mac Plus, hard disk drive companies have had to directly access ROM locations in their SCSI driver programs. These driver programs will not run on the Mac SE because the ROM addresses in the SCSI driver have changed, but hard disk drive companies are scrambling to correct their software and will have Mac SE-compatible drivers available by the time you read this.

Documentation
The documentation that accompanies the Mac SE includes a Macintosh SE user's manual that leads the novice through the setup and use of the Mac SE. The manual is refreshingly "noncutesy" in tone and illustrated with what you need to see when you need to see it in the text. Also included is a Macintosh System Utilities Guide for the system utilities provided on disk. This document acquaints you with the powerful disk-utility tools, such as Find File and Disk First Aid, and I think the separate manual is a good idea. Some of the most-asked questions from new users in the BIX Macintosh conference concern using the standard utilities and indicate some initial confusion with these tools. Also included is a Guided Tour disk to the Mac SE that is self-playing and demonstrates some of the system's features to those who've never used a computer.

**Performance**
When you look at the benchmarks for the Mac SE (see figure 1), you see some improvements over the Mac Plus. I ran the standard BYTE benchmarks on a Mac Plus and a Mac Plus-caliber machine (MaxPlus) equipped with hard disk drives. As you can see, the Mac SE performs better than the other machines (by 13 to 16 percent) with memory-intensive programs in the Sieve and Calculations benchmarks. This corresponds with the Mac SE's increased memory access. The Mac SE also did slightly better (by about 7 percent) with file I/O to the hard disk in the Write and Read benchmarks (interestingly, the MaxPlus's DataFrame 20 drive did slightly worse than the Mac Plus's Hard Disk 20 drive in the Write bench-

![Figure 1: A comparison of the Mac SE against a Mac Plus and a Mac Plus-caliber machine. "MaxPlus" is a 512K-byte Macintosh with a 128K-byte ROM upgrade, MacMemory's 2-megabyte RAM expansion, and SuperMac Technology's SCSI port upgrade and DataFrame 20's 20-megabyte SCSI hard disk drive. The Mac Plus tested was equipped with an Apple Hard Disk 20's 20-megabyte hard disk drive connected to the external floppy disk port. The Mac SE used System 4.0 and Finder 3.4, while the MaxPlus unit and Mac Plus used System 3.2 and Finder 5.3. All machines used the MS-BASIC 2.1(b) interpreter for the Memory and File tests. The File I/O benchmark is a C program that reads and writes to a 65,000-byte disk file and was compiled with Think Technologies' Lightspeed C 2.01 compiler.](image-url)
Should You Own One?
When trying to decide whether to buy a Mac SE or a Mac II, consider that the Mac SE will cost less, will not be as expandable as the Mac II (one expansion slot versus six NuBus slots), and will have black-and-white output, but the machine is transportable. Some 68020 accelerator cards, such as General Computer’s HyperCharger ($1699) and Levco’s Prodigy SE ($1499), are available if you must have faster performance. Such cards obviously add to the price of the Mac SE, but these prices are already dropping as the market for Mac SE hardware add-ins matures and the competition intensifies. In my mind, the transportability of the Mac SE is the overriding factor in this decision: I use one computer in many places. The convenience of having all the Mac SE’s computing power and the internal hard disk drive in the standard Macintosh footprint makes my computing easier and more productive.

The problem is thornier for users who already own Macs, since Apple doesn’t offer an upgrade path to the Mac SE as it did for 128K/512K-byte Mac owners to a Mac Plus configuration. Is the improved performance worth the trouble of selling the machine’s hardware, and I ran my favorite software on it without problems. □
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- 80MB Seagate ST-4096 128 mls | $1095

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Two High-Performance PC AT Compatibles

John Unger

The ITT XTRA/286 ATW (right) and the AST Premium/286 (left), two high-performance IBM PC AT clones, feature PC AT compatibility and 10-MHz 80286 microprocessors that make their performance significantly faster than that of the PC AT and similar clones that have 8-MHz clock rates. They are both big, hefty microcomputers with large internal expansion capabilities and generous power supplies.

The basic versions of the XTRA/286 ATW (which stands for Advance Technology Workstation) and the Premium/286 include a 1.2-megabyte floppy disk drive (but no hard disk drive) and an EGA-compatible four-mode display adapter for a price of about $2500. In these configurations, the XTRA/286 ATW comes with 640K bytes of RAM, and the Premium/286 has 1 megabyte of memory. At the high end of the spectrum is the XTRA/286 ATW Model III ($4299), which has a 30-megabyte hard disk drive and 640K bytes of memory, and the comparable Premium/286 Model 140 ($3495), which has a 40-megabyte hard disk drive and 1 megabyte of RAM. These high-end machines were the ones that I tested for this review. Each review unit had an optional enhanced graphics monitor to match its standard multipurpose display adapter; the XTRA/286 ATW's costs $749, and the Premium/286's costs $695. Look for bargains on the Premium/286; one advertiser in the June BYTE was selling the Model 140 for $2449.

A Lot in Common

Although both machines use a 10-MHz 80286 microprocessor, the XTRA/286 ATW's can operate at either 10 MHz (with one wait state) or 6 MHz (with zero or one wait state), and the Premium/286's provides three clock rates: 6, 8, and 10 MHz, all running with zero wait states. You can toggle the clock rate on either system at any time by using a simple keystroke combination, and a convenient LED display on the front panel of the Premium/286 tells you what the current clock rate is. Both machines have a socket for installing an optional 8-MHz 80287 math coprocessor chip.

The internal layouts of the two computers are similar and follow the general PC AT configuration, with space for a full-height hard disk drive and three half-height storage devices. They both have the top slot occupied by a 1.2-megabyte floppy disk drive. The XTRA/286 ATW's 220-watt and the Premium/286's 195-watt power supplies are located in the rear of the two computers behind the disk drives.

The XTRA/286 ATW has eight full-length expansion slots; two of these are IBM PC-compatible 8-bit slots, and the remaining six are PC AT-compatible 16-bit slots. The display adapter card occupies one of the 8-bit slots, and the hard disk controller fills a 16-bit slot; the floppy disk controller is part of the motherboard.

The Premium/286 has seven expansion slots: one 8-bit IBM PC-compatible slot, four PC AT-type 16-bit slots, and two special slots that are 16-bit PC AT-compatible, but which also include an additional connector for AST Research's "FAST-slot" expansion cards (which are described below). The display adapter occupies the lone 8-bit slot, the system's RAM is on a card in one of the FAST-slots, and a single controller for the hard and floppy disk drives takes up one of the conventional 16-bit slots.

Both microcomputers make ample use of custom VLSI chips from Chips and Technologies to reduce the number of ICs on the motherboard and video adapters. The Premium/286 also uses its own custom-designed VLSI I/O port controller chip. The ROM BIOS used by both computers is from Phoenix Technologies; this BIOS is well known for its high degree of compatibility with IBM's BIOS.

Both systems have keys that lock up the keyboard to prevent someone from messing...
And a Few Differences . . .
You might think from the preceding paragraphs that not much separates these two machines in the way of hardware. However, they do have some significant differences.

The Premium/286's hardware is clearly designed to optimize performance. All the key components, including the microprocessor, memory, memory access, system bus, access to system peripherals, and the peripherals themselves, are integrated for maximum performance.

As mentioned above, the Premium/286's 1 megabyte of 100-nanosecond RAM resides on a FASTRAM expansion board plugged into one of the 16-bit FASTslot expansion slots, rather than on the motherboard as is common with most PC AT compatibles. You can populate each FASTRAM card with 2 megabytes of memory using 100-ns 256K- by 1-bit chips. With two fully populated cards installed, you can have 4 megabytes of zero-wait-state memory in the computer. Be forewarned that 100-ns RAM chips are more expensive and not as easily obtained as their slower brethren; a 2-megabyte FASTRAM card costs $1495.

The FASTslot gives the Premium/286's RAM direct access to the 80286. Special arbitration-logic signals located on the FASTslot bus allow the microprocessor to perform zero-wait-state memory access at any of its clock rates. Memory-management logic on the RAM card checks to see if the address requested by the microprocessor resides on that card at the same time that the motherboard logic checks the system bus. If the address is on the FASTRAM card, it sends a signal to the motherboard to suspend system-bus access; if the motherboard logic receives no signal, the memory access proceeds as normal.

For increased compatibility with PC AT-compatible add-on cards, the motherboard automatically inserts one wait state on the system bus when operating at 6 MHz or 8 MHz, and it inserts two wait states when running at 10 MHz.

The XTRA/286 ATW has a more traditional memory setup, and you can increase the 640K bytes of standard 120-ns RAM to 1 megabyte with 256K- by 1-bit chips on the motherboard without having to add an expansion card.

| Megabytes of Mass Storage | Both systems I reviewed were configured with one 1.2-megabyte floppy disk drive |

<table>
<thead>
<tr>
<th>ITT XTRA/286 ATW</th>
<th>AST Premium/286</th>
</tr>
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<tr>
<td><strong>Company</strong></td>
<td>ITT Information Systems</td>
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<tr>
<td><strong>Model</strong></td>
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<tr>
<td><strong>Size</strong></td>
<td>21½ by 17 by 6½ inches; 41 pounds</td>
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<td><strong>Components</strong></td>
<td>Processor: 16-bit, 10-MHz 80286 with one wait state, switchable to 6 MHz with either zero or one wait state; optional 80287 math coprocessor</td>
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<td><strong>Software</strong></td>
<td>MS-DOS 3.1 operating system; GW-BASIC; ITT system utilities and diagnostics; FXP disk-caching; ASCWCOM communications program</td>
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<td><strong>Options</strong></td>
<td>Monochrome monitor: $189</td>
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<td><strong>Price</strong></td>
<td>Model I (with 640K bytes of RAM): $2499</td>
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<tr>
<td><strong>Price</strong></td>
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</table>

The Premium/286 includes a convenient front-panel hardware-reset switch, a feature that is lacking on the XTRA/286 ATW.
The graphs for Disk Access in BASIC show how long it takes to write and then read a 64K-byte sequential text file to a blank hard disk. (For the program listings, see BYTE's Inside the IBM PCs, Fall 1985, page 196.) The Sieve graph shows how long it takes to run one iteration of the Sieve of Eratosthenes prime-number benchmark. The Calculations graph shows how long it takes to do 10,000 multiplication and 10,000 division operations using single-precision numbers. The 40K Format/Disk Copy benchmark was not performed because the computers had only one floppy disk drive. The 40K File Copy graph shows how long it takes to copy a 40K-byte file from a floppy to a hard disk using the system utilities. The Spreadsheet graph shows how long it takes to load and recalculate a 100-row by 25-column spreadsheet in which each cell equals 1.001 times the cell to its left.

The hard disk drive in the XTRA/286 ATW that I reviewed was a 30-megabyte Seagate ST4038, which has an average access time of 33 milliseconds according to the CORE.EXE hard disk performance test. In comparison, the 40-megabyte Micropolis hard disk drive in the Premium/286 showed an average access time of 22 ms in the same test. Both hard disk drives operated quietly and flawlessly during the course of the review.

To compensate for the somewhat slower hard disk drive, ITT includes a proprietary disk-caching utility called FXP (which will work only with hard disks) with the XTRA/286 ATW. The benefits of this program are most noticeable when reading and loading data from the disk; FXP reduced the Disk Access in BASIC Read benchmark time for the XTRA/286 ATW from 6.9 to 5.7 seconds, and it decreased the time required to load files in the 100-row by 25-column Spreadsheet benchmark by about one-half, from 2.3 to 1.2 seconds.

A useful feature of the XTRA/286 ATW's hardware/software design is that the system diagnostic programs, which test the disk drives, keyboard, and so on, are in ROM, so you can access them at any time using a keystroke combination. This is much more convenient than having to hunt around for a diagnostics disk that you misplaced a few months earlier.

Ports
Each computer has an RS-232C serial port and a Centronics-compatible parallel port. On the Premium/286, these two ports are part of the motherboard. The serial port's connector is a 25-pin D-shell.

The XTRA/286 ATW uses ICs on its video board to drive its serial and parallel ports. Two ribbon cables carry the signals from the video board to the connectors for the ports, which are mounted on the adjacent slot. However, the ribbon cables and the connectors that mate them to the video board protrude into the area occupied by the adjacent slot and make it impossible to install a 16-bit board in that slot. In fact, I damaged a connector on continued
one of the ribbon cables while attempting to install an AST Advantage! board. The XTRA/286 ATW’s serial connector is a 9-pin D-shell like that used on the IBM PC AT.

Displaying Their Colors

Versatile display adapters are standard on both of these computers. They offer compatibility with four standard display modes: IBM’s Enhanced Graphics Adapter (EGA), Color Graphics Adapter (CGA), and Monochrome Display Adapter (MDA), and the Hercules monochrome graphics card. I could find no markings on the XTRA/286 ATW’s board, which, according to the company, is its own. The video board in the Premium/286 is the AST-3G Plus board. The optional EGA monitors that come with each computer can display color graphics software that is compatible with either a CGA or an EGA.

The two systems differ in how they handle CGA emulation with the EGA adapter and monitor. With the Premium/286’s AST-3G Plus board, you need only flip a toggle switch on the card to run CGA graphics programs. With the ITT display adapter, you have to change the settings on a DIP switch on the card. However, this switch is recessed, and you must physically get behind the computer and manipulate the tiny switches with a small screwdriver or similar tool.

Another difference between the displays is that the Premium/286 continues to display text characters in an 8- by 14-pixel cell while in CGA-emulation mode, but the XTRA/286 ATW reverts to the standard, harder-to-read, 8- by 8-pixel cell of the CGA mode when in emulation mode. AST supplies a utility program called EMUL with the Premium/286 that allows you to change back and forth between EGA- and CGA-emulation modes strictly in software.

Both monitors performed well and had clear, steady images. I liked the XTRA/286 ATW’s monitor slightly better because its characters seemed sharper and less fuzzy than those on the Premium/286’s monitor. On the Premium/286’s monitor, lighter colors appeared to be somewhat washed-out compared to those on the XTRA/286 ATW’s monitor.

Both monitors have convenient front-panel controls for brightness and contrast and include base units that enable you to swivel and tilt the monitors. The base unit on the Premium/286’s monitor has a larger range of movement and is therefore easier to use.

Keyboards: Old Versus New

The ITT XTRA/286 ATW’s keyboard is patterned after the original IBM PC AT’s, which I think is the best layout that IBM has come up with. This configuration has 10 function keys in two columns on the left side of the keyboard, a large-size Enter key, and a combined numeric keypad/editing keys cluster on the right end of the keyboard.

The Premium/286’s keyboard is significantly larger than the XTRA/286 ATW’s and has a layout like that of IBM’s 101-key enhanced keyboard: 12 function keys across the top above the number keys; a small Enter key; relocated Alt, Esc, and Ctrl keys; and a cluster of independent editing keys between the main keyboard layout and the numeric keypad.

Because I use WordPerfect, a program that involves heavy use of the function keys, and because I have grown used to the basic key layout on my own machines (an AT&T 6300 and an old IBM PC AT), I found the XTRA/286 ATW’s keyboard more to my liking than the Premium/286’s. The Ctrl key is convenient to the function keys, and you can enter the combination of a function key and the Ctrl, Shift, or Alt key with one hand to execute WordPerfect commands. On the other hand, spreadsheet users may find the Premium/286 keyboard’s layout more to their liking because they can input numbers with the keypad while still having the separate editing keys to move around the spreadsheet.

The XTRA/286 ATW’s keys provide just about the right amount of tactile feedback for my taste. I found it easy to type rapidly and accurately on it. The keys on the Premium/286’s keyboard feel mushier and do not have the same crisp break when pushed. Even though the F and J keys have slightly dished tops, I found it hard to return to the home position after moving up to the top of the keyboard to hit a function key. Both keyboards have cords that are long enough to enable you to have the main system unit on the floor beside your work space and keep just the monitor and keyboard on the desktop.

Performance and Compatibility

One clear conclusion can be drawn from looking at the benchmark tests: Both of these computers perform extremely well. I found that the XTRA/286 ATW performing at 10 MHz with one wait state was almost equivalent to the Premium/286 running at 8 MHz with zero wait states. The Premium/286 is the hands-down winner when running at 10 MHz, and both machines are significantly faster than an 8-MHz IBM PC AT. I have also reviewed the Compaq Portable III, a PC AT clone that runs at 12 MHz with one wait state; the Premium/286 running at 10 MHz with zero wait states shows a slight (about 10 percent) increase in performance over the 12-MHz Compaq Portable III. (Editor’s note: For more information, see the review entitled “Compaq’s New Carry On” in the May BYTE.)

When I was using the XTRA/286 ATW and the Premium/286, it was difficult to detect any great differences in how fast they seemed to operate while running standard software, such as word processors. In an informal test of scrolling speed at 10 MHz, the XTRA/286 ATW displayed the file used in the BYTE 40K File Copy test to the screen (using the type command) in 37 seconds; the Premium/286 took 57 seconds to display the same file. See the complete benchmark results on page 209.

You sometimes pay a penalty for this type of performance, however. In this case, the penalty is a compatibility problem with the Intel Above Board/AT memory-expansion card. I could set up the card and boot the XTRA/286 ATW only with Intel’s Expanded Memory Manager program while the computer was running at 6 MHz. Even then, I got an error message telling me that part of the expanded memory wasn’t working correctly, although the system had actually tested and recognized the entire 1 megabyte of memory on the Above Board/AT.

I could not run the Intel setup software on the Premium/286 at 6 MHz; the installation program could not find the Above Board/AT’s memory, and the computer completely froze up and had to be rebooted with the reset switch. My Above Board/AT is configured with 150-nS RAM chips, and it functions perfectly in a 6-MHz IBM PC AT. I had no problems whatsoever using AST’s RAMpage! or Advantage! memory-expansion boards in either computer. Both of these boards use 120-nS RAM chips.

Both computers ran my entire collection of IBM software with flying colors. I had to switch the display-adapter cards to their CGA modes to run Starflight, Flight Simulator, and Jet. Everything else I tried ran fine in EGA mode, including WordPerfect, Reflex, DESQview, SideKick, and Best Programs’ PC/TaxCut program.

Documentation, Software, and Setup

Both computers come with complete, well-written documentation. The XTRA/286 ATW manuals are simple 8½- by 6-inch spiral-bound books. The reference most obviously lacking from these manuals is any kind of description of GW-BASIC, which ITT furnishes with the computer’s operating system software. However, ITT includes a card with
the computer that you can send in to receive a free copy of the GW-BASIC manual.

My review unit also came with a photocopied prepublication version of the XTRA/286 ATW Technical Reference manual, which includes information on the MS-DOS functions, how to access them in assembly language, details on programming the various modes on the video card, and so on. If you are planning to use this computer in any sophisticated configurations, such as a network file server or in an application that includes hardware expansion, I would strongly suggest obtaining this manual.

The documents for the Premium/286 come in four 9- by 8-inch three-ring binders that fit inside stylish slipcases, which make it easy to add addenda and other information. One of these documents, the BASIC manual, is a complete GW-BASIC manual from Microsoft.

Both computers use MS-DOS 3.1 as an operating system. The operating system software has been enhanced by ITT and AST with additional utility programs, such as the aforementioned FXP and diagnostics.

**Reputable Service, Real Warranties**
A 12-month warranty is standard for both machines; service is from the authorized dealer who sold you the computer or from the factory, but you have to pay for your own shipping costs. AST has been a well-respected manufacturer of expansion cards for many years and has a fine reputation for the quality of its hardware and service, the Premium/286 is the first complete microcomputer system that the company has manufactured.

When I contacted AST's technical-support staff concerning the problems that I had with the Above Board/AT, they were helpful and gave me some advice that they had received from one of their field technicians. However, I still could not get the card to work properly in the Premium/286.

The ITT XTRA/286 ATW is the third ITT microcomputer that I have reviewed for BYTE. [Editor's note: See the April 1985 BYTE and the July 1986 BYTE for reviews of the ITT XTRA and the ITT XTRA XP, respectively.] I was impressed with the quality of the first two ITT machines, and this one backs up my original opinions. Certainly the built-in ROM diagnostics minimize service problems by helping you to easily pinpoint any problems if they should arise.

The ITT XTRA/286 ATW and the AST Premium/286 are both good, solid PC AT compatibles that easily outperform most of their competitors by a clear margin. They come from reliable manu-
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80386 Accelerator Boards

Donald Evan Crabb

Intel's Inboard 386 and American Computer and Peripheral's 386 Turbo are expansion cards that contain 80386-16 microprocessors. Both cards plug into an expansion slot on the IBM PC AT and compatibles and connect by cable to the 80286 socket, from which you must remove your system's existing microprocessor chip. By executing instructions on a 16-MHz 80386, these boards can improve the overall performance of a PC AT by 2 to 2.5 times. They also provide for concurrent processing, hardware-based multitasking, and multiple 8086 virtual-machine processes for operating systems designed to support them, such as IBM's OS/2 and Digital Research's Concurrent PC DOS.

At $1995 or $2495 for the Inboard 386 (depending on the configuration you choose) and $1695 for the 386 Turbo, these accelerator boards are rather expensive, but they provide significantly increased performance while maintaining software compatibility with PC-DOS-based applications.

What You'll Need
The minimum system configuration required to run the Inboard 386 is an IBM PC AT (either 6 MHz or 8 MHz), Tandy 3000, or Compaq Deskpro 286 (but not the Compaq Portable, Portable II, or Portable III). Intel says that it is currently testing other PC AT clones and that installation kits and modifications to the board's utility software will eventually be available to make the Inboard 386 work with other clones. The board requires at least 512K bytes of RAM on the PC AT's motherboard.

To run the 386 Turbo, according to the installation manual, you'll need an American 286-A, IBM PC AT (either 6 MHz or 8 MHz), or any other "100 percent PC AT-compatible clone," although the manual does not list the clones that American Computer and Peripheral has tested and validated. According to American, the 386 Turbo has no minimum motherboard memory (i.e., conventional DOS memory) requirement because of its on-board memory, which I'll discuss later. Also, according to the company, the board won't run on zero-wait-state machines.

These boards are full-size PC AT-compatible cards intended for installation in a 16-bit PC AT slot near the existing 80286 socket on the PC AT's motherboard (slot 4 or 5 for the Inboard 386, and slot 6 for the 386 Turbo). Both units that I reviewed came with a 16-MHz Intel 80386-16 microprocessor, 1 megabyte of fast RAM (using 120-nanosecond 256K-by-1-bit chips—standard on the 386 Turbo and optional on the Inboard 386), a special adapter/connector that plugs into the 80286 socket on the PC AT's motherboard, and a cable that connects the adapter to the accelerator board.

I tested the boards on an IBM PC AT running at 8 MHz with a 1.2-megabyte floppy disk drive, a 30-megabyte hard disk drive, and 1 megabyte of RAM. I used PC-DOS 3.2 for all the benchmark and usage tests.

Installer Beware
Both accelerator boards were tediously difficult to install and configure. On page 1, the Inboard 386 installation manual flatly tells you to "Let your dealer install the Inboard 386." I could hardly agree more. I just wish that American would make the same statement in the 386 Turbo's manual. If you've never done board installation in your PC AT, these two boards are not the ones to start learning with.

The first problem I encountered was removing the existing 80286 chip. American does not provide any sort of chip puller with the 386 Turbo, although the manual suggests that you could use "an unused bracket from the back panel" as a wedge to work the 80286 free. After several minutes of trying this, I realized that...
I would bend or break a pin on the 80286 chip before I had finished the job. Fortunately, the Inboard 386 installation kit included a couple of different chip pullers to help with this task: a simple lever (labeled an 80287 chip puller) and a fancier screw-lifting unit that works like a corkscrew to lift the 80286 out by applying equal pressure around its periphery. Even with these aids, removing the recalculator chip took a couple of hours of determined, though gentle, effort.

Each company provides an adapter to snap into the empty 80286 socket. The adapter provided with the 386 Turbo is a small printed circuit board attached to two short ribbon cables that lead back to the accelerator card. The Inboard 386 comes with a longer and more fragile flat tape cable with pin grid array (PGA) connectors on either end to make the connection from the 80286 socket to the accelerator board.

Once I had determined how I would run the cables under existing boards (a process that should not be taken lightly, since the cable shouldn’t run up against the electrical contacts of any other boards), attaching the adapter/connector for each of the boards was fairly easy, although the fragility of the Inboard 386’s cable worried me. The manual explicitly warns against creasing the cable and breaking traces, so I handled it gingerly. In the end, though, it caused no problems. The Inboard 386 also comes with a replacement motherboard crystal to increase your PC AT’s base cycle rate from 6 MHz to 8 MHz, since the board will not function properly with a 6-MHz motherboard.

The Inboard 386 does not work with an 80287 math coprocessor installed, so I removed the existing 80287 from my test machine and replaced it with Intel’s optional 80287-10 coprocessor module ($495), which plugs into a socket on the Inboard 386. Installing the 80287-10 was a snap, since removing the existing rectangular 80287 with its L-shaped pins took only a few minutes. I suspect that the 80287 may have been put in the computer by hand, whereas the motherboard-mounted 80286 was probably put in by machine.

According to the installation manual, the 386 Turbo will work with most current 80287 processors, and, indeed, it worked with the original one installed in my PC AT. The manual claims that early “substandard” 80287 chips are a problem, although I could not verify this assertion. If you do not have an 80287 installed in your PC AT, you must install a special adapter, which is provided with the board, in the 80287 socket so that the system will function correctly. When I tested the 386 Turbo without the adapter in the empty 80287 socket, the PC AT froze up and would not operate.

Configuration Confusion

Configuring the two boards was also a tedious task that required a certain amount of trial and error. Both boards use DIP switches and jumpers to set various hardware options and memory configurations. Each also comes with a set of utility programs that let you establish the faster clock rate of the 80386 upon startup, change the processor speed without rebooting, and enable and disable different memory schemes. American includes utilities with the 386 Turbo that let you use different non-IBM EGA boards and enable the PC AT to execute BIOS, DOS, and video instructions from the board’s 1 megabyte of cache memory to further improve speed. The Inboard 386 comes with a utility program that verifies that the 80287-10 coprocessor module is correctly installed, as well as a program that makes up for some undocumented features in the 80286 that can be used by some software and are missing from the 80386.

The software-configuration process took several hours for the 386 Turbo, but I was able to configure the Inboard 386 in about 45 minutes, partly due to its configuration scheme and partly because of its helpful manual.

The installation and configuration manuals provided with these two boards could hardly be more different. The Inboard 386’s manual is clear, easy to read, nicely designed and printed, well referenced, and detailed in most of its explanations, such as exactly what each of the jumper and DIP switches were for, how to set them, and so on. The 386 Turbo’s manual is far too brief, contains little detail, includes some worthless line drawings, and displays poor production quality. In short, the manual was a real disappointment. A $1995 product deserves a much more complete and well-executed manual.

Intel’s technical support is also better than American’s; the technicians actually returned my calls. When I called American and identified myself merely as a user, the technical staff was usually not available and returned my calls only once out of three or four times.

Memories, Memories

The design of the Inboard 386 lets you add a megabyte of fast 256K-bit memory chips and a piggyback board that holds an additional 2 megabytes of RAM. You can use this memory in place of some of the PC AT’s existing memory, and you can configure it to run under the Lotus/Intel/Microsoft Expanded Memory Specifica-

<table>
<thead>
<tr>
<th>Product</th>
<th>Disk Write</th>
<th>Disk Read</th>
<th>Sieve</th>
<th>Calculations</th>
<th>40K File Copy</th>
<th>Spreadsheet Load</th>
<th>Spreadsheet Recalculate</th>
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<tbody>
<tr>
<td>Inboard 386</td>
<td>6.97</td>
<td>4.44</td>
<td>29.62</td>
<td>10.02</td>
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<td>1.54</td>
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<tr>
<td>386 Turbo</td>
<td>5.68</td>
<td>4.05</td>
<td>24.92</td>
<td>8.28</td>
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<td>IBM PC AT (8 MHz)</td>
<td>14.0</td>
<td>9.3</td>
<td>61</td>
<td>20</td>
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<td>2.6</td>
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<tr>
<td>Compaq Deskpro 386</td>
<td>5.14</td>
<td>4.82</td>
<td>22.76</td>
<td>6.89</td>
<td>1.01</td>
<td>2.07</td>
<td>4.1</td>
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</table>

Table 1: The Disk Write and Disk Read tests show how long it takes to write and then read a 64K-byte sequential text file to a 30-megabyte hard disk. (For the program listings, see BYTE’s Inside the IBM PCs, Fall 1983, page 195.) The Sieve test shows how long it takes to run one iteration of the Sieve of Eratosthenes prime-number benchmark. The Calculations test shows how long it takes to do 10,000 multiplication and 10,000 division operations using single-precision numbers. The 40K File Copy test shows how long it takes to copy a 40K-byte file using the system utilities. The Spreadsheet Load and Recalculate tests show how long it takes to load and recalculate a 100-row by 25-column spreadsheet in which each cell equals 1,001 times the cell to its left. Tests were performed on the Inboard 386 and the 386 Turbo installed in an 8-MHz IBM PC AT and were compared with the results for a standard 8-MHz PC AT and results for a Compaq Deskpro 386. All times are in seconds.
tion (EMS) or as 80386 extended memory (for special RAM cache use now and as directly addressable 80386 memory when operating systems that support this mode become available).

The 386 Turbo is not as complicated as the Inboard 386, since it does not accommodate piggyback boards for math co-processors or for additional memory. Its memory-configuration capability is also simpler than that of the Inboard 386, since its entire megabyte of memory functions as a processor cache for the 80386 and does not support EMS or 80386 extended memory (or any utility software that could support these memory schemes).

A Compatible Couple
To test the compatibility of the Inboard 386 and the 386 Turbo, I tried every DOS-compatible application I could lay my hands on, including integrated packages, project managers, database managers, financial software, word processors, programming languages, CAD and statistics packages, and a number of shareware utilities, games, and communications programs. All worked fine at 16 MHz except for some of the games, which often have timing loops that are processor-sensitive. For example, version 1.1 of Microsoft’s Flight Simulator wouldn’t work at 16 MHz, although version 2.1 worked fine. The only other programs that wouldn’t work properly with the boards running at 16 MHz (but did work at the slower speed) were Crosstalk XVI (a communications package) and some shareware disk-utility and disk-copying programs, including Exactcalc, ProCopy, Speedcopy, and ProForm.

Overall, the Inboard 386 and the 386 Turbo ran existing DOS-compatible software equally well. Unless you really work at causing compatibility problems, once you have installed these boards and set up the proper utility programs to support them, you can practically forget you are using them.

Benchmarks
I ran the standard BYTE benchmarks with the Inboard 386 and 386 Turbo installed in an 8-MHz PC AT configured with 1 megabyte of RAM, a 30-megabyte hard disk drive, an EGA card and extended color monitor, a 1.2-megabyte floppy disk drive, PC-DOS 3.2, BASICA 1.1, and Multiplan 1.06. The results are shown in table 1, which also contains benchmark figures for a standard 8-MHz PC AT and a Compaq Deskpro 386 running DOS 3.1. To obtain the best possible performance from each machine, I set the Inboard 386’s 1 megabyte of memory to provide a memory cache for the test PC AT from 256K bytes to 640K bytes, and I enabled the 386 Turbo’s ROM BIOS and DOS cache support.

As the test results show, both boards provided a dramatic improvement over the performance of the plain “vanilla” PC AT, although the 386 Turbo was faster than the Inboard 386: The Inboard 386 improved the performance of my 8-MHz PC AT by between 1.9 and 2.3 times, while the 386 Turbo’s improvement was in the range of 2.2 to 2.8 times. I would guess that the 386 Turbo is faster because it uses all its memory as a cache from which you can run the ROM, BIOS, and so on, whereas the Inboard 386’s ROM and BIOS are executed from the

<table>
<thead>
<tr>
<th>Inboard 386</th>
<th>386 Turbo</th>
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</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
<td>80386 accelerator board</td>
</tr>
<tr>
<td><strong>Company</strong></td>
<td>Intel Corp.</td>
</tr>
<tr>
<td><strong>Features</strong></td>
<td>Processor: 80386-16 running at up to 16 MHz with zero wait states; 80286 socket adapter/connector and cable; two chip pullers; replacement motherboard crystal oscillator to upgrade 6-MHz PC ATs to 8 MHz Memory: 0K bytes, expandable to 1 megabyte (using 120-ns 256K-by-1-bit chips) on the board and up to 3 megabytes with an extra-memory piggyback board; supports EMS and 386 extended-memory specifications (16 megabytes directly addressable by the 80386)</td>
</tr>
<tr>
<td><strong>Hardware Required</strong></td>
<td>Processor: 80386-16 running with one wait state at up to 12 MHz on a 6-MHz PC AT and up to 16 MHz on an 8-MHz PC AT compatible; 80286 socket adapter/connector and cable Memory: 1 megabyte of memory (120-ns 256K-by-1-bit chips), not expandable; 100 percent hit rate claimed; 16 megabyte-per-second bandwidth on an 8-MHz PC AT</td>
</tr>
<tr>
<td><strong>Software</strong></td>
<td>Utilities to control the default clock speed, control the high-speed cache memory, enable ROM BIOS execution from cache memory, and allow work with non-IBM EGA boards</td>
</tr>
<tr>
<td><strong>Options</strong></td>
<td>80287-10 math coprocessor: $495 1-megabyte piggyback memory board: $645 2-megabyte piggyback memory board: $1145</td>
</tr>
<tr>
<td><strong>Documentation</strong></td>
<td>100-page installation manual; 25-page coprocessor manual</td>
</tr>
<tr>
<td><strong>Price</strong></td>
<td>$1979; $2295 with 1 megabyte of on-board memory; installation kit (required): $200</td>
</tr>
</tbody>
</table>

| Size | 4½ by 13¼ inches |
| Size | 3¼ by 13¼ inches |

| Features | Processor: 80386-16 running at up to 16 MHz with zero wait states; 80286 socket adapter/connector and cable; two chip pullers; replacement motherboard crystal oscillator to upgrade 6-MHz PC ATs to 8 MHz Memory: 0K bytes, expandable to 1 megabyte (using 120-ns 256K-by-1-bit chips) on the board and up to 3 megabytes with an extra-memory piggyback board; supports EMS and 386 extended-memory specifications (16 megabytes directly addressable by the 80386) |
| Hardware Required | Processor: 80386-16 running with one wait state at up to 12 MHz on a 6-MHz PC AT and up to 16 MHz on an 8-MHz PC AT compatible; 80286 socket adapter/connector and cable Memory: 1 megabyte of memory (120-ns 256K-by-1-bit chips), not expandable; 100 percent hit rate claimed; 16 megabyte-per-second bandwidth on an 8-MHz PC AT |
| Software | Utilities to control the default clock speed, control the high-speed cache memory, enable ROM BIOS execution from cache memory, and allow work with non-IBM EGA boards |
| Options | 80287-10 math coprocessor: $495 1-megabyte piggyback memory board: $645 2-megabyte piggyback memory board: $1145 |
| Documentation | 100-page installation manual; 25-page coprocessor manual |
| Price | $1695 |

AUGUST 1987 • BYTE 215
motherboard. Subjectively, the discernible difference between the two boards was negligible. Both were quick, and there was no obvious difference between the two boards, they substantially improved the motherboard. Objective tests showed a substantial speed improvement for processor-intensive applications like AutoCAD. The boards also ran nearly as fast as—and, in some cases, faster than—the Compaq Deskpro 386.

I did not use the Inboard 386’s optional 80287-10 math coprocessor during the benchmark tests. However, the coprocessor provided a dramatic speed improvement when I worked with applications that made heavy use of floating-point numbers; I was able to recalculate large spreadsheets 3 to 4 times faster with the 80287-10 installed than I could when it wasn’t in place.

I also performed a standard floating-point benchmark (written in Lattice C) for calculating Whetstones per second (wps), and I obtained the following results: The plain 8-MHz PC AT produced 158,000 wps without a coprocessor and 211,000 wps with an 80287 coprocessor installed, the 16-MHz Inboard 386 produced 249,000 wps without a coprocessor and 341,000 wps with the 80287-10 installed, and the 386 Turbo produced 257,000 wps without a coprocessor and 281,000 wps working with the PC AT’s existing 80287.

But Do You Need One?

Overall, both the Inboard 386 and the 386 Turbo turned an 8-MHz PC AT into a computer that rivals the speed of the new 80386 machines. However, a new 80386 machine or a new 80386 motherboard both have advantages over an accelerator card that can’t be measured by processing speed, such as the availability of 32-bit 80386 slots. These 32-bit slots will, in the future, hold faster RAM and other accessories that you’ll miss if you opt for an accelerator card in your PC AT. A new machine or motherboard may also offer a better overall system design and board layout, which is especially true if you have a marginal PC AT clone.

At $1695 for the 386 Turbo and $2495 for a similarly equipped Inboard 386, both of these cards are probably too expensive for a user to consider buying them along with an inexpensive PC AT clone; the cards may not work in such a clone, and the combined cost comes pretty close to that of a new 80386 machine. For these reasons, neither card is a particularly good value if you are just getting into the PC AT market.

If you own a relatively old PC AT or one that will require new conventional memory chips, a bigger power supply, or a new disk drive to take advantage of the power supplied by an 80386 accelerator, you’re probably better off buying a new 80386 machine.

If, however, you are among the large group of users of existing fully equipped PC ATs, the Inboard 386 and the 386 Turbo may offer just the performance boost that you need for a lot less money than a new 80386 machine or 80386 motherboard.

Which board should you buy? If you are trying to squeeze out the last bit of performance from a DOS program and don’t care about providing EMS or extended memory as part of your purchase, consider the less-expensive 386 Turbo and then camp out on American’s technical-support phone lines and demand a step-by-step installation guide to replace the current poor installation manual.

If you want to add additional EMS and extended memory at some point without buying another memory card to take up a precious PC AT slot, I’d suggest the Intel Inboard 386. While it is not as fast as the American 386 Turbo, it is, nonetheless, fast. It also has a superior installation manual and comes with Intel’s better technical support.

---

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**REVIEW: 80386 ACCELERATOR BOARDS**
C program. Watching the bouncing ball as important happens. There are windows of information: source, statement by statement. It's like as4windowsatonce. The function commands are executed with output, variables, watch, memory, ger. Ctrace is unlike any debugger the cursor dances over your screen. It brings your programs to life on the screen. You'll see your variable values changing as you watch your C source code executing. The animated trace shows you the flow of execution, statement by statement. It's like watching the bouncing ball as the cursor dances over your C program.

Ctrace is very simple to operate. Commands are executed with a single keystroke. Pop up menus list the command options. Pop up messages alert you when anything important happens. There are 6 windows of information: source, output, variables, watch, memory, and symbols. You can view as many as 4 windows at once. The function keys make it easy to quickly choose among 8 different views.

The combination of Ctrace with MIX C makes C programming a real joy. MIX C provides the power of a compiler while Ctrace provides an execution environment that's more elegant than an interpreter.

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Another great addition to the MIX C compiler is a split-screen editor. It makes editing programs even faster and link, executes your program at the touch of a key. Compiling is fast because the MIX C compiler reads the program directly from memory. Correcting errors is easy because the editor automatically positions the cursor to the first error in the program. The editor is similar to Micropro's WordStar but with additional programming features like split-screen, macros, and much more. Use it for all your programming needs.

Our ASM utility is available if you want to link assembly language functions to your C programs. It works with Microsoft's MASM or M80 assemblers. Call assembly language functions just like C functions. Call C functions from assembly language. Lots of useful assembly language functions are included as examples.

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<thead>
<tr>
<th>Product</th>
<th>Price</th>
<th>Total</th>
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<td>Ctrace</td>
<td>$19.95</td>
<td></td>
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<tr>
<td>C Compiler</td>
<td>$19.95</td>
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<tr>
<td>ASM Utility</td>
<td>$10.00</td>
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<tr>
<td>Split Screen Editor</td>
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<tr>
<td>The MIX C Works</td>
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<tr>
<td>Total of Your Order</td>
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*Trace not available for CP/M)

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Macintosh C Compilers Revisited

Joel West

The Macintosh world has changed considerably since the last BYTE reviews of Macintosh C compilers [Editor's note: See "DeSmet C Development Package for the Macintosh" by Jonathan Robie in the August 1986 BYTE and "Five C Compilers for the Macintosh" by Tim Field in the November 1985 BYTE]. The Macintosh product line now has four different Toolbox configurations: 64K-byte ROMs, 128K-byte ROMs, the Mac SE's 256K-byte ROM, and the Mac II's 256K-byte ROM. The Macintosh line also uses two microprocessors (the 68000 and the 68020), two optional coprocessors (68881 FPU and 68851 PMMU), and a wide variety of memory and disk options. This complexity of the product line emphasizes the need for an up-to-date compiler. Four of the latest C compilers for the Macintosh are Manx Software Systems' Aztec C68K-c version 1.061 ($499), Spectra Micro Development's Hyper-C version 4.0 ($100), Think Technologies' Lightspeed C version 2.01 ($175), and Consulair's MACC/MACC Toolkit version 5.05 ($425).

The November 1985 review of Macintosh C compilers examined earlier versions of MACC/MACC Toolkit and Aztec C. Lightspeed C and Hyper-C are two newcomers to the market. All the numbers. However, I must stress that I think benchmark results are overemphasized and are not as important as the compiler's other aspects. To me, the most important factor is how quickly you can get the job done right, which means that the compiler must be both reliable and productive. With that said, let's take a look at the four compilers. Table 1 shows a summary of compiler features.

The Compilers

Mac C, the first Macintosh-based C compiler, is now in release 5.05. The development system comes on four 400K-byte disks and is composed of a compiler, editor, and linker with library and header (#include) files. The package is accompanied by a 163-page manual (without addenda) that documents the compiler and the library interfaces. Consulair used Mac C to write Apple's original Macintosh 68000 Development System (MDS). MACC/MACC Toolkit's editor, linker, and resource compiler are the same as those for MDS, and MACC/MACC Toolkit comes with a modified version of the MDS manual that documents these applications. A less expensive version of the compiler, Mac C Jr. ($79.95) is also available.

Aztec C68K-c 1.061 comes on four 400K-byte disks. The system comes with a "shell" program that emulates a Unix environment, a compiler (cc), an assembler (as), a linker (ln), editors (z and MDS Edit), and header and library files. These are formatted for MFS installation. You can't install the compiler right out of the package on an HFS hard disk by dragging the floppy disks to the hard disk desktop; you must copy the floppy disk by using the Aztec cp application or by converting the names from <folder>/<filename> to <filename> after dragging the files from folder to the root directory.

The Aztec C68K-c compiler comes with more than 500 pages of documentation in a 5 1/2- by 8 1/2-inch three-ring loose-leaf binder. I found the size and organization of this manual to be intimidating, mainly due to its large, independently numbered sections. Unless you can remember the order of the sections, the numbers don't help you find a specific piece of information.

Since the November 1985 review was written, Manx Software Systems has removed copy protection from Aztec C. An introductory version of the compiler, called C-Prime ($75), is also available. [Editor's note: As this review went to press, Manx announced version 3.4 of its Aztec C68K-c compiler, which can generate 68020 code and support Mac SE and Mac II traps. It also has TMON debugger compatibility.]

Lightspeed C 2.01 comes on three 400K-byte disks. The editor, compiler, and linker are merged into one large application program, and the compiler comes with the typical entourage of header and library files. The 400-page bound manual for version 1.0 is supplemented by a 64-page addendum for version 2.01.

Hyper-C 4.0 comes on a single 800K-byte disk. The development software consists of an editor, compiler, assembler, linker, and library and header files. The documentation is spread out among seven unbound photocopied handouts and is supplemented by a version 4.0 addendum. The documentation and header and library files cover a small fraction of the Mac's Toolbox and operating system.

Programming Environments

The four compilers take radically different approaches toward building Macintosh software. Joel West (P. O. Box 2733, Vista, CA 92083) formerly developed and supported Simscript II.5 compilers for CACI Inc.-Federal. He now writes about Macintosh development and is the author of Programming with Macintosh Programmer’s Workshop (Bantam Books, 1987).
### Table 1: Features of the four Macintosh C compilers.

<table>
<thead>
<tr>
<th>Feature</th>
<th>MACC/MACC Toolkit</th>
<th>Aztec C68K-c</th>
<th>Lightspeed C</th>
<th>Hyper-C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Source code for standard library</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Source code for interface library</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Register variables</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Floating-point math</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>User interface</td>
<td>Separate</td>
<td>Line-oriented</td>
<td>Integrated</td>
<td>Separate</td>
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<td>MaccBug symbols</td>
<td>Yes</td>
<td>Yes Converter</td>
<td>Yes Converter</td>
<td>No</td>
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<td>MDS: Rel</td>
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<td>No</td>
<td>No</td>
<td>No</td>
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<tr>
<td>Intellin linker</td>
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<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>In-line assembler</td>
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<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Produce assembly output</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
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<tr>
<td>Stand-alone assembler</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
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<tr>
<td>Assembler equates</td>
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<td>Yes</td>
<td>No</td>
<td>No</td>
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<tr>
<td>Multiple-file search</td>
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<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
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<tr>
<td>Interactive command interpreter</td>
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<td>Yes</td>
<td>No</td>
<td>Yes</td>
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<tr>
<td>Batch command interpreter</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
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<tr>
<td>Object librarian</td>
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<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
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<tr>
<td>RMaker</td>
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<td>Yes</td>
<td>No</td>
<td>No</td>
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<tr>
<td>ResEdit</td>
<td>No</td>
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<tr>
<td>MaccBug</td>
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<td>Yes</td>
<td>No</td>
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<td>Example programs 68020/68881 support</td>
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<td>10</td>
<td>5</td>
<td>10</td>
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<tr>
<td>Additional cost</td>
<td>Additional</td>
<td>No</td>
<td>No</td>
<td>Additional cost</td>
</tr>
</tbody>
</table>

Macintosh programs. MACC/MACC Toolkit and Hyper-C start with a single Macintosh application, the editor, and use a Transfer menu within the editor to launch the compiler and linker. The development cycle is helped somewhat in Mac C by menu items for compile `<filename>` and `link & go <filename>`.

Aztec C68K-c is based around a CLI-oriented shell that includes a wide range of built-in and auxiliary utilities. If you know the Unix shell, you already know how to use Aztec C; similarly, if you hate Unix, you'll hate the Aztec shell. There is no editor in the shell; instead, you go directly from the shell to Z (a character editor, like Unix's vi) or MDS's Edit.

Lightspeed C has a much more innovative approach. The compiler is an integrated windowing environment with windows for the editor and linker. Each program is a "project" that consists of source and library files. The Run Menu command automatically compiles and links only what's necessary and then runs the program. A separate command, Build Application, builds a double-clickable application that you can run from the Finder.

How are errors handled? The best method is MACC/MACC Toolkit's; it puts the error messages in a file. This file is automatically opened along with the offending source file. Lightspeed C puts up an alert at the first error, stops compilation, opens the editor window (if it is closed), and selects the objectionable line with the editor's insertion bar. Hyper-C takes a similar approach by transferring from the compiler back to the editor application and placing the editor's insertion bar at the questionable line in the source file. Aztec C68K-c clears the screen and displays the error messages, pausing after each five messages. Unfortunately, you lose these messages when you transfer to the editor to correct the problem.

### Interfaces and Libraries

By far, the most important aspect of a development system is how it handles interfaces to the Macintosh software. These differences are summarized in table 2. All four systems allow you to declare your own Macintosh Toolbox traps; this is extremely helpful when you have a manual for a new ROM call but the compiler vendor has not yet updated the interface. Lightspeed C and Hyper-C enable you to directly declare low-memory globals, such as MemTop and ApplZone, although the other two compilers can use macros to provide this capability.

Aztec C68K-c and Hyper-C use declarations in the library header files to declare trap interfaces. To speed up compilation, both MACC/MACC Toolkit and Lightspeed C have built-in trap declarations and use the header files only for data structures and glue routines. None of the compilers validate the parameters to all Macintosh traps and glue routines, something that would save a tremendous amount of debugging for most Macintosh C programmers.

Of the four compilers, Lightspeed C has the most complete implementation of the standard C functions, with MACC/MACC Toolkit and Aztec C68K-c a close second and third, respectively. From looking at table 2, you'd probably conclude that Hyper-C should rate better than Aztec C68K-c, except that Hyper-C doesn't support the standard Unix I/O functions.

The Hyper-C documentation makes a point of not supporting standard Unix I/O functions and does not include `fprintf`, `scanf`, or, for that matter, a `stdio.h` file. To compile the benchmark programs, I made a dummy `stdio.h` file that simply included Hyper-C's `std.h` file.

### Documentation and Support

Both Lightspeed C and Aztec C68K-c offer complete documentation for the standard C libraries, with one page per function (or group of macros) in the style of Unix manuals. The MACC/MACC Toolkit and Hyper-C manuals offer sketchy information in this area: Functions are grouped several to a page with a terse explanation of their purpose and the arguments that they accept.

All the compilers' documentation except Hyper-C's include a table of contents and an index. However, the organization of the Aztec C68K-c manual is nearly as confusing as the Hyper-C handouts. The layout of Lightspeed C's version 1.0 manual is great, but sifting for updated information through the stapled version 2.01 addendum makes things inconvenient. Consulair includes most of the necessary information for MACC/MACC Toolkit in a single spiral-bound manual that is slightly thicker than the Macintosh owner's manual and is supplemented by a utilities manual and a 68000 quick-reference booklet.

Both Manx Software Systems and Think Technologies maintain professional technical-support departments, which are staffed during east coast business hours. I experienced some problems reaching these support staffs, but both seemed knowledgeable and cooperative for the most commonly found problems. Manx Software Systems also offers a bulletin board and a BIX conference; the latter allows users to share experiences.

Consulair has a radically different ap-
proach. Only one hour of technical support is available each day (from 1 p.m. to 2 p.m. Pacific time), but the person answering the phone is Bill Duvall, the company’s president and technical wizard. More advanced developers who need less technical support may prefer being able to deal directly with the expert.

The technical-support policy for Hyper-C is, at best, unknown and, at worst, nonexistent. On three consecutive weekdays, my calls to the company’s only published phone number went unanswered either by a human or an answering machine. [Editor’s note: While this review was being written, Spectra Micro Development began marketing the Hyper-C compiler, which had been previously marketed by WSM Group. We were able to reach marketing and support for Hyper-C by calling Spectra’s number at (602) 884-7402. However, until we discovered this fact, we were unable to contact anyone at WSM Group’s number.]

My int Is Faster than Yours

Each C implementation involves a decision on your part as to how to map the language-defined standard data types to the machine architecture. All four compilers represent byte, short, and long as signed 8-, 16-, and 32-bit quantities, respectively, and they support unsigned versions.

For the Macintosh/68000 architecture, a minimum of 24 bits is required for direct addressing, making 32 bits the only choice for pointers, such as char *. Not surprisingly, the size and representation of pointers are the same for all the compilers. The only latitude in data types is in choosing the size of an int; the natural size can be a short or a long.

MACC/MACC Toolkit and Hyper-C have the long representation, which means that undeclared functions, as well as constants passed as parameters, default to 32 bits. The 32-bit int size is standard for all modern Unix C compilers and is appropriate for the Motorola 68020 architecture, which has become increasingly important for Macintosh programs.

Aztec C68K-c and Lightspeed C use 16-bit int values. This is the most efficient and natural size for the original Macintosh’s 68000, since it does not include 32-bit multiply or divide instructions. The ROM interfaces, which were designed for Lisa Pascal, also make extensive use of the 16-bit Pascal INTEGER type. MACC/MACC Toolkit also has a 16-bit int compile option, giving it the best of both worlds, but you must be careful when using library interfaces that expect 32-bit values.

The same situation occurs with floating-point data. The Standard Apple Numeric Environment (SANE) defines three floating-point data types: 32-bit real, 64-bit double, and 80-bit extended. All calculations are done in extended format, but operands can be converted to and from the shorter formats. Any Macintosh program should do all floating-point calculations in extended format unless memory space is a problem.

All four compilers define float as the 32-bit data type, and all but Lightspeed C define double as the 64-bit type. MACC/MACC Toolkit and Hyper-C support extended as the 80-bit type, while Lightspeed C uses double for 80 bits and short double for 64 bits.

Comparing Apples to Apples

I ran a set of seven benchmarks for each compiler: Sieve, Sort, Fib, Interface, Float, Savage, and Fileio. Several of these benchmarks were also used in the earlier BYTE reviews of Macintosh C compilers, but the results may not be directly comparable due to the changes in the Mac’s operating system. I ran the three integer-intensive benchmarks (Sieve, Sort, and Fib) both with and without register variables. I used a Macintosh Plus equipped with a Peak Systems’ Plus-30 SCSI drive for the benchmark tests, using System version 3.3 and Finder version 5.4.

I performed the benchmarks in such a way as to make them both accurate and fair. I included two files, startup.c and done.c, in the benchmark source code. [Editor’s note: The source code for the benchmarks and the startup.c and done.c files are available on disk, in print, and on BIX. See the insert card following page 256 for details. Listings are also available on BYTEnet. See page 4.]

<table>
<thead>
<tr>
<th>Feature</th>
<th>MACC/MACC Toolkit</th>
<th>Aztec C68K-c</th>
<th>Lightspeed C</th>
<th>Hyper-C</th>
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<tr>
<td>User-definable traps</td>
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<tr>
<td>Pascal functions</td>
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<td>Yes</td>
<td>Yes</td>
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<td>64-bit integer</td>
<td>Comp</td>
<td>Extended Int</td>
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<td>sizeof(char)</td>
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<tr>
<td>sizeof(short)</td>
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<td>16</td>
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<td>sizeof(int)</td>
<td>32 or 16</td>
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<td>sizeof(long)</td>
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<td>Yes</td>
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<td>Yes</td>
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<td>Yes</td>
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<td>Standard Unix I/O functions</td>
<td>Yes</td>
<td>Yes</td>
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</tbody>
</table>

1 Nonstandard syntax used.
The startup.c file obtains the system clock time before the benchmark program runs, and done.c obtains the system clock time after the program runs and then subtracts the two times, yielding the elapsed time. I employed neither a RAM disk nor a cache for any run-time test, and I built all test programs into Macintosh stand-alone applications.

I chose identical-size data types for those benchmark programs where it mattered. I modified the test programs that are limited by integer-compute speed (Sieve, Sort, and Fib) to use 16-bit short integers, and I used the extended 80-bit floating-point type for the three compilers that support it.

The Fileio benchmark performs sequential and random file accesses on a 65,000-byte file. To improve repeatability of the results, I first packed the hard disk using Peak Systems' version of DiskExpress. Even so, the margin of error is much greater than for the other benchmarks.

### Benchmark Results
The complete benchmark results appear in table 3. The file sizes shown are the sizes of the resulting Macintosh application using the standard supplied libraries and default linker options.

Both Aztec C68K-c and Lightspeed C turned in essentially identical results for the Sieve test. The MACC/MACC Toolkit compiler's time was slightly worse, and Hyper-C placed last. Why? I looked at the machine code generated for the Sieve test when compiled with register variables, which I took from the assembly code output of the Aztec C68K-c and MACC/MACC Toolkit compilers. The major difference in instructions and speed comes from the compilers' different approaches to looping. MACC/MACC Toolkit uses the straightforward approach to handling C for loops: conditionally testing the termination condition at the beginning of the loop, and then unconditionally jumping back to the test at the end of the loop.

Aztec C68K-c uses the standard trick for unrolling a loop by conditionally looping once at the end, thus replacing two jump instructions with one. An additional check is needed the first time, unless the starting and ending values are constants, as is the case for one of the loops. Such optimizations make the reasonable assumption that any additional setup overhead is worth reducing instructions in the repeated part of the loop.

For the Fib benchmark, the results for Aztec C68K-c, Lightspeed C, and Hyper-C worsened when register variables were used. The culprit is a four-line recursive function where the overhead of loading and saving a value in a register outweighs the savings for just a few references to the variable's value. This shows that using register variables is not always a panacea.

Results for the two floating-point benchmarks exclude one important piece of data. Aztec C68K-c is limited to the 64-bit double, so both benchmarks were slowed nearly twofold by the conversion of results to and from the extended type. Also, the result of the Savage computation was 2499.99999968363, which reflects an error in the eleventh digit. This shows the cumulative effect of errors, since the 52-bit mantissa is accurate to 15 decimal digits. By comparison, all 15 digits of the compilers using the extended format were correct.

The Fileio benchmark required some
To prepare a compile-and-link test, I marked’s abort() could be used. I didn’t use would normally be even quicker. 

Compiling to completion, the times in actual speed C required a redefining of its parameters to the programming environment used. The integrated programming environment of Lightspeed C was somewhat quicker than the shell-driven Aztec C68K-c, but both handily trounced the two application-based systems (MACC/ MACC Toolkit and Hyper-C).

Although the Lightspeed C values represent the complete time from first compilation to completion, the times in actual use would normally be even quicker. First, building an application and then running it is 50 percent slower than running the program directly from within the application. You build the application only at the end of a session.

Both MACC/MACC Toolkit and Hyper-C suffered terribly from loading the compiler and linker applications and, in the case of Hyper-C, the intermediate assembler. As the results suggest, both benefited from a RAM cache and, presumably, from placing the applications in a RAM disk. The MACC/MACC Toolkit linker was particularly slow.

Although Hyper-C included an automatic one-command menu item similar to MACC/MACC Toolkit’s, I was never able to get it to work using the proper combination of environment variables for directories and applications. This meant that I had to manually select each step and respond to several dialog boxes. I would expect that the actual results would be comparable to MACC/MACC Toolkit’s if they were run unattended. (Editor’s note: We were eventually able to get the environment variables to work by placing the file specifying this information in the System Folder. Activating the compiler from a menu in the editor produced the results described by the author. However, activating the compiler from the editor by using the Command-key equivalent triggered a smooth exit from the editor, compilation and assembly of the source file, and halting at the Linker.)

**Room for Improvement**

Each of the four compilers has its weaknesses. For MACC/MACC Toolkit, my number one complaint is that the linker is continued

| Table 3: Benchmark timings and file sizes. The Sieve test measures how long it takes to run 10 iterations of BYTE’s Sieve of Eratosthenes prime-number benchmark on an array of 8190 numbers. Sort tests each compiler’s handling of pointers during a sorting operation. Fib tests the efficiency of a compiler’s recursion while computing a Fibonacci series. Interface tests the efficiency of the function calls to the Toolbox ROM. Float measures the time it takes to do 140,000 floating-point multiplication and division operations. The Savage benchmark is from Dr. Dobb’s Journal, September 1983, page 120, and it tests the speed and accuracy of transcendental floating-point functions. The Fileio benchmark exercises the I/O functions of the compiler by reading and writing to a 65,000-byte disk file. The Sieve, Sort, and Fib benchmarks were modified to use 16-bit integers, and the Float and Savage benchmarks were modified to support 80-bit extended data. Hyper-C has no Unix-style file I/O functions and could not be tested for the Fileio benchmark. A Mac Plus using System 3.3 and Finder 5.4 was used. All execution times are in seconds; file sizes are in bytes. |
|---|---|---|---|---|
| **Execution Times** | | | | |
| **MACC/MACC** | **Aztec C68K-c** | **Lightspeed C** | **Hyper-C** |
| **Sieve** | 6.22 | 5.86 | 5.62 | 6.42 |
| **Sort** | 12.15 | 11.64 | 10.14 | 12.06 |
| **Fib** | 30.69 | 24.73 | 24.72 | 27.46 |
| **Interface** | 30.63 | 28.42 | 28.41 | 35.98 |
| **Float** | 63.49 | 50.63 | 57.22 | 57.30 |
| **Savage** | 125.97 | 226.95 | 125.64 | 125.56 |
| **Fileio** | 186.61 | 314.83 | 188.99 | 165.96 |
| **Fileio** | 54.72 | 147.23 | 104.35 | N/A |
| **Savage** | | | | |

| **MACC/MACC** | **Aztec C68K-c** | **Lightspeed C** | **Hyper-C** |
|**Sieve** | 10,356 | 9,694 | 17,382 | 7,822 |
|**Sort** | 13,568 | 14,146 | 17,832 | 12,199 |
|**Fib** | 13,056 | 9,642 | 17,382 | 7,754 |
|**Interface** | 17,426 | 9,740 | 17,426 | 7,862 |
|**Float** | 13,824 | 10,232 | 17,928 | 8,322 |
|**Savage** | 14,080 | 17,586 | 21,564 | 7,844 |
|**Fileio** | 15,872 | 10,616 | 20,984 | N/A |

| **Savage test** | | | | |
|**MACC/MACC** | **Aztec C68K-c** | **Lightspeed C** | **Hyper-C** |
|**Sieve** | 2500.00000000000 2499.99999968363 2500.00000000000 2500.00000000000 |

| Table 4: Compile and link times for building an application. An asterisk indicates that manual intervention was required (i.e., menu selections had to be made). All times are in seconds. |
|---|---|---|---|
| **Compiler** | **Time** | **Time with 128K-byte cache** |
|**MACC/MACC** | | | |
|**Toolkit** | 95 | 67 |
|**Aztec C68K-c** | 66 | 47 |
|**Lightspeed C** | 53* | 43* |
|**Hyper-C** | 110* | 78* |
painfully slow. The price is also steep, especially for the 68020/68881 version ($600).

Although its design is inherently un-Maclike, the Aztec C68K-c user interface could still be made better. It doesn't refresh the shell display after using a desk accessory. The shell and its document lack the proper 'BNDL' to give icons and double-clicking. Also, I found the lack of an editor in the shell inconvenient, as I had to bounce back and forth between the shell and the editor just to make a tiny change before recompiling. Overall, Aztec C68K-c gives the impression of being a quality compiler that just happens to be running on the Macintosh, rather than a quality Macintosh compiler.

Lightspeed C's standard search path is inconvenient if you plan to keep your source directories separate from the Think Technologies-supplied directories. Worse, the compiler does not have an option for generating assembly code output, nor does Think Technologies supply a disassembler with the compiler. Lacking this type of output seriously hinders development work on large projects.

The most objectionable aspect of Lightspeed C isn't with the product, but with Think Technologies' lawyers. The shrink-wrap license requires all developers to include a Think Technologies copyright notice in a program dialog box, the documentation, the disk label, and "no less prominently than your own copyright notice."

Overall Recommendations
Lightspeed C and Aztec C68K-c are neck and neck in overall run-time performance, with MACC/MACC Toolkit about 10 percent behind. When it comes to floating-point performance, Lightspeed C, Hyper-C, and MACC/MACC Toolkit are the winners, with Aztec C68K-c severely crippled by a lack of support for extended floating-point performance.

For compile-time performance, Lightspeed C's integrated memory-resident compiler offers a tremendous boost in productivity. This makes it ideal for prototyping modules, but licensing complications with the copyright notice make it less desirable for commercial products.

MACC/MACC Toolkit is a complete product with solid documentation, an easy-to-use Macintosh interface, and a complete assembly package. It would be my clear personal choice from among these contenders if Lightspeed C didn't have such a preemptive advantage in development turnaround.

Aztec C68K-c is clearly suited for those who must move back and forth between different computers. The compiled output is first-rate, and, if you're trying to use different machines, its consistent, non-Macintosh interface would probably be an advantage.

Both MACC/MACC Toolkit and Aztec C68K-c are expensive, particularly given that Lightspeed C is of comparable quality at about half the price. All three are available at more reasonable prices from discount dealers, and both Consulair and Manx Software Systems offer more restricted systems at lower prices.

For those without much money, Hyper-C might seem to be a reasonable choice, as the compiler certainly produces reasonable code. However, the libraries and documentation are only partially complete.

The 386|ASM/LINK assembler package for the 80386 from Phar Lap Software ($495) is the first widely available set of development tools for the Intel 80386 microprocessor. The package includes a MASM-compatible assembler, a linker that is extended to support 32-bit records, a protected-mode debugger, and a protected-mode run-time program. This package should interest software developers planning to create system software or applications that use the 80386 protected mode or any of the new 32-bit instructions available in real mode.

The software comes on two floppy disks, which are not copy-protected, that include numerous examples, and the documentation consists of a 406-page user's manual in a three-ring binder. The package is available in versions for the IBM PC family, VAX/VMS, VAX/ULtrix, and Apollo and Sun workstations. The version that I reviewed was release 1.1e for the IBM PC, which runs on any 8086-family computer. It does not require an 80386 for development—only for testing and executing programs that use the new 80386 features. I used three different systems to test the software: a 9-MHz IBM PC AT with an American Computer and Peripheral 86 Translator plugged into the microprocessor socket and 2.3 megabytes of memory, an 8-MHz Kaypro 286i with 2 megabytes of memory, and a 16-MHz Intel ISBC 386/AT with 640K bytes of memory. All three systems had 30-megabyte hard disks with comparable speeds.

Overview
All assemblers are essentially the same. After all, what do they do other than translate op-code mnemonics into machine language? Perhaps the designers add a few features, such as macros, to make the user's life a little easier. Because the 86|ASM assembler was designed to be MASM-compatible and because compatibility and standards are important issues in programmer productivity, I will be paying particular attention to the degree of 86|ASM's compatibility with MASM in this review.

One notable departure from MASM is 86|ASM/LINK's command-line syntax that you use to execute the assembler, linker, and debugger. They all take their arguments from the command line, and you use Unix-style switches (i.e., a minus sign preceding the switch name on the command line) to control the available options. In addition, if you execute 86|ASM, 86|LINK, or the MINIBUG utility with no options specified, a help screen that describes all the options is displayed.

By default, the assembler and linker generate and link 32-bit code targeted for the 80386, but you can use command-line options to generate 8086 and 80286 code.

86|ASM
The 86|ASM assembler has all the usual things that you'd expect from an IBM PC-family assembler: generation of object and listing files, a full macro facility, and selection of the target microprocessor instruction set, to name a few.

The assembler enables you to control the creation of an error listing, define a search path for include files, specify the target microprocessor, and select case-sensitivity of symbols, all from the command line. Using the DEFINE <symbol> switch, you can define a symbol at assembly time and thereby control conditional
assembly without having to modify the source file. The -FULLWARN switch tells the assembler to do extra checking for the implied use of a segment register (i.e., you have not explicitly set segment registers with an ASSUME statement) and to flag forward references to short labels that would cause the assembler to generate NOP instructions on its second pass.

The 386|ASM assembler supports two new segment-type attributes, USE16 and USE32. These tell the assembler whether to generate address and data-size overrides when you use 80386-specific instructions. You can think of these directives as a way to control the D bit in protected-mode segment descriptors. The D bit is kept in a segment's descriptor-table entry; the 80386 uses the D bit to determine whether the default-operand and address-mode sizes are 16 or 32 bits.

This assembler provides two new segment-alignment types (used in the SEGMENT directive): DWORD increases the microprocessor's efficiency by preventing a 32-bit fetch on an 8- or 16-bit boundary, and PAGE4K forces code or data to fit within the pager's minimum 4K-byte granularity, reducing the number of page faults that the system must take in protected virtual mode. You control other segment-descriptor attributes on a per-segment basis by specifying the following access types: RO (read-only data), E0 (execute-only code), ER (readable code), and RW (writable data).

DP is a new data directive similar to DD and DW that allocates storage for a 48-bit PWORD (pointer word). A PWORD is a 16-bit selector with a 32-bit offset that can address anywhere in the 80386's 64-terabyte address space.

The 386|ASM assembler's instruction-set directives—.386, .386C, and .386P—enable specific subsets of the 80386 instruction set that are appropriate for different types of programming, such as operating systems or applications. The .386 and .386C directives are synonymous; they cause the compiler to produce 80386 code but do not enable protected-mode instructions. The .386P directive enables protected-mode instructions, and the assembler generates code that accesses all the hardware features, including the debug, control, and test registers.

When assembling for protected mode, the assembler considers segments and groups to be indexes into descriptor tables, not paragraph values for segment registers. These directives also enable the SIB (scale+index+base) addressing mode, available only on the 80386.

Two new features provided by 386|ASM, local symbols and redeclaration, are extremely valuable when managing large projects that have a great number of modules and public symbols. You can give local scope to any symbol within a procedure block by prefixing it with a pound sign (#). This is useful for targets of short jumps and for temporary variables.

If you declare a symbol as EXTRN (external), you can redefine it as PUBLIC with the only restriction being that the symbol cannot be referenced between the line that declares it as external and the line that redeclares it as public. This feature simplifies the definition of module interfaces in large systems by enabling you to use one include file with all the symbols declared as EXTRN.

The object modules generated by 386|ASM conform to the Intel 8086 Object Module Format (OMF-86) with two simple extensions. Phar Lap Software has named this modified format Easy OMF-386. Phar Lap, in keeping with its philosophy of publishing all internal file formats, has included complete specifications of both extensions in the user's manual. The extensions are what the manual refers to as new "Loc" values for FIXUP records and new SEGEDEPs for DWORD and PAGE4K alignment types. Both new records are "hidden" within COMENT records that appear after the THEADR record and before all other object records. All other records are the same except that offset, displacement, and segment-length fields are 4 bytes long instead of 2 bytes.

### 386|LINK

The 386|LINK linker is quickly becoming a standard for 80386 development tools. At least two other commercially available products, MetaWare's 80386 High C and 80386 Professional Pascal compilers, generate code with the Easy OMF-386 extensions and use this linker. Other companies with language translators have announced their intentions of using this format.

You can control 386|LINK by command-line options or by use of a .LNK file containing linker instructions. Additional commands in the linker's command set are -HEX, -DUMP, -MINDATA, and -MAXDATA. The -HEX command causes the linker to output Intel Hex format files suitable for use with a ROM burner. -DUMP displays the contents of object modules in the .MAP file. -DUMP is intended for use as a customer support/debug tool, and, unfortunately, its output is in hexadecimal codes. It would be more useful if Phar Lap took the time to implement ASCII translations and object-record-type identification similar to the dump utility provided with Phoenix Computer Products' Pink86 linker.

-MINDATA and -MAXDATA initialize the memory-allocation fields in the .EXE file header. By default, DOS attempts to allocate all available system memory to an application at start-up time. These commands enable you to allocate only as much memory as the program will need for dynamic allocation at run time.

### MINIBUG

MINIBUG is a subset of the DOS DEBUG.COM program. You use MINIBUG to run and debug real- and protected-mode programs. MINIBUG is adequate for debugging simple programs, but it will never replace the windowed symbolic debuggers that are now becoming popular.

Unlike the assembler and linker, you cannot run MINIBUG on an 8088 or an 80286; it requires an 80386 for operation. Phar Lap has announced a full-feats...
The 386|ASM/LINK documentation is not a tutorial on assembly language programming—it assumes you have a knowledge of assembly language programming and 80386 architecture. However, as assembler manuals go, this one is quite complete, with much tutorial material. If you've had exposure to any other assembler, you should have no trouble getting up to speed with this product.

Chapter 11 of the 386|ASM section of the user's manual is a thorough discussion of programming the 80386. It includes real-mode concepts, such as segments, dedicated-purpose registers, segment overrides, the use of the ASSUME directive, and register initialization by the MS-DOS loader. The chapter also covers protected-mode concepts, such as descriptor tables, paging, and the use of segment aliases to access code as data. One of the more difficult topics treated in the manual is the mixing of USE16 and USE32 segments within a program. The manual does a good job of explaining the act of mixing the two, but this is by no means a trivial topic. If you want to become familiar with USE16 and USE32, there's no substitute for coding your own programs and trying them out first hand.

In the discussion of real-mode programming, the manual says that there is "no way to get around the segment size limit of 64K bytes imposed in real mode." However, a recent discussion in the BIX os386 conference describes a technique of putting the 80386 into protected mode and loading the segment descriptors with limits greater than 64K bytes. Upon retuming to real mode, you will find that these values are still in place, allowing the use of 32-bit overides on op codes to address larger segments. One use of this technique could be to use the FS and GS registers to do block moves of data from above 1 megabyte rather than using the PC AT's INT 15H block-move function. One caveat, however: The Intel representative in the conference has posted a strongly worded message that advises against doing this if you desire future 80486 compatibility.

Phar Lap includes formats for .EXE and .HEX files in the linker section of the user's manual. The indexes for all sec-

<table>
<thead>
<tr>
<th>Table 1: Benchmark results for 386</th>
<th>ASM versus MASM. All timings were done on an Intel iSBC 386/AT running at 16 MHz. The first test involved assembling a 20K-byte source code file. The second test involved assembling a set of 26 library functions, each around 2K bytes long, using the DOS FOR...DO command. All times are in seconds.</th>
</tr>
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<td>Command Line</td>
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<td>------------------</td>
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<td>MASM DRYRUN;</td>
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20K-byte device-driver start-up module

<table>
<thead>
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<th>Command Line</th>
<th>Time</th>
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</thead>
<tbody>
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<td>FOR KD IN (*.ASM) DO MASM $D;</td>
<td>29</td>
</tr>
<tr>
<td>FOR KD IN (*.ASM) DO 386</td>
<td>ASM -8086 -NOLIST $D</td>
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</tbody>
</table>

26 library functions
tions are a treat by PC manual standards. My only complaint is with the minimal instruction-set reference, but even that’s not too bad, since you shouldn’t program the 80386 without Intel’s Programmer’s Reference Manual within reach.

**Benchmarks**

How do you meaningfully benchmark an assembler? A Sieve test may be adequate for comparing the quality of code generated by C compilers, but the code generated by a nonoptimizing assembler and its execution speed have no bearing on the assembler itself.

I think a more meaningful benchmark is an assessment of the program’s MASM compatibility. In addition to this assessment, I compared assembly times for MASM and 386|ASM, including the time it takes to load the assembler from a hard disk. As table 1 shows, 386|ASM is about three times slower than MASM when assembling the same 20K-byte source file. This is partially due to the increased loading time for 386|ASM, which is about twice the size of MASM. The program’s authors claim that most of this is caused by the error checking the assembler does. There is really no way to make a judgment on this performance disparity until a new version of MASM comes out with full 80386 functionality.

The problems I found with MASM compatibility usually occurred because Phar Lap followed the MASM documentation rather than the actual behavior of the MASM assembler when creating 386|ASM/LINK. When I assembled lines including ESC EQU and LOCK DW 0, MASM did not complain, and the program worked as expected. The 386|ASM assembler complained of syntax errors because ESC and LOCK are reserved as mnemonics for op codes. The other difficulties I found generally had to do with a missing WORD PTR or BYTE PTR directive that MASM did not seem to care about.

The two main compatibility tests that I used were a 20K-byte source file that provided a C run-time interface. I used this file with Microsoft C to write loadable device drivers in C. It contains a good set of macros and a lot of GROUP and SEGMENT trickery that is necessary to satisfy the C compiler. The other test I used comprised 26 different library functions, each containing one C-style function of about 10 to 30 lines of assembly language source code (the total source code is around 60K bytes). The 20K-byte file had 11 errors of the type described above, and the library functions had no errors.

**A Unique Product**

The strongest feature of 386|ASM/LINK is its uniqueness; when no one else can do what you’re doing, it really doesn’t matter how fast you are. Comparing the speed differences between 386|ASM and MASM may not be entirely fair, since MASM cannot generate 80386 code. If you need to develop protected-mode code for the 80386, the 386|ASM assembler is one of the few options currently available. If you decide to purchase this product, you will be in good company; Phoenix Technologies and Softguard Systems are using 386|ASM as a development tool.

The only complaints that I have about the package are its speed, the limited object-module dump facility in the linker, and the lack of a complete instruction-set reference in the documentation. All in all, this product will be of value to any professional programmer or aspiring hobbyist looking to create a commercial product for the new 80386 market.
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- SmartLink 1200BS CCITT V.22/V.21, BELL 212A/103 Half Card
- SmartLink 1200 BELL 212A/103 External
- SmartLink 1200S CCITT V.22/V.21, BELL 212A/103 External
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- SmartLink 2400 CCITT V.22bis/V.22, BELL 212A/103 External

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<table>
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<th>2400bps MODEM</th>
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<th>Leading Edge</th>
<th>Everex</th>
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<td>YES</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>2400 Baud Retrain Sequence</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
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</tr>
<tr>
<td>Long Space Disconnect</td>
<td>YES</td>
<td>YES</td>
<td>NO</td>
<td>YES</td>
</tr>
</tbody>
</table>

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BackComm and SideTalk

Rob Fixmer

Although different in their designs and user interfaces, La-Salle Micro's BackComm 1.3 ($149) and Lattice's SideTalk 1.00B ($119.95) are two background programs for the IBM PC and compatibles that do communications multitasking. As neither DOS nor the 8086 family of microprocessors support true multitasking, background communications software must try to divide the demands of two programs between the clock ticks of a single microprocessor.

This time-slicing challenge is magnified as the background-transmission data rate increases. The microprocessor sends only 300 bits per second to the serial port and out to the modem at 300 bps, leaving a lot of microprocessor time free for handling other tasks. However, at 9600 bps, a 4.77-MHz 8088 is virtually brought to its knees. Given these drawbacks, BackComm and SideTalk perform remarkably well.

For this review, I tested BackComm, which requires at least 192K bytes of memory, and SideTalk, which requires 128K bytes, on machines that use the four most common microprocessors in PC clones: a standard 4.77-MHz 8088 (in a Tandy 1200 HD), a switchable 4.77/8-MHz 8086 (in a PC’s Limited PC AT clone), a nonswitchable 8-MHz 8086 (in an Amstrad PC1512), and a 4.77-MHz NEC V-20 (in a Zenith Z-150).

I chose this diverse group of microprocessors to determine what effect clock speed would have on the programs'. multitasking abilities. Although both programs run with MS-DOS 2.0 or higher and a wide variety of modems, I used a 300/2400-bps USRobotics Courier modem with a standard PC AT Hayes command set and MS-DOS 3.1 and 3.2.1 conducted all 9600-bps tests with a null modem cable.

Comparing Features

Both programs use menu-driven interfaces that are coupled with script languages, which let sophisticated users write routines for automating communications tasks. SideTalk's 99-command BASIC-like script language, with its conditional statements, variables, and even a Debug utility, is substantially more powerful than BackComm's BackTalk script language, but a fundamental understanding of programming is necessary to use it effectively.

A major difference between the two programs is that BackComm locks you into its menu system, beginning with the Maintain menu of command sequences. SideTalk's menu is generated by its own script language, and, thus, you can customize it or reject it in favor of command-line operation. SideTalk also enables you to write windowed menus using its window-creation utility, which is called Popup. As many as three windows can be active at one time.

BackComm emulates Digital, TeleVideo, and Viewpoint terminals, a feature not offered by SideTalk. Both programs provide remote-access features, which enable you to go about your own work in the foreground while remote users log on and off of your computer and transfer files unattended in the background. BackComm’s remote implementation is a full bulletin board system with electronic mail, nine security levels, and uploading/downloading features that use the Xmodem protocol.

SideTalk's remote operation is less sophisticated than BackComm's; it consists of a prewritten CONFIG.SCL file that defines only the function keys and establishes a single default pop-up window. Potentially, the program's remote operation is very powerful, since you can modify the program-like script language that runs it, called SCL (which stands for SideTalk control language), to create a full-featured BBS. SideTalk is also more accessible than BackComm; you can run it with or without password protection, and the remote users have access to virtually all SideTalk commands. BackComm confines the remote users to the parameters defined by its electronic mail system. Neither program allows remote users full access to the DOS level; a remote user can send and receive files but cannot run a program on your computer.

Sophisticated users may find BackComm's rigid menu system confining, as the menu is divided into options that bring up subsequent menus containing other options in a tree structure. Typically, there are four to six items per menu. Neophytes, however, will find BackComm easier to use and, in some ways, more powerful than SideTalk. For example, BackComm provides a learn mode, which stores the log-on sequence of a phone directory entry and then repeats it each time that the number is called. To invoke the learn mode, you type Alt-L. You are then asked to assign a name to the calling sequence you are about to create. After assigning a name, you press the Enter key. If a calling sequence with that name already exists, you can overwrite it or press Esc and abort the learn mode. The learn mode generates simple command sequences, as it uses only the WAIT, SEND, CAPTURE, BREAK, and CHAIN commands.

BackComm's phone directory design, with its myriad options, takes some getting used to (four screens of data are required for each phone number), but it is extremely powerful. In addition to such

standard parameters as word length, data rate, parity, and number of stop bits, you can define such things as secondary phone numbers, alternate long-distance services, dialing prefixes and rates, parity, and number of stop bits, you can define such things as different secondary phone numbers, alternate long-distance services, dialing prefixes and rates, parity, and number of stop bits, you can customize the program for other phones using the BCHIDef program included in the help files; supports speeds up to 2400 bps.

**Software Required**
- PC-DOS or MS-DOS 2.0 or higher
- Language
  - C
- Documentation
  - 425-page user's manual
- Price
  - $149

**SideTalk version 1.00B**

<table>
<thead>
<tr>
<th>Type</th>
<th>Background communications program</th>
</tr>
</thead>
<tbody>
<tr>
<td>Company</td>
<td>Lattice Inc.</td>
</tr>
<tr>
<td>Address</td>
<td>2500 South Highland Ave., Suite 300 Lombard, IL 60148</td>
</tr>
<tr>
<td>Phone</td>
<td>(312) 858-7950</td>
</tr>
<tr>
<td>Format</td>
<td>One 5¼-inch floppy disk</td>
</tr>
<tr>
<td>Computer</td>
<td>IBM PC, XT, AT, or compatible with at least 128K bytes of memory, a serial port, and a Hayes-compatible modem; supports speeds up to 2400 bps</td>
</tr>
<tr>
<td>Software Required</td>
<td>PC-DOS or MS-DOS 2.0 or higher</td>
</tr>
<tr>
<td>Language</td>
<td>C</td>
</tr>
<tr>
<td>Documentation</td>
<td>166-page user's manual</td>
</tr>
<tr>
<td>Price</td>
<td>$119.95</td>
</tr>
</tbody>
</table>

**Performance**

Both programs proved to be remarkably stable on all four microprocessors and against a wide variety of foreground tasks. Programs such as WordStar 3.31, XyWrite 3.12, WordPerfect 4.2, dBASE III Plus 1.1, Lotus 1-2-3 1.2A, SuperCalc 3.1, and even memory-resident programs, such as SideKick 1.56A and Instant Recall 1.64B, ran almost flawlessly. Some cut-and-paste operations with SideKick failed when I loaded the program prior to loading SideTalk and BackComm. The SideTalk user's manual specifies that SideKick should be loaded prior to SideTalk. However, when I tried loading the programs in this sequence, I still had the problem. [Editor's note: Lattice technical support tried loading and running these programs in both sequences for us. Each time they ran SideKick 1.11C, it caused SideTalk to crash.]

As I expected, BackComm's and SideTalk's foreground computation slowed considerably during multitasking, since the process was given, at most, only half the microprocessor's attention. Likewise, both programs' background data transfers were slower during multitasking.

I ran all the foreground and background tests on a Zenith Z-150 and an 8-MHz Amstrad PC1512. I modified the CONFIG.SYS file to increase the number of buffers to 15 and the number of files to 20. Some of the tests I ran were intentional worst-case scenarios; for instance, I ran a compiled QuickBASIC Sieve of Eratosthenes test in the foreground while transferring binary data in the background. Other foreground applications that I used included a second communications program that was addressing a different COM port and a sort of 560 records with dBASE III Plus. In all cases, the background data transfer must be started before the foreground application, or the foreground program will suspend execution when data transfer starts.

On the other hand, BackComm offers the X.PC protocol, which considerably increases transmission efficiency over packet-switched networks. For instance, transmitting a file over the PCPursuit packet-switched network using SideTalk's implementation of Ymodem took 4 minutes and 10 seconds. Transmitting the same file using BackComm's X.PC protocol took only 3 minutes and 20 seconds. The only problem with X.PC is that relatively few host systems offer it. Both programs, however, offer the Xmodem protocol with checksum or CRC error correction.
foreground (for example, I tried this with MEX-PC and ProComm), even though they were assigned to different COM ports. [Editor's note: According to LaSalle Micro, two communications programs will not work without some alteration because they share the assigned IBM PC communications interrupt vector. Running BackComm's BCDOSPTR.COM program reassigns an unused interrupt vector to BackComm and avoids the crash condition. This procedure could possibly be used to solve other conflicts caused by programs that share unassigned interrupt vectors.] All other non-memory-resident foreground programs that I tested performed well with background data transfers. BackComm and SideTalk were slightly less stable with memory-resident programs. While either SideTalk or BackComm was transferring data in the foreground, an attempt to do a cut-and-paste operation from SideKick's notepad to a word processor text screen resulted in a system crash.

Lattice claims that SideTalk is compatible with SuperKey. However, I found that when switching to background communications, neither SideTalk nor BackComm operated properly with SuperKey. Since both make extensive use of Alt-key combinations, each was unusable when I redefined the Alt keys in the foreground using SuperKey. A memory-resident DOS shell program, 1 dir, did not work with either program, while Instant Recall, a memory-resident text database, worked with both.

SideTalk and BackComm performed equally well on all four microprocessors regardless of clock speed, although they ran faster on the 8086 and the 80286. The foreground operation of the Sieve test slowed down by 52 percent under BackComm and by 59 percent under SideTalk. Simultaneously, background communications slowed by 23 percent under BackComm and by 28 percent under SideTalk.

More significant differences emerged when I ran a compiled QuickBASIC version of the Sieve test in the foreground while BackComm and SideTalk were transferring the same 15K-byte file at 2400 bps using Xmodem with CRC error checking. As a stand-alone program, the Sieve ran in 27 seconds and slowed to 41 seconds during the file transfer with BackComm. It slowed to 43 seconds during the SideTalk file transfer. Running the Sieve in the foreground also slowed the background file transfers from 190 characters per second with no foreground activity to 147 cps under BackComm and 137 cps under SideTalk. The SideTalk file transfer incurred 28 errors with the Sieve running in the foreground. Although no two errors were consecutive and thus never threatened to abort the download, the time it took to send the bad blocks probably accounted for SideTalk's extra slowdown. The errors occurred consistently over three tests of the same file downloaded on a clean phone line while the Sieve was running in the foreground.

However, it is important to note that the integrity of the received file was not impaired and that errors did not occur when I ran any other foreground program with SideTalk. Also, no measurable speed differences between SideTalk and BackComm occurred when any other program was running in the foreground, which suggests that the problems with the Sieve were the result of an incompatibility between compiled QuickBASIC and SideTalk. [Editor's note: Many versions of BASIC assign themselves both the COM port and the communications interrupt vector when they are loaded. If your version of BASIC has a switch to disable continued...]

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Inquiry 276
the COM function, you could try using it when running compiled BASIC programs. Microsoft technical support does not recommend using QuickBASIC with any terminate-and-stay-resident program.

A database sort with dBASE III in the foreground slowed by only 30 to 31 percent under either program, and a Lotus 1-2-3 computation slowed by about 57 percent. However, the background file transfer slowed down by less than 20 percent. My typing at about 60 words per minute in the foreground never slowed the file transfer under either program by more than 3 percent. These results suggest that some foreground activities, such as word processing and spreadsheets, may be more appropriate than others, such as compiled BASIC programs, for multitasked communications.

Documentation

Computer communications can be confusing for the novice, and both BackComm and SideTalk lack a fundamental introduction in their documentation, which would have helped greatly. Both manuals contain a number of vague references, such as the definition of SideTalk’s SCL program structure (which could have been avoided), and neither manual explains the use of transfer protocols in any detail. For example, the BackComm user’s manual says that the program has 10 buffers, of which numbers 2 through 8 allow up to seven additional calls to occur using the X.PC protocol. However, the manual never explains how you can use this feature, what other functions the buffers serve, or even what a buffer is, for that matter.

Both manuals could use a simple, step-by-step example of an upload or download procedure to acquaint the user with the notion that you must enter commands to both the remote computer and the PC before you can send or receive files. Through three revisions of the SideTalk manual, Lattice has failed to change the description of its LOADST.BAT program (which doesn’t display the queries that the manual says it does) or to correct a serious error in the description of the S8 command used to send a file with the simple ASCII protocol.

In Retrospect

BackComm and SideTalk are stable background communications programs that enable you to run foreground applications while simultaneously transferring data. Both perform time-sliced multitasking well on the 8088, 80286, 8086, and V-20 microprocessors. With either program, however, you must exercise caution in using memory-resident applications, and you should not run compiled BASIC programs in the foreground while transferring files with SideTalk.

For the neophyte, BackComm has a slight edge in both simplicity of use and the power of its phone directory. Its other advantages are terminal emulation and its use of the X.PC protocol, if the majority of your communications are over packet-switched networks. On the other hand, its inclusion of the Ymodem batch protocol, its interactive command option, and its powerful script language render SideTalk a more versatile option for the sophisticated user, especially if efficient memory usage is a consideration.

A CAD for All Incomes

Phillip Robinson

The hearts and CPUs of many designers have been captured by six of today’s most popular CAD programs for the IBM PC and compatibles: At the low end of the price range are FirstCADD 1.0 ($49.95) and Generic CADD 2.01 ($99.95) from Generic Software and AutoSketch 1.0 ($79.95) from Autodesk; at the high end are AutoCAD 2.6 ($2850) from Autodesk, VersaCAD Design 5.2 ($2995) from Versasacd, and CADKEY 2.11 ($2695) from Micro Control Systems.

In the IBM PC arena, CAD packages are more easily divided along price lines than between the two-dimensional and three-dimensional capabilities of the Macintosh packages. (Editor’s note: For a look at Macintosh CAD packages, see “Drafting, Drawing, and Design” by Philip Robinson in the July BYTE.) While less money predictably buys you less power, the inexpensive PC CAD packages offer a surprising number of features for less than $100. The more expensive packages combine two-dimensional and three-dimensional drawing with dedicated databases and programming languages for just under $3000.

I tested all six programs on a PC’s Limited 28612, an ITT XTRA PC AT-compatible system, and a Compaq Deskpro 386. Each had 640K bytes of RAM and a 40-megabyte hard disk, and I used a Logitech C7 mouse and tested the programs with and without an 80287 coprocessor on each system. However, even at 12 MHz, the PC AT clones seemed surprisingly slow next to the Deskpro 386.

FirstCADD 1.0

FirstCADD 1.0 from Generic Software is easy to use and works with either the keyboard’s cursor-control arrows or with a digitizer, such as a mouse, for input. The main drawing area is accompanied by a menu column on the right side of the screen, a command and status line at the bottom, and a cursor-position counter at the top left, showing the x and y coordinates. To draw, you can either select a command from the menu with the cursor or type in the command and coordinates from the keyboard. Most typed commands have two-letter abbreviations, such as sl for straight line. Other basic objects include points, rectangles, polygons, three- and four-point arcs, ellipses, and complex curves (or splines).

Once you draw an object, you can break (i.e., insert a gap into), change, erase, move, or copy it and change its color or type. The Erase Last Line command lets you back up one line at a time, erasing your most recently drawn images. If you want to work with more than one object at once, you can draw a rectangle and select all objects within it. Other commands let you measure the distance (Measure Distance), the angle (Measure Angle), or the area between specified points (Measure Area), but they do not enter the measurements as dimensions on the drawing. You can also combine objects into "components" (compound objects that can be manipulated on their own and stored in libraries) that you can save and reuse later.

FirstCADD’s text commands let you select the font (it comes with one), color, size, rotation, and placement of characters. You can easily create or modify characters and save them for your own use.

The Zoom commands let you change the view by zooming out to the limits of the drawing or by moving in and out while centered on a specified point or a

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FirstCADD offers two layer commands, and four utilities.

window, and you can revert to the previous viewpoint. You can specify the zoom value as a number (e.g., 0.5 to zoom in, 3.0 to zoom out). Pan lets you move within the two dimensions of the drawing. Redraw lets you clear up small mistakes that may creep into the visual display after a series of complex commands, such as the distortions that can occur when you edit intersecting objects.

FirstCADD offers 10 drawing layers and two layer commands, Set Current Layer for selecting the current layer (the one you're drawing on) and Display Layers for choosing the layers that you want displayed. The built-in utilities, Load Drawing, Save Drawing, Erase Drawing, and Plot Drawing, are self-explanatory. You can save in either Generic Software’s or the ASCII file format.

Generic CADD 2.01

Generic Software’s Generic CADD 2.01 shares FirstCADD’s user interface, drawing objects, zoom commands, and object-edit commands, but it also has additional capabilities of its own. The Components menu adds Explode, Image, and List options. Explode breaks a component into its original parts, Image moves a component into a drawing as separate parts (like using Place and Explode simultaneously), and List shows you which components are available.

The Text menu lets you set the Aspect (i.e., the ratio of height to width) and Slant of the text, delete or replace text one character at a time, and choose from among its seven fonts. In addition to changing, erasing, moving, and copying the contents of a window, you can mirror, rotate, rescale, and save them and transform them into a text character.

Generic CADD also has a Layers menu; FirstCADD doesn’t. Working with up to 256 layers, Generic CADD lets you select or display specific layers and erase, change, rotate, rescale, load, and save either specific layers or entire drawings. You can also Align a drawing to synchronize it to a digitizer.

Finally, the Utility menu contains access to advanced functions, including creating and loading Digitizer menus and employing batch files (i.e., ASCII files of Generic CADD commands and position specifications that you can call up any time). You can save your present drawing as a batch file, or you can create a batch file using a text editor.

Generic Software offers some add-on programs for Generic CADD, such as AutoDimension, Drafting Enhancements-1 (which adds features such as extended snaps, trims, and chamfers), Drafting Enhancements-2 (which adds solid fill and cross-hatching), Auto-Convert (for converting to DXF format, a special file format used by AutoCAD), Generic IGES (Initial Graphics Exchange Standard) for converting to IGES format, and Symbols Library (a library of pre-drawn parts). These programs fill Generic CADD out into a more complete CADD contender. However, while it makes an earnest run at high-end programs, such as AutoCAD and VersaCAD Design, it neither has, nor claims to have, their panoply of features or depth of control.

Features that are lacking from FirstCADD and Generic CADD include auto-dimensioning (I didn’t test Generic CADD’s AutoDimension add-on), a programming language other than the primitive batch-files feature (a standard feature on the high-end products), and an attached database for tasks such as materials billing (like VersaCAD Design has). They also have no built-in facility for transferring information back and forth to a mainframe or even a DXF or IGES translation facility to allow them to work with AutoCAD files. [Editor’s note: Generic Software has released Generic CADD 3.0 ($99.95) since this review was written. It includes DXF and IGES capabilities, named views, autodimensioning, solid fill, cross-hatching, and faster execution.]

AutoSketch 1.0

AutoSketch 1.0, Autodesk’s low-end CAD package, competes head-to-head with FirstCADD and Generic CADD. AutoSketch is compatible with AutoCAD, so you can move files back and forth between the two programs (you can save AutoSketch files in their own format or as DXF files), but their interfaces are completely different. In fact, the AutoCAD interface more closely resembles Generic Software’s than it does AutoSketch’s.

AutoSketch is easy to use—even easier than FirstCADD. Its configuration program is short and includes PostScript printers, and its short manual is lucid and aimed directly at novices. A quick-reference card shows and explains the options within the pull-down menus. The package even includes a dozen sample drawings on disk.

With its pull-down menus, AutoSketch works and feels like MacDraw rather than resembling the other products I reviewed. You can move the cursor with either the cursor-control arrows or a mouse, and the prompt line appears at the bottom of the screen. You can initiate some menu operations with key combinations for fast entry; for instance, you can begin to draw a circle by pressing Alt-F4.

The basic objects in AutoSketch are the arc, box, circle, curve (spline), line, point, and polygon. You can use “parts” (i.e., the components of FirstCADD and Generic CADD) as objects. You can enter text, though you may want to first set its height, baseline angle, obliquing angle, and width factor in the Settings menu. The Settings menu also lets you specify color (any of eight), grid (spacing and on/off), Snap (spacing and on/off), Layer (any of 10), Attach (the same as tolerance in Generic CADD), Limits (drawing boundaries), and line type (any of 10, including dashes, dots, center, and so on).

Once objects are on the screen, you can select them with the cursor or by drawing a window around them. Then you can Erase, Group, Ungroup, Move, Copy, Stretch, Rotate, Scale, Mirror, or Break them. You can also change their properties, such as line type and color. The Undo and Redo commands let you rest easy about mistakes. Undo will back up through an entire series of operations, as far back as the beginning of your drawing session. Redo undoes an Undo; that is, you can select it several times in succession to step back through the most recent series of Undo requests.

The Zoom commands can show the full drawing, enlarge a specified area, Pan (i.e., shift the center of the drawing in two dimensions), zoom a numerically specified amount, and jump to the last view (the view previous to any zoom command). You can select the amount of zoom and clean up a drawing with an immediate Redraw. The Ortho command draws horizontal and vertical lines (Generic CADD has one also). The Measure menu contains options for measuring distance, angle, area, point position, and bearing and lets you list the properties of any object. AutoSketch has semiautomatic dimensioning: It can insert dimension lines that will automatically change if the drawing is later stretched.

AutoCAD 2.6

Version 2.6 of Autodesk’s AutoCAD, the industry standard for PC CAD, is the first of the three high-end programs I reviewed. It is impossible to list all the options, features, subtleties, and variations of AutoCAD, VersaCAD Design, or CADKEY in a short review. Ranging continued
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VersaCAD Design has more three-dimensional modeling capabilities than any of the other packages.

from $2795 to $2995, they cost over 20 times more than their low-end cousins ($49.95 to $99.95). However, they offer advanced features, such as programming languages and integrated databases, on which I'll focus in this review.

AutoCAD 2.6 performs both two-dimensional and three-dimensional drafting. (Versions also exist for such powerful machines as the Sun workstations.) Since large drawings are paged to disk, you will want as much RAM as possible installed in your system. AutoCAD offers you the option of working in dual-screen mode (i.e., graphics on one display and text information, such as command prompts and menus, on the other).

AutoCAD's drawing interface resembles Generic CADD's, with a column menu on the right side of the screen, a drawing area in the center, and a command- and status-line region at the bottom. You can step through the layers of menus using the mouse or cursor-control arrows, or you can type in commands and specifications on the keyboard.

AutoLISP, an implementation of LISP, lets you customize AutoCAD, but you don't have to be a programmer to appreciate it. A number of companies are now producing AutoLISP programs and menus that you can use with AutoCAD just by installing AutoLISP on your system. If you are a programmer, you can add functions, filters, features, and application-specific templates to AutoCAD via AutoLISP. Autodesk calls this an "open-architecture" system that lets you build the CAD you need.

Nearly all of AutoCAD's object commands have more subtle possibilities than Generic CADD's. For example, you can inscribe or circumscribe polygons around a selected circle. Where Generic CADD has only lines, AutoCAD also has Traces (solid lines of a specified width) and Polyline (connected sequences of line and arc segments treated as a single entity). The program also enables you to draw filled solids, tori (doughnut shapes), and isometric circles.

You can use text in a variety of fonts, and you can stretch, compress, oblique, center, mirror, rotate, or justify text or draw it into a vertical column. Four fonts come with the program, but you can add more by creating your own.

The program enables you to erase and then retrieve objects with the Oops command. In addition, objects can be moved, copied, filleted (surfaces brought together in a concave junction), chamfered (grooved or beveled), rotated, scaled, trimmed, and extended (to the dimensions of other objects), broken, or mirrored.

You can change an object's properties, including line type, color, three-dimensional elevation, layer, and thickness, and you can divide an object into equal sections or explode it into component parts. An Undo command effects the capabilities of Oops and lets you step back by several operations.

AutoCAD's zoom and display-control commands resemble Generic CADD's. In addition, for three-dimensional drawing, AutoCAD lets you select your viewpoint in three dimensions so you can see drawn objects from any angle. AutoCAD does not yet have a full three-dimensional capability. It does, however, allow you to use z coordinate values to create lines and planes (displayed as wire frames, not filled areas) in three-dimensional space.

When you register your version 2.6 of AutoCAD, you receive a bonus disk containing AutoLISP functions for drawing cones, domes, spheres, and other three-dimensional objects.

AutoCAD has special grids for isometric drawing and a whole series of object-snap modes for selecting the style of grid work, including Nearest, Endpoint, Quadrant, and Tangent. AutoCAD's "blocks" resemble Generic CADD's components and AutoSketch's parts; they are merely different terms for compound objects. AutoCAD offers a form of semi-automatic dimensioning for diameters, radii, lengths, centers, leaders, limits, and tolerances. It also has cross-hatching and pattern-filling.

The program incorporates a set of commands for calibrating a drawing tablet and a Sketch mode for freehand drawing. You can use command scripts, which are prewritten command sequences, to set up AutoCAD, and a pair of commands to grab and display snapshots: or slides: of the screen's contents. AutoCAD also has a timer to show you when a drawing was created and how much time you've spent editing it. You can save AutoCAD drawings as DXF files, DXB (binary drawing interchange) files, or IGES files.

VersaCAD Design 5.2
VersaCAD Design 5.2 from Versacad can perform both two-dimensional and three-dimensional drafting and requires nearly 6 megabytes of hard disk space. The two-dimensional module alone takes 2.5 megabytes, the three-dimensional module uses another 1.5 megabytes, and the Bill of Materials database requires an additional half megabyte. Two unusual aspects of VersaCAD Design are its automatic Bill of Materials report generator and its built-in links to mainframe CAD systems.

The Bill of Materials generator provides sorted lists of parts, code numbers, descriptions, sizes, costs, labor units, and labor rates. You create the main tables of parts, and VersaCAD Design keeps track of them as the drawing changes, deriving calculated tables of costs, wage and labor usage, and so on. For interprogram communication, VersaCAD Design can translate between its own files and both IGES and DXF files. It can also work with text files.

VersaCAD Design resembles AutoCAD in many ways, including its user interface. VersaCAD Design has all the staples for two-dimensional drawing: menus, objects, layers, symbol libraries, windows, snapping, coordinate display, and so on. It can handle text, comes with six fonts (and you can create your own), and lets you Move, Copy, Rotate, Scale, Delete, Undelete, or Explode an object. You can also Group objects and perform most of the same operations on the group. VersaCAD Design has zooming and panning capabilities, as well as auto dimensioning and cross-hatching. You can set object properties, including linestyle, lineend, and linewidth, in more detail than in any of the other five packages, and you can specify units (metric or English, as well as the scale to be shown on the screen) and text formats. A series of commands on the Construct menu lets you draw new lines perpendicular to (Normal), parallel to (Parallel), or tangent to (Tangent) previous lines.

VersaCAD Design has more three-dimensional modeling capabilities than any of the other packages, with built-in drawing primitives, such as spheres, cylinders, polyhedrons, curves, and cones. You can manipulate objects in a variety of ways and see them in orthographic, wireframe, isometric, or perspective views with hidden lines removed. VersaCAD Design also lets you build your own three-dimensional objects by extrusion, sweeps, or by adding a z coordinate to two-dimensional objects. For realism, the color-shading feature lets you define a light source and the desired colors; VersaCAD Design then chooses a shading algorithm for the configured monitor. To output such drawings, VersaCAD Design supports film-recorder and laser-printer output using color shading or...
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## SIX CAD PROGRAMS

<table>
<thead>
<tr>
<th>Company</th>
<th>FirstCADD 1.0</th>
<th>Generic CADD 2.01</th>
<th>AutoSketch 1.0</th>
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<tr>
<td>Generic Software Inc.</td>
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<tr>
<td>8763 148th Ave. NE</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Redmond, WA 98052</td>
<td></td>
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<tr>
<td>(800) 228-3601 (for orders)</td>
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<tr>
<td>(206) 881-0174 (for tech support)</td>
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<td>IBM PC, XT, AT, or compatible with at least 384K bytes of RAM, MS-DOS 2.0 or higher, a graphics card, and either two floppy disk drives or one floppy disk drive and one hard disk drive; 8087 or 80287 math coprocessor recommended</td>
<td>IBM PC, XT, AT, or compatible with at least 512K bytes of RAM, MS-DOS 2.0 or higher, two floppy disk drives, and a graphics card (Hercules or IBM CGA- or EGA-compatible); hard disk drive recommended</td>
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<td>Documentation</td>
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<tr>
<td>121-page Operator's Manual</td>
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| Price                          | $49.95       | $99.95           | $79.95; a version that supports the 8087 and 80287 math coprocessors costs $99.95; an upgrade from standard AutoSketch costs $20. |

A multitude of VersaCAD and third-party VersaCAD Design add-ons exist to interface with the fields of architecture, mechanical engineering, CAM, and others. [Editor's note: Since this review was written, VersaCAD has released its add-on, VersaCAD/Mechanical ($495). It includes geometric tolerancing, enhanced dimensioning, and mechanical construction features.] Some add-ons stem from CPL, VersaCAD's CAD programming language, which lets you perform two-dimensional, three-dimensional, and Bill of Materials operations. CPL is an interpreted language of statements, functions, and variables that you can use for calculations, writing programs, and customizing menus. It lets you add commands to the CAD package, customizing it to work with your application. You can reach it from any point within VersaCAD Design for immediate command or stored-macro execution. (You can create macros with a simple “record and play back” scheme.) CPL lets you access program variables, such as object properties, handle points, location, and message displays, as well as control the parallel and serial ports. You can write a CPL program using a text editor and then assign it to a single key for execution within VersaCAD Design.

**CADKEY 2.11**

CADKEY 2.11 by Micro Control Systems provides the same level of two- and three-dimensional power and features as AutoCAD and VersaCAD Design, but it is more directly tailored to mechanical drafting than the other two. It doesn’t have VersaCAD Design’s shading ability or AutoCAD’s extensive programming language. [Editor's note: CADKEY 3.0 ($3195) has been released since this review was written. It has a more comprehensive programming language than version 2.11 and adds shading as well. Other features include two-dimensional ordinate dimensioning, European and English drafting standards, fractional dimensioning, a unified database that allows transmission of interactively synthesized solid primitives to an engineering analysis and animation utility, and an on-line calculator supporting trigonometric and algebraic functions.]
### SIX CAD PROGRAMS

<table>
<thead>
<tr>
<th>AutoCAD 2.6</th>
<th>VersaCAD Design 5.2</th>
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<td>Autodesk Inc.</td>
<td>Versacad Corp.</td>
<td>Micro Control Systems</td>
</tr>
<tr>
<td>2320 Marinship Way, Sausalito, CA 94965</td>
<td>7372 Prince Dr., Huntington Beach, CA 92647</td>
<td>CADKEY Division</td>
</tr>
<tr>
<td>(415) 332-2344</td>
<td>(714) 847-9960</td>
<td>27 Hartford Turnpike, Vernon, CT 06066</td>
</tr>
<tr>
<td>(714) 847-9960</td>
<td>(203) 647-0220</td>
<td>(203) 647-0220</td>
</tr>
</tbody>
</table>

- Nine 5¼-inch floppy disks; U.S. version not copy-protected; international version has a hardware lock.
- Five 1.2-megabyte 5¼-inch floppy disks; not copy-protected.
- Seven 5¼-inch floppy disks; copy-protected (must be used with Software Interface Module, a special hardware plug for either a parallel port or an expansion slot).

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- IBM XT, AT compatible, or 80386 machine with 640K bytes of RAM, one high-density floppy disk drive and one hard disk drive (with at least 6 megabytes of free space), MS-DOS 2.1 or higher, a graphics card, and an 8087 or 80287 math coprocessor.
- IBM PC, XT, AT, or compatible with at least 512K bytes of RAM (640K bytes recommended), one floppy disk drive and one hard disk drive, MS-DOS 2.0 or higher, and supported graphics card; 8087 or 80287 math coprocessor recommended.


$2850  $2995  $2695

CADKEY’s user interface varies from AutoCAD’s and VersaCAD Design’s. The menu is still arranged as a column at the right side of the drawing area, but it has many more levels than the other packages. You can select menu items with the mouse or with the corresponding function key and return to the main menu at any time by pressing the Escape key; Backup lets you back up by one menu. At the top of the drawing area is a history line that lists all the selections you have made so far in any particular operation. You can perform many common operations with such Immediate Mode commands as Grid On/Off, Pan, Redraw, set the 2D/3D switch, change View/World coordinates, and others; you simply press Alt or Ctrl with the appropriate key. Six fonts are available for text.

The user interface is less intuitive than that of AutoCAD or VersaCAD Design, but, for some operations, CADKEY offers more options than they do, and its interface makes those options easy to identify. For instance, although CADKEY has basically the same set of primitive drawing entities as the other two (plus a few more, such as helices and three-dimensional spline curves), it offers some unique ways to manipulate them. You can select an object singly, in a group, or with a window (as in the other programs), but you can also select a Chain (i.e., a series of connected lines and arcs for which you need only select the start and end), and CADKEY will estimate all the continued
SIX CAD PROGRAMS

links in between. Other options let you draw tangents, perpendiculare, or parallels to existing entities and trim, chamfer, and fillet entities. You can also save parts of a drawing on disk and pull them back into other drawings.

Zooming, dimensioning, notes, labels, title blocks, and cross-hatching are all included, as are drawing layers, scaling, grids, and snapping. CADKEY offers a wide variety of geometric calculations and analysis for determining the perimeter or the area of an entity. In line with its mechanical-engineering bent, CADKEY can also figure an entity's moment of inertia if you give it a reference axis.

The Status Window menu, which is directly beneath the main Selection menu's Position Menu, is always visible to let you control your drawing's view, level, color, line type, snap, and dimensions (two or three). You can also choose a view numerically. You can look at your drawing in many ways: Eight basic views (Top, Front, Back, Bottom, Right, Left, Isometric, and Axonometric) are predefined, and you can define your own views and add them to the menu. CADKEY can quickly switch between two-dimensional and three-dimensional views of the same drawing. The program can handle I/O with IGES (this requires an additional module) and DXF files.

CADKEY doesn't provide macros, but it has a built-in programming language, CADL (which stands for CADKEY advanced design language). CADL is useful for storing and retrieving entity data in ASCII files in the CADKEY database. It can also perform as a batch-command executor or as a rough macro facility, performing a series of CADKEY keystroke commands.

Money Is Power
While AutoCAD is the standard CAD program for the IBM PC and compatibles today with the largest installed base and a panoply of add-on software developers and books to support it, VersaCAD Design, CADKEY, and other available programs are successful direct competitors. Most CAD developers offer translations to and from AutoCAD's DXF file format, so compatibility is becoming less of a problem. However, the differences between interfaces and programming languages still exist among the programs in the $3000 price range.

At least half a dozen CAD programs for the IBM PC and compatibles are available for less than $100, including the impressive Generic CADD; I've discussed three of them here. AutoSketch is an inexpensive beginner's CAD program from Autodesk, the company that makes AutoCAD; it has much of the flavor of MacDraw.

Generic CADD is the star among the inexpensive packages and offers a surprising amount of power for a fraction of the price of AutoCAD or VersaCAD Design. FirstCADD is an even less expensive (and less powerful) CAD program from Generic Software, the makers of Generic CADD. If you're starting out on a budget, try one of these. If you then find you need more power, you should be able to take your files and much of your training with you to the high-end programs.

If you use CAD professionally or your drawings are at all complex or three-dimensional, you'll want a math coprocessor chip. There is probably no other application in which the addition of an 8087 or 80287 chip can save you so much time.

Phillip Robinson is a BYTE contributing editor and an editor of The Architect's PC and Desktop Engineering News. He can be contacted at Desktop Engineering News, P.O. Box 40180, Berkeley, CA 94704.
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Comparing Apples and Oranges

Meanwhile, we have a lot of new machines and two new BASIC compilers. The obvious way to compare computers and programs is with benchmarks; but which benchmarks? A few years ago, I got unhappy with the conventional Sieve of Eratosthenes because it doesn't test enough of the things you want a computer to do. After some thought, I came up with a program to fill two matrices, multiply them together, and sum the result. That benchmark was published in the October 1982 BYTE, and a number of people have used it since.

I've thought off and on about benchmarks since then. Matrix multiplication has lots of floating-point arithmetic as well as integer counts, loops, and decisions. What it lacks is I/O, including writing to the screen; and while counting loops forces a lot of integer-decision logic, it doesn't require comparing floating-point numbers. Still, I figured the matrix benchmark program would be a good starting point, and once I got that done I could add some new features.

Alas, things were more complicated and took more time than I'd expected. I'll have to add those additional features another time; meanwhile, let's look at the compilers I used on the benchmark.

Turbo BASIC

My initial reaction to Turbo BASIC was extremely favorable, but the real test would be to write programs with it. The benchmark seemed like a natural.

My original 1982 benchmark used subroutines. Turbo BASIC has a number of features reminiscent of Pascal, including procedures, true local variables, and, most important, recursion. It improves on standard Pascal by providing static variables (these are local to a procedure but don't go away when you exit the procedure), dynamic string sizes, and all the panoply of BASIC I/O. Without doubt, you can write big programs in Turbo BASIC; and for small quick-and-dirty programs, the Turbo environment is nearly ideal. Also, there are INCLUDE features to make it easy to build up a library of code modules.

The Turbo BASIC editor is like the one in Turbo Pascal, or for that matter, the one in SideKick, and if you don't like the command menus across the top of the screen, you can always change it with the built-in setup routine. It takes a little time to get used to the way the compiler "zooms" in (to get rid of the command menus across the top of the screen), and I have yet to find a consistent way to make everything vanish except what my program is running, but those are minor complaints; the Turbo environment really is easy to work in.

There's another plus with Turbo BASIC: if you're a BASIC programmer and want some day to learn Pascal, you can learn all about the Borland environment with Turbo BASIC, making the transition to Pascal much easier. The bonus to that, I'm told by a Turbo C tester, is that if you've learned Turbo Pascal and want to switch to Turbo C, you're in hog heaven.

My original intent was to make use of some of Turbo BASIC's features; so instead of merely copying my benchmark from October 1982, I rewrote it to make use of procedures. Alas, I hadn't reckoned on the paucity of examples in the Turbo BASIC manual; I never did get that version to run. It would compile, but the procedures all ran as if they were separate programs with no relation to the main body.

After I gave up, I learned why. In Turbo BASIC, variables are not automatically global the way they are in most BASICs. In particular, my matrix arrays were treated in the procedures as entirely separate entities, even though I thought I was passing global arrays as parameters in the procedure calls. I'm used to variables being global unless declared inside a procedure, but in Turbo to make a procedure use a global variable, you have to explicitly use the SHARED (declaration) command within the procedure. None of this is clear from the manual, although you can, with patience, puzzle it out.

The reason I gave up on Turbo's procedures was that in the middle of my struggle I got a new version of Microsoft QuickBASIC. Since my benchmark can compare compilers as well as computers, it seemed reasonable to write the thing using syntax common to many kinds of BASIC, rather than using the special features of either Turbo BASIC or QuickBASIC. The result was that I ended up copying my original 1982 benchmark with almost no changes other than using double-precision numbers for the matrix elements and using names for the subroutines (see listing 1). [Editor's note: Jerry's benchmark program, JPBENCH-BAS, is available on disk, in print, and on BIX. See the insert card following page 256 for details. Listings are also available on BYTEnet. See page 4. You will need a version of BASIC suitable for your continued]
Listing 1: Jerry's BASIC benchmark program.

The BENCHMARK PROGRAM

REM A benchmark program to test machines, compilers, and languages.
REM ** DECLARATIONS
DEFINT I - N
DEFINT E
DEFDBLA - C
DEFDBLS
REM Variable "start$" is a string.
REM *** ...
Print "Multiplied"
GOSUB SumitUp
Print "Sum = ";Sum
BEEP (5)
END
REM ************* PROCEDURES **********

FillA:
FOR i = 1 to Elements
FOR j = 1 to Elements
A(i,j) = i+j
NEXT
NEXT
RETURN ' End FillA

FillB:
FOR i = 1 to Elements
continued
<table>
<thead>
<tr>
<th><strong>RECENT DISCOVERY</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>TP2C - Translate Turbo Pascal to formatted K &amp; R C (proposed ANSI 83 standard). Include files, in-line code, nested procedures. 95% + successful conversion.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>AI-Expert System Dev't</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Arity Combination Package</td>
</tr>
<tr>
<td>System - use with C</td>
</tr>
<tr>
<td>SQL Dev't Package</td>
</tr>
<tr>
<td>Auto-Intelligence</td>
</tr>
<tr>
<td>Expertshoot - Powerful, samples</td>
</tr>
<tr>
<td>Exsys</td>
</tr>
<tr>
<td>Runtime System</td>
</tr>
<tr>
<td>Insight 2</td>
</tr>
<tr>
<td>Intelligence/Compiler</td>
</tr>
<tr>
<td>T.I.:</td>
</tr>
<tr>
<td>Personal Consultant Plus</td>
</tr>
<tr>
<td>Personal Consultant Runtime</td>
</tr>
<tr>
<td>Turbo Expert-StartUp(400 rules)</td>
</tr>
<tr>
<td>(Corporate (4000 rules)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>AI-Lisp</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Microsoft Mutualisp 85</td>
</tr>
<tr>
<td>PC Scheme LISP - by TI</td>
</tr>
<tr>
<td>Star Saphe</td>
</tr>
<tr>
<td>TransLISP - learn fast</td>
</tr>
<tr>
<td>TransLISP PLUS</td>
</tr>
<tr>
<td>Optional Untimited Runtime</td>
</tr>
<tr>
<td>LISP-to-MSDOS</td>
</tr>
<tr>
<td>Others: IQ LISP ($239), IQC LISP ($269)</td>
</tr>
</tbody>
</table>

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| TURBO PROLOG by Borland | PC $ 69 |

<table>
<thead>
<tr>
<th><strong>Basic</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>BAS.C - economy</td>
</tr>
<tr>
<td>BAS.PAS - economy</td>
</tr>
<tr>
<td>Basic Development System</td>
</tr>
<tr>
<td>Basic Development Tools</td>
</tr>
<tr>
<td>Basic Windows by Syscom</td>
</tr>
<tr>
<td>BetterBASIC</td>
</tr>
<tr>
<td>Exim Toolkit - full</td>
</tr>
<tr>
<td>Finally - by Komputerwerks</td>
</tr>
<tr>
<td>Mach 2 by MicroHelp</td>
</tr>
<tr>
<td>QBasic - by Crescent Software</td>
</tr>
<tr>
<td>QuickBASIC</td>
</tr>
<tr>
<td>Quick Pac-by Crescent Software</td>
</tr>
<tr>
<td>Stay-Res</td>
</tr>
<tr>
<td>Turbo BASIC - by Borland</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th><strong>FEATURE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>CxPERT - Expert systems shell, translates to C code to integrate with your application. Certainty factors, explanations, inheritance, frames, help</td>
</tr>
</tbody>
</table>

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**FEATURE**

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With version 3.0 they went even further, adding the splendid Microsoft debugger, the one that made Microsoft the king of the C compilers. They changed the variable handling to support IEEE math format for floating-point numbers. This wasn’t easy, because there’s a lot of old Microsoft code in the old Microsoft binary format out there.

They finally solved the problem by releasing two completely different compilers and library sets. The compiler named QB uses the old BASICA-compatible Microsoft binary format floating-point numbers; QB87 is in IEEE format and supports the 8087 and 80287 math chips. This makes a dramatic difference in computation speed. If you have a math chip and your code supports that, compiling with the IEEE format speeds you up a lot; if you run an IEEE-format program on a machine without a math chip, however, it will run even slower than if you used the binary compiler.

Also, QB87 will not run on a machine that does not have an 8087. That is, the code that QB87 generates will run, but you cannot compile code in QB87 on a machine that doesn’t have the 8087 or 80287 chip. Turbo BASIC doesn’t do that to you.

Other new features in QuickBASIC 3.0 include DO (WHILE and UNTIL) loops, SELECT CASE, and constants. The easy way to sum it up is that if you liked QuickBASIC 2.0, you’ll love 3.0.

Up to now, QuickBASIC had no real rivals; now, however, there’s Turbo BASIC, with recursion and other features that QuickBASIC lacks.

They’re both pretty good; more comparisons next month.

Benchmark Variations

Getting my benchmark program into QuickBASIC was a snap; I merely copied the source code from the Turbo BASIC subdirectory, renamed it, and compiled it. The first time I did that I was dropped into the editor: in Turbo BASIC, you use the syntax BEEP (5) to issue five beeps when the program is done; QuickBASIC makes you issue five different BEEP statements. Once I fixed that, the program compiled fine.

Turbo BASIC produces stand-alone code; each program is automatically linked as you compile, so that the result is an executable (.EXE) file that runs by itself. You can compile so as to force the target machine to have an 8087, 80287, or 80387 math chip. If you do, you’d better have one: a bug that Borland says they’ll fix in the next release locks up the machine if you try running an 8087-compiled program on a machine with no math chip. I did two separate Turbo BASIC compilations, each of them with debug and all other options turned off: TBEN runs without a math chip, and TBENS7 requires a math chip.

QuickBASIC has a bunch of options. Besides debug and error handling, you can compile for best program speed or minimum program size; and you can compile to use IEEE floating-point format, and thus support the 8087 and 80287 math chips, or Microsoft binary format. After some thought I did them all, with all debug and error handling turned off: QBEN is in binary format, optimized for speed; QBENSL is in binary format, optimized for code size; QBEN87 is in IEEE format, optimized for speed; and QBENSL87 is in IEEE format, optimized for code size.

Unlike Turbo BASIC, QuickBASIC 3.0 offers another option: you can produce stand-alone code, as Turbo does; or you can compile to make use of the runtime programs BRUN30 and BRUN3087 (for systems with and without a math co-processor, respectively) supplied with QuickBASIC. If you do that, you save the time it takes to link the programs; and

---

(for systems with and without a math co-processor, respectively) supplied with QuickBASIC. If you do that, you save the time it takes to link the programs; and
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Inquiry 208
The Kaypro 386 is built as you'd expect a Kaypro to be built. Whereas the Zenith Z-248 reminds you of an Alfa Romeo, the Kaypro is a Mack truck.

your actual program is quite small. (On the other hand, you have to have the specified BRUN program on your disk.)

I compiled all the above programs to work with BRUN and also made standalone programs that were optimized for code size in binary format (QBENB) and IEEEF format (QBENB87). I suppose I could have done the smaller "slow" versions of those, too, but I figured enough was enough. Surely I had enough programs to do benchmark tests.

Getting Started
I've presented these benchmark results in Table 1, but some of the tests are worth individual discussion.

I developed and compiled the benchmarks on Zelda, the Zenith Z-248 AT compatible. When I began these tests, there was no math chip in the Z-248. About halfway through, Intel sent me a 10-megahertz 80287 math coprocessor, which I immediately put in the Z-248. If that hadn't happened, I probably wouldn't have discovered something about Turbo BASIC, namely, that even if you compile for "no 8087," it will make use of the math chip if it finds one. Thus, the two lines on the chart for Zelda the Z-248, with and without math chips (see Table 1).

Other machines tried were the CompuAdd Standard 286-II AT clone (see last month's column) with Cheetah 386 card; Lucy Van Pelt, the original IBM PC; Zebediah, the Zenith Z-181 portable; Attila the Honey, the AT&T 6300 Plus; and Fast Kat, the Kaypro 386. You haven't met Fast Kat yet.

A First Look at Fast Kat
You'll recall that Big Kat, the Kaypro 286 that was the main machine here for well over a year, went off to college with my number two son. Big Kat is home for summer vacation now, still running, and is the main downstairs machine for the boys, visiting assistants, and others who need a machine. He's tied into the CompuPro ARCNET, and he does yeoman service.

His big brother, a Kaypro 386, arrived while we were away in New York; between deadlines and the flu, he just barely got uncrated in time for these tests. I'm glad he did. That machine is speedy; we've named him Fast Kat, and he may become the number one computer at Chaos Manor.

The Kaypro 386 is built the way you expect a Kaypro to be built. Whereas the Zenith Z-248 reminds you of an Alfa Romeo, the Kaypro is a Mack truck. The case is rugged heavy metal. Even the keyboard is rugged heavy metal. The only plastic case on the Kaypro setup is on the Korean-made EGA monitor.

The keyboard is in the new IBM style that has 12 function keys at the top. I like it all right, but I really prefer the feel of the DataDesk Turbo-101, and I'll soon install one on Fast Kat.

There was one big disappointment with Fast Kat: in the old days, when Kaypro sent a machine, they also sent very complete technical manuals. This one, alas, comes with a manual that's about good enough to let you get the machine running, but doesn't tell much more.

When we opened the machine, we found it has a built-in serial and parallel port, so you don't have to use up any slots. If there's a place for a math chip, I can't find it; it would have to be hidden under the hard disk drive. The manual says nothing about the subject. Fast Kat came with an EGA board and a Kaypro-labeled, Korean-made EGA color monitor. The colors are sharp and crisp, and letters are well-formed. As you'll see below, I'm a bit spoiled with my Mega monitor, but this one is as good as any other EGA monitor we have.

Powering up the Kaypro 386 was no more than turning it on. The machine says it has 512K bytes of main memory and 2048K bytes of extended memory. A story goes with that. When we looked inside Fast Kat, we found that the motherboard is made by Intel. Intel, it turns out, had real problems configuring the 386 system for 640K bytes, so they left it at 512K. That means that people who buy a 386 to run something like AutoCAD at full speed find that just when they need the fast 32-bit memory, they fall off the 512K-byte cliff.

On a 286 you would simply backfill from an extended-memory board, and you can do that with the 386, but it's not quite so simple. Fast Kat has a 2048K-byte Kaypro memory board of 32-bit memory that plugs into a proprietary Kaypro 32-bit bus slot. There are two of those; the rest of the slots are standard IBM PC AT-compatible slots. Alas, the Phoenix BIOS doesn't know how to make use of that fast memory to backfill the space between 512K and 640K bytes.

That's all right: Quarterdeck's QEMM 386 Expanded Memory Manager does know how to do that. All you have to do is have DEVICE = QEMM.SYS as the very first item in your CONFIG.SYS file (it won't work if there's anything ahead of it), and QEMM will backfill for you. I don't know of any other program that will do that for a Kaypro. Of course, Compaq has CEMM.SYS to do the same thing for Compaq machines.

Once you've installed QEMM.SYS, you must leave the Kaypro Setup program thinking you have only 512K bytes of system memory; if you don't, the Phoenix BIOS will beep at you. Then power the system up, and you have got one fast machine. I don't know how it benchmarks against a Compaq 386, but Fast Kat is

<table>
<thead>
<tr>
<th>Computer</th>
<th>TBEN</th>
<th>OBEN</th>
<th>OBENSL</th>
<th>QBENB</th>
</tr>
</thead>
<tbody>
<tr>
<td>Code size (bytes)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Zenith Z-248</td>
<td>23,890</td>
<td>75,400*</td>
<td>75,240*</td>
<td>32,936</td>
</tr>
<tr>
<td>Zenith Z-248 w/ 80287</td>
<td>1,23</td>
<td>1,02</td>
<td>1,25</td>
<td>—</td>
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<tr>
<td>CompuAdd w/ Cheetah</td>
<td>23</td>
<td>1,02</td>
<td>1,25</td>
<td>43</td>
</tr>
<tr>
<td>386 card</td>
<td>1,56</td>
<td>1,05</td>
<td>1,27</td>
<td>58</td>
</tr>
<tr>
<td>CompuAdd w/ Cheetah</td>
<td>2,58</td>
<td>1,06</td>
<td>2,59</td>
<td>1,00</td>
</tr>
<tr>
<td>386 card (virtual mode)</td>
<td>50</td>
<td>32</td>
<td>43</td>
<td>29</td>
</tr>
<tr>
<td>Kaypro 386</td>
<td>1,16</td>
<td>32</td>
<td>1,23</td>
<td>25</td>
</tr>
<tr>
<td>Kaypro 386 (virtual mode)</td>
<td>2,00</td>
<td>WR</td>
<td>WR</td>
<td>1,00</td>
</tr>
<tr>
<td>AT&amp;T 6300 Plus</td>
<td>8,02</td>
<td>4,20</td>
<td>5,39</td>
<td>3,48</td>
</tr>
<tr>
<td>Zenith Z-181</td>
<td>4,44</td>
<td>4,08</td>
<td>—</td>
<td>3,38</td>
</tr>
</tbody>
</table>

*Total includes 70,680K bytes for BRUN30
WR stands for won't run
(You don't save much code size for the speed loss.—JEP)
certainly the fastest machine in Chaos Manor just now.

Fast Kat came with a Priam 40-megabyte hard disk. This thing is not only about the fastest hard disk in captivity, it's also one of the most rugged. It "automagically" goes to a landing position on power-down; none of this SHIP (a utility that moves the hard disk to a landing area) for Fast Kat.

Of course, DOS is too stupid to find more than 32 megabytes of a hard disk. Our Kaypro 386 came with SpeedStor, a hard disk integration and diagnostics program and book. SpeedStor tells you how to install and partition hard disks, and I'm quite impressed with it. Alas, we've that moves the hard disk to a landing area)

Meanwhile, Fast Kat is set up and ready. We have an AST RAMpage AT board, an Intel Above Board, and a Cheeta board; one or more may be used to extend his memory above the 2.5 megabytes he already has; we'll see. The reason we'd do that is Quarterdeck's DESQview 2.0, which, with QEMM, will let us run Fast Kat as if he were several 640-byte machines. Our 2.5 megabytes will give us three virtual computers with a bit left over. That may be enough; on the other hand, I find that there's never enough memory. We'll see.

I haven't physically moved him to the post by my desk yet, but it's pretty certain that Fast Kat will replace Zelda as the main machine in my office. Of course, it won't be long before we have a Zenith 386 to compare him to. I love the way these companies keep improving my life.

Back to the Bench
Once I had the benchmark, it was time to try it. That wasn't quite as simple as it sounds. For example: the benchmark programs were compiled on the Z-248. Like all AT machines, the Z-248 has a high-density floppy disk drive. It's very easy to transfer the benchmark program from one AT to another—but not so simple to get it into Lucy Van Pelt, the ancient IBM PC. Lucy can't read the output of high-density drives.

It's easier for us than most. All our machines are connected through the CompuPro ARCNET system. Once I had the benchmarks written and compiled, I put them over into the PC format partition of the Golem's hard disk—the Golem is our CompuPro S-100 286 with a Z80 slave processor—after which they can be continued

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Inquiry 240
accessed by any of the other machines on the network.

Of course, when I say our machines are connected to the network, I don't really mean it. What I mean is that we have the network hardware and software, the machines, and the wire; alas, we haven't yet permanently strung the cables, so when I set up the network there are cables all over the floor. The whole house, upstairs and down, looks like a giant spider has been at it. I've promised Mrs. Pournelle that I'll get the wires permanently strung through the crawl spaces Real Soon Now.

Network Annoyances

There's only one trouble with the network: when we try to log on to it with the Z-248 after the machine has been running for a long time, sometimes it just won't do it. The solution is simple enough: turn Zelda off for a moment. The CompuPro ARCNET PC board gets its own address information on power-up; and when that's refreshed, there's no problem. Logging on is simple, and once logged on, the network has never gone down, even after several days of continuous use.

Another problem with that: Zelda has a Cheetah Combo board for expanded memory; MS-DOS's VDISK.SYS turns that into a RAM disk, whereupon a program called Above Disc takes a portion of that RAM disk, partitions it off, and uses it as a swapping area for memory-resident and other programs that know how to use Lotus/Microsoft/Intel expanded memory. (Expanded memory = "can be used by PC; Extended = "needs an AT." ) Ready! is a memory-resident program that stuffs itself into the swap file, saving me a lot of memory; but, alas, sometimes Ready! doesn't seem able to find the extended memory.

The remedy to that is odd: you have to change the order in which Ready! and the CompuPro network software are invoked. That gets Ready! up where it belongs, and the network working; but if I bring in any more memory-resident programs in that configuration, I get other problems. Luckily, though, if I do that, then go back to my regular order (Above Disc first; network software second; Ready! third; Logitech mouse next; then SuperKey and SideKick!) and reboot again, Ready! finds the extended memory, the network finds itself, and all is well. I never have figured out why that works, but it does.

This means that if I have to reset, I might be several minutes reconfiguring until things are the way I want, with Ready! in its proper place and the network on. That's fine for a few days—until the modem refuses to hang up.

Every now and then, for no reason I understand, every modem I have ever used, including the OmniTel 2400—which is usually quiet, efficient, fast, and has the lowest error rate with noisy lines of any modem I've ever seen—will refuse to hang up the phone. I can send it "BYE" until I'm blue in the face, but it won't believe me. The only remedy is to turn the machine off.

Check Your Math Chip

Lucy Van Pelt never gives any trouble logging on to the network, so it was simple enough to transfer the benchmarks downstairs to her. In fact, I didn't even have to transfer them: by mapping the network so that Lucy thinks her drive F is the Golem's C drive, she'll run programs stored on the Golem.

I sat down at Lucy's keyboard, got out my stopwatch, did: F:TBEN, and waited. The header appeared. I started the benchmark and stopwatch. After a while, the program announced that it had filled the matrices; then that it had multiplied them; then it announced Sun =. Then it stopped. I waited for it to give the sum and end with five beeps.

And waited. And waited. Nothing happened. Lucy was hung up completely.

Reset. Log back on to the network. This time copy the programs off onto a floppy disk in Lucy's B drive. Now try to run TBEN.

Same result. The network was working fine. I tested the program by putting Lucy's disk into another machine and invoking TBEN; it worked splendidly on every machine in the house. The Turbo BASIC manual says you need a PC, XT, AT, or close compatible and DOS 2.0 or higher. I had that, but no matter. Every time I tried that program in Lucy, she went off to the land of lost bits. It was clearly time to call Borland.

The Borland people couldn't understand it. Meanwhile, a day or so after I'd run the benchmark on the Z-248, I installed the 10-MHz 80287 in Zelda; and when I brought Lucy's disk up to test whether I had a good copy of the program, I found that not only did it run, but it ran a lot faster. Programs generated by Turbo BASIC test for an 8087 and use it if they find one.

Then I brought down QBEN, the Microsoft version of the benchmark. Lucy ran that fine. Then the Borland people suggested their program might be...
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Inquiry 244
thinking there was an 8087 in the machine when there wasn’t one. I was about to agree when I remembered that years ago we’d put an 8087 into Lucy Van Pelt. It should still be there.

I brought down QBEN87. It ran fine—except that when it was done, it had the wrong checksum. I tried that twice more, with the same result. The program ran to completion but had the wrong answer.

By then, of course, I knew what the situation was. The 8087 was working just well enough to let the programs believe there was one in the system; but not well enough to let the Borland program run properly. The Microsoft code generator was more tolerant and let the program run—but give the wrong answer.

Once I understood that, I removed the math chip. Everything worked fine.

The moral of the story is that if you have a system with a math chip, you may want to check it against a known problem like my benchmark every now and then. That 8087 has been in Lucy for at least five years. We’ve never had any indication that anything was wrong until I tried my benchmark program. Fortunately, Lucy Van Pelt is mostly used as a data-entry device for Q&A files; she’s too slow for spreadsheets, so we think we’ve got any significant wrong answers—but we easily could have.

Attila’s Blues

The next surprise came when I tried to run the QBEN programs on the AT&T 6300 Plus. The first time I got a message saying “Incorrect version of BRUN30” on all subsequent attempts, I got a “System Error” message and had to reset the machine.

So far as I can tell, the first release version of BRUN30 simply will not work on my AT&T 6300 Plus. Understand: I can’t say that everyone will have problems with QuickBASIC 3.0 on the AT&T 6300 Plus. This is just my experience so far.

However, the TBE and QBE/NB stand-alone programs not only ran on the 6300 Plus, but in times comparable to the Cheetah 386.

I haven’t yet got a math chip installed in the 6300 Plus. The Bell Labs people tell me the odd network of stuff I found in the 60287’s slot aboard the 6300 Plus (see last month’s column) is designed to tell certain buggy versions of Lotus 1-2-3 that there is no math chip; I can pull it all out without hurting anything. I have a 6-MHz 80287 chip I intend to put in there.

DESQview

DESQview is a program that lets you run multiple applications simultaneously. I wasn’t particularly impressed by the IBM PC version, and I wasn’t all that happy with it for AT compatibles—although I hasten to add that I didn’t take a lot of time to get familiar with it, and a lot of people respect it really like it.

The new DESQview, running on a 386, is a different story.

DESQview 2.0, with the QEMM memory manager, can in theory, at least, do about as much for you as OS/2 (aka Advanced DOS or ADOS); not only that, you can run Microsoft Windows as a window within DESQview. I’ve done it.

Of course, we can’t be sure what OS/2 will do because we don’t have it yet; when we do get it, it won’t be in 386 native code and won’t make much use of the 386’s special features. By that time, I suspect there will be CompuPro, Compaq, and Cheetah 386 machines that can eat the IBM systems on speed; but leave that. What do we know right now is that there is awesome potential in 386 systems with DESQview, and you can have that immediately.

There are problems. DESQview forces 386 machines to operate in the “virtual 8086 mode.” That wouldn’t be bad except that nearly everyone’s compilers—

---

Table 2: Results of various computers running the benchmark program compiled with 8087 optimization. See the text for a description of the tests.

<table>
<thead>
<tr>
<th>Computer</th>
<th>TBEN87</th>
<th>QBEN87</th>
<th>QBENSL87</th>
<th>QBENB87</th>
</tr>
</thead>
<tbody>
<tr>
<td>Code size (bytes)</td>
<td>23,890</td>
<td>80,800**</td>
<td>80,656**</td>
<td>32,766</td>
</tr>
<tr>
<td>Zenith Z-248 w/ 80287</td>
<td>20</td>
<td>31</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CompaqAdv w/Cheetah 386 card and 80387</td>
<td>17</td>
<td>27</td>
<td>37.5</td>
<td>27</td>
</tr>
<tr>
<td>CompaqAdv w/Cheetah 386 card and 80387 (virtual mode)</td>
<td>29.5</td>
<td>27</td>
<td>1:21</td>
<td>27</td>
</tr>
<tr>
<td>Kaypro 860 w/ 80387</td>
<td>9.5</td>
<td>14</td>
<td>20</td>
<td>14</td>
</tr>
<tr>
<td>Kaypro 860 w/ 80387 (virtual mode)</td>
<td>15</td>
<td>13</td>
<td>36</td>
<td>13</td>
</tr>
<tr>
<td>IBM PC w/ 8077</td>
<td>47</td>
<td>1:09</td>
<td>1:52</td>
<td>1:09</td>
</tr>
</tbody>
</table>

** Total includes 76,112K bytes for BRUN087

---

continues
To try there are numerous microcomputer statistics software packages to consider.

But, in the considered opinion of many experts, there is one that is clearly better rated.

In its recent review of the leading microcomputer statistics programs, InfoWorld concludes that Systat® Version 3.0 is "unrivaled in performance," "tops in number crunching power and infallibly accurate."

And InfoWorld doesn't stop there, but goes on to rank Systat as the Number One package of the group.

In doing so, they aren't alone. Every published independent comparative review rates Systat at the top of the list.

SYSTAT 8.5
SPSS/PC+ 8.2
STATGRAPHICS 5.9
PC SAS BMDPC

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Numerous reviews and technical conference proceedings consistently prove Systat to be the most accurate statistical package available.

Is ease of operation important? Systat operates on less than ½ the commands of its two largest competitors, with less than ½ the bulk. According to InfoWorld, "Systat's commands are terse, and a few keystrokes will do amazing things."

Is cost important? Systat costs less than any other major package: less than ½ the price of the comparably equipped PC SAS or SPSS/PC+.

Truly interactive.
Unlike its major competitors, Systat has not ported some 20-year-old code from a mainframe program. Written specifically for microcomputers, Systat Version 3.0 uses an incredibly small amount of disk space: only 1.4 megabytes versus their 5 to 10 megabytes.

What's more, the package is genuinely interactive, freeing you from rigid command protocols. In doing so, Systat allows you to approach statistical problems more intelligently: letting you work the way you think instead of forcing you to think the way it works.

Next to this, the alternatives to Systat don't look very bright.

SYSTAT

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Systat operates on IBM PCs® and compatibles, MS-DOS® and CP/M® machines, several UNIX® minicomputers and mainframes, and the VAX/Microvax®. Menu/windowed Macintosh® version also available. Single copy price $595 USA and Canada, $695 Foreign. Site licenses and quantity prices available.


Systat. Intelligent statistics.
The Cheetah 386 with DESQview could be the system of the year, even better than some of the new IBM ones.

including Microsoft’s—generate code that uses interrupts for things like determining if there’s a math chip present or saving code size; and that slows things down significantly in virtual mode, as you’ll see from the benchmarks charts (see table 2).

DESQview is powerful, which means it’s complicated; you have to know the program well before you start getting big advantages, and although the 2.0 manual is greatly improved over the old one, learning DESQview is a nontrivial task. Also, if you don’t know the program well, you’ll hang the machine more often than you like. I’ve had to reset a dozen times today.

Still, an hour ago I was logged on to BIX with Crosstalk under DESQview; and while in Crosstalk, I opened the Grolier’s Encyclopedia CD-ROM in another window. I was able to look up all kinds of stuff while still connected to BIX. I haven’t figured out how to cut and paste to transfer items from one window to another, but I’m sure that there has to be a way.

If you’ve got a fast AT and any sense of adventure at all, get DESQview 2.0. It’s no harder to learn than the original Adventure game, and when you’ve learned it you have a powerful tool. Recommended, provided you’ll take the time to learn it properly.

Cheetah
Cheetah International is one of the most impressive small companies I’ve ever run. They know memory backward and forward. The result is wonderful. The good news is that Cheetah recently concluded a deal to buy 70-ns chips for about what others are paying for 120-ns chips; the result will be a dramatic reduction in price.

We have a Cheetah Adapter/386 board installed in a CompuAdd AT clone. As you can see from the benchmarks, it’s a pretty good system; given what it costs, it’s darned good.

However, it’s only an interim solution. By the time you read this, you’ll be able to buy a Cheetah 386 motherboard. Unlike the Intel motherboard, the Cheetah motherboard will have a full megabyte of 32-bit memory. You’ll also be able to add Cheetah boards in pairs to extend that 32-bit memory as far as you like. They intend to sell that board—either as a kit to install in your AT or compatible or as a system—for AT clone prices, dramatically lower than anything I’ve seen with comparable speed and power.

The result should be awesome. The new Cheetah 386 with DESQview could be the system of the year; indeed, a better system than some of the new IBM machines. Before you look at anything else, check with Cheetah. You may be glad you did.

Megatrend
I recently gave up on glasses: I went to the optometrist and got a pair of “computer glasses”; these have my normal reading bifocal element, but the main portion of the glasses focuses at 28 inches; just the distance I keep my head from the screen. The result is wonderful.

No sooner had I done that than Intecolor sent me their 19-inch Megatrend EGA monitor. This thing is wonderful. The monitor sits on its own swivel base. The color is crisp and clear. The letters are perfectly formed, and you can read text from across the room. EGA Paint from RIX SoftWorks with the Logitech Bus Mouse makes startlingly beautiful pictures.

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<thead>
<tr>
<th>Type or Drive Class</th>
<th>Capacity in Megabytes</th>
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</thead>
<tbody>
<tr>
<td>Retriever/120™</td>
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</tr>
<tr>
<td>QIC-150</td>
<td>150</td>
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<tr>
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<td>125</td>
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<td>QIC-24</td>
<td>60</td>
</tr>
<tr>
<td>FloppyTape®</td>
<td>25</td>
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</tbody>
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- READY users can now make READY only use 3K of regular memory instead of 160K

- Execute programs that use EMS expanded memory who buying expensive memory boards

- Extend your current REAL EMS memory board without adding chips

- Turn your EXTENDED memory board into EMS memory

- Works with programs designed to use LIM EMS 3.2 or greater, such as 123 V2.0 & Symphony 1.1 or Ready

- Turn your disk drives into EMS memory

- Can utilize up to 32 megabytes of disk space as EMS memory

- Allocates disk space for EMS memory only when needed. No pre-allocation of disk space is required

- Can be un-installed at the DOS prompt

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40MB ST251 KIT $399
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12 MH $3400
DP386/2 1 DR, 640K,
20 MH $4400
PORT III/4/1 DR, 640K,
40 MH $4900

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1 DR, 512K **$1050
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Flat Telephone Cable for Modems and Telephone
Cable manufactured to tough specifications required by most telephone companies. Available in four, six or eight conductors.

<table>
<thead>
<tr>
<th>Type</th>
<th>1M</th>
<th>5M</th>
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Patch Panels
Patch Panels provide a centralized point to organize cables. Those sturdy panels are 19" long for rack mounting. Cut outs are for DB-25, DB-15, DB-9, and COAX BNC connectors.

<table>
<thead>
<tr>
<th>Type</th>
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D-Sub-Miniature Connectors
Industry Standard Connectors for: Data Cables, Computer Systems, Peripherals

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<tr>
<th>Type</th>
<th>1-9pcs</th>
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<tr>
<td>Plug</td>
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<td>.54</td>
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Twin-ax Cable
SPECIAL LOW PRICES

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D-Connector to Modular Plug Adapters

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Twin-ax Connectors

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BNC SPLICE

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BNC "T"

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Display Monitors

CTX 14" DISPLAY MONITORS

14" RGB COLOR DISPLAYS

- **CGA:** Resolution 640 x 200
  - CTX 1410 .32 Dot Anti Glare
  - CTX 1411 .38 Dot Black CRT
  - CTX 1421 .31 Dot Anti Glare
- **EGA:** Resolution 640 x 200 / 640 x 350
  - CTX 1422 .31 Dot Anti Glare

SPECIAL PRODUCT: CTX 1421LP - Long Persistence

<table>
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<tr>
<th>Type</th>
<th>720 x 480</th>
<th>2400</th>
<th>.31 Dot CRT</th>
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<td>CTX 1424 .39</td>
<td>$115</td>
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<td>24KHz .39 Dot CRT</td>
<td>$115</td>
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<td>$115</td>
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<tr>
<td>CTX 1424 .31</td>
<td>- Above Above .31 Dot</td>
<td></td>
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</tr>
</tbody>
</table>

CTX 1400

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Whether using it for business or personal use, the MAS 286 based system enables you to achieve more than you ever imagined possible.
<table>
<thead>
<tr>
<th></th>
<th>Price</th>
<th>Features</th>
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<tbody>
<tr>
<td><strong>MAS DESK TOP SERIES</strong></td>
<td></td>
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</tr>
<tr>
<td>MAS 800 AT Computing System</td>
<td>$2,799.00</td>
<td>• 10MHz &quot;O&quot; wait state, 1Mb memory</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 30Mb fast access hard disk drive</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Enhanced graphics adaptor and monitor</td>
</tr>
<tr>
<td>MAS 200 TURBO XT Computing System</td>
<td>$1,199.00</td>
<td>• 8MHz, 640K memory</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• 20Mb hard disk drive</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Monochrome graphics adaptor</td>
</tr>
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<td></td>
<td></td>
<td>• Clock, calendar, serial and parallel game ports</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• High resolution monochrome monitor</td>
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<tr>
<td>Color System</td>
<td>$1,499.00</td>
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<tr>
<td>MAS 100 XT Computing System</td>
<td>$899.00</td>
<td>• 4.77MHz, 640K memory</td>
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<td></td>
<td>• Two 360K floppy disk drives</td>
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<td>• Clock, calendar, serial and parallel game ports</td>
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<td></td>
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<td>• High resolution monochrome monitor</td>
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<tr>
<td>Color System</td>
<td>$1,099.00</td>
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<td><strong>MAS PORTABLE SERIES</strong></td>
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<tr>
<td>MAS 8000 AT Portable System</td>
<td>$2,199.00</td>
<td>• 10MHz, 1Mb memory</td>
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<td>• 20Mb hard disk drive</td>
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<td>• 1200 baud internal modem</td>
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<td>• Monochrome graphics adaptor</td>
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<td>30Mb System</td>
<td>$2,499.00</td>
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<tr>
<td>MAS 2000 TURBO XT Portable System</td>
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<td>• 8MHz, 640K memory</td>
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<td>• 20Mb hard disk drive</td>
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<tr>
<td></td>
<td></td>
<td>• Clock, calendar, serial and parallel game ports</td>
</tr>
</tbody>
</table>

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- Any system bought from Everlead Systems, Inc. may be returned within 30 days from the date it was shipped from Everlead Systems, Inc. for a full refund of your purchase price of the system.

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<thead>
<tr>
<th>EVERLEAD MONOGRAPHIC SYSTEM</th>
<th>$1,599</th>
<th>EVERLEAD TURBO AT MONOGRAPHIC SYSTEM</th>
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<tbody>
<tr>
<td>• INTEL 8088 CPU 6 MHZ/20 MHZ SWITCHABLE</td>
<td>• INTEL 8088 CPU 6 MHZ/20 MHZ SWITCHABLE</td>
<td>• INTEL 16 BIT 8088-2 CPU 4.77 MHZ/20 MHZ SWITCHABLE</td>
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<tr>
<td>• PHOENIX IOS</td>
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<tr>
<td>• 1024 KB RAM (120 MB) ON MOTHER BOARD</td>
<td>• 1024 KB RAM (120 MB) ON MOTHER BOARD</td>
<td>• 4096 KB RAM (160 MB) ON MOTHER BOARD</td>
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<tr>
<td>• CLOCK/CALENDAR WITH BATTERY BACK UP</td>
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<td>• 220W POWER SUPPLY</td>
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<td>• 360K FLOPPY DRIVE</td>
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<td>• DUAL FLOPPY/HARD DISK CONTROLLER</td>
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#### Leasing Program
**AVAILABLE**

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Search and Destroy

Dick Pountain

Last month, I described an algorithm for sorting text files into a list of unique words as the first step toward a book-indexing system. The second step is to search a dictionary of “boring” words, like “and,” “the,” and “but,” for words to be excluded from the index.

To actually produce a dictionary of boring words, you can “hunt and gather” using the Usort program from last month’s column. Run it on a few hefty files and manually weed out all the interesting words and empty lines. The resulting sorted list will serve as a good start to BORING.DIC; you can add new words at any time.

You need to search this dictionary efficiently. As you read each new word from the text file, you must look it up in the dictionary and reject it as boring if you find it there. Therefore, this lookup is a potential bottleneck for throughput speed.

Plan Your Attack

Searching algorithms are as various as sorting algorithms—and as important—since searching is the most fundamental of all computer operations. Some obvious instances are Search and Replace algorithms in word processors and Select a Record algorithms in databases. However, a less obvious example is that every time you execute a program from the operating system, it must perform a directory search.

You can broadly distinguish searches into internal and external types. In an internal search, all the data to be searched resides in memory; in an external search, it resides on disk. You can choose either one of these for the Boring Words dictionary.

The dictionary itself should be kept in a disk file, rather than embedded in the program, so that you can easily update or correct it. You can either read it into memory when the program starts or access it from disk as you need it; however, the latter method is too slow for it to ever be practical. Thus, an internal search of the dictionary read into memory at the beginning of the program is the most appropriate choice.

Now, we need to choose a data structure for the dictionary. At its simplest, the dictionary is an ASCII text file full of words:

\[
\text{a} \\
\text{ability} \\
\text{able} \\
\text{ably} \\
\text{about} \\
\text{absolutely} \\
\text{.......}
\]

I say “at its simplest” because it’s possible to encode the dictionary in various ways to enhance performance. We could apply text-compression techniques to reduce its size and employ clever algorithms to generate all possible suffixes of a root word (e.g., from “accept,” you’d get “accepts,” “accepted,” and “accepting”). However, it is convenient to start with a plain text file, as we can create, modify, and maintain it with an ordinary text editor; we can add the fancy stuff later.

Since Usort is written in Turbo Pascal, let’s treat the words as strings, so we can use the language’s string-handling and comparison abilities, rather than reading in a stream of characters. Thus, we need an array of strings (listing 1); this will waste quite a bit of memory since you can’t vary the size of an array at run time in Pascal (and most other compiled languages), and strings are actually \( n \times 1 \) arrays. The “array” wordtype, therefore, should be long enough to hold the biggest word likely to occur—16 characters is about right.

However, since the average size of English words is only about six characters, short words like “and” and “but” waste 13 bytes apiece. One 64K-byte segment—on an IBM PC, that’s all Turbo Pascal allows you for a single array—holds about 3750 words; as much as half this space is wasted.

We could save memory by reading the dictionary from disk, one character at a time into a one-dimensional array, and maintaining a separate array of pointers to the beginnings of the individual words (see figure 1). However, since 3750 words is enough for the Boring Words dictionary, this seems like overkill. On a 68000-based machine with lots of memory, this problem isn’t so critical.

Choose Your Weapons

Having (with a tinge of regret) chosen an array of strings as the main data structure, now we need to search it. I tried three different algorithms to see how they compared in performance: sequential search, partitioned sequential search, and binary search.

The simplest possible search algorithm is the sequential search: Start at one end and run down the array comparing each element with the target string (see listing 2). This is also the slowest search (apart from examining elements at random): You must examine all the elements if you don’t find the target and, on average, half of them if you do. However, if the array elements are not in any known order, it is the only method available. If the elements are ordered, you can use either the partitioned sequential search or the binary search.

continued

Dick Pountain is a technical author and software consultant living in London, England. He can be contacted c/o BYTE, One Phoenix Mill Lane, Peterborough, NH 03458.

AUGUST 1987 • BYTE 257
It’s natural to expect to find a dictionary in alphabetical order. In this case, you can improve the sequential search itself, since you can end the search as soon as the current element becomes alphabetically greater than the target; for example, if the target is “accept,” we can quit if we don’t find it before “add.” Hence, on average you need to search far fewer elements than you did with the unordered list (see listing 3). Unfortunately, this algorithm doesn’t terminate when the target is alphabetically greater than the last element in the dictionary; it just hangs.

You can prevent this either by introducing a test on dictionary size or by adding a sentinel (or stopper value), which is greater than any possible target, as the last element in the dictionary. I used “zzzzzzzzzzzzzzz”—rather appropriate for a list of boring words. We could have used the target value itself as a sentinel in listing 2, since it makes the equality test succeed, and omitted the size test.

You can further improve a sequential search by partitioning the dictionary into smaller sub-units and searching only one of them. For a dictionary, the obvious partition is the initial letter. By keeping an index array of pointers to the first dictionary word beginning with a, with b, and so forth, you can enter the dictionary at the right place and search only those words beginning with the right letter (figure 2 and listing 4). The sentinel “zzzzzzzzzzzzzzz” is the final dictionary entry for z. This is almost the same algorithm used in the sort routine given last month, but using arrays instead of linked lists.

To extract the last bit of power from the algorithm, I decided to sort the dictionary words inside each partition by increasing length (e.g., “a,” “an,” “as,” “at,” “and” . . . ) rather than alphabetically, on the assumption that small boring words are more common than long ones.

Frequency is a form of ordering; if we know anything about the relative frequencies of occurrence, we can greatly assist a sequential search by putting the most frequently used items first (see listing 5). For this version, we need a sentinel at the end of each partition; I arbitrarily chose a blank or null string (which translates to an empty line in the actual disk file).

The stopwatch told a cheering tale. Running last month’s column (17K bytes) as a test file against a dictionary of 1000 words, the plain sequential search took 24 minutes to check every word, while the improved version took 42 seconds; this is more than a thirtyfold improvement!

So there we have it; the triumph of ingenuity over a poor algorithm. Hmm, well, perhaps not . . . I had improved the sequential search at the cost of a far more complex and inconvenient dictionary structure that was more difficult to update and maintain (each partition must be separately sorted by string length). This version also requires more complex code to read data into the array, as the pointers for the index need to be computed. Changing to a binary-search algorithm gave almost the same improvement in performance using the original alphabetically sorted file.

**Divide and Conquer**

The binary search, sometimes called the *binary chop*, belongs to the class of algorithms that employ the “divide and conquer” philosophy. To solve a complex problem, reduce it to several simpler subproblems; if these are not solvable, divide them again, and keep doing this until you get down to problems simple enough to solve.

To perform a binary search on a sorted dictionary, first find out which half of the dictionary the target lies in; then find out which half of that half the target lies in, and so forth. Eventually, the divisions become so small that you arrive at a single value that either is or is not the target, and the search is complete. Using this method, to find a target among N values, you will need about \( \log_2 N \) iterations; for example, for 1000 words, it will take approximately 10 tries, as opposed to 500 for a sequential search.

It’s important to note that you can perform a binary search only on sorted data; if the data is not ordered, you can’t determine which half of it any particular value lies in. The algorithm (listing 6) works by keeping two *goalpost* variables called

---

**Listing 1: A string array for the Boring Words dictionary.**

```plaintext
type wordtype = string[16];
var boringWords: array [1 . . . 3750] of wordtype;
```

**Figure 1: A memory-saving dictionary using pointers to locate individual entries.**

**Listing 2: An ordinary sequential-search algorithm in pseudocode.**

```plaintext
Program SequentialSearch
Here <- 0
REPEAT Here <- Here + 1
UNTIL Dictionary[Here] = Target
OR Here > DictionarySize
IF Here > DictionarySize
THEN Target not found
ELSE Target found at Here
ENDIF
```

**Listing 3: A sorted sequential-search algorithm in pseudocode.**

```plaintext
Program SortedSequentialSearch
Here <- 0
REPEAT Here <- Here + 1
UNTIL Dictionary[Here] > Target
IF Dictionary[Here] > Target
THEN Target not found
ELSE Target found at Here
ENDIF
```
FOCUS ON ALGORITHMS

Figure 2: A dictionary partitioned alphabetically with pointers to locate each partition.

Listing 4: A partitioned sequential-search algorithm in pseudocode. The words are alphabetically partitioned and alphabetically sorted within partitions.

Program PartitionedSequentialSearch1
Key ← FIRSTLETTEROF(Target)
Here ← Index[Key] - 1
REPEAT Here ← Here + 1
UNTIL Dictionary[Here] >= Target
IF Dictionary[Here] > Target
THEN Target not found
ELSE Target found at Here
ENDIF

Listing 5: A partitioned sequential-search algorithm in pseudocode. The words are alphabetically partitioned and sorted by word length within partitions.

Program PartitionedSequentialSearch2
Key ← FIRSTLETTEROF(Target)
Here ← Index[Key] - 1
Found ← FALSE
REPEAT
Here ← Here + 1
Current ← Dictionary[Here]
IF Current = Target
THEN Found ← TRUE
ENDIF
UNTIL Found = TRUE
OR LENGTH(Current) > LENGTH(Target)
OR Current = BLANK
IF Found etc.

Listing 6: A binary-search algorithm in pseudocode.

Program BinarySearch
Left ← 1
Right ← DictionaryEnd
REPEAT
Try ← INTEGER((Left + Right) / 2)
IF Dictionary[Try] > Target
THEN Right ← Try - 1
ELSE Left ← Try + 1
ENDIF
UNTIL Dictionary[Try] = Target
OR Left > Right
IF Dictionary[Try] = Target
THEN Target found at Try
ELSE Target not found
ENDIF

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Figure 2: A dictionary partitioned alphabetically with pointers to locate each partition.

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AUGUST 1987 • BYTE 259
FOCUS ON ALGORITHMS

Target = N  
Left = A  
Try = M  
M not > N

Left = N  
Right = Y  
Try = O  
O > N

Left = N  
Try = N  
Get It!

Figure 3: A diagram of the goalpost algorithm for a binary search (see listing 6).

Listing 7: A Turbo Pascal 3.0 implementation of a Boolean function called Boring(). This function returns True if its argument is in the Boring Words dictionary and False if it is not.

```
const maxDict = 3750;  {maximum allowable dictionary entries}
type wordtype = string[16];
var boringWords: array [1..maxDict] of wordtype;
dictionary : text;
endDict : integer;

procedure ReadDictionary;
var i: integer;
begin
  Assign(dictionary,'BORING.DIC');
  Reset(dictionary);
  i := 1;
  repeat
    readln(dictionary,boringWords[i]);
    i := i + 1
  until eof(dictionary) or (i > maxDict);
  endDict := i;  {number of actual dictionary entries}
  Close(dictionary)
end;

function Boring( word: wordtype): boolean;
var left, right, try, svleft, svright : integer;
begin
  left := 1;
  right := endDict;
  repeat
    svleft := left; svright := right;
    try := (left + right) div 2;
    if word < boringWords[try] then right := try - 1
    else left := try + 1;
    until (word = boringWords[try]) or (svleft > svright);  
  if word = boringWords[try] then Boring := true
  else Boring := false
end;
```

Listing 8: Change line 8 in USORT.PAS’s main program to this and insert ReadDictionary; after line 2 to interface with the Boring() function.

```
if not Boring(word)
  then Place(sortList[firstletter],word);
```

Left and Right; they begin by pointing at the respective ends of the dictionary. Then we inspect the dictionary entry, Try (lying, as near as possible, midway between Left and Right), to see if it is greater than the target. If it is, we move the Right goalpost to one position to the left of this Try, and try again; otherwise, we move the Left goalpost to one position to the right of this Try (see figure 3).

As you can see, it’s possible to hit the actual target by luck before the process narrows the field to a single value. If the target is not found, the algorithm terminates when the goalposts cross over each other (i.e., Left > Right).

Running the same test we ran with the sequential-search algorithm, the binary-search implementation (listing 7) took 60 seconds—slower than my fine-tuned sequential search, but a small price to pay to retain a simple dictionary structure.

You can add listing 7 to the Usort program in last month’s column to test each word before you sort it to see if it’s boring. Change line 8 of the main program to the line in listing 8, and insert ReadDictionary; after line 2. [Editor’s note: A combined listing is available in Turbo Pascal 3.0 source code for the IBM PC and compatibles on disk, in print, and on BIX as INDEX.PAS; see the insert card following page 256 for details. It is also available on BYTEnet; see page 4.] You can also tweak a binary search.

It’s quite easy to partition the boring words by first letter as before and then do a binary search within each partition. A more elegant improvement would be to compute a Try point, which is not simply the midpoint between Left and Right but lies closer to where we think the target belongs. In alphabetically ordered data, a target word beginning with u is much closer to z than it is to a, so we could choose a Try point nearer to z.

You achieve this interpolation search merely by substituting a better interpolation for the expression INTEGER((Left + Right)/2). It’s much easier to do for numeric data than for strings, however, as the “distance” between two strings is not easily defined (you need to use more than just the first letter). Thus, it’s not appropriate here.

Simplicity Triumphs

If there is a moral to this tale, it’s that the simple binary search is the way to go unless you have darned good reason not to. The sequential search is excusable only when you can’t easily keep your data sorted or you have little of it (fewer than 20 items). This is true only for pure searching, though; if you need to insert data, that’s a different story. Another time.■
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Moving Toward AI

Ezra Shapiro

For some time, I’ve been of the opinion that the dividing line between applications and programming languages is an artificial obstacle to tapping the power inherent in today’s microcomputer systems. Why should you be forced to limit your activities to what application programmers think you need? Wouldn’t it be nice to develop your own specifications for an application?

I’m not alone in this view; witness the success of programmable databases, spreadsheets with powerful macro languages, and the internal command languages of integrated packages like Framework, the Smart series, and Open Access. True, you still have to do some programming, but at least you’re freed from having to cope with the headaches of file access, I/O, screen handling, operating system calls, and basic interface design.

This month I’ll be talking about programs that are a step in the right direction; all of them push the horizon just a little bit further. They blur the dividing line, and I think that’s a good thing.

Artificial Intelligence Delight

Let’s say you were going to create some tools for demonstrating AI techniques to a mass audience. What language would you choose? Prolog? LISP? Pascal? BASIC? How about Lotus 1-2-3 macros? After all, Lotus macros can handle variables, subroutines, branching, and Boolean logic as well as numeric functions. And face it, if you wanted to let the public play with your source code, consider that there are more copies of 1-2-3 in day-to-day use than there are of any serious programming language.

That’s the thesis behind Robert Benson’s If/Then (If/Then Solutions, $69.95 plus $3 for shipping and handling), a marvelous little AI training package built entirely out of Lotus 1-2-3 macros. I admit that had Benson merely called me and explained the product, I would have assumed that he was yet another fruitcake programmer who’d been staring at the screen too long. Fortunately, I was introduced to him at a computer show by Guy Kewney, a British friend with a sharp eye for quality and talent. A few weeks later, Benson walked me through a full demonstration of the package, and I left the session impressed with his intelligence and programming skill. I also took a copy of If/Then, and I’ve been pleased with it.

If/Then is designed as a step-by-step course for anyone who wants to learn the fundamentals of AI programming. It consists of a large collection of small spreadsheets and a terse but well-written manual. Clear, understandable demonstrations illustrate the basic concepts of AI: forward and backward chaining, knowledge representation, tree-structured rule bases, demons, inference engines, and so on. These worksheets have little relation to the kinds of things you normally do with a spreadsheet; the example of forward chaining shows the steps a robot would take to locate and turn off a light switch. However, each demonstration is easy to follow. Benson has even implemented a moving arrow that indicates which rule is being tested as his macro programs progress from start to finish.

Some of the worksheets (like the robot) are complete, self-running programs; others prompt you for information and let you construct solutions to simple AI problems. If/Then moves gradually from the elementary to the sophisticated; you’ll find it an excellent tutorial. Benson estimates that 10 hours with If/Then should be enough to give you a working knowledge of the rudiments of AI. I’d say he’s an optimist; allow 15 to 20 hours.

But don’t assume that If/Then is only a home-study course in AI; it’s also a brilliant dissertation on the art of writing Lotus 1-2-3 macros. Benson makes the spreadsheet program jump through hoops, and he provides thorough documentation on what he’s done and why he’s done it. An examination of If/Then reveals a programming style well worth imitating.

Further, because If/Then is done with macros, you can borrow chunks of the source code for your own projects. If you want to create a rule-oriented interface for a “smart” worksheet application, If/Then provides a flexible toolkit.

I wouldn’t recommend 1-2-3 as the best environment for heavy-duty AI development; spreadsheet recalculation is probably not the fastest engine for complicated algorithms. If you’ve got a big project, you’d be better off with a compiler optimized for the job, or with a commercial expert-system shell.

However, if you want to add a friendly front end to a 1-2-3 database, or to perform a what-if/spreadsheet analysis that branches on multiple conditions, If/Then can get you started without costing an arm and a leg. I also recommend If/Then for simple prototyping. If you’re not positive that an AI approach is the correct method for solving a particular problem, you can use If/Then’s macros as the basis for modeling your logic before you invest in more powerful tools.

So if you own Lotus 2.xx and have an interest in exploring the potential of AI, or 1-2-3 itself, or both, this product is a must. It’s a small jewel of a package.

But of Course

Bill Appleton, the author of Course Builder (TeleRobotics International, continued

Ezra Shapiro is a consulting editor for BYTE. Contact him at P.O. Box 146069, San Francisco, CA 94114. Because of the volume of mail he receives, Ezra, regrettably, cannot respond to each inquiry.
Course Builder lets you manipulate Toolbox routines with nary a line of programming.
But that’s not the really nifty part.

$299), started with the observation that teachers who wanted to develop computerized instructional materials were often forced to learn how to program. Though this might not seem like a big deal for someone in computer science or engineering, for people teaching subjects like eighth-grade English, say, it was often an insurmountable hurdle. As a result, teachers without programming knowledge—or the time to master a language—found themselves modifying their curricula to match the capabilities of commercially available educational software or simply abandoning the idea of using computers in the classroom.

The existence of the Macintosh Toolbox ROM routines made the situation even more frustrating. Here were all the components necessary for creating dynamite courseware—windows, menus, dialog boxes, click buttons, graphics—organized into convenient modules that could cut development time dramatically. But you still had to learn how to program, and you also had to navigate through the arcane syntax of Inside Macintosh. The solution was tantalizingly close but still out of reach.

Enter Course Builder, a direct descendant of World Builder (Silicon Beach Software, $79.95), an earlier Appleton program. World Builder is a graphics-and-text adventure-game authoring system for the Mac. As an author, you create a maze of “rooms” through which the player wanders. You can set up pictures and text descriptions for each room and add monsters, weapons, treasures, and sound effects to make the player’s journey more interesting.

Each object you add to the game is constructed by accessing specialized dialogues; you essentially have subprograms for mapmaking, graphics editing, monster creation, and so on. The player, of course, is blissfully unaware of all this when playing the game. He or she collects booty, battles enemies, and tries to figure out the underlying logic of the map. Why not apply the same technique to designing courseware?

That’s exactly what Course Builder does. Instead of creating a map of rooms, you begin by laying out a diagram of the structure of your course. A palette along the left edge of the screen provides icons that represent the building blocks of course design: text and graphics display, multiple-choice questions, string matching, essay questions, and so forth. You pull icons from the palette into your work area, then link the blocks by pulling arrows between them. This is equivalent to drawing a flowchart on paper. Once you’ve outlined the basic structure, you click on each of the blocks and add the actual course material.

The arsenal of possibilities is incredibly rich. Course Builder lets you manipulate Toolbox routines with nary a line of programming. You can develop pull-down menus, dialog boxes with working radio buttons, scrolling text displays, student input areas, whatever. Organizational options allow for straight sequential progression from one area to the next, random drill, or branching access as de-continued

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terned by the teacher or the student.

Course Builder can quiz on computations, match input strings with correct responses, and solicit essays from students. You can define sensitive "mouse regions" on the screen, associate text or graphics objects with those regions, and—presto!—you can have the student unscramble words or puzzle pieces, assemble diagrams, and match shapes.

You’ve also got two graphics editors, a drawing editor, and a bit-map editor; sprite animation that can extrapolate motion from a starting position to an end position; the ability to add music from MusicWorks and sound effects captured with the MacNifty digitizer; and spoken output through Apple’s Macintosh speech generator. Course Builder will even track the student’s answers, measure response time, score the results on either points or percentages, and provide a report when it’s all over.

Now for the really nifty part. Not only can you generate impressive courseware without going near a programming language, but Course Builder generates stand-alone applications. You don’t need to distribute copies of the program itself; every course you develop is an independent program.

The copy I evaluated was a prerelease version, but I was told that it was essentially in finished form, and I had few problems. I found nothing I’d consider a real bug. Screen repainting was a bit erratic moving from section to section, but that’s probably not Course Builder’s fault; I assume the glitches are in the Mac’s ROM routines. And because the Mac isn’t really a multitasking machine yet, trying to run music and speech and sprite animation and requiring student input at the same time isn’t particularly effective.

The lack of a real help system was irritating at first. The icons you use to build the structure flowchart are not self-explanatory, and a rudimentary help screen or two would be nice. But after an hour with the documentation and the example files on disk, I began creating courseware experiments with surprisingly little effort.

Course Builder is easy to learn, though I would appreciate a demonstration course that teaches how to use the program. The most extensive sample provided with the package merely advertises Course Builder’s features; it doesn’t explain how to use them. But on the whole, Course Builder is an excellent piece of software.

The only real competition for Course Builder is Guide (OWL International, $134.95), the hypertext system for the Macintosh. Both Bruce Webster and I wrote about the product in April, and both of us were impressed with it. Guide lets you build a document out of text and graphics elements that are linked in what I termed "a series of visual explosions."

Briefly, you can define any region in a Guide document as a "button"; clicking the mouse in a button area reveals hidden information in several different ways. One type of button replaces your original material with new data; you can substitute a full phrase for an acronym, for example. A second button jumps the reader to another spot in the document or to a different document entirely. And a third type pops open a new window of information as long as you keep the mouse button depressed. Guide buttons can be nested for complex branching, and you can group a collection of buttons into a list that serves as a multiple-choice menu.

Guide lacks a number of Course Builder’s features—no sound, no editing of graphics, no animation, no grading, and no direct access to the Mac Toolbox routines—but it’s certainly a viable alternative for the construction of courseware if you don’t need razzle-dazzle effects and testing features.

A major difference between the two products is in the way you build the logic. Guide lets you branch on the fly, from within your document; Course Builder requires that you define your structure at a global level before you add the specifics (though you can move back and forth between the flowchart and the course as needed). Guide is thus more suited to a looser development style. Course Builder also has an edge in both testing and drilling, but the two programs are pretty even for routine instruction, particularly at the high school level and above.

Pricing doesn’t favor either program. Course Builder lists at $299, with almost unlimited distribution rights for the courses you develop. I say “almost” because there’s a clause in the license that requires a 5 percent royalty on any profit greater than $20,000. (Obviously, Tele-Robotics wants a cut of any hugely successful commercial venture, but this shouldn’t affect anyone who’s a teacher rather than a big-time developer.)

Guide by itself costs only $134.95, but the documents it produces can be read only by other owners of Guide. To distribute courseware, you really need the Guide Envelope package ($199.95). The Envelope lets you create 1000 stand-alone Guide documents that contain the code to allow them to be read without Guide itself. Each of those 1000 Envelopes can be duplicated as many times as you want, so there’s your distribution scheme. Thus, for $335 (only $36 more than Course Builder), you get Guide as a development tool and Guide Envelope as the vehicle for unleashing your masterpiece on the world.

OWL International also sells a product called Guidance, which is a true development system, for $2500. Guidance provides all the hooks for a programmer to create a context-sensitive help system for a software package. If you want to see an example, PageMaker 2.0 from Aldus sports a Guidance help system.

Institutions can license Guidance to develop training packages or on-line documentation. Used in this fashion (i.e., installed outside a specific application), Guidance loses its context-sensitivity but retains awareness of its environment. (Guidance can’t determine what operation you’re performing, but it can figure out what program you’re using. Instead of being shown information specifically geared to the task at hand, as would be the case with a full-blown help system, Guidance provides a menu of topics.) Thus, a college or university could use Guidance to provide tutorial or procedural information to students or staff.

My gut reaction to all this is that Course Builder is the better program for pure teaching and that Guide is superior for documentation. But whichever one you choose, you’ll be able to generate your own training materials that are equal to the best of today’s commercial educational software packages.
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Inquiry 297
cept the Zenith Z-181, and it's fast—about twice the speed of my desktop PC. Now, I could ask for a super-twisted LCD like Zenith's (which probably will be out any day now), an EGA- or VGA-style display (probably next year), and for the whole shebang to fold up into credit-card size. But for now, this little 10-pound package gives me everything my desk-bound PC offered, plus more speed.

I work in a videotape-editing facility as an assistant editor. For some time I've wanted a machine at work, and I was considering a Compaq. My mother used to shuttle her Compaq between home and office and now has a right arm like Arnold Schwarzenegger's. Her machine now stays at home. My Toshiba rides comfortably on my shoulder to work, to the gym, and to poolside at my favorite resort. At home, I more often curl up on the couch with the Toshiba than sit at the desk waiting for Baby Blue to finish his post. If the weekly beg-for-new-equipment memo is finished, I'll fly Flight Simulator out to Martha's Vineyard or work on a facilities drawing with Generic CADD. (Try running any CAD package on a Tandy 100.)

Toshiba and Zenith have delivered where IBM failed—again; does anyone use a Portable PC? Granted, the Convertible is a bit better, but it doesn't offer the best value. I highly respect your judgment and powers of observation. It's good to find someone who thinks about a subject before becoming opinionated.

Jim McDonald
West Hollywood, CA

I share your sentiments: The WICO keyboard was wonderful, and we still use ours, but it was just too costly. I can't think why, since trackballs can be bought for $20 or so. I'm trying to convince the DataDesk people that they ought to think seriously about trackballs. The only way I can find the silly mouse under all the paper is to track him by the tail, and now they're making mice with an IR cordless connection!—Jerry

Computer Pusher

Dear Jerry,

Be warned. This letter contains a powerful curse. It also includes an explanation thereof and a thank-you note. Now for the curse:

May Murphy and all his kin and offspring come to dwell at Chaos Manor and abide there even until the nth generation.

Now I owe you an explanation and, possibly, an apology. Some years ago, you coauthored a story that appeared in Isaac Asimov's Science Fiction Magazine. It dealt with acquiring a word-processing computer.

When I had read that story, I knew I had to have a microcomputer. They only cost $12,000. I waited. The years passed, and prices fell as micros improved.

This summer, the curve of falling prices intersected the rising curve of my bank balance. My savings account did not survive the collision.

Thank you for recommending Kaypro. I am now the proud owner of a Kaypro Professional Computer Model 10, also known as a KPC-10, KC for short. KC is an XT clone with hard disk, 8-megahertz CPU, and monochrome graphics.

You once described the Kaypros as being rather basic, but that seems to have changed. The only thing basic is the price: less than $3000. That includes software, a 9-pin dot-matrix printer, and miscellaneous supplies and accessories. The bundled software is not junk, either. It includes WordStar Professional, Mite, and PolyWindows Desk, as well as MS-DOS 3.2 and GW-BASIC 3.1. [Editor's note: Now called the PC-30, this system comes with a 30-megabyte hard disk, at a cost of $1695, monitor and printer optional.]

Anybody buying a first computer should strongly consider a Kaypro. I had mine running within an hour after getting it home. I had never used a hard disk before, and I was hesitant about setting up directories, but I need not have worried. You get six auto-load disks with the Kaypro. Dump them in the floppy disk drive, and you have a working directory system running under a menu-type shell. You can escape the menu and run the system from DOS, if needed, but it's rarely necessary.

I had only one glitch, caused by a loosely fitting power cable that kept the system from powering up. There have been no problems since. The AT-style keyboard has a better layout than the IBM PC, but the feel is spongy. (I don't type by touch, though, so I don't mind.)

I have one point to make before I sign off. You describe yourself as a computer user. A user is an addict. You have moved beyond being a mere addict. You are a pusher, spreading computer addiction throughout society in order to support your own habit.

From a fellow addict, thanks again.

Bryan Edenfield
Allendale, SC

Gee, I'm glad you like your Kaypro. Norman Spinrad uses one to write his novels. I used to use a Kaypro 286i AT clone a lot, and I now have a Kaypro 366. I admit to being a pusher. But why do I deserve that curse?... that curse... that curse... that curse?...?—Jerry

No Mac Clones

Dear Jerry,

Users have generated an enormous quantity of words discussing the pros and cons of the Macintosh. Business people, on the other hand, have spoken eloquently by their silence—no one has produced a Macintosh clone.

Richard H. Goodyear
Chiriqui, Panama

An interesting observation. Thanks. —Jerry
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Inquiry 450
A Detailed Timely Newswire—Via Your Computer

Five minutes after IBM began unveiling their long-awaited Personal System 2 computers and OS/2 operating system at an April 2nd New York press conference, McGraw-Hill's BYTE magazine was feeding that information and more, to thousands of people on BIX, the BYTE Information Exchange. BIX is a worldwide computer conferencing system with over 15,000 users, available 24 hours a day via computer and modem to anyone interested in computers and related technologies.

Microbytes is a daily newswire of computer-related information, available to all BIX users. BYTE and BIX editors attend trade shows and press conferences, talk with industry leaders, researchers and product developers and scan thousands of press releases. Each day they file detailed Microbytes reports, often exclusive, filled with information that's vital to you—new technologies and trends that will influence the products of the future, major speeches and events, mergers and acquisitions and more.

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The Best of BIX is a quick overview of the most pithy of the thousands of messages posted on the BYTE Information Exchange conferences every month. This month's column includes messages from a wide range of conferences and on technologies old and new. If you'd like to join the BIX community, see the advertisement on page 270.

AMIGA
This month's Amiga section includes several short threads on a wide variety of subjects ranging from hardware compatibility to software interrupts.

A2000/A1000 COMPATIBILITY

amiga/main #7404, from maploi (Michel Aploi), Thu Apr 30 20:00:44 1987.

I'm considering switching my A1000 with an A2000. I've worked with the 2000 and found that NOT everything runs plain vanilla. Can someone explain the apparent incompatibility between Kickstart 1.2 on disk and in ROM? I want an expandable system but I don't want to throw away too many programs.

amiga/main #7405, from gr (George Robbins, Commodore Business Machines), Thu Apr 30 20:19:52 1987. A comment to message 7404.

The A-number-one problem we've seen is programs that still don't understand about expansion memory and think all memory is chip memory. Every A2000 and A500 with an expansion card potentially has this problem, so I expect these deficient programs to vanish quickly. The production Workbench has a program that "eats" all expansion memory so most of these programs will work, assuming they don't mash the system for gases.

Other problems we'd very much like to hear about. We WANT these things to be as compatible as possible and have put a lot of effort into it so far.

amiga/main #7417, from maploi, Fri May 1 13:03:50 1987. A comment to message 7405.

OK, I'm aware of the existence of NoFastMen (the one that eats all FAST memory), but some programs still don't work. Music programs like Music Studio, Instant Music, and ProMidi Studio 1.9 will not work.

amiga/main #7421, from jdw (Joanne Dow, moderator), Fri May 1 15:17:29 1987. A comment to message 7417.

Hm, Music Studio is well known NOT to work on 1.2, period. Instant Music should work, though. ProMidi seems to be a little flaky on sy 1.2 A1000, so there's a toss-up. Anyway - ANYTHING that doesn't like an A1000 and version 1.2 is 99.99% sure not to like an A2000 or an A500.

amiga/main #7423, from chairmanmao (Mark Olbert), Sat May 2 01:33:32 1987. A comment to message 7421.

Instant Music works fine in 1.2. Do you have expansion memory? I seem to recall you gotta run FixHunk against 1M to make it work with expansion memory.

amiga/main #7422, from hazy (David Haynie, Commodore Technology), Fri May 1 16:53:39 1987. A comment to message 7404.

The production ROMS were made by loading the floppy-based Kickstart code, a chunk at a time, into an EPROM programmer. The EPROMS are then put in a tower board that verifies that the right code is in the right order by emulating the final ROM. The EPROMS then go to the ROM vendor, which makes our big ROM from the 4 smaller EPROMS. In other words, the A500 and A2000 ROMs are identical to the code that ends up in the Kickstart RAM of an A1000. If you've ruled out things like programs that don't work with extra memory and other such software bugs, check the ROM of the A2000. If it's a real ROM, keep looking, because that's not where the bug is. However, if it's a tower board containing four 27512 EPROMS, there's a chance that those EPROMS contain an older version of Kickstart. (This can, of course, be verified by asking Workbench for the version of WB/KS that's currently installed.)

SOFTWARE INTERRUPTS FOR INPUT EVENT HANDLING


Can someone of greater experience and knowledge lend an ear to this problem?

I can't seem to get the soft interrupts to do much. The objective is to get a soft interrupt (indicating menu pick) from Intuition by way of the user message port. Is there a bit of this code in the listings that can be reused, or some other source of info? I have built and flown the examples in the ROM for handlers and servers. (With the exception of hooking up a device to the serial port to test the receive-buffer-full interrupt. Just being able to set an interrupt vector without problems.)


I hadn't thought about using soft interrupts for menu picks, and don't know how Intuition would take to your setting up the MagPort signal stuff to do a softint. The only example for softints I've used was the ROM audio.device thing; it seemed to work fine. I think you're on your own trying to set up the Intuition MagPort for a softint, but it would seem doable - I'd like to know if you succeed!

amiga/softw.devlpmt #4060, from jmackraz (Jim Mackraz), Sun Apr 12 21:40:03 1987. A comment to message 4052.

Yeah, me too. It should succeed, but be sure to keep Intuition from trying to close that port (or for that matter, creating it), since it doesn't expect a change in the characteristics of the ports that IT creates. Open your window with NULL IDCMF flag to

continued
keep a port from being created. Create your port and set UserPort to its address, then modify IDCMP. By the time you modify IDCMP, you should have done the software interrupt voodoo for your port. Set Window->UserPort to NULL before closing your window (or setting flag to NULL), or Intuition will try to delete your port incorrectly.

Forgive me if you know all of this. By the way, are you crashing or not seeing any effect? You can practice by sending a message to yourself in a test program (don’t need two tasks) and seeing if you get the basic thing working. If you use Aspec, be sure to call getE( ) and that new function he has (??) or manually set up your context (a4) and preserve registers.

00:43:34 1987. A comment to message 4060.

amiga/softw.devlpmt #4083, from jbergstrom, Wed Apr 15 00:43:34 1987. A comment to message 4060.

Thanks for the info. I’ll try your approach soon and let you know what color smoke I get. While attempting to test the basic skeleton of the thing, I ran into new problems in the use of the Exec CAUSE routine. The problem in both cases is that the interrupt code never gets executed. No crash, but no interrupt, either. I tried setting the softest bit in the intena register, but I reckon it is already set. Installing my (really innocuous) routine as the handler for all softints has predictably disgusting results... the big chill.


Pretty sure you don’t want to muck with the intena register or write:

Intuition with softints works very well now. At long last I found the error of my ways: Setting the node type in the interrupt server structure to NT_SOFTINT. With that field set to 0, all works as advertised. Thanks to all for help.


Intuition with softints works very well now. At long last I found the error of my ways: Setting the node type in the interrupt server structure to NT_SOFTINT. With that field set to 0, all works as advertised. Thanks to all for help.

amiga/softw.devlpmt #4116, from chean, Sun Apr 19 03:12:23 1987. A comment to message 4114.

Great! I can’t wait for an excuse to try out IntuiSoftInts myself now!

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**ATARI ST**

The ST section this month covers the innovative three-inch solution to the common problem of a loose “glue” chip. An idea to increase the speed of the ST disks by increasing the cluster size is thrown around with some hope that this will also overcome the 16-megabyte volume limit in TOS. Participants reveal shortcuts on the desktop and discuss ways to execute a program more than once without reloading it.

### THE THREE-INCH SOLUTION

atari/questions #1067, from sgrenwald (Steve Greenwald), Fri Apr 17 00:27:25 1987.

Maybe someone can help with this problem. We have an Atari 520ST with an SF54 disk drive. It has worked fine, but now when we read a disk with data on it, it indicates zero bytes contained in zero files. This happens with any disk we put in. I know it sounds as if the disk drive is fried, but if anyone can help, we would appreciate it.


I have usually found this problem to be related to a gummed-up or missated glue chip:

1. Pick up your ST and drop it about three inches to the table. This is a tried-and-true technique in our Taiwan manufacturing plant.
2. Get your dealer to reseat the chips for you.

### FASTER I/O THROUGH LARGER CLUSTERS

atari/main #2103, from davjon (David Jones), Sun Apr 19 18:50:22 1987.

One of the most annoying aspects of TOS file handling is the ridiculous amount of time it spends searching the FAT chain when it is creating files. It struck me that one way to reduce this delay would be to use larger clusters sizes — the bigger the cluster, the less there are, and so the less time TOS takes searching through them. I thought I’d give it a try, so I backed

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up my hard disk, wrote a few lines of C to change the sectors-per-cluster value in the partition C boot sector and did some tests. I changed the boot record for 8 sectors per cluster (the same as most IBM PC hard disks use) and then tried creating files on the drive. I created 342 files on the disk of varying sizes in 11 minutes. The same operation with normal clusters took 17 minutes. I wonder why Atari plumped for two-sector clusters on hard disk systems? Granted, the bigger clusters are more wasteful, but the hard disk really gains a lot of performance by doing so. The times above included the time to read the files from floppy. But it seems that the actual file-creation process is 2 to 3 times faster when using super-clusters. Comments anyone?


That's definitely valid. In fact, one of the things that Berkeley did to Unix to make their "fast file system" was to allocate space in several classes of block size. Perhaps a variable-cluster-size scheme would make sense in MS-DOS-style allocation as well - though I think any investment of time in this disk format on the part of Atari would be a waste.


I wonder if you can create partitions larger than 16 megabytes with that trick? The FAT size should be the limiting factor.


The FAT size is not a limiting factor. Partitions are limited to 16 megabytes because of a sign-extension bug in GEMDOS. Period. Even twiddling the FAT sizes won't help.

MULTIPLE SELECT DESKTOP TRICKS


In the Desktop, if you hold down the Shift-left key while selecting a file, any other previously selected files stay selected. You can also unselect a file from a group of selected ones the same way.

atari.st/software #399, from sprung (Ron Sprunger), Sun Mar 8 02:59:19 1987. A comment to message 397.

So that’s how it’s done! I saw a fellow do that, but couldn’t see what his fingers were up to. Nitpicky.

atari.st/software #400, from jimomura (Jim Omura), Sun Mar 8 10:17:56 1987. A comment to message 399.

The Shift-left-mouse key has a slight problem in that it seems to have a cap limit of about 20 files that it can handle on one copy (I can’t remember exactly - I just copy one row of icons at a time), but if you keep your folders to a reasonable size, you get the job done fairly quickly.

atari.st/software #401, from alexi (Alex Leavens), Tue Mar 10 15:55:20 1987. A comment to message 400.

There’s no cap limit on Shift-left mouse, but you do have to be careful and click _inside_ the icon exactly, or it trashes the whole group that you’ve built up and you have to start again. Big pain.

REEXECUTION WITHOUT RELOADING

atari.st/tech #1977, from ianl (Ian Lepore), Thu Apr 30 20:10:00 1987.

Has anyone here ever used the process-termination vector? I'm rather sparsely documented. I need to know some basics about it:

What does the stack look like when it gets control? Super or user mode? Have files been closed, memory freed, yet? What’s in the registers? Is it safe to mess with 00-d2, a0-a2? Can I make GEMDOS/BIGOS/X11IOS calls before terminating or attempting to restart the application? Is this a global thing, or is it on a per-process basis? In other words, if a process installs this hook, should it then Ptermres() and deal with ALL following process terminations, or does the hook go away with the process that installs it, or should the process clean up the hook itself before exiting?

I have a lot more questions, but answers to one or more of these might give me a feeling of bravado; enough so at least to begin experimenting with it.

The thing that leads to all this, BTW, is that I’d like to load a process just once, then execute it multiple times without reloading it. I tried this with Pexec(), doing a "load only," then an "exec only," then trying to do the "exec only" again. Apparently, when the EXECed process terminates, it frees the memory allocated to it by the "load only," so that if the program does any Malloc calls (or even does an Mfree during its startup), you get bombs. Pity. The ideal ARCSHELL, to me, would load ARC.TTP just once, then execute it repeatedly without a reload.


The approach taken by the author of SPEAK.TOS was to JUST LOAD staspeech. tos, then patch in RTSs at the appropriate points and call the program by address, using the info in the basepage returned by JUST LOAD. I plan on using this method to access some code being written in C and assembler.

APPLE

This month’s Apple section has two short threads: one on the often-seen-but-seldom-understood ProDOS Error 01, the other a very short solution to a common disk drive problem.

THE INFAMOUS PRODOS ERR 01


Would someone mind informing me as to what ERR 01 is all about? The manual says to call your dealer. I did - he was no help.

apple/language #532, from mdavis (Morgan Davis, co-moderator), Thu Apr 9 05:33:46 1987. A comment to message 530.

INSERT SYSTEM DISK AND RESTART - ERR 01

... is the dreaded "unclaimed interrupt" error. One of your peripheral cards kicked the CPU, and there was no interrupt-service routine installed into ProDOS to handle it. I get this after using my printer in AppleWorks, leaving AppleWorks, and turning the printer off while in ProDOS BASIC, for example.

Anyone know a good patch to ProDOS so that it just does nothing with unclaimed interrupts?


I seem to remember that Glen Bredon put something up on MAUG on CompuServe to fix this. I also wrote something long ago. I will try to find it and post it for you. In addition to printers causing this, modems will also do it.


I thought this problem was being fixed in the next release of ProDOS along with changes in ProDOS 16. I didn't have problems with unclaimed interrupts until I started using ProDOS 8.


I came across this short BASIC program in Open-Apple that will change the interrupt status until Apple gets ProDOS's response to unclaimed interrupts tamed. You should delete line 40 from both if you DON'T use a program selector.

10 TEXT: HOME: VTAB 12
20 PRINT "Disabling interrupts."
30 POKE 768, 120: POKE 769, 96: CALL 768
40 PRINT CHR\$(4) ;"BYE"
10 TEXT: HOME: VTAB 12
20 PRINT "Enabling interrupts."
30 POKE 768, 88: POKE 769, 96: CALL 768
40 PRINT CHR\$(4) ;"BYE"

What the first segment does is an SEI (disable interrupts), while the second performs a CLI (enable interrupts). This program is indeed useful, but only if your hardware or software doesn't require IRQs to function - as nearly all telecom programs do. This will stop the Super Serial Card from crashing your programs that don't require interrupts, but it won't solve every problem caused when IRQs are enabled on clock/calendar cards and a few other cards that need interrupts to function properly.

As Tom says, we'll just have to wait until ProDOS is upgraded to handle/ignore unclaimed interrupts to completely solve this problem. Pray for rain.


I wrote the following code to handle an unclaimed interrupt problem. I had two modem programs; one needed interrupts, the other did not. I turned on interrupts on my Super Serial Card. The program using interrupts worked fine. The other one worked fine until I disabled a number. When the call connected, the ERR 01 appeared and ProDOS locked up. The following code is specific to the SSC in slot 2. It reads some of the SSC registers in order to clear the interrupt.

300:2000 BF 40 140 360 0 160
160
continued

Could a speech synthesizer be the culprit? Could it be a HARDWARE problem? All I'm doing is booting the system disk. Maybe the CPU is whacked?


The really strange thing was that the last file I had saved to disk hung up. Wham - AppleWorks zapped! I'm in the "*" monitor, and I'm in the monitor! I finally noticed that it happened mostly when someone was on the phone (my modem still plugged in) and they hung up. Wham - AppleWorks zapped! I'm in the "*" monitor, but what's really bad is my 20-megabyte Sider blips - and you can invoke the control panel on a IIGS, for instance) but expects the application software to handle them.


I've been following this, and suddenly I know why several weeks (or months) ago I had a problem with AppleWorks suddenly going off to wherever!

I noticed a very quick high beep (very quick), then 40 columns and I'm in the monitor! I finally noticed that it happened mostly when someone was on the phone (my modem still plugged in) and they hung up. Wham - AppleWorks zapped! I'm in the "*" monitor, but what's really bad is my 20-megabyte Sider blips - and you know all the files that were in memory? GONE!

The really strange thing was that the last file I had saved to Sider got zapped out of the directory, or at least showed only one block (it was a large file, but there's nothing there now).

I think we're talking about the same interrupt-type problem. My answer was to keep the modem unplugged & back up more.

A QUICK DISK FIX

Apple/Hardware #792, from craigs (Craig Stevenson), Sat Apr 25 11:25:28 1987.

I need some thoughts on disk drive problems. Some time ago, I had a clone half-height drive in my Apple IIe that gave many I/O errors. I sent it to the shop. "Checks out OK, maybe it's your driver controller card?" ($25) I bought a new controller card. It would transfer data faster, but still many I/O errors (It doesn't matter if the drive is 1 or 2). I got disgruntled, bought a new drive, hooked it up and, voilà, it works fine. Used it all night, no problem. I turned it off and next morning NOTHING will boot! Computer on, bell rings, disk-access light on, disk spins, no boot. It won't boot off a new drive, old (old!) Disk II drive, slot 7, old controller card, NOTHING. The only way to get the killer to boot is using the old controller card and the new presumably defective drive. It will boot in slot 7 but still gives its many I/O errors. Very frustrating! Anybody got any ideas?


Try the following and let me know if it makes any difference:

1) Move your drive as far as possible from the computer.

2) If your drive has to be underneath your monitor (setup is monitor on drives on top of the computer), try placing a thick piece of aluminum foil (folded over on top of itself quite a few times) between your monitor and the drive (a tin foil sandwich!).

3) Use a No. 10 pink eraser (the softer the better!) and clean the contacts along the bottom of the card, then reseat all the chips on the card (clean them as well if you can find some good contact cleaner).

4) Try using a different cable between the drive and the interface card. I spent days trying to find a drive problem once that turned out to be a break in the drive cable! It would work most of the time, and that made it a bear to find.

5) If your Apple is stuffed to the gills with cards, try removing all of them except for the drive card. If the system works fine with just the drive card on the bus, then you need to buy a heavy-duty power supply (check your dealer or mail order outfits).

6) While you have the cards out, you might want to try putting them in one at a time (be sure to power down before messing with anything!) just to make sure that one of your cards in combination with the disk controller isn't locking the machine up. This has happened in the past, most notably when a famous 80-column card, a famous 280 card, and the drive controller card were installed in a certain configuration (the problem has since been fixed - this was years ago).

One of these should do the trick (I hope!). If not, let us know and we'll try to come up with some other ideas/suggestions. . .

Apple/Hardware #795, from craigs, Sun Apr 26 12:40:15 1987. A comment to message 792.

Many thanks for the quick response, jerryh. Since I'd had all the cards out and checked the seating of all the chips (they're soldered, the Jerks, etc.), I tried unhooking the new drive. Baby booted. I then changed the cable and you were so right, the system works fine once more (couldn't be the cable, it's brand new. . .had it made up myself. . .watched them do it. . .ALL RIGHT, it's the cable. Argh! :-() Maybe that was the source of the I/O errors on the old (1) new cable. Maybe I bought a third drive without meaning to. Snuck that past the wife real slick. Ha! Ha! Remember that one. Anyway, BIX pays for itself once more. Thanks again.


Look at the bright side - you fixed the problem, you now have a list of potential solutions for future drive problems (you did, didn't you?}.
dump hard copy; of that, I'm sure. ;-)) and you've got a spare drive in case one of the other two "flies south for the winter."

(I agree - cable problems can drive you crazy.)

MACINTOSH

The recent introduction of the new Macintoshes continues to generate lively discussion among the BIXen. The first thread in this month's Mac window is a quick look at what runs and what doesn't on the Mac II. We follow (and finish) with a long thread, where the whys and wherefores, pros and cons, of the Mac II's non-DMA SCSI port are discussed at length.

THE GREAT MAC II NON-DMA DEBATE

macintosh/soapbox #1300, from nz_mhamel (Michael Hamel), Wed Apr 15 00:12:40 1987.

Could someone possibly explain to me why the slow non-DMA SCSI interface of the new Macs is being touted as such a problem? As I understand it, SCSI runs at 1.5 megabytes per second, peak. The Mac II will read it at >1 Mb/sec. So no huge difference in transfer rate, right? The only other thing DMA will do is allow disk activity to happen without CPU intervention, once it has been set up. This is useful only if the CPU isn't waiting for the disk activity anyway - which means it's only useful if you are multitasking. So, that's the huge difference between a burst of DMA activity that ties up the bus and slows the CPU way down, and an interrupt that takes the CPU away entirely for the same period of time so it can do the disk stuff itself and then come back? I just can't see that it's going to be that important.

macintosh/soapbox #1313, from kswartz (Karl Swartz), Thu Apr 16 14:56:22 1987. A comment to message 1300.

With apologies to frankb, here are some *ballpark* numbers to substantiate the "slow" Mac II multitasking fears.

Assumptions, which I hope are realistic:

- (1) 16-MHz 68020
- (2) Disk with 1 Mb/sec transfer rate; no buffering in controller
- (3) Disk controller accesses memory 32 bits at a time

To transfer a 512-byte block, the disk takes 512 milliseconds once it starts the transfer, or 8192 CPU cycles. Assuming an average of 4 cycles per instruction (just a guess, but it sounds reasonable for an '020), the CPU has time to execute 2048 instructions while the disk is transferring.

During this time, the controller makes a memory reference every 4 ms., or 64 cycles. Figuring 4 cycles per memory reference, that means the '020 has to wait only once every 16 times it tries to reference memory, on the average, assuming no other bus activity.

Looking at these numbers, I think it's clear that the CPU can do quite a bit of work while a DMA disk does its job. When you consider that Unix will often be transferring bigger chunks (usually 8k-byte chunks on a Sun 3, multiply those times by 16), it really makes a big difference. Also, Unix is a known disk hog, which compounds the problem.

You are, of course, quite right in pointing out that it doesn't make any difference without multitasking. But remember, Scully wants to attack the workstation market. The Mac II and

continued

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AUX are leading the battle right now, and a system that wastes nearly 1/100th of a second (8192 ms. for an 8K-byte page) of CPU time reading a single page from disk on a page fault is gonna have an uphill battle against Sun, Apollo, DEC, etc.


The difference is that the overhead of a DMA transfer would be less than 7% (that's happening a transfer rate of 1Mb/sec from the hard disk, and that the CPU and DMA both take 4 clock cycles to transfer one 32-bit word [at 16 MHz, this is 250 ns]), whereas even the new Mac SCSI utilizes the CPU 100% during the transfer of a sector (and transfers only 1 byte at a time). The difference between 7% and 100% is rather large. AUX users will be stuck in the mud until a third-party vendor comes out with a better drive controller. I did talk with both Charlie Oppenheim and Didier Diaz [product managers for Mac SE and II, respectively] at the BCS presentation, and both agreed that true DMA would have been nice, especially for AUX, but they left it out because of cost considerations. Considering that a Mac II will run over $6000 for a reasonable configuration, I don't think that an extra $50-$100 would have mattered, especially when the very, very expensive 68861 chip was included as standard equipment.


Goodness me. So you can get a DMA chip that will buffer 4 bytes from SCSI into one 32-bit word and then get on and off the 68202 bus in 4 clock cycles? Which chip is this you are thinking of, precisely?

macintosh/soapbox #1314, from sjones, Thu Apr 16 19:02:22 1987. A comment to message 1308.

haven't you ever heard of buffering? If IBM can do it, why can't Apple? Simply have the disk controller card buffer the information coming from the disk (buffer a whole track, even) and then the disk can operate with 1 Mb/sec, regarded as a fast processor speed. Then, the contents of the buffer can be DMA'd into memory (32 bits at a time). About getting on and off the bus, that is accomplished by having the DMA done in bursts. People have been making cards like this for years.


Sure, I've heard of buffering (yes, even in New Zealand!). But you said:

> I don't think that an extra $50-$100 would have mattered, especially when the very, very expensive 68861 chip was included as standard equipment.

So I assumed you were talking about adding one chip to the Mac II and doing this, not a whole board. Never mind: I do now see that 1-Mb/sec DMA would have much less of an impact on the 68020 than I expected - the thing is so fast and I'm used to 8-bit micros.

The real issue and the thing that still surprises me is that you're saying that Unix spends a large percentage of its time doing disk transfer. On a 2-Mb machine! What's it doing? Will it still do it on an 8-Mb machine? I thought that all the fuss about disk-transfer rates and interleaves should slowly die away once the 1-Mb and then the 4-Mb chips start making themselves known. Is Unix perhaps a secret plot by disk manufacturers to keep themselves in business?

macintosh/soapbox #1324, from rsinger (Gregory Jorgensen), Fri Apr 17 21:37:25 1987. A comment to message 1322.

Unix is well known as a disk hog because of the way its file system is organized. Unix can eat the biggest minis alive - I'm surprised you have any response at all on 68000 Unix boxes with more than a few simultaneous processes. It simply bashes the disk too much.

macintosh/soapbox #1316, from tom_thompson, Thu Apr 16 21:02:42 1987. A comment to message 1314.

A couple of comments:

1) OK, so the Mac II doesn't do DMA. Probably somebody can drop a SCSI board into it that does DMA-SSDI transfers. Yeah, I know, in the Mac II topic I said you'd take a hit on bus cycles moving stuff through NuBus, but we're talking about a 32-Mb/sec bus, versus a 1-Mb peripheral bus. Once on the DMA board, then you let a dedicated processor take control. The Mac has been a closed machine, but now that the Mac II has slots, vendors can take care of Apple's errors.

2) Although IBM's Micro Channel supports DMA, if something with adequate priority wants the bus, the central arbiter will knock it off the bus in 7.8 ms. Once the bus clears, the DMA can restart itself. This points up the very thing that's being hollered about: multitasking. Nothing can hog the bus or resource indefinitely in a multitasking environment, not even a DMA.


Yay, someone who understands! Although you made one mistake, the NuBus isn't a 32-Mb/sec bus. It takes 3 or more 100-nsec NuBus cycles to transfer a 32-bit word. (The NuBus runs at 10 MHz, not at the 15.7 MHz of the 68020.) This works out to 1.3/3 Mhz/sec, at most. At least someone else recognizes this as one of Apple's errors. All along I've said that this could be solved by a third-party vendor. I hope that somebody like AST does this soon. Unfortunately, the SCSI Interface is not the only place where the Mac II will have problems. The floppy disks, for instance, are real CPU hogs. The Mac II still has an IBM, and Wozniak believed in doing as little as possible in hardware. Because of this, sound files can't be played from a floppy disk. (Read the April BYTE article on the Mac II for more info.) When AUX comes out, and the Mac II does poorly against Suns, Apollos, and maybe Apple will decide to put more hardware in future machines. Mac III maybe? It's sad that an otherwise advanced machine is held back by a 1976 design.

P.S. It does seem that the times may be changing at Apple. The new sound chip is a good example of what they can do, if they put their minds to it.

macintosh/soapbox #1319, from tom_thompson, Fri Apr 17 07:34:19 1987 A comment to message 1317.

Funny on that. The IEEE proposal doc. (1196) says NuBus is "a 37.5 megabyte per second, 32-bit, computer backplane bus." Probably comes from the block reads and writes where you don't need additional cycles for addressing, but since the Mac II doesn't support this mode, who cares? Even at that, the rate you talk about is more than adequate for SCSI DMA. The IWM for floppy controller is a practical choice. Yeah, it's a CPU hog, but they didn't have to invent a new (possibly buggy) controller, and it's compatible with all of the other Mac disks and software. To me, every machine announced this year (Amiga 2000, Mac II, IBM PS/2a) had to face one major concern: Is it compatible with the existing iron and software? The IWM was the easiest way to resolve one of the major compatibility problems. Second, I hope you don't plan on running a Mac II off of floppydisks. Whether it's got a 1280 or a 386 in it, if you're...
going to maximize use of the CPU, you’re gonna have to use high-speed mass storage (can you say “hard disk”?). The only reason I would use the floppy port on the Mac II is to boot it when it came out of the box and to load in new software.

macintosh/soapbox #1323, from rsinger, Fri Apr 17 21:34:59 1987. A comment to message 1319.

I can’t believe all the concern over the Mac II performance. Did anyone really expect that, on the first time out with a high-performance box, Apple was going to knock DEC, Sun, and Apollo out of business? The Mac II may be slower than those machines, but look at the price differential! Even with the screaming performance built into the Mac II at a more than reasonable price, everyone is crying that it could have been faster! There are a lot of compromises involved in designing, building, and selling a new machine. Design decisions have to be made early on that may seem silly by the time the machine goes to market. Overall, I think Apple did very well at reading the industry tea leaves.

For years everyone has moaned about the closed Macintosh systems, the performance problems, etc., even though the Mac Plus can outperform almost anything in its price range AND offer software an order of magnitude better than anyone else. A few years ago, when the first Macs came out, a box with the Mac II features, especially the color graphics capability and the memory and horsepower to drive it at some reasonable speed would have cost over $10K. Now, Apple gives it to us for under $10K and everyone cries that it should have been a Gray. Come on, folks, give Apple some credit. At least they are on the edge of technology and trying new things, instead of trying to make the fastest clone. And calling the Mac II "1976 technology" is insulting. How old is the 8086 and MS-DOS? And does anyone really think that Microsoft or IBM will be able to deliver a reasonable, working, high-performance, state-of-the-art operating system with multi-tasking? Their track record sure doesn’t show me that they are any better than Apple.

Personally, I’m glad that I can even think of affording something like a Mac II. A few years ago, the same technology cost more than a house and took up almost as much room.

macintosh/soapbox #1325, from bbayer (Barry Bayer), Sat Apr 18 08:30:06 1987. A comment to message 1323.

> but look at the price differential!

Yes...but didn’t I read somewhere that Sun just dropped its basic price about 30 percent?

That price differential is getting tighter. (Of course, then Apple can drop its price a tad and get that differential back to the original figure. <grin>)


Many people, apparently including John Scully, seem to think (or did think) that the Mac II would nail Sun’s low-end market. The company I work for uses Sun’s and has looked at the Mac II, but at this point we feel that the Mac II is only almost there. (These are my interpretations of the company’s stand and are not official company policy.) And I’m not asking for a Gray, nor anything even close, merely a Sun 3/52.

You are quite right, though, the Mac II is a very impressive machine. The IBM-Microsoft team has a lot of work, especially since they are stuck with the ’86 architecture.

continues
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macintosh/soapbox #1330, from alf (Eric Klein), Sun Apr 19 18:18:36 1987. A comment to message 1325.

Here's my responses to the DMA controversy: I would prefer that Apple did everything possible to take the burden off the main microprocessor, and I think that DMA should have been standard in the Mac II. A graphics coprocessor would also have been nice. But I believe that Apple has begun to back off their policy that the main chip should do everything, witness the Mac II's new sound chip, and also the addition of a math coprocessor. (Even the Mac SE has circuitry that gives 50\% more memory cycles to the microprocessor by reducing the amount of cycles that are needed for graphics display.)

Until additional hardware is added to the Mac II, multitasking operating systems will have to use the concept of buffering instead. This is not such a bad solution, because a large disk buffer is an even faster method of disk access than a DMA-based system with a small disk buffer. Note that it is at least theoretically possible that when Apple introduces a multitasking system that they will add a DMA upgrade to the Mac II. I mention this to remind people that they are complaining about an operating system that very little is actually known about.

For the people who think that the Mac II will have problems competing with DEC, Sun, and Apollo: If the Mac II can even think about competing with these machines, imagine how it will do in the PC market!

The actual price of the Mac II is lower than it seems - I have heard that companies that buy large quantities of Mac IIs will get very big discounts off its $3769 price. For example, the price to developers for the machine is only $1884. (The developer discounts for the Macintosh Plus were not nearly as good, to put things in perspective.) The expensive peripherals are being heavily discounted also. Expect the price of a Mac II to fall rapidly over the next two years. I think Apple is starting the machine at a high price because they don't have the capability of making many machines at the present time.

Every time I hear about the OS/2 operating system, it keeps getting bigger. Last I heard, it was about 1 megabyte and slower than the current MS-DOS operating system. I think Apple's operating system will be smaller than OS/2 because a lot of code that an operating system needs is kept in the 256K ROM toolbox. (That toolbox is four times bigger than the DOS 3.3 system that IBM is currently using, to put things in perspective.) Maybe it won't be that memory-hungry.

While you keep complaining about how slow a multitasking system will be on the Mac, you seem to have forgotten that OS/2 is supposed to be slower than the current MS-DOS operating system, even when only one task is running at a time. I don't think that the Mac multitasking system will look bad compared to the OS/2 system. I just don't get the feeling that the OS/2 system will be well-written, I keep hearing that it's full of bugs and that Microsoft still doesn't know what they would like the final product to look like.

I think the A/UX operating system will not be available this year and that it's not very close to completion. I think Apple wants to get it right the first time and they would rather delay the product introduction than cut corners early with a mess. Therefore, I'm not willing to guess what A/UX will do and what its limitations will be.

macintosh/soapbox #1336, from mdavis (Morgan Davis), Mon Apr 20 03:05:30 1987. A comment to message 1330.

Seems to me that Scully said quite the contrary during a recent panel discussion at one of the Mac expos about some

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It's probably that and at least the floppy drives. Apple engineers told us that a number of components - particularly the IWM - have divided by two circuits and effectively run at the old Mac clock rate. Why? It was easier to design it that way and - most important - still provide compatibility.

IBM

This month's IBM section covers both the old and new of PC and PS technology. We start off with a simple question on setting up a PRINT.COM file that gets lots of solutions. Then there's a lively discussion of the problems and wisdom of upgrading from MS-DOS 3.1 to 3.2. Turning to the PS line, the compatibility of the new bus is discussed, followed by some thoughts on the LPT1. Okay, you all know that, BUT how do I get the batch file that has the line

```
PRINT
```

in order to install the print.com driver.

When the batch file gets to that line, it stops waiting for you to input the device or a carriage return, for which it will use the LPT1. Okay, you all know that, BUT how do I get the batch file to supply the PRINT prompt with the CR so I don't have to watch it? This comes in the middle of a long autoexec.bat, in a machine that does a lot of device checking, so when I boot up, I just fire that puppy up and go get coffee. I don't want to come back in the middle JUST to hit the CR. I know it can be done and it is simple, I just can't remember. Thanks.

ms.dos/commands #549, from aroreil (Andrew Orrell), Thu Apr 9 00:55:08 1987.

I know I _used_ to know how to do this but... I have a batch file that has the line

```PRINT```

in order to install the print.com driver.

ms.dos/commands #550, from gwigen (Wayne Givens), Thu Apr 9 01:39:13 1987. A comment to message 549.

- Print In Batch File:

```PRINT /d:lpt1```

This will (silently) do the job - thank whoever gave it to me (on BIX) about a year ago.


This works only with DOS 3.0 and up. Before that you could do this:

```ECHO Y
PRINT Y```

DEL Y

ms.dos/commands #552, from bradc (Brad Chase), Mon Apr 13 20:42:12 1987. A comment to message 551.

You could use this:

```echo prn | print```

Actually, this will work for any device - just replace the "prn" with the device you want to use.

ms.dos/commands #553, from mite (Eric Boehm), Fri Apr 17 21:35:17 1987. A comment to message 549.

The way I do this (MS-DOS 2.11 on Zenith Z-100) is to create a file with a carriage return in it such as "copy con,return," type a return, CTRL-Z, put the line PRINT <RETURN >NUL in your autoexec.bat. Make sure you have a files=10 in config.sys (at least) and make sure that "return" is in the root directory or use PRINT c: \ \pathname \ RETURN >NUL. This supplies a carriage return to make the device the default LPT1 and redirects output to the null device so you never see it.

THE MS-DOS 3.1/3.2 UPGRADE PATH

ms.dos/secrets #1553, from dstarr (David Starr), Sun Apr 5 21:32:05 1987.

I am thinking of upgrading from Panasonic DOS 3.1 to IBM DOS 3.2. Is this as easy as I think? In principle I use the SYS command to replace the hidden files like IBMIO and COMMAND.COM. Then I use COPY to replace all the DOS utilities with the new ones that come with 3.2.

Now for the gotchas: I am not running true-blue hardware. I have a Panasonic Business Partner with a no-name hard disk system. I am currently running the DOS 3.1 that came with the Panasonic on the principle that software ought to match the machine. The hard disk came with its own INIT program that had to be run before FORMAT or FDISK.

On the good side, I FDISK'ed the whole 20 Mb as the DOS partition. I plan to back up everything in just case DOS 3.2 turns nasty and eats up my disk. I realize that I need to hang onto the Panasonic version of GW-BASIC, since the IBM BASICA still needs ROM BASIC to run. I have booted IBM DOS 3.2 off a floppy, and it appears to run (boots up, does not crash immediately, and DIR works). The Panasonic appears to be a good clone. I have been running BASIC, Symphony, Lattice C, and other stuff with no weirdness.

I don't know if Panasonic made changes in their DOS to make Panasonic hardware look more like IBM's. If the hardware is the same as IBM on all levels, then I am home free. If the hardware is a little bit different, and changes were made in DOS to compensate, then I have a problem. I would appreciate any comments before I blow a good working system away.

ms.dos/secrets #1554, from skluger (Sigi Kluger), Sun Apr 5 21:44:36 1987. A comment to message 1553.

You can always redo and bring up 3.1 again. Just be sure NOT to follow the instructions that come with PC-DOS 3.2 and instead simply do the SYS C:

Also, be sure to replace ALL utilities after you have verified that it works.


```>SYS C: to go from 3.1 to 3.2```

I've tried that on my turbo XT clone, an old original true-blue XT, and a Fountain AT clone. It always failed; "Not enough room for system on destination disk" or some such message. Same thing even if I deleted the hidden files first.


Assuming that you used FORMAT to put the 3.1 system on and haven't fumbled with COMMAND.COM, delete C:\COMMAND.COM and retry the SYS C:. Should work then.

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Re: "Not enough room for system on destination disk": The solution is to load the directory entries for the hidden files with hex 00, after you have deleted both files (after making them normal files, of course). You *must* fill the *entire* directory entry. This fools the SYS program into thinking it's a virgin disk, so it transfers both files without any problem. You can use Norton's NU.COM or IBM's Disk Repair to do the job.

Re: setting the first entries in the directory to OOh:

Do not dare do a chkdsk / f after that or it will report about a million lost clusters and waste your disk. It is possible that .there is not enough room on the disk for real; I believe that up until PC-DOS 3.2 both ibmbio.com and ibmdos.com had to be contiguous, and that requirement was removed in 3.2. Also, if you change brands, i.e., IBM to generic MS, those two system files have different names, and the SYS program will not install to a disk with the other names already there. My solution for making room has been to go into the FAT table and replace the first 10 or so entries with 00h, and then running "chkdisk / f" which turns those into "File0000.rcv" or something, which, when deleted, leaves room for the system. There is one danger, though, probably one or more files will be DESTROYED, some snooping with Norton will tell you which ones and you back them up and restore them when you're done. Again a reminder, THIS METHOD IS DANGEROUS, but it works.

The whole purpose of deleting them and then writing over the filenames with hex zeros. Even when deleted, SYS.COM picks up the hex E5 and the remaining characters and says uh-uh. I must admit that it never occurred to me that someone would do a CHKDSK / f . . . it does indeed trash files whether you respond with an n or a y. I experimented and discovered that going from IBM PC-DOS 3.1 to IBM PC-DOS 3.2 results in the following:

1. IBMBIO.COM (964 bytes in 3.1, 16,369 bytes in 3.2) fits into the same spot occupied by the earlier version and is contiguous after a SYS.d.
2. IBMDO$.COM (27,760 bytes in 3.1, 28,477 bytes in 3.2) fits okay, but is not stored contiguously and is rather badly fragmented. This would cause a minor problem with disk optimizers (they won't move hidden system files) and will result in a slightly longer IPL time (nacho head movement). This would not be the case if you move and then delete one or two files stored directly behind IBMDO$.COM before doing the other dirty deed.

I really don't think it is wise to... go into the FAT table and replace the first 10 or so* entries with 00h. "since, as you observed, "probably one or more files will be DESTROYED." I guess the question is "Do you really wanna go to 3.2?" If so, and you won't or can't follow the instructions in the manual, this is the only other way short of patching SYS.COM.


Ever since DOS 2.0, it's been possible to use SYS to move up to new versions. The requirement for IBM DOS to be contiguous was removed for that release. The problem occurs when a disk was prepared with MS system files rather than IBM system files - if the first two names in the root directory are not IBMDO.COM and IBMDO$.COM, SYS will short with the "not enough room" message. When I was at Leading Edge getting the Mitsubishi PC ready to ship (revealing my age now), we taught the SYS program on the Mitsubishi DOS how to overwrite the system files if their names were IBMDO/DOS without changing the names. I think most generic DOS versions do that now, but don't hold me to it.

ms.dos/secrets #1565, from irae (Ira Emus), Tue Apr 7 00:06:51 1987. A comment to message 1564.


Considering the really minor differences between 3.1 and 3.2, do you have any reason to want to change?


ms.dos/secrets #1568, from rjsmith, Mon Apr 6 08:56:40 1987. A comment to message 1565.

Program will not install to a disk with the other names already there!

That's the whole purpose of deleting them and then writing over the filenames with hex zeros. Even when deleted, SYS.COM picks up the hex E5 and the remaining characters and says uh-uh. I must admit that it never occurred to me that someone would do a CHKDSK / f... it does indeed trash files whether you respond with an n or a y. I experimented and discovered that going from IBM PC-DOS 3.1 to IBM PC-DOS 3.2 results in the following:

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I really don't think it is wise to... go into the FAT table and replace the first 10 or so* entries with 00h. "since, as you observed, "probably one or more files will be DESTROYED." I guess the question is "Do you really wanna go to 3.2?" If so, and you won't or can't follow the instructions in the manual, this is the only other way short of patching SYS.COM.

ms.dos/secrets #1569, from rduncan (Ray Duncan), Mon Apr 6 01:13:07 1987. A comment to message 1556.

Ah, but the version of XCOPY from the "generic" MS-DOS 3.2 will work very nicely with all of the 3.1 DOSes I am running (PC-DOS and Compaq DOS). So does REPLACE, which, like XCOPY, is extremely useful. So don't really need to reformat your hard disks for 3.2, just copy over those two utilities and you'll be happy!

ms.dos/secrets #1570, from matt.trask (Matt Trask), Tue Apr 7 08:29:43 1987. A comment to message 1565.


ms.dos/secrets #1572, from mjk (Martin Kochanski), Thu Apr 2 11:05:09 1987.

"Wrong DOS Version" error message. Since I use the machine for future, when I get a free hour or two, I started thinking about 3.2 when I got tired of the "greenscreen" card that comes with the Panasonic. The character font in text mode is irritating to my eye. I like the IBM monochrome card's font much better. I put an IBM monochrome card in the machine thinking I could switch it on with the MODE command. Doesn't work. The MODE command furnished by Panasonic only sets the graphics resolution on the Panasonic card. So I figured I could use an IBM MODE program to turn on the IBM monochrome card. When I dug out the IBM DOS and tried to run the IBM MODE under Panasonic DOS 3.1, I got the "Wrong DOS Version" error message. Since I use the machine for commercial software development, I started thinking that I really ought to be running the latest IBM stuff to be compatible with my customer base. Now I have heard somewhere that all you get from DOS 3.2 is network support (which I don't care about). I also hear that it eats up yet more RAM and disk space.

**PS/2 MICRO CHANNEL BUS COMPATIBILITY**

ibm.ps/model.50 #2, from mjk (Martin Kochanski), Thu Apr 2 11:05:09 1987.

Is it true that *no* existing PC cards will work in the Model 50 and above? If so, is there any prospect of some sort of card adapter to plug into the Micro Channel and act as a motherboard for the old-style 8-bit cards? From IBM or anyone else?

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Micro Channel machines WILL NOT ACCEPT PC cards. I doubt an adapter could ever be made. The Micro Channel looks great. It will allow for much better file servers, and other bus-limited applications will be faster.

IBM PS/Model 50 #4, from P. Handsman (Peter Handsman), Thu Apr 2 12:00:01 1987. A comment to message 2.

Even more, are the Micro Channels for the 50 and 80 models compatible, plug-wise?

Micro Channel machines WILL NOT ACCEPT PC cards. I doubt an adapter could ever be made. The Micro Channel looks great. It will allow for much better file servers, and other bus-limited applications will be faster.


They are compatible. Only one set of add-in cards was announced.

Using Two Displays with the PS/2


Under the old regime, you could have two video adapters installed in the PC by using a mono and a CGA (or EGA). This was very handy where you needed to see more information than could be displayed on a single monitor.

I have not been able to determine whether this is possible with the new PS/2e. It would appear not, with the VGA built in. Any one have any ideas?

IBM PS/Graphics #111, from MJWhite, Thu May 7 09:40:12 1987.

A comment to message 109.

So the special "video" slot (with the extra connector) allows you to bring the VGA output onto an adapter AND/OR pump input back into the VGA.

Is this what the special hi-res adapter that drives the top-of-the-range screen (the 8514, I think) does? Is it possible to bring VGA data onto an adapter, message it, then pump it back through the DAC and out the hole in the back?

Also, I would have thought that if you were using a completely independent video adapter that provided its own video output, you would have to disable the VGA in some way to avoid memory conflicts or the like.


A comment to message 111.

You can have your cake AND/OR eat it, too. The 8514/4 video adapter takes some video information (I'm not sure what) from the VGA and then pumps it back out. The standard board is 4 bits per pixel, but with memory add-on you can get 8 bits by essentially layering 4 more bits on top of the data being sent out to the DAC.

On the PS/2 Model J0 Tech Ref manual there is a reference to a power-on time search for another display adapter, which will then become the primary. It is not clear if this means CGA, EGA, etc., or if it means the VGA enhancement card.

32-Bit Forum

The 68000 processor line and its associated memory-management units created a great deal of discussion on BIX recently.

Comparing Memory-Management Units


I'd like to ask a question as a totally unbiased observer. :-)

It seems to me that 68030's MMU is a subset of the 68451 PMMU. If this is true, then 68030 won't be compatible with the 68020 and 68451. Is this true?

The other question is, how many people actually use Mot's MMU as opposed to designing your own chip MMU out of gate arrays? I know that Sun did this with their famous Sun MMU. Chuck, do you think you'll be able to plug a 68030 into a Sun J/xxx and run Sun Unix unchanged?

CPUs/680X0 #135, from Killer1 (Carrell Killebrew), Wed Apr 29 02:26:20 1987. A comment to message 134.

Mot acknowledges publicly that the 68030 MMU is a subset of the external MMU. Most of the customers I have talked to who use Mot CPUs do not use Mot MMUs. They build their own custom MMU (as you put it, "out of gate arrays").

CPUs/680X0 #136, from Reviews6 (Joe West, Western Software Technology), Wed Apr 29 08:54:59 1987. A comment to message 134.

The 68030 is certainly a subset of the 68851 and 68020 combination.

However, no one has used the 68851 to date, since they haven't been available in significant quantities. In about two years, probably most of the designs will be using on-chip memory management if they don't use their own custom solution (ala Sun).

The biggest user of the 68851 will be Apple. It's not clear if most Macintosh IIIs will eventually have the 68851, but they have made it clear that it's a pre-req for any machine to run Unix.

CPUs/680X0 #137, from Skluger (Sigil Kluger), Wed Apr 29 11:12:08 1987. A comment to message 134.

The 68030 contains a subset of the 68851 (not 4511) PMMU - the one that still doesn't work right. :-)


Certainly it wouldn't work right out of the box, so to speak. However, a lot of the MMU stuff is crammed into the machine-dependent code so it should not be too tough to port. (Of course, we would take a hit on performance. :-)) Another user of the nonexistent (well, barely existent) 851 is Apollo. They have an emulator plugged into their DN3000 product. So both they and Apple will provide some demand for sure.
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- Parallel Printer Port
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256K-$299.00
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PROTEUS DOES IT ALL—
ALL AT ONCE!

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30M Hard Disk (ST-4036) For AT $390.00
Internal modem 300/1200 BPS Hays compatible $115.00
External modem 300/1200 BPS Hays compatible $115.00
EGA color card support EGA, MGA, CGA $230.00
EGA color card TAXAN 560 (Paradise) $265.00
EGA color monitor TAXAN 760 14" $495.00
Color Graphic Adapter with printer port $65.00
Monochrome Graphic Card with printer port $65.00
Logitech Mouse C7 Plus with software $75.00
Copy II PC option Board (Copy Card) $95.00
4 serial ports for XT (all selectable) $120.00
4 serial ports for AT (all selectable) $135.00
IMAGE ACE II Video Capture Card $250.00
2M multifunction card for AT $150.00
2 MGB RAM expansion card for XT (OK) $147.00
SAMSUNG 12" Amber monochrome TTL monitor $85.00
SAMSUNG 12" Green monochrome TTL monitor $85.00
TTX 14" RGB Color monitor (410) $300.00
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Joystick with 3 buttons for IBM $180.00
Game port card (for 2 joysticks) $180.00
Surge protected power strip (6 outlets) $180.00
Eeprom writer card with software $110.00
BTC 5339 Enhanced keyboard XT/AT 12F.key $78.00
IBM logo Floppy disk drive 360K half height $65.00
Citizen printer 120D 80 col. 120 qps, NLQ $199.00
Citizen daisywheel printer PERMERE 35 $460.00
COSMO World 2600 daisywheel printer 26 cps $230.00

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SPECIAL SALE ITEMS

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- 30 M. Hard Disk w/Controller
- Monochrome Graphic Card
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- Frameworx II
- Multimate Advantage II

## BORLAND
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- Turbo database toolbox 12
- Turbo Lightwave 10
- Turbo Basic 5.0
- Sidekick 15
- Eureka 10
- Turbo C 10
- Refile 1.1
- Supercopy 1.1

## BRODERBUND
- Graphics Library
- Graphics Library II
- Print Shop
- CrossTalk COMM.

## IBM COMPATIBLE CARDS
- AM2000 "Diamond-Pak" (HQA. FD.
- AM20 01 "Platinum" (HQA. FD.
- AM200 "Ready-to-Play" (MR.
- AM2050 "Playstation" (MR.
- AM2716 G50/54 RAM (128)
- AM280 ESA "Genma II" (172)
- AS100 Mic IP/Printer (50)
- AS110 Mic IP/Printer (50)
- AC340 Game Card PX/XT
- AC350 System Card PX/XT
- AC360 Serial Port PX/XT
- AC370 Multi-Function (6 KB)
- AC370 Multi-Function (6 KB)
- AC380 Series Multi-Function (6 KB)
- AC390 Multi-Function (6 KB)
- AC400 Multi-Function (6 KB)
- AC410 Multi-Function (6 KB)

## ACCESSORIES
- NC100 259K Printer Buffer (par)...
- NC100 Serial to Serial Converter
- NC200 Serial to Serial Converter
- NC201 Switch Box 2529-A5
- NC208 Switch Box 2529-A5
- Buffalo 536K Multi-Connection

## HARDWARE SPECIALS!!!

### AST - 2 yr. Warranty
- Advantage (w/3LD) SALE $399.00
- Advantage (w/4LD) SALE $499.00
- Rampage (w/5LD) SALE $799.00
- Advantage Plus w/6LD SALE $999.00
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- 2320 RS-232 External
- 2320 RS-232 External
- 2320 RS-232 External
- 28800 2.5" External
- 28800 2.5" External

## HERCULES
- Hercules Integer Card CALL
- Hercules Graphics CALL

## INTEL (3 yr. Warranty)
- Above Board AT16BK
- Above Board AT16BK
- Inboard 386/AT
- 80286 Processor
- 80286 Processor
- 80286 Processor
- 80286 Processor
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- 515 Deluxe Keyboard $189.95
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- 515 Deluxe Keyboard $189.95
- 515 Deluxe Keyboard $189.95

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### DAC Easy Payroll
- DAC Easy Payroll

### GENERIC
- Generic CAD 3.0
- Generic CAD 3.0

### JAVELIN
- Javelin 1.1
- Javelin 1.1

### MICROPRO
- Micropro Professional Rel. 4
- Micropro Professional Rel. 2

### MICROSIM
- Microsim 1.1
- Microsim 1.1

### MICROSOFT
- Windows 3.1
- Quick BASIC 2.0

### MEMORY
- Bernoulli 46K/128K $149.00
- Bernoulli 46K/128K $149.00

### MIGENT
- Diskette Memory $99.00
- Diskette Memory $99.00

### ORCHID
- Easy Connection $49.95
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### PRINTERS
- BROTHER M2024L 24 P (24)
- M2024L 24 P (24)
- M2024L 24 P (24)
- M2024L 24 P (24)
- M2024L 24 P (24)
- M2024L 24 P (24)
- M2024L 24 P (24)

### EPSON
- EPSON 800 WIDE (w/386)
- EPSON 800 WIDE (w/386)
- EPSON 800 WIDE (w/386)
- EPSON 800 WIDE (w/386)
- EPSON 800 WIDE (w/386)
- EPSON 800 WIDE (w/386)
- EPSON 800 WIDE (w/386)

### TOSHIBA
- TOSHIBA 24 Pn/24/SQ Printer $499.00
- TOSHIBA 24 Pn/24/SQ Printer $499.00
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- Hard Disk Controller: 84 key AT Keyboard
- 1.2MB Floppy w/Controller
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- MS-DOS 3.1 & OS Basic included FREE

### PLUS SPECIAL OFFER
- "AD TAKE AT"
- "List $1745.00 w/3MB"
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- That's right... get a 3MB factory populated
- "Ad TAKE AT" card plus serialparallel
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### SUPREME VALUE!! $499.00

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- PATIENTS
- PATIENTS
- PATIENTS

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The Amazing A-BUS

NEW

Plug into the future

With the A-BUS you can plug your PC (IBM, Apple, TRS-80) into a future of exciting new applications in the field of control, monitoring, automation, sensing, robotics, etc.

Alpha's modular A-BUS offers a proven method to build your "custom" system today. Tomorrow, when you are ready to take another step, you will be able to add more functions. This is ideal for first time experimenting and teaching.

A-BUS control can be entirely done in simple BASIC or Pascal, and no knowledge of electronics is required!

An A-BUS system consists of the A-BUS adapter plugged into your computer and a cable to connect the Adapter to 1 or 2 A-BUS cards. The same cable will also fit an A-BUS Motherboard for expansion up to 25 cards in any combination.

The A-BUS is backed by Alpha's continuing support (our 11th year, 50,000 customers in over 60 countries).

The complete set of A-BUS User's Manuals is available for $10.

About the A-BUS:
- All the A-BUS cards are very easy to use with any language that can read or write to a Port or Memory. In BASIC, use INP and OUT (or PEEK and POKE with Apples and Tandy Color Computers)
- They are all compatible with each other. You can mix and match up to 25 cards to fit your application. Card addresses are easily set with jumpers.
- A-BUS cards are shipped with power supplies (except PO-123) and detailed manuals (including schematics and programming examples).

Relay Card
RE-140: $129
Includes eight industrial relays (3 amp contacts, SPST) individually controlled and latched. 8 LED's show status. Easy to use (OUT or POKE in BASIC). Card address is jumper selectable.

Reed Relay Card
RE-156: $99
Same features as above, but uses 8 Reed Relays to switch low level signals (20mA max). Use as a channel selector, solid state relay driver, etc.

Analog Input Card
AD-142: $129
Eight analog inputs (0 to +5V range can be expanded to 100V by adding a resistor). 8 bit resolution (20mV). Conversion time 120us. Perfect to measure voltage, temperature, light levels, etc. Small card, easy to use.

12 Bit A/D Converter
AN-146: $139
This analog to digital converter is accurate to ±0.25%. Input range is ±1V to ±4V. Resolution: 1 millivolt. On-board amplifier boosts signals up to 30 times to read microvolts. Conversion time is 130ms. Ideal for thermocouple, strain gauge, etc. 1 channel. (Expand to 8 channels using the RE-156 card).

Digital Input Card
IN-141: $59
The eight inputs are optically isolated, so they're safe and easy to connect any "on/off" devices, such as switches, thermostats, alarm loops, etc. to your computer. To read the eight inputs, simply use BASIC INP (or PEEK).

24 Line TTL I/O
DG-148: $65
Connect 24 input or output signals (Switches or any TTL device) to your computer. The card can be set for: input, latch, output, strobed output, strobed input, and/or bidirectional strobed i/o. Uses the 8255A chip.

Clock with Alarm
CL-144: $89
Powerful clock/calendar with battery backup for Time, Date and Alarm setting (time and date); built in alarm relay, led and buzzer; timing to 1/100 second. Easy to use decimal format. Lithium battery included.

Touch Tone Decoder
PH-145: $79
Each tone is converted into a number which is stored on the board. Simply read the number with INP or POKE. Use for remote control projects, etc.

A-BUS Prototyping Card
PR-152: $15
3¼ by 4½ in. with power and ground bus. Fits up to 10 ICs.

Smart Stepper Controller
SC-149: $299
World's finest stepper controller. On board microprocessor controls 4 motors simultaneously. It accepts plain English commands like "Move arm 10.2 inches left". Many complex sequences can be defined as "macros" and stored in the on board memory. For each axis, you can control: coordinate (relative or absolute), ramping, speed, step type (half, full, wave), scale factor, units, holding power, etc. Many inputs: 8 limit & "wait until" switches, panic button, etc. On the fly reporting of position, speed, etc. On board drivers (350mA for small steppers (MD-103). Send for SC-149 flyer.
Remote Control Keypad Option
RC-121: $49
To control the 4 motors directly, and "teach" sequences of motions.

Power Driver Board Option
PD-123: $89
Boost controller drive to 5 amps per phase. For two motors (eight drivers).

Stepper Motor Driver
ST-143: $79
Stepper motors are the ultimate in motion control. The special package includes everything you need to get familiar with them. Each card drives two stepper motors (12V, bidirectional, 4 phase, 350mA per phase).

Special Package: 2 motors (MD-103) + ST-143: PA-181: $181

Stepper Motors
MO-103: $15 or 4 for $39
These are high torque, low inertia, 3-phase, 112H type with integral drivers. 12V, bidirectional, 1.2A per phase.

Digital Input Card
IN-141: S59

A-BUS Adapters for:

IBM PC, XT, A T and compatibles. Uses one slot size.

Tandy 1000, 1000 EX & SX, 1200, 3000. Uses one slot size.

Apple II, III, II+ IIe. Uses any slot.

TRS-80 Model II, 1000, 1200. Uses any slot.

TRS-80 Model 3, 4, 4D. Fits 50 pin bus. (With hard disk use Y-cable).

TRS-80 Model 4. Fits 50 pin bus. (With hard disk use Y-cable).

TRS-80 Model 1, 2. Fits 40 pin bus on KS or Ell.

Apple II, III. Fits 40 pin bus on KS or Ell.

Color Computers (Tandy). Fits ROM slot. Multioak, Y-cable, etc.

A-BUS Cable (3 ft, 50 cond.)
CA-163: $24
Connects the A-BUS adapter to one A-BUS card or to first Motherboard. Up to five A-BUS cards can be joined this way to a single A-BUS system.

A-BUS Motherboard
MB-120: $99
Each Motherboard holds five A-BUS cards. A sixth connector allows a second Motherboard to be added to the first (with connecting cable CA-161: $12). Up to five Motherboards can be joined this way to a single A-BUS system. Study aluminum frame and card guides included.

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**Inquiry 184**

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**Inquiry 219**

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**Inquiry 29**

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**Inquiry 225**

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**Inquiry 299**

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**Inquiry 168**

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**Hard Disk Controllers**

<table>
<thead>
<tr>
<th>Controller Type</th>
<th>Price</th>
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<tbody>
<tr>
<td>PC-XT Controller ST506/412</td>
<td>$85</td>
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<td>PC-XT RLL</td>
<td>$109</td>
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<td>3530 SCSI to Tape QIC 36</td>
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<td>4000 SCSI to ST506/412</td>
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<td>4004 SCSI to ST506/412 RLL</td>
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<td>4520 SCSI to ES5I</td>
<td>$159</td>
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<td>5500 SCSI to ST506/412</td>
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<td>5600 SCSI to ESDI</td>
<td>$450</td>
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**Inquiry 167**

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**Inquiry 259**

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**Inquiry 137**

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**Inquiry 209**

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**Inquiry 136**

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**Inquiry 219**

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**Inquiry 225**

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**Inquiry 299**

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**Inquiry 168**

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**Inquiry 63**

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**Inquiry 136**

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**Inquiry 137**

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**Microstar Laboratories**

**Data Acquisition Processors**

- Up to 150,000 sample/second
- 80386 Coprocessor-realtime processing
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**Enhanced VT220 $150 by KEA**

The most complete VT220 emulation available for your PCXT/AT or compatible.
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- REAL KEYPROD/DECS ACCESS
- XMODEM/KERMIT FILE TRANSFERS
- plus many more extensions!

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**Inquiry 63**

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**Inquiry 136**

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**Inquiry 137**

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**PowerStation™**

A Complete VT220 Work Station Upgrade for the IBM PC/XT/AT

<table>
<thead>
<tr>
<th>PowerStation™</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>420</td>
<td>$220</td>
</tr>
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**Inquiry 63**

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**Inquiry 136**

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**Inquiry 137**

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**Inquiry 63**

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**Inquiry 136**

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**Inquiry 137**

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**Inquiry 63**

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**Inquiry 136**

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**Inquiry 137**

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California Digital
17700 Figueroa Street • Carson, California 90248

Free Interface Kit

$2495 $759 $659

40 Character
Daisy Wheel Printer

These Fujitsu Daisy Max 420 were manufactured for Macintosh’s Computer Division. The purchase order was cancelled and Fujitsu was forced to accumulate the character sets and create the Daisy Max 420. "Sales" prices are quoted to a list price. Features: built-in construction, serial RS-232 interface, Daisy 420-compatible fonts and commands, programmable line spacing in increments of 1/8" and 1/4". Fast printing at a speed of 120 characters per second, with vector plotting. The Daisy Max 420 is available with both vector plotting and plotter function. In addition, this Daisy Max 420 is available with a built-in plotter function. California Digital offers the Daisy Max 420 at only $759 and including FREE... two basic kits with case. Also available: Daisy Wheel Feeders.

OTHER PLOTTERS AVAILABLE:
- Other Plotter: $159
- Hewlett Packard: $179
- Houston Instruments: $189
- Roland: $189
- Sweet P: $189
- CalComp: $189

"These 20/20 Bernoulli systems...

20/20 Bernoulli Box

$159

The plotter was produced by available random assortment. Enlargements or reductions are achieved through elaborate firmware. Pen travel is four inches per second with .004" pen resolution. Standard pens are available in a selection of 20 different colors and widths. The Ideal plotter for architecture, CAD/Engineering or graphic design. ASIS$5 it was a hay day, 1990 is a dream. Supported for specific computers.

OTHER PLOTTERS AVAILABLE:
- Hewlett Packard: $159
- Roland: $189
- Sweet P: $189
- CalComp: $189

"California Digital has purchased these 20/20 Bernoulli systems from Kome..."

PRINTERS

Iomega.

Daisy Wheel Printer.

Features:
- Bullet and commands. Programmable line spacing in increments of 1/8" and 1/4".
- Fast printing at a speed of 120 characters per second, with vector plotting.
- The Daisy Max 420 is available with both vector plotting and plotter function.
- In addition, this Daisy Max 420 is available with a built-in plotter function.
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<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>JE1015</td>
<td>XT/AT Style Keyboard</td>
<td>$9.95</td>
</tr>
<tr>
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</tr>
<tr>
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<tr>
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<tr>
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<tr>
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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
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<td>21 MB Card</td>
</tr>
<tr>
<td>20 MB 1/2 Ht Kit</td>
<td>30 MB 1/2 Ht. Kit</td>
</tr>
<tr>
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<td>349</td>
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<th>DISTRIBUTION STRIPS</th>
<th>TIE POINTS</th>
<th>TERMINAL STRIPS</th>
<th>TIE POINTS</th>
<th>BINDING POSTS</th>
<th>PRICE</th>
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<thead>
<tr>
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<th>BATTERY HOLDER</th>
</tr>
</thead>
<tbody>
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- USE WITH MCT-ATFH FOR A MINIMUM OF SLOTS USED
- SERIAL PORT ADDRESSABLE AS COM1, COM2, COM3 OR COM4
- PARALLEL PORT ADDRESSABLE AS LPT1 OR LPT2 (X278, OR X278)
- GAME PORT AND CLOCK/CALENDAR
- USES 16450 SERIAL SUPPORT CHIPS FOR HIGH SPEED OPERATION IN AN AT

**MCT-ATRAM**
- $149.95
- A POWER USERS DREAM, 4 MB OF MEMORY FOR THE AT
- USER EXPANDABLE TO 2MB OR 3MB
- USES 64K OR 256K DYNAMIC RAM
- INCLUDES SERIAL PORT AND PARALLEL PORT, GAME PORT AND CLOCK/CALENDAR
- SOFTWARE FOR A RAMDISK, PRINT SPOOLER AND KANDISK

**MCT-EMS**
- $129.95
- 2MB OF LOTUS/INTEL/MICROSOFT COMPATIBLE MEMORY FOR THE XT
- CONFORMS TO LOTUS/INTEL EMS
- USER EXPANDABLE TO 2MB
- USES 64K OR 256K DYNAMIC RAM
- INCLUDES SERIAL PORT AND PARALLEL PORT, GAME PORT AND CLOCK/CALENDAR
- SOFTWARE FOR A RAMDISK, PRINT SPOOLER AND KANDISK

**MCT-ATFH**
- $169.95
- FLOPPY AND HARD DISK CONTROL IN A TRUE AT DESIGN
- AT COMPATIBLE, CONTROL UP TO 2 360K/720K OR 1.2MB FDDs AS WELL AS 2 HODs USING THE AT STANDARD CONTROL TABLES
- SUPPORTS AT STYLE FRONT PANEL LED TO INDICATE HD ACTIVITY
- 16 BIT BUS PROVIDES SIGNAL DATA TRANSFERS
- FULLY SUPPORTED BY AT BIOS

---

**Seagate**

**HARD DISK SYSTEMS**
- 20 MB $339
- 30 MB $399

Systems include half height hard disk drive, hard disk drive controller, cables and instructions. Drives are pre-tested and warranted for one year.

**Seagate 40 MB AT DRIVE**
- FAST 40ms ACCESS TIME
- $599

---

**DISK CONTROLLER CARDS**

**MCT-FDC**
- $34.95
- QUALITY DESIGN OFFERS 4 FLOPPY CONTROL IN A SINGLE SLOT
- INTERFACES UPTO 4 FDDs TO AN IBM PC OR COMPATIBLE
- INCLUDES CABLEING FOR 2 INTERNAL DRIVES
- USES STANDARD D937 CONNECTOR FOR EXTERNAL DRIVES
- SUPPORTS BOTH 5.25" AD 8.5" DDS OR DDS
- WHEN USED WITH DDS 3.3 OR JFORMAT

**MCT-HDC**
- $89.95
- HARD DISK CONTROL FOR WHAT OTHERS CHARGE FOR FLOPPY CONTROL
- IBM XT COMPATIBLE CONTROLLER SUPPORTS 16 DRIVE SIZES INCLUDING 5, 10, 20, 30 & 40MB
- OPTIONS INCLUDE THE ABILITY TO DIVIDE 1 LARGE DRIVE INTO 2 SMALLER, LOGICAL DRIVES
- INCLUDES CABLEING FOR 1 INTERNAL DRIVE

**MCT-RLL**
- $119.95
- GET UP TO 50% MORE STORAGE SPACE ON YOUR HARD DISK
- INCREASES THE CAPACITY OF PLATED MEDIA DRIVES BY 50%
- RLL 2.7 ENCODING FOR MORE HIGH DENSITY STORAGE
- TRANSFER RATE IS ALSO 50% FASTER, 750K/SEC vs 500K/SEC
- USE WITH ST-238 DRIVE TO ACHIEVE 30MB IN A HALF HEIGHT SLOT

**MCT-FH**
- $139.95
- STARED FOR SLOTS? SATISFY IT WITH THIS TIMELY DESIGN
- INTERFACES UPTO 2 FDDs & 2 HODs
- CABLES FOR 2 FDDs & 1 HOD
- FLOPPY INTERFACES SUPPORTS BOTH DD/DDS & SDS/DOD WHEN USED WITH DDS 3.3 OR JFORMAT
- ALL POPULAR HDD SIZES ARE SUPPORTED, INCLUDING 5, 10, 20, 30 & 40MB
- CAN DIVIDE 1 LARGE DRIVE INTO 2 SMALLER, LOGICAL DRIVES

**MCT-EMS**
- $139.95
- AT VERSION OF THE MCT-EMS

---

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BOMB

YOU CHOOSE THE BEST ARTICLE EACH MONTH

BYTE's ongoing monitor box (BOMB) lets you rate each article you've read in BYTE as excellent, good, fair, or poor. Each month, you can mail in the BOMB card found in the back of the issue. We tally your votes, total the points, tell you who won, and award the two top-rated nonstaff authors $100 and $50, respectively. An additional $50 award for quality goes to the nonstaff author with the best average score (total points divided by the number of voters). If you prefer, you can use BIX as your method of voting. We welcome your participation.

ARTICLE#  PAGE  ARTICLE  AUTHOR(S)  ARTICLE#  PAGE  ARTICLE  AUTHOR(S)
1      37     Microbytes....................staff      12     171     Constraint Logic.............Lasserz
2      45     What's New..................staff      13     177     Opening the Prolog III.......Colmerauer
3      68     Ask BYTE/Circuit Cellar...........Ciarcia      14     185     Logic Grammars..............Szpakowicz
4      81     Book Reviews................Lane,      15     201     The Macintosh SE...............Loeb
\           Shammas,      16     207     Two High-Performance PC......Beinhorn
\           Beinhorn
5      101     The New Generation:......Ciarcia      17     213     80386 Accelerator Boards.......Crabb
6      113     Head to Head................Vose, Betz,      18     219     Macintosh C Compilers...........
\           Tazelaar      19     224     Revised...........................West
7      117     Ciarcia's Circuit Cellar: Using      20     229     386|ASM/LINK 1.1e........Trask
\           the ImageWise Video Digitizer, Part 2: Colorization.........Ciarcia
\           Ciarcia      21     232     A CAD for All Incomes........Robinson
8      123     Creating Fractals.............McWorter,      22     243     Computing at Chaos Manor:
\           Tazelaar      23     257     Faster, Bigger, Better.........Pournelle
\           Pournelle      24     263     Focus on Algorithms:......Pournelle
\           Search and Destroy........Fountain      25     273     Best of BIX....................BIXen
9      135     Inside the 82786 Graphics Chip..Nicholls
10     147     A Prolog Primer..............Clocksin
11     161     Simulating a Microprocessor....Lane

BOMB RESULTS

The envelope has been opened, and the results for May are now official. The first-place award goes to Steve Ciarcia. His Circuit Cellar article, "The Desktop-Publishing Phenomenon," which chronicled the development of desktop publishing, lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffers Jonathan Erickson, G. Michael Vose, and Charles Weston take fifth for their Product Preview "The Tandon PAC 286." Jerry Pournelle's column, in which he says "Bye-Bye Big Kat," lands in the fourth position. Very few votes separated the next several places. BYTE staffer

COMING UP IN BYTE

Features:
The beginning of a three-part series on OS/2, Microsoft's new operating system. Plus features on associative memory, Karmarkar's algorithm, the C++ programming language, and the Turing machine.

Circuit Cellar:
Build your own IBM PC AT clone.

Programming Insights:
Teaching screens new tricks and Ansi. Sys.

Theme:
Printer technologies includes articles on color printing technology, vector-to-raster conversion, page printers, print quality, color thermal transfer technology, hammer bank technology, designing a print head, memory requirements of page printers, and strip buffer technology.

Reviews:
System reviews include the NEC MultiSpeed laptop, the Kaypro 386, and a comparison of the Proteus and PC Designs 12-MHz AT clones. We'll also have a review of the Pixelworks Clipper graphics processor board. Language reviews include ALS Prolog, Actor, and PCMSOS. Application reviews are a comparison of dBASE compilers and a look at DESQview 1.3.

And More:
Chaos Manor, Applications Only, Book Reviews, Best of BIX, Microbytes, and What's Now.
## EDITORIAL INDEX BY COMPANY

Index of companies covered in articles, columns, or news stories in this issue. Each reference is to the first page of the article or section in which the company name appears.

<table>
<thead>
<tr>
<th>COMPANY</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDISON-WESLEY</td>
<td>45</td>
</tr>
<tr>
<td>ADOBE SYSTEMS</td>
<td>37</td>
</tr>
<tr>
<td>ADVANCE</td>
<td>16</td>
</tr>
<tr>
<td>ADVANCED TRANSDUCER DEVICES</td>
<td>37</td>
</tr>
<tr>
<td>ALDUS</td>
<td>37, 263</td>
</tr>
<tr>
<td>AMERICAN COMPUTER AND PERIPHERALS</td>
<td>213, 219</td>
</tr>
<tr>
<td>AMERICAN MICRONICS</td>
<td>45</td>
</tr>
<tr>
<td>AMGraf</td>
<td>16</td>
</tr>
<tr>
<td>APOLLO COMPUTER</td>
<td>219</td>
</tr>
<tr>
<td>APPLE COMPUTER</td>
<td>16, 45, 113, 185, 201, 219, 263</td>
</tr>
<tr>
<td>APRICOT</td>
<td>16</td>
</tr>
<tr>
<td>APTech</td>
<td>45</td>
</tr>
<tr>
<td>ARTY</td>
<td>185</td>
</tr>
<tr>
<td>AST RESEARCH</td>
<td>37, 207</td>
</tr>
<tr>
<td>AT&amp;T</td>
<td>207, 243</td>
</tr>
<tr>
<td>AUTODESK</td>
<td>229</td>
</tr>
<tr>
<td>AUTOMATA DESIGN ASSOCIATES</td>
<td>45</td>
</tr>
<tr>
<td>AVANT-GARDE SYSTEMS</td>
<td>45</td>
</tr>
<tr>
<td>BANYAN SYSTEMS</td>
<td>45</td>
</tr>
<tr>
<td>BLYTH SOFTWARE</td>
<td>45</td>
</tr>
<tr>
<td>BORLAND INTERNATIONAL</td>
<td>161, 243</td>
</tr>
<tr>
<td>CADLOGIC SYSTEMS</td>
<td>45</td>
</tr>
<tr>
<td>CHEETAH INTERNATIONAL</td>
<td>243</td>
</tr>
<tr>
<td>CHIPS &amp; TECHNOLOGIES</td>
<td>37</td>
</tr>
<tr>
<td>COGEN SOFTWARE</td>
<td>45</td>
</tr>
<tr>
<td>COMMUNICATIONS RESEARCH GROUP</td>
<td>45</td>
</tr>
<tr>
<td>COMPaq</td>
<td>37, 113, 213</td>
</tr>
<tr>
<td>COMPRESS</td>
<td>45</td>
</tr>
<tr>
<td>COMP-ADD</td>
<td>243</td>
</tr>
<tr>
<td>COMPUMPRO</td>
<td>243</td>
</tr>
<tr>
<td>COMPUTER CLASSIFIEDS</td>
<td>45</td>
</tr>
<tr>
<td>CONWELL SYSTEMS</td>
<td>45</td>
</tr>
<tr>
<td>CONRAI</td>
<td>45</td>
</tr>
<tr>
<td>CONSULAIR</td>
<td>219</td>
</tr>
<tr>
<td>DATA INNOVATIONS</td>
<td>45</td>
</tr>
<tr>
<td>DATA RACE</td>
<td>37</td>
</tr>
<tr>
<td>DATADESK INTERNATIONAL</td>
<td>45, 243</td>
</tr>
<tr>
<td>DCC SYSTEMS</td>
<td>16</td>
</tr>
<tr>
<td>DIGITAL COMMUNICATIONS ASSOCIATES</td>
<td>45</td>
</tr>
<tr>
<td>DIGITAL EQUIPMENT</td>
<td>161, 219</td>
</tr>
<tr>
<td>DIGITAL RESEARCH</td>
<td>135, 213</td>
</tr>
<tr>
<td>DMI</td>
<td>45</td>
</tr>
<tr>
<td>ENCODE</td>
<td>45</td>
</tr>
<tr>
<td>EPSON AMERICA</td>
<td>16, 45</td>
</tr>
<tr>
<td>FUJI</td>
<td>37, 45</td>
</tr>
<tr>
<td>FUJITSU AMERICA</td>
<td>37, 45</td>
</tr>
<tr>
<td>GENERAL COMPUTER</td>
<td>201</td>
</tr>
<tr>
<td>GENERIC SOFTWARE</td>
<td>229</td>
</tr>
<tr>
<td>GENQA SYSTEMS</td>
<td>117</td>
</tr>
<tr>
<td>HEWLETT-PACKARD</td>
<td>16, 45</td>
</tr>
<tr>
<td>IBM</td>
<td>16, 207</td>
</tr>
<tr>
<td>I/THEN SOLUTIONS</td>
<td>263</td>
</tr>
<tr>
<td>INSTAPLAN</td>
<td>45</td>
</tr>
<tr>
<td>INTECOLOR</td>
<td>243</td>
</tr>
<tr>
<td>INTEL</td>
<td>45, 135, 207, 213, 219</td>
</tr>
<tr>
<td>ITT</td>
<td>207</td>
</tr>
<tr>
<td>KAYPRO</td>
<td>16, 219, 243</td>
</tr>
<tr>
<td>LASALLE MICRO</td>
<td>229</td>
</tr>
<tr>
<td>LATTICE</td>
<td>213, 229</td>
</tr>
<tr>
<td>LEVCO</td>
<td>201</td>
</tr>
<tr>
<td>LITHEP SYSTEMS</td>
<td>16</td>
</tr>
<tr>
<td>LOTUS DEVELOPMENT</td>
<td>213</td>
</tr>
<tr>
<td>MACMEMORY</td>
<td>201</td>
</tr>
<tr>
<td>MAXX SOFTWARE SYSTEMS</td>
<td>219</td>
</tr>
<tr>
<td>MERAK INDUSTRIES</td>
<td>45</td>
</tr>
<tr>
<td>MICRO DYNAMICS</td>
<td>16</td>
</tr>
<tr>
<td>MICRO INTERFACES</td>
<td>45</td>
</tr>
<tr>
<td>MICROCONTROL SYSTEMS</td>
<td>229</td>
</tr>
<tr>
<td>MICROGRAFX</td>
<td>37</td>
</tr>
<tr>
<td>MICROMEDEX</td>
<td>243</td>
</tr>
<tr>
<td>MICROSOFT</td>
<td>16, 45, 123, 135, 213, 243</td>
</tr>
<tr>
<td>MITSUBISHI</td>
<td>37</td>
</tr>
<tr>
<td>MSA GROUP</td>
<td>45</td>
</tr>
<tr>
<td>NCR</td>
<td>16</td>
</tr>
<tr>
<td>NEC</td>
<td>117</td>
</tr>
<tr>
<td>NEC HOME ELECTRONICS</td>
<td>45</td>
</tr>
<tr>
<td>NOVY</td>
<td>201</td>
</tr>
<tr>
<td>NUMBER NINE COMPUTER</td>
<td>45</td>
</tr>
<tr>
<td>ORIGIN SYSTEMS</td>
<td>243</td>
</tr>
<tr>
<td>OWL INTERNATIONAL</td>
<td>263</td>
</tr>
<tr>
<td>PAPERBACK SOFTWARE</td>
<td>45</td>
</tr>
<tr>
<td>PEAK SYSTEMS</td>
<td>219</td>
</tr>
<tr>
<td>PHAR LAP SOFTWARE</td>
<td>219</td>
</tr>
<tr>
<td>PHOENIX COMPUTER PRODUCTS</td>
<td>243</td>
</tr>
<tr>
<td>PLIES DEVELOPMENT</td>
<td>45</td>
</tr>
<tr>
<td>PRISM ELECTRONICS</td>
<td>45</td>
</tr>
<tr>
<td>PROXIMITY TECHNOLOGY</td>
<td>45</td>
</tr>
<tr>
<td>QUARTERDECK OFFICE SYSTEMS</td>
<td>243</td>
</tr>
<tr>
<td>RS DATA SYSTEMS</td>
<td>45</td>
</tr>
<tr>
<td>SCO</td>
<td>37</td>
</tr>
<tr>
<td>SHARP ELECTRONICS</td>
<td>37, 45</td>
</tr>
<tr>
<td>SILICON BEACH SOFTWARE</td>
<td>37, 263</td>
</tr>
<tr>
<td>SOFTSHELL</td>
<td>45</td>
</tr>
<tr>
<td>SONY</td>
<td>37</td>
</tr>
<tr>
<td>SPECTRA MICRO DEVELOPMENT</td>
<td>201, 219</td>
</tr>
<tr>
<td>STORAGE DIMENSIONS</td>
<td>243</td>
</tr>
<tr>
<td>SUN MICROSYSTEMS</td>
<td>219</td>
</tr>
<tr>
<td>TANDY</td>
<td>37, 161</td>
</tr>
<tr>
<td>TEKEWARE WEST</td>
<td>243</td>
</tr>
<tr>
<td>TELEROBOTICS INTERNATIONAL</td>
<td>263</td>
</tr>
<tr>
<td>TEXAS INSTRUMENTS</td>
<td>45</td>
</tr>
<tr>
<td>THE COMPLETE PC</td>
<td>45</td>
</tr>
<tr>
<td>THINK TECHNOLOGIES</td>
<td>219</td>
</tr>
<tr>
<td>THUNDERWARE</td>
<td>45</td>
</tr>
<tr>
<td>TNT SOFTWARE</td>
<td>243</td>
</tr>
<tr>
<td>TOSHIBA 16</td>
<td>45</td>
</tr>
<tr>
<td>US ROBOTICS</td>
<td>37</td>
</tr>
<tr>
<td>VERSACAD</td>
<td>229</td>
</tr>
<tr>
<td>VLSI TECHNOLOGY</td>
<td>37</td>
</tr>
<tr>
<td>WORDPERFECT</td>
<td>45</td>
</tr>
<tr>
<td>XEROX</td>
<td>16, 37</td>
</tr>
<tr>
<td>XQUEST</td>
<td>45</td>
</tr>
<tr>
<td>ZENITH DATA SYSTEMS</td>
<td>45, 243</td>
</tr>
</tbody>
</table>
## Alphabetical Index to Advertisers

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>ABSOFT</td>
<td>274</td>
<td>69</td>
<td>CURTIS INC.</td>
<td>318</td>
<td>147</td>
<td>LOGITECH</td>
<td>61</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>ACCELERIUS</td>
<td>274</td>
<td>70</td>
<td>CORELLI KEYBOARD DM</td>
<td>193</td>
<td>148</td>
<td>LOGITECH</td>
<td>93</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>ADVANCED COMPUTER PROD 307</td>
<td>149</td>
<td>71</td>
<td>C-COR ELECTRONICS</td>
<td>218</td>
<td>150</td>
<td>LOTUS DEVELOPMENT</td>
<td>34,35</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>ALPHA PRODUCTS</td>
<td>309</td>
<td>72</td>
<td>DALCO ELECTRONICS</td>
<td>260</td>
<td>151</td>
<td>MAXX SOFTWARE SYSTEMS</td>
<td>195</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>AMERICAN SEMICONDUCTOR 72</td>
<td>149</td>
<td>73</td>
<td>DCA ELECTRONICS</td>
<td>218</td>
<td>152</td>
<td>MARK WILLIAMS</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>AMPEX BUSINESS</td>
<td>178</td>
<td>74</td>
<td>DATRON</td>
<td>260</td>
<td>153</td>
<td>MARK WILLIAMS CO.</td>
<td>31</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>AMPRO COMPUTER INC.</td>
<td>18</td>
<td>75</td>
<td>DIGITAL *</td>
<td>30</td>
<td>154</td>
<td>MATHSOFT</td>
<td>47</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>APPLIED LOGIC SYSTEMS</td>
<td>90</td>
<td>76</td>
<td>DISC-X</td>
<td>240</td>
<td>155</td>
<td>MICHIGAN ELECTRONICS</td>
<td>191</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>APX CORP.</td>
<td>20</td>
<td>77</td>
<td>DIGITAL*</td>
<td>30</td>
<td>156</td>
<td>MICROSOFT CORPORATION</td>
<td>149</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>ARCO CORP.</td>
<td>179</td>
<td>78</td>
<td>DISKETTE</td>
<td>305</td>
<td>157</td>
<td>MICROSOFT CORPORATION</td>
<td>149</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>ARTIFICIAL INTELLIGENCE</td>
<td>117</td>
<td>79</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>158</td>
<td>MERRITT COM</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>ASCOMA CORP.</td>
<td>31</td>
<td>80</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>159</td>
<td>MICROSPORT</td>
<td>33</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>ATRON CORP.</td>
<td>18</td>
<td>81</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>160</td>
<td>MICROVISION</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>ATOMIC SOFTWARE</td>
<td>173</td>
<td>82</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>161</td>
<td>MICROVISION</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>AVOCET SYSTEMS INC.</td>
<td>143,143</td>
<td>83</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>162</td>
<td>MICROVISION</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>BAY TECHNICAL ASSOC.</td>
<td>147</td>
<td>84</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>163</td>
<td>MICROVISION</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>BINARY TECHNOLOGY INC.</td>
<td>302</td>
<td>85</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>164</td>
<td>MICROVISION</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>25</td>
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<td>270</td>
<td>86</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>165</td>
<td>MICROVISION</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>BMWI CONCEPT CORP.</td>
<td>275</td>
<td>87</td>
<td>DISKETTE CONNECTION</td>
<td>221</td>
<td>166</td>
<td>MICROVISION</td>
<td>28</td>
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<td>MICROVISION</td>
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<td>MICROVISION</td>
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<td>MICROVISION</td>
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<td>MICROVISION</td>
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<td>BORLAND INT'L</td>
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<td>BORLAND INT'L</td>
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<td>BORLAND INT'L</td>
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<td>178</td>
<td>MICROVISION</td>
<td>28</td>
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</tr>
</tbody>
</table>

*Correspond directly with company.*
Inquiry No. | Page No.
--- | ---
**HARDWARE**

**DRIVES**
81 DISKPLUS | 242
230 SEAGATE TECHNOLOGY | 144
231 SEAGATE TECHNOLOGY | 144
256 TIGERTRONICS | **

**HARDWARE PROGRAMMERS**
14 APROTEK | **
31 BP Microsystems | **
32 BYTEX CORPORATION | 114
34 B & C MICROSYSTEMS | 306
35 B & C MICROSYSTEMS | 306
104 GTEK INC | **
105 GTEK INC | **
143 LINK COMP GRAPHICS | **
144 LOGICAL DEVICES | **
145 LOGICAL DEVICES | **
281 XELTEK | **

**INSTRUMENTATION**
37 CANTEC | 274
* COMPUTER CONTINUUM | 316
86 EI & S | **
87 ELEXOR INC | 314
143 LINK COMP GRAPH | 316
168 MICROSTAR LABS | **
187 ORION INSTRUMENTS | 160
212 QUA TECH | 305
214 QUA TECH | 305
216 REAL TIME DEVICES | **

**MASS STORAGE**
67 CONTech | **
95 FLAGSTAFF ENGINEERING | 242
96 FLAGSTAFF ENGINEERING | 242
102 BIX COMP CORP | 306
* MAXELL DATA PROD | **
191 OVERLAND DATA | 191
192 OVERLAND DATA | 191
195 PC HORIZONS | 305
205 PRECISION DAT | 291
215 QUALSTOR COR | **

**MISCELLANEOUS**
33 B & E ELECTRONICS | 312
45 CENTRAL POINT SOFTWARE | 312
71 C-COR ELECTRONICS | 175
72 DALCO ELECTRONICS | 302
71 C-COR ELECTRONICS | 175
72 DALCO ELECTRONICS | 302
122 INTEGRAND RESEARCH CORP | 256
157 MERRITT COMP PRODS | 256
175 MOUSE SYSTEMS | 140,141
184 OMNITRONIX | **
193 PARA SYSTEMS | 211
217 RADIO SHACK | 169
218 RADIO SHACK | **
219 RAINBOW TECHNOLOGY | 92
223 ROSE ELECTRONICS | **
228 SAI TEK INDUSTRIES LTD | 312
256 TELEX COMMUNICATIONS | 14
257 TELEX COMMUNICATIONS | 14
258 TIGERTRONICS | **
5 UPS-DEPOT | **
267 VICTORY ENTERPRISES | 308
276 WHOLE EARTH ELECTRONICS | **

**MODEMS/MULTPLEXORS**
* CODEX CORPORATION | 193
* COMB DIRECT MKTG CORP | 259
97 FOSTER TECHNOLOGY | **
106 HAYES MICROCOMPUT | **

**MONITORS**
116 DELOKING TECHNOLOGY | 228
* INTEGRA | 318
213 QUA TECH | 305
244 SPRING CIRCLE | **
264 SURFOS | 264
265 SURFOS | **

**NETWORK HARDWARE**
252 TALKING TECHNOLOGY | **
274 WESTERN DIGITAL | 88,89
275 WESTERN DIGITAL | 88,89

**PRINTERS/PLOTTERS**
3 ADDMASTER | 314
* ALPS AMERICA | 64G-AB
* AST RESEARCH | 240A-F
23 BAY TECHNICAL ADDRESS | 1,17
38 CANON USA | 184
39 CANON USA | 194
44 CENTRAL COMPUTER | 102
64 CITIZEN AMERICA | 17
73 DIACOMPLEX CORP | 79
76 DICONIX | 100
83 DRESSELHAUS COMP | 158
119 HOUSTON INSTR/AMETEK | 27
120 IBM CORP | 66,67
183 NEC INFORMATION SYSTEM | 312
263 UNITED INNOVATIONS | 224
283 ZERION | 305

**SCANNERS/DIGITIZERS**
7 DIGITAL VISION | **
77 DIGITAL VISION | **
* WORTHINGTON DATA SOLNS | **

**SYSTEMS**
* AST RESEARCH | 240A-F
16 ATRONICS | 52
21 AVOCET SYSTEMS INC | 142,143
* BINARY TECHNOLOGY INC | 302
51 COMPETITIVE EDGE | 82
61 COMPUTER LIBRARY | 206
117 HONEYWELL KEYBOARD DIV | **
299 IGLA SYSTEMS | 194
159 MICROGRAFIX | **

**SOFTWARE**

**APPLE/MAC LANGUAGES**
150 MANX SOFTWARE SYSTEMS | 159
151 MANX SOFTWARE SYSTEMS | 191

**APPLE/PIC UTILITIES**
280 WOODCHUCK INDUSTRIES | 305

**ATARI/AMIGA LANGUAGES**
2 ABSOF | **
26 BORLAND INTL | 274
27 BORLAND INTL | 255
29 BORLAND INTL | 274
30 BORLAND INTL | 274

**IBM/MS-DOS APPLICATIONS**

* Correspond directly with company

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