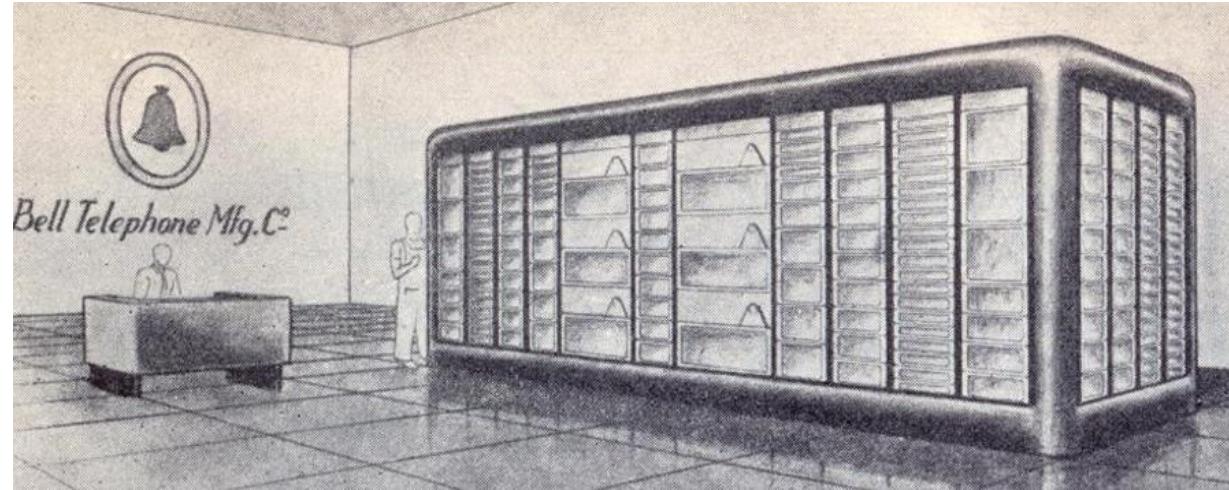




FOSDEM

Computer
Museum
NAM-IP

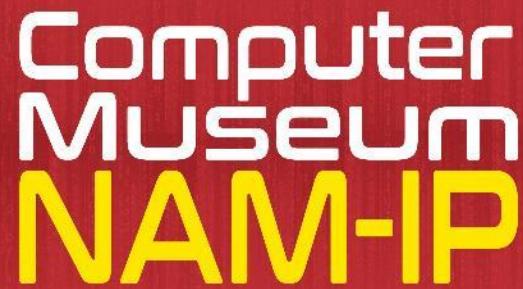


Early Electronic Computing in Belgium: Analysis and Simulation of the IRSIA FNRS Mathematical Machine

Christophe Ponsard, Marie Dudekem Gevers
NAM-IP Computer Museum

FOSDEM 26 – Retrocomputing DevRoom – February 1

NAM-IP Computer Museum

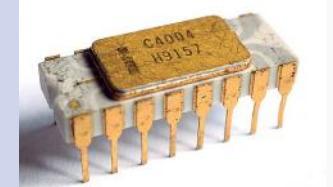
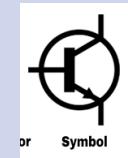
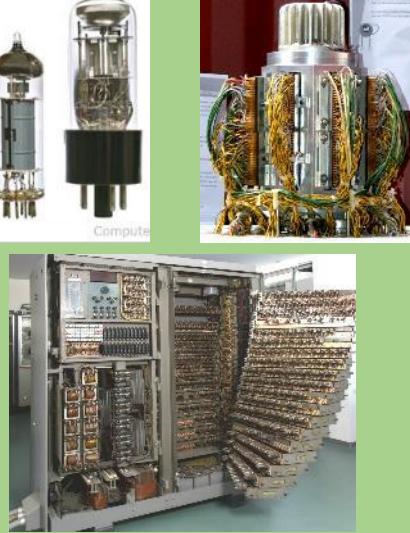


www.nam-ip.be

- Located in Namur/Belgium - 30' from Brussels
 - worth a visit if you are staying a few days I Belgium after FOSDEM)
 - also: HomeComputerMuseum (in Eindhoven/NL not so far), Mémoire Morte (Lille)
- Missions:
 - Preservation: safeguarding digital heritage, focus on local pioneers
 - Acquisition of artefacts, enriching collections: Bull, Burroughs/Unysis, I&B,...
 - Exhibitions: for all, specific animation, permanent/temporary
 - **Research: about machines, software, communities especially local (Belgian)**
- “Container design”, an historical parallel



Back in time to 1st generation computer (before Moore's "law")

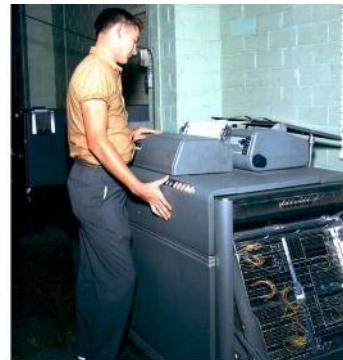
Generation	5 th	4 th	3 rd	2 nd	1 st
When	Now → future?	1971 - now	1964-1971	1956-1963	1940-1956
Technology	AI ? Quantum ?	Microprocessor (1971) (V)LSI, DRAM, SRAM (optical disks)	Integrated circuit (1958) Better cores, HDD, tapes	Transistor (1947) Mag. core memory HDD, mag. tapes	Vacuum tube Magnetic drums Delay lines, tapes, cards
Computers		Microcomputers: IBM, Apple,... SUN stations,...	IBM 360 (mainframe) PDP, VAX (mini)	IBM 1401 Bull Gamma 60	ENIAC, EDVAC IBM 701, Bull Gamma3 MMIF
#gates	More Moore ?	$10^4\text{-}10^{10}$	$10^3\text{-}10^5$	$10^3\text{-}10^4$	$10^3\text{-}10^4$
	 	 	 	 	 

“Computer” circa 1950

- Human (NACA 1949)
[notice gender]



- (Electro)mechanical calculator/computers



IBM 407

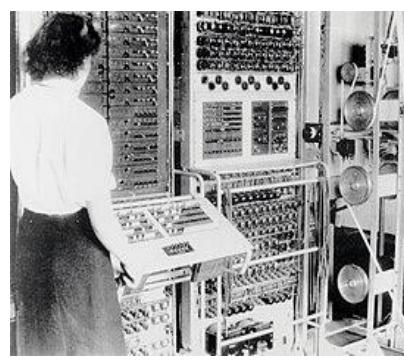


Bull BS120

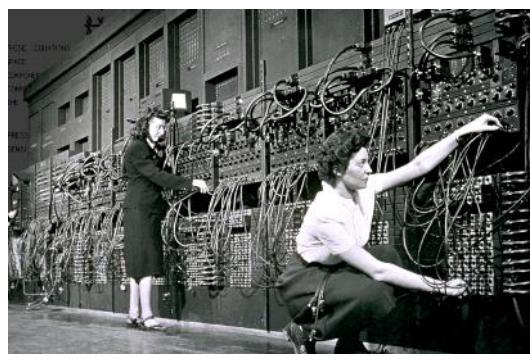


Harvard Mark I (with Aiken)

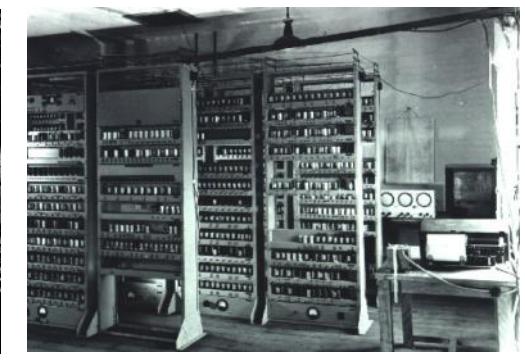
- Early electronics computer
(wired or stored program)



Colossus (1943-45)



ENIAC (1945 → 1948)



EDSAC (1949)

Mathematical Machine ?

- **Purpose: scientific and technical computation rather than business data processing**
= **solve numerical problems** efficiently
 - by carrying out a series of arithmetic operations, sometimes using tables of functions.
 - E.g. system of linear equations, high degree, equation, differential equations
- Can be called mathematical machines:
 - Colossus (wired): cryptanalysis (breaking German Lorenz code during WWII)
 - Harvard Mark (wired): math. tables, scientific calculations, ballistics, and rocket research
 - Bell Labs Model III (wired): ballistic computing
 - ENIAC (wired/stored): artillery tables, scientific computing, weather,...
 - EDSAC (stored): heat, planet orbits, ballistics, math tables,...
 - MMIF (Belgian), BARK (Sweden, electromechanical)
- **Requirements (digital approach >< analogic)**
 - High precision arithmetic operations (fixed or floating point)
 - Math library: set of core functions to compute trigonometric functions, exp/log, extract roots,...
 - Algorithmics: control flow
 - Matrix: index support

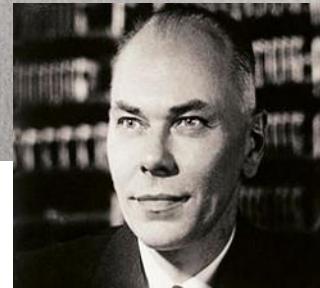
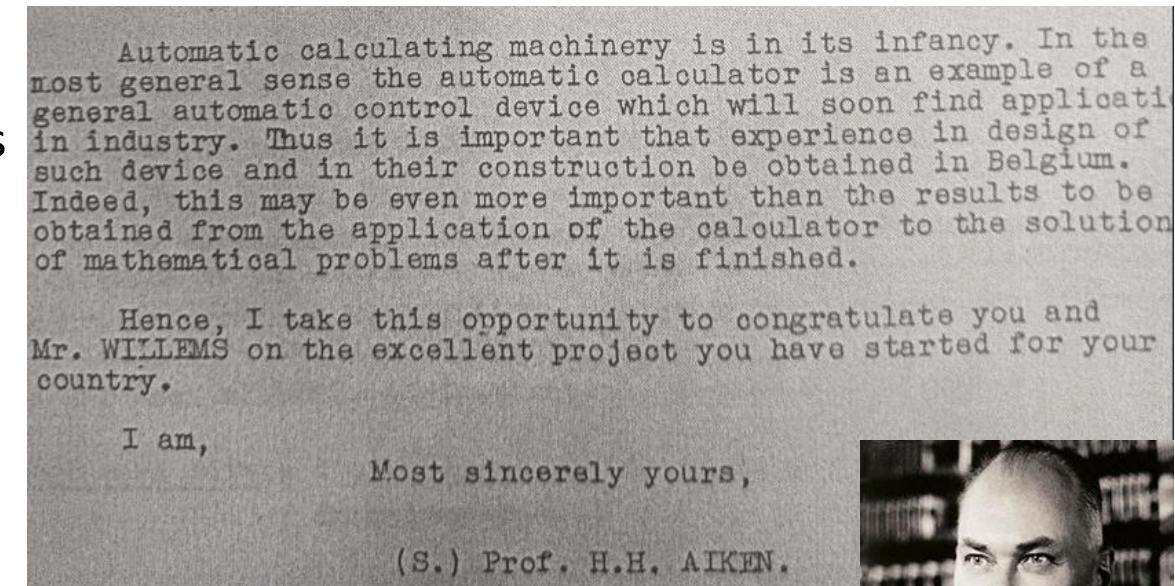
Belgian Context and Approach for MMIF

Post-WWII Context:

- **National Technological Autonomy:** develop own expertise in electronic computing rather than relying solely on foreign machines.
- **Scientific Advancement:** support research in mathematics, physics, and engineering, providing a powerful tool for numerical computations.
- **Capacity Building and Training:** train Belgian scientists, engineers, and mathematicians in the design, construction, and use of electronic computers.

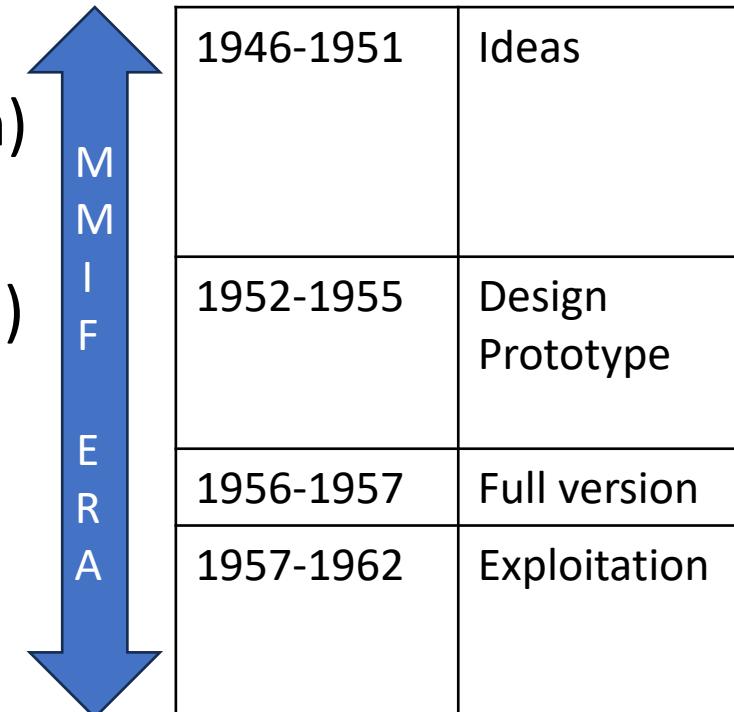
Approach:

- **Survey (1946–1947):** research fund FNRS sent scientists to the USA to study “large mathematical machines”
- **Hands-on Experience (1947–1948):** Belgian engineers and scientists assisted in building the Harvard Mark III making also connection with Howard Aiken
- **Support and governance:** IRSIA/FNRS funding CECE organization, Aiken consultancy



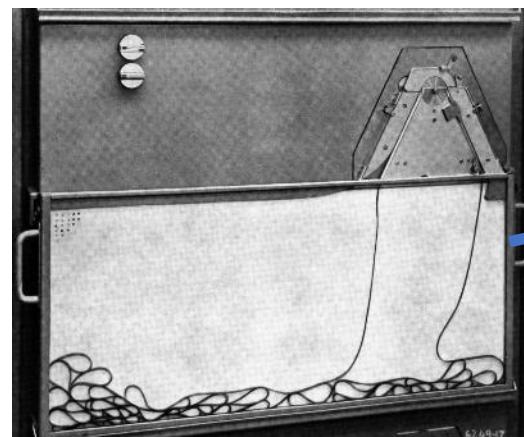
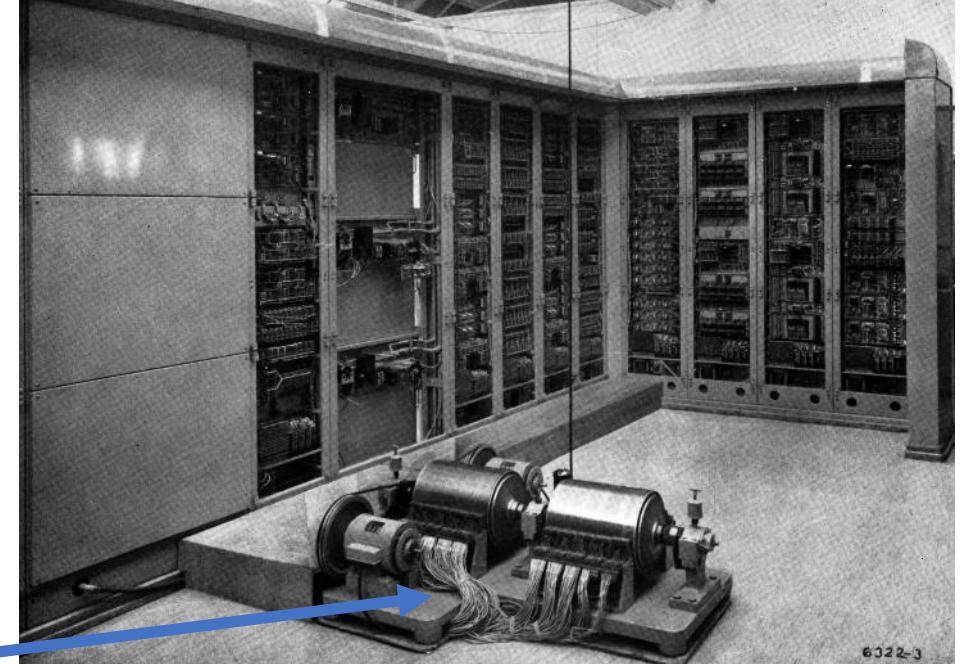
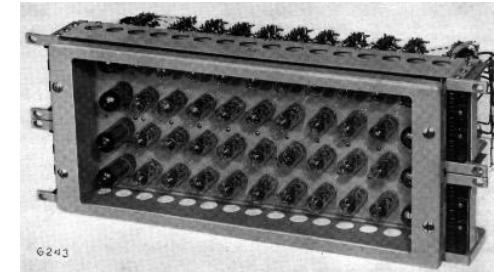
Timeline

- 1936 – Turing Machine concept: 1936 (Turing)
- 1944 – Harvard Mark 1: 1944 (Haiken)
- 1945 – Von Neumann architecture, ENIAC “V2”
- 1947 – Transistor (Bell Labs), Assembly code (ARC, K. Booth)
- 1949 – EDSAC (first stored program computer)
- 1951 – Ferranti Mark I (first commercial, manual by Turing!)
- 1952 – Bull Gamma 3, IBM 701
- 1953 – Magnetic core (2nd generation)
- 1957 – IBM 704 (scientific with floating point)
- 1959 – IBM 1401 (2nd generation)
- 1964 – IBM System/360 (3rd generation)



Physical View

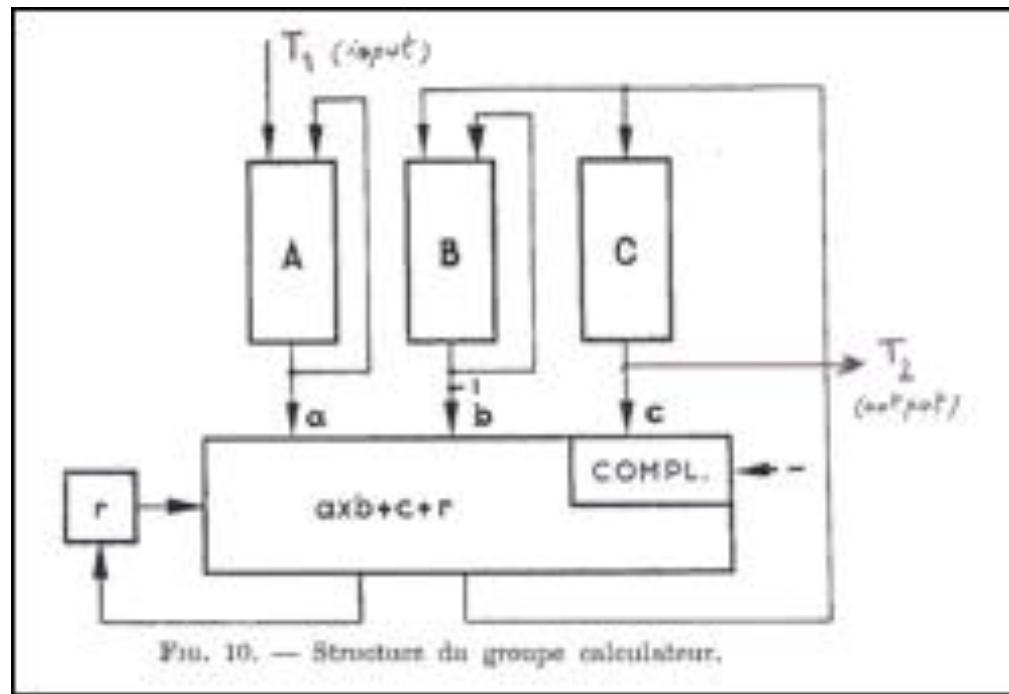
- Physically: L shape
 - Initial (17 racks): 7.50 m X 2.50 m X 2.50 m
 - Final (34 racks): 13 m
- Hardware:
 - 3000→5000 hot vacuum tubes
 - **Very fast electronic memory “register”**
delay line based on gaz tubes
18 (decimal) digits length
 - **Fast memory (7ms)** = 2 drums
1 data + 1 program (Harvard style)
100 tracks x 20 sectors x 18 digits
(~ 19 KB each)
 - **Slow memory:** 6 « infinite » tapes
 - 1 console
 - 1 printer
- Consumption
 - 15 → 25 kW
= small residential area in the 1950's
so very hot→ cooling



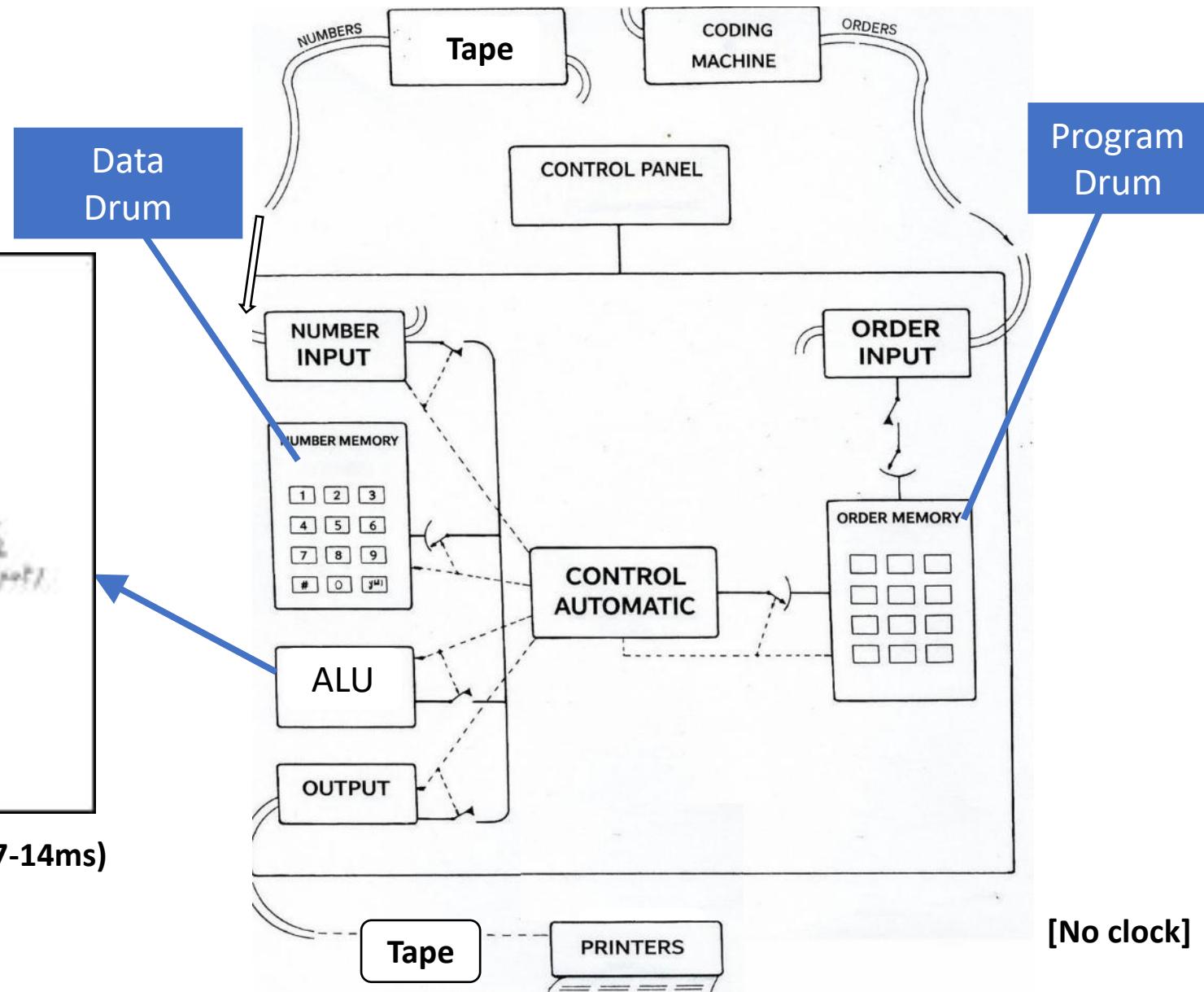
Logical Architecture : “Harvard” architecture (1971)

Data and Program separation

Also used in microcontrollers
(e.g. TI handheld games)



ALU: $a \times b + c$ in one cycle (~ drum access time, 7-14ms)
- using “9” complement, x using tables
No division !



Data and Instruction Representation

- Word = 18 digits (called tetrads because 4 bits)

- using decimal representation, not binary

- debated that “binary” is better → need to adopt some time
decimal is better we avoid conversion, etc

- Physical coding: biquinary : like in Colossus
less power and more resilient
(not too many 1, not too close)

	abcd	abcd
(0)	0000	(5) 1000
(1)	0001	(6) 1001
(2)	0010	(7) 1010
(3)	0101	(8) 1101
(4)	0100	(9) 1100

- Represents either a number or a pair of instructions

- Number representation:

- Float by default: (sign) (15 digits mantissa) (sign) (2 digits) exponent (~IEEE precision)

$$\pm 0. \text{abcd...} \times 10^{\text{pq}}$$

/\!\ two representation for 0: +0 and -0 /\!

- Fixed point also supported, possible “double precision” (not investigated)
- Pair of instructions: 1 instruction = 9 digits → only impair instruction “jumpable”

Registers and Drums

Note: Greek letter translated to ASCII low case equivalent
 $a = \alpha$ $b = \beta$ $w = \omega$

- Registers
 - floating registers - 18 digits
 - $w (\omega)$: accumulator : directly used by the ALU as input/output
 - E, F : internal registers with fast access time
 - ~~$b (\beta)$: internal register of calculating unit, can buffer information~~
 - index register - 4 digits
 - G, H, I, J aka W_i ($i=1..4$) with “i” bit used in indexed instruction scheme
 - other registers
 - ch: sign (boolean type), used for conditional jumps
 - M: ~program counter, points to the next address (+5 modulo 10000)
 - ~~V, S: 4 digits, used for target address for tape operation (to be checked)~~
 - ~~A, B: not registers but current tape value on tape A or B~~
- Drums:
 - 100 tracks numbered from 0 to 99
 - 20 sectors numbered from 0 to 95 by step of 5
 - addressing $\alpha = TTSS$: 4 digit (= second part of instruction)
 - 1215 means track 12, sector 15
 - 1211 is illegal

Instruction set (minimal core)

- Global format : type (5 digits) + address/immediate (4 digits)

- Type part

Instruction type/subtype (transfer, computation,	Index in many operations	Instruction dependent
-----------------------------------------------------	--------------------------	-----------------------

- Number part: most of the time address: data (read/write) or instruction (jump)
for some instructions: immediate value (constant)

- ALU operations

Example:
04016 9000
 $\omega \leftarrow \omega + \text{data}[9000]$

Mnemo	0	Data source	Aux. register	Operation type	Normalisation
<op>F		2: from register	F: 0	1: +	5: not normalised (+,-)
<op>E			E: 1	2: -	6: normalised
<op>(v)		3: Immediate address → .abcd as number	0 no index	3: x	
<op>(v+Wi)		index register is added	1..4: index	4: x-	
				6: +	
				7: -*	
<op>[a]		4: from memory (+ possible index)	0 no index	8: * (using β)	
<op>[a+Wi]			1..4: index	9: *- (using β)	

Instruction set (minimal core)

- Write back in drum memory/E/F at given address α (a)

Mnemo	0	Target	Register	Operation type	6
=a		9: memory	0	4: keep ω 6: reset ω	
->a					
->E		7: register	0:F 1:E		
=E					
->F					
=F			4:ch (signe)		
=ch					

- Jumps

Mnemo	4	Type	0	0	0
rv		0: unconditional		4: keep ω	
rv-		1: if ch negative		6: reset ω	
end		2: end program			

Subtlety: « alteration » instruction 00xxx

- instruction that will alter NEXT instruction !
- alteration is applied **ONCE** on ω prior to performing the operation
- so virtual: takes no time
- Examples:
 - Extract mantissa
 - Change sign
 - Module (abs value)
 - Discard mantissa
 - Read/write exponent

préfixe	symbole	effet
00012	+ man	+ abcd... ; + 00
00062	- man	- abcd... ; + 00
00022	+ sgn	+ s 1000... ; + 01
00072	- sgn	- s 1000... ; + 01
00052	+ mod	+ abcd... ; ⌈pq
00082	- mod	- abcd... ; ⌈pq
00042	+ exp	+ 1000... ; ⌈pq
00092	- exp	+ 1000... ; ⌈pq
00013	ncex	+ 1000... ; S ab
00023	erme	⌈pqCO... ; + 02

Old and modern tools

- Back in the days: no full compiler
 - Mnemonic for design
 - Translated to high level pseudo code
 - Utility for final translation
- Developed tools: avoided pseudo code
 - **Decompiler** from code to mnemonic
 - **Compiler** from mnemonic to code
 - **Code execution** using machine model
 - note: ASCII compatible mnemonics

- Python implementation of machine model ~1 KLOC
- Complete: ALU, control unit, floating points, alarms
 - Partial: tape I/O
 - Not yet: fixed point/double precision

From technical document
(about 200 pages with some missing bits)

- **Result: raw machine with control flow and + - x ALU**
→ need more math support !

arg. car. head. 0006. transf. res. A res head. del. A fin res.	90 0006 54 92
$\alpha = Z_3$. by transf. mot. by head. 0005. transf. F 1 mot. $Z_1 = Z_4$.	61 0000 3 95 0004 4. 90 0005. 05 1000 ↙ 52 ←
$0001 = Z_4$. Rv res f.t. 0090. $0000 = Z_4$. $+ * \sqrt{ }$ $= Z_1$. $+ 0 R_1. (Z_1 + 0000)$. $- 0 R_1. F$. $+ 0 R_2 (Z_1 + 0000)$. $- 0 R_2 F$. $= E$. $- mod$. $+ E$. $= ch$. Rv 0090. } . $- * \sqrt{ }$ $= ch$. Rv 30. } . $- * \sqrt{ }$ $= ch$. Rv 95. } . $Z_3 = 0007$. car. head. 0006.	61 0001 4 48 2000 ↙ 61 0000 4 05 2000. ↙ 06 0006 62 0000 1. 01 0000 16. 02 0002 06. 01 0000 17 02 0002 07 10 0001. 28 01 0001. 40 0004 45 3000 ↙. 47 0000 4 45 1000 ↙. 17 0000 3 45 4000 ↙. 61 0001 1. 90 0006. 1000 3000. 4000.
alarm. 40 wake. 05 45	

Primitive Function Library

- On the drum starting address 8265
 - after 9400: required constants and specific work cells
 - can be erased/restored from a tape to use memory for other purposes
- Set of “primitive” functions (scientific paper)
→ easily generate all others
 - $1/x$, sqrt
 - $\sin(x)$ → $\cos(x)$, $\tan(x)$
 - \arctan → \arcsin , \arccos
 - \exp/\log
- Using iterative numerical algorithms e.g. ~Newton-Raphson
- Time to compute: 0.3s for $1/x$ → 1.5s for \exp/\log)

99		log	
98		log	
97		log	
96		log	
95	exp	24	1
94			log
93			10
92			exp
91			exp
90			exp
89	10		exp
88	Arc tg	52	1
87			exp
86			Arc tg
85			Arc tg
84	26		sin
83			43
82		18	sin
81			sin
80	sin	36	1
79			sin
78	racine	36	1
77			sin
76		18	inverse
75			26
74		1	1
73			inverse
72	00	65	1
71	05		inverse
70	10		95
69	15		
68	20		
67	25		
66	30		
65	35		
64	40		
63	45		
62	50		
61	55		
60	60		
59	65		
58	70		
57	75		
56	80		
55	85		
54	90		
53	95		

Demo: computing $1/x$?

3 trials

Documented
but let's disassemble
library code:

8265	09096 9945	07046 0000
8270	03076 0003	09046 9950
8275	00012 0000	02016 0000
8280	04036 9450	04016 9455
8285	00092 0000	02036 0000
8290	00022 0000	02036 0000
8295	07196 0000	02035 0000
8300	04016 9460	02136 0000
8305	07196 0000	02035 0000
8310	04016 9465	02136 0000
8315	07196 0000	02035 0000
8320	04016 9470	02136 0000
8325	07196 0000	02035 0000
8330	04016 9405	02136 0000
8335	07196 0000	02035 0000
8340	04016 9405	02136 0000
8345	07196 0000	04036 9945
8350	04076 9400	07046 0000
8355	04076 9440	00032 0000
8360	02066 0000	07446 0000
8365	02116 0000	41400 0000
8370	07146 0000	04016 9945
8375	07046 0000	04066 9950
8380	03066 0001	09096 9950
8385	07446 0000	41000 8275
8390	47000 0000	00000 0000

8265 09096 ->a 9945	8265 07046 =F	8270 03076 -* (v) 0003	8270 09046 =a 9950	8325 02035 x-F	8330 04016 + 9405	8330 02136 xE	8335 07196 ->E	8345 02035 x-F	8340 04016 + 9405	8340 02136 xE	8345 07196 ->E	8345 04036 x 9945	8350 04076 -* 9400	8350 07046 =F	8355 04076 -* 9440	8355 00032 +mod	8360 02066 +*F	8360 07446 =ch	8365 02116 +E	8365 41400 rv-K	8370 07146 =E	8370 04016 + 9945	8375 07046 =F	8375 04066 +* 9950	8380 03066 -* (v) 0001	8380 09096 ->a 9950	8385 07446 =ch	8385 41000 rv- 8275	8390 47000 end.al	8390 00000 neep
8275 00012 +man	8275 02016 +F	8280 04036 x 9450	8280 04016 + 9455	8285 00092 -exp	8285 02036 xF	8290 00022 +sgn	8290 02036 xF	8295 07196 ->E	8295 02035 x-F	8300 04016 + 9460	8300 02136 xE	8305 07196 ->E	8310 02035 x-F	8315 07196 0000	8320 04016 9470	8325 07196 0000	8330 04016 9405	8335 07196 ->E	8340 02035 x-F	8345 04016 + 9465	8350 07046 =F	8355 04076 -* 9465	8360 02066 +*F	8365 07446 =ch	8370 07146 =E	8375 07046 =F	8380 03066 -* (v) 0001	8385 07446 =ch	8390 47000 end.al	8390 00000 neep
8280 04036 x 9450	8280 04016 + 9455	8285 00092 -exp	8285 02036 xF	8290 00022 +sgn	8290 02036 xF	8295 07196 ->E	8295 02035 x-F	8300 04016 + 9460	8300 02136 xE	8305 07196 ->E	8310 02035 x-F	8315 07196 0000	8320 04016 9470	8325 07196 0000	8330 04016 9405	8335 07196 ->E	8340 02035 x-F	8345 04016 + 9465	8350 07046 =F	8355 04076 -* 9465	8360 02066 +*F	8365 07446 =ch	8370 07146 =E	8375 07046 =F	8380 03066 -* (v) 0001	8385 07446 =ch	8390 47000 end.al	8390 00000 neep		
8285 00092 -exp	8285 02036 xF	8290 00022 +sgn	8290 02036 xF	8295 07196 ->E	8295 02035 x-F	8300 04016 + 9460	8300 02136 xE	8305 07196 ->E	8310 02035 x-F	8315 07196 0000	8320 04016 9470	8325 07196 0000	8330 04016 9405	8335 07196 ->E	8340 02035 x-F	8345 04016 + 9465	8350 07046 =F	8355 04076 -* 9465	8360 02066 +*F	8365 07446 =ch	8370 07146 =E	8375 07046 =F	8380 03066 -* (v) 0001	8385 07446 =ch	8390 47000 end.al	8390 00000 neep				

If <3 trials
then try again
else alarm

OK return
from function

(x*1/x)-1 should
be close to 0 !

8265	1	$\rightarrow r_1$	x en case de travail
8270	2	$\rightarrow 0003$	x en F
8275	3	+ mn	nombre de reprises autorisées
8280	4	+ F	première approximation
8285	5	$\times a_0$	
8290	6	$\times b_0$	
8295	7	- exp	
		$\times P$	
		+ sgn	
		$\times T$	
		= E	
		$y_0 = (sgn x) (-exp x) (a_0 \cdot mn x + b_0)$	

Rough initial estimation
(using alterations)

8350	18	$\rightarrow r_1$	contrôle
8355	19	$\rightarrow T$	$T \approx (xy - 1)$
8360	20	+ mod	addition et soustraction
		$ xy $	sans normalisation
		$w = -T + xy - 1$	
		$sl(\dots)$, on a $ xy \leq T$ et contrôle correct	

If check fails

Demo: let's execute code (or see live) → 1/4= ?

```

-----
w: 4.0 E:0.0 F:0.0
8265 09096 ->a 9945
4.0
-----
w: 4.0 E:0.0 F:0.0
8270 07046 =F
w: 4.0
F: 4.0
-----
w: 0.0 E:0.0,
8270 03076 -(v) 0003
a: 0.0 b:0.0003 res:-0.0003
-----
w: -0.0003 E:0.0,
8275 09046 =a 9950
-----
w: 0.0 E:0.0,
8275 00012 +man
-----
w: 0.0 E:0.0,
8280 02016 +F
a: 0.0 b:0.4 res:0.4
-----
w: 0.4 E:0.0,
8280 04036 x 9450
a: 0.4 b:-49.689441 res:-19.8757764
-----
w: -19.8757764 E:0.0,
8285 04016 + 9455
a: -19.8757764 b:54.6583851 res:34.7826087
-----
w: 34.7826087 E:0.0,
8285 00092 -exp
-----
w: 34.7826087 E:0.0,
8290 02036 xF
a: 34.7826087 b:0.010000000000000002
res:0.347826087
-----
w: 0.347826087 E:0.0,
8290 00022 +sgn
-----
w: 0.347826087 E:0.0 ,
8295 02036 xF
a: 0.347826087 b:1.0 res:0.347826087
-----
w: 0.347826087 E:0.0 ,
8295 07196 ->E
-----
w: 0.347826087 E:0.347826087 ,
8300 02035 x-F
a: 0.347826087 b:4.0 res:-1.391304348
-----
w: -1.391304348 E:0.347826087 ,
8300 04016 + 9460
a: -1.391304348 b:2.1645703099999998
res:0.773265962
-----
w: 0.773265962 E:0.347826087 ,
8305 02136 xE
a: 0.773265962 b:0.347826087 res:0.268962073772751
-----
w: 0.268962073772751 E:0.347826087 ,
8305 07196 ->E
-----
w: 0.268962073772751 E:0.268962073772751 ,
8310 02035 x-F
a: 0.268962073772751 b:4.0 res:-1.075848295091
-----
w: -1.075848295091 E:0.268962073772751 ,
8310 04016 + 9465
a: -1.075848295091 b:2.016019 res:0.940170704909
-----
w: 0.940170704909 E:0.268962073772751 ,
8315 02136 xE
a: 0.940170704909 b:0.268962073772751
res:0.252870262492714
-----
w: 0.252870262492714 E:0.268962073772751 ,
8315 07196 ->E
-----
w: 0.252870262492714 E:0.252870262492714 ,
8320 02035 x-F
a: 0.252870262492714 b:4.0 res:-1.01148104997086
-----
w: -1.01148104997086 E:0.252870262492714 ,
8320 04016 + 9470
a: -1.01148104997086 b:2.00013038
res:0.98864933002914
-----
w: 0.98864933002914 E:0.252870262492714 ,
8325 02136 xE
a: 0.98864933002914 b:0.252870262492714
res:0.250000015597714
-----
w: 0.250000015597714 E:0.252870262492714 ,
8325 07196 ->E
-----
w: 0.250000015597714 E:0.250000015597714 ,
8330 02035 x-F
a: 0.250000015597714 b:4.0 res:-1.00000006239086
-----
w: -1.00000006239086 E:0.250000015597714 ,
8330 04016 + 9405
a: -1.00000006239086 b:2.0 res:0.9999993760914
-----
w: 0.9999993760914 E:0.250000015597714 ,
8335 02136 xE
a: 0.9999993760914 b:0.250000015597714
res:0.2499999999999998
-----
w: 0.2499999999999998 E:0.250000015597714 ,
8335 07196 ->E
-----
w: 0.2499999999999998 E:0.2499999999999998 ,
8340 02035 x-F
a: 0.2499999999999998 b:4.0 res:-0.9999999999999992
-----
w: -0.9999999999999992 E:0.2499999999999998 ,
8340 04016 + 9405
a: -0.9999999999999992 b:2.0 res:1.0000000000000001
-----
w: 0.25 E:0.25 F:0.0
8345 02136 xE
a: 1.0000000000000001 b:0.2499999999999998 res:0.25
-----
w: 0.25 E:0.2499999999999998 ,
8345 07196 ->E
-----
w: 0.25 E:0.25 ,
8350 04036 x 9945
a: 0.25 b:4.0 res:1.0
-----
w: 1.0 E:0.25 ,
8350 04076 -* 9400
a: 1.0 b:1.0 res:0.0
-----
w: 0.0 E:0.25 ,
8355 07046 =F
w: 0.0
F: 0.0
-----
w: 0.0 E:0.25 F:0.0
8355 04076 -* 9440
a: 0.0 b:5e-14 res:5e-14
-----
w: -5e-14 E:0.25 F:0.0
8360 00032 +mod
w: -5e-14 E:0.25 F:0.0
8360 02066 +*F
a: -5e-14 b:0.0 res:-5e-14
-----
w: -5e-14 E:0.25 F:0.0
8365 07446 =ch
w: 0.0 E:0.25 F:0.0
8365 02116 +E
a: 0.0 b:0.25 res:0.25
-----
w: 0.25 E:0.25 F:0.0
8370 41400 rv-K

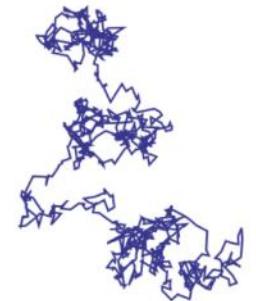
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Summary of Applications Developed on the MMIF

LISTE DES PROBLÈMES TRAITÉS PAR LE C.E.C.E.	
M 1	Rapports faits à Anvers jusque 1955 (direction M. Linsman)
M 2	Fonctions de Bessel pr l'Ecole Royale Militaire
M 3	Balistique intérieure pr l'Ecole Royale Militaire
M 4	Trajectoire de fusée pr le Prof. B. Fraeys de Veubeke
M 5	Erf complexe pr le Centre de Contrôle des Radiocommunications des Services mobiles (M. Marique)
M 6	Publications tirés à part d'articles publiés par les membres du C.E.C.E.
M 7	Projets de quadratures pr le Prof. F. van den Dungen (U.L.B.)
M 8	Problèmes anciens posés en 1955, et <u>non résolus</u> sur la machine provisoire
M 9	Météorologie I.R.M., Uccle
M 23	Statistiques philologiques R. P. Somers (Lv)
M 23bis	Statistiques philologiques Textes de H. Somers s.j.
M 24	Filtres passe-bande Bell Telephone
M 25	Tables de coordonnées Distances & Azimuts Inst. Géographique Militaire
M 26	Mouvement brownien Prof. L. Prigogine (U.L.B.)

83 problems officially tracked

- Mathematics:
 - Bessel functions, matrix inversion, elliptic functions...
- Physics (research):
 - Brownian mvt by I. Prigogine (Nobel Prize)**
 - 3 body problem
 - Astrophysics: star oscillations
- Applied physics:
 - Ballistics (military), Rocket trajectory (Frayes de Veubeke)**
 - Meteorology (royal institute)
 - Crystallography
 - Telecom filters
- Linguistics (early)



LA PROPULSION PAR FUSÉES

PAR
Marcel Barrère
Chef du Groupe de Recherches
à l'ONERA (Paris).

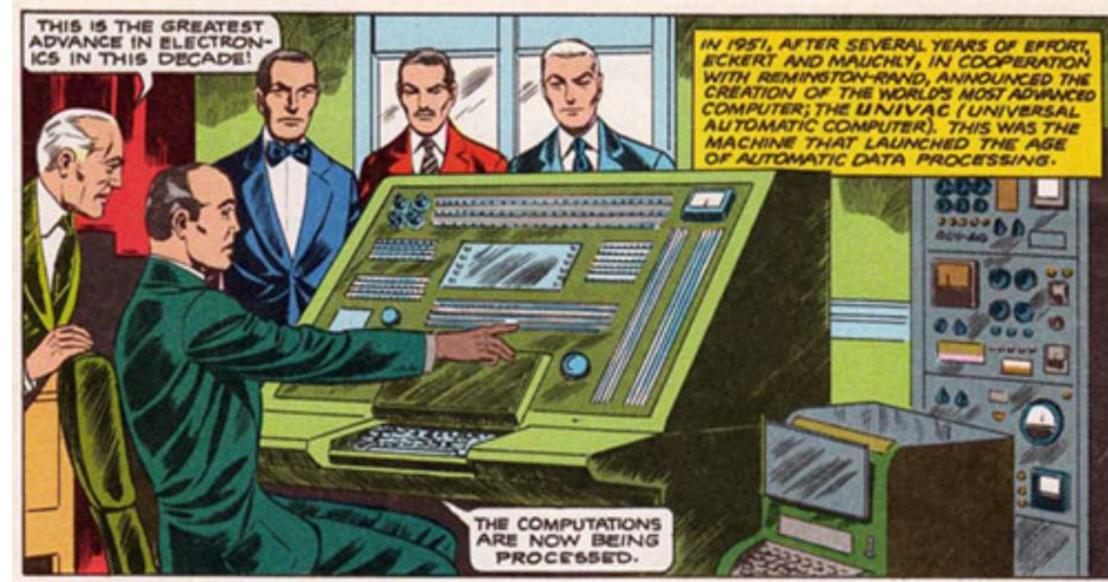
André Jaumotte
Professeur à l'Université
de Bruxelles.

Baudouin Fraeys de Veubeke
Professeur à l'Université de Liège.
Maitre de Conférences
à l'Université de Louvain.

Jean Vandekerckhove
Assistant à l'Institut d'Aéronautique
de l'Université de Bruxelles.

Conclusion

- Some familiarity:
 - Sequence of instructions
 - Instruction types, memory modes
 - Stored program (even if Harvard architecture)
- Many emerging concepts not yet fully understood/standardised
 - Weird assembly language
 - Terminology ALU, register terms not used yet
- Surprising:
 - Hardware: tubes, drums
 - Floating point as primary type
 - Biquinary coding
 - Alterations
 - No division, iterative algorithm
 - Reliability management

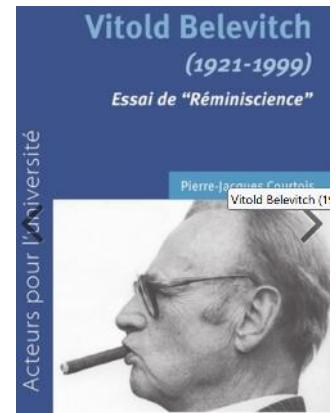


References → most now on archive.com

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- 1956 - About Core Functions by Vitold Belevitch (in French)
- 1957 - CECE document 1 - manuel de programmation (in French)
- 1958 - CECE document 2 - pseudo-code Manual (in English)
- 1959 - MKII document 4 - about elementary functions (in French)
- 2008 - MMIF slides by Sandra Mols (in English)
- 2010 - Account on the Machine by Pierre-Jacques Courtoy (in English)
- 2010 - MMIF Book by Marie Gevers (in French)
- 2014 - MMIF summary paper by Marie Gevers (in English)
- 2015 - Vitold Bevitch biography by Pierre-Jacques Courtoy (in French)
- 2016 – L'informatique belge de 1950 à 1970 by Jacques Loeckx (in French)

See:

- <https://github.com/NAMIP-Computer-Museum/MMIF/tree/main/docs>
- <https://archive.org/details/mmif-tech-doc>



Questions ?

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Remembering key people involved:

Claude Fosseppez, Frédéric Iselin, Jacques Loeckx,
Jean Meinguet, Paul Parré, Nicolas Rouche, Fritz Wiedmer,
Paul Dagnelie, Armand de Callatay,
Vitold Belevitch, Howard Aiken



Figure 17 : Au début de l'année 1955, dans la cour de l'École Polytechnique de l'ULB, cinq étudiants de la promotion de juillet 1955: de gauche à droite: Paul Dagnelie, (Guy Bridoux), André Fischer, Jacques Loeckx (et, accroupi, Robert Salade).