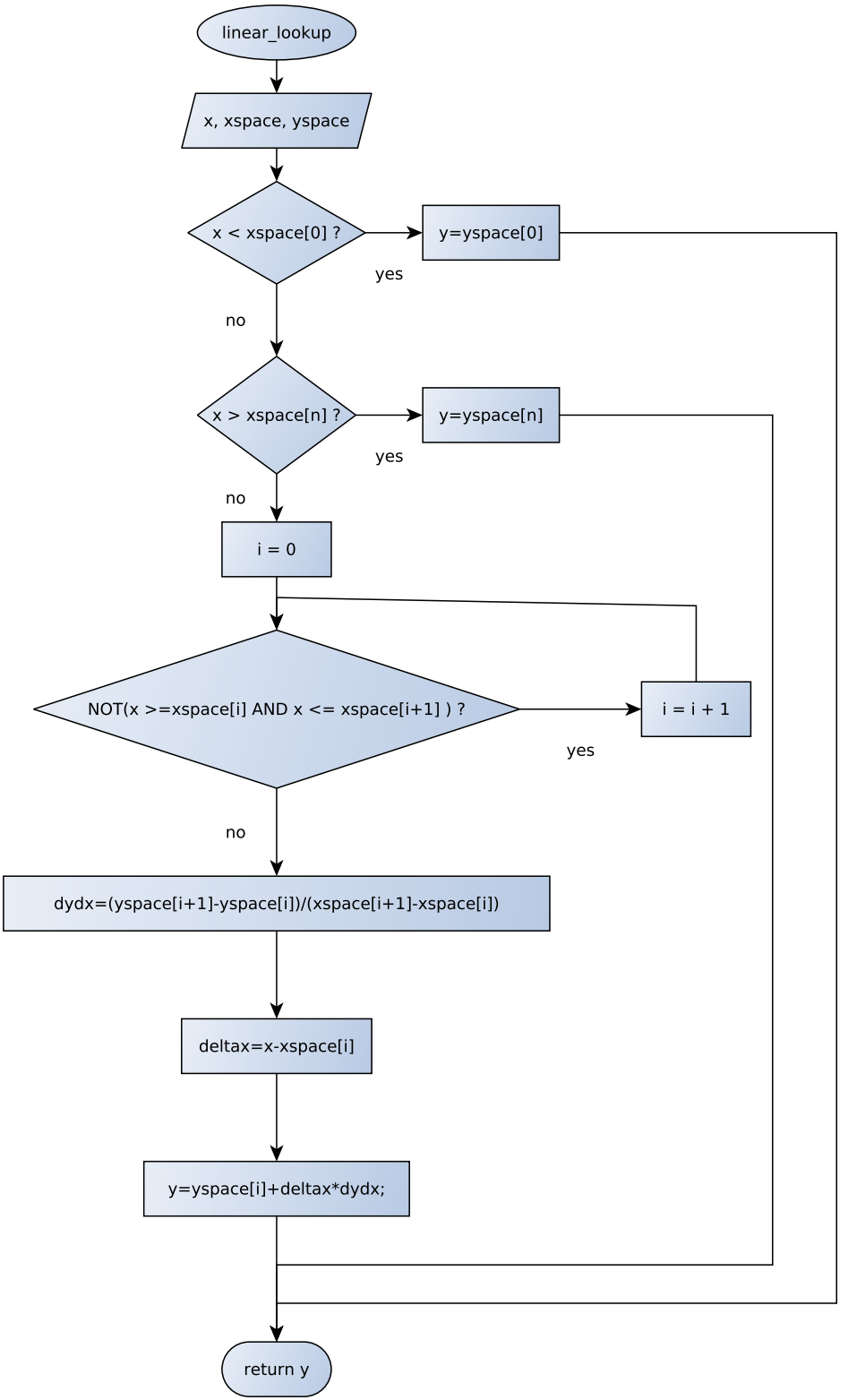
linear_lookup
x, xspace, yspace
x < xspace[0] ?
yes
y=yspace[0]
no
x > xspace[n] ?
yes
y=yspace[n]
no
i = 0
NOT(x >=xspace[i] AND x <= xspace[i+1] ) ?
yes
i = i + 1
no
dydx=(yspace[i+1]-yspace[i])/(xspace[i+1]-xspace[i])
deltax=x-xspace[i]
y=yspace[i]+deltax*dydx;
return y