Conversion of NGP-0 Coordinates to Device

Specific Coordinates

Conversion of NGP-0 coordinates to floating point PDP-10 coordinates
was discussed in RFC #387. In general, however, it is undesirable to
convert NGP coordinates to floating point coordinates because real
devices require integer addressing. To this end, a means is described
to convert NGP coordi- nates to integer coordinates in the range zero
to M, where M is the maximum address of the device screen on a machine
using 2's complement arithmetic. It would not, however, be difficult
to modify this algorithm to operate on machines using one's complement
or sign-magnitude arithmetic.

First consider the NGP coordinate format:

```
        +--+-----------+
        |  |    n      |
        +--+-----------+
         s ^   FRACTION
         i
         g
         n
```
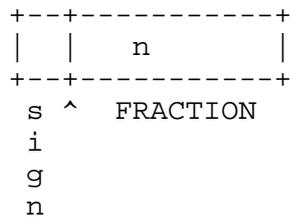
Where the sign occupies the most significant bit of the coordinate
followed by bits of numerical information (initial implementation of
NGP requires N=15). Negative numbers are represented by 2's
complement. Conversion to device coordinates is accomplished by:

$$D = S * f + S$$

Where D =>integer device coordinate
      S =>scaling factor (typically M/2)
      f =>NGP fractional coordinate

Let us rewrite this as:

$$D = S*(2^n*f)/2^n + S$$

Now factor S into two terms:

$$S = Q * 2^I$$

Where Q is an odd integer and I is an integer.

When:

$$D = Q * 2^I * (2^n*f)/2^n + S$$

$$= Q * 2^{I-n} * (2^n*f) + S$$

The factor (2^n*f) is represented in 2's complement form simply by extending the sign bit of f into the upper portion of the computer word, If Q = 1 (as it would be with many devices), it can be ignored. If Q >< 1, we may console ourselves that an integer multiply is faster on most machines than a floating point multiply. In fact, on a PDP-10, this multiply can usually be performed with no access to memory since Q is usually small.

We are now left with the 2^{I-n} factor. This can be accomplished with an arithmetic shift left by (I-n) or an arithmetic shift right by (n-I) as is appropriate. The offset factor, S, may now be added using an integer add.

The procedure for converting NGP coordinates to integer device coordinates is then:

> 1. move coordinate to a register and extend sign
> 2. integer multiply by Q (if necessary)
> 3. arithmetic shift left by (I-n)
> 4. integer add S

This procedure would generally be much faster than:

> 1. move coordinate to register and extend sign
> 2. float fractional coordinate
> 3. floating point multiply
> 4. floating point add
> 5. conversion to fixed point