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FASBOL -- 6000

A SNOBOL4 COMPILER FOR THE CDC 6000 SERIES

by

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August, 1973

Submitted in partial fulfillment of the
requirements for the Master of Science
in Electrical Engineering and Computer Sciences
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The FASBOL - 6000 compiler described herein is the culmination of a year and six month's work during which time I received assistance from several sources.

Professor W. D. Maurer suggested the project topic and provided guidance during the entire period. I received financial assistance as his Research Assistant under NSF Grant GJ-31612.

I am indebted to Dr. Paul Santos who designed and implemented the first FASBOL compiler, on which the design of FASBOL - 6000 is largely based. He also helped me to understand the internal workings of his compiler and gave me suggestions for my own.

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CHAPTER 1

Introduction

The SNOBOL programming language (1) was developed and first implemented at the Bell Telephone Laboratories, Inc. in New Jersey. It was initially conceived as a string-manipulation language. The initial implementation was on an IBM 7094. The language was further developed at Bell Labs and evolved into SNOBOL3 (2,3) and SNOBOL4 (4,5). It grew to encompass not only string-manipulation but also many nonnumeric features not found in other programming languages. The implementors of SNOBOL4 developed a reasonably machine independent set of macros for SNOBOL4 compilation which were consequently implemented on many different computers. Today SNOBOL4 is a widely used and disseminated language (6). Some of the machines on which it has been implemented are the IBM System/360, UNIVAC 1108, GE 635, CDC 3600, CDC 6000 series, PDP-10, SIGMA 5/6/7/8/9, XDS 940, RCA SPECTRA 70, and ATLAS 2.

Until recently all SNOBOL4 implementations shared two features: they were interpreters rather than compilers and their speed of execution of source programs was very slow compared to other programming languages such as FORTRAN or COBOL. In 1969 a proprietary package for the IBM S/360 called SPITBOL (7) was released. It appears to be an incore system which compiles much of the SNOBOL source program as an absolute program and then immediately executes it. Complex pattern matches and string concatenations are apparently executed interpretively. Details of the internal workings of the SPITBOL compiler are unavailable. It is known to be ten to twenty times faster than the Bell Labs interpreter, a significant increase.

In 1969 Paul J. Santos, Jr. began work on a pure compiler for SNOBOL4. This system, which is known as FASBOL, compiles all features of the SNOBOL4 language including patterns. The resulting object program can then be executed. Subprograms written in FASBOL, FORTRAN or assembly language can be linked with FASBOL main programs. In addition, object programs can be segmented into overlay structures. The first FASBOL compiler (8) was written for the UNIVAC 1108 and was operational in October of 1971. It implemented SNOBOL4, version 2 (4). The second

FASBOL compiler, FASBOL II (9), was also written by Dr. Santos. It was implemented for the PDF-10 and was operational in August, 1972. It reflected the SNOBOL4 language of version 3 (5). These two systems proved conclusively that SNOBOL4 programs could be compiled with up to two orders of magnitude increase in execution speed over interpreters.

The first interpreter for the CDC 6000 series was implemented at the Institute for Defense Analyses at Princeton University from the Bell Labs macros (10). Its chief drawback was, of course, its slow execution speed. It also required a large amount of core (60-70K) for execution. In 1968 an interpreter for SNOBOL4 was developed at the Computer Center of the University of California, Berkeley by Charles Simonyi and Paul Mc Jones (11). This interpreter is known as CAL SNOBOL. CAL SNOBOL is written in COMPASS (the assembly language for the CDC 6000 series). The SNOBOL source program is translated into 60 bit micro instructions, each of which contains the address of the routine that executes the instruction. The micro code is then executed interpretively. It features very fast compilation speed (on the order of 15,000 lines per minute) and execution speed which is several times faster than the IDA implementation. It does not, however, implement all of SNOBOL4, version 2. It is well suited for its purpose which is to process a large number of student jobs at the University Computer Center:

It became apparent that there were some uses for which CAL SNOBOL was not well suited. Professor W. D. Maurer and some of his graduate students in the Department of Electrical Engineering and Computer Sciences at the Berkeley campus of the University of California were writing large SNOBOL4 programs in the areas of program verification and semantic descriptions of programming languages. These often required several minutes of CPU time to execute on the CDC 6400 using CAL SNOBOL. In addition, problems with the garbage collection scheme in CAL SNOBOL prevented some of them from running at all.

With this in mind, work was begun by the author in 1972 on an implementation of FASBOL for the CDC 6000 series based on the design of Dr. Santos. This system, which is now known as FASBOL - 6000, consists of a compiler written in FASBOL - 6000 of some 1200 source statements. The compiler accepts FASBOL - 6000 source programs and produces COMPASS

assembly code. This code may then be assembled, linked with the FASBOL - 6000 runtime routines and executed. FASBOL - 6000 is a superset of SNOBOL4, version 2 and CAL SNOBOL with a few elements missing from each. A complete description of the language and how to use the compiler is given in chapter 2. The FASBOL - 6000 runtime system comprises approximately 100 subroutines written in COMPASS totalling 5000 source lines. A description of the internal workings of the compiler and runtime systems is given in chapter 3. The compiler was initially bootstrapped using CAL SNOBOL and is now capable of compiling itself. In fact it has now gone through four generations of self-compilation. As a test of consistency the current version was used to compile itself. The generated code was saved and then executed to once again compile the source of the compiler. The two object files were then compared. They were identical.

The compiler is currently being re-written to take advantage of certain SNOBOL4 features unavailable in CAL SNOBOL (principally the REPLACE function and the @ operator). This should afford a two to three times increase in compilation speed, but of course will not affect the execution speed. At the moment programs compiled by FASBOL - 6000 execute at approximately two or three times as fast as CAL SNOBOL. There are several optimizations known to the author which can increase this to ultimately four or five times as fast as CAL SNOBOL. These will be discussed in chapter 4.

CHAPTER 2

2. Language Description and Use

Most SNOBOL4 (version 2) and CAL SNOBOL programs will run with no changes under FASBOL - 6000. Familiarity with SNOBOL4 and CAL SNOBOL is assumed. Only language differences will be described here.

2.1.1 SNOBOL4 features not implemented

A complete list of unimplemented features is given in table 1. These are for the most part necessitated by the differences between a compiler and an interpreter. Their inclusion would result in a bulkier and less efficient runtime library.

2.1.2 SNOBOL4 features implemented differently

Unary . returns a value of type NAME, never a type STRING. Indirection (unary \$) applied to a value of type NAME returns the same value. I.E. if

$$N = .A[10]$$

, then

$$\$N = \$N + 1$$

is equivalent to

$$A[10] = A[10] + 1$$

but executes faster.

The second argument to the primitive functions INPUT() and OUTPUT() is a string representing a file name rather than a number. The third argument to the primitive function OUTPUT() is a carriage control character rather than a FORTRAN FORMAT string. This prefix character (which may be the null string) is added to the front of each record on output for the associated variable. The optional fourth argument to OUTPUT() is the record length (if omitted 132 is assumed) in characters. The initial I/O association are:

OUTPUT(↑OUTPUT↑, ↑OUTPUT↑, ↑↑, 132)

INPUT(↑INPUT↑, ↑INPUT↑, 72)

The file name elements of these two associations can be overridden by control card specifications (see section 2.3).

TABLE 1

SNOBOL4 (version 2) Features Not Implemented

1. EVAL(), CODE() and direct GOTOs.
2. Datatypes CODE and EXPRESSION.
3. Non-literal prototypes for DEFINE() and DATA().
4. All features, functions and keywords dealing with tracing except for ^STNTRACE (see section 2.1.3).
5. Predefined VALUE() field.
6. Redefinition, OPSYN() or APPLY() of primitive functions, fields and pattern variables.
7. Two features of QUICKSCAN mode
 - a. Continual comparison of the number of characters remaining in the subject string against the number of characters required.
 - b. Assumption that unevaluated expressions must match at least one character. (This implies that left-recursive pattern definitions will loop forever.)
8. The keywords ^ABORT, ^ABEND, ^ARB, ^BAL, ^DUMP, ^FAIL, ^FENCE, ^REM, ^SUCCEED.
9. The primitive functions CLEAR() and BACKSPACE().

The 6000 series character set requires the following changes:

360	6000
<, >	[,]
?	⌈
@	↓
	√ or //
&	^
:	: or /

2.1.3 Additions to SNOBOL4

The following compiler directives have been added:

-CODE, -NOCODE turn on and off the listing of object code between statements. The initial mode is off.

-SPACE N spaces N (or 1 if missing) lines in the source listing.

-NEWSTNO N resets the statement number to any value (N) greater than zero.

-

-EJECT causes a page eject in the source listing and object file.

The following primitive functions have been added:

- (a) REALCH (CLASS) like BREAK() but ignores break characters inside substrings delimited by ≠ or ↑
- (b) NSPAN(CLASS) equivalent to SPAN() ∨ NULL
- (c) SUBSTR (STRING, INTEGER1, INTEGER2) equivalent to pattern match

STRING TAB(INTEGER1) LEN(INTEGER2) . VAL

but much faster and less space consuming.

- (d) DUPL(String, INTEGER) returns the STRING formed by duplicating the STRING argument the INTEGER number of times.
- (e) L PAD(String, LEN, PADCHR) returns the STRING formed by padding STRING on the left with PADCHR characters to a length of LEN. If STRING is already too long, it is returned unchanged; if PADCHR has more than one character only the first is used. If the third argument is null, blanks are used.
- (f) RPAD(String, LEN, PADCHR) pads to the right.
- (g) The following CAL SNOBOL primitive functions are implemented:
- | | |
|------------|------------|
| ENDGROUP() | ALPHABET() |
| EOI() | FNCLEVEL() |
| EOLEVEL() | MAXLNPTH() |
| ANCHOR() | STCOUNT() |
| IF() | STLIMIT() |
- (h) The ^STNTRACE keyword when not equal to zero causes the current statement number to be printed before execution of the statement. ^STNTRACE is initially zero.

2.2 Differences with CAL SNOBOL

The primitive functions TYPE(), NEXTVAR(), COMPILE(), and FREEZE() are unimplemented. Only [,] are allowed for array brackets; (/,/) are not allowed. ITEM() and PROTOTYPE() are implemented as in SNOBOL4. FASBOL - 6000 contains additions to CAL SNOBOL too numerous to mention but which can be inferred from sections 2.1.1, 2.1.2, 2.1.3 and (12).

2.3 Running a FASBOL - 6000 program

Assuming that the files FASBOL and FASLIB exist as COMMON files and have been so declared or exist as permanent files and have been ATTACHED the following control cards will compile and execute a FASBOL - 6000 program:

RFL,65000.

65K is the current minimum to com-

pile. The fieldlength is automatically increased if needed. This figure should come down in future versions.

FLGO,FASBOL,INFIL,OUTFIL,BUFSIZ,HASHWID.

where INFIL is the name of the source file (INPUT is the default). OUTFIL is the name of the listing file (OUTPUT is the default). BUFSIZ is the size of I/O buffers in octal (should be a multiple of 100 octal + 1). 201 is the default. HASHWID is the width (in octal) of the hash code. The bucket table is then two to the power HASHWID words long. (The default is 6). For example,

FLGO,FASBOL,SOURCE,,1001.

will compile a program from the file SOURCE, with listing to the file OUTPUT. Buffer size is 1001 (octal) and hash code width is 6.

X,COMPASS,I=ASM,S=0,L=0.

Assembles the object program (which the compiler generates as the file ASM) using COMPASS, version 2.4 which is much faster than COMPASS, version 1.2. Omitting the L=0 option will provide a listing of the object code (at a price of increased assembly time).

CLDR,LIB=FASLIB,NOMAP,GO=INFILE,OUTFILE,BUFSIZ,HASHWID.

loads and executes the assembled program. The NOMAP option sup-

presses the load map. The GO parameters provide optional control of (a) the initial associations of the variables INPUT, OUTPUT, (b) the I/O buffer size and (c) the hash code width. The defaults are the same as for the FASBOL card. For example, if the parameters GO=DATA,,,4. are used,

references to the variable INPUT will cause a record to be read from the file DATA and the hash bucket table will be 16 words long.

CHAPTER 3

3. The FASBOL - 6000 Compiler and Runtime System

As mentioned before, the design of the FASBOL - 6000 compiler is based on the design of Dr. Santos' original FASBOL compiler. The implementation design is significantly different, of course, since it runs on the CDC 6000 series under the SCOPE operating system rather than the UNIVAC 1108 under the EXEC II operating system. In addition, the design of several elements of the compiler and runtime is completely different. These are explained in sections 3.1 and 3.2.

3.1 The FASBOL - 6000 Compiler

The FASBOL - 6000 compiler is a FASBOL - 6000 program which accepts programs written in FASBOL - 6000 and produces COMPASS object code. Writing the compiler in FASBOL - 6000 proved a significant saving in effort. Approximately 90% of the coding effort involved the runtime library (which is written in COMPASS). Probably over 95% of the time spent debugging the system involved the runtime library. In addition coding the compiler in FASBOL - 6000 provided a mechanism to check out the library and demonstrates that FASBOL - 6000 is a useful language for compiler implementation.

The syntax of SNOBOL4 and hence of FASBOL - 6000 is such that it lends itself for the most part to ad hoc techniques for parsing. The exception is the parsing of expressions. Dr. Santos' FASBOL compiler uses a table-driven operator precedence scheme for such parsing. The FASBOL - 6000 parser is a straight-forward finite state machine with a single pushdown store which drives recursively defined semantic routines. The machine has 6 states, 3 input types, 5 stack entry types and 13 action routines.

The code generator emits code as it is generated. The FASBOL compiler generates a code tree which is later walked to produce the final code. As in FASBOL, patterns are compiled as two separate sections of code. One section is the code to evaluate the pattern parameters before pattern matching is done. The other section is a re-entrant subroutine

which corresponds to the pattern during the execution of a pattern match. The rest of FASBOL - 6000 is compiled as a call on an appropriate library routine.

3.2 The FASBOL - 6000 Runtime System

The FASBOL - 6000 runtime library consists of some 100 subroutines written in COMPASS. Only those routines which are actually needed during execution are linked with the generated code for the user's program. If the entire library were linked together it would total only 12k (octal) or 5k (decimal). As long as programs don't generate the need for additional storage they can execute in a relatively small field length.

The CDC 6000 series is not the ideal computer for running SNOBOL4 programs. The essential operations in SNOBOL4 are on strings of characters rather than numbers. The CDC machines have the justifiable reputation for being number crunchers. They are not character addressable as are the IBM S/360 machines. In fact the 6000 series have no character operations at all. Strings in FASBOL - 6000 are stored in blocks packed 10 characters to a word. To access a particular character it is necessary to get the proper word into a register, form a mask and do a mask operation, usually followed by a shift. Often compilers have internal tables with several fields packed into one word for space economy. It is not possible in one instruction to access a field which comprises a portion of one computer word. Once again a load, mask and shift or perhaps a load, shift, shift is required. Suppose there is an internal table where each word of the table consists of four 15 bit signed fields. Suppose further that one wants to put in register X6 the value of the second of these fields of the word which is in register X5, without destroying X5. The following code would be necessary:

BX6	X5
LX6	15
AX6	45

The fact that three instructions are required along with the necessity

of remembering the values 15 and 45 lends itself to error, as well as making the code fairly undecipherable. It is for this reason that the author developed a series of macros which permit the one-line symbolic manipulation of partial words. This includes register to storage, storage to register, and register to register operations. These operations are used only in the runtime library, not in the generated code.

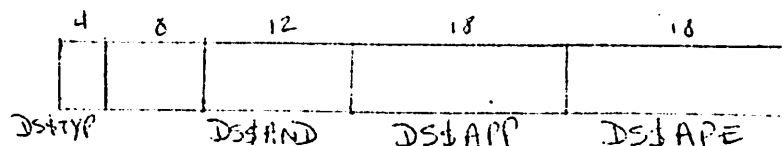
The basic element of this macro system is the FDEF (an acronym for field definition). The form of the FDEF is

```
NAME          FDEF          SBIT,LBITS,WORD,SIGN
```

where

SBIT is the starting bit of the field (0 is the leftmost bit, 59 is the rightmost).
 LBITS is the length of the field in bits.
 WORD is the base word address of the field (if any).
 SIGN is 1 if the field is signed; 0 or missing if unsigned.

For example, the fields in the following word



are defined as.

```
DS$TYP      FDEF      0,4,0,1
DS$AND      FDEF      12,12,0,1
DS$APP      FDEF      24,18,0,1
DS$APE      FDEF      42,18,0,1
```

The FDEF of an entire word is 0,60,0,1.

There are seven operations, defined by the use of an elaborate

macro structure, which operate on FDEF'd fields. They generate the optimal code for each operation. The macro DEFINE appears at the start of each routine in the library. This sets the values for X.MASK\$,X.VOLS\$, and X.STOR\$ which are used by some of the operations. The default values are X0, X5 and X7, respectively. The operations themselves are

(a) LD XR,FDEF+OFFSET

which loads a field into an X register, where OFFSET and the base address of the FDEF are combined in determining the actual address. OFFSET is register \pm constant or \pm constant or zero or missing. OFFSET can also be BR \pm BR, XR+BR or AR \pm BR if the base address is zero.

(b) ST XR,FDEF+OFFSET

which stores the rightmost LBITS of the X register into the FDEF field of the addressed word. The original value of XR as well as the rest of the addressed word are preserved.

(c) SD XR,FDEF+OFFSET

which acts like ST except that the XR is destroyed (but not the rest of the addressed word.)

(d) GXR1 XR2,FDEF

which "gets" the field defined by FDEF from XR2 and right justifies it into XR1.

(e) SP XR,FDEF

which takes a field which is right justified in XR and "shifts it into place", i.e. shifts it left 60-SBITS-LBITS or generates no code if SBITS+LBITS = 60.

(f) TXR1 XR2,FDEF

which rotates XR2 to XR1 so that FDEF is right justified (works only for 18 bit fields - otherwise generates an error)

(h) LJ XR,FDEF

which left justifies the FDEF

This system has the additional benefit of allowing easily implemented changes to field definitions. To change the size or arrangement of fields it is merely necessary to change the appropriate FDEFs and re-assemble the routines! No searching through listings for references to non-symbolic fields. Note, too, that FDEF'd fields show up in the cross reference listing.

In FORTRAN a location is assigned at compile time to each variable in the program. A reference to the variable consists at runtime of a load of the value of the variable from the location. This is not possible in SNOBOL4 since the variables are not dedicated to a particular TYPE. So although a location is assigned at compile time to all natural variables in FASBOL - 6000, a reference consists at runtime of a load of the value from the location of the current descriptor for the variable. This descriptor contains a field which gives its TYPE and (generally) a pointer to the current value. Integers, however have their value in the descriptor. Also strings of less than 8 characters have their value in the descriptor. Longer strings have a descriptor which points to the first word of the block where the value is packed ten characters per word. During pattern matches, the subject string is unpacked one character per word. Array descriptors contain pointers to the dope vectors as well as the element descriptor block. Diagrams for each descriptor format are given at the end of this section. The names of fields given in the diagrams are the FDEF names for the field.

The runtime routines have a consistent set of register conventions. B3, A3, X3, B4, A4, and X4 are dedicated to use by the pattern matching routines. Register B7 is used as a constant one throughout the library. Routines called from inline code may use any non-dedicated registers.

Second level routines (those called by the routines called by inline code) have a restricted set of registers they may use which varies with the routine. Input to primary routines uses the ES stack and register X1. The 1st through n - 1st arguments are stacked on ES. The last argument is in X1. The output from routines is in X5 (and sometimes X7).

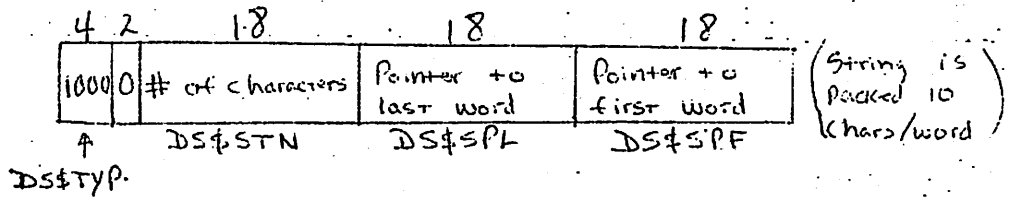
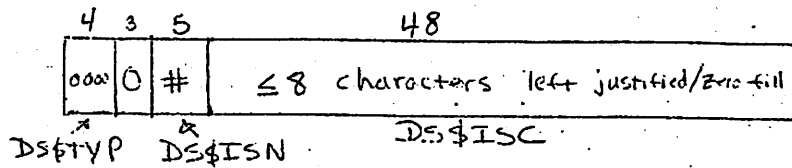
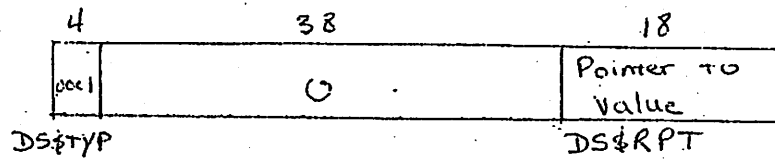
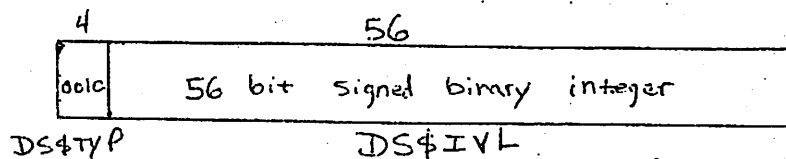
The runtime library consists of routines which execute certain elements of the FASBOL - 6000 source language (primary routines) and of routines which perform functions invisible to the user (secondary routines). The free storage system employs the use count/release stack mechanism of FASBOL although storage allocation is by the "first fit" method rather than the modified buddy system.

The runtime system uses 6 separate stacks. These are the SS, ES, AS, CV, PS, and RS stacks, representing respectively the system, expression, assignment, conditional value, pattern and release stacks. All these stacks have the same structure, which is diagrammed in the section on system tables. They are of infinite (core limit) size. SS is used to keep track of the function level and the base value of the other stacks at lower function levels. ES is used in expression evaluation, calls to user defined function calls and during pattern matching. RS is used by the free storage mechanism. AS, CV and PS are used only during pattern matching.

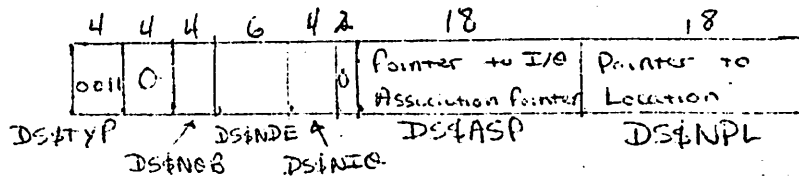
User defined functions and user defined datatypes operate as in FASBOL. When a function is called a function block is acquired from the pool. Values and system parameters are stored in the block in order to provide for possible re-entry of the function. Only the pointer to the block is saved on the SS stack.

TABLE 2

Descriptor Formats

STRINGImmediate StringRealInteger

Name

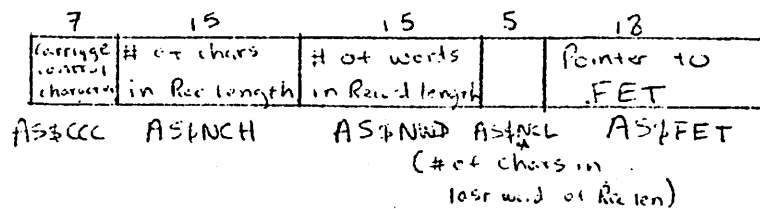


DS\$NDB 0 - Variable 2 - Function
 1 - Label 3 - File

DS\$NDE 0 - NOT Dedicated
 1 - Dedicated String
 2 - Dedicated Integer
 3 - Dedicated Real
 4 - Keyword
 5 - Dedicated Pattern

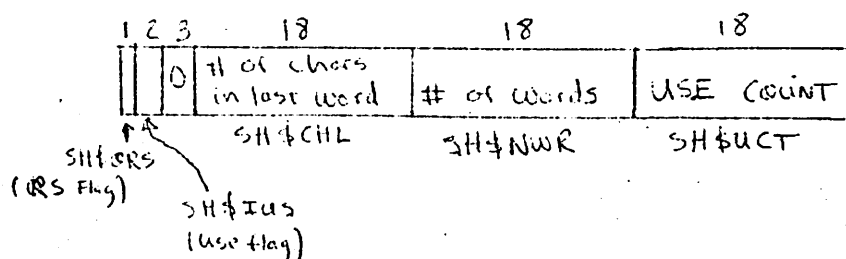
DS\$NIO 0 - NOT Attached (DS\$ASP = 0)
 1 - Input Attached
 2 - Output Attached

I/O Association Pointer

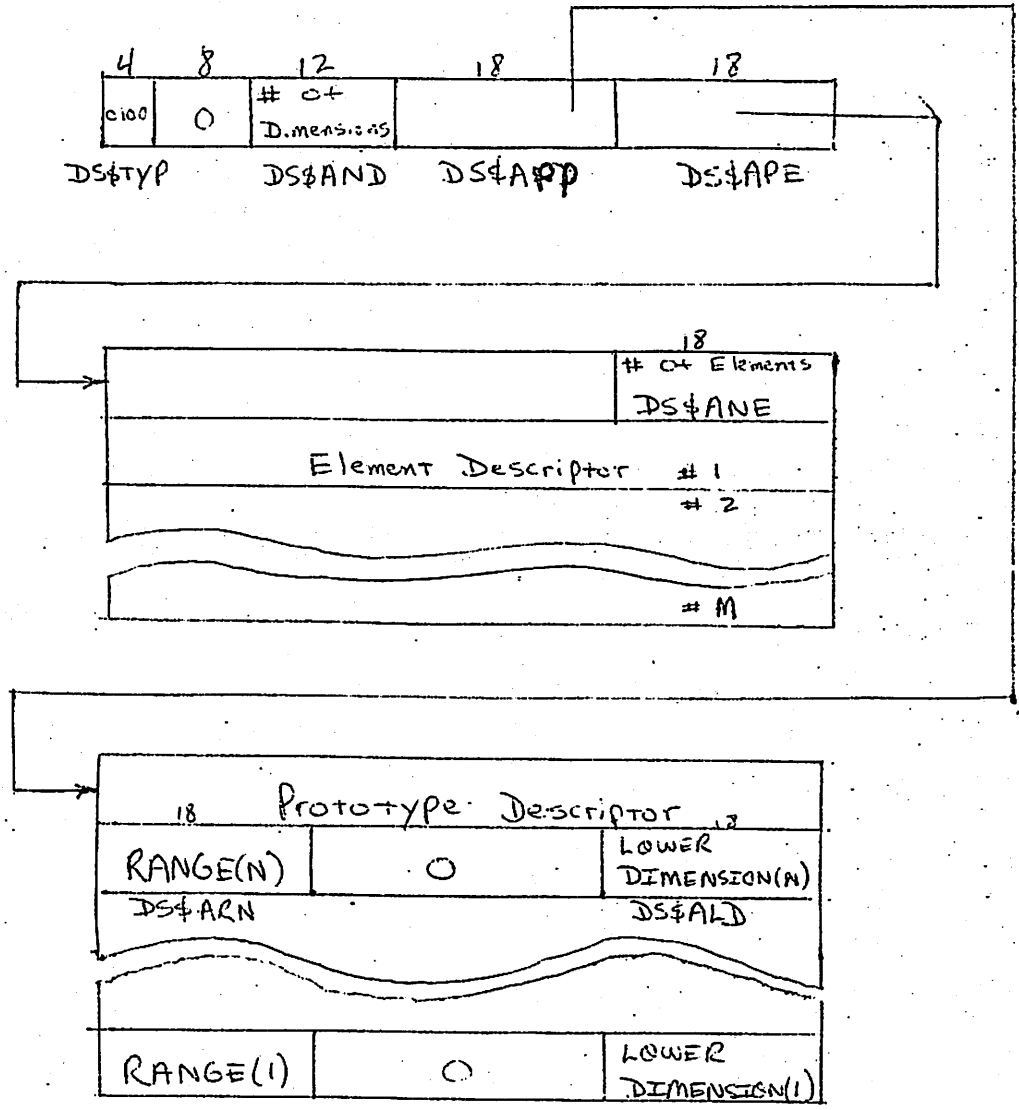


Normal String Header

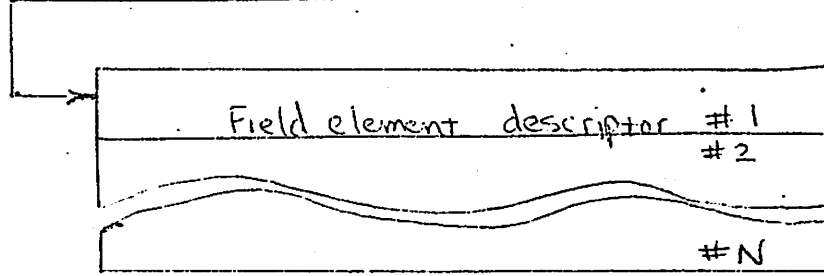
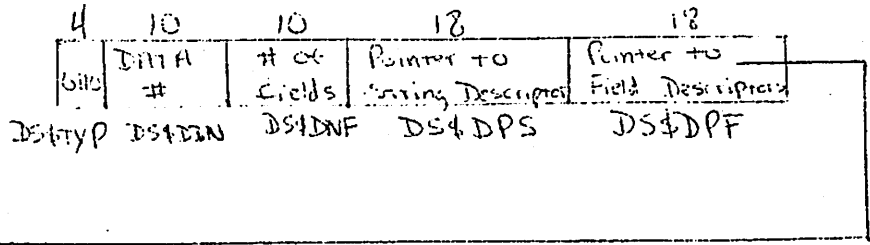
(word before start of string)



Array



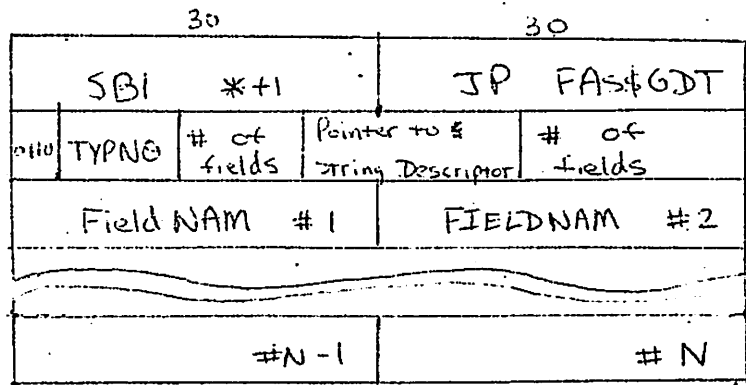
Programmer-Defined Datatype



TYPNAM :

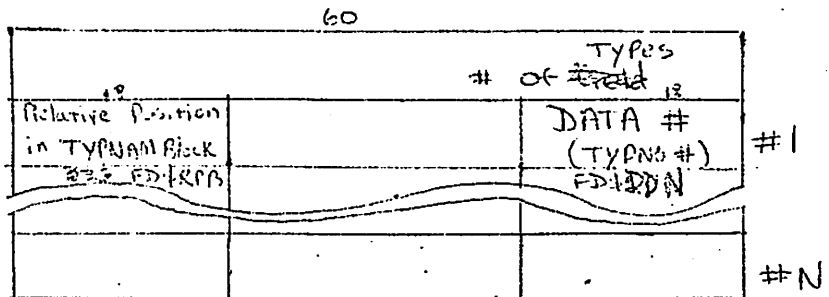
(FDEFS as above)

(Used to create an instance of the datatype)

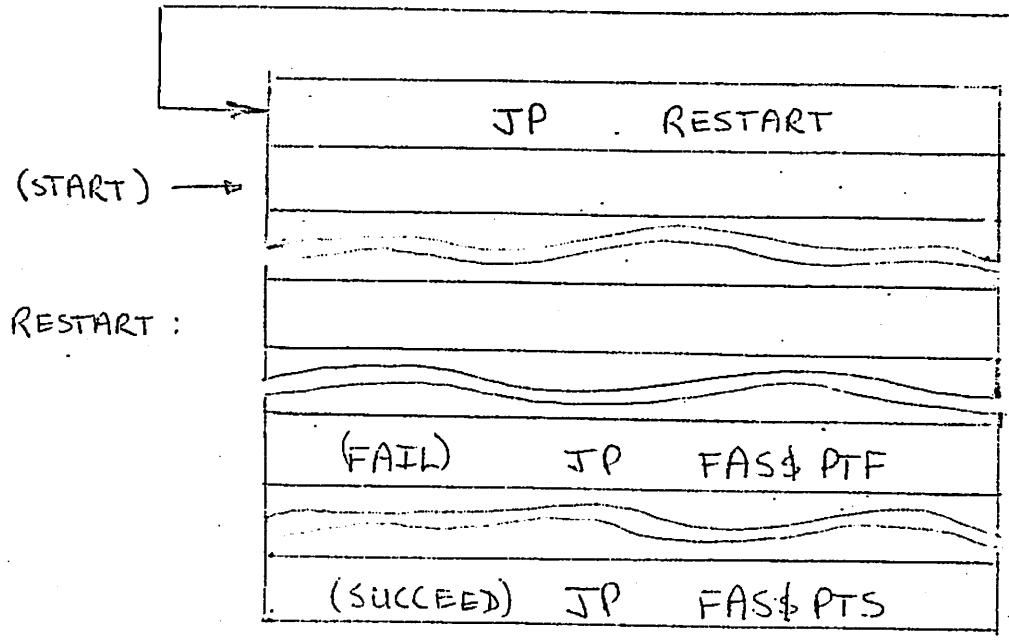
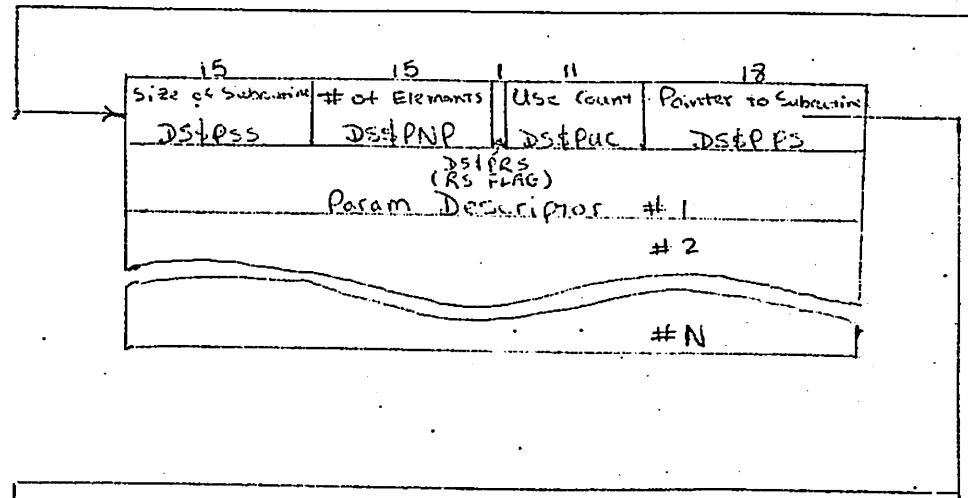
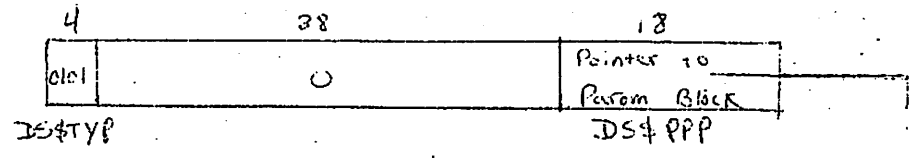


FIELDNAM:

(used for field references)



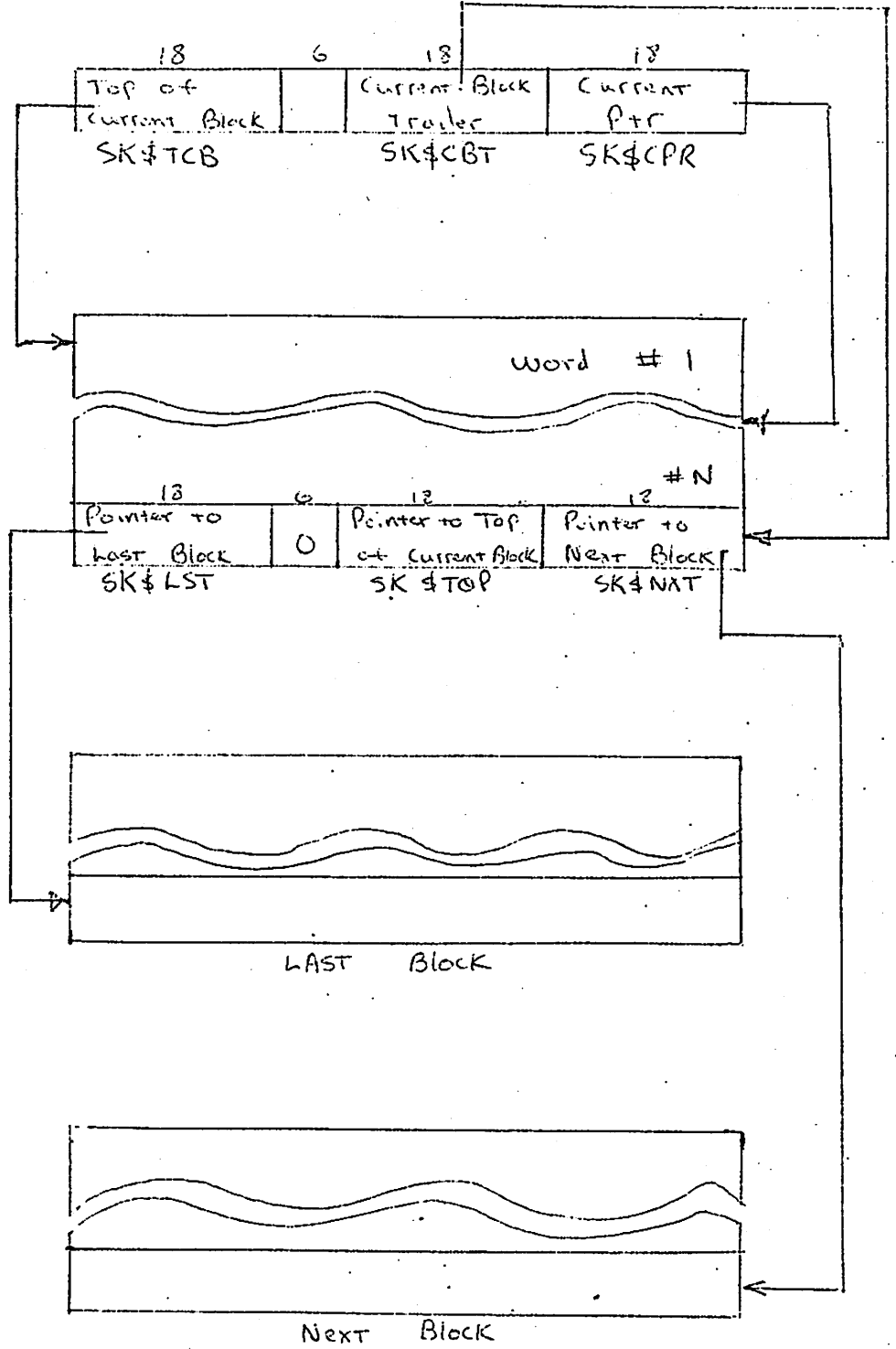
Pattern



Stack Formats

Stack Pointer
Word

Stack Block



4. Further Developments and Improvements

4.1 Compiler

As mentioned in the introduction the compiler is currently being re-written to make it faster. These changes will also decrease the field length required for the compiler to compile itself. The compiler currently requires 117K (octal) to compile. Since the maximum field length allowed at the University Computer Center during normal operations is 120K the first priority is to make the field length requirements smaller.

The first contemplated improvement is the recognition of declarations for (a) specifying that the current program being compiled is a main program or subprogram or (b) naming external FORTRAN and FASBOL - 6000 subroutines. This would allow the compiler to be broken up into three or four subroutines and a main program which calls each successively. Then using CLDR an overlay structure could be established which would allow the compiler to run in a smaller field length. (An educated guess - 45K minimum and perhaps 70K for self-compilation.) This (and other changes to the compiler will be relatively easy to implement since the compiler is written in FASBOL - 6000.

The second planned development is a mechanism to allow the user to purge symbols from the runtime symbol table which are not referenced indirectly (with the unary \$ operator). This change along with an anticipated reorganization of the way the compiler stores information about variables and literals should save about 7K (octal).

The next anticipated improvement is the compile-time recognition of pattern structures, i.e., the pattern structure

```
TAB(*P) ANY(↑+/*↑) NSPAN(↑ ↑) @P
```

could be compiled as one pattern with four parameters. Presently it is compiled as the concatenation of four patterns. The techniques for this change are currently known but their implementation will require extra code in the compiler and hence extra field length, which is currently unavailable. This change alone should give a significant improvement in execution speed as well as savings in space since runtime concatenation of patterns is fairly slow and requires additional layers of pattern structure which also causes the resultant pattern to be larger and slower.

The fourth improvement in line is the implementation of dedicated variables. Variables in SNOBOL4 can be one of several TYPES at runtime and their TYPE can change during the execution. This fact requires the runtime system to do a TYPE check every time it deals with a variable. This is of course a convenient and powerful feature, but one that is seldom used for most variables. If the programmer specifies to the compiler which variables' TYPES are constant throughout the execution, much more efficient code can be generated in some cases. Specifically FORTRAN-like code can be generated for dedicated arithmetic expressions yielding up to one hundred times increase in execution speed. Once again these techniques are known and await only more usable field length.

Further developments include having the compiler produce relocatable binary rather than COMPASS object code. This would save the assembly phase which actually takes longer than the compilation phase. Eventually the compiler could be re-written in COMPASS or SYMPL to speed up the compilation time and reduce the field length requirements.

4.2 The runtime system.

The runtime system is fairly solid at this point. The only planned change other than future bug-fixing has to do with the register conventions. AO is at present not used at all by the runtime library. In addition registers A3, X3, and B3 could be put to better use. At present these registers are used to hold information about the current pattern during pattern matching and a flag to indicate to the pattern matching mechanism that all further restarts will fail so that the match can be aborted in QUICKSCAN mode. If these are placed in core instead of registers, a memory reference will be required every time their value is needed, but the registers A3, X3, and B3 would be freed up for other use, namely for stack operations. I. E. A3 and X3 could be dedicated to use by the ES stack and ~~AO and B3 could be dedicated to use by the ES stack~~ and AO and B3 could be dedicated to either the PS or RS or SS stack. This would afford a savings of the equivalent of seven memory references for each PUSH or POP of these stacks. This should be an improvement since these stacks are heavily used at runtime.

The only other known improvement is to make the I/O operations

asynchronous. This would save the CP time spent waiting for the PP to recognize a CIO call. It would, however, add a great deal of complexity to the I/O mechanism.

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APPENDIX I

Listing of the FASBOL-6000 Compiler

FIRST EXECUTABLE STATEMENT

*
*
*

1	STIM = TIME()
2	E = ++
3	S = ++
4	D = ++
5	ANCHOR = 1
6	DEFINE(+OPENB(D)++)
7	DEFINE(+INISYM(D)++)
8	DEFINE(+SPCLIN(PAR)++)
9	DEFINE(+PRLIN(PAR)++)
10	DEFINE(+JECT(D)++)
11	DEFINE(+GETSA(D)++)
12	DEFINE(+PUTCUT(PAR)++)
13	DEFINE(+LABEL(LAB)++)
14	DEFINE(+VAR(PAR,REG)++)
15	DEFINE(+VARN(PAR)++)
16	DEFINE(+FUNC(FUN,REG)++)
17	DEFINE(+FUNCNAM(FUN,REG)++)
18	DEFINE(+ERRMSG(PAR)++)
19	DEFINE(+FNC(P1,P2,P3,P4)N++)
20	DEFINE(+WORDS(P)I,J++)
21	DEFINE(+CONSTANT(CON)++)
22	DEFINE(+TOP())++
23	DEFINE(+PUSH(D,IN)++)
24	DEFINE(+PCP(D)++)
25	DEFINE(+PARA(END)≠)
26	DEFINE(+CALL(ROU)++)
27	DEFINE(+CALL(ROU)++)
28	DEFINE(+EXPRESSION())STACK,STATE,NEXTSTATE,VARI,ALTNUM,IND++)
29	DEFINE(+DUMP(STR)++)
30	DEFINE(+GTOP(LAB)++)
31	DEFINE(+NMLAB(C)++)
32	DEFINE(+NEXTLAB(D)++)
33	DEFINE(+G.EX(D)++)
34	DEFINE(+GETLIN(D)++)
35	DEFINE(+USE(STR)++)
36	DEFINE(+FNCLNM(D)++)
37	DEFINE(+PDF(PAR)++)
38	DEFINE(+FIELD(FD)++)
39	DEFINE(+VALUE(REG)VARN++)
40	DEFINE(+NAME(REG)++)
41	DEFINE(+PATVAR())++
42	DATA(+FDATA(TYPEND,LAST)++)
43	DATA(+VARD(CON,TYP)++)
44	PCPMT = ++(NSPMT)++
45	PCPMT = NSPMT(++)++
46	LNO = 10000
47	NUMBER = (ANY(++++) & NULL) SPAN(+0123456789++)
48	SPB = SPAN(++)
49	NSP = NSPAN(++)
50	LISTR = 1


```

51      PRDG      = MAIN↑
52      DIAGNO    = 0
53      IDENPT    = ANY(↑ABCDEFGHIJKLMNQPQRSTUVWXYZ↑)
53      NSPAN(↑ABCDEFGHIJKLMNQPQRSTUVWXYZ0123456789-$.↑)
54      SP7       = ↑ ↑
55      SP8       = ↑ ↑
56      SPI0      = ↑ ↑
57      BXIX6     = SPI0 ↑BX1      X6↑
58      BX6X1     = SPI0 ↑BX6      X1↑
59      USEGOT    = ↑ USE GOTO↑
60      USEAST    = ↑ USE *↑
61      ASMFLG    = 1
62      ^STLIMIT  = 1000000
63      CN        = ARRAY(↑10001/11001,1/3↑)
64      FX        = ARRAY(500)
65      INDENT    = ↑ ↑
66      SENIPT    = REALCH(↑;↑)
67      INTGPT    = NSPAN(↑0↑) SPAN(↑0123456789↑) $ INTGER
68      REAL      = NUMBER ↑.↑ NSPAN(↑0123456789↑)
69      NXTLIN    = GETLIN()
70      LIST.     = ↑C.1↑
71      UNLIST.   = ↑C.2↑
72      NDCODE.   = ↑C.3↑
73      CCODE.    = ↑C.4↑
74      EJECT.    = ↑C.5↑
75      FAIL.     = ↑C.6↑
76      NCFAIL.   = ↑C.7↑
77      NCCROSS.  = ↑C.8↑
78      CROSSREF. = ↑C.9↑
79      NCASM.    = ↑C.10↑
80      LISTASM.  = ↑C.11↑
81      SPACE.    = ↑C.12↑
82      NEWSTND.  = ↑C.13↑
83      SNAP.     = ↑C.14↑
84      CSNAP.    = ↑C.15↑
85      EX        = E ↑XFAS$↑
86      JPI       = ↑ JPI SP8 EX
87      JP = ↑    ↑ JPI
88      SA61      = ↑SA6↑ SP7 EX
89      SA6       = SPI0 SA61
90      RJ        = ↑ RJ↑ SP8 EX
91      PTF       = ≠ NZ B1,=XFAS$PTF≠
92      PTS       = ↑ JP =XFAS$PTS↑

```

```

*
*
*

```

INITIALIZATION OF FSPDM FOR EXPRESSION RECOGNITION

```

93      NSF       = ARRAY(↑3,6↑)
94      NSF[1,1]  = 2
95      NSF[1,2]  = 2
96      NSF[1,3]  = 2
97      NSF[2,2]  = 3
98      NSF[3,2]  = 4
99      NSF[1,4]  = 5
100     NSF[1,5]  = 5
101     NSF[1,6]  = 5
102     NSF[2,5]  = 6

```

```

103      NSF[3,5] = 4
104      NAF      = ARRAY(*6,3,5*)
105      NAF[1,1,1] = *A1*
106      NAF[2,1,1] = *A3*
107      NAF[2,2,1] = *A2*
108      NAF[2,1,2] = *A4*
109      NAF[2,2,2] = *A2*
110      NAF[2,1,3] = *A5*
111      NAF[2,2,3] = *A7*
112      NAF[3,1,3] = *A1*
113      NAF[2,1,4] = *A5*
114      NAF[2,2,4] = *A6*
115      NAF[3,1,4] = *A1*
116      NAF[2,3,1] = *A8*
117      NAF[2,3,2] = *A9*
118      NAF[2,3,3] = *A10*
119      NAF[2,3,4] = *A10*
120      NAF[4,1,5] = *A1*
121      NAF[5,1,5] = *A3*
122      NAF[5,1,2] = *A4*
123      NAF[5,1,3] = *A5*
124      NAF[6,1,3] = *A1*
125      NAF[5,1,4] = *A5*
126      NAF[6,1,4] = *A1*
127      NAF[5,2,5] = *A2*
128      NAF[5,2,2] = *A2*
129      NAF[5,2,3] = *A7*
130      NAF[5,2,4] = *A6*
131      NAF[5,3,5] = *A11*
132      NAF[5,3,2] = *A12*
133      NAF[5,3,3] = *A13*
134      NAF[5,3,4] = *A13*
135      $(***) = *AAD*
136      $(*-*) = *ASB*
137      $(***) = *AML*
138      $(*/*) = *ADV*
*
*      PROCESSING SEQUENCE
*
*      INITIALIZE SYMBOL TABLES
139      INISYM()
*
*      OPEN SOURCE AND OBJECT FILES
140      OPENOB() : (PROCPH)
*
*
*      EXECUTABLE STATEMENT PHASE
*
*      END ACTION PHASE
*
*      END PROCESSING

```

141	ENDMSG IF(SPLIN(6) PRTLIN(+*TOTAL COMPIATION TIME+ 0		
141	TIME() - STIM + MS., + DIAGN + ERROR DIAGNOSTICS*+) EJECT()		
141			
142	OPENB FUNCTION		
143	OUTPUT(+PUT+,+ASN+)		
144	OUTPUT(+PAGE+,+OUTPUT+,+1+)		
145	PAGE = FASHOL COMPILER VER 0.2 + DATE() + CLOCK()		
146	SPLIN(2)		
147	PUTOUT(SPIO +IDENT + PRGG)		
148	PUTOUT(SPIO +EXT + PRGG)		
149	PUTOUT(SPIO +EXT + PRGG, FASS\$FEN, FASS\$SFN, FASS\$END+)		
150	PUTOUT(SPIO + BSS		
151	PUTOUT(SPIO +S81 PLIST+)		
152	CALL(+ILZ+)		
153	PRDPPH FUNCTION		
154	C = TRIM(GETSA())		
155	DIFFR(C)		
156	DIFFER(C)		
157	LAB		
158	(NOTANY(+ +) (BREAK(+ +) v RTAB(0))) . LAB =		
159	L = LABEL(LAB)		
160	DIFFR(LAB,+END+)		
161	PUTOUT(L + BSS		
162	DIFFER(C)		
163	FAILGOT		
164	SUCCESS GOT0		
165	REALCH(+:+) . BODY +: =		
166	POPRT =		
167	UNCONDITIONAL GOT0		
168	SUCCESS GOT0		
169	SUCCESS GOT0		
170	SUCCESS GOT0		
171	POPRT MSPAN(+ +) =		
172	DIFFER(C)		
173	C +F(+ MSPAN(+ +) =		
174	FAILGOT = G.EX()		
175	IDENT(SUCCESS)		
176	C POPRT MSPAN(+ +) =		
177	DIFFER(C)		
178	DIFFER(SUCCESS)		
	ASSURE AT END AFTER +)		

179	GCT07	C	PCPRT RPOS(O)						
180	GOT08	C	= TRIM(BODYS)						
181			DIFFR(C)						
182	BODY		FAILGT = IDENT(FAILGT) NEXTLAB()						
183			PUTOUT(SP10 +S81 + FAILGT)						
184			PUTOUT(SP10 +S82 + SING)						
185			CALL(+STE+)						
186			INDIR						
187		C	SPAN(+ +) =						
188		C	REALCH(+ +)						
189			NAME(6)						
190	ACPI	C	SPAN(+ +) =						
191		C	+ + =						
192			PUTOUT(S46 +ACP+)						
193			EXPRESSION()						
194			IDENT(C)						
195	ASSIGN		CALL(+ASC+)						
196	STAND		DIFFR(SUGGT) PUTOUT(SP10 +JP						
197	MATCH		VALUE(I)						
198	SUBL		DIFFR(C)						
199			CALL(+LES+)						
200			EXPRESSION()						
201			PUTOUT(BX6X1)						
202			PATNUM = PATNUM + I						
203			PUTOUT(SP10 +SAE						
204			PUTOUT(SP10 +SA3						
205			CALL(+MTP+)						
206			CALL(#MC#)						
207			USE(+DATA+)						
208			PUTOUT(+D+ PATNUM +						
209			PUTOUT(# BSSZ 1#)						
210			USE(+*+)						
211			USE(+SUB+)						
212			PUTOUT(+R+ PATNUM +						
213			CALL(+PT+)						
214			PUTOUT(# NZ BI,=XFAS\$MTE#)						
215			PUTOUT(# JP =XFAS\$MTS#)						
216			USE(+*+)						
217	MATREPL		PUTOUT(BX1X6)						
218			CALL(+SRS+)						
219			EXPRESSION()						
220			C						
221			PUTOUT(BX6X1)						
222			PATNUM = PATNUM + I						
223			PUTOUT(SP10 +SAE						
224			PUTOUT(SP10 +SA3						
225			CALL(+MTP+)						
226			CALL(+SSJ+)						
227			EXPRESSION()						
228			CALL(+MTR+)						
229			USE(+DATA+)						
230			PUTOUT(+D+ PATNUM +						
231			PUTOUT(# BSSZ 1#)						
232			USE(+*+)						
233			USE(+SUB+)						
234			PUTOUT(+N+ PATNUM +						

179 GCT07 C PCPRT RPOS(O) :F(BDGGT)

181 DIFFR(C) :F(STAND)

186 INDIR =

187 C SPAN(+ +) = :F(SYNTAX)

188 C REALCH(+ +) :F(MATCH)

190 C SPAN(+ +) = :F(SYNTAX)

191 C + + = :F(MATREPL)

192 PUTOUT(S46 +ACP+)

193 EXPRESSION()

194 IDENT(C)

195 CALL(+ASC+)

196 DIFFR(SUGGT) PUTOUT(SP10 +JP

197 VALUE(I)

198 DIFFR(C)

199 CALL(+LES+)

200 EXPRESSION()

201 PUTOUT(BX6X1)

235	CALL(+PFP+)		
236	PUTOUT(= NZ BI, XFA\$MTF=)		
237	PUTOUT(= JP =XFA\$MTS=)		
238	USE(+++)		
239	DUMP	OUTPUT = STR + = + \$STR	:(RETURN)
	*		
	*		
240	G.EX	IDENTP . GOT =	F(G.EX2)
241	G.EX1	= GOTOP(GOT)	:(RETURN)
242	G.EX2	++ =	F(FRETURN)
243	.	((++ BRK(++)) . GOT ++)) v (++ BRK(++)) . GOT	S(G.EX1)
244	PUTOUT(USEGOT)		
245	G.EX	= NEWLAB()	
246	PUTOUT(G.EX + BSS	Q+)	
247	EXPRESSION()		
248	PUTOUT(SPIO +SA2	=XF7\$LB3N+)	F(FRETURN)
249	CALL(+SYM+)		
250	PUTOUT(SPIO +SBI	X6+)	
251	PUTOUT(SPIO +JP	BI+)	
252	PUTOUT(USEAST)		
	*		
253	NEWLAB	LNO = LNO + 1	
254	NEWLAB	= ++ LNO	:(RETURN)
	*		
255	NEXTLAB	NEXTLAB = NEWLAB()	
256	NEXTLAB	= NEXTLAB	:(RETURN)
257	GOTOP	= DIFFER(\$LAB +\$L1+) \$LAB +\$L1+	S(RETURN)
258	GOTOP	= DIFFER(\$LAB +\$L2+) \$LAB +\$L2+	S(RETURN)
259	GOTOP	= NEWLAB()	
260	\$LAB +\$L2+) = GOTOP		
261	LABNUM = LABNUM + 1		
262	\$LAB +\$L1+) = LAB		:(RETURN)
	*		
	*		
	*		
263	VALUE		
264	++ =		S(INV)
265	+ =		S(VALUE)
266	++ =		S(NEG)
267	++ =		S(NEG)
268	++ =		S(NEG)
269	IDENTP \$ VARN =		S(KEYV)
270	ANY(++ #) \$ DEL =		S(VAR)
271	C	NUMBER \$ CON =	S(LIT)
271	C		S(INV)
271	.	F(NULL)	
272	INDV	VALUE(I)	
273	CALL(+IV+)		
274	FIN6	R2 = 6	
275	FIN	NE(=,REG)	
276	PUTOUT(SPIO +BX+ REG SP7 +X+ RF)		F(RETURN)
277	NEG	VALUE(I)	:(RETURN)
278	CALL(+ANG+)		
279	EXPV	EXPRESSION()	

280	C	NSPAN(↑ ↑) ↑↑ =	:F(UNBAL)
281	RR	= 1	: (FIN)
282	NAME(REG)		: (RETURN)
283	KEYW	IDENPT \$ KEY =	:F(KEYERR)
284	KEY	= \$(KEY ↑↑)	
285	DIFFR(KEY)		:F(KEYERR)
286	PUTOUT(↑	SBI ↑ KEY ↑B↑)	
287	CALL(↑FK↑)		: (FIN6)
288	VARV	↑↑ =	:S(FUNV)
289	C	↑↑ =	:S(ARV)
290	VAR(VARN,1)		
291	CALL(↑VAL↑)		: (FIN6)
292	LITV	BREAK(DEL) \$ CON DEL =	:F(NOPOT)
293	CONV	INDEX = 1	
294	LE(REG,5)		:F(OUTBL)
295	PUTOUT(SP10	↑SA↑ REG SP7 CONSTANT(CON))	: (RETURN)
296	OUTRL	PUTOUT(SP10	↑SA↑ REG SP7 CONSTANT(CON))
297	INTV	C	↑↑ SPAN(↑0123456789↑) \$ RPT =
298	CON	CON = CON	↑↑ RPT
299	NULLV	VALUE(1)	
300	FUNV	PUTOUT(SP10	↑BX↑ REG SP7
301	FUNV	FUNC(VARN,REG)	
302	ARV	PUTOUT(SP10	↑SBI ↑ PAFAM(↑↑))
303	VAR(VARN,2)		
304	PUTOUT(SP10	↑SA2	X2↑)
305	CALL(↑RAR↑)		
306	NAM6	LE(REG,5)	
307	PUTOUT(SP10	↑SA↑ REG SP7	↑X6↑)
308	OUTRA	PUTOUT(SP10	↑SA1
309	NAME	↑↑ =	:S(INDN)
310	C	↑↑ =	:S(KEYN)
311	C	IDENPT \$ NAM =	:F(NUNAME)
312	C	↑↑ =	:S(FUNN)
313	C	↑↑ =	:S(ARN)
314	VAR(NAM,REG)		: (RETURN)
315	FUNN	FUNCNAME(NAM,REG)	
316	INDN	VALUE(1)	
317	CALL(↑IVN↑)		: (FIN6)
318	KEYN	IDENPT \$ K =	:F(KEYERR)
319	KEY	= \$(K ↑↑)	
320	DIFFR(KEY)		:F(KEYERR)
321	K	= E	↑1400040000000000 + LPAC(KEY,2,↑0↑) ↑B↑
322	LE(REG,5)		:F(KNOUT)
323	PUTOUT(↑	S7↑ REG ↑	↑K)
324	KNOUTP	PUTOUT(↑	S7↑ REG ↑
325	ARN	PUTOUT(SP10	↑SBI ↑ PAFAM(↑↑))
326	VAR(NAM,2)		
327	PUTOUT(SP10	↑SA2	X2↑)
328	CALL(↑RAR↑)		: (FIN6)
329	EXPRESSION	STATE = 1	
330	STACK	=	

386	EXPAN2	L	= EXNAM2+	(NEXTACT)
387	EXPAN2	NAME(I)		(TESTING)
388	EXPAN2	EO(STATE,1)		(NULL)
389	EXPAN2	IF(NE(STATE,3),NE(STATE,4),NE(STATE,6))		(SYNTAX)
390	EXPAN2	GI(STATE,3)		(EXENLTOP)S(\$*AL+
391	AL3	TOP(I)		
392	AL4	CC	= POP()	
393	AL4A	CALL(\$CC)		
394	AL2	CC	= POP()	(AL5)
395		PUTOUT(BX1X6)		
396		CC	+C+ =	(AL4A)
397		CALL(+LES+)		
398		PUTOUT(SP10 + SB1	+ CC)	
399		CALL(+CNC+)		(AL5A)
400	AL5	PUTOUT(BX6X1)		
401	AL5A	V	= POP()	(SYSERR)
402		V	LEN(I) REM \$ V	
403		V	= V + 1	
404		PUTOUT(SP10 + SA6	D+ ALNUM +++ V)	
405		USE(+ALT+)		
406		PUTOUT(SP10 + SA1	D+ ALNUM +++ V)	
407		CALL(+PTP+)		
408		PUTOUT(SP10 + NZ	BI,FL+ ALNUM)	
409		ALTP	= ALTP + 1	
410		PUTOUT(SP10 + SX1	A+ ALTP)	
411		PUTOUT(SP10 + JP	CP+ ALNUM)	
412		PUTOUT(+A+ ALTP +	SA1 D+ ALNUM +++ V)	
413		PUTOUT(BX6X1)		
414		PUTOUT(SP10 + AX6	S6+)	
415		PUTOUT(SP10 + SX6	X6-5+)	
416		PUTOUT(SP10 + NZ	X6,FL+ ALNUM)	
417		CALL(+RPT+)		
418		PUTOUT(SP10 + NZ	BI,FL+ ALNUM)	
419		PUTOUT(SP10 + SX1	A+ ALTP)	
420		USE(+PAT+)		
421		PUTOUT(+FL+ ALNUM RJ	+UES+)	
422		PUTOUT(PTF)		
423		PUTOUT(+RS+ ALNUM RJ	+UES+)	
424		PUTOUT(SP10 + SB1	X6+)	
425		PUTOUT(SP10 + JP	BI+)	
426		PUTOUT(+P+ ALNUM +	VFC 4/5,56/D+ ALNUM)	
427		USE(+#+)		
428		USE(+DATA+)		
429		PUTOUT(+D+ ALNUM +	VFC 30/+ V +,30/R+ ALNUM)	
430		PUTOUT(SP10 + BSSZ	+ V)	
431		USE(+#+)		
432		PUTOUT(+CP+ ALNUM RJ	+LES+)	
433		PUTOUT(SP10 + SB3	EO+)	
434		PUTOUT(RTS)		
435		USE(+#+)		
436		PUTOUT(SP10 + SA1	P+ ALNUM)	
437		POP()		
438	EXENLTOP	OP	= POP(STACK)	
439		OP	+C+ =	
440		CALLI(\$OP)		(EXENLTOP)

441	CAT	CALL(*LFS*)		
442		PUTOUT(SPI0 ↑SBI	↑ CP)	
443		CALL1(*CNC↑)		
444		POP(STACK)		:F(RETURNS)(SYSERR)
445	NULL	PUTOUT(SPI0 ↑BX1	X1-X1↑)	:(RETURN)
446	KEYE	↑C	IDENTPT & K =	:F(KEYERR)
447		KEY	= \$(K ↑.↑)	
448		L	= DIFFER(KEY) ↑KEYR↑	:F(KEYERR)(NEXTACT)
449	KEYR	PUTOUT(↑ SBI ↑ KEY ↑R↑)		
450		CALL1(↑FKW↑)		:(TESTIND)
451	PATASTST	C	SPAN(↑ ↑) ANY(↑\$.↑) & PAS SPAN(↑ ↑) =	:F(EXPLOCP)
452		PATNUM	= PATNUM + 1	
453		PUTOUT(BX6X1)		
454		PUTOUT(SPI0 ↑SA6	D↑ PATNUM ↑↑1↑)	
455		PUTOUT(SPI0 ↑SA1	F↑ PATNUM)	
456		USE(↑DATA↑)		
457		PUTOUT(↑D↑ PATNUM ↑	VFD	30/1,30/R↑ PATNUM)
458		PUTOUT(SPI0 ↑BSSZ	1↑)	
459		USE(↑*↑)		
460		USE(↑PAT↑)		
461		PUTOUT(↑P↑ PATNUM ↑	VFD	4/5,56/D↑ PATNUM)
462		PUTOUT(↑FL↑ PATNUM RJ ↑UAS↑)		
463		PUTOUT(PTF)		
464		USE(↑*↑)		
465		USE(↑SUB↑)		
466		PUTOUT(↑R↑ PATNUM ↑	JP	RS↑ PATNUM)
467		CALL(↑LCA↑)		
468		PUTOUT(SPI0 ↑SA1	D↑ PATNUM ↑↑1↑)	
469		CALL(↑PTP↑)		
470		PUTOUT(SPI0 ↑NZ	B1,FL↑ PATNUM)	
471		USE(↑PAT↑)		
472		RN	= ↑RCA↑	
473		RN	= IDENT(PAS,↑\$↑) ↑RIA↑	
474		PUTOUT(↑PS↑ PATNUM ↑	SA1	D↑ PATNUM ↑↑1↑)
475		PUTOUT(BX6X1)		
476		PUTOUT(SPI0 ↑AX6	56↑)	
477		PUTOUT(SPI0 ↑SX6	X6-5↑)	
478		PUTOUT(SPI0 ↑NZ↑ SPB ↑X6,↑ EX ↑PTF↑)		
479		CALL(RN)		
480		PUTOUT(SPI0 ↑SA1	D↑ PATNUM ↑↑1↑)	
481		CALL(↑RPT↑)		
482		USE(↑*↑)		
483		NAME(2)		
484		RN	= ↑CPA↑	
485		RN	= IDENT(PAS,↑\$↑) ↑IPA↑	
486		CALL(RN)		
487		PUTOUT(JP ↑PTS↑)		
488		USE(↑*↑)		:F(EXPLOCP)
489	A1			:(BL)
490	A2	CALL(*LES↑)		
491		PUSH(STACK,DPTOR)		:F(EXPLOCP)
492	A3	CC	= 1	:(A4A)
493	A4	CC	= POP(STACK)	
494		CC	↑C↑ =	
495	A4A	CALL(↑LES↑)		
496		PUSH(STACK,↑C↑ CC + 1)		:(\$L)

497 A5	OP = POP(STACK)	
498	CALLI(\$OP)	
499 A5LOPF	CC = POP(STACK)	:F(A3)
500	CC	
501	CALLI(\$CC)	:S(A4A)
502 A6	OP = POP(STACK)	:S(A5LOPF)
503	CALLI(\$OP)	:A2)
504 A7	OPTOP ANY(++-+)	:S(A6)F(A2)
505 A8	PUTOUT(BX6X1)	
506 A8A	V = 1	
507	PATNUM = PATNUM + 1	
508	ALNUM = PATNUM	
509	PUTOUT(SP10 + SA6	D+ ALNUM +++ V)
510	USE(++ALT+)	
511	PUTOUT(++R+ ALNUM +	JP RS+ ALNUM)
512	CALLI(+LCR+)	
513 A8B	PUTOUT(SP10 + SA1	D+ ALNUM +++ V)
514	CALLI(+PTP+)	
515	PUTOUT(SP10 + NZ	BI,++5+)
516	ALTP = ALTP + 1	
517	PUTOUT(SP10 + SX1	A+ ALTP)
518	PUTOUT(SP10 + JP	CP+ ALNUM)
519	PUTOUT(++A+ ALTP +	SAI D+ ALNUM +++ V)
520	CALLI(+PRT+)	
521	PUTOUT(SP10 + NZ	BI,++2+)
522	PUTOUT(SP10 + SX1	A+ ALTP)
523	PUTOUT(SP10 + JP	CP+ ALNUM)
524	CALLI(+RCR+)	
525	PUSH(++V+ V)	
526	USE(+++)	
527 A9	CC = POP()	:S(EXPLOPF)
528	CC LEN(I) REM \$ CC	
529 A9A	CALLI(+LES+)	
530	PUTOUT(SP10 + SBI	+ CC)
531	CALLI(+CNC+)	
532 A10	OP = POP()	:A8A)
533	CALLI(\$OP)	
534 A10LOPF	CC = POP()	:F(A8A)
535	PUTOUT(BX1X6)	
536	CC	
537	CALLI(\$CC)	:S(A9A)
538 A11	PUTOUT(BX6X1)	:A10LOPF)
539 A11A	V = POP()	
540	V LEN(I) REM \$ V	
541	V = V + 1	
542	PUTOUT(SP10 + SA6	D+ ALNUM +++ V)
543	USE(++ALT+)	
544 A12	CC = POP()	:A8B)
545	CC LEN(I) REM \$ CC	
546 A12A	CALLI(+LES+)	
547	PUTOUT(SP10 + SBI	+ CC)
548	CALLI(+CNC+)	
549 A13	OP = POP()	:A11A)
550	CALLI(\$OP)	
551 A13LOPF	CC = POP()	:F(A11A)
552	PUTOUT(BX1X6)	

553	CC	↑C↑ =	:S(A12A)
554	CALL(\$CC)		: (A13LOOP)
	PARAM FUNCTION		
555	PARAM	SPB =	
556	PARAM	= 1	
557	PALDOP	EXPRESSION()	
558	C	↑,↑ =	:S(COMMA)
559	C	END =	:F(FUNCTION)S(RETURN)
560	COMM	CALL(↑LES↑)	
561	PARAM	= PARAM + 1	
562	C	SPB =	: (PALDOP)
563	TOP	= 1	
564	STACK	BREAK(↑,↑) . T	:F(RETURN)
565	T	↑C↑	:S(TOP2)
566	T	ANY(↑↑--↑)	:S(TOP3)
567	T	↑v↑	:S(TOP5)
568	TOP	= 4	: (RETURN)
569	TOP	= 2	: (RETURN)
570	TOP	= 3	: (RETURN)
571	TOP	= 5	: (RETURN)
572	STACK	= IMP ↑,↑ STACK	: (RETURN)
573	POP	BREAK(↑,↑) \$ POP LEN(1) =	:F(RETURN)S(RETURN)
574	CALL	PUTOUT(* RJ=XFAS\$* RDU)	: (RETURN)
575	CALL	PUTOUT(* RJ=XFAS\$* RDU)	: (RETURN)
576		PUTOUT(BXIX6)	: (RETURN)
577	LABEL	DIFFER(LAB)	:F(LABEL5)
578		IDENT(\$LAB +\$LI↑)	
579		INDEX = 1	
580		\$ (LAB +\$3↑) = CONSTANT(LAB)	
581	LABEL	DIFFER(\$ (LAB +\$L2↑) \$ (LAB +\$L4)	:S(LABEL4)
582	LABEL	DIFFER(NEXTLABL) NEXTLABL	:F(LABEL2)
583	NEXTLABL	=	
584	LABEL1	LABNUM = LABNO4 + 1	
585		\$(↑L LABNUM) = LAB	
586		\$(LAB +\$LI↑) = LABEL	
587		\$(LAB +\$L2↑) = LABEL	: (RETURN)
588	LABEL2	LABEL = NEXTLAB()	
589	LABEL4	\$(LAB +\$LI↑) = LABEL	: (LABEL1)
590		DIFFER(NEXTLABL) PUTOUT(NEXTLABL ↑	BSS
591		NEXTLABL =	: (RETURN)
592	LABELS	LABEL = DIFFER(NEXTLABL) NEXTLABL	:F(RETURN)
593		NEXTLABL =	: (RETURN)

FNCLM FUNCTION

*
*
*

*
*
*

594	FNCBLNM	= FBNUM + 1		
595	FNCBLNM	= FBNUM		: (RETURN)
				*
				*
				*
596	PDF	= DIFFER(\$ (PAR + \$F+)) \$ (PAR + \$F+)		: (RETURN)
597	PDF	= IDENT(\$ (PAR + \$FC+)) FNCNUM + 1		: (EDITION)
598		\$ (F+ FNCNUM) = PAR		
599		\$ (PAR + \$F+) = F+ FNCNUM		
600		PDF = F+ FNCNUM		: (RETURN)
				*
				*
				*
601	VAR	= \$ (PAR + \$V+)		
602		DIFFER(\$V) = V-\$V		: (VAR2)
603		VD = V-\$V		
604		IDENT(TYP(VD))		: (TYP(VD))
605	VARI	VL = V+ \$VA		
606	VARI.5	LE(REG,5)		: (VOUT)
607		PUTOUT(SPI0 + SA+ REG SP7 VL)		
608	VOUTR	PUTOUT(SPI0 + SA1 + VL)		: (RETURN)
609	VAR2	VARNUM = VARNUM + 1		: (FINI)
610		CINDEX = 1		
611		VAR(VARNUM) = VARID(CONSTANT(PAR,))		: (VAR2MNY)
612		\$VA = VARNUM		: (VARI)
613	VAR3	PATVAR()		
614		PVI = 1		
615		PUTOUT(+R+ PATNUM JPL + PTF+)		
616		CALL(+REM+)		
617		PUTOUT(PTS)		
618		USE(+++)		: (VARI.5)
619	VAR4	PATVAR()		
620		PUTOUT(+R+ PATNUM + JP = XFAS\$PTF+)		
621	VARPF	PUTOUT(+ JP = XFAS\$PTF+)		
622		PUTOUT(+ USE +)		: (VARI.5)
623	VAR5	PATVAR()		
624		PUTOUT(+R+ PATNUM + JP = XFAS\$MTA+)		
625		PUTOUT(PTS)		: (VARPF)
626	VAR6	PATVAR()		
627		PUTOUT(+R+ PATNUM + JP = XFAS\$MTA+)		
628		PUTOUT(+ JP = XFAS\$MTA+)		: (VARPF)
629	VAR7	PATVAR()		
630		PUTOUT(+R+ PATNUM + SB2 *+2+)		
631		PUTOUT(+ JP = XFAS\$AAR+)		
632		PUTOUT(+ SB2 *+1+)		
633		PUTOUT(+ JP = XFAS\$AHS+)		
634		PUTOUT(PTF)		
635		PUTOUT(PTS)		: (VARPF)
636	VAR8	PATVAR()		
637		PUTOUT(+R+ PATNUM RJ + UCR+)		
638		CALL(+GAL+)		
639		PUTOUT(PTF)		
640		CALL(+LCR+)		
641	VAR8.1	PUTOUT(+ SB3 BO+)		
642		PUTOUT(PTS)		: (VARPF)
643	VAR9	PUTOUT(+R+ PATNUM + JP ES + PATNUM)		

644	CALL(PCR+)		
645	PUTOUT(PTS)		
646	PUTOUT(+ USE *+)		
647	PUTOUT(+ USE PAT+)		
648	PUTOUT(+RS+ PATNUM +RJ =XFAS\$RCR+)		(VARB.L)
VARNM FUNCTION			
649	VA	= .1(PAR +BV+)	
650	DIFFER(\$VA)		
651	VD	= VR[\$VA]	
652	IDENT(TYP(VD))		
653	VARNM	= +V+ SVA	
654	VARNM	= VARNM + I	
655	INDEX	= I	
656	VR[VARNM]	= VARID(CONSTANT(PAR,))	
657	\$VA	= VARNM	
PATVAR FUNCTION			
658	PATNUM	= PATNUM + I	
659	VL	= +P+ PATNUM	
660	PUTOUT(+ USE DATA+)		
661	PUTOUT(+D+ PATNUM +		VFD+ SP7 + 30/0,30/R+ PATNUM)
662	USE(+++)		
663	USE(++PAT+)		
664	PUTOUT(+P+ PATNUM +		VFD+ SP7 + 4/5,56/D+ PATNUM)
665	USE(+++)		
666	USE(+SUB+)		
CONSTANT FUNCTION			
667	CONS	= .1(CON +SC+ CINDEX)	
668	CONSTANT	= DIFFER(\$CONS) \$CONS	
669	CNNUM	= CNNUM + I	
670	CNICNNUM,1	= CON	
671	CNICNNUM,2	= CINDEX	
672	\$CONS	= +C+ CNNUM	
673	CONSTANT	= +C+ CNNUM	
FUNG FUNCTION			
674	DIFFER(\$FUN +F2+)		
675	GT(\$FUN +F2+),4)		
676	F	= S(FUN +F2+)	
677	X	= PARAW(+?)	
678	EQ(X,F)		
679	GT(X,F)		
680	EQ(F,I)		
681	F	= - X	
682	CALL(+LES+)		
683	PUTOUT(SP10 +BXI		XI-XI+)
684	F	= GT(F,I) F - I	
685	FUNCOUT	CALL(\$FUN +F1+)	
* * * * *			
PRG DEFINED FUNC CALL			

686	PROEF	IDENT(\$FUN+\$FCD+)							
687		PUTOUT(SPIO+SX2							
688		PUTOUT(++							
689		PUTOUT(SPIO+JP							
690	FDRFF	EQ(PARAM(++),1)							
691		PUTOUT(SPIO+SBI							
692		CALL(+FOT+)							
693	F.10	USE(+FNCLK+)							
694		FNO							
695		PUTOUT(+FC+FNO+SBI							
696		PUTOUT(JP+CFN+)							
697		NARG							
698		NLV							
699		(++ v +++) \$ DEL =							
700		IDENTP \$ FNAME =							
701		++ =							
702		IDENTP . ARG =							
703	ARGLOP	PUTOUT(SPIO+VFD							
704		NARG							
705		++ =							
706		IDENTP . ARG =							
707	LV	++ =							
708		IDENTP . LVR =							
709	LVLOP	PUTOUT(SPIO+VFD							
710		NLV							
711		++ =							
712		IDENTP . LVR =							
713	SLAB	DEL =							
714		SPB =							
715		STLB							
716		++ =							
717		SPB =							
718		(++ v +++) \$ DEL IDENPT \$ STLB DEL =							
719	DEFEND	SPB =							
720		++ =							
721		PUTOUT(SPIO+VFD							
722		NIDT							
723		PUTOUT(+FB+FNO+							
724		PUTOUT(SPIO+VFD							
725		USE(+++)							
726		PUTOUT(+SX2							
727		PUTOUT(SPIO+SXI							
728		PUTOUT(SPIO+SBI							
729		CALL(+DEN+)							
730	F.5	LG(PARAM(++),1)							
731		CALL(+MSI+)							
732		PUTOUT(SPIO+NG+							
733		PATNUM							
734		PUTOUT(SPIO+S46							
735		PUTOUT(SPIO+S41							
736		USE(+DATA+)							
737		PUTOUT(+D+PATNUM							
738		PUTOUT(SPIO+SSZ							
739		USE(+++)							

*

740	USE(+PAT+)
741	PUTOUT(+P+ PATNUM + VFD 4/5,56/D+ PATNUM)
742	USE(+*+)
743	USE(+SUB+)
744	PUTOUT(+R+ PATNUM JPI +PTF+)
745	PUTOUT(SPIO +SAI A3+I+)
746	IDENT(FUN,+POS+)
747	IDENT(FUN,+POS+)
748	CALL(\$FUN,+SFI+)
749	PUTOUT(PTF)
750	PUTOUT(PTS)
751	USE(+*+)
752	PUTOUT(# S2 # EX #SBJ+I#)
753	PUTOUT(# AX2 48#)
754	PUTOUT(# IX1 X2-XI#)
755	PUTOUT(# SBI XI#)
756	PUTOUT(# EQ BI,B4,# EX #PTS#)
757	PUTOUT(JP #PTF#)
758	PUTOUT(USAST)
759	LE(PARM(+),+),1)
760	BTABNO = BTABNO + 1
761	PUTOUT(SPIO +SBI K+ BTABNO)
762	CALL(+BXT+)
763	USE(+BREAK+)
764	PUTOUT(#K# BTABNO # BSSZ 2#)
765	USE(+*+)
766	PATNUM = PATNUM + 1
767	PUTOUT(SPIO +SAE D+ PATNUM +I+)
768	PUTOUT(SPIO +SAI P+ PATNUM)
769	USE(+DATA+)
770	PUTOUT(+D+ PATNUM + VFD 30/1,30/R+ PATNUM)
771	PUTOUT(SPIO +BSSZ I+)
772	USE(+*+)
773	USE(+PAT+)
774	PUTOUT(+P+ PATNUM + VFD 4/5,56/D+ PATNUM)
775	USE(+*+)
776	USE(+SUB+)
777	PUTOUT(+R+ PATNUM JPI +PTF+)
778	PUTOUT(SPIO +SAI A3+I+)
779	CALL(\$FUN,+SFI+)
780	PUTOUT(PTF)
781	PUTOUT(PTS)
782	USE(+*+)
783	C ANY(+*+ #*#) \$ DEL IDENT \$ NAM +(+ = F(SYNTAX)
784	TYPENO = LE(TYPENO,SIO) TYPENO + 1 : F(TYPZMNY)
785	PUTOUT(SPIO +SBI + PDF(NAM))
786	PUTOUT(SPIO +SXZ T+ 1000 + TYPENO)
787	CALL(+DGT+)
788	USE(+DATA+)
789	PUTOUT(+T+ 1000 + TYPENO + SBI *+I+)
790	PUTOUT(JP +GDT+)
791	PUTOUT(SPIO +VFD 4/6,10/+ TYPENO + I0/NF+ TYPENO
792	CINDEX = 1
793	FXND = FXND + 1
794	EXIFXND1 = 30/+ CONSTANT(NM1) + 30/T+ 1000 + TYPENO + I+)

795	NF	= 0
796	F.9LGF	C IDENPT \$ F1 NSPAN(+) +) +) +) NSPAN(+) +) IDENPT \$ F2
797		NF = NF + 2
798		PUTOUT(SPIO +VFD 30/+ FIELD(F1) +,30/+ FIELD(F2))
799		@ +) +) NSPAN(+) +) = S(F.9LGF)
800		C +) +) NSP DTL NSP +) +) = F(DATBAR0)
801	F.9FIN	PUTOUT(NF+ TYPND SPT +E0U + NF)
802		USE(+++)
803	PARTIAL	C IDENPT \$ F1 NSP +) +) NSP DEL NSP +) +) = F(DATBAR0)
804		PUTOUT(SPIO +VFD 30/+ FIELD(F1) +,30/+)
805		NF = NF + 1
806	F.11	PRAM(+++)
807	F.12	LE(PARAN(+++),1)
808		PUTOUT(BX6X1)
809		PUTOUT(++ S76 =XFAS\$CQM+8+)
810	F.13	PUTOUT(++ S81 4+)
811		PUTOUT(++ RJ =XFAS\$FKW+)
812	F.14	PUTOUT(++ S81 + \$(FUN +\$E2+))
813		PUTOUT(++ RJ =XFAS\$KFN+)
814	F.15	LE(PARAH(+++),1)
815		PUTOUT(BX6X1)
816		PATNUM = PATNUM + 1
817		PUTOUT(++ SAE D+ PATNUM ++1+)
818		PUTOUT(++ SAI P+ PATNUM)
819		PUTOUT(++ USE DATA)
820		PUTOUT(++U+ PATNUM + VFD 30/1,30/R+ PATNUM)
821		PUTOUT(++ BSSZ 1+)
822		PUTOUT(++ USE PAT+)
823		PUTOUT(++P+ PATNUM + VFD 4/5,56/D+ PATNUM)
824		PUTOUT(++ USE SUB+)
825		PUTOUT(++E+ PATNUM + JP RS+ PATNUM)
826		PUTOUT(++ SX1 =XFAS\$PTE+)
827		PUTOUT(++ RJ =XFAS\$LES+)
828		PUTOUT(++AS+ PATNUM + RJ =XFAS\$LCR+)
829		PUTOUT(++ JP =XFAS\$PTS+)
830		PUTOUT(++RS+ PATNUM + RJ =XFAS\$UCR+)
831		PUTOUT(++ ZR B3,+3+)
832		PUTOUT(++L+ PATNUM + RJ =XFAS\$UES+)
833		PUTOUT(++ S81 X6+)
834		PUTOUT(++ JP B1+)
835		PUTOUT(++ SAI D+ PATNUM ++1+)
836		PUTOUT(++ RJ =XFAS\$PTE+)
837		PUTOUT(++ NZ B1,+ PATNUM)
838		PUTOUT(++PS+ PATNUM + SX1 PR+ PATNUM)
839		PUTOUT(++ S83 B0+)
840		PUTOUT(++ RJ =XFAS\$LES+)
841		PUTOUT(++ JP AS+ PATNUM)
842		PUTOUT(++P+ PATNUM + SAI C+ PATNUM ++1+)
843		PUTOUT(++ RJ =XFAS\$PTE+)
844		PUTOUT(++ NZ B1,+ PATNUM)
845		PUTOUT(++ JP PS+ PATNUM)
846		PUTOUT(++ USE+)
847	F.16	PUTOUT(++ S81 7+)
848		PUTOUT(++ RJ =XFAS\$FKW+)
849	F.17	LE(PARAH(+++),1)
		: F(PARZMNY)
		: (FIN6)
		: (FIN1)


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850 PUTOUT(BX6X1) = PARAM(7) (#)
851 F.19 LE(P,3)
852 = LT(P,3) P + 1
853 F.181 PUTOUT(7) RJ =XFAS$LES#)
854 PUTOUT(7) BX1 X1-X1#)
855 F.181 : (F.181)
856 F.182 STABND = STABND + 1
857 PUTOUT(7) SX6 K# STABND)
858 PUTOUT(7) USE BREAK#)
859 PUTOUT(7) K# STABND # BSSZ 3#)
860 PUTOUT(7) USE#)
861 PUTOUT(7) RJ =XFAS$RPL#)
862 FIELD IDENT($FD+$F#)
863 FDN = $(FD+$F#)
864 FDNUM = IDENT(FDN) FDNUM + 1
865 F = FLD(FDN)
866 TYPEND(F) = TYPEND(F) + 1
867 LAST(F) = FDATA(TYPEND, LAST(F))
868 FIELD = FDN + 1000 + FDN
869 NEWFD $(FD+$F#) = FDNUM
870 FLD(FDNUM) = FDATA(1, FDATA(TYPEND, 0))
871 FIELD = FDN + 1000 + FDNUM
872 FUNCTION IDENT($FUN+$FD#)
873 FUNC(FUN, REG)
874 FNAME EQ(PARAM(7), 1)
875 PUTOUT(SFID+$SI) FDN + 1000 + $(FUN+$FD#)
876 CALL($FD#)
877 PUTOUT = DIFFR(ASMFLG) PAR
878 OUTPUT = DIFFR(LISTOB) INDENT PAR
879 SYNTAX ERRMSG(+SYNTAX ERROR IN STATEMENT#)
880 FEATURE ERRMSG(+FEATURE NOT YET IMPLEMENTED#)
881 MISQUOTE ERRMSG(+MISSING RIGHT QUOTE#)
882 DUPLAB ERRMSG(+DUPLICATE LABEL IGNORED#)
883 BADCT ERRMSG(+SYNTAX ERROR IN GOTO PART#)
884 NONAME ERRMSG(+NAME EXPECTED, NONE FOUND#)
885 SYSERR ERRMSG(+AN INTERNAL COMPILER ERROR HAS BEEN DETECTED. PLEASE R
886 UNBAL ERRMSG(+UNBALANCED PARENTHESES#)
887 KEYSR ERRMSG(+ILLEGAL OR MISPLACED KEYWORD#)
888 NOXDOT ERRMSG(+MISSING QUOTATION MARK#)
889 MISPAR ERRMSG(+MISSING RIGHT PARENTHESES#)
890 FUNCFF ERRMSG(+MISSING # END)
891 FDNCONF ERRMSG(+FIELD AND FUNCTION NAMES CONFLICT#)
892 VARZMNY ERRMSG(+INTERNAL TABLE OVERFLOW/ TOO MANY VARIABLES#) : (STLOP

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ERROR MESSAGES

PUTOUT FUNCTION

FUNCTION FUNCTION

FIELD FUNCTION

892 .	893	CON2MNY	ERMSG(#INTERNAL TABLE OVERFLOW/ TOO MANY CONSTANTS#) : (STLGP
893 .	894	FORFCFR	ERMSG(#MORE THAN ONE PARAMETER TO A FIELD REFERENCE#) : (STLGP)
894 .	895	DEBAD	ERMSG(#SYNTAX ERROR IN A DEFINE FUNCTION#) : (STLGP)
895	896	PAR2MNY	ERMSG(#TOO MANY PARAMETERS TO A BUILT-IN FUNCTION#) : (STLGP)
896 .	897	TYP2MNY	ERMSG(#INTERNAL TABLE OVERFLOW/ TOO MANY PROGRAMMER-DEFINED
897 .	898	ATYPES#)	ERMSG(#SYNTAX ERROR IN A DATA FUNCTION#) : (STLGP)
898	899	DATABD	ERMSG(#SYNTAX ERROR IN A DATA FUNCTION#) : (STLGP)
899	900	FD2MNY	ERMSG(#INTERNAL TABLE OVERFLOW/ TOO MANY FIELDS#) : (STLGP)
900	901	FX2MNY	ERMSG(#INTERNAL TABLE OVERFLOW/ TOO MANY CONSTANTS OVER 8 CHA
901	902	ERMSG	OUTPUT = ***** + PAR + ***** + (STLGP)
902			DIAGNO = DIAGNO + 1 : (RETURN)
			GETSA FUNCTION
903	GETSA	=(MSLI)	
904	GETSA1	CURLIN	= DIFFER(NXTLIN) NXTLIN : F(FRETURN)
905		LINUM	= LINUM + 1
906		NXTLIN	= GETLIN()
907		NXTLIN	= : S(GETSA2)
			CHECK FOR COMMENT OR CONTROL
908	GETSA2	CURLIN	ANY(+*+) \$ STR1 : F(GETSA5)
909			(EQ(MSLI) PUTOUT(+*+ CURLIN) NE(LISTR) PRLIN(LPAD(LINUM,6
909 .			, +0+) INDENT INDENT(CURLIN))
910			COMMENT
910			DIFFER(STR1,+*+) : F(GETSA1)
911			CONTROL
912			INTGER
912			CURLIN
912 .			LEN(1) NSPAN(+) SPAN(+ABCEFGHIJKLMNOPQRSTUVWXYZ
912 .) \$ STR1 NSPAN(+) FENCE (RPOS(0) ^ INTGPI NSPAN(+) RPOS(0))
913			STR1
914			= \$(STR1 +.+) : F(GETSA4)
914			IDENT(STR1) : F(STR1)
915	GETSA4	ERMSG(+BAD CONTROL LINE+)	: (GETSA1)
916	C.1	LISTSR	= 1 : (GETSA1)
917	C.2	LISTSR	= 0 : (GETSA1)
918	C.3	LISTSR	= : (GETSA1)
919	C.4	LISTSR	= 1 : (GETSA1)
920	C.5	EJECT()	EJECT : (GETSA1)
921	C.6	NOFAIL	FAIL : (GETSA1)
922	C.7	NOFAIL	NOFAIL : (GETSA1)
923	C.8	CRSFLG	NOCRSS : (GETSA1)
924	C.9	CRSFLG	CRSFLG = 1 : (GETSA1)

```

925 CRIND = 1
926 C.10 ASMFLG = 1
LISTASM
927 C.11 ASMFLG = 2
SPACE N
928 C.12 INTRP = IDENT(INTEGER) 1
SPOOLIN(INTRP)
929 *
NEMSTNO N
930 C.13 NE(INTEGER)
= GT(STNO,MAXSTN) STNO
931 MAXSTN
= IDENT(INTEGER) 0
932 INTRP
PUTOUT(≠ SX6≠ INTEGER)
934 *
CSMAP N
PUTOUT(SA6≠ SMC#)
935 *
CCSNAP(INTRP)
NEXT STATEMENT
936 C.15 *
STNO = STNO + 1
937 GETSA5
(EQ(MSLI) PUTOUT(≠ + CURLIN) NE(LIST3) PRTLIN)
938 *
LPA(LINNM,6,≠0) INDENT LPA(GTINC,5,≠) + CURLIN))
939 GETSA6
CURLIN REALCH(≠)
(GETSA7)
940 *
MULTI-STATEMENT LINE
MSLI = 1
941 *
CURLIN STRI ≡
942 *
GETSA = PUTOUT(≠) GETSA STRI
:(RETURN)
943 *
GETSA7
GETSA = GETSA CURLIN
CONTINUATION CHECK
945 *
NEXTLIN ANY(≠) REM & CURLIN
:(GETSA8)
946 *
LINNM = LINNM + 1
947 *
(PUTOUT(≠ + NEXTLIN) NE(LIST3) PRTLIN(LINNM,6,≠0))
948 *
INDENT LPA(STNO,5,≠) + NEXTLIN))
949 *
NEXTLIN = GETLIN()
:(GETSA6)
950 *
MSLI = PUTOUT(≠) 0
:(RETURN)
951 ENDA
952 EACHP RNUM = 1000
P = EXNO
953 *
PUTOUT(JP END)
954 *
N = 1000
955 *
N = LT(N,CNNUM) N + 1
:(CONOUT)
956 *
A = CNNI,1
:(CL+CNN,21)
957 *
PUTOUT(≠ N + VFD 4/2,56/≠ A)
:(LOOP)
958 CL2
PUTOUT(≠ N + VFD 4/1,56/FL≠ N)
959 CL3
PUTOUT(≠RL≠ N + DATA + A)
:(LOOP)
960 *
M = SIZE(A)
961 CL1
GT(M,8)
:(CONST)
962 CONONO
PUTOUT(≠ N + VFD 12/≠ M + 48/≠ M + L + A)
:(LOOP)
963 *
I = WORDS(M)
964 CONST
RNUM = RNUM + 1
965 *
RNUM
966 *
PUTOUT(≠ N + VFD 4/8,20/≠ M + 18/0,18/8 + RNUM)
967 *
P = P + 1

```

EACHP FUNCTION

```

968          PUTOUT(* VFD 1/1,23/* M - (I - 1) * 10 *,18/* I
968 .  +,18/1+)
969          GT(M,50)                                :F(LE50)
970          A          LEN(50) $ X REM $ A
971          PUTOUT(*B* BNUM * DATA 50L* X)
972          M          = M - 50
973 GTLP      A          LEN(60) † X REM $ A        :F(GTLS)
974          M          = M - 60
975          PUTOUT(* DATA 60L† X)                  :(GTLP)
976 GTLS      IF(DIFFER(A) PUTOUT(* DATA * M *L* A)) :(GTSK)
977 LE50      PUTOUT(†B† BNUM † DATA † M †L† A)
978 GTSK
979          FX[P]      = †30/B* BNUM ††† I - 1 †,30/C* M :S(CLOOP)F(FX2MNY)
980 CGNDUT    N          = 10002
981 VLOOP     N          = LT(N,VARNUM) N + 1        :F(VAROUT)
982          PUTOUT(*V* N * VFD 4/3,56/*+1*)
983          PUTOUT(* BSSZ 1*)                        :(VLOOP)
984 VAROUT     PUTOUT(†V10001 VFD 4/3,18/2,38/Z† N + 1)
985          PUTOUT(†V10002 VFD 4/3,18/1,38/Z† N + 2)
986          PUTOUT(†Z† (N + 1) † DATA 0†)
987          PUTOUT(†Z† (N + 2) † DATA 0†)
988          FX[P + 1] = †30/FAS$CAP,30/V10001†
989          FX[P + 2] = †30/FAS$IAP,30/V10002†
989 .
989          :F(FX2MNY)
990          PUTOUT(SPI0 †EXT FAS$OFT,FAS$IFT†)
991          P          = P + 2
992          N          = 10000
993 FNCLOOP   N          = LT(N,FNCNUM) N + 1        :F(FNCOUT)
994          PUTOUT(*F* N * JP =XFAS$ERR+4*)        :(FNCLOOP)
995 FNCOUT    N          = 10000
996 FDLOOP   N          = LT(N - 10000,FDNUM) N + 1 :F(FDOUT)
997          F          = FLD(N - 10000)
998          M          = TYPEND(F)
999          PUTOUT(†FD† N † DATA * M)
1000         I          = 0
1001 TYPLOPE  I          = LT(I,M) I + 1              :F(FDLOOP)
1002         F          = LAST(F)
1003          PUTOUT(SPI0 †DATA † TYPEND(F))          :(TYPLOPE)
1004 FDOUT     PUTOUT(†PLIST DATA † SIZE(PROG) †L† PROG)
1005          PUTOUT(SPI0 †DATA 0†)
1006          PUTOUT(SPI0 †DATA † P)
1007         N          = 0
1008 PLOOP    N          = LT(N,P) N + 1              :F(PCOUT)
1009          PUTOUT(SPI0 †VFD † FX[N])                :(PLOOP)
1010 PCOUT     N          = 10000
1011          PUTOUT(SPI0 †DATA † VARNUM - 10000)
1012 ILOOP    N          = LT(N,VARNUM) N + 1        :F(ICOUT)
1013          PUTOUT(SPI0 †VFD 30/* CON(VR[N]) †,30/V† N) :(ILOOP)
1014 ICOUT     N          = 10000
1015          PUTOUT(SPI0 †DATA † LABNUM - N)
1016 LLOOP    N          = LT(N,LABNUM) N + 1        :F(LCOUT)
1017         LAB        = 5(†L† N)
1018          IF(IDENT($ (LAB †$L1†)) PUTOUT($ (LAB †$L2†) † EQU FAS$
1018 .ERR+3*)) :F(LA2)
1019          EPRMSG(LAB † IS AN UNDEFINED LABEL†)
1020 LA2      PUTOUT(* USE GO7J*)

```

```

1021 PUTOUT(#LL# N # VFD 4/3,8/1,48/# $(LAB #L2#))
1022 PUTOUT(UEAST)
1023 PUTOUT(# VFD 30/# $(LAB #L3#) #,30/LL# N) : (LLOP)
1024 LOUT      PUTOUT(SPIO #END  * PRG)
1025          REMIND(+45M+)
1026          SPLIN(2)
1027          OUTPUT = VARNUM - 1000 # VARIABLES ENCOUNTERED#
1028          OUTPUT = COMNUM - 1000 # CONSTANTS SEEN#
1029          OUTPUT = P # FIXS MADE#
1030          *
1031          *
1032          *
1033          *
1034          *
1035          INISYM          COMNUM          = 1000
1036          LABNUM          = 1000
1037          $(#END$L2+) = #FAS$END+
1038          $(#RETURN$L2+) = #FAS$FN+
1039          $(#RETURN$L2+) = #FAS$FN+
1040          $(#RETURN$L2+) = #FAS$FN+
1041          VARNUM          = 1002
1042          VAR             = ARRAY(+9994/10500+)
1043          VAR199941     = VARID(+VAR4+)
1044          VAR199951     = VARID(+VAR5+)
1045          VAR199961     = VARID(+VAR6+)
1046          VAR199971     = VARID(+VAR7+)
1047          VAR199981     = VARID(+VAR8+)
1048          VAR199991     = VARID(+VAR9+)
1049          FAIL$V        = 9994
1050          FENCE$V        = 9995
1051          ABORT$V        = 9996
1052          ARRSV          = 9997
1053          BAL$V          = 9998
1054          SUCCEED$V      = 9999
1055          VFL100001     = VARID(+VAR3+)
1056          $(#REMSV+) = 1000
1057          CINDEX          = 1
1058          VAR100011     = VARID(CONSTANT(+OUTPUT+))
1059          VAR100021     = VARID(CONSTANT(+INPUT+))
1060          COMNUM          = 1000
1061          FENNUM          = 1000
1062          $(#OUTPUT$V+) = 10001
1063          $(#INPUT$V+) = 10002
1064          PATNUM          = 1000
1065          STABND          = 1000
1066          ALTP           = 1000
1067          STECCOUNT      = 1
1068          LASTND          = 2
1069          STND            = 3
1070          ENCLEVEL       = 4
  
```

```

: (RETURN)
: (SPLINI)
: (RETURN)
: (RETURN) F(FRETURN)
  
```

```

SPCLIN, PRTLIN, GETLIN FUNCTIONS
: (ENDMSG)
  
```

1071	STCOUNT. = 5
1072	RTNTYPE. = 6
1073	ALPHABET. = 7
1074	ABEND. = 10
1075	ANCHOR. = 11
1076	FULLSCAN. = 12
1077	MAXLENGTH. = 13
1078	STLIMIT. = 14
1079	SPECIAL. = 15
1080	FLD = ARRAY(100)
1081	FNC(+TRIM+,+TRM+,1)
1082	FNC(+ARRAY+,+GAR+,2)
1083	FNC(+IDENT+,+IDT+,2,1)
1084	FNC(+DIFFER+,+DIF+,2,1)
1085	FNC(+LT+,+LTP+,2,1)
1086	FNC(+LE+,+LEP+,2,1)
1087	FNC(+GT+,+GTP+,2,1)
1088	FNC(+GE+,+GEP+,2,1)
1089	FNC(+EQ+,+EQP+,2,1)
1090	FNC(+NE+,+NEP+,2,1)
1091	FNC(+SIZE+,+SIZ+,1)
1092	FNC(+REWIND+,+REW+,1,1)
1093	FNC(+DEFINE+,+DEF+,10)
1094	FNC(+LEN+,+LEN+,5)
1095	FNC(+TAB+,+TAB+,5)
1096	FNC(+RTAB+,+RTB+,5)
1097	FNC(+RPOS+,+,5)
1098	FNC(+PCS+,+,5)
1099	FNC(+SPAN+,+SPN+,3)
1100	FNC(+BREAK+,+BRK+,8)
1101	FNC(+ANY+,+ANY+,8)
1102	FNC(+NOTANY+,+NTA+,8)
1103	FNC(+NSPAN+,+NSP+,8)
1104	FNC(+REALCH+,+RCH+,8)
1105	FNC(+CUTPUT+,+GTP+,4,1)
1106	FNC(+INPUT+,+INP+,3,1)
1107	FNC(+LPAD+,+LPD+,3)
1108	FNC(+RPAD+,+RPD+,3)
1109	FNC(+IF+,+,11,1)
1110	FNC(+DATA+,+DDT+,9)
1111	FNC(+COMSNAP+,+CSP+,1,1)
1112	FNC(+TIME+,+TME+,1)
1113	FNC(+CLOCK+,+CLK+,1)
1114	FNC(+ANCHOR+,+,12,1)
1115	FNC(+DETACH+,+DT+,1,1)
1116	FNC(+EDI+,+EDI+,1,1)
1117	FNC(+ENDGROUP+,+EGR+,2,1)
1118	FNC(+FOR+,+EOR+,1,1)
1119	FNC(+ENCLEVEL+,+,13)
1120	FNC(+MAXLENGTH+,+,11,14)
1121	FNC(+STCOUNT+,+,5,14)
1122	FNC(+STLIMIT+,+,12,14)
1123	FNC(+ARBNC+,+,15)
1124	FNC(+ALPHABET+,+,16)
1125	FNC(+REALSTR+,+RLS+,17)
1126	FNC(+BREAKSTR+,+BST+,17)

```

1127 FNC (#REPLACE#, #RPL#, 18)
1128 FNC (#SUBSTR#, #SBS#, 3)
1129 FNC (↑DATE↑, ↑DTE↑, 1) : (RETURN)
*
* FNC FUNCTION
*
1130 FNC $(P1 ↑$F1↑) = P2
1131 $(P1 ↑$F3↑) = P4
1132 $(P1 ↑$F2↑) = P3 : (RETURN)
*
* EJECT, GOBBLE FUNCTIONS
*
1133 EJECT PAGE = : (RETURN)
*
* WORDS, USE FUNCTIONS
*
1134 WORDS I = P / 10
1135 J = P - (I * 10)
1136 I = NE(J, 0) I + 1
1137 WORDS = I : (RETURN)
1138 USE PUTOUT (SP10 ↑USE ↑ STR) : (RETURN)
*
* NOEND I.E. NO END CARD
*
1139 NOEND DIFFER (NEXTLABL) : F (ENDA)
1140 PUTOUT (NEXTLABL ↑ EQU FAS↑END↑) : (ENDA)

```

APPENDIX II

List of Runtime Routines

PROGRAM	LENGTH	INDEX	DATE	TIME	PROCESSOR
FAS\$SBS	000065	00000001	26 AUG 73	14:07:04	CMP2.4A0
FAS\$INP	000054	00000003	26 AUG 73	14:38:35	CMP2.4A0
FAS\$REW	000021	00000005	12 AUG 73	17:14:42	CMP2.4A0
FAS\$LPD	000024	00000006	12 AUG 73	22:08:37	CMP2.4A0
FAS\$BAL	000015	00000007	25 JUN 73	00:55:32	CMP2.4A0
FAS\$CSP	000003	00000010	25 JUN 73	00:55:33	CMP2.4A0
FAS\$RPL	000111	00000011	18 AUG 73	23:25:09	CMP2.4A0
FAS\$SBR	001015	00000013	24 JUN 73	23:04:41	CMP2.4A0
FAS\$MCM	000004	00000014	24 JUN 73	23:04:20	CMP2.4A0
FAS\$CLK	000013	00000015	31 MAY 73	19:53:19	CMP2.4A0
FAS\$TME	000016	00000016	31 MAY 73	19:53:21	CMP2.4A0
FAS\$JTP	000114	00000017	19 AUG 73	13:25:48	CMP2.4A0
FAS\$CSR	000017	00000021	04 JUN 73	22:48:12	CMP2.4A0
FAS\$RCH	000025	00000022	24 JUN 73	23:04:34	CMP2.4A0
FAS\$PSR	000037	00000023	25 APR 73	16:35:00	CMP2.3A0
FAS\$DAT	000076	00000024	24 JUN 73	23:04:01	CMP2.4A0
FAS\$ASR	000037	00000026	25 APR 73	16:32:24	CMP2.3A0
FAS\$CVR	000037	00000027	25 APR 73	16:32:58	CMP2.3A0
DUMPRG	000011	00000030	12 NOV 70	12:32:32	CMP1.1A4
RESTORE	000042	00000031	12 NOV 70	12:32:32	CMP1.1A4
SAVEREG	000123	00000032	12 NOV 70	12:32:32	CMP1.1A4
FAS\$ACV	000037	00000034	24 JUN 73	23:03:44	CMP2.4A0
FAS\$ANG	000030	00000036	25 APR 73	16:32:13	CMP2.3A0
FAS\$ARB	000013	00000037	24 JUN 73	23:03:46	CMP2.4A0
FAS\$ANY	000024	00000040	24 JUN 73	23:03:45	CMP2.4A0
FAS\$ARO	000076	00000041	25 APR 73	16:32:18	CMP2.3A0
FAS\$ASC	000005	00000043	24 JUN 73	23:03:47	CMP2.4A0
FAS\$ASG	000031	00000044	24 JUN 73	23:03:48	CMP2.4A0
FAS\$BRK	000011	00000046	24 JUN 73	23:03:51	CMP2.4A0
FAS\$BKT	000033	00000047	24 JUN 73	23:03:50	CMP2.4A0
FAS\$CFN	000072	00000050	04 AUG 73	16:15:48	CMP2.4A0
FAS\$CKA	000006	00000052	25 APR 73	16:32:45	CMP2.3A0
FAS\$CNC	000330	00000053	04 AUG 73	16:15:51	CMP2.4A0
FAS\$COM	000564	00000057	24 JUN 73	23:03:59	CMP2.4A0
FAS\$CPS	000015	00000062	25 APR 73	16:32:55	CMP2.3A0
FAS\$JFN	000007	00000063	24 JUN 73	23:04:03	CMP2.4A0
FAS\$JID	000003	00000064	25 APR 73	16:33:05	CMP2.3A0
FAS\$JRD	000006	00000065	25 APR 73	16:33:05	CMP2.3A0
FAS\$JSA	000012	00000066	25 APR 73	16:33:06	CMP2.3A0
FAS\$JSD	000021	00000067	30 APR 73	04:42:00	CMP2.3A0
FAS\$JTE	000013	00000070	25 APR 73	16:33:08	CMP2.3A0
FAS\$END	000015	00000071	31 MAY 73	19:53:26	CMP2.4A0
FAS\$ERR	000033	00000072	25 APR 73	16:33:15	CMP2.3A0
FAS\$ESR	000042	00000073	25 APR 73	16:33:16	CMP2.3A0
FAS\$EXP	000014	00000075	25 APR 73	16:33:18	CMP2.3A0
FAS\$FKW	000021	00000076	31 MAY 73	19:53:27	CMP2.4A0
FAS\$FLR	000004	00000077	30 APR 73	04:42:02	CMP2.3A0
FAS\$FRS	000366	00000100	04 AUG 73	16:15:54	CMP2.4A0
FAS\$GAR	000232	00000106	24 JUN 73	23:04:09	CMP2.4A0

FAS\$GPB	000007	00000111	24 JUN 73	23:04:12	CMP2.4A0
FAS\$IAT	000113	00000112	26 AUG 73	14:38:30	CMP2.4A0
FAS\$ILZ	000062	00000114	19 AUG 73	13:25:45	CMP2.4A0
FAS\$IOC	000030	00000116	19 AUG 73	13:25:47	CMP2.4A0
FAS\$INT	000015	00000120	24 JUN 73	23:04:15	CMP2.4A0
FAS\$IPR	000052	00000121	24 JUN 73	23:04:15	CMP2.4A0
FAS\$ISG	000003	00000123	25 APR 73	16:33:50	CMP2.3A0
FAS\$ITS	000074	00000124	25 APR 73	16:33:51	CMP2.3A0
FAS\$IVV	000031	00000126	25 APR 73	16:33:53	CMP2.3A0
FAS\$-EN	000005	00000130	24 JUN 73	23:04:16	CMP2.4A0
FAS\$LGT	000026	00000131	25 APR 73	16:34:27	CMP2.3A0
FAS\$MAT	000102	00000132	24 JUN 73	23:04:17	CMP2.4A0
FAS\$MKI	000007	00000135	25 APR 73	16:34:33	CMP2.3A0
FAS\$MKV	000015	00000136	25 APR 73	16:34:35	CMP2.3A0
FAS\$MKP	000032	00000137	24 JUN 73	23:04:21	CMP2.4A0
FAS\$MKS	000007	00000141	25 APR 73	16:34:37	CMP2.3A0
FAS\$MSI	000024	00000142	25 APR 73	16:34:38	CMP2.3A0
FAS\$MSK	000013	00000143	25 APR 73	16:34:40	CMP2.3A0
FAS\$MST	000045	00000144	24 JUN 73	23:04:22	CMP2.4A0
FAS\$MTR	000104	00000146	12 AUG 73	17:14:23	CMP2.4A0
FAS\$MVS	000036	00000150	26 AUG 73	14:06:44	CMP2.4A0
FAS\$JAT	000064	00000151	24 JUN 73	23:04:26	CMP2.4A0
FAS\$JUT	000022	00000153	25 APR 73	16:34:53	CMP2.3A0
FAS\$PAR	000004	00000154	25 APR 73	16:34:54	CMP2.3A0
FAS\$PAS	000030	00000155	24 JUN 73	23:04:30	CMP2.4A0
FAS\$PAT	000033	00000157	24 JUN 73	23:04:31	CMP2.4A0
FAS\$POS	000013	00000161	25 APR 73	16:35:00	CMP2.3A0
FAS\$PTP	000032	00000162	24 JUN 73	23:04:32	CMP2.4A0
FAS\$RAR	000022	00000164	31 MAY 73	19:54:02	CMP2.4A0
FAS\$REM	000003	00000165	24 JUN 73	23:04:35	CMP2.4A0
FAS\$RET	000055	00000166	24 JUN 73	23:04:35	CMP2.4A0
FAS\$RSG	000004	00000170	25 APR 73	16:35:11	CMP2.3A0
FAS\$RTB	000005	00000171	24 JUN 73	23:04:40	CMP2.4A0
FAS\$RTS	000034	00000172	25 APR 73	16:35:12	CMP2.3A0
FAS\$SIZ	000006	00000173	25 APR 73	16:35:13	CMP2.3A0
FAS\$SKW	000013	00000174	24 JUN 73	23:04:41	CMP2.4A0
FAS\$SNP	000062	00000175	24 JUN 73	23:04:43	CMP2.4A0
FAS\$SPN	000024	00000177	24 JUN 73	23:04:44	CMP2.4A0
FAS\$SRS	000025	00000200	24 JUN 73	23:04:44	CMP2.4A0
FAS\$SSG	000021	00000201	25 APR 73	16:35:20	CMP2.3A0
FAS\$SSR	000037	00000202	04 AUG 73	16:16:03	CMP2.4A0
FAS\$STE	000126	00000204	04 AUG 73	16:16:05	CMP2.4A0
FAS\$STI	000034	00000207	25 APR 73	16:35:25	CMP2.3A0
FAS\$STR	000065	00000210	25 APR 73	16:35:46	CMP2.3A0
FAS\$SYM	000153	00000212	24 JUN 73	23:04:48	CMP2.4A0
FAS\$TAB	000010	00000215	24 JUN 73	23:04:52	CMP2.4A0
FAS\$TRM	000052	00000216	25 APR 73	16:35:54	CMP2.3A0
FAS\$VAL	000005	00000220	25 APR 73	16:35:56	CMP2.3A0
FAS\$VPR	000031	00000221	31 MAY 73	19:54:20	CMP2.4A0
PRINTRG	000131	00000222	25 APR 73	16:35:58	CMP2.3A0

99 DECKS IN LIBRARY

APPENDIX III

Sample Programs

```

000001      *
000002      *                TOPOLOGICAL SORT
000003      *                MAPS A PARTIAL ORDERING OF OBJECTS INTO A LINEAR ORDERING
000004      *
000005      1      STTIME      = TIME()
000006      2      PAIR        = BREAK(←←) . MU LEN(1) BREAK(←,←) . NU LEN(1)
000007      3      DATA(←ITEM(COUNT, TOP)←)
000008      4      DATA(←NODE(SJC, NEXT)←)
000009      5      DEFINE(←INDEX(TAU)←)
000010      *
000011      *                READ IN THE NUMBER OF ITEMS, N, AND GENERATE AN
000012      *                ARRAY OF ITEMS.
000013      *                EACH ITEM HAS TWO FIELDS, (COUNT, TOP), WHERE
000014      *                COUNT = NO. OF ELEMENTS PRECEDING IT.
000015      *                TOP = TOP OF LIST OF ITEMS SUCCEEDING IT.
000016      *
000017      6      V            = TRIM(INPUT)
000018      7      X            = ARRAY(←0/← V)
000019      *
000020      *                INITIALIZE THE ITEMS TO (0, NULL).
000021      *
000022      8 T1      X[I]      = ITEM(0,)                :F(T1A)
000023      9      I            = I + 1                :(T1)
000024      *
000025      *                READ IN RELATIONS
000026      *
000027      10 T1A     OUTPUT    = ← THE RELATIONS ARE ←
000028      11 T2A     REL      = TRIM(INPUT) ←,←      :F(T3A)
000029      12      OUTPUT    = ← ← REL
000030      13 T2      REL      PAIR =                :F(T2A)
000031      14      J            = INDEX(MU)
000032      15      K            = INDEX(VU)
000033      *
000034      *                SINCE MU < NU, INCREASE THE COUNT OF THE KTH ITEM
000035      *                AND ADD A NODE TO THE LIST OF SUCCESSORS OF THE
000036      *                JTH ITEM
000037      *
000038      16 T3      COUNT(X[K]) = COUNT(X[K]) + 1
000039      17      TOP(X[J]) = NODE(K, TOP(X[J]))      :(T2)
000040      *
000041      *                INITIALIZE THE QUEUE FOR OUTPUT
000042      18 T3A     R            = 0
000043      19      COUNT(X[0]) = 0
000044      20      K            = 0
000045      21 T4      K            = LT(K, N) K + 1      :F(T4A)
000046      22      COUNT(X[R]) = EQ(COUNT(X[K]), 0) K :F(T4)
000047      23      R            = K                :(T4)
000048      24 T4A     F            = COUNT(X[0])
000049      *
000050      *                OUTPUT THE FRONT OF THE QUEUE
000051      *
000052      25      OUTPUT    = ← THE LINEAR ORDERING IS ←
000053      26 T5      OUTPUT    = NE(F, 0) ← ← $(F ←/←) :F(T5)

```

000054	27	V	= V - 1	
000055	28	P	= TOP(X[F])	
000056	*			
000057	*		ERASE RELATIONS	
000058	*			
000059	29 T6	IDENT(P)		:S(T7)
000050	30	Y	= COJNT(X[SUC(P)])	
000051	31	COUNT(X[SUC(P)])	= GF(Y,1) Y - 1	:S(T6A)
000062	32	COJNT(X[SUC(P)])	= 0	
000053	*			
000054	*		IF COUNT IS ZERO ADD ITEM TO QUEUE.	
000055	*			
000056	33	COUNT(X[R])	= SUC(P)	
000057	34	R	= SUC(P)	
000058	35 T6A	P	= NEXT(P)	: (T6)
000059	*			
000070	*		REMOVE FROM QUEUE.	
000071	*			
000072	36 T7	F	= COJNT(X[F])	: (T5)
000073	*			
000074	*		FUNCTION DEFINITIONS.	
000075	37 INDEX	INDEX	= DIFFER\$(TAU ↑/↑) \$(TAU ↑/↑)	:S(RETURN)
000076	38	TERMCT	= LT(TERMCT,N) TERMCT + 1	:F(FRETURN)
000077	39	INDEX	= TERMCT	
000078	40	\$(TERMCT ↑/↑)	= TAU	
000079	41	\$(TAU ↑/↑)	= TERMCT	: (RETURN)
000090	*			
000081	42 T8	OUTPUT	= VE(N,0) ↑ THE ORDERING CONTAINS A LOOP↑	
000092	43	OUTPUT	= ↑ EXECUTION TIME WAS ↑ TIME() - STTIME ↑ MS.↑	

19 VARIABLES ENCOUNTERED
 46 CONSTANTS SEEN
 9 FIXS MADE

TOTAL COMPILATION TIME:5637 MS., 0 ERROR DIAGNOSTICS

THE RELATIONS ARE

LETTERS<ALPHANUM,NUMBERS<ALPHANUM,

BLANKS<OPTBLANKS,

NUMBERS<REAL,

NUMBERS<INTEGER,

LETTERS<VARIABLE,ALPHANUM<VARIABLE,

BINARY<BINARYOP,BLANKS<BINARYOP,

UNALPHABET<DLITERAL,

UNALPHABET<SLITERAL,

SLITERAL<LITERAL,DLITERAL<LITERAL,INTEGER<LITERAL,REAL<LITERAL;

THE LINEAR ORDERING IS

LETTERS

NUMBERS

BLANKS

BINARY

UNALPHABET

INTEGER

REAL

ALPHANUM

OPTBLANKS

BINARYOP

SLITERAL

DLITERAL

VARIABLE

LITERAL

EXECUTION TIME WAS 151 MS.

```

000001 *****
000002 *
000003 * THIS PROGRAM COMPUTES AND PRINTS A TABLE OF N FACTORIAL *
000004 * FOR VALUES OF N FROM 1 THROUGH AN UPPER LIMIT NX. *
000005 *
000006 * IT DEMONSTRATES A METHOD OF MANIPULATING NUMBERS WHICH ARE *
000007 * TOO LARGE FOR THE COMPUTER, AS STRINGS OF CHARACTERS. THE *
000008 * COMMAS IN THE PRINTED VALUES ARE OPTIONAL, ADDED FOR READING *
000009 * EASE. *
000010 *
000011 *****
000012 *
000013 * INITIALIZATION
000014 *
000015 1 NX = 35
000016 *
000017 2 N = 1
000018 3 NSET = 1
000019 4 NUM = ARRAY(1000)
000020 5 NUM[1] = 1
000021 6 FILL = ARRAY(+0/3+)
000022 7 FILL[0] = '000'
000023 8 FILL[1] = '+0+'
000024 9 FILL[2] = '+0+'
000025 *
000026 10 OUTPUT = + TABLE OF FACTORIALS FOR 1 THROUGH + NX
000027 11 OUTPUT =
000028 *
000029 * COMPUTE THE NEXT VALUE FROM THE PREVIOUS ONE.
000030 *
000031 12 L1 I = 1
000032 13 L2 NUM[I] = NUM[I] * N :F(ERR)
000033 14 I = LT(I,NSET) I + 1 :S(L2)
000034 15 I = 1
000035 16 L3 LT(NUM[I],1000) :S(L4)
000036 17 NUMX = NUM[I] / 1000 :F(ERR)
000037 18 NUM[I + 1] = NUM[I + 1] + NUMX :F(ERR)
000038 19 NUM[I] = NUM[I] - 1000 * NUMX :F(ERR)
000039 20 L4 I = LT(I,NSET) I + 1 :S(L3)
000040 *
000041 * FORM A STRING REPRESENTING THE FACTORIAL.
000042 *
000043 21 L5 NSET = DIFFER(NUM[NSET + 1]) NSET + 1
000044 22 NUMBER = NUM[NSET] :F(ERR)
000045 23 I = GT(NSET,1) NSET - 1 :F(L7)
000046 24 L6 NUMBER = NUMBER * , * FILL[SIZE(NUM[I])] NUM[I]
000047 25 I = GT(I,1) I - 1 :S(L6)
000048 *
000049 * OUTPUT A LINE OF THE TABLE
000050 *
000051 26 L7 OUTPUT = N * == NUMBER
000052 27 N = LT(N,NX) N + 1 :S(L1)F(END)
000053 *

```

000054 * ERROR TERMINATION
000055 *
000056 28 FR? OUTPUT = N *↑ CANNOT BE COMPUTED BECAUSE OF TABLE OVERFLOW.*
000057 29 OUTPUT = ↑ INCREASE THE SIZE OF ARRAY NUM .↑
000058 *
000059 - 30 END

10 VARIABLES ENCOUNTERED
33 CONSTANTS SEEN
5 FIXS MADE

TOTAL COMPILATION TIME: 3500 MS., 0 ERROR DIAGNOSTICS

TABLE OF FACTORIALS FOR 1 THROUGH 35

1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5,040
8! = 40,320
9! = 362,880
10! = 3,628,800
11! = 39,916,800
12! = 479,001,600
13! = 6,227,020,800
14! = 87,178,291,200
15! = 1,307,674,368,000
16! = 20,922,789,888,000
17! = 355,687,428,096,000
18! = 6,402,373,705,728,000
19! = 121,645,100,408,832,000
20! = 2,432,902,008,176,640,000
21! = 51,090,942,171,709,440,000
22! = 1,124,000,727,777,607,680,000
23! = 25,852,016,738,884,976,640,000
24! = 620,448,401,733,239,439,360,000
25! = 15,511,210,043,330,985,984,000,000
26! = 403,291,461,126,605,635,584,000,000
27! = 10,888,869,450,418,352,160,768,000,000
28! = 304,888,344,611,713,860,501,504,000,000
29! = 8,841,761,993,739,701,954,543,816,000,000
30! = 265,252,859,812,191,058,636,308,480,000,000
31! = 8,222,838,654,177,922,817,725,562,880,000,000
32! = 263,130,836,933,693,530,167,218,012,160,000,000
33! = 8,683,317,618,811,886,495,516,194,401,280,000,000
34! = 295,232,799,039,604,140,847,619,609,643,520,000,000
35! = 10,333,147,966,386,144,929,666,651,337,523,200,000,000