

DOCUMENT CONTROL DATA - R & D

(Security classification of title, body of abstract and indexing annotation must be entered when the overall report is classified)

1. ORIGINATING ACTIVITY (Corporate author)		2a. REPORT SECURITY CLASSIFICATION	
U. S. Naval Weapons Laboratory		UNCLASSIFIED	
		2b. GROUP	
3. REPORT TITLE			
CALLIGRAPHY FOR COMPUTERS			
4. DESCRIPTIVE NOTES (Type of report and, inclusive dates)			
5. AUTHOR(S) (First name, middle initial, last name)			
A. V. Hershey			
6. REPORT DATE		7a. TOTAL NO. OF PAGES	7b. NO. OF REFS
1 August 1967		241	
8a. CONTRACT OR GRANT NO.		9a. ORIGINATOR'S REPORT NUMBER(S)	
b. PROJECT NO.		2101	
c.		9b. OTHER REPORT NO(S) (Any other numbers that may be assigned this report)	
d.			
10. DISTRIBUTION STATEMENT			
Distribution of this document is unlimited.			
11. SUPPLEMENTARY NOTES		12. SPONSORING MILITARY ACTIVITY	
13. ABSTRACT			
<p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p>			

TECHNICAL REPORT

CALLIGRAPHY FOR COMPUTERS

by

A.V. HERSHEY

Computation and Analysis Laboratory



U. S. NAVAL WEAPONS LABORATORY
DAHLGREN, VIRGINIA

U. S. Naval Weapons Laboratory.
"Dahlgren, Virginia

CALLIGRAPHY FOR COMPUTERS

by

A. V. HERSHEY ,
Computation and Analysis Laboratory

NWL REPORT NO. 2101.

Task Assignment
NO. R36OFR103/2101/R0110101

1 Aug 1967 :

Distribution of this document is
unlimited.

TABLE OF CONTENTS

	<u>Page</u>
Abstract	ii
Foreword	iii
Introduction ,	1
Printing Systems	3
Character Generation	
Charactron Printers	
Linotron Printers	
Relative Speeds	
Resolution	6
Model	
Acuity	
Diffraction	
Grain Size	
Aberration	
Dot Size	
Raster Size	
Requirements	
Character Design	10
Design Criteria	
Character Size	
Character Space	
Character Style	
Script and Gothic Alphabets	
Musical Symbols	
Japanese Characters	
Character Selection	
Character Conversion	
Dot Data.	22
Vector Data	24
Report Preparation	26
Discussion	27
Conclusion	27
References	28
Appendices	
A. Digitalization by Dot	
B. Digitalization by Vector	
C. Digitalization of Japanese	
D. Lexicon of Japanese	
E. Distribution	

ABSTRACT

Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.

FOREWORD

The work of this report represents an advance in the application of computers. Programming and computation were charged to the Foundational Research Program of the Naval Weapons Laboratory, Project No. R360FR103/2101/R0110101. Character displays were programmed for the NORC cathode ray printer by W. H. Langdon, and for the STRETCH cathode ray printer by Mrs. E. J. Hershey. The photomicrogram of Figure 1 was prepared by J. P. Rucker. Dot plots were prepared on an S-C 4010 printer at the Naval Weapons Laboratory and vector plots were prepared on an S-C 4020 printer at the Naval Ship Research and Development Center. The manuscript was completed by 1 Aug 1967. The Japanese Lexicon was checked by Educational Services of Washington, D. C.

APPROVED FOR RELEASE:

/s/ BERNARD SMITH
Technical Director

INTRODUCTION

Although computers are used primarily for arithmetic, there are other ways in which computers can be used for the saving of labor. The use of computers and cathode ray printers for typesetting^{1,2} is receiving much attention at the present time. Publishers are interested in the possibility of reducing the cost of printing and scientists are interested in the possibility of improving the versatility of printing.

The objective of the present investigation is to explore the feasibility of utilizing the computers and cathode ray printers at the Naval Weapons Laboratory for the preparation of mathematical reports. In this connection a large repertory of digitalized characters has been prepared. The repertory was intended to correspond in scope to the repertories of the American Institute of Physics³ and the American Mathematical Society⁴. The virtuosity of the cathode ray printer has been explored further with a number of calligraphic digitalizations.

Although a number of printer systems² currently are under development, it is assumed in the present report that the Linotron equipment of the Mergenthaler Linotype Company and the Charactron equipment of the Stromberg-Carlson Corporation may serve as examples to illustrate representative qualities, speeds, and versatilities. The repertory in the present report is intended to fill a need for a system which does not sacrifice too much quality or speed, but is unlimited in versatility.

A digitalization of characters was undertaken originally at the Naval Weapons Laboratory⁵ for use on dot plotters. An improved version of the original digitalization is presented herewith as Appendix A. With the exception of a few of the characters, no

attempt was made to vary line thickness.

A digitalization of characters has been prepared recently at the Bell Telephone Laboratories⁶ for use on vector plotters. Line thickening was achieved through the use of multiple lines one raster unit apart. The style of character has been limited so far to Roman and Greek lower case and upper case. The remarkable success of the line thickening has been a stimulus to an extension of the same technique to exotic graphics.

The digitalizations at the Naval Weapons Laboratory and at the Bell Telephone Laboratories complement each other insofar as they do not overlap from the standpoint of style or height of character.

A digitalization of characters is currently under preparation at the Naval Weapons Laboratory for use on vector plotters. Details of the current digitalizations are presented herewith as Appendix B. The scope of the digitalizations is indicated by the following table.

CHARACTER DIGITALIZATIONS

I SIMPLEX

Roman, Greek, Script, Numeric, FORTRAN, Electronic, Cartographic.

II DUPLEX

Roman, Greek, Italic, Futura, Script, Russian, Numeric, Mathematic, Astronomic, Musical.

III TRIPLEX

English Gothic, Italian Gothic, German Gothic.

IV JAPANESE

Hiragana, Katakana, Kanji.

Some of the alphabets in the table have been given new names because they are not identical with existing alphabets. The word simplex has been selected to describe those alphabets which are composed of lines of uniform thickness and have no serifs or flourishes. The simplex style of character is known otherwise as gothic*, sans serif, grotesk, light face, or block letter. The word complex may be applied to those alphabets which are composed of lines of variable thickness and do have serifs or flourishes. The complex style of character includes those which are known otherwise as standard, modern, boldface, or black letter. The words uniplex, duplex, multiplex may be used to express the number of lines which are used in parallel to obtain a variation in line thickness.

Three sizes of characters are provided by the repertory in Appendix B. Characters 9 raster units in height are available for FORTRAN or cartographic applications. Characters 13 raster units in height are available for indexical lines of print. Characters 21 raster units in height are available for principal lines of print.

PRINTING SYSTEMS

Character Generation

In cathode ray printing systems, characters are displayed on the face of a cathode ray tube and are photographed by a camera. Two distinct methods are used for the creation of a character on the face of the cathode ray tube. In one method, a character is created by a beam of electrons which is shaped by its passage through an aperture in a matrix. In the other method, a character is created from the strokes of an electron beam with a constant sweep rate.

*Only in America is the term gothic applied to this style of character.

The space occupied by a character and the time required to create the character are constant for shaped characters but depend upon the size and complexity for stroked characters. In order to compare the methods of creating characters, weighted averages of space and time are required. Weighted averages may be derived through summation of the product of space or time for each character by the frequency of occurrence of the character as utilized in cryptology⁷.

Shaped characters and stroked characters both may be created with the Charactron printers.

Charactron Printers

The cathode ray printers at the Naval Weapons Laboratory consist of an S-C 4010 printer¹¹ on line to the Naval Ordnance Research Computer, and an S-C 4010 printer¹² off line to the STRETCH computer. These are dot plotters and have no vector plotting capability beyond axis generation. The shaped characters occupy 8 raster units of width and require 58 microseconds of time. The matrix contains only 64 characters. Stroked characters can be plotted with the aid of vector simulation subroutines, or the characters can be created out of dots as in Appendix A. A representative weighted average of width for dot plots is 17 raster units and a representative number of dots per character is 22. The plotting of each dot requires 85 microseconds of time.

In the S-C 4020 printer¹³ a vector plotting capability is added to the dot plotting capability of the S-C 4010 printer. Stroked characters can be created out of vectors as in Appendix B. A representative weighted average of width for vector plots is 18 raster units and a representative number of vectors per character is 19. The time to plot each vector depends upon the time to decode the plot instruction and the time to sweep the vector. A representative decoding time is 85 microseconds and a representative sweep rate is $\frac{1}{2}$ raster unit per microsecond. The size of the raster is 1024 x 1024.

In the S-C 4060 printer^{14, 15} the speed and repertory have been increased. Four sizes of shaped characters are provided, and the shaped characters require 11 microseconds of time for creation. The matrix contains 115 characters and includes both lower case and upper case. Four sizes of plotting dot are provided. A representative decoding time is 15 microseconds and a representative sweep rate is 2 raster units per microsecond. The size of the raster is 3072 × 4096 and the size of the raster unit is the same on both axes. The longer dimension of the raster is in the longitudinal direction on the camera film. The fineness of the raster cannot be utilized fully for stroked characters because of limitations on the fineness of resolution. The smallest plotting dot is three raster units in diameter according to measurements on a specimen of hard copy.

Linotron Printers

In the Linotron printer the characters are stored as photographic images on four glass plates. Any selected character is scanned photoelectrically in a succession of horizontal sweeps across the character block. The photoelectric signal is displayed on a cathode ray tube. The selection, enlargement, and deflection of each character all are performed electrically. The time to create a character depends upon the size of character. For 6, 8, 10 point sizes of character the printing speed is quoted¹⁶ at 1000, 800, 620 characters per second, respectively. The characters are of graphic arts quality on an $8 \times 10\frac{1}{2}$ inch page size. The repertory includes 1020 characters of which a few are mathematical. However, the present scope of the Linotron project does not extend to chemical and mathematical composition.*

Relative Speeds

Insofar as the data in the above considerations are representative

*The existing repertory does not include the integral sign or the partial differential symbol.

of actual performance, the data in the following table are representative of printing speeds.

Printing System (stroke vs shape)	Printing Speed (characters/second)
Dot plot on S-C 4010	530
Vector plot on S-C 4020	550
Vector plot on S-C 4060	2200
Print on Linotron	620
Print on S-C 4010	17400
Print on S-C 4020	17400
Print on S-C 4060	90000

The above estimates do not include the time on a general purpose computer which would be required for the preparation of input to the cathode ray printers.

RESOLUTION

Model

In order to gain some insight into possible factors in the resolution of a cathode ray printer, an analysis will be made on a specific model in which the raster on the cathode ray screen covers an area 10 cm X 10 cm square and contains 1024 X 1024 raster units. It will be assumed that hard copy from the cathode ray printer covers an area 6" X 6" and is viewed by a reader's eye at the conventional distance of 10".

Acuity

A limiting factor is the acuity of the eye. Any resolution in excess of the amount which can be perceived would be wasted. The acuity of the eye varies among individuals, and the acuity varies with the type of perception. Insofar as the perception of separation between lines is a gauge of acuity, the angle of resolution¹⁰ is 30" of arc or a quarter of a raster unit.

Diffraction

An interesting factor is the diffraction of electrons or light in the printer system. The diffraction pattern of a circular aperture consists of alternating bright and dark rings around the geometric center. The angle θ which is subtended by the diameter of the first dark ring is given by the equation

$$\theta = 2.44 \frac{\lambda}{d} \quad (1)$$

where λ is the wave length and d is the diameter of the circular aperture. The wave length for electrons is given by the equation*

$$\lambda = \sqrt{\frac{150}{V}} \times 10^{-8} \text{ cm} \quad (2)$$

where V is the voltage through which the electrons have been accelerated before diffraction.

The paths of the electrons which enter an aperture of the matrix have some dispersion of direction because of the finite aperture of

*This equation is given in the Encyclopaedia Britannica⁸ but not in the Handbook of the American Institute of Physics⁹!

the electron gun, and the dispersion is increased further by diffraction at the aperture. Regardless of the dispersion, all electrons which emanate from a given point in the aperture would be brought to a focus at a common point on the screen if the focusing were perfect.

The effect of diffraction applies to the aperture of the focusing system. It is assumed that the electrons are at 3300 volts when they are diffracted at an aperture of 1 cm diameter and at a distance of 50 cm from the cathode ray screen. The diameter of the first dark ring is computed to be less than 3×10^{-5} raster units and the effect of electron diffraction is negligible.

It is assumed that the cathode ray screen is coated with RCA phosphor No. 11 which has a peak intensity of emission at a wave length of 4600 \AA . It is assumed that the camera is operated at a lens aperture of $f/5.6$. The diameter of the dark ring of optical diffraction is calculated then to be 0.064 raster units.

Grain Size

It is assumed that the diameter of the grains of the phosphor is 5 microns. The grain diameter then corresponds to one twentieth of a raster unit. That the grain size is small also on the film in the camera is indicated by Figure 1. This photomicrogram is a $650 \times$ magnification of a dot which has been recorded on film in the NORC cathode ray printer.

Aberration

One factor which affects resolution is the effect of aberration on the focusing of the electron beam. A diffuse character of the plotting dot can be discerned in Figure 1. The diffuseness may be greater still in a cathode ray printer which is not maintained in perfect adjustment. The diffuseness has the beneficial effect in a dot plotter of making it

possible for a series of closely spaced dots to merge into a continuous line. The diffuseness has the deleterious effect in a vector plotter of bridging small gaps or of filling small openings in the characters. Due allowance must be made in the design of the characters to avoid these unacceptable effects. A gap in a line may be smaller than the opening within a circle without undue bridging or filling.

Dot Size

From densitometer readings it has been determined that the effective diameter of the plotting dot is 2.9 raster units for the S-C 4010 printer. A diameter of 2.3 raster units has been reported⁶ for the S-C 4020 printer. That the diameter could be as small as one raster unit for the same printer is implied by measurements on the hard copy sample from the S-C 4060 printer. It is evident that the cathode ray printers do not achieve the ultimate in resolving power.

The diameter of the plotting dot in a vector plotter should be a minimum in order to give a maximum control of line thickness. The diameter must be no less than one raster unit in order that solid areas may be swept out. The fineness of strokes which can be printed on current cathode ray printers is limited by dot size and not by raster size.

Raster Size

A line of text in a mathematical document should be long enough so that the mathematical equations which are inserted in the text only rarely need to be broken with part on one line and part on another line. With the model herein adopted for analysis, the length of a line of text is 6". If this were typewritten in elite style at 12 characters per inch there would be 72 characters per line of text.

If the line of text were printed with stroked characters at 18 raster units per character, then 1296 raster units would be required per line of text. This is not too many characters per line. Although the number of characters per line is less than 72 for the texts of the American Institute of Physics⁹ or the American Mathematical Society⁴, it may be more than 72 for the texts of the Cambridge University Press¹⁷.

Requirements

It seems apparent that the S-C 4010 and the S-C 4020 cathode ray printers do not have small enough plotting dots and large enough rasters to meet the requirements for the printing of mathematical texts. The S-C 4060 cathode ray printer could meet the requirements if the plotting dot were truly 2 raster units in diameter and the starting and stopping of vectors were controlled to within a raster unit.

CHARACTER DESIGN

Design Criteria

There would be no problem in copying any existing character if the cathode ray printer did not have a finite plotting dot and a finite raster size. The problem of design arises from the need to make a compromise between the three factors of smallness, smoothness, and legibility. It is desirable to make the characters as small as possible so that as many characters can be printed on a line of print as possible. It is desirable to make the edges of curved lines smooth so that characters may have a professional appearance. It is essential that there be no loss of legibility because of bridging or filling of small gaps. The finest detail in any character of an alphabet sets a limit on the smallness of character for the whole alphabet.

The problem of digitalization is to locate successive points in a relatively coarse grid such that vectors can be drawn between the points with optimum results. The absolute position of the successive vectors is not so important as the relative orientation of the successive vectors. With an application of ingenuity it often is possible to achieve a pleasing effect with the polygonalization of curved lines. The limitation on digitalization which is imposed by the finiteness of the grid constitutes an artistic challenge. It is not obvious a priori that all of the characters of interest can be digitalized.

Character Size

A satisfactory polygonalization of a small circle is not possible for a circle of any arbitrary size. The number of sides of the polygon is related to the size of the polygon. The smallest sizes are an octagon of 4 or 6 raster units diameter and a dodecagon of 8 raster units diameter. The next two sizes are hexadecagons with 10 or 14 raster units diameter. The choice of diameter is related to the fact that the polygon appears round only if it has the same radius at 45° inclinations as it has at 0° or 90° inclinations. The products of $\sqrt{2}$ and the smallest integers are approximately integral only if the integers are 5 or 7.

From a mathematical standpoint, an ellipse would be polygonalized by a polygon which is tangent to the ellipse at the point of contact between ellipse and polygon. The ellipse may be found by simultaneous solution of the equation

$$\frac{x^2}{a^2} + \frac{(y - b)^2}{b^2} = 1 \quad (3)$$

for the ellipse, and the equation

$$\frac{dy}{dx} = - \frac{b^2}{a^2} \frac{x}{(y - b)} \quad (4)$$

for the slope of its tangent. In these equations a and b are principal radii of the ellipse. Solution leads to the equation

$$\frac{y}{x} = \frac{-1 + \sqrt{1 + \frac{a^2}{b^2} \left(\frac{dy}{dx}\right)^2}}{\frac{a^2}{b^2} \frac{dy}{dx}} \quad (5)$$

Along a side of the polygon, x and y are related linearly, and the slope dy/dx is constant. The point of tangency between ellipse and polygon may be found by the solution of two simultaneous linear equations in x and y . A number of solutions have been obtained, but only the solutions in the following table are within reasonable bounds.

Side of Polygon	Height of Ellipse
$y = \frac{1}{4}(x - 2)$	$2a = 22.0$ for $\frac{b}{a} = \frac{2}{3}$
$y = \frac{1}{3}\left(x - \frac{3}{2}\right)$	$2a = 18.5$ for $a = b$
$y = \frac{1}{2}(x - 1)$	$2b = 18.5$ for $\frac{a}{b} = \frac{2}{3}$

The height for polygonalization is not well defined but seems to range from 18 to 22 raster units.

Professional printers measure the size of type in points such that one inch equals 72 points. The point size of type is the normal distance from the base line of one line of type to the base line of the next line of type. The design of character within a character block depends upon the amount of white space which is to be provided between lines of type. Printers often increase the white space to more than normal with additional leading between lines of type. The normal distance from one line to the next is one em, which is subdivided further into printers units such that one em equals 18 units.

A natural correlation between mechanical printing and cathode ray plotting would be achieved if a printer's unit were equated to an integer number of raster units. Insofar as a representative height of character is 12 printer's units, a representative height of character would be 12 or 24 raster units.

In the printing of mathematical texts the principal line of type is printed in 10-point type while the indexical lines of type are printed in 6-point type. The sizes of character in raster units should be compatible with two kinds of line of type.

In the Roman alphabet some lower case letters are two-thirds as high as the upper case letters. The height of the upper case letters should be a multiple of three. Many lower case letters are round, while several upper case letters are oval. The Arabic numerals have round parts. The various round characters should be coordinated with small circles. In the Italic alphabet there are slant lines of various lengths. The projection of each slant line on the horizontal axis is a small integer. For a given slope of line the height of line can have only a few values. Typical slopes for actual Italics are 1 to 3 or 4.

The above considerations have led to a choice of 14 raster units as the basic width and 21 raster units as the basic height of the upper case letters of principal lines of type, and a choice of 10 raster units as the basic width and 13 raster units as the basic height of the upper case letters of indexical lines of type.

Character Space

Calligraphers²⁵ advocate the use of the style of Roman lettering on the Trajan column. This style may be appropriate for architecture but the letters vary greatly in width. Inasmuch as the lettering in the present alphabets is intended to be used interchangeably in words of a text or as symbols in a graph, the letters have been designed to appear

uniform in width.

Calligraphers^{21, 22} agree that the white spaces within letters and between letters should have a uniform distribution along a line of print. This is not really possible in the presence of the letter pairs AA or VV, but these letter pairs are rare. The spacing which should be allotted to each letter varies with the environment in which the letter is situated, and it even has been proposed that the width of the letter itself should vary with its environment. In the present alphabets each character block is allotted its own width, but the width can be changed to any other value as may be desired under program control in the computer.

Character Style

The digitalizations of simplex alphabets are adaptations of the alphabets on Le Roy lettering sets. The digitalizations of complex Roman, Greek, Italic, Russian alphabets are adaptations of the alphabets to be observed in newspapers, text books, and dictionaries^{18, 19}.

Script and Gothic Alphabets

Originally there was only one style of Roman lettering, but the need for a rapid cursive handwriting resulted in a rounding of angularity with the formation of the uncial style of lettering. Now there are two sets of characters for each style of lettering. The majuscules are used for initials and are known otherwise as capitals or upper case letters. The minuscules are used for text, and are known otherwise as small letters or lower case letters. Further evolution of the minuscules resulted in Script for writing and Gothic for printing.

Characters from these alphabets are borrowed occasionally by mathematicians to represent special quantities.

Digitalization of the script alphabet has been adapted from a Headliner Typemaster of the Varityper Corporation. The first Gothic alphabet has been adapted from a Le Roy lettering set for Old English and is called English Gothic. The second Gothic alphabet represents a large family of alphabets for which there does not seem to be a consistent nomenclature. Some writers refer to it as Gothic uncial while others call it Lombardic Gothic. It seems to have been developed in Lombardy while the best examples²³, ²⁴ seem to come from Spain. The present version is an adaptation of a font of the American Type Founders Company²⁰. It is being named Italian Gothic because of its Lombardic origin. The third Gothic alphabet is an adaptation of Fraktur²⁵ and is named German Gothic.

Musical Symbols

The digitalization of musical symbols depends upon the spacing between the lines of the staff. A whole note can be centered over a line only if its height is an even number of raster units. The note can be centered between lines if the spacing between lines is even. A whole note can straddle a line without undue filling and numerals 13 raster units high can be used for measure signs if the spacing between lines is selected to be 10 raster units.

Japanese Characters

The ultimate challenge to calligraphy for computers is the imitation of brush strokes in Chinese and Japanese characters. An investigation has been made to determine the feasibility of digitalization of the Japanese characters. The results are given in Appendix C. The results even have been used for the preparation of an abstract of a Naval Weapons Laboratory report in Japanese as well as in French and German.

Originally the Japanese had no way to write the Japanese language³¹. Chinese characters were introduced into Japan along with Confucianism and Buddhism. The structure of a majority of Chinese characters consists of two parts. One part defines the meaning while the other part defines the pronunciation. The two parts often are so selected as to express a logical or poetic meaning for the character.

The Chinese characters are used as stems of many words. Two or more Chinese characters often are grouped together to form compound words. The Chinese characters are called *kanji* by the Japanese. A character dictionary lists 5500 Chinese characters of common occurrence in the modern literature. There are many more in the classical literature. Many of the *kanji* have been simplified, and in November 1946 the Japanese Ministry of Education selected 1850 *kanji* to be used in newspapers and official documents. These are called *Tōyō Kanji* or current characters. They constitute much too restricted a list for technical writing, and even the abstract which is referred to above is not confined to the list.

Parts of certain Chinese characters have been abstracted by the Japanese to form two phonetic syllabaries. The phonetic characters are called *kana* by the Japanese. The *hiragana* syllabary is used as the inflection of words and the *katakana* syllabary is used for foreign words or telegrams. There are 48 basic characters in each phonetic syllabary. Some of these may be modified by diacritical marks or *nigori* to make 25 additional characters. The number of phonemes is 73 for each syllabary.

Each Chinese character has one or more pronunciations of Chinese origin which are called *on*. The Chinese characters for common things also have a Japanese pronunciation which is called *kun*. When Chinese characters are used individually or with a Japanese inflection they are given the *kun* pronunciation. When they are joined together in a compound word they are given the *on* pronunciation. There are only 326 *on* pronunciations to be distributed among 5500 characters. Each

on pronunciation applies therefore to many characters. Ambiguity is avoided insofar as each *on* occurs only within the context for which it has a unique interpretation. The pronunciations can be transliterated into the Roman alphabet in accordance with the Hepburn system. The Romanization is called *rōmaji* by the Japanese. Certain vowel sounds are suppressed while others are lengthened in certain pairs of *kana* which are transliterated into distinct phonemes. There are 114 phonemes in the *rōmaji*.

The structure of each Chinese character consists of one or more parts. One part of every character is called a radical. There are 214 radicals. Many of the radicals are themselves complete characters, while other radicals no longer are used except as parts of characters. To find a character in a character dictionary the first step is to recognize the radical in the character. The radicals are listed serially in the order of increasing number of strokes in the index of the dictionary. All characters with the same radical are listed together in the order of increasing number of strokes in the body of the dictionary. The problem of finding a character thus is reduced to the scanning of a relatively small number of pages in the dictionary.

Character Selection

In view of the large number of characters in a character dictionary, severe limitations had to be imposed on the selection of characters for digitalization. The scope of selection of characters was limited to three sets of characters. The first set includes those radicals which are members also of the *Tōyō Kanji* list. The second set includes those characters which are taught to the Japanese children in the first grade. The third set is a selection of characters of scientific interest. A character which was found to be a component of two or more compound characters was certain to be included. If one character of a pair of antonyms was accepted, the other character was included also, or if

one character of a set of characters was accepted, other characters in the set were included. It was impossible to cover more than a small part of any one subject, and the list of characters is illustrative rather than comprehensive, but it should be well balanced as far as it goes.

The choice of characters was checked by a closed circuit through the dictionaries ²⁶⁻³⁵. Starting with an English to *kanji* dictionary, the *kanji* for a selected English word was found, then continuing with the character dictionary, the *rōmaji* of the given *kanji* was found, and ending with a *rōmaji* to English dictionary, the *kanji* and English for the given *rōmaji* were found. Thus the final English word could be checked against the initial English word.

In the character dictionaries each character is followed first by the *on* pronunciation, second by the *kun* pronunciation, with English translations wherever possible, and finally by a table of compounds wherein the character appears. Although many of the individual characters no longer are used alone and appear only as components of compounds, they still are given archaic English translations, which would unbalance an abridged list of morphemes. Furthermore, certain grammatical morphemes do not occur in the character dictionaries because they have only phonetic renderings. It appears that the best way to illustrate the use of digitalized characters is by a dictionary listing analogous to Sanseido's³³. Each entry in the listing is punched on a separate punch card in the order *rōmaji-kanji-kana-English*. The deck of cards may be sorted, abridged, or augmented easily. Its present status is illustrated in Appendix D.

Each character in Nelson's dictionary³² is assigned its own number, whereas the characters in other dictionaries are located by page number. Inasmuch as the numbering in Nelson's dictionary provides a natural and definite identification, it has been adopted for the numbering of digitalized characters. It is easy to recover the character

by its number from the dictionary.

The style of character which seems most promising for digitalization is represented by the simplified square characters in Nelson's dictionary⁸². These contain hairline horizontal strokes, tapered inclined strokes, and heavy line vertical strokes. Before the characters can be digitalized a decision must be made as to the conversion factor to be used for length from inches to raster units.

Character Conversion

The simplest character of all is No. 0001 (*ichi* = one). It consists of a horizontal line with a triangular spot at the right end. The thickness of the line is 0.010 in. and the length of the line is 0.270 in. The triangle has a base line of 0.060 in. and an altitude of 0.040 in. The vertex of the triangle is 0.010 in. to the left of the center of its base line.

Character No. 0768 (*jū* = ten) differs from character No. 0001 by the addition of a vertical stroke. The horizontal stroke is reduced to a thickness of 0.005 in. and a length of 0.260 in. The triangle has a base line of 0.055 in. and an altitude of 0.034 in. The vertical stroke has a thickness of 0.032 in. and a height of 0.258 in.

Character No. 2170 (*ki* = tree) differs from character No. 0768 by the addition of a pair of diagonal and curved strokes which extend downward to the left and to the right from the center. The horizontal stroke has a length of 0.254 in. and the vertical stroke has a height of 0.263 in. This character occurs as the radical of an especially large number of other characters. When it is used as a radical it is compressed horizontally. In character No. 2379 (*ki* = opportunity) the horizontal stroke has a length of only 0.093 in. The triangular spot has a base line of 0.030 in. and an altitude of 0.020 in.

Thus the thickness and size of components vary in ranges which depend upon the range of fineness of detail. In order to reproduce the above ranges of line thickness and triangle size the conversion may be determined to be 0.011 inches per raster unit. This provides two widths of vertical stroke and three sizes of triangle provided the plotting dot is not more than one raster unit in diameter, and due allowance is made for the thickness of line.

A critical determination of the conversion of length is provided by those characters where there is a set of equally spaced parallel strokes. The space between strokes must conform to an integral number of raster units. Any change of space between strokes then is magnified to a large change in the space allowance for the set. Measurements of spacing have been made upon sixty characters. From the measured distance which spans each set of equally spaced strokes it is possible to compute a distance per raster unit for every possible number of raster units per space. When these distances are plotted together for comparison it becomes apparent that there is a tendency for certain distances per raster unit to persist from character to character. There is some persistence around 0.011 inches per raster unit while there is a stronger persistence around 0.0055 inches per raster unit. The second value would allow the horizontal strokes to have just the right thickness for a full representation of detail but the characters would be twice as large.

Critical examples of characters with many equally spaced strokes are given in the table on the next page.

Character Number	Inches per Raster Unit	Inches per Raster Unit	Translation
0272	0.0115	0.0057	<i>koto</i> = fact
2141	0.0098	0.0059	<i>ryō</i> = quantity
2160	0.0108	0.0054	<i>kumoru</i> = cloud up
3113	0.0117	0.0053	<i>sara</i> = dish
3127	0.0103	0.0055	<i>me</i> = eye
4608	0.0112	0.0056	<i>kuruma</i> = vehicle
4883	0.0108	0.0054	<i>hagane</i> = steel

This table illustrates the degree of correlation between values for the conversion factor.

Although all characters are centered within the same square block, the overall size of many characters is not well defined because pointed strokes radiate outward in all directions from the interior. The size is really well defined only for those characters which are enclosed in a square radical. Examples with square enclosures are illustrated in the following table.

Character Number	Width	Height	Stroke Count	Translation
0868	0.165	0.155	3	<i>kuchi</i> = mouth
2994	0.178	0.188	5	<i>ta</i> = rice field
1028	0.190	0.202	6	<i>mawaru</i> = go around
1037	0.202	0.220	8	<i>kuni</i> = country
1045	0.208	0.233	12	<i>ken</i> = circle

The dimensions in the table are center to center between horizontal strokes or between vertical strokes in the external enclosure. The dimensions increase with complexity to a maximum of 21 raster units

when the conversion factor is assumed to be 0.011. This is compatible with the standard size of Roman alphabet.

The digitalizations in the present investigation are limited to characters with a nominal height of 21 raster units. With some omission of detail in tight spaces and some overflow in complicated cases this size is believed to be adequate for all characters in Nelson's dictionary except No. 5444. Inasmuch as this character represents dragons in motion, it is of doubtful utility. The remaining characters either have been simplified or can be digitalized without too much distortion provided the minimum spacing between lines can be as small as two raster units. Even character No. 5444 can be digitalized when the nominal height of character is 42 raster units.

DOT DATA

Smooth straight lines can be generated with a dot plotter only in limited directions where the discrete increments ΔX , ΔY from one dot to the next have simple integral values. Primary directions are generated when the lines are defined by the increments

$$(\Delta X, \Delta Y) = (2, 0)$$

$$(\Delta X, \Delta Y) = (2, 1)$$

$$(\Delta X, \Delta Y) = (1, 1)$$

or by any permutation of magnitude or reversal of sign among these increments. Secondary directions are generated when the lines are defined by alternation between the following pairs of increments

$$(\Delta X, \Delta Y) = (2, 0), (2, 1)$$

$$(\Delta X, \Delta Y) = (1, 0), (2, 1)$$

$$(\Delta X, \Delta Y) = (1, 1), (2, 1)$$

or by permutations or reversals among these. Jogs in the lines become perceptible when more elaborate patterns are used. The linear characters A, K, M, N, V, W, X, Y, Z contain a variety of inclined lines and limitations on the possible inclinations determine the shapes of the characters. The Roman style of character is available to a dot plotter, but the inclinations for an Italic style of character would be too exaggerated.

Dot plotting on NORC is accomplished by either of two character plotting routines. Block No. 0130 gives a mathematical repertory while Block No. 0160 gives a cartographic repertory. These NORC subroutines have been converted recently to FORTRAN IV by the Control Data Corporation.

The digital data for each character are packed in the data array of each subroutine. The data consist of decimal digit pairs. The first digit pair gives the half width of the character. The second digit pair gives the X -displacement and the third digit pair gives the Y -displacement to the first dot. The subsequent digit pairs give displacements to successive dots. In each of these digit pairs the first digit is the X -displacement and the second digit is the Y -displacement. Negative displacements are expressed by 9's complements. Whenever the first digit is 5, the previous displacement is repeated a number of times equal to the second digit. If the digit pair is 00, the next four digits are interpreted in the same way as the second and third digit pairs, except that displacements are relative to the last plotted dot. The digit pair 50 signifies the end of character.

The decimal format for NORC data is not suitable for STRETCH programming. Inasmuch as the NORC word is 16 decimal digits long and the STRETCH word is 64 binary bits long, there can be a one to one correspondence between the BCD datum word for NORC and the binary datum word for STRETCH. One decimal digit with 9's complements in NORC is mapped into three integer bits and one sign bit in STRETCH. An array of coordinates for dot plotting is recovered from memory by interrogation of a pair of STRAP subroutines.

Replacement of FORTRAN programming by STRAP programming in the character plotting routines has achieved a 7-fold reduction in machine time.

VECTOR DATA

Smooth straight lines are no problem for a vector plotter, but curved lines are approximated by polygons. Small polygons are constructed from short vectors whose components ΔX , ΔY have the following integral values

$$\begin{array}{lll} (\Delta X, \Delta Y) = (1, 0) & (\Delta X, \Delta Y) = (1, 1) & \\ (\Delta X, \Delta Y) = (2, 0) & (\Delta X, \Delta Y) = (2, 1) & (\Delta X, \Delta Y) = (2, 2) \\ (\Delta X, \Delta Y) = (3, 0) & (\Delta X, \Delta Y) = (3, 1) & (\Delta X, \Delta Y) = (3, 2) \\ (\Delta X, \Delta Y) = (4, 0) & (\Delta X, \Delta Y) = (4, 1) & \\ (\Delta X, \Delta Y) = (5, 0) & & \end{array}$$

or have any permutation of magnitude or reversal of sign among these values.

In the composition of a character, the ordering and the direction of vectors are immaterial for any cathode ray printer which is correctly adjusted. In order to minimize chaos in the sequence of vectors, the vertical strokes are recorded first and the horizontal strokes are recorded last. Directions are consistently from left to right and from top to bottom. This conforms more or less to the stroke sequence for hand drawn letters. A different sequence might improve the efficiency of a mechanical plotter by a reduction of the amount of motion in a pen up status.

The traditional origin of coordinates for digitalization would be on the base line of the character and at the left edge of the character block. The origin of coordinates for the alphabets at the Bell Telephone Laboratories is situated in the upper left corner of the character block. The origin of coordinates for the characters at the Naval Weapons Laboratory is situated centrally in the interior of the character. This simplifies the centering of isolated characters in cartographic applications and provides a common center line for mixtures* of fonts. Otherwise the origin is arbitrary and the data may be referred to any other origin by a relatively simple subroutine.

The digital data for each character are recorded in a separate block on tape. Each block consists of 16 decimal digit words. Each word is divided into four fields of four digits each. The first word is a beginning-of-block word and the last word is an end-of-block word. Each field of digital data is divided into two digit pairs. The first digit pair of the first field gives the left edge of the character block. The second digit pair of the first field gives the right edge of the character block. Each of the remaining fields give coordinates of a point. The first digit pair gives the X -coordinate and the second digit pair gives the Y -coordinate of the point.

*Examples of mixtures include large parentheses around built up fractions or Roman symbols in a Japanese text.

Negative coordinates are expressed by 9's complements. A vector is plotted between each successive pair of points. A field of 5000 signifies the end of a string of connected vectors. When this field is sensed, plotting is terminated at the last point and is resumed at the next point. A field of 5050 signifies the end of the character.

The raw data are not suitable for efficient machine computation. They must be reformatted in binary mode in such a way as to minimize the memory which is required to store them and to minimize the programming which is required to synthesize printer instructions from them. Although the synthesis of printer instructions could be done in FORTRAN, it is doubtful if this would be as efficient as a synthesis of printer instructions in machine language. STRAP routines are under development for conversion and extraction of data on STRETCH.

REPORT PREPARATION

The usual method for preparing reports at the Naval Weapons Laboratory consists in the typing of a manuscript with an ordinary typewriter which is fitted with Typits. The report herewith was prepared on a Varityper. Six decisions must be made before a character can be struck. These are concerned with horizontal position, vertical position, character style, character size, keyboard bank, and typewriter key. The many errors which occur are painted over or are cut out and replaced laboriously with corrective patches. The alternative would be the typing of the report on a paper or magnetic tape, which could be rewritten and corrected as many times as necessary. Once a correct tape has been achieved, all further conversion and printing becomes automatic. Writing on tape has the disadvantage that the typist must be trained to use function codes. All coding should be mnemonic or phonetic as far as possible without undue complication.

DISCUSSION

The effective utilization of a large repertory depends upon the development of an adequate mnemonic code which a typist can be trained to use. Experimental codes have been described by Barnett⁸⁶. Certainly the alphameric characters will serve as input to Roman alphabets. There is available a convenient transliteration of Greek into Roman for mathematical applications. This transliteration is more nearly isomorphic than isophonic. The phonetic transliterations of Greek, Russian, and Japanese should serve for linguistic applications.

The primary criterion for a choice between character designs is based on what looks best. Attempts to apply mathematical rules have not been entirely adequate. The ultimate criterion certainly is subjective and is an aspect of gestalt psychology. The end of a line seems to have less importance geometrically than it has psychologically. The apparent interaction between a character and the environment in which it is situated may be an application of the adjacency principle of Gogel⁸⁷.

CONCLUSION

It can be concluded that the preparation of mathematical reports is almost within the reach of the latest cathode ray printer equipment.

REFERENCES

1. *Symposium on Electronic Composition in Printing*. National Bureau of Standards, Gaithersburg, Maryland, June 15-16, 1967
2. *Automatic Typographic-Quality Typesetting Techniques. A State of the Art Review*. M. E. Stevens and J. L. Little, National Bureau of Standards Monograph 99 (7 April 1967)
3. *Style Manual*. American Institute of Physics, New York (1959)
4. *A Manual for Authors of Mathematical Papers*. Bulletin of the American Mathematical Society, Vol. 68, p. 429 (1962)
5. *Subroutines for the NORC CRT Printer*. A. V. Hershey, Naval Weapons Laboratory Report No. 1686 (9 March 1960)
6. *Three Fonts of Computer Drawn Letters*. M. V. Mathews, Carol Lochbaum, Judith A. Moss, Bell Telephone Laboratories, Murray Hill, N. J. (Private Communication, 1967)
7. *Cryptology*. Encyclopaedia Britannica, Vol. 6, p. 848 (1965)
8. *Electron Diffraction*. Encyclopaedia Britannica, Vol. 8, p. 245 (1965)
9. *American Institute of Physics Handbook*. D. E. Gray, Editor (McGraw Hill Co., New York, 1963)
10. *The Physiology of the Eye*. H. Davson (Little, Brown and Co., Boston, 1963) p. 103
11. *NORC High-Speed CRT Printer Programming Manual*. F. M. Urvinitka, NPG Report No. 1620 (October 1958)

12. *CRT Printer Programming Manual*. W. G. Ward, NWL Technical Memorandum No. K-12/62 (July 1962)
13. *Programmers' Reference Manual, S-C 4020 Computer Recorder*. Stromberg-Carlson Corporation Document No. 9500056 (August 1965)
14. *S-C 4060 Stored Program Recording System. Description and Specifications*. Stromberg-Carlson Corporation Document No. 9500209 (October 1966)
15. *S-C 4060 Stored Program Recording System. Software Description and Specifications*. Stromberg-Carlson Corporation Document No. 9500236 (April 1967)
16. *Electronic Composing System*. (U. S. Government Printing Office, Washington, D. C. 1966)
17. *A Course of Modern Analysis*. E. T. Whittaker and G. N. Watson (Cambridge University Press, London, 1952)
18. *Webster's New International Dictionary. Second Edition*. (G. and C. Merriam Company, Springfield, Mass., 1959) p. 75, p. 2750, p. 3001.
19. *Specimens of Type Faces*. (U. S. Government Printing Office, Washington, D. C.)
20. *Specimen Book and Catalog*. (American Type Founders Company, Jersey City, N. J. 1923) p. 785
21. *The Design of Lettering*. E. Weiss (Pencil Points Press, Inc., New York, 1932)

22. *The Alphabet and Elements of Lettering.* F. W. Goudy (University of California Press, 1942)
23. *Alphabets, Ancient and Modern.* J. B. Russell (Padell Book Co., New York, 1945)
24. *Lettering from A to Z.* C. P. Hornung (Wm. Penn Publishing Corporation, New York, 1954)
25. *Treasury of Alphabets and Lettering.* J. Tschichold (Reinhold Publishing Corporation, New York, 1966)
26. *Japanese Grammar Self-Taught.* H. J. Weintz (E. Marlborough & Co., London, 1907)
27. *New Critical Japanese-English Dictionary.* (Tokyo Government Bookstore Publication, 1921)
28. *Japanese Conversation Grammar.* O. Vaccari and E. E. Vaccari (Vaccari's Language Institute, Tokyo, 1965)
29. *English-Japanese Conversation-Dictionary.* O. Vaccari and E. E. Vaccari (Vaccari's Language Institute, Tokyo, 1963)
30. *Pictorial Chinese-Japanese Characters.* O. Vaccari and E. E. Vaccari (Vaccari's Language Institute, Tokyo, 1964)
31. *A. B. C. Japanese-English Dictionary, Parts I and II.*
O. Vaccari and E. E. Vaccari (Vaccari's Language Institute, Tokyo, 1952)
32. *The Modern Reader's Japanese-English Character Dictionary.*
A. N. Nelson (Charles E. Tuttle Company, Rutland, Vermont, 1962)

33. *Sanseido's New Concise Japanese-English Dictionary.* (Japan Publications Trading Company, Rutland, Vermont, 1959)
34. *Kenkyusha's New English-Japanese Dictionary.* (Kenkyusha Limited, Tokyo, 1960)
35. *Encyclopaedic Dictionary of Physics, Volume 9. Multilingual Glossary.* (MacMillan Company, New York, 1964)
36. *Computer Typesetting.* M. P. Barnett (M. I. T. Press, Cambridge, Massachusetts, 1965)
37. *The Visual Perception of Size and Distance.* W. C. Gogel, Vision Research, Vol. 3, p. 101 (1963)

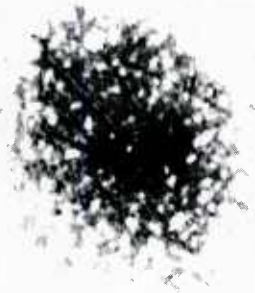


FIGURE 1.

Photomicrograph at 650 magnification of dot plotted by NORC
S-C 4010 Printer on 35 mm Recordak Dacomatic Safety Film.

APPENDIX A

DIGITALIZATION WITH DOTS

In each panel, the coordinates of each dot are plotted at enlarged scale on the left, the character and its number are plotted at normal scale in the upper right, and the digit pairs are listed at the right.

PART I

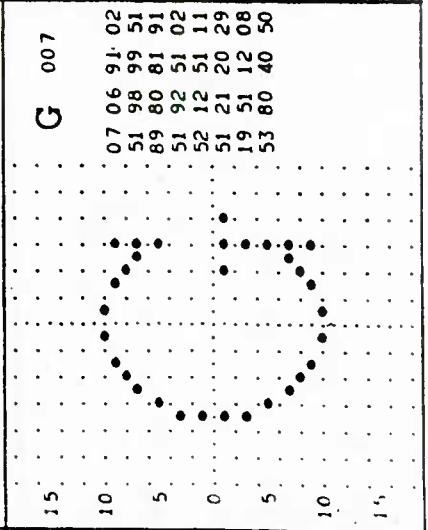
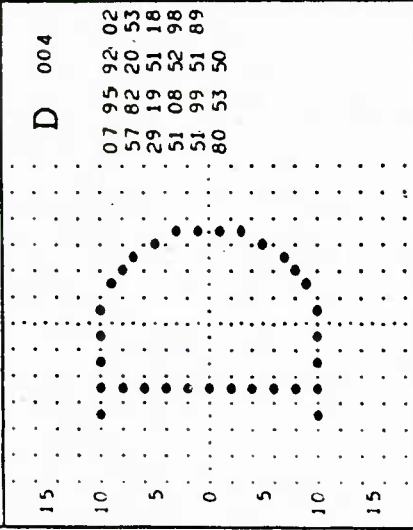
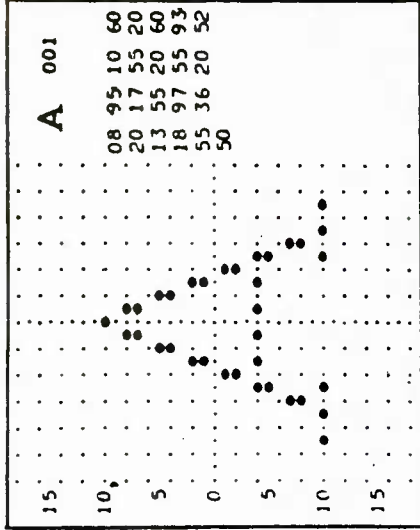
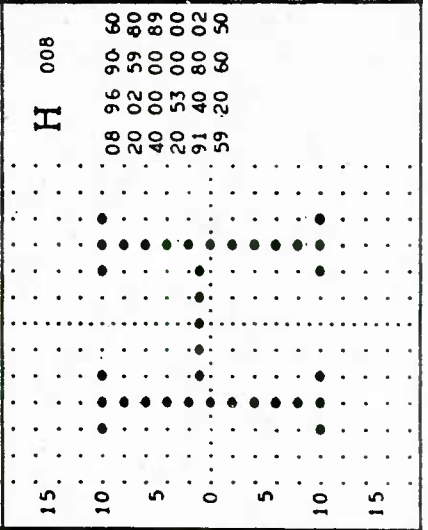
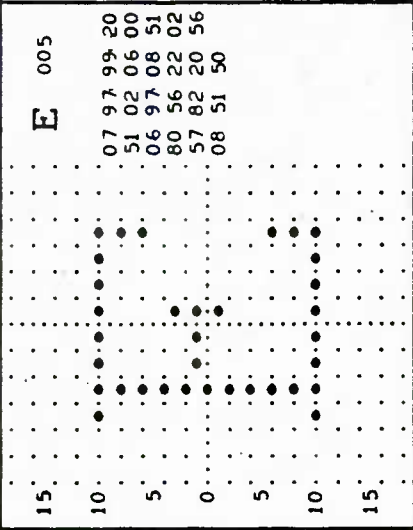
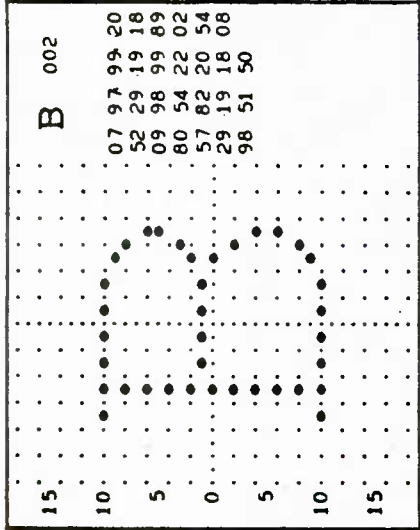
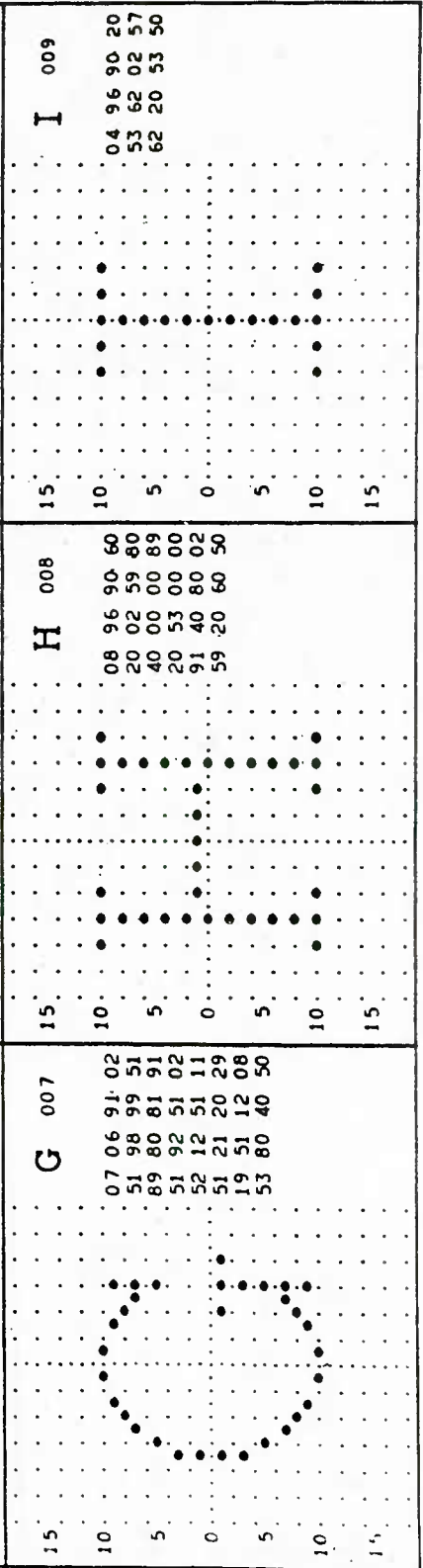
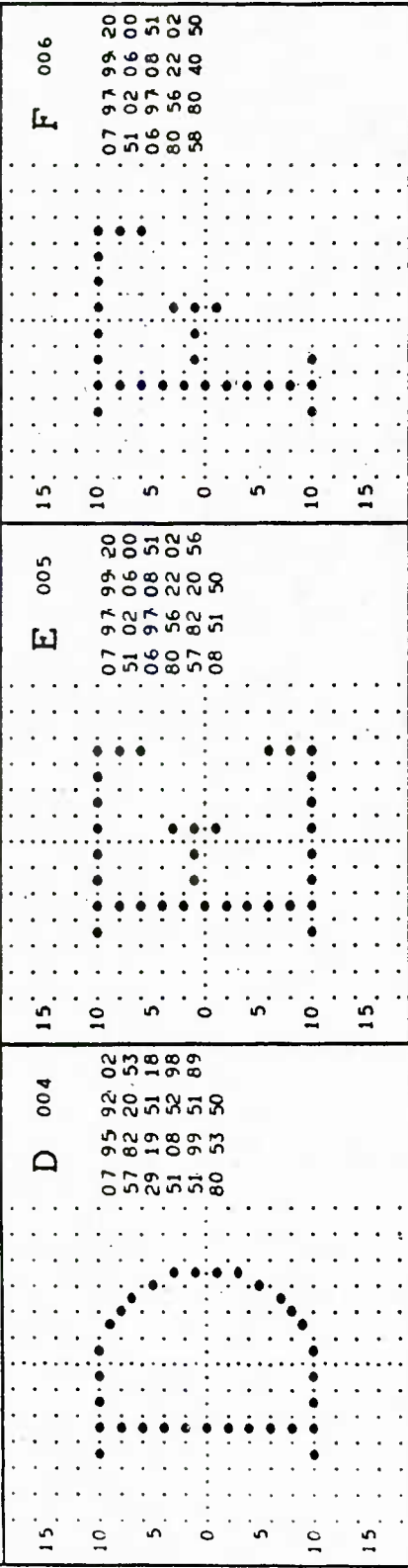
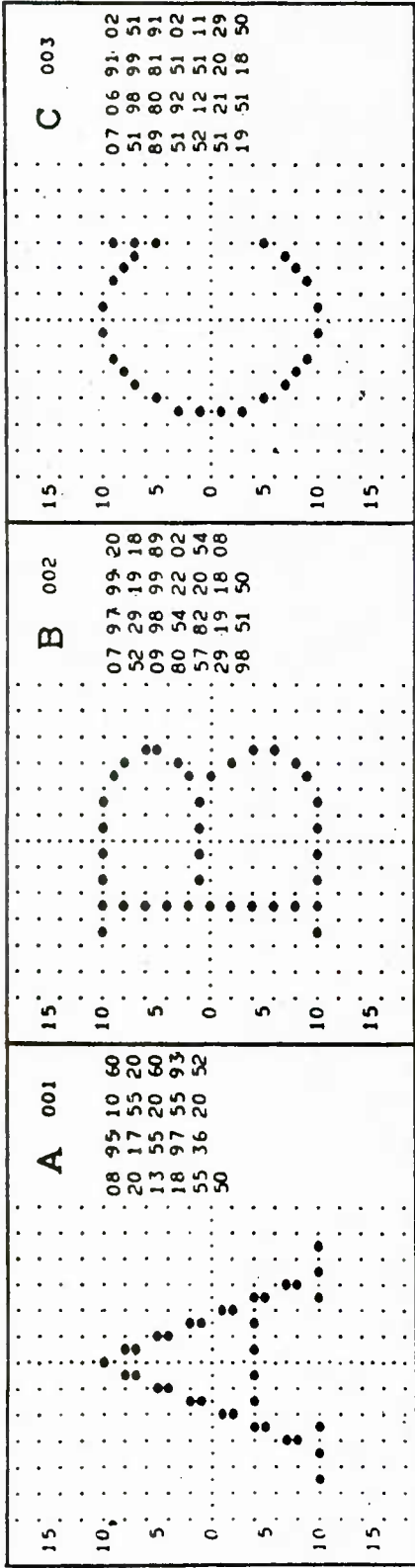
MATHEMATICAL REPERTORY

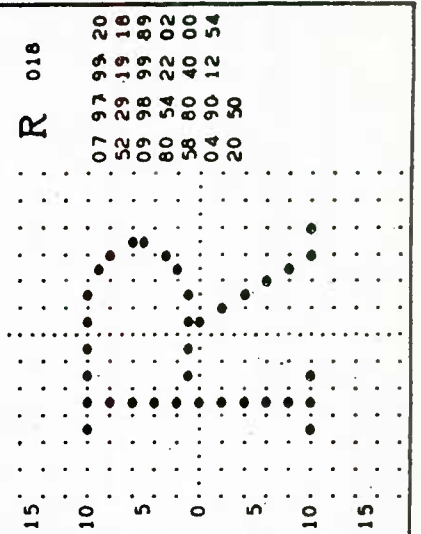
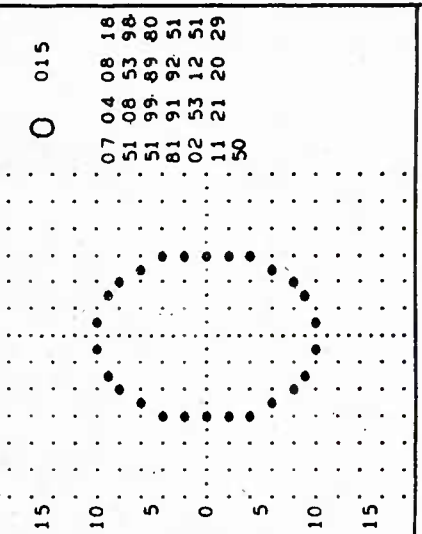
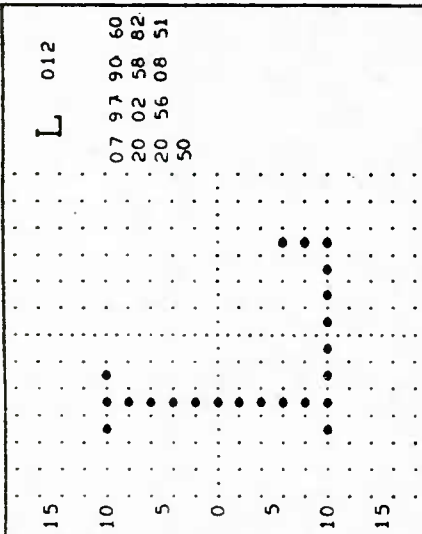
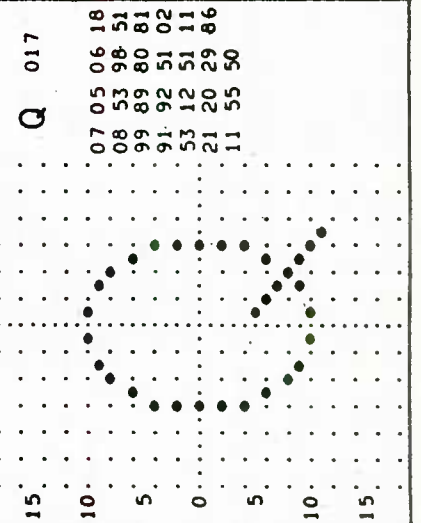
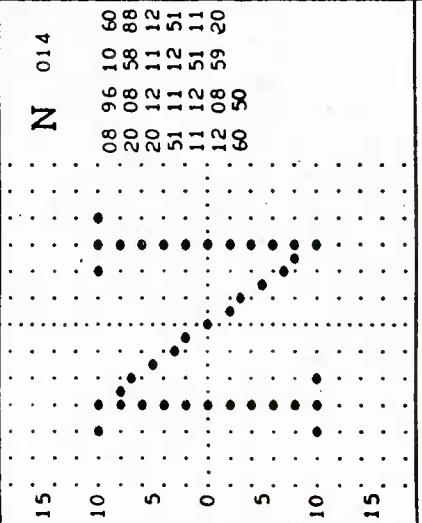
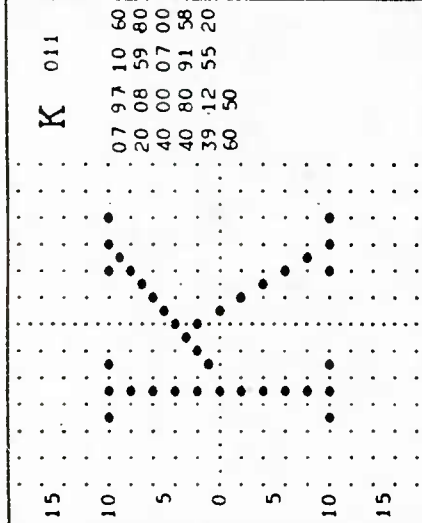
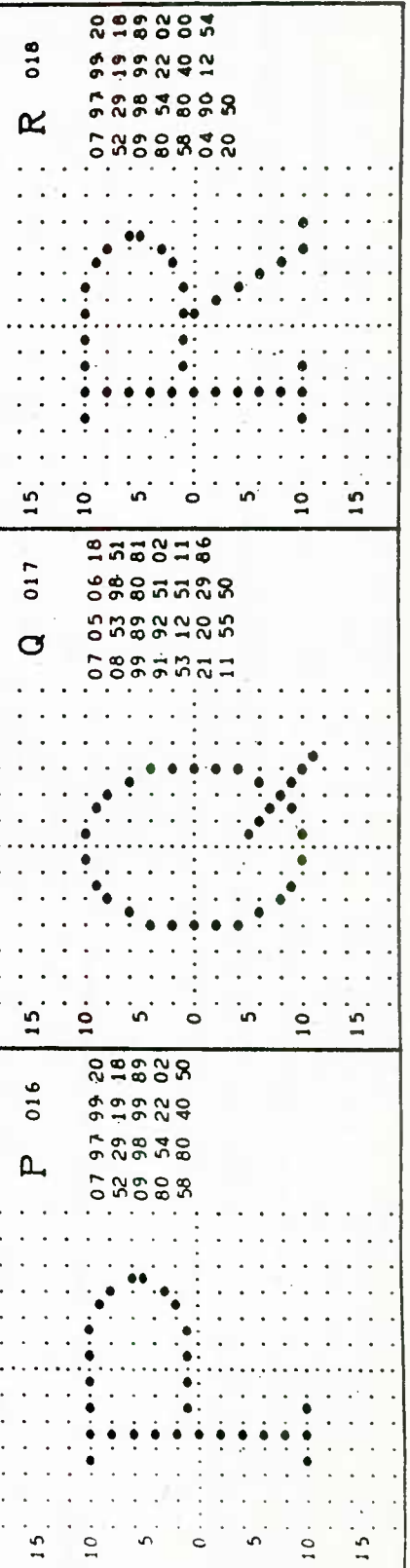
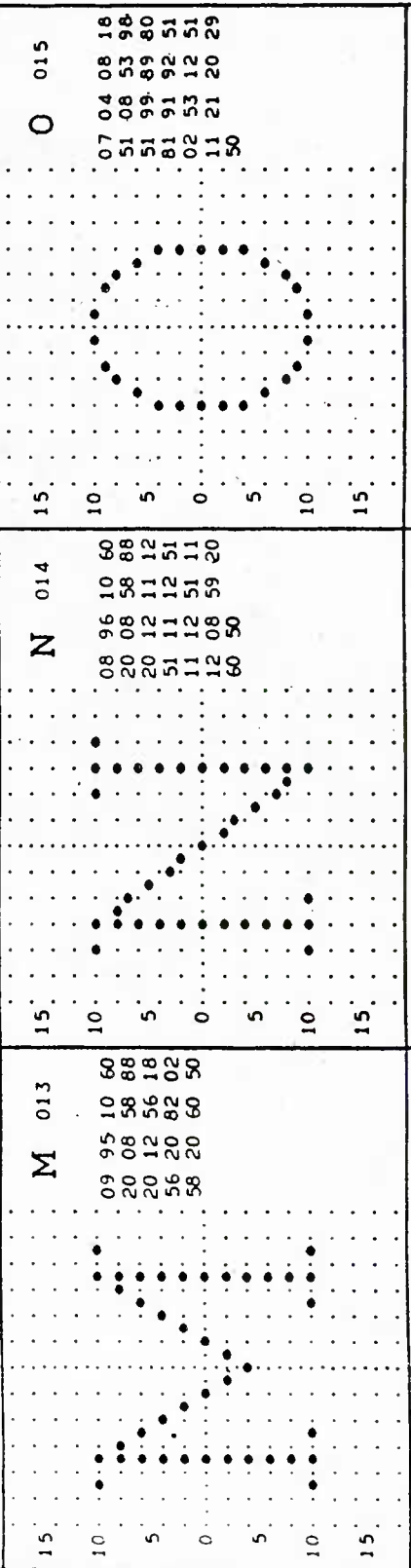
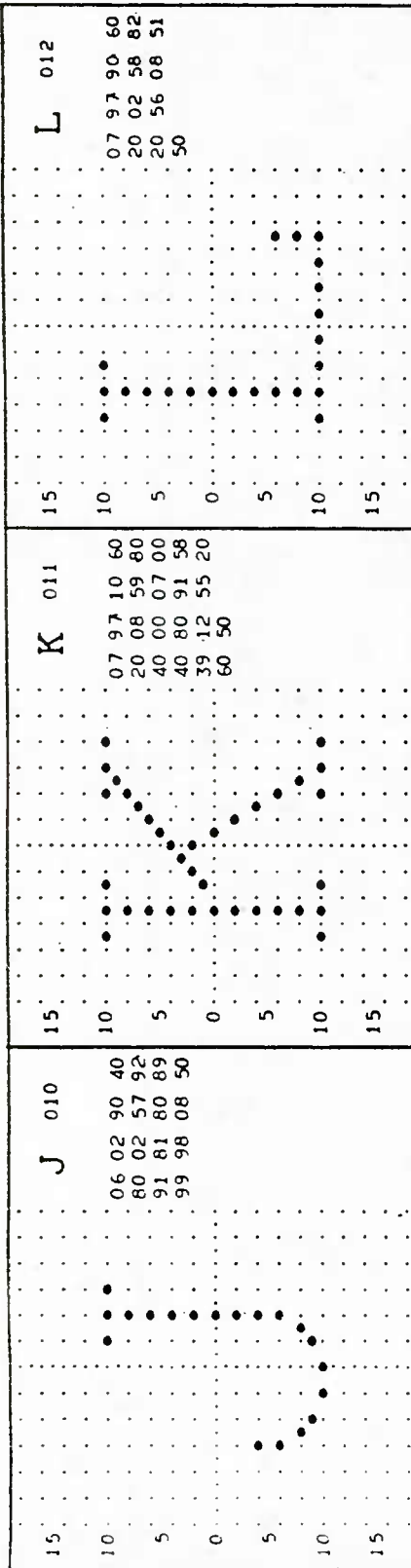
STRETCH SUBROUTINE TO EXTRACT CHARACTER DATA FROM BLOCK 0130

SUBROUTINE XCD130 (NC, IC)

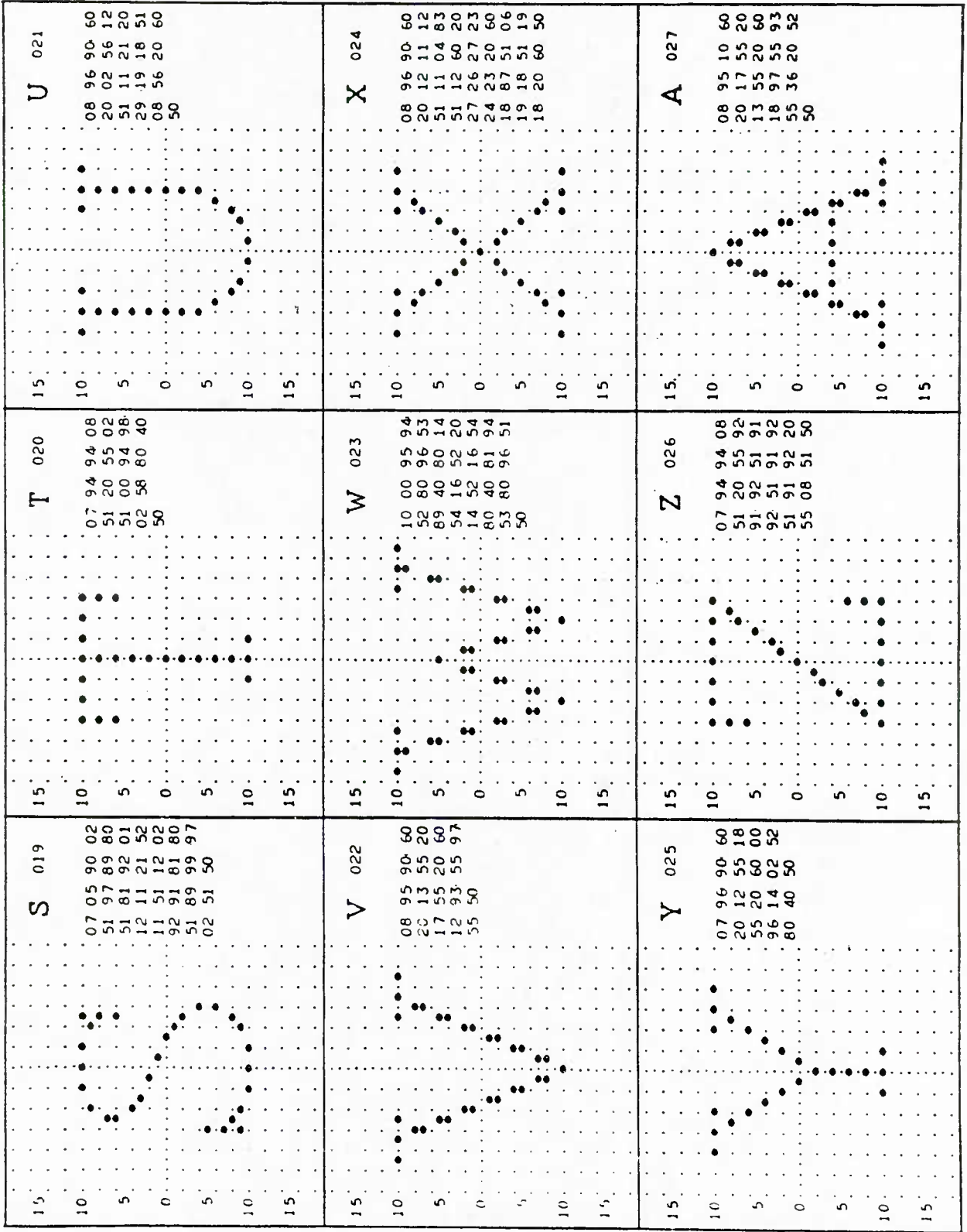
NC = CHARACTER NUMBER (FORTRAN INTEGER)

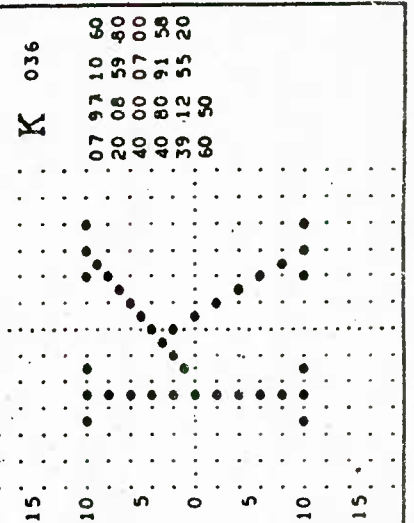
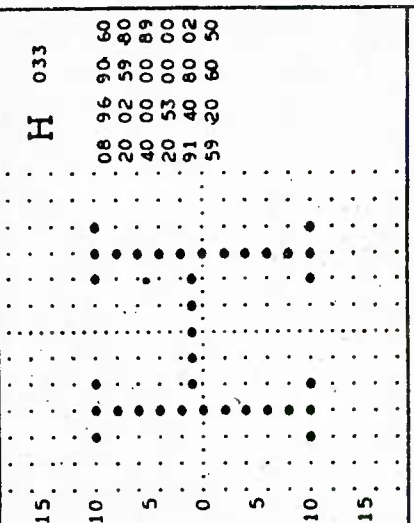
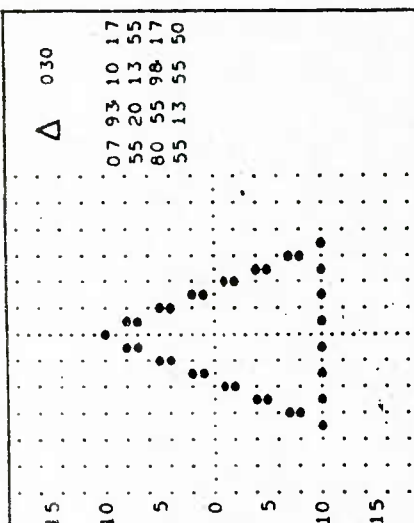
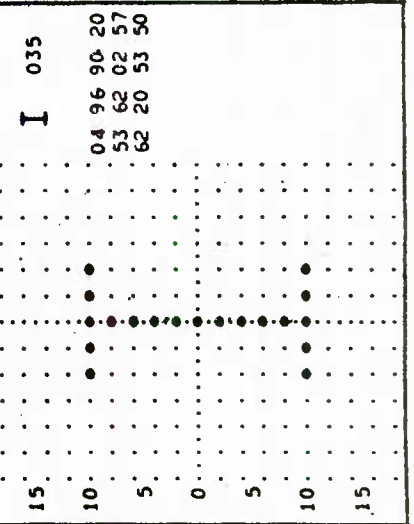
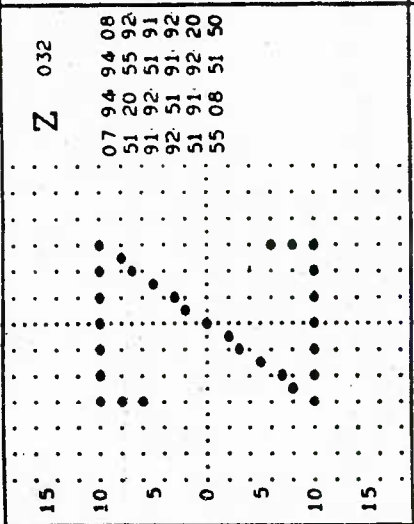
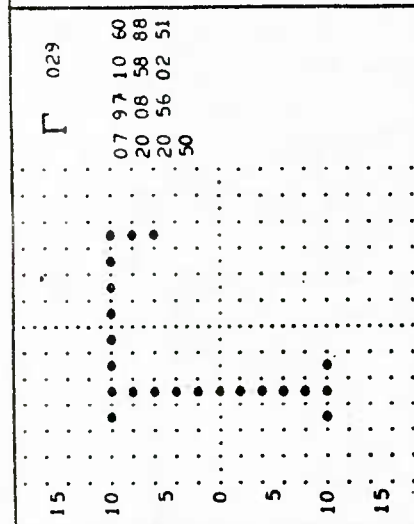
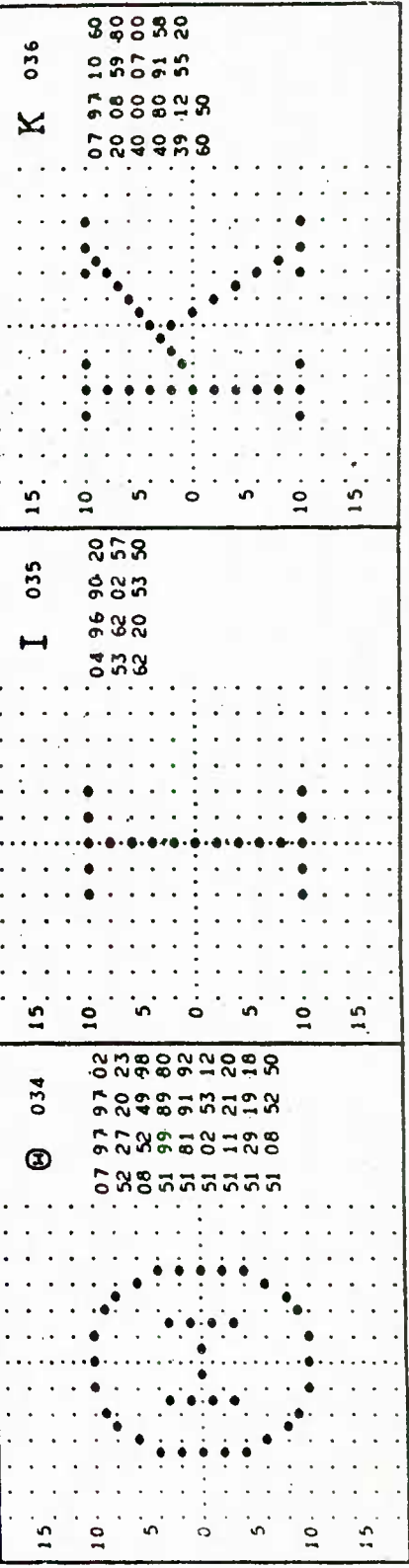
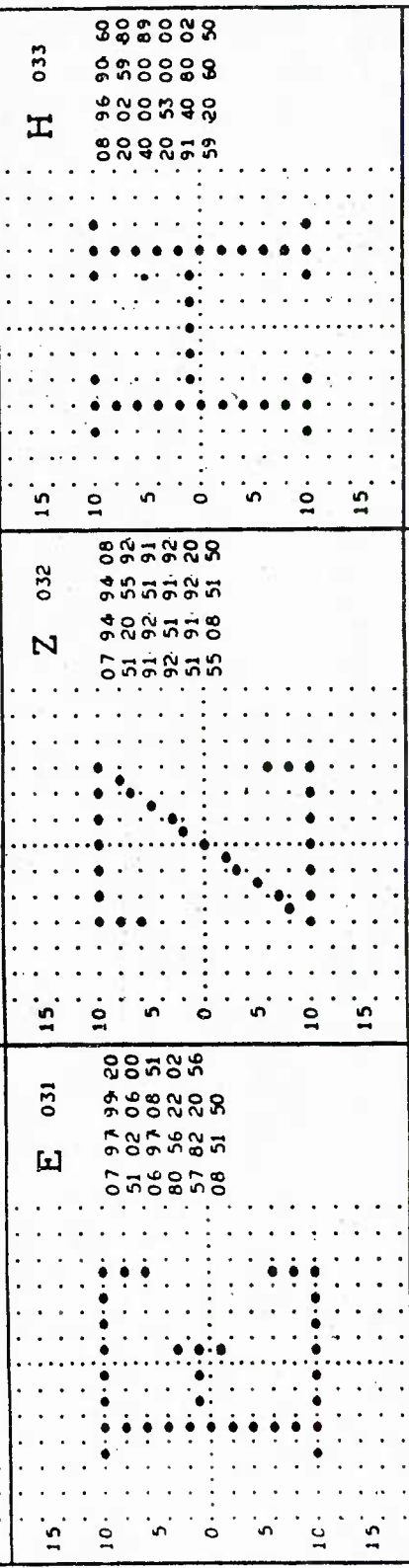
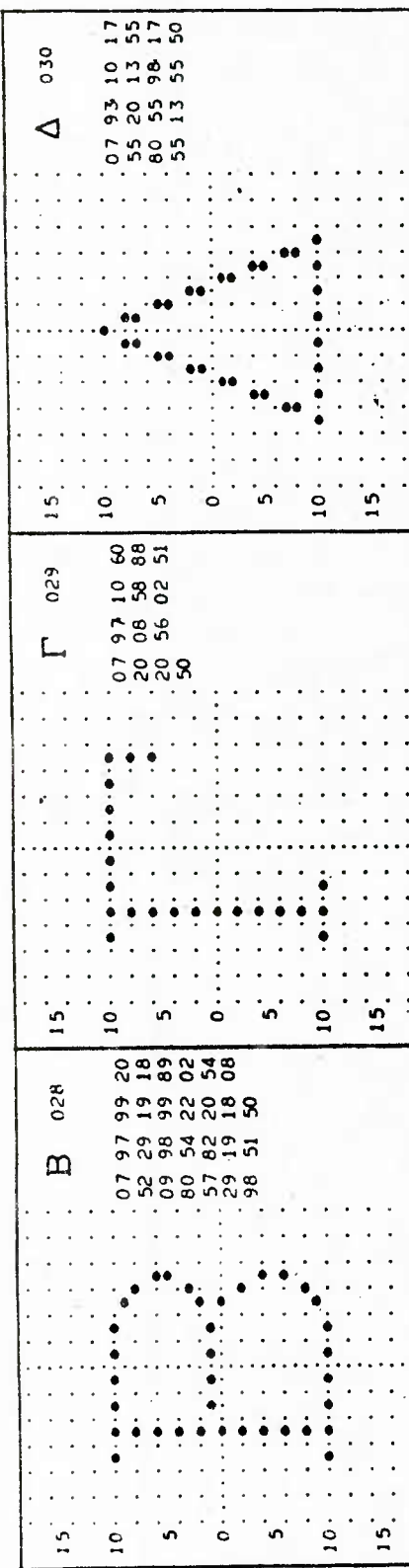
IC = CHARACTER ARRAY (SYMBOLIC ADDRESS)



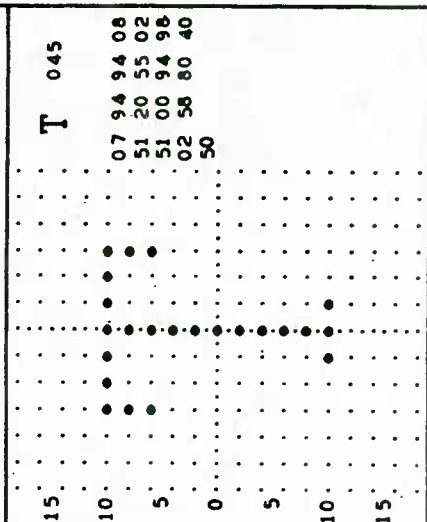
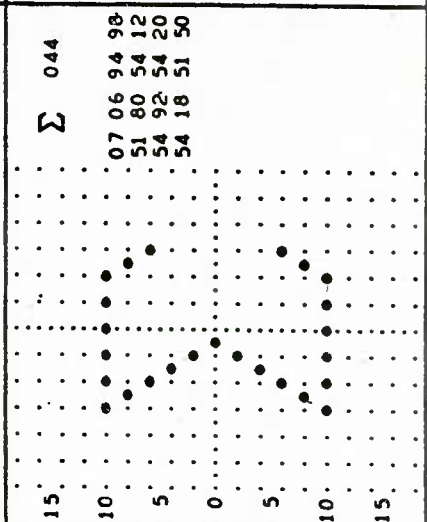
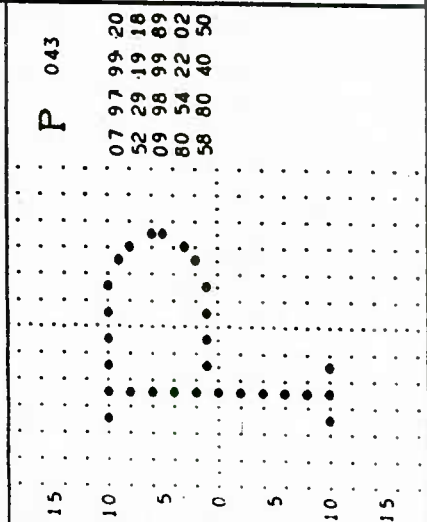
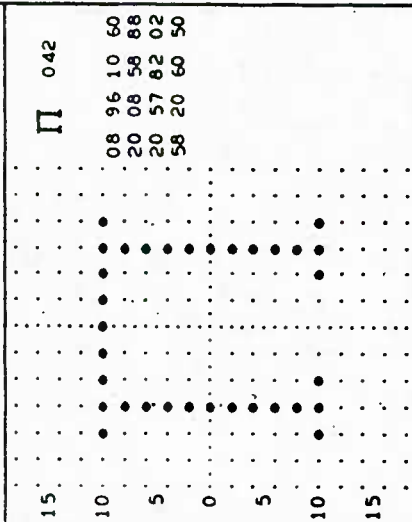
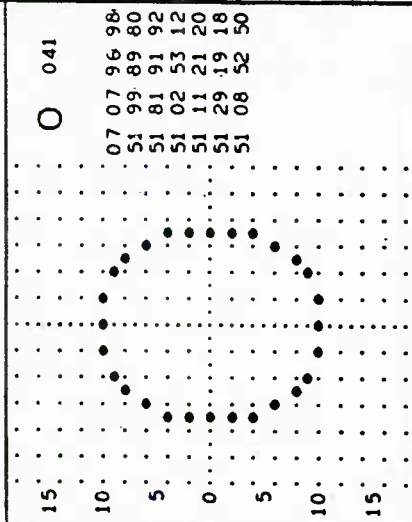
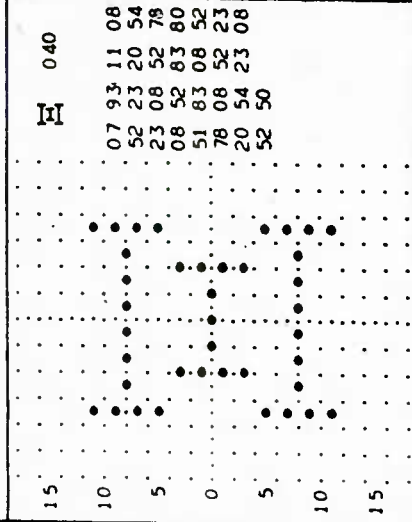
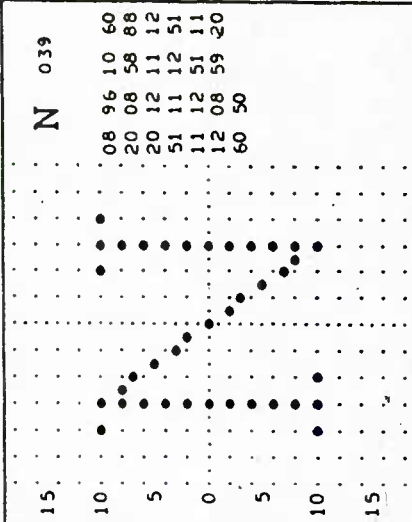
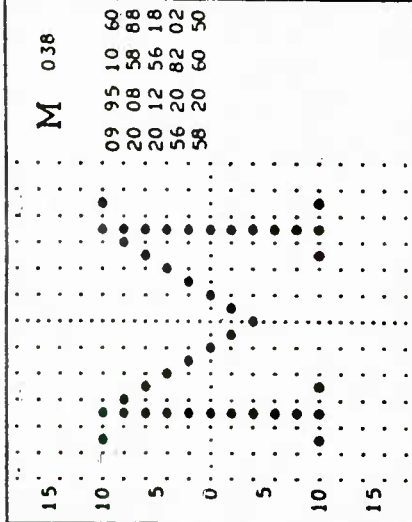
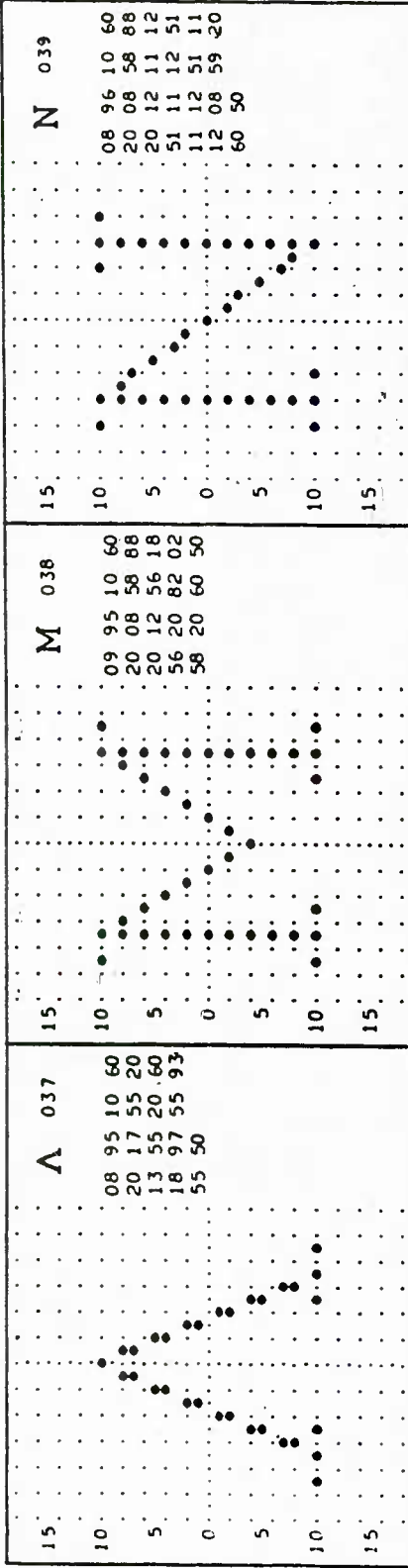


10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

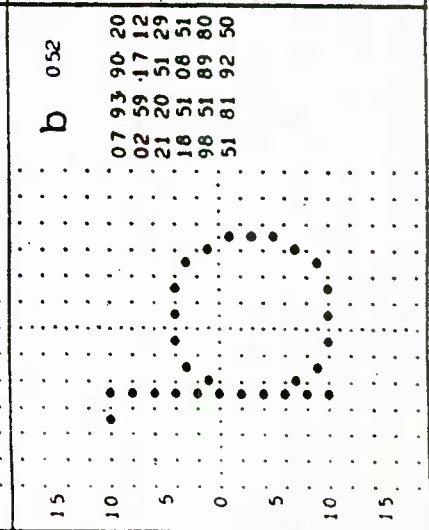
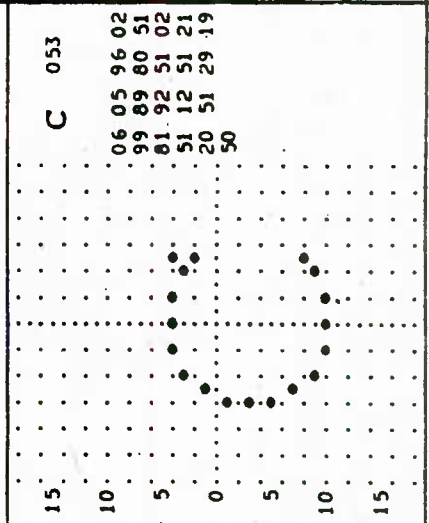
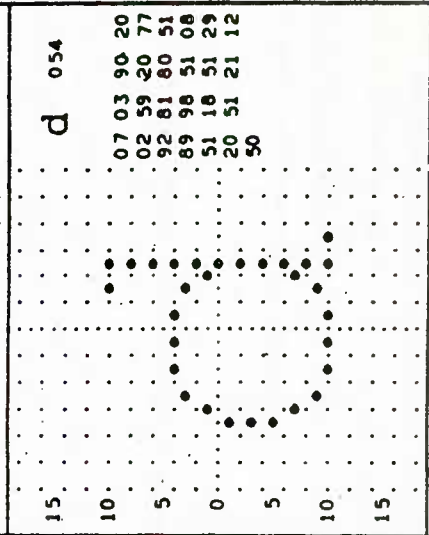
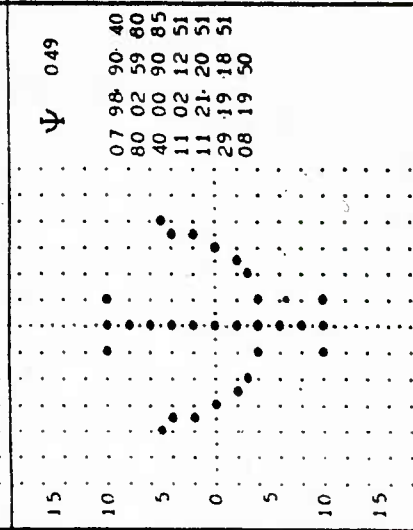
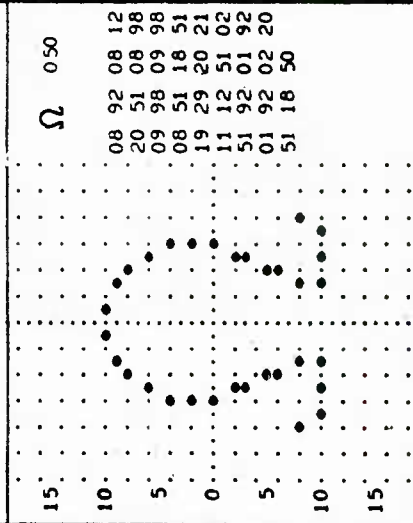
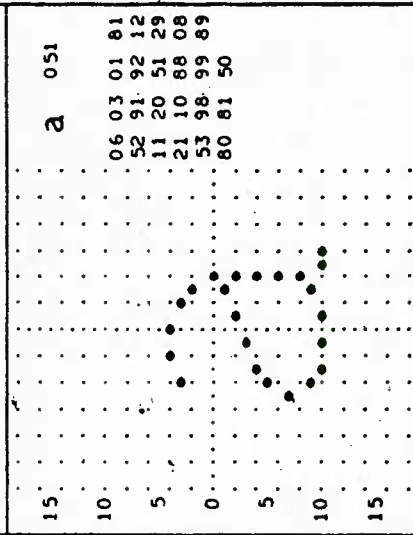
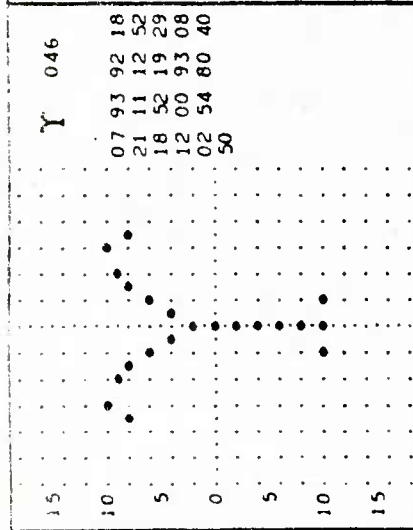
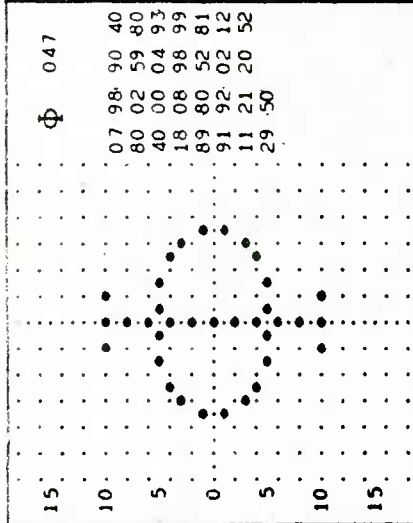
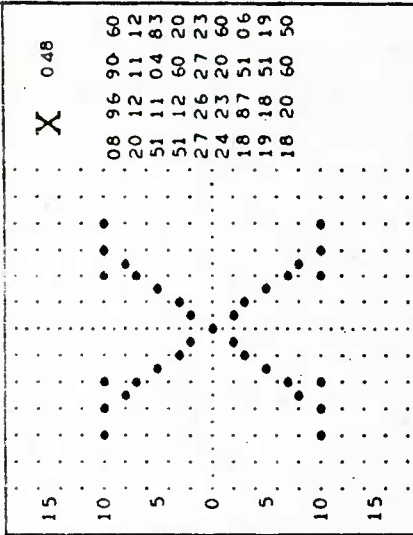




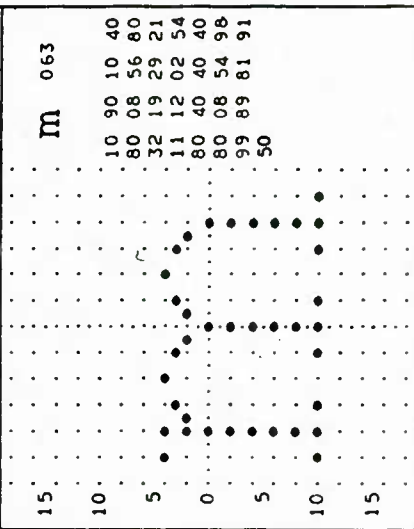
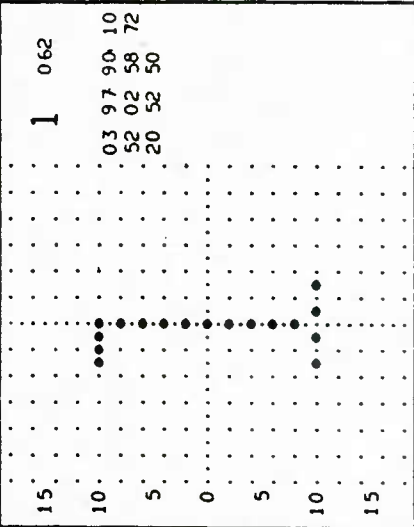
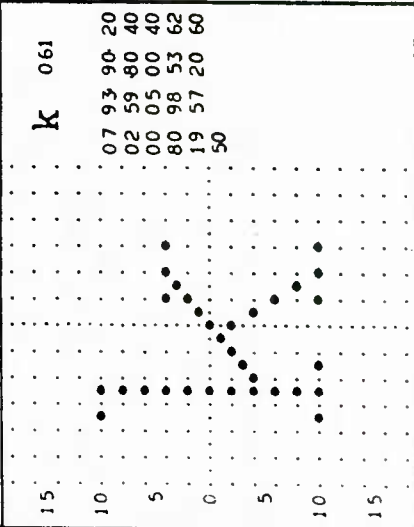
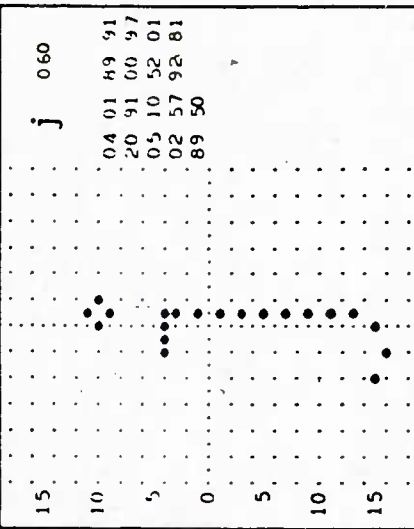
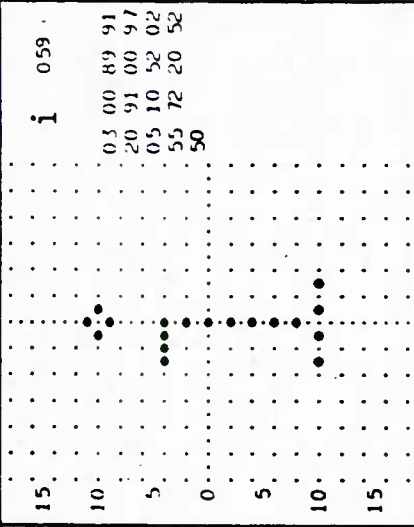
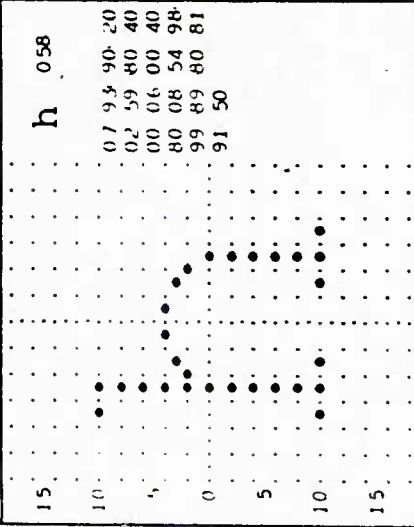
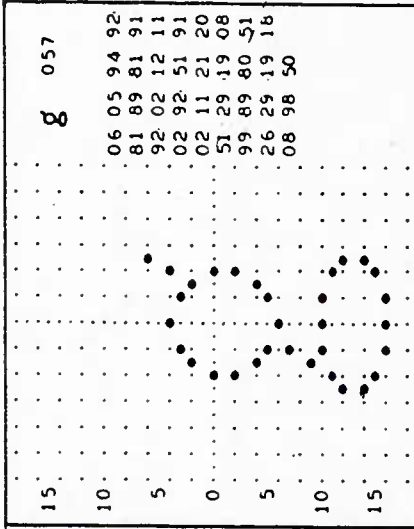
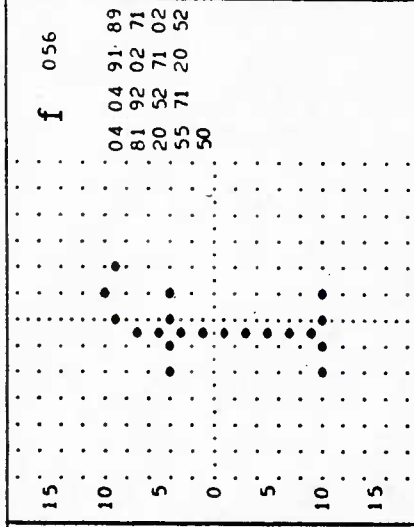
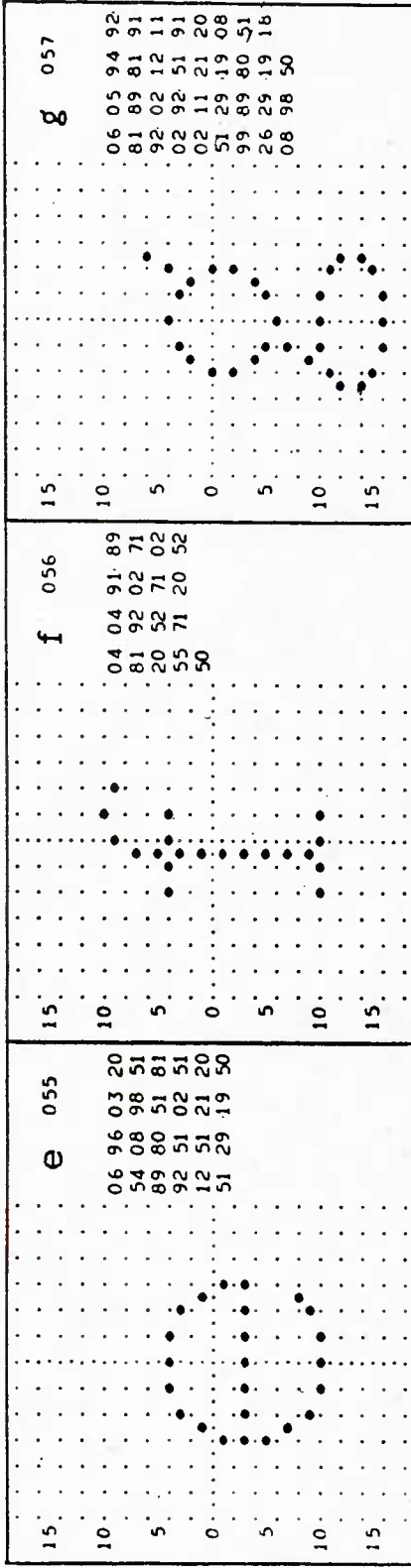
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



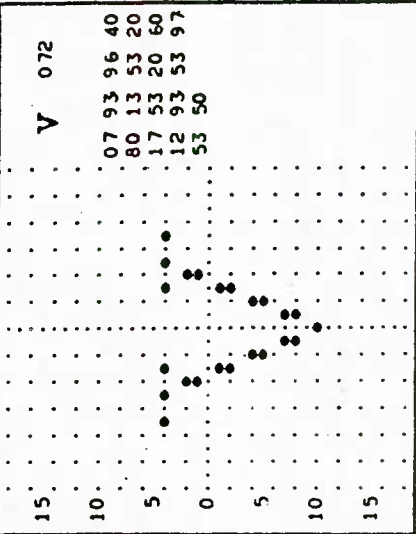
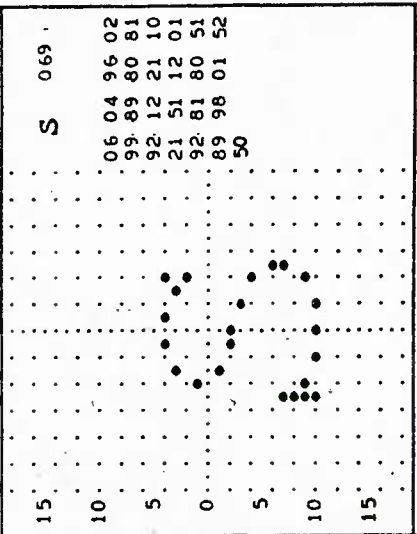
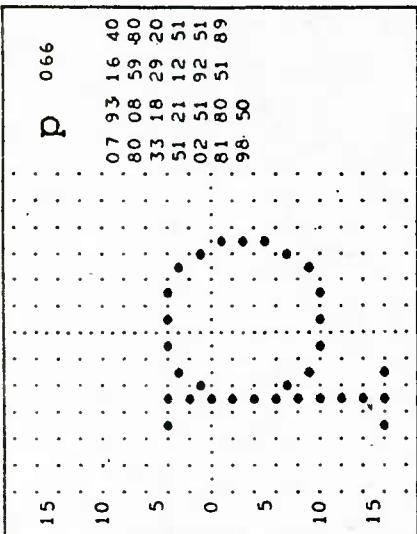
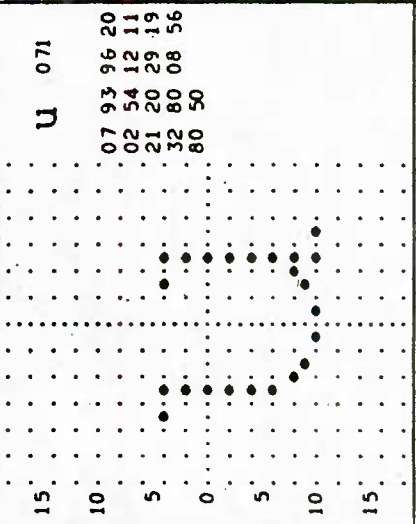
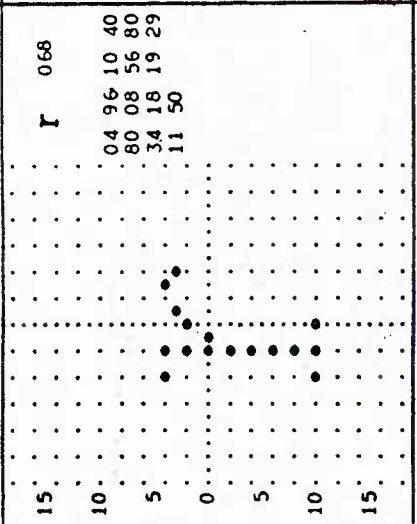
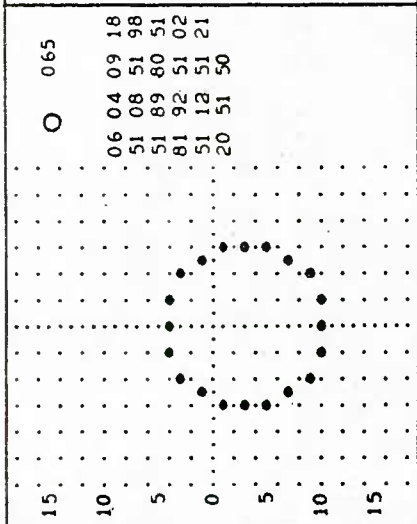
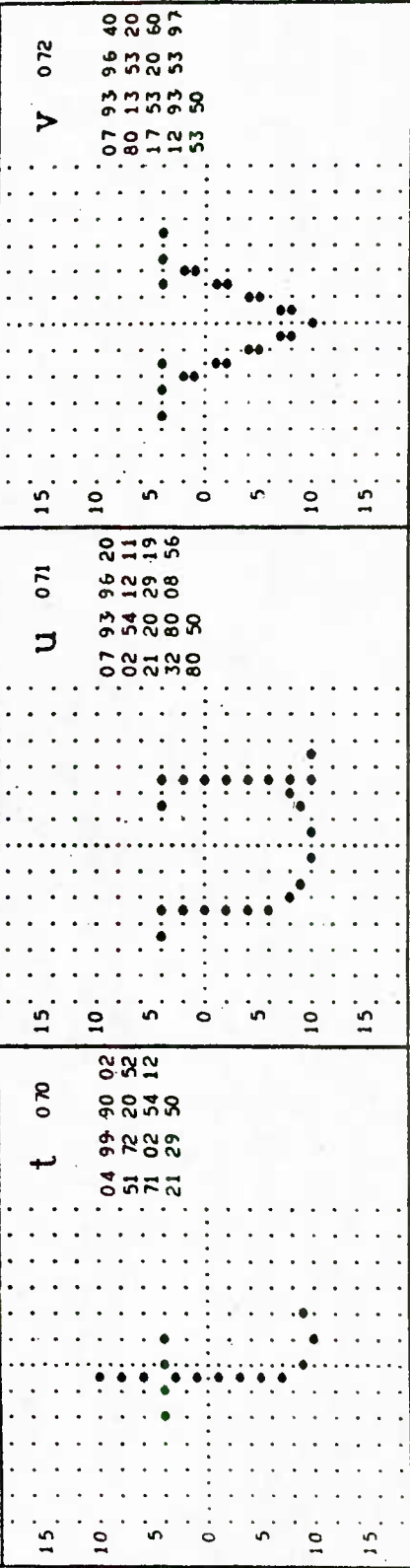
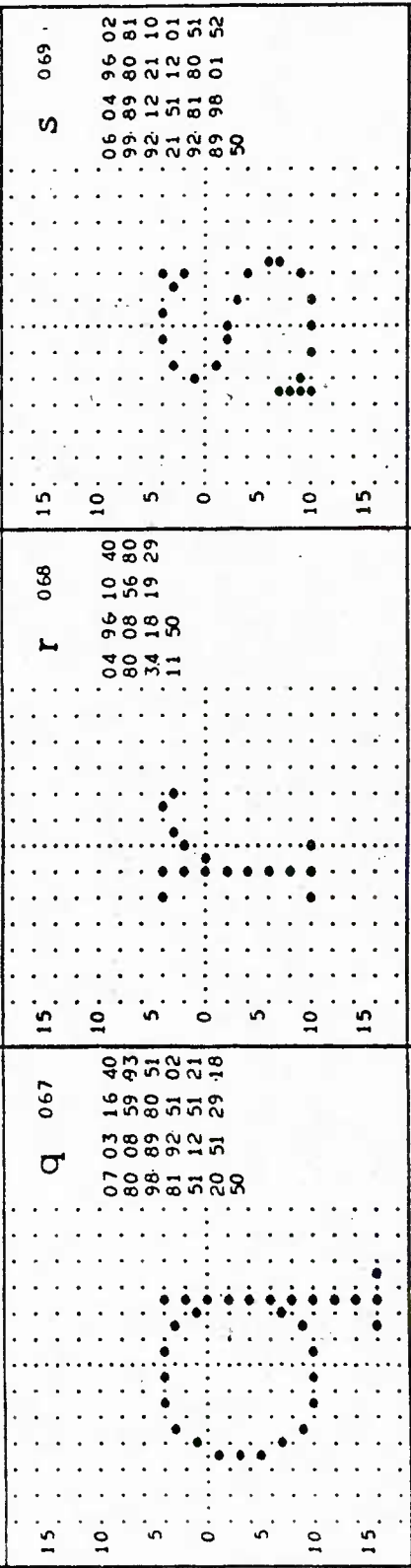
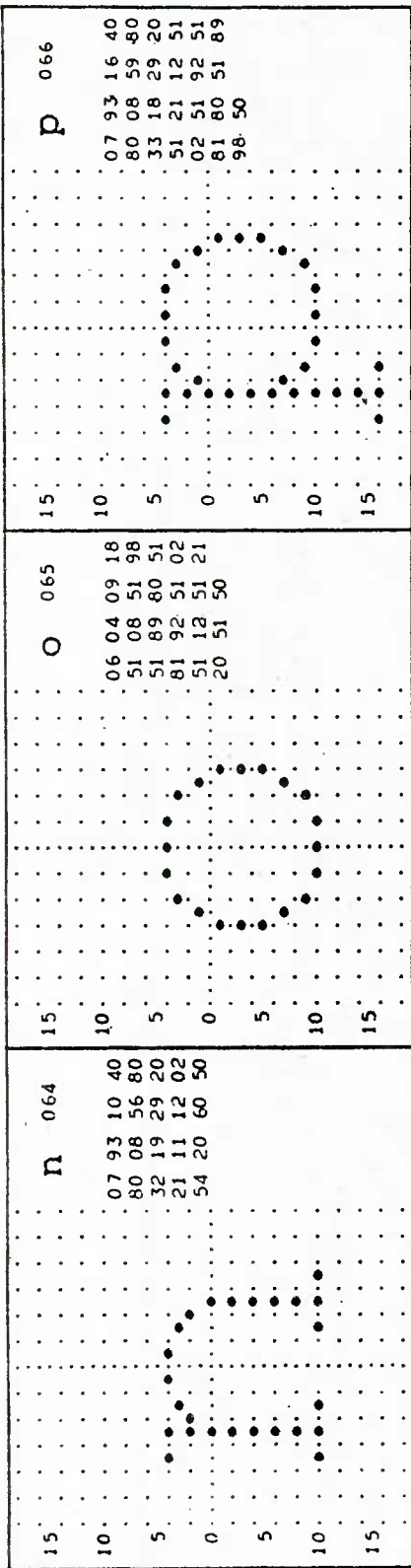
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



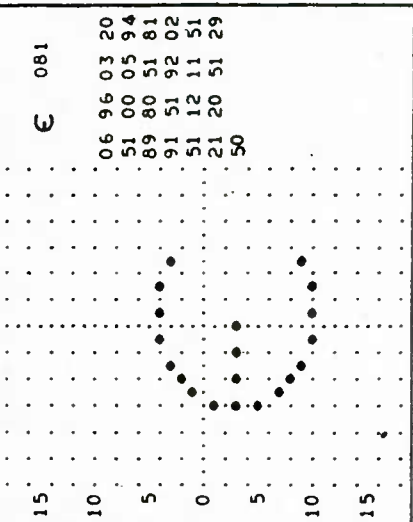
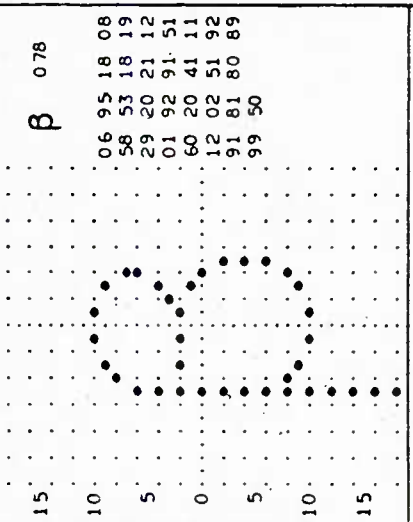
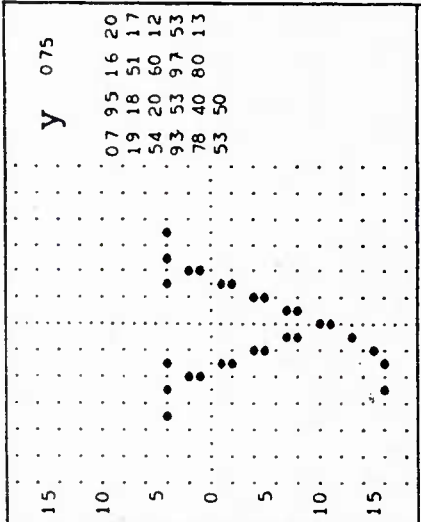
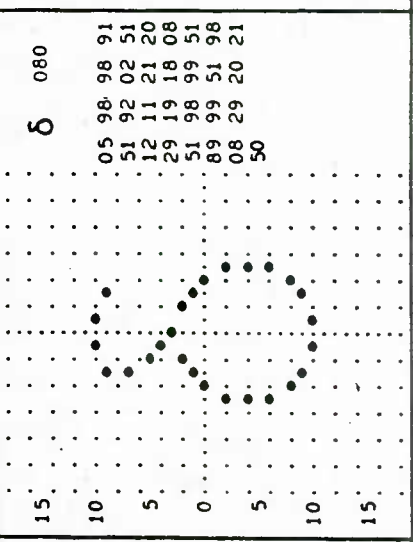
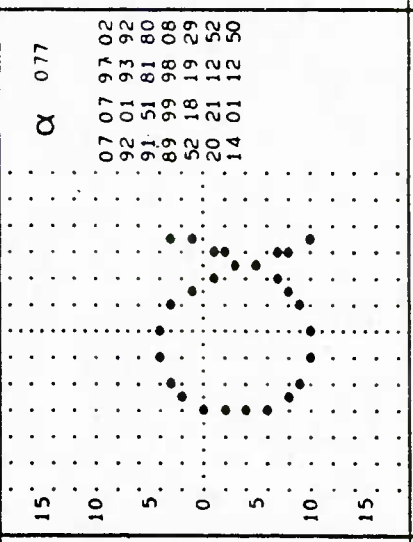
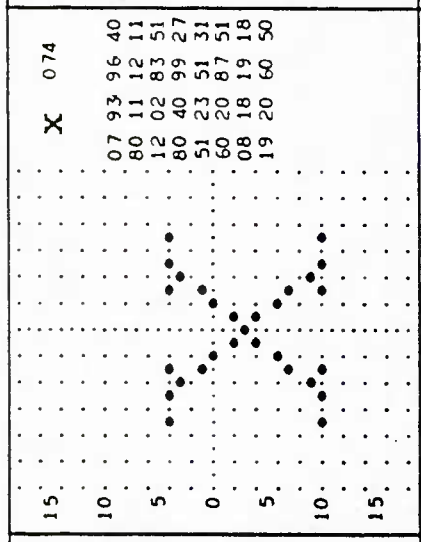
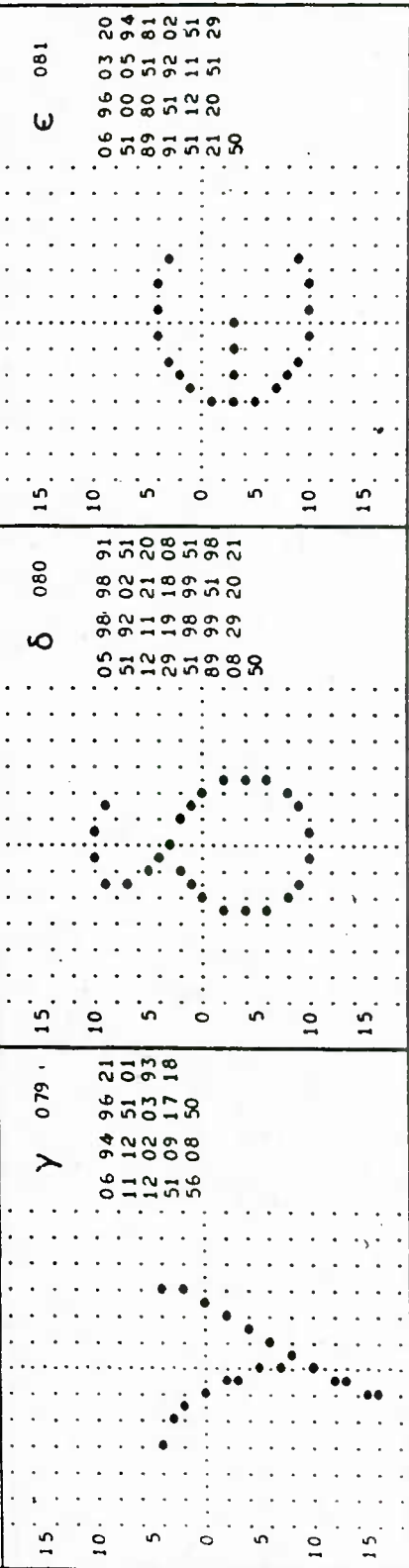
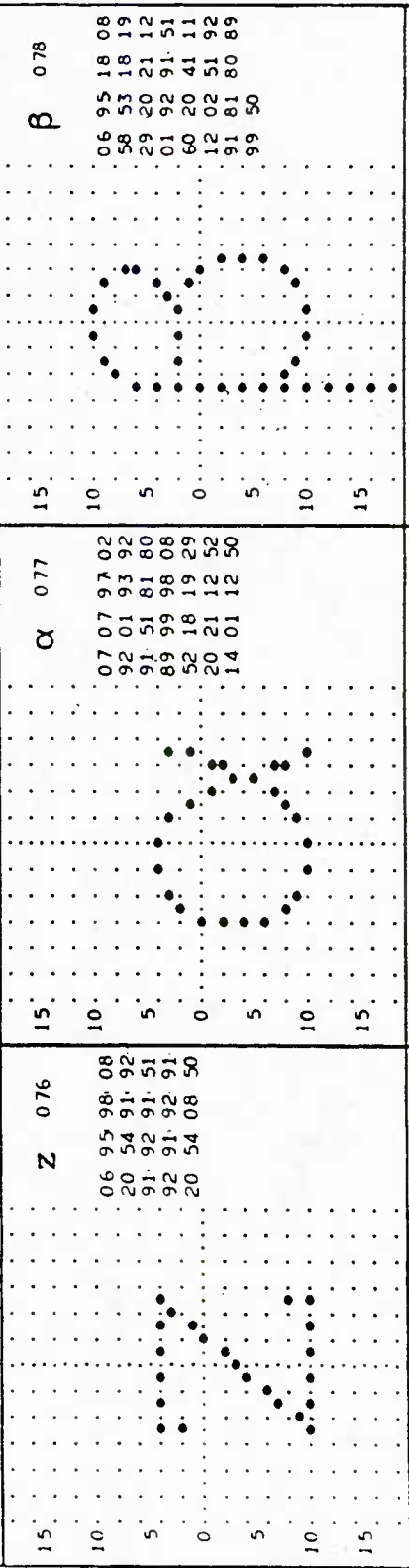
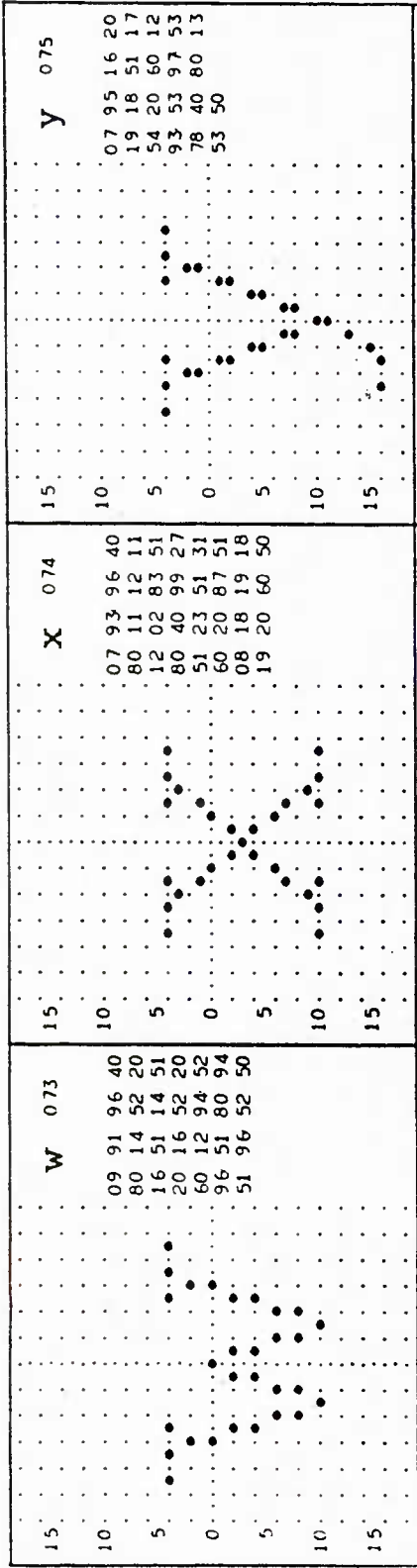
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



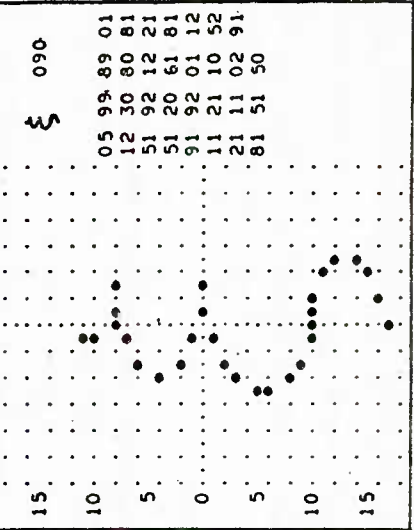
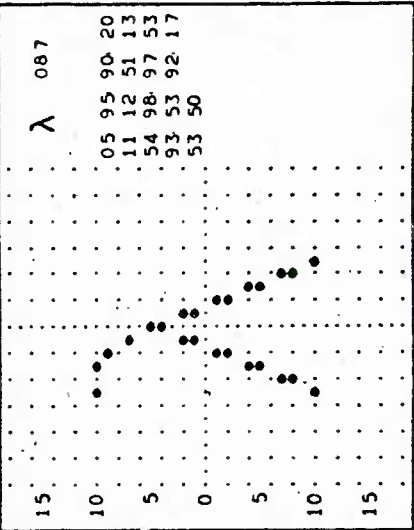
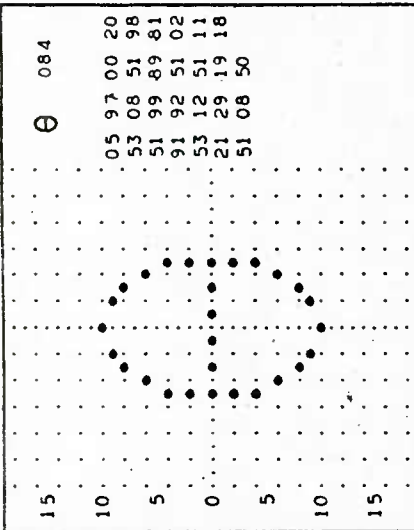
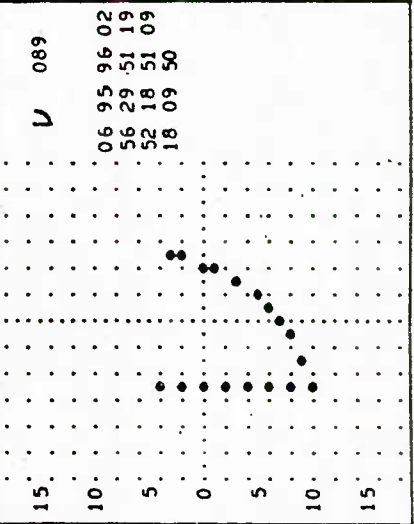
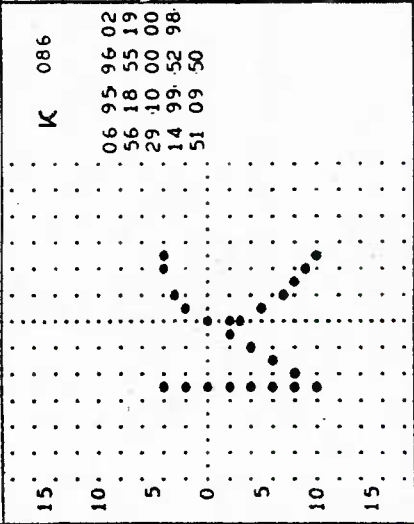
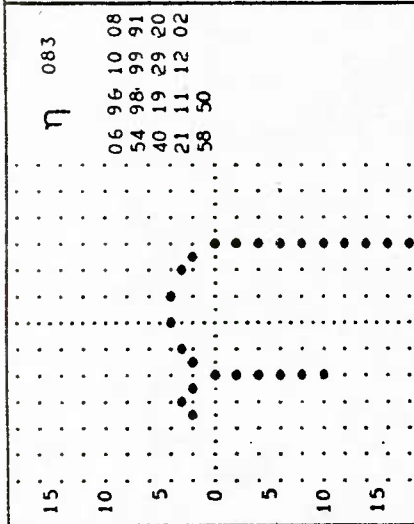
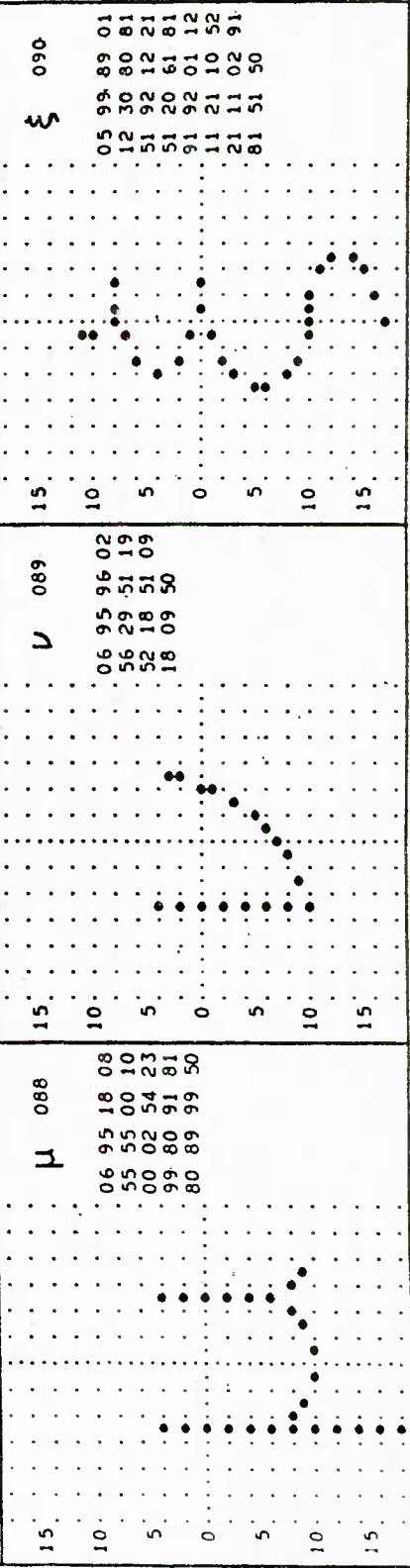
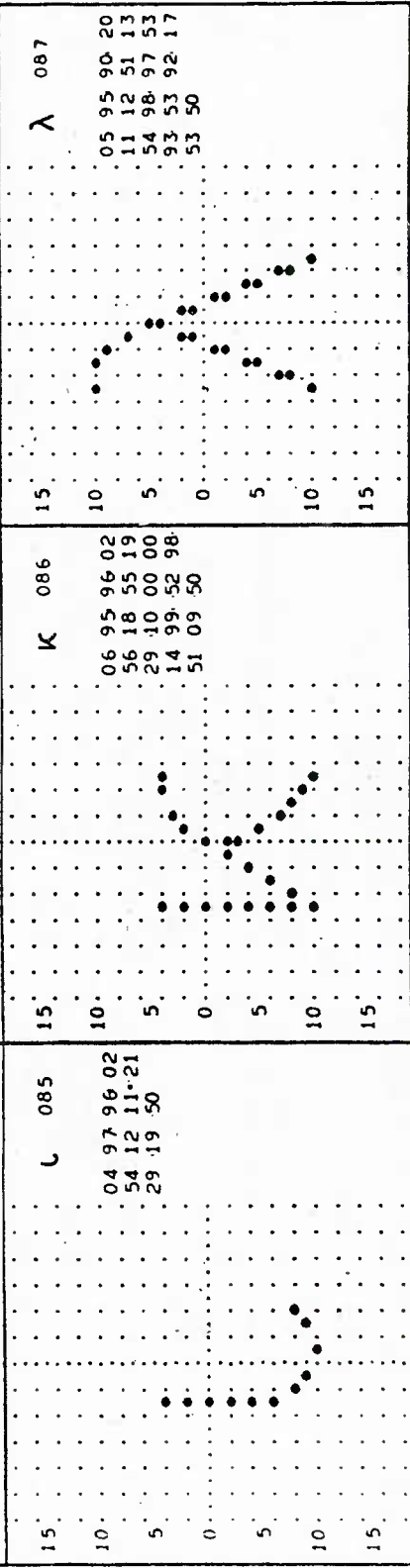
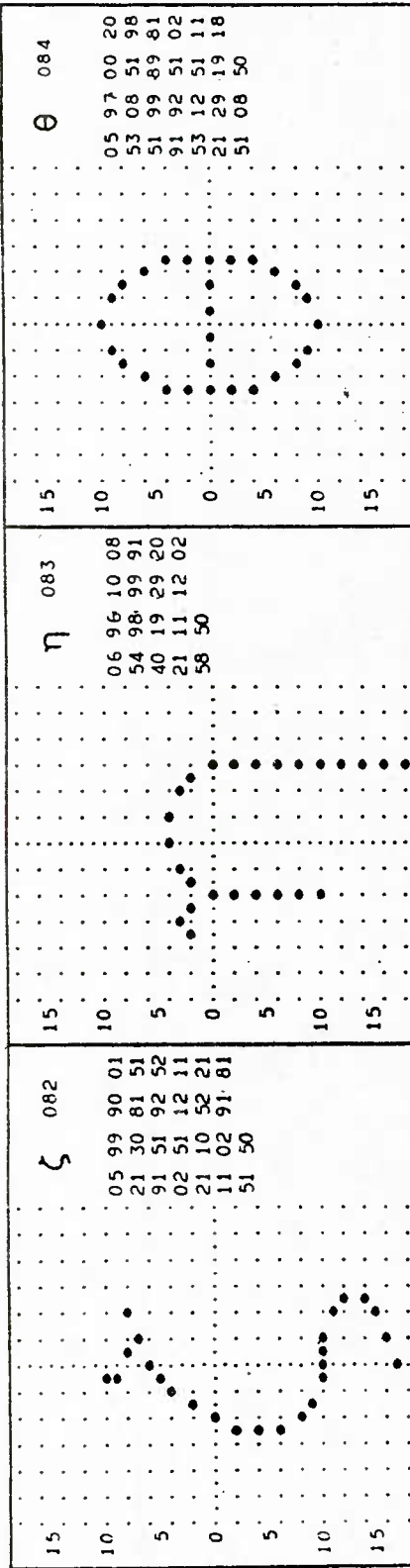
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



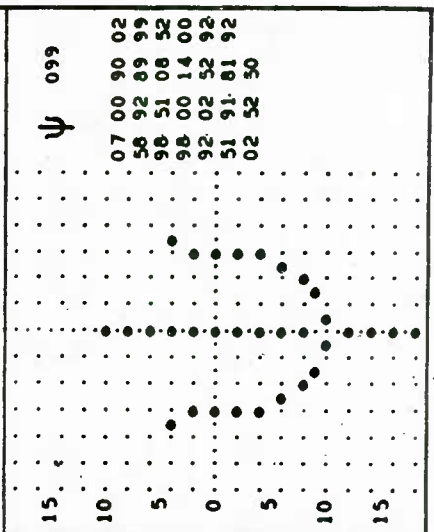
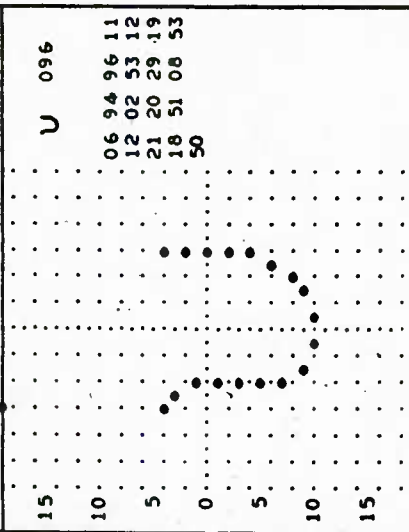
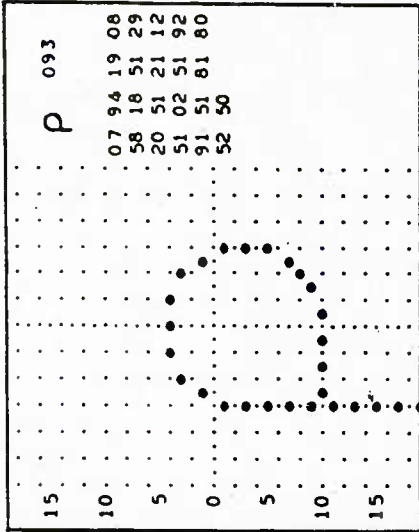
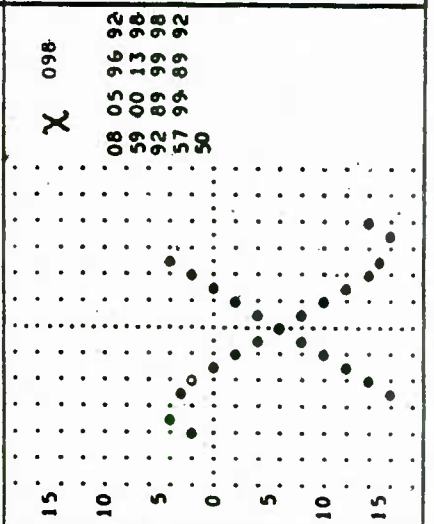
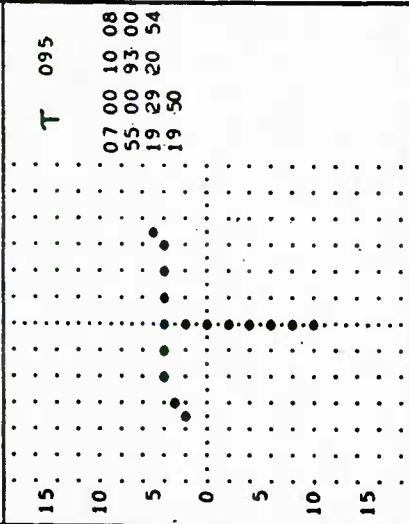
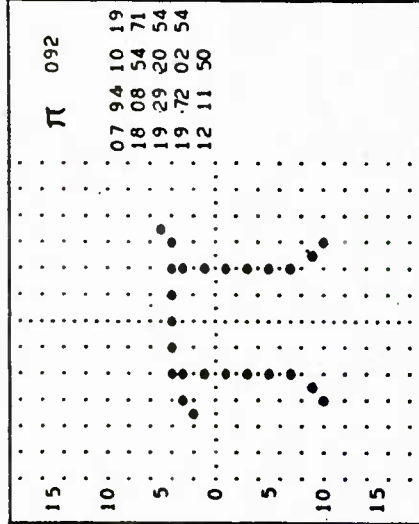
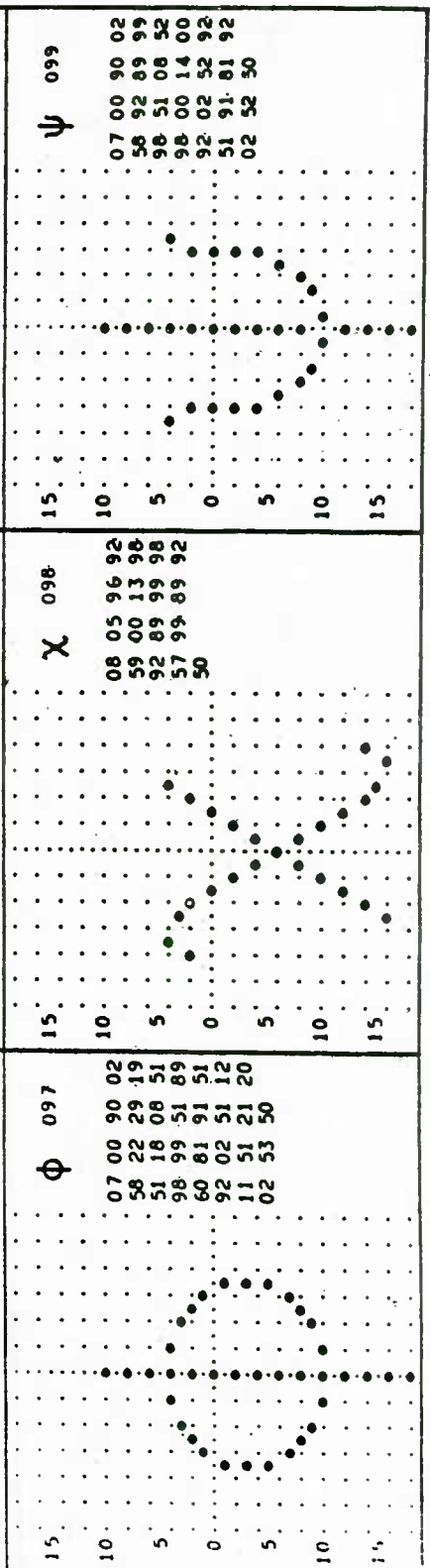
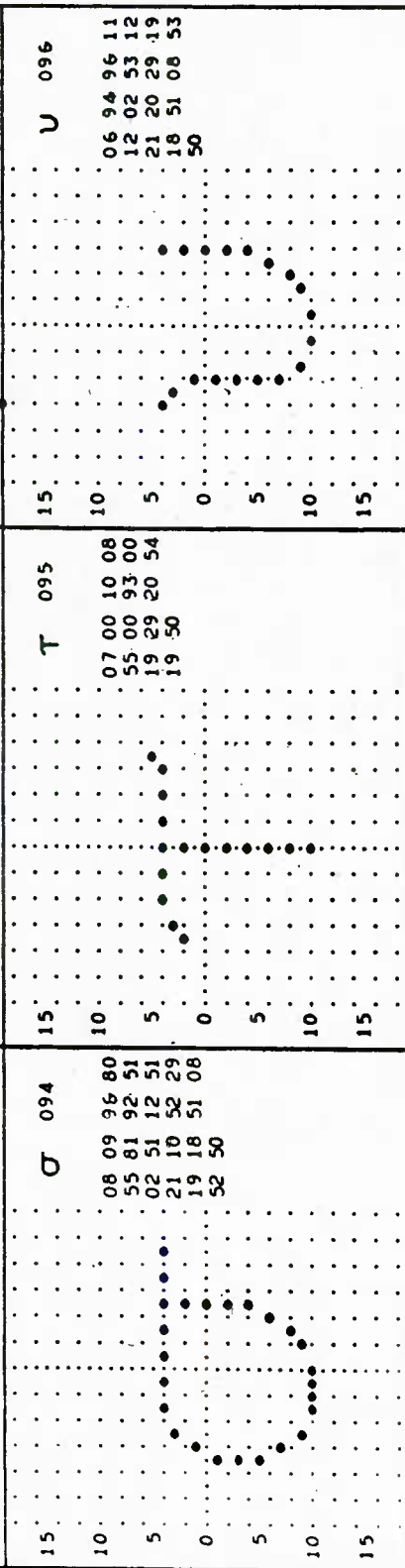
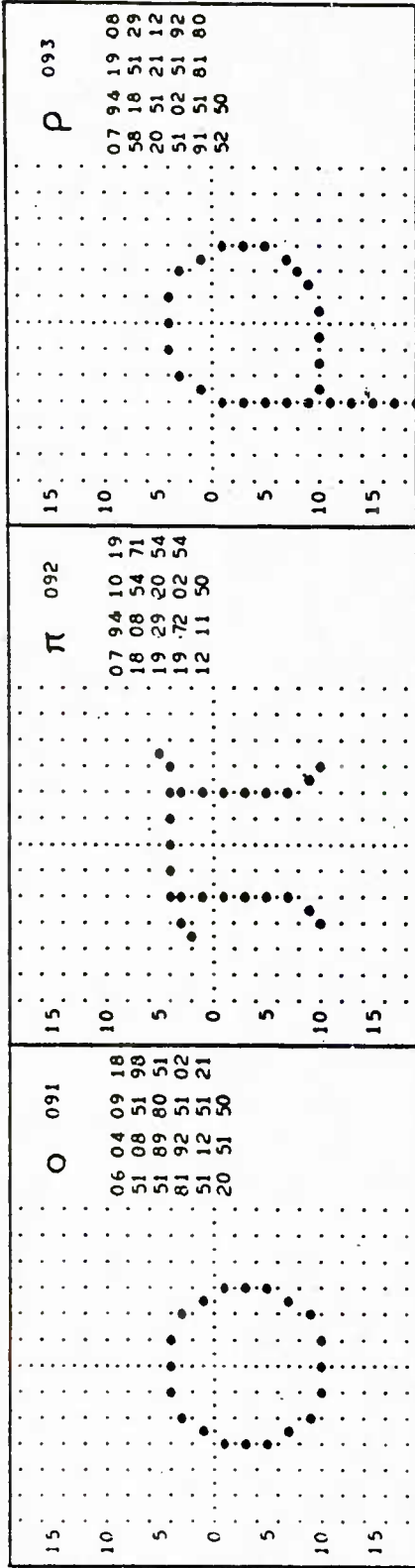
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



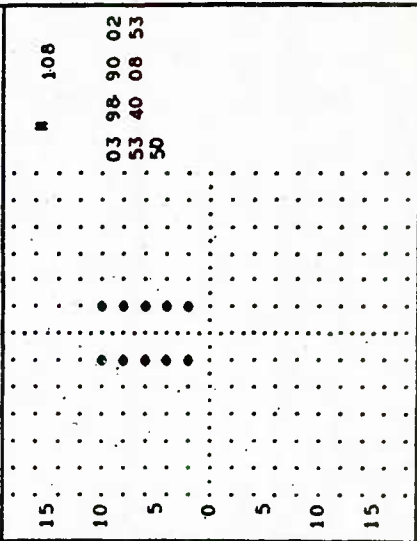
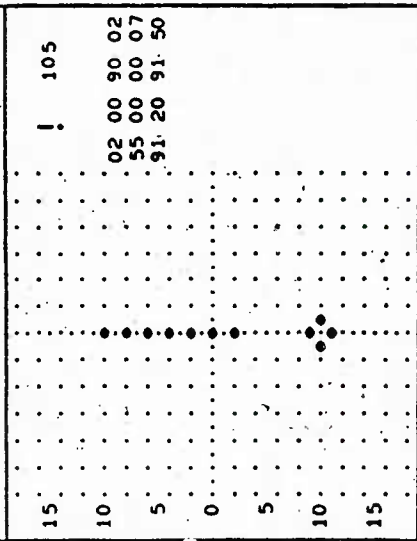
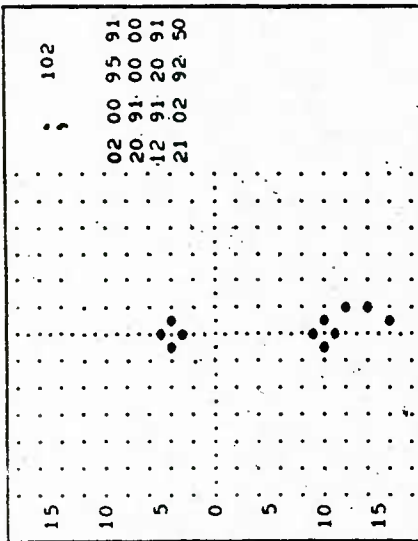
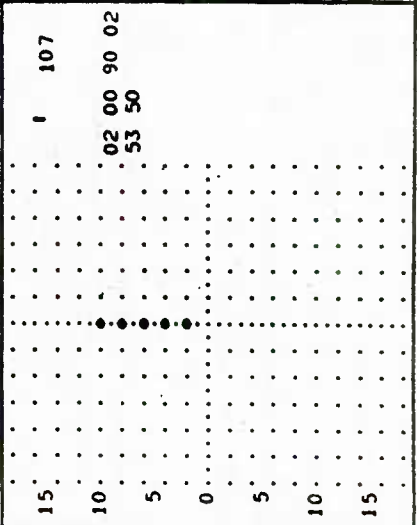
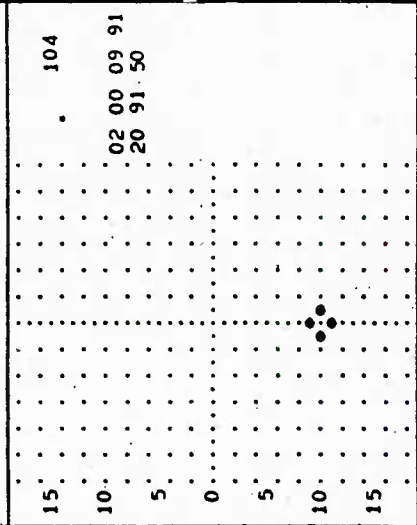
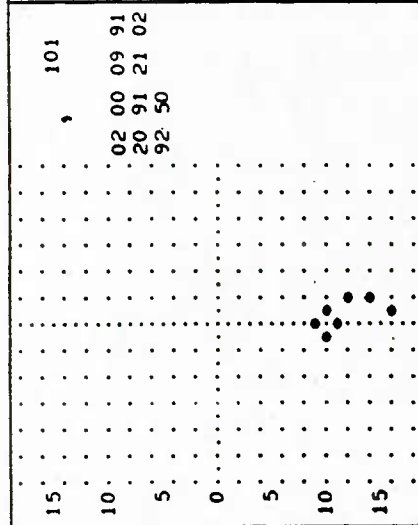
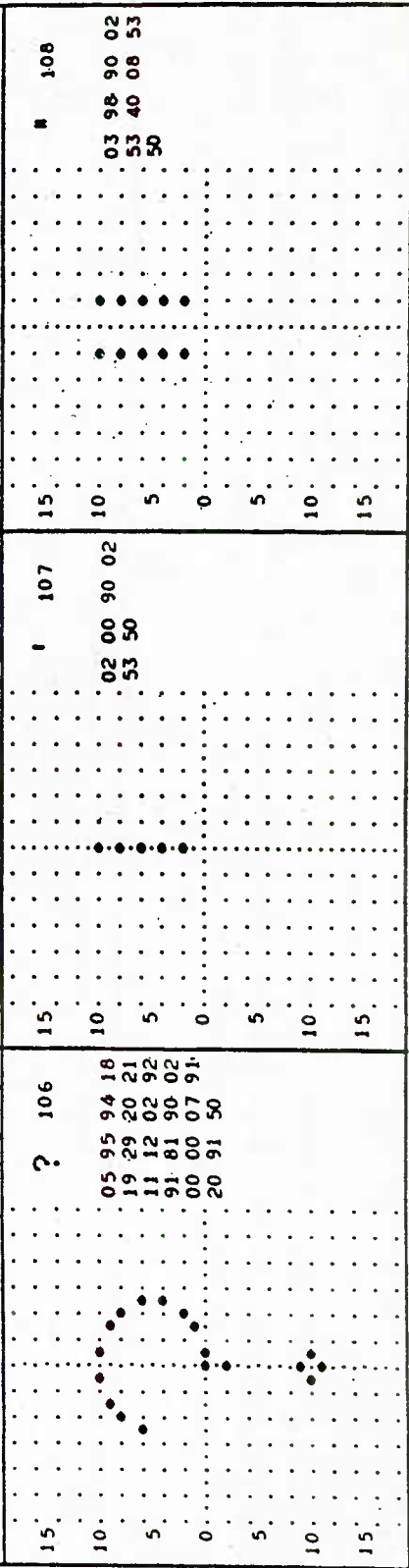
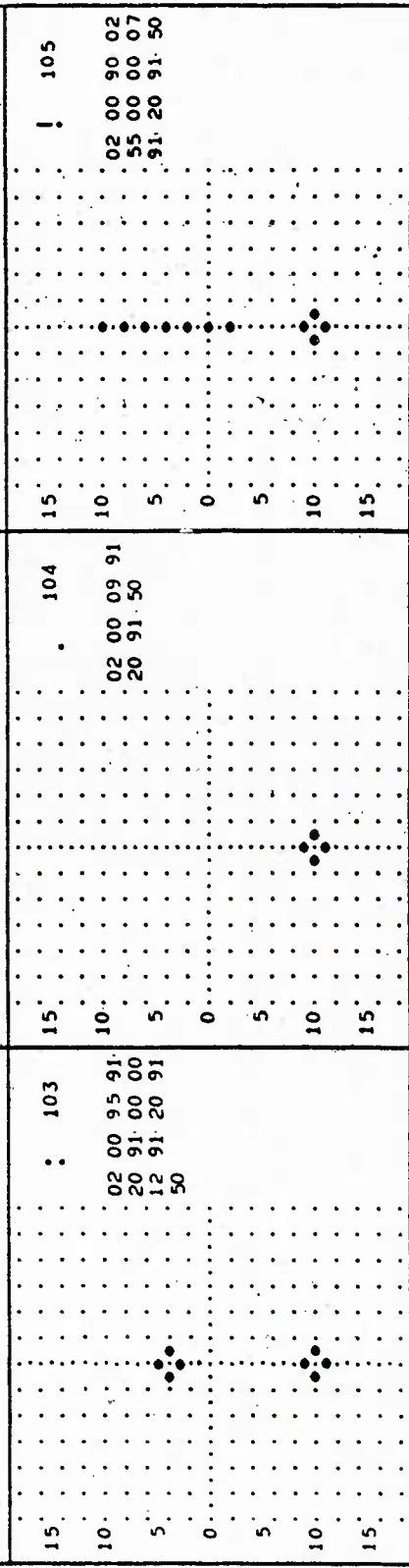
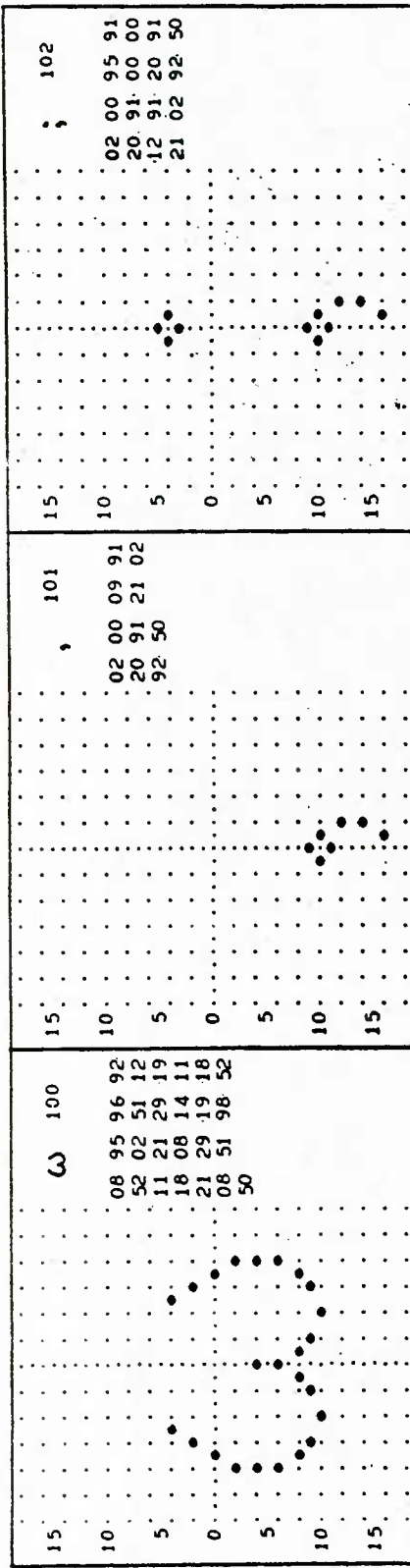
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



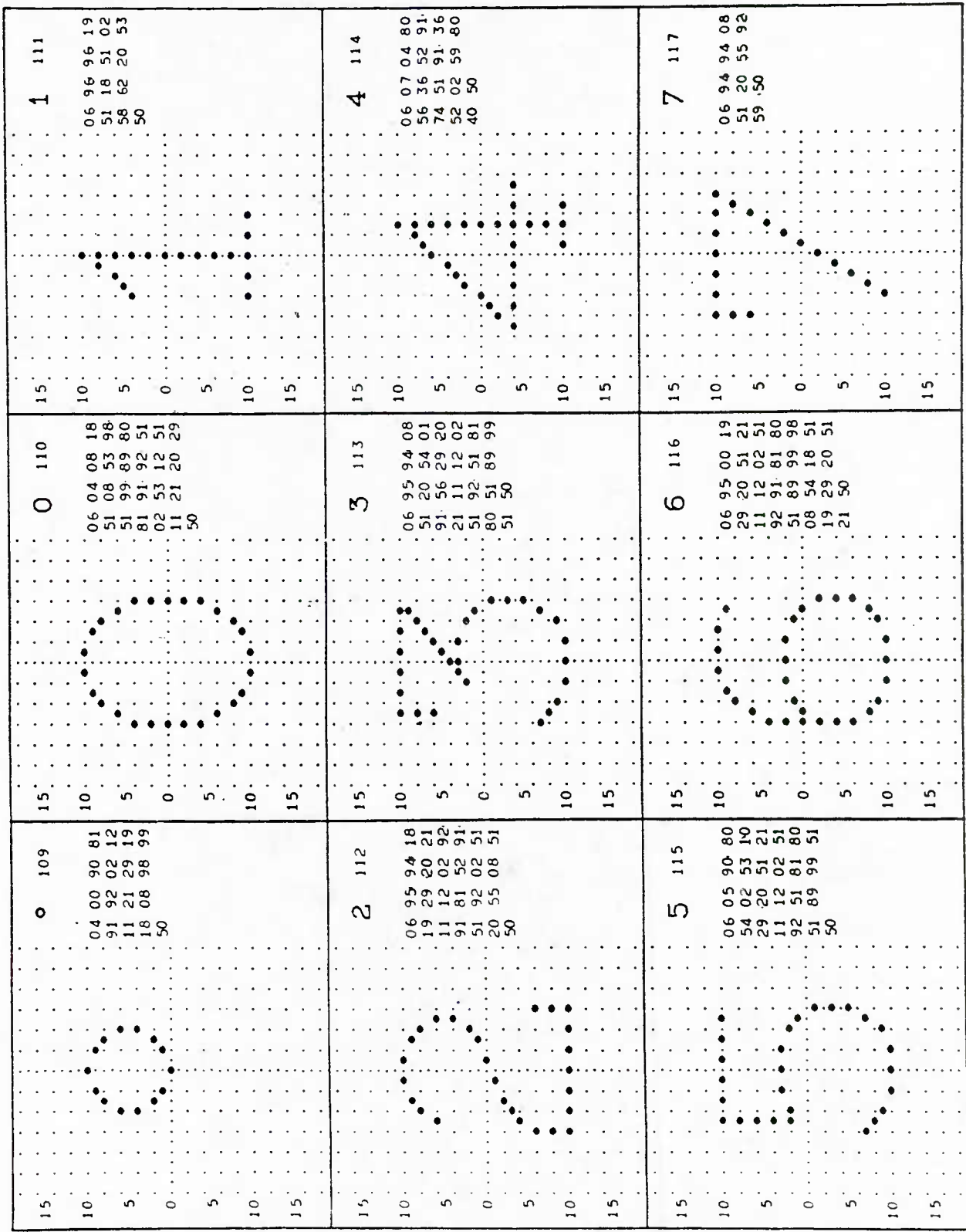
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



10 5 0 5 10



10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



1 111

06 96 96 19
51 18 51 02
58 62 20 53
50

0 110

06 04 08 18
51 08 53 98
51 99 89 80
81 91 92 51
02 53 12 51
11 21 20 29
50

4 114

06 07 04 80
56 36 52 91
74 51 91 36
52 02 59 80
40 50

3 113

06 95 94 08
51 20 54 01
91 56 29 20
21 11 12 02
51 92 51 81
80 51 89 99
51 50

7 117

06 94 94 08
51 20 55 92
59 50

6 116

06 95 00 19
29 20 51 21
11 12 02 51
92 91 81 80
51 89 99 98
08 54 18 51
19 29 20 51
21 50

0 109

04 00 90 81
91 92 02 12
11 21 29 19
18 08 98 99
50

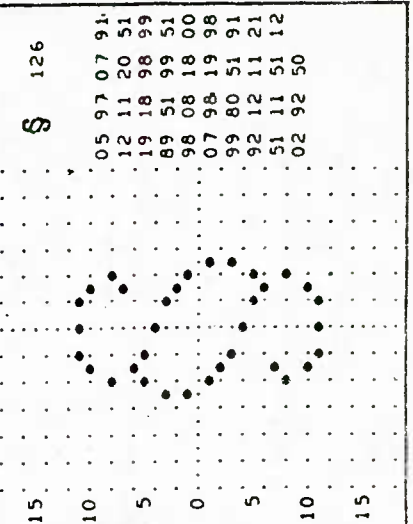
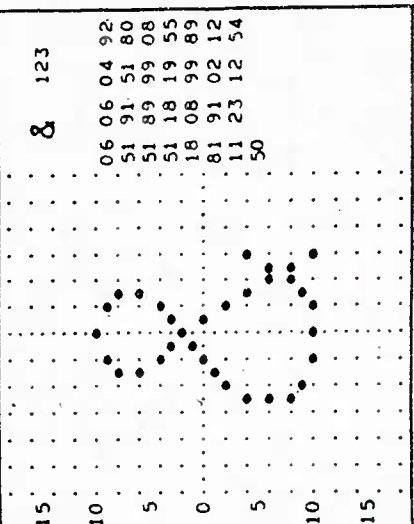
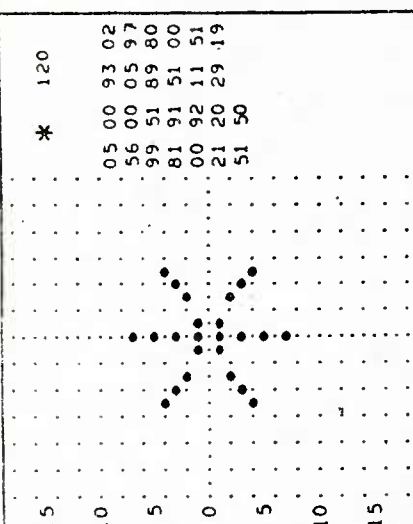
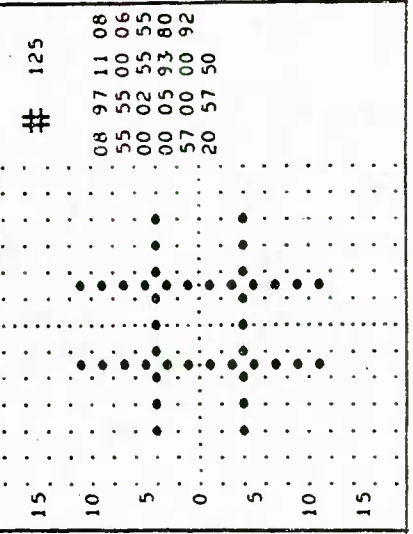
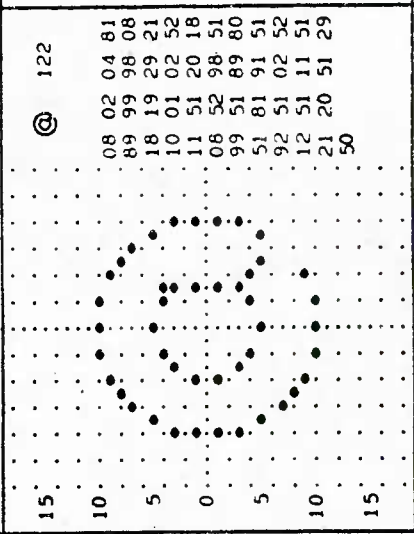
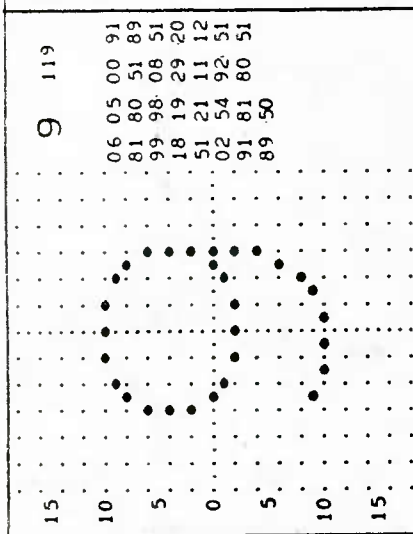
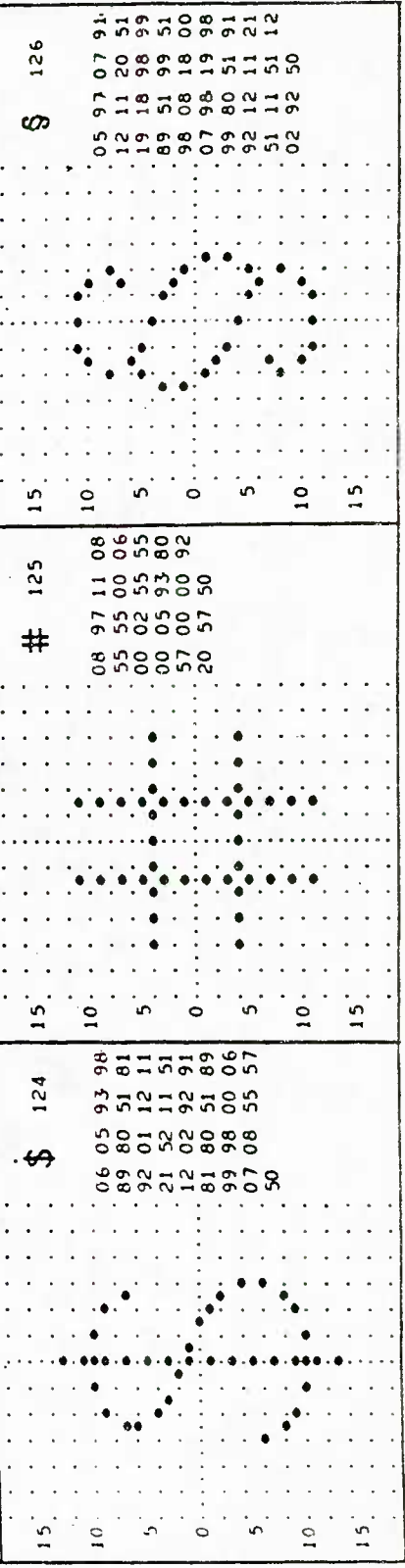
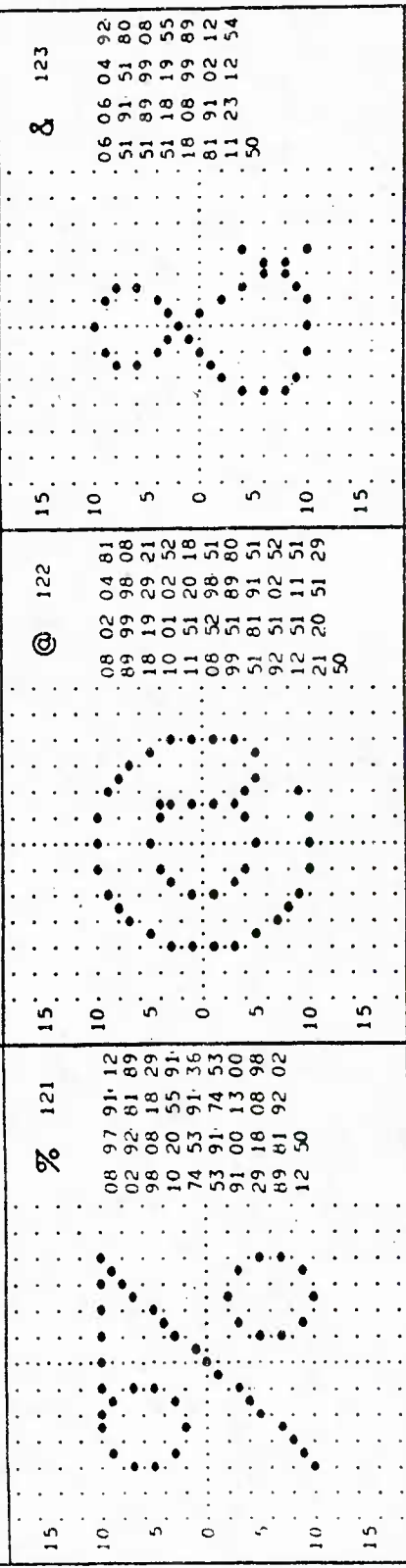
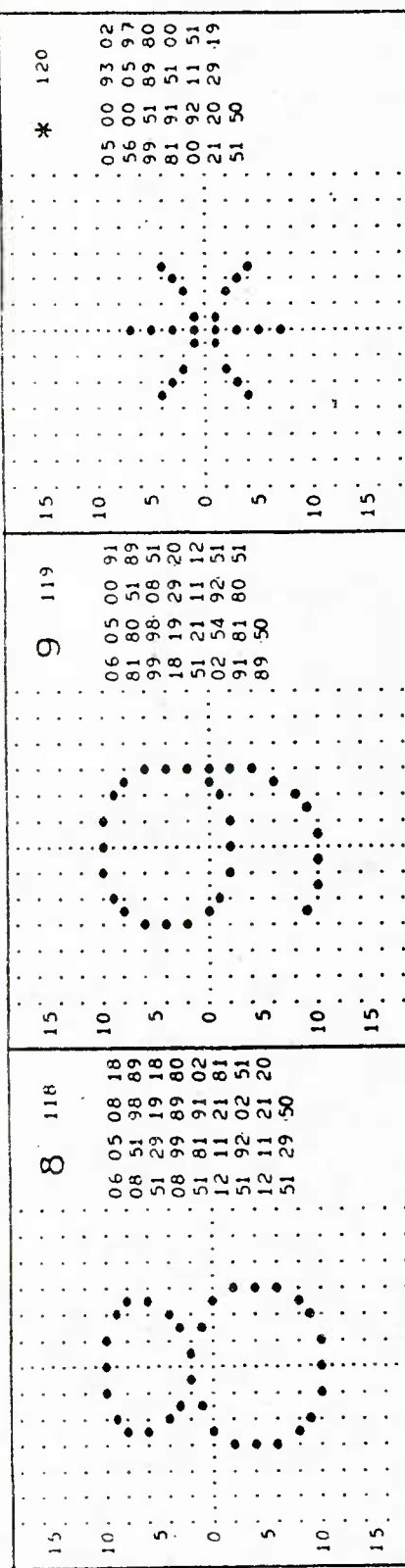
2 112

06 95 94 18
19 29 20 21
11 12 02 92
91 81 52 91
51 92 02 51
20 55 08 51
50

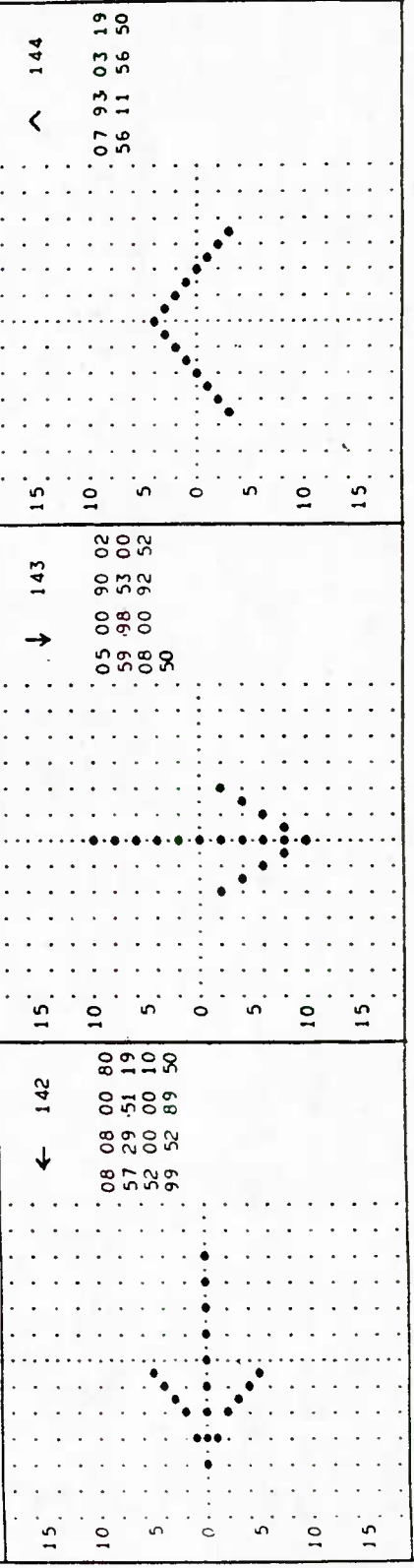
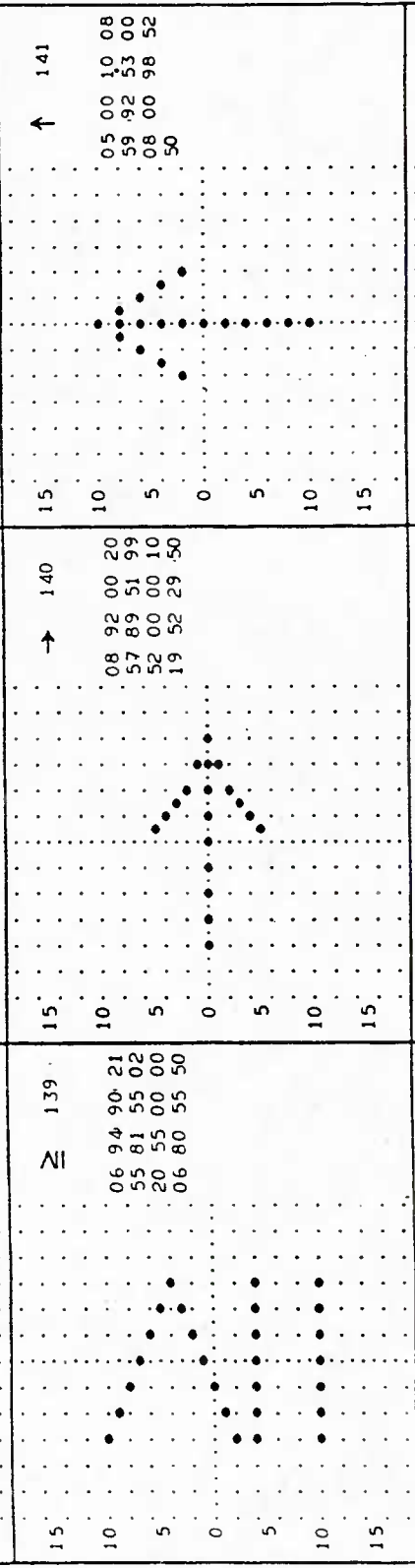
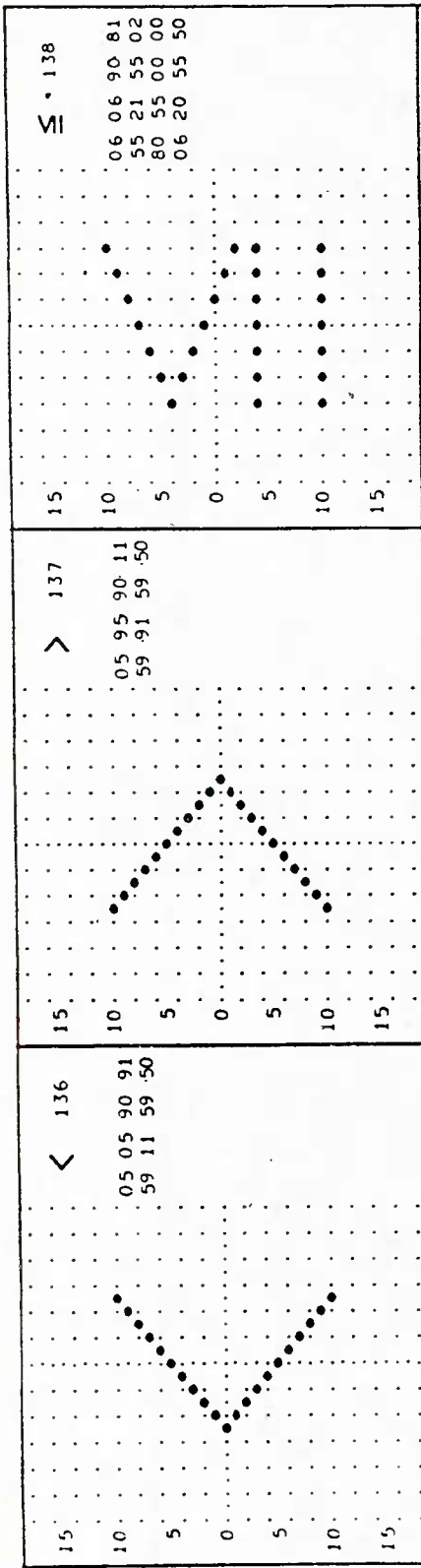
5 115

06 05 90 80
54 02 53 10
29 20 51 21
11 12 02 51
92 51 81 80
51 89 99 51
50

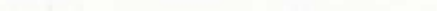
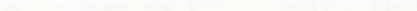
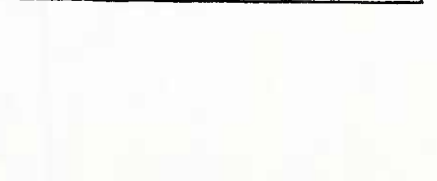
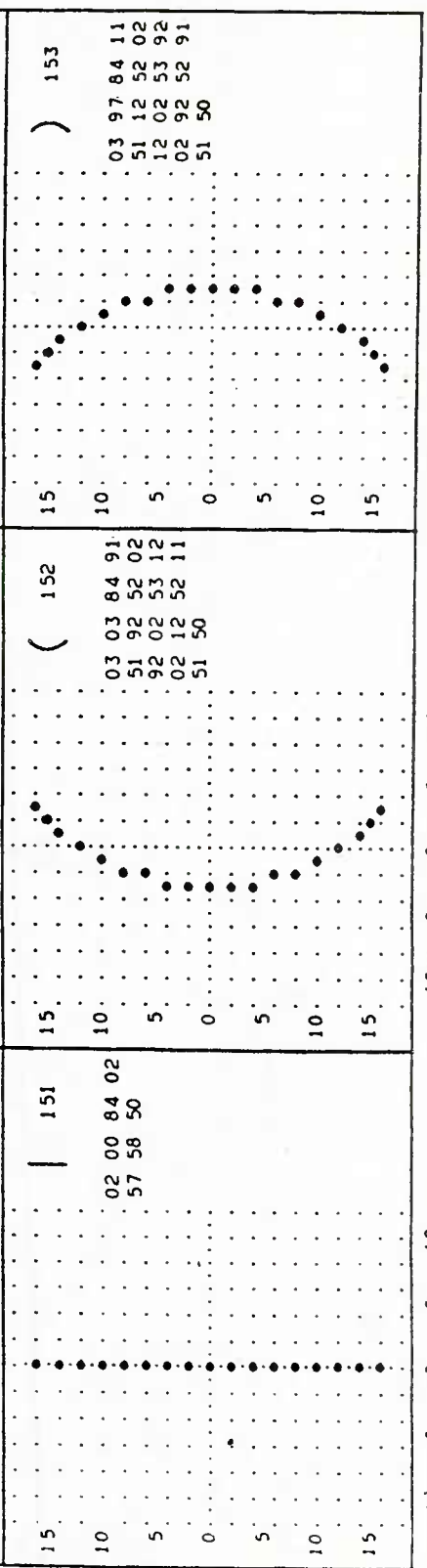
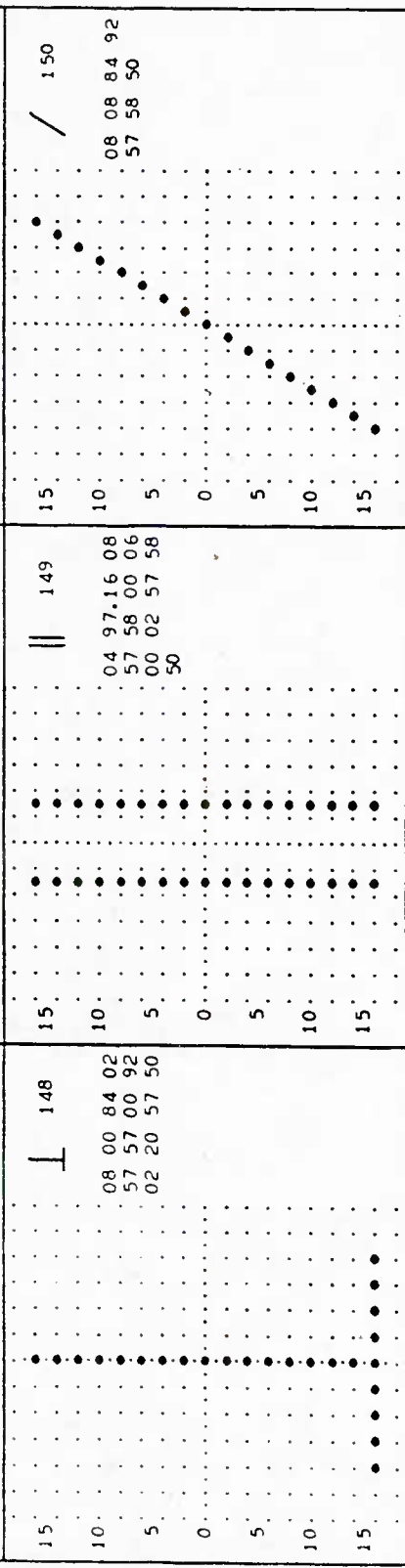
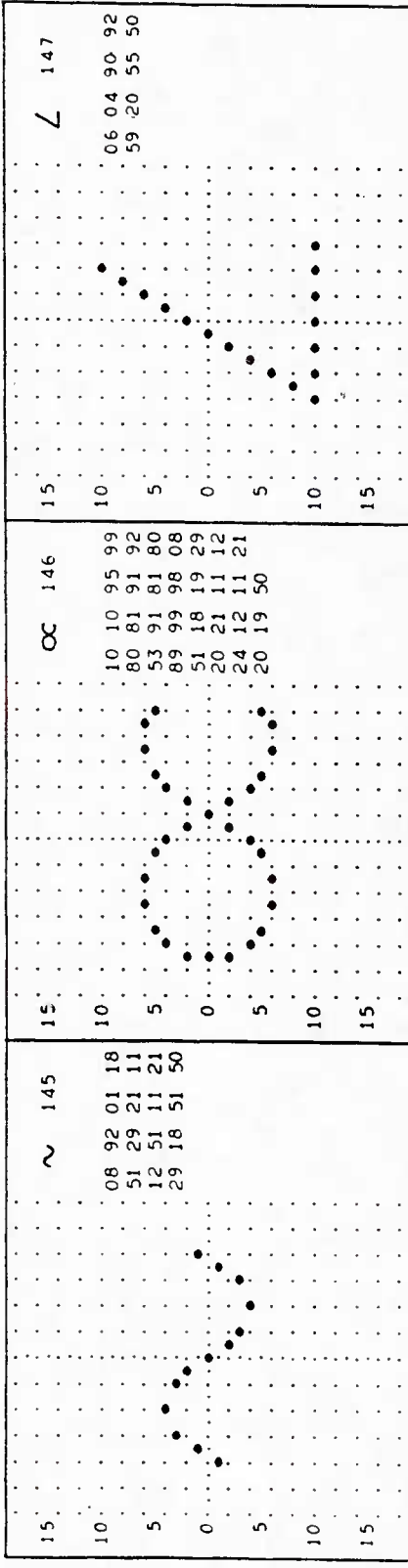
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

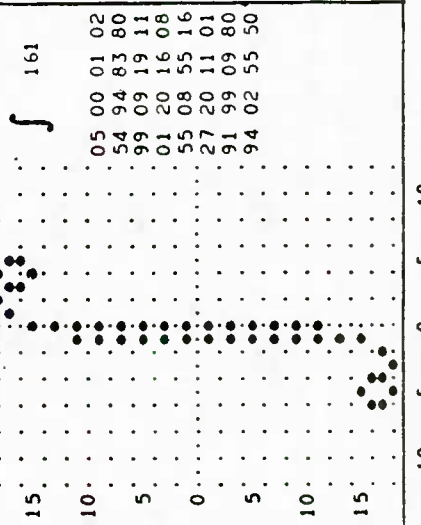
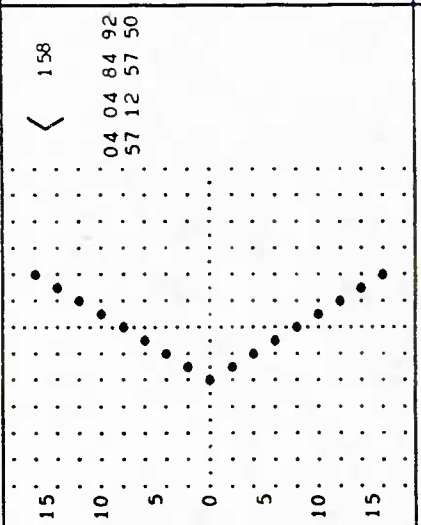
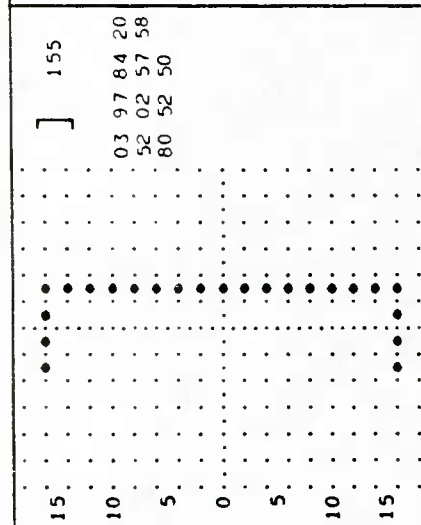
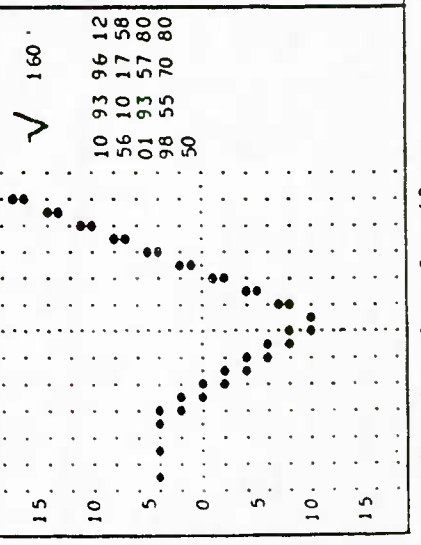
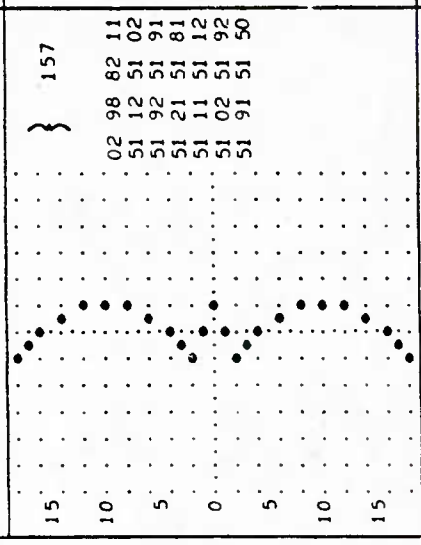
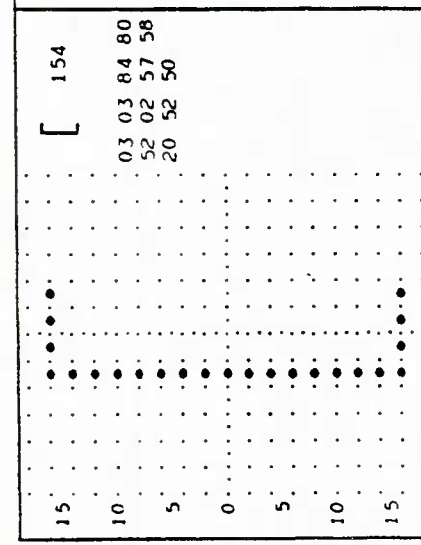
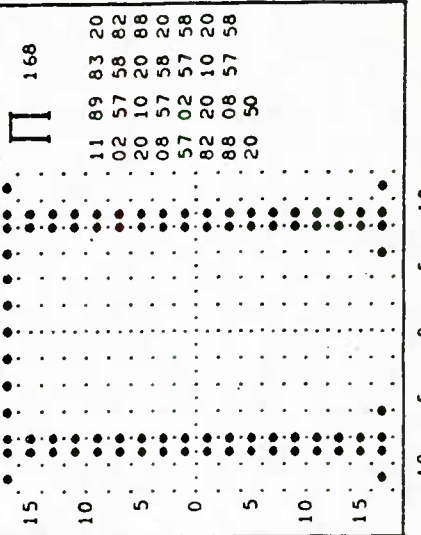
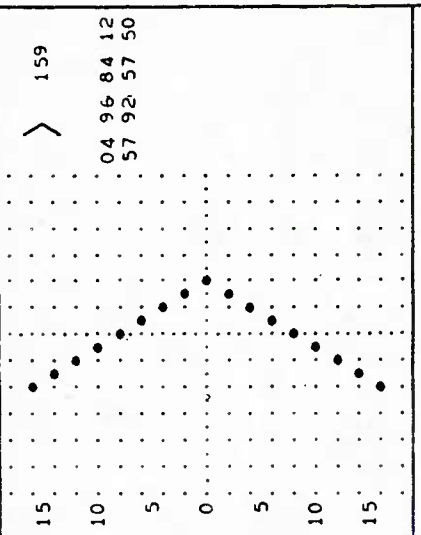
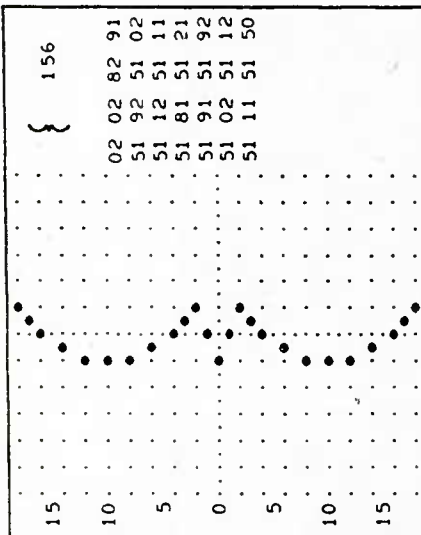
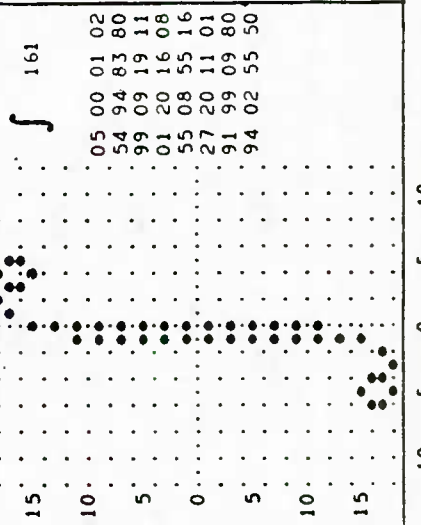
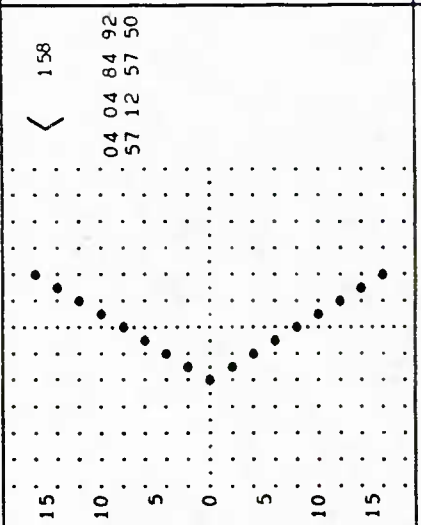
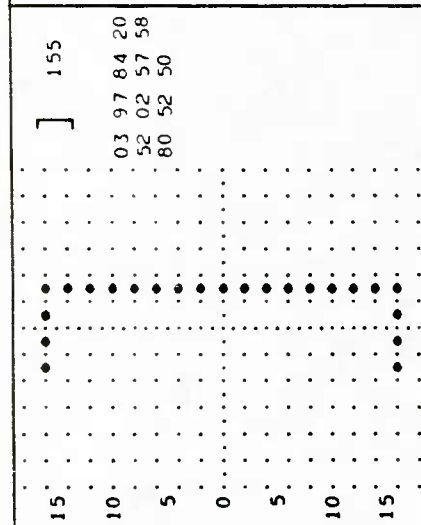
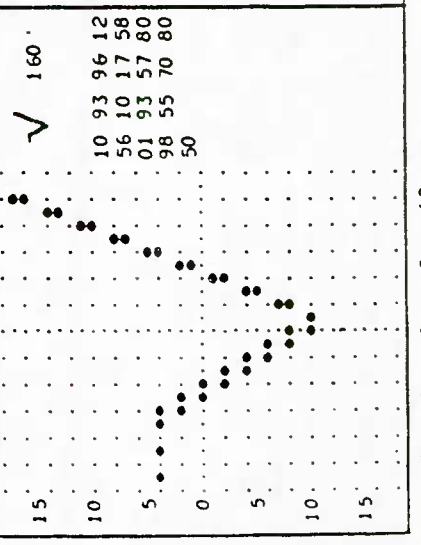
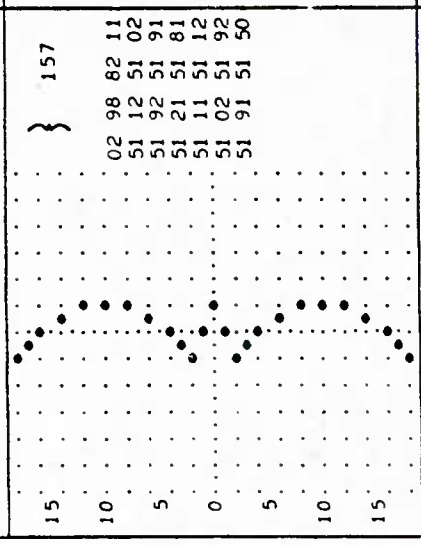
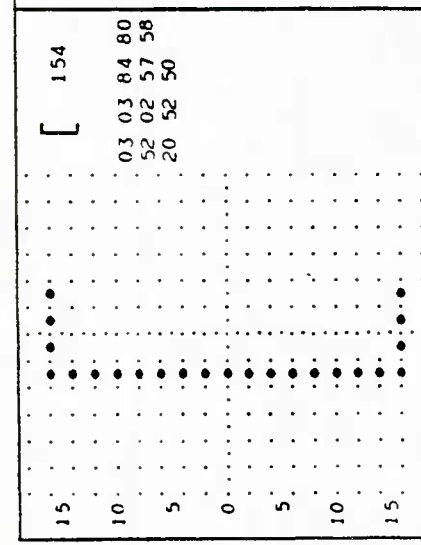
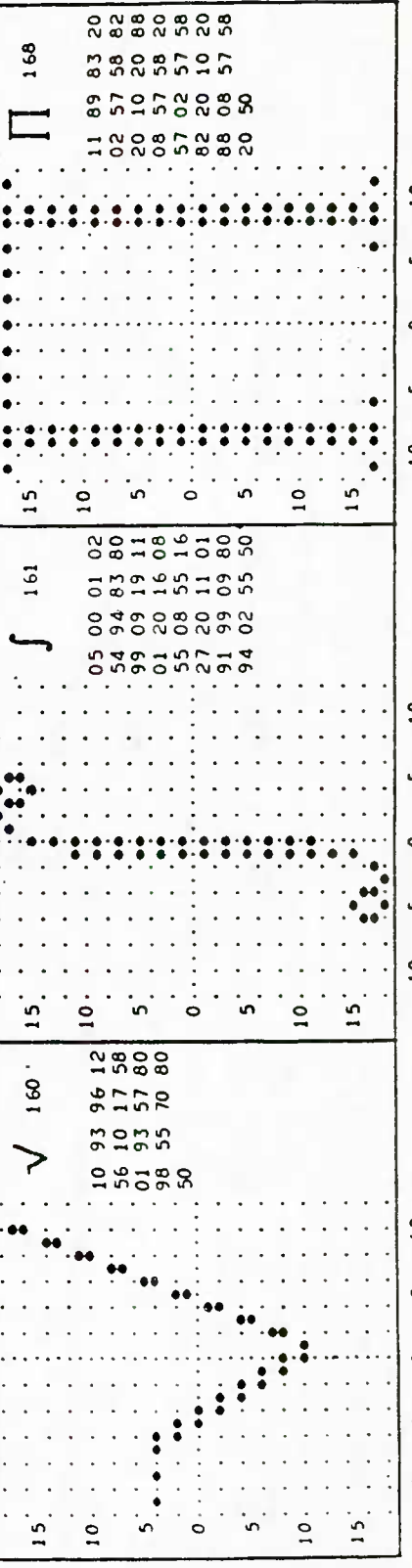
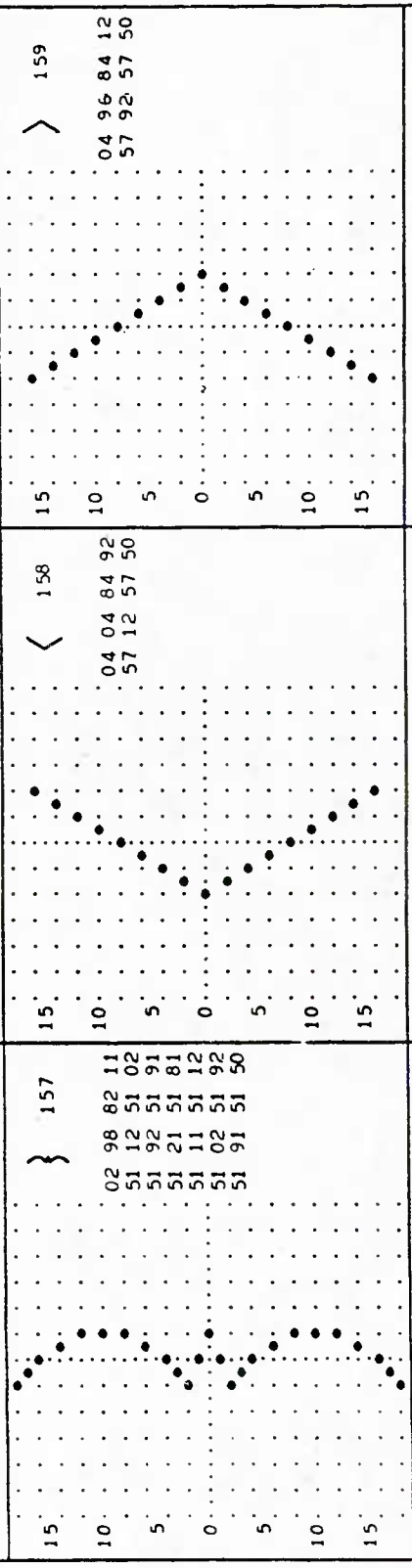
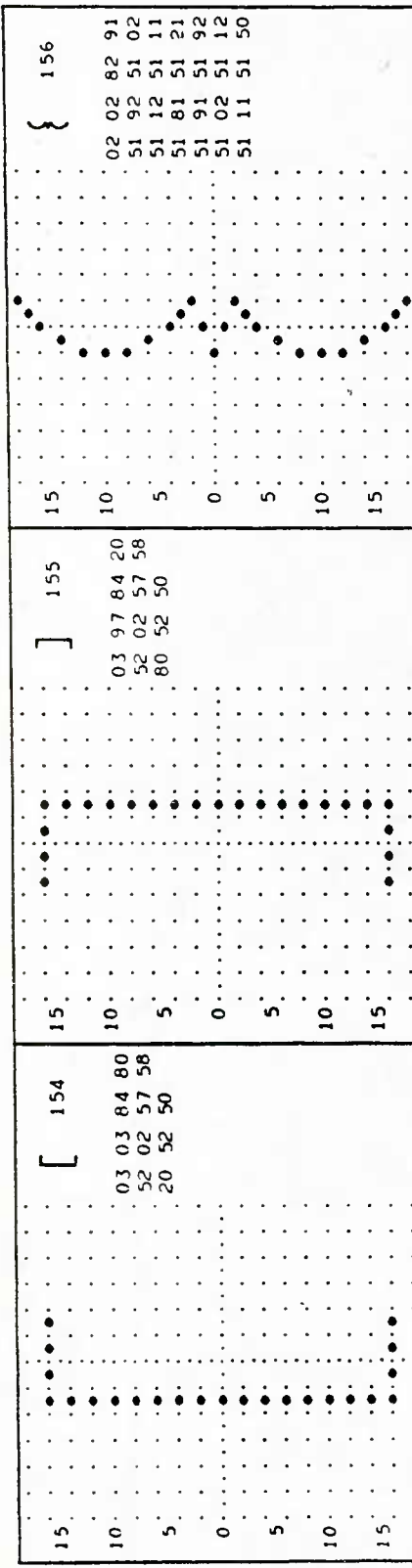


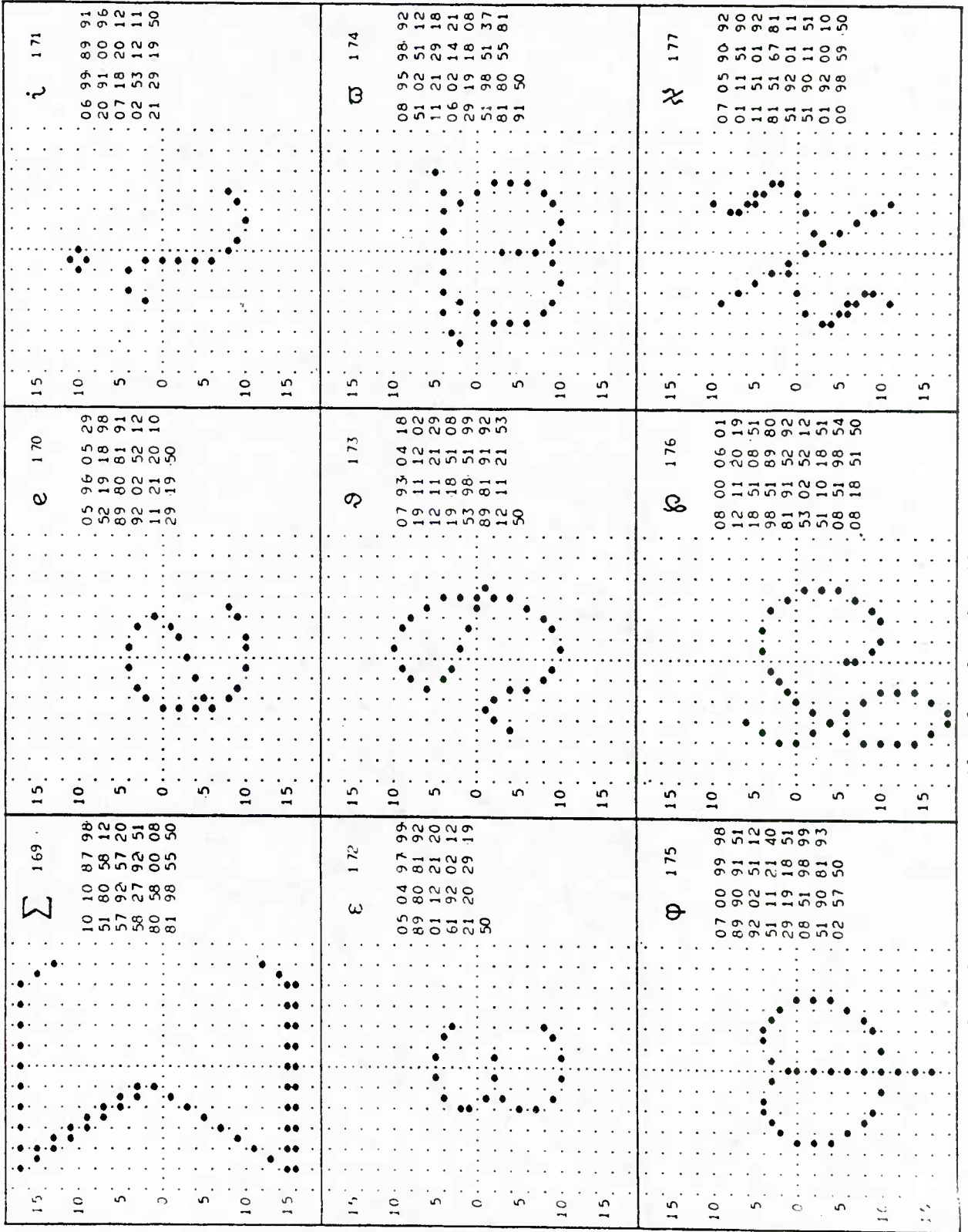
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

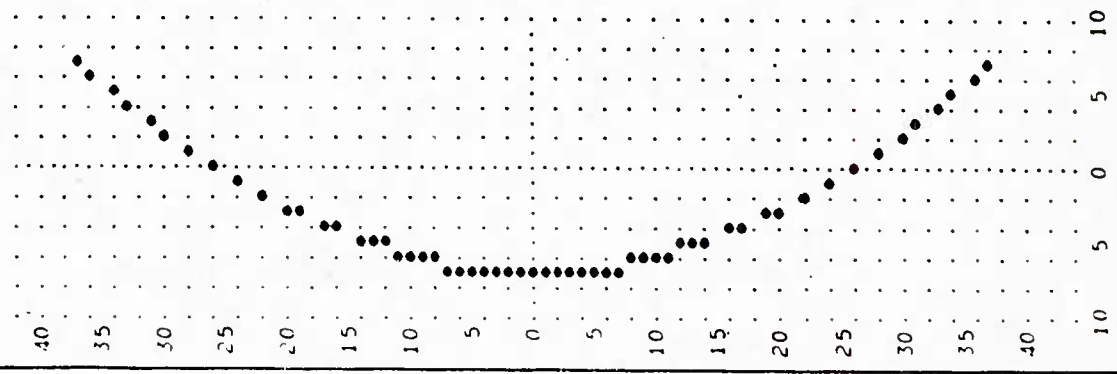






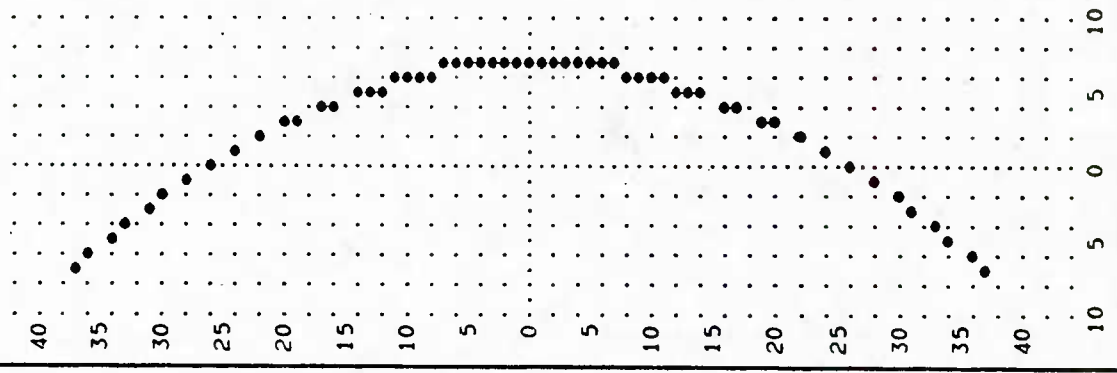
(162

07 03 69 27
51 91 83 51
92 54 01 92
01 92 01 51
91 01 52 91
01 56 57 11
01 52 11 01
51 12 01 12
01 12 54 23
51 11 87 51
50



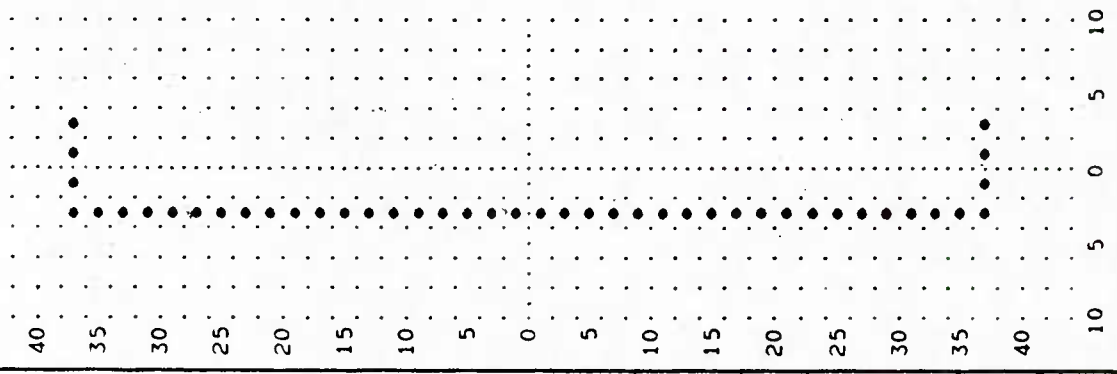
) 163

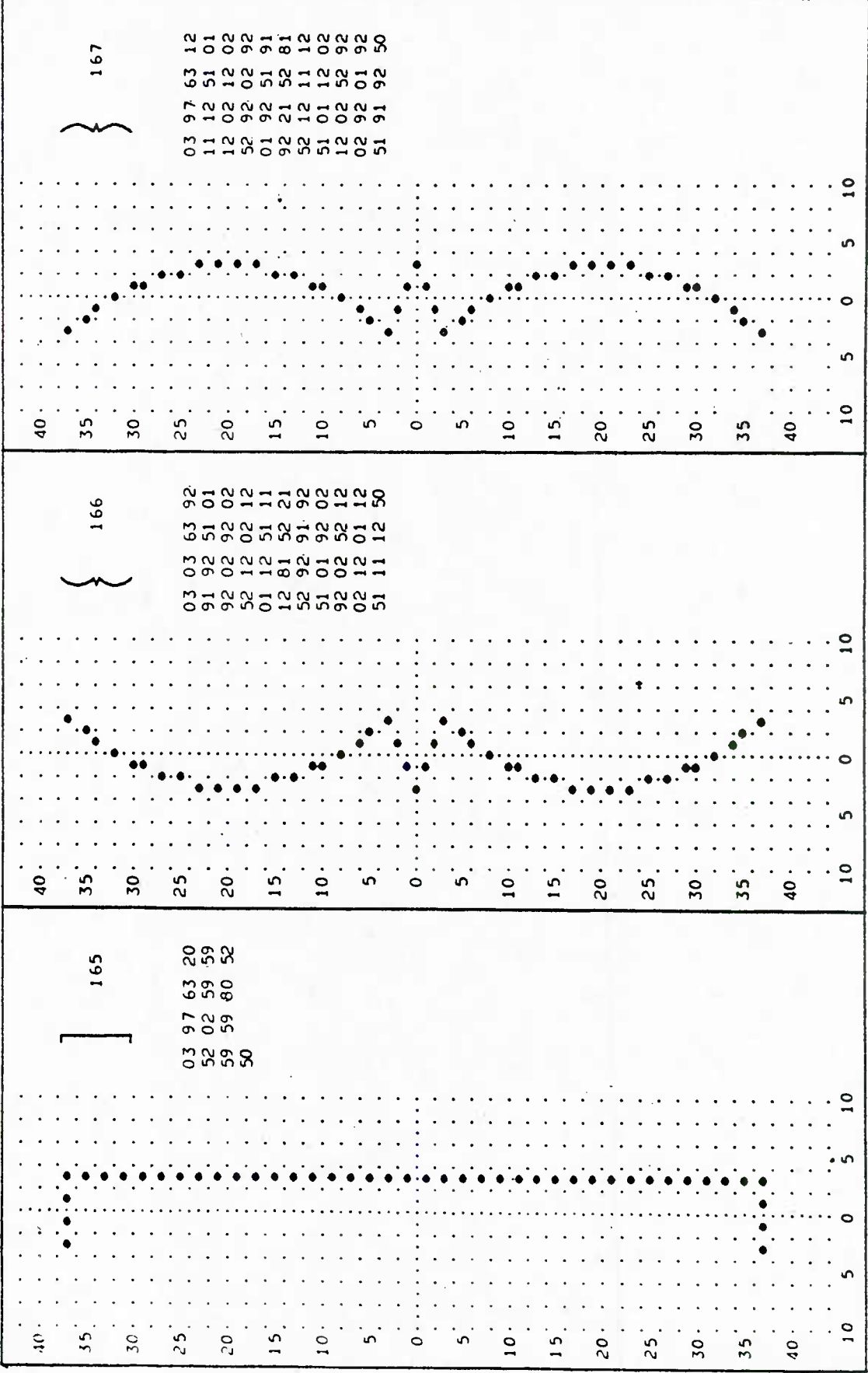
07 97 69 87
51 11 23 51
12 54 01 12
01 12 01 51
11 01 52 11
01 56 57 91
01 52 91 01
51 92 01 92
01 92 54 83
51 91 27 51
50



[164

03 03 63 80
52 02 59 59
59 59 20 52
50





PART II

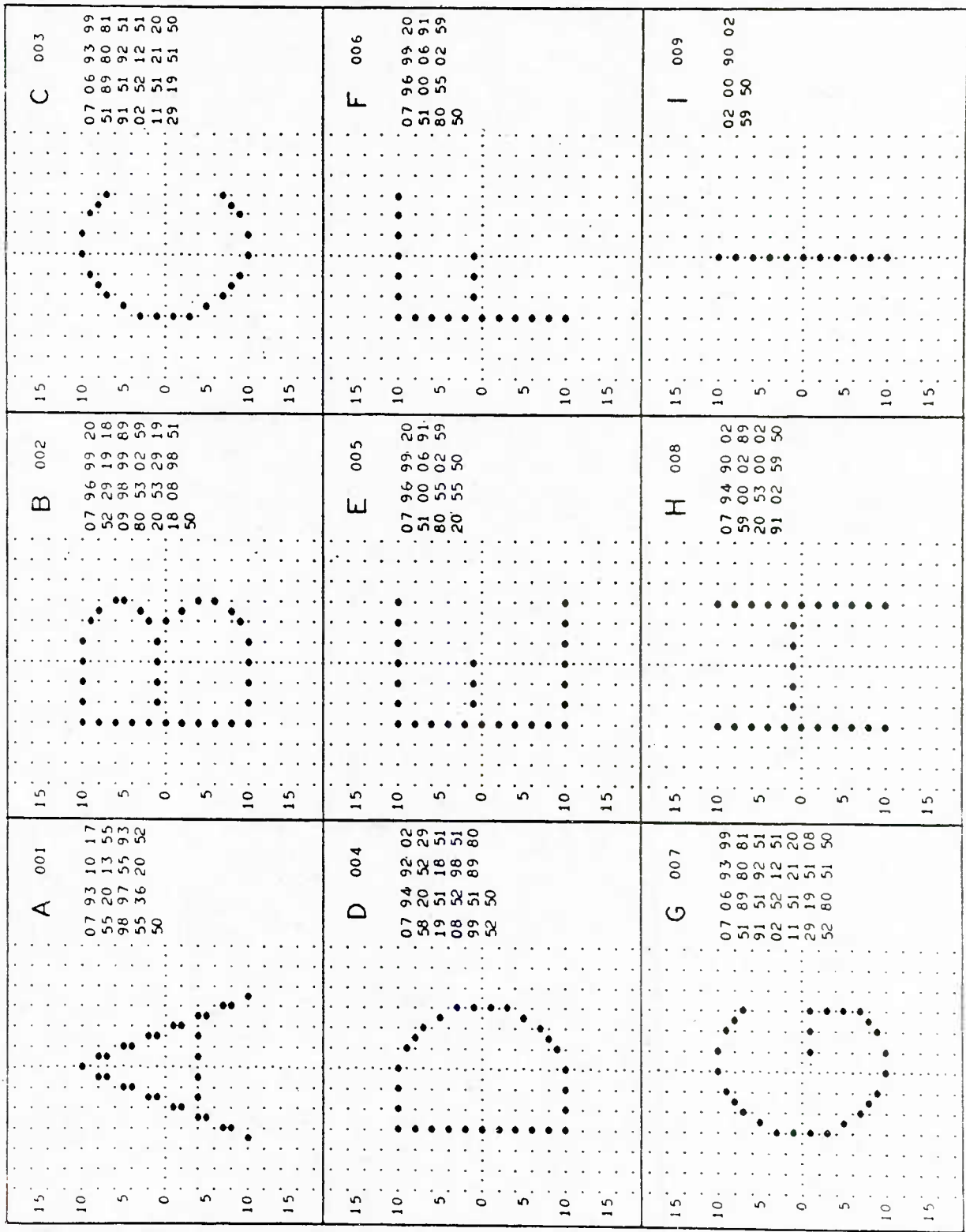
CARTOGRAPHIC REPERTORY

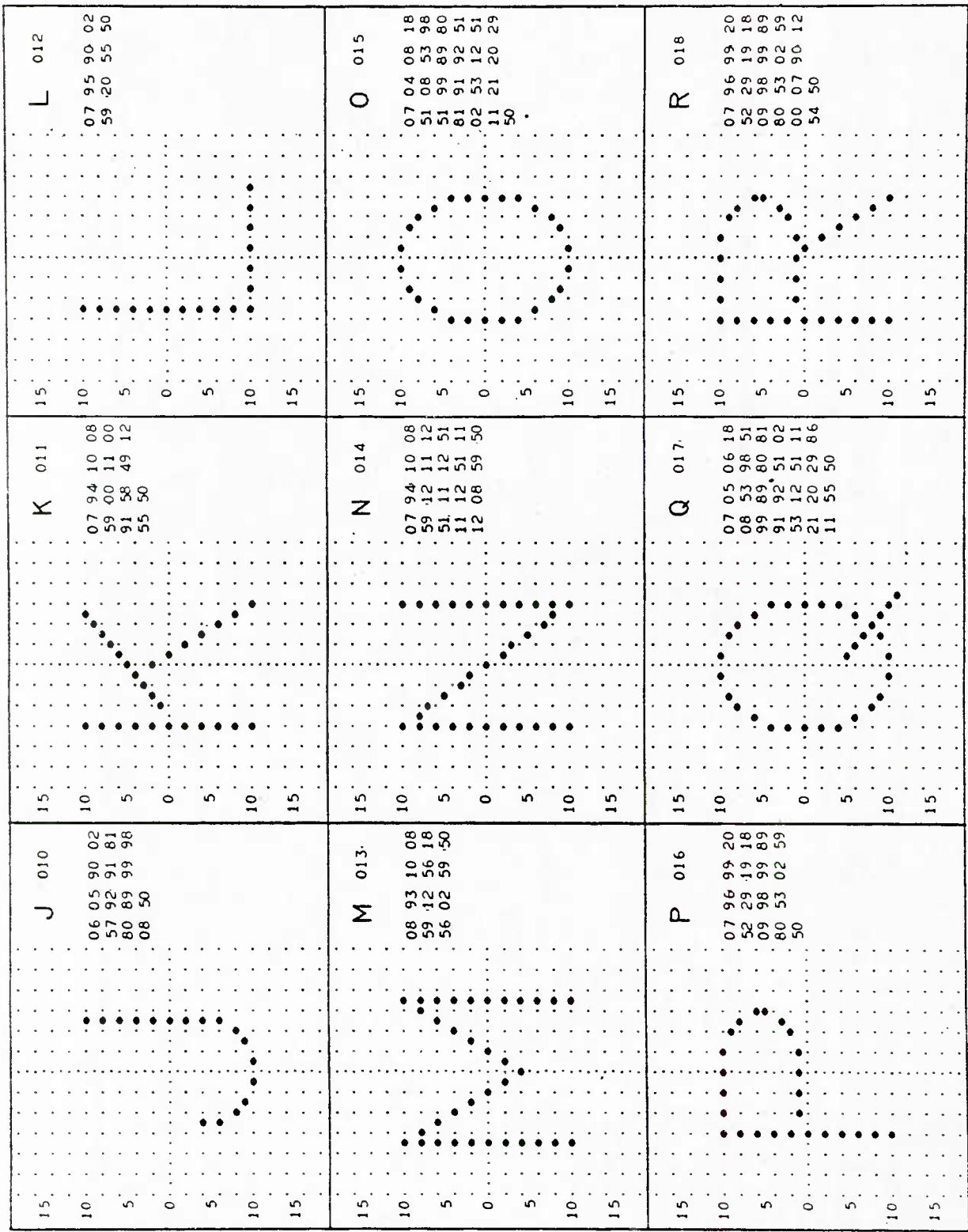
STRETCH SUBROUTINE TO EXTRACT CHARACTER DATA FROM BLOCK 0160

SUBROUTINE XCD160 (NC, IC)

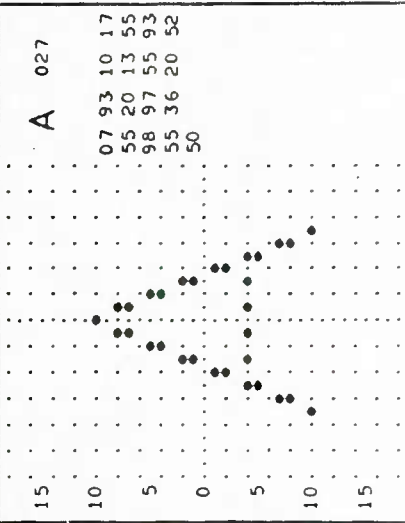
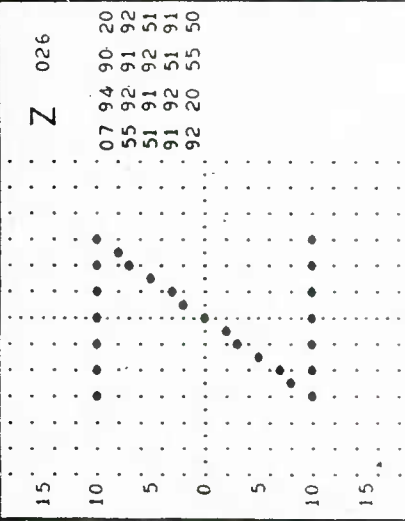
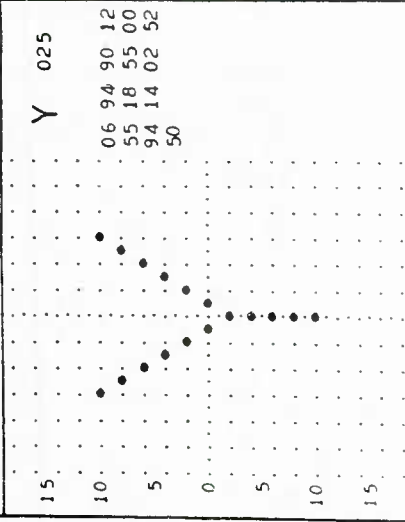
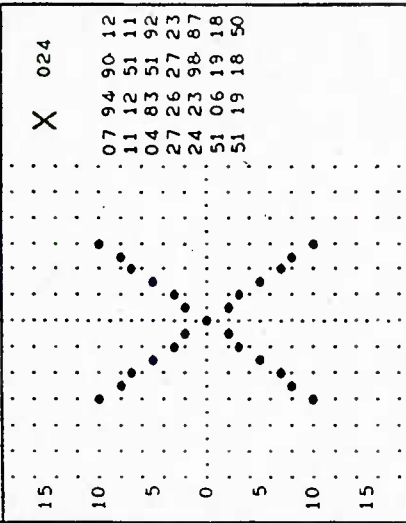
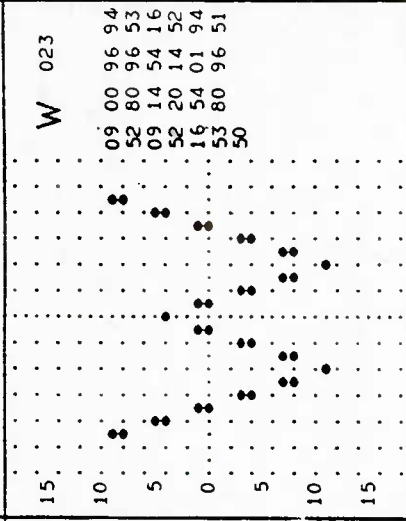
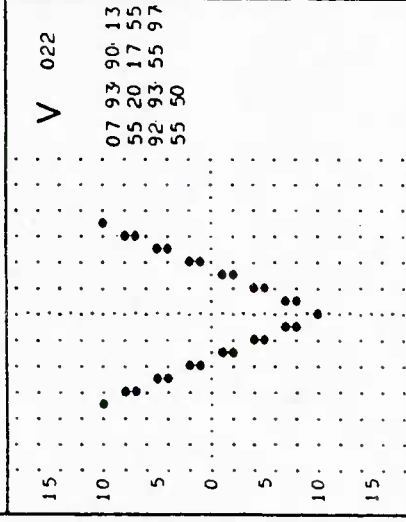
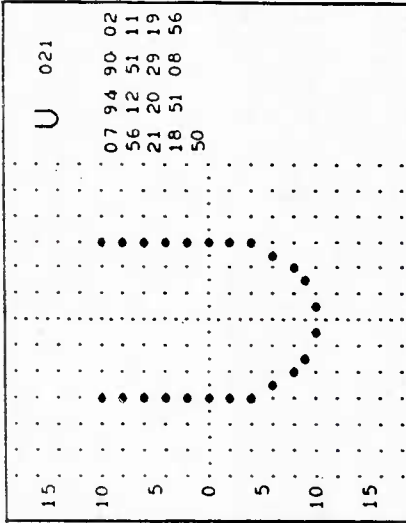
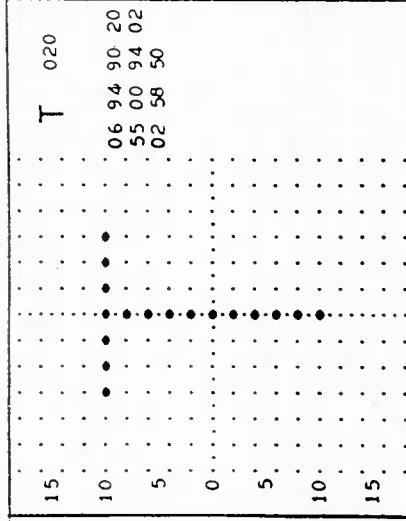
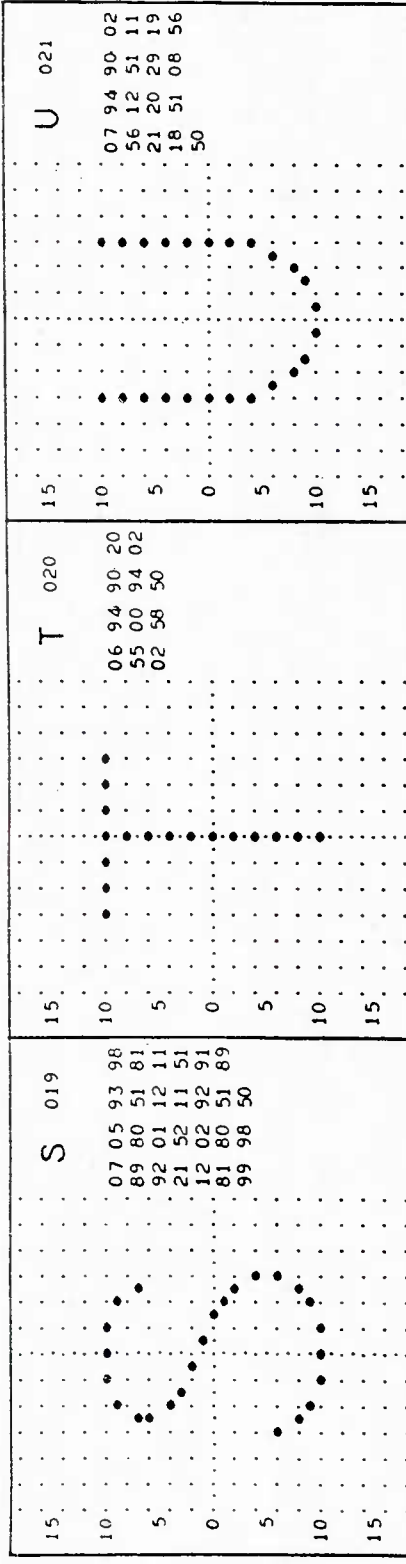
NC = CHARACTER NUMBER (FORTRAN INTEGER)

IC = CHARACTER ARRAY (SYMBOLIC ADDRESS)

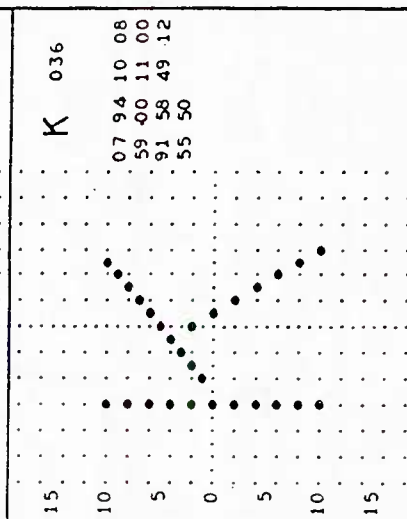
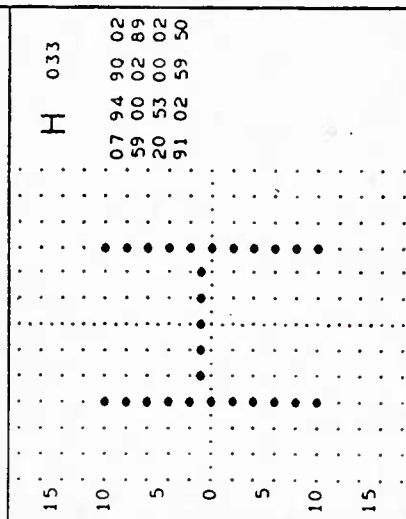
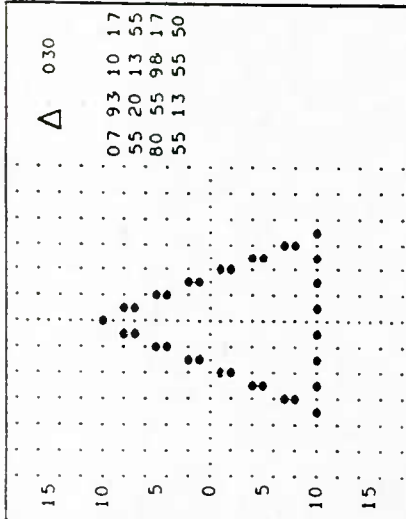
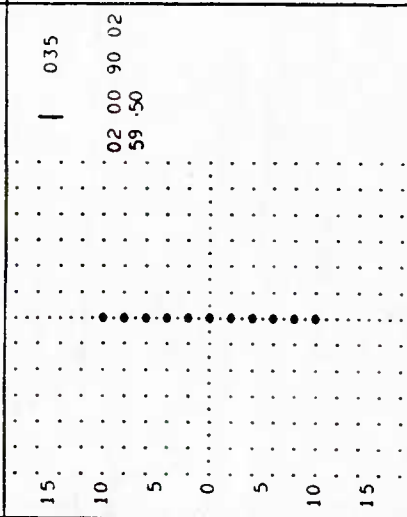
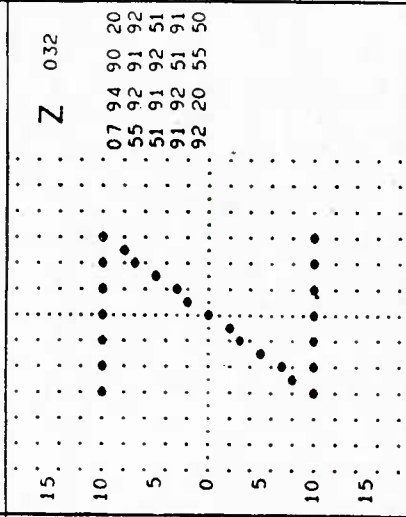
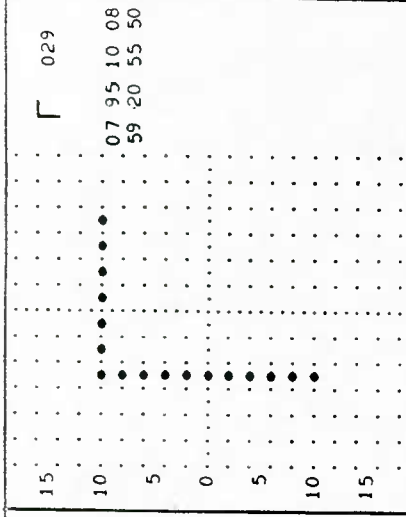
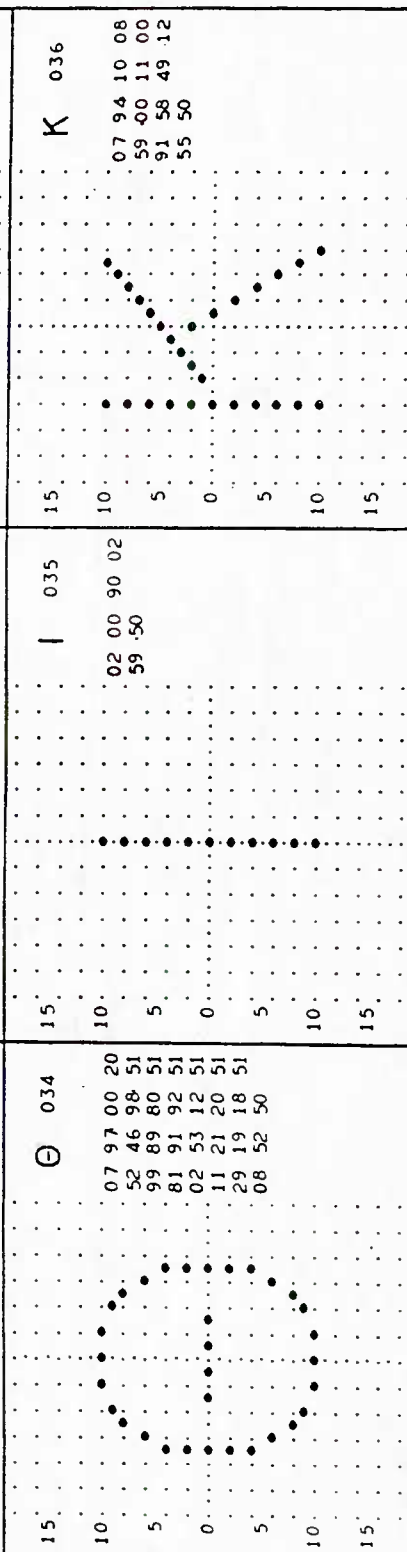
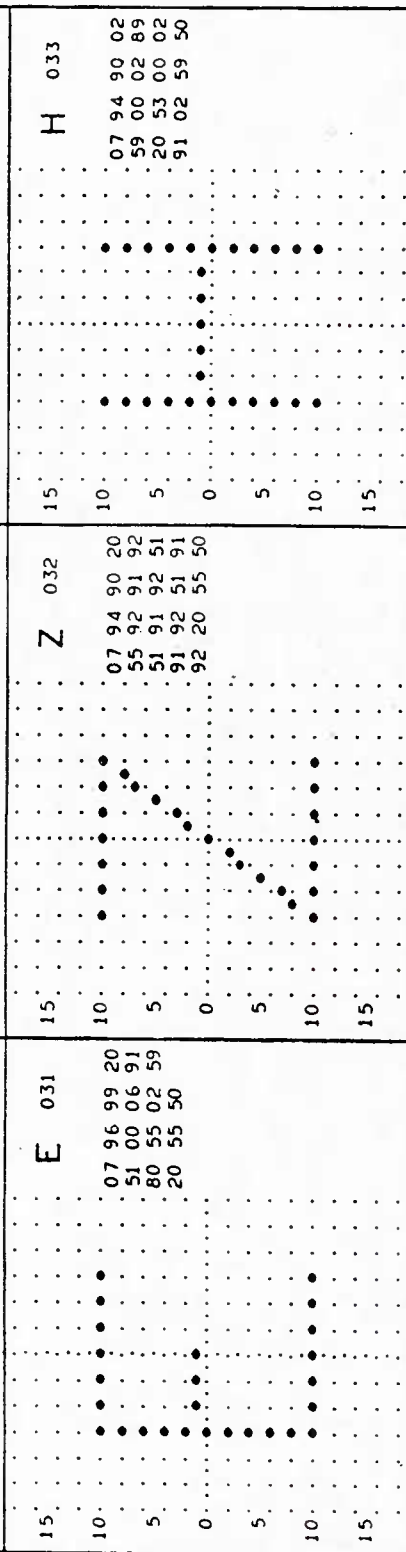
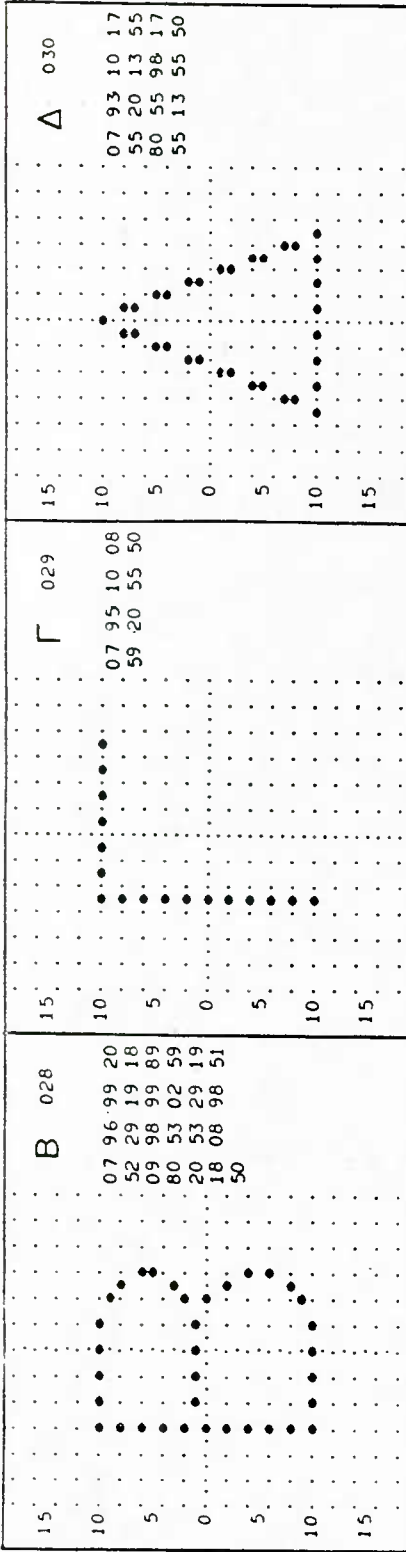




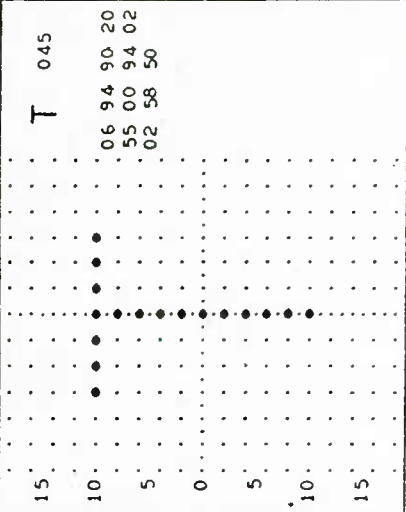
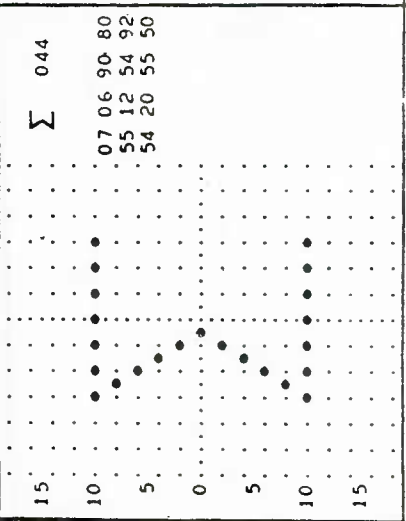
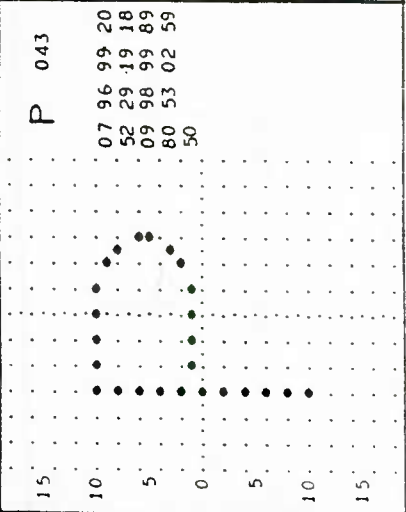
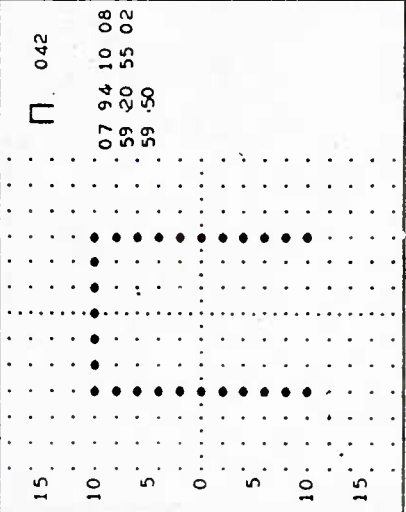
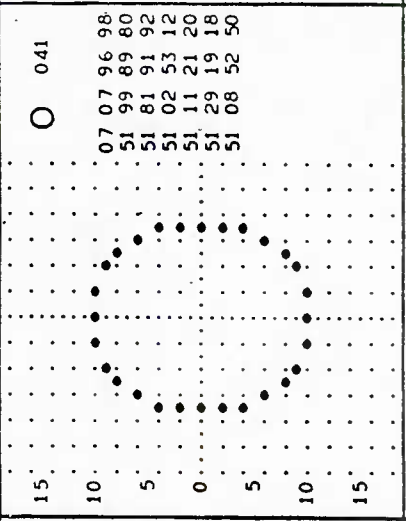
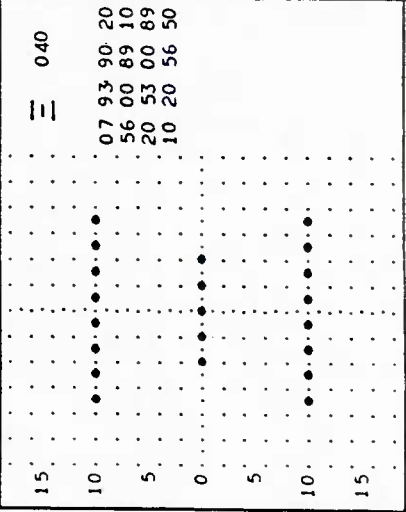
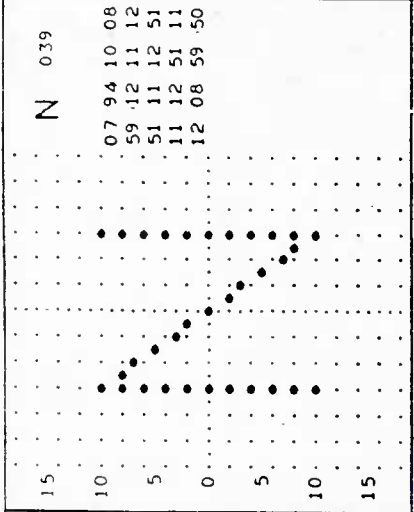
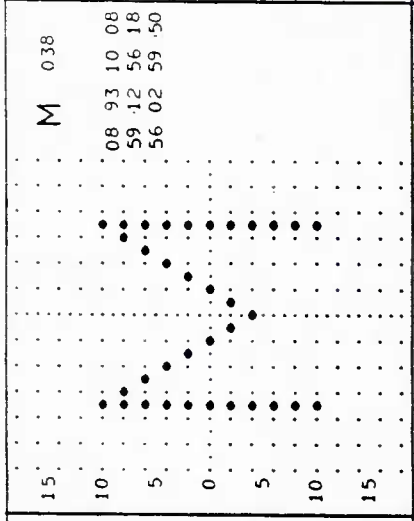
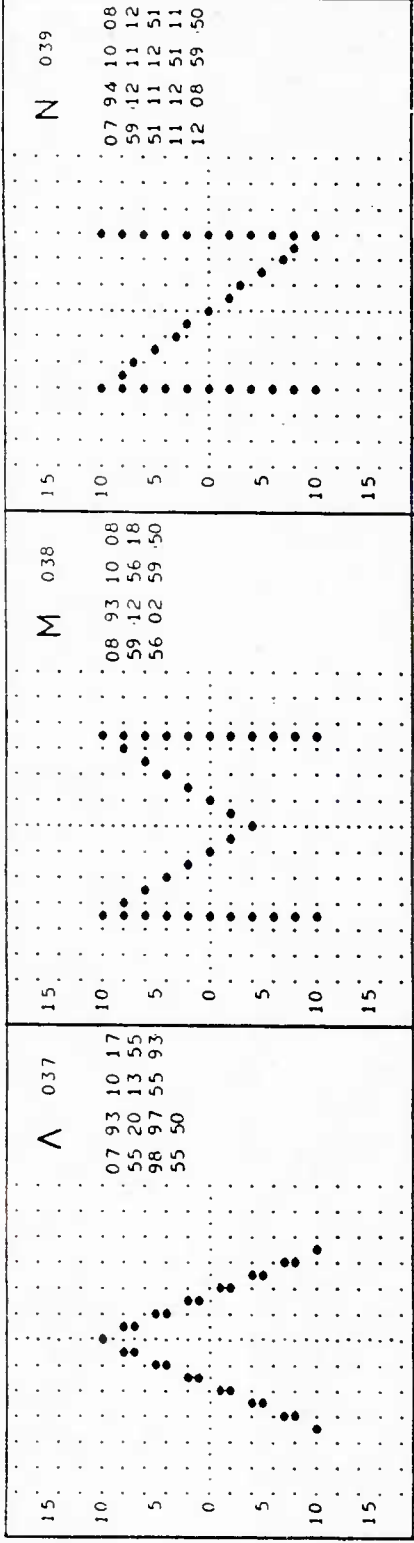
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



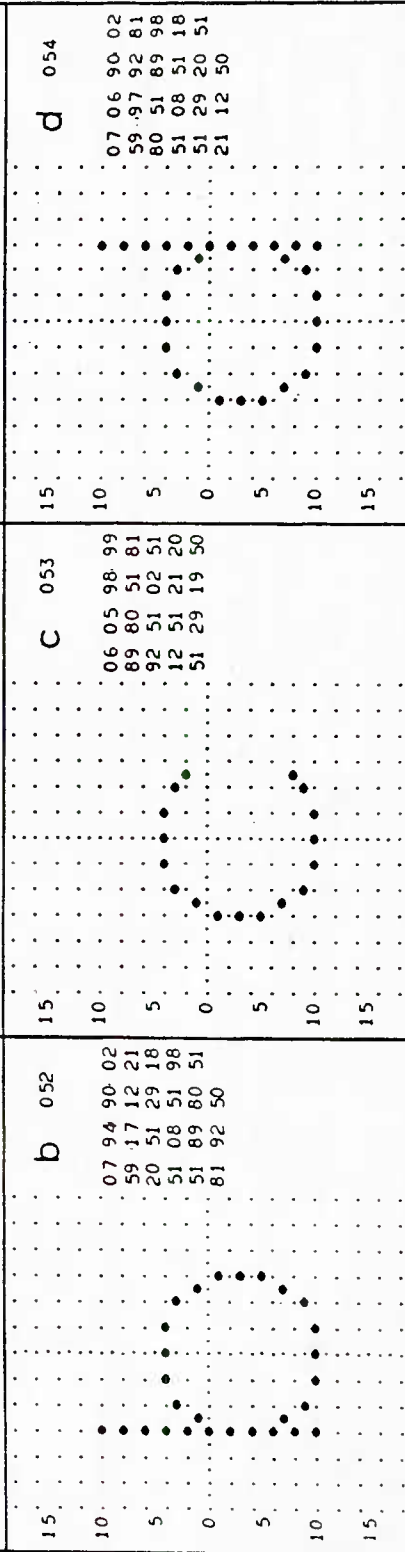
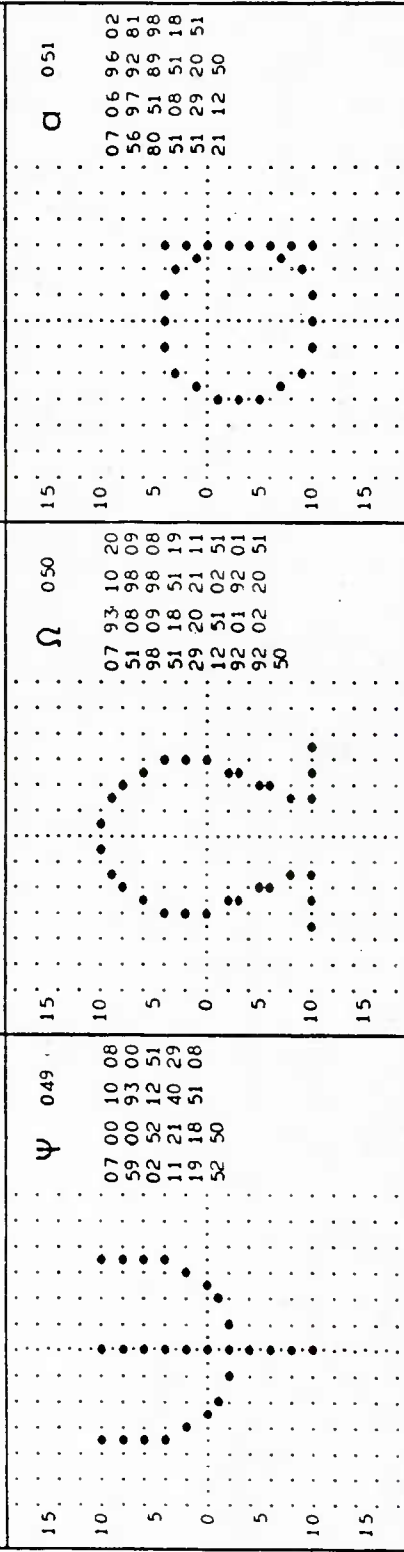
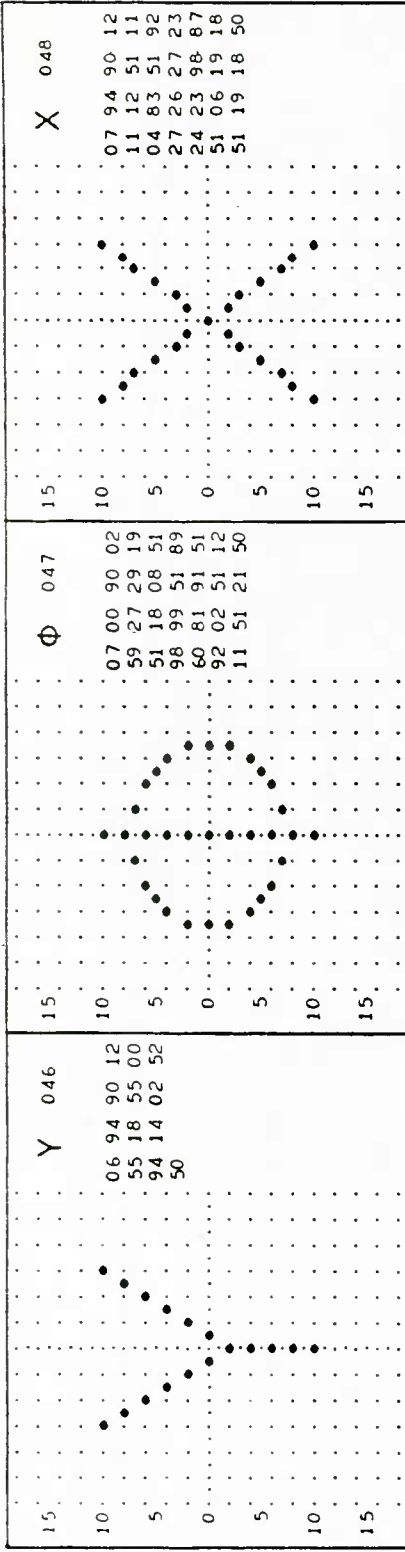
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



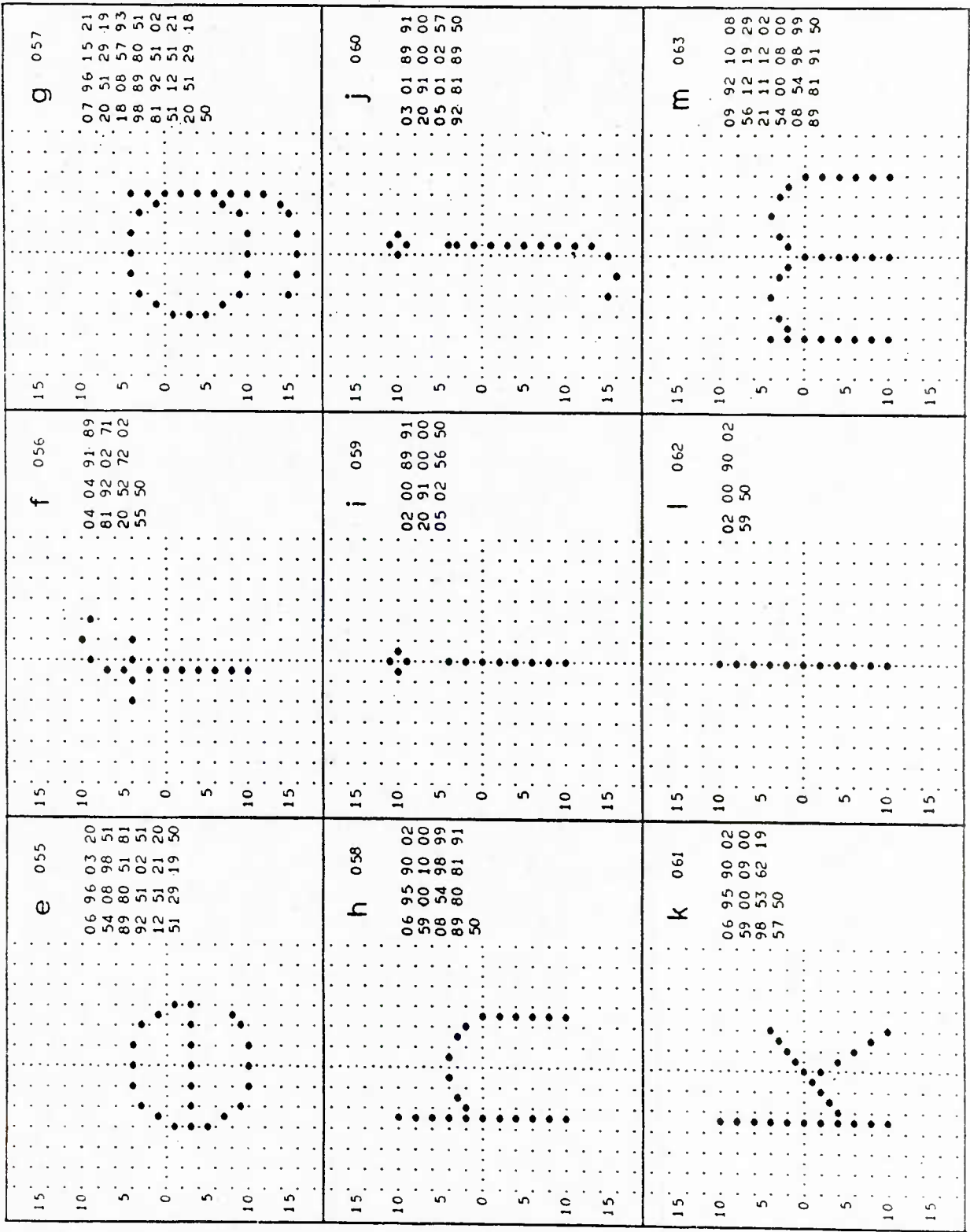
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



g 057

07 96 15 21
20 51 29 19
18 08 57 93
98 89 80 51
81 92 51 02
51 12 51 21
20 51 29 18
50

f 056

04 04 91 89
81 92 02 71
20 52 72 02
55 50

e 055

06 96 03 20
54 08 98 51
89 80 51 81
92 51 02 51
12 51 21 20
51 29 19 50

j 060

03 01 89 91
20 91 00 00
05 01 02 57
92 81 89 50

i 059

02 00 89 91
20 91 00 00
05 02 56 50

h 058

06 95 90 02
59 00 10 00
08 54 98 99
89 80 81 91
50

m 063

09 92 10 08
56 12 19 29
21 11 12 02
54 00 08 00
08 54 98 99
89 81 91 50

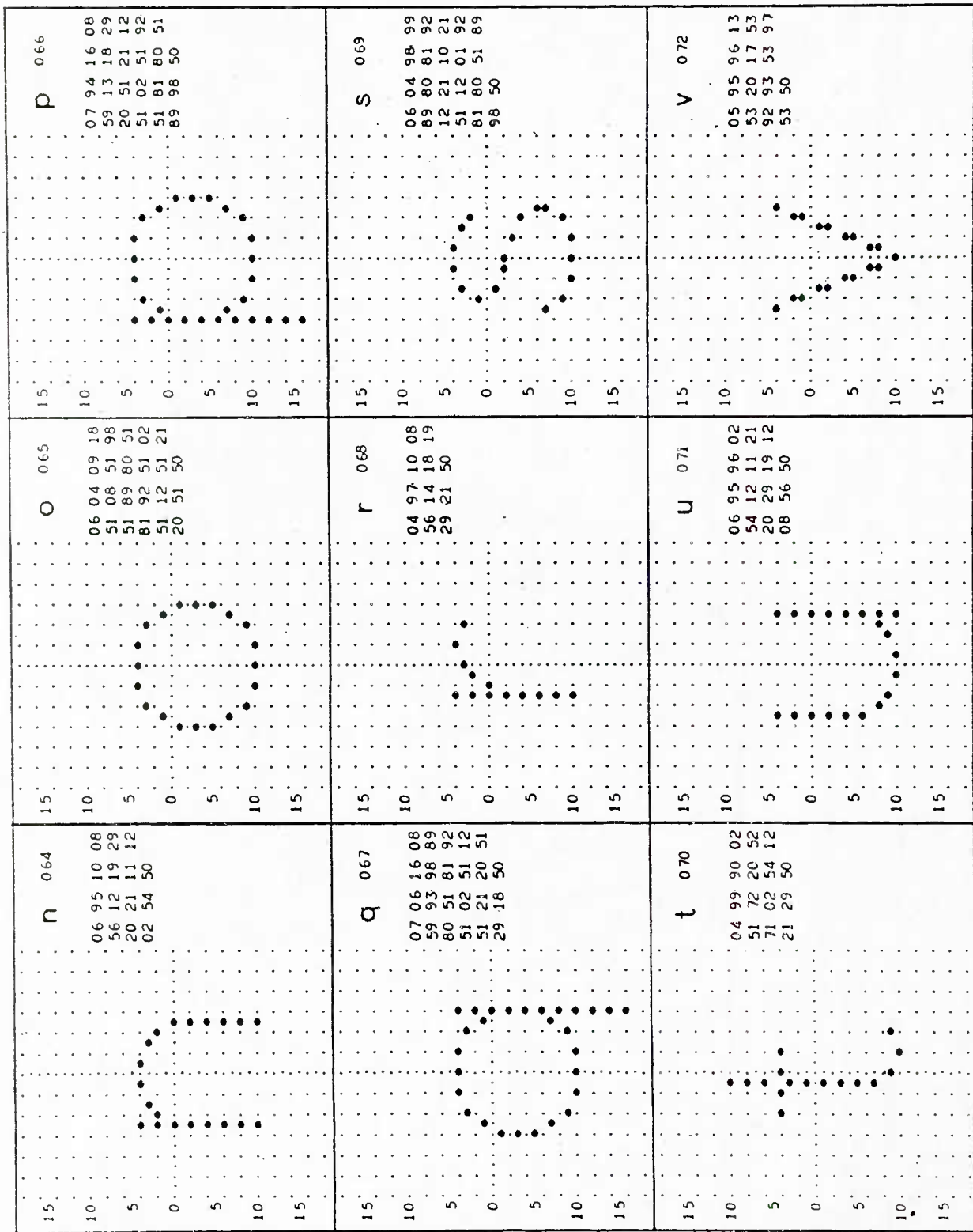
l 062

02 00 90 02
59 50

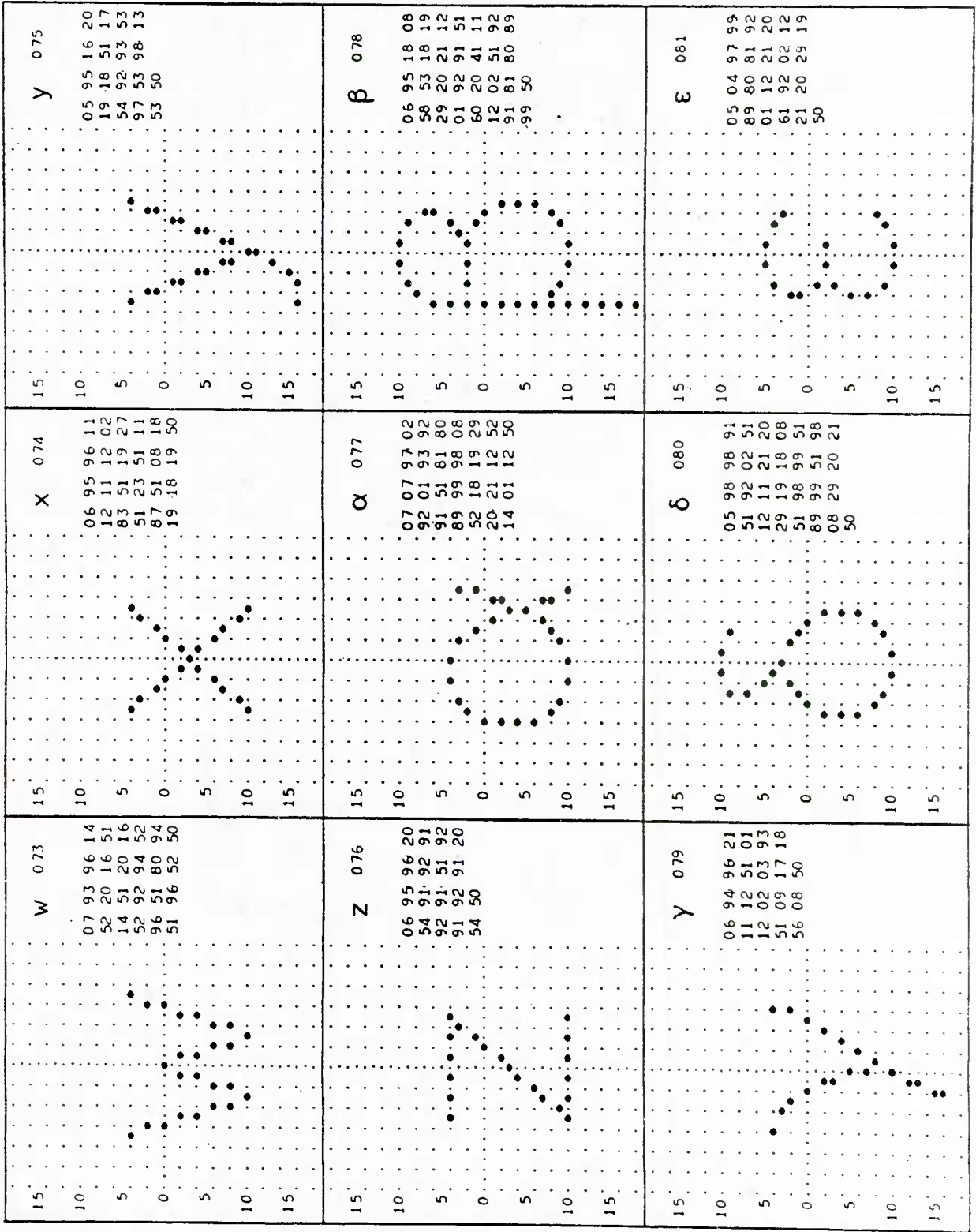
k 061

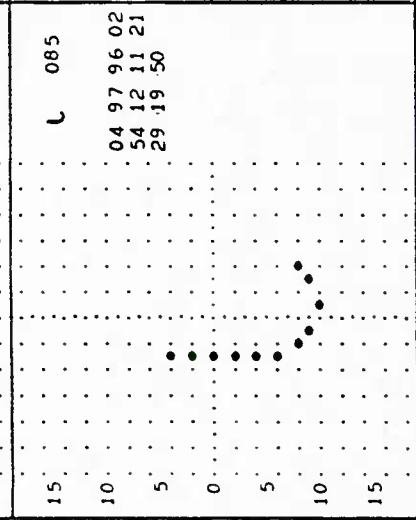
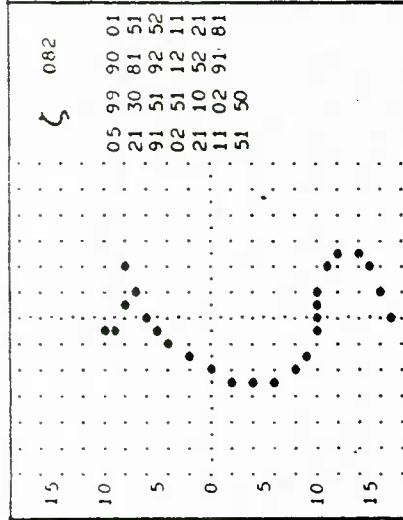
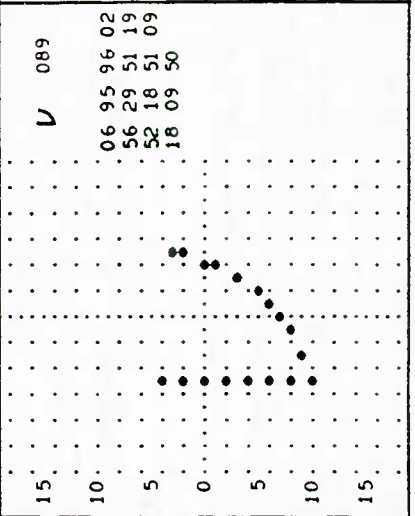
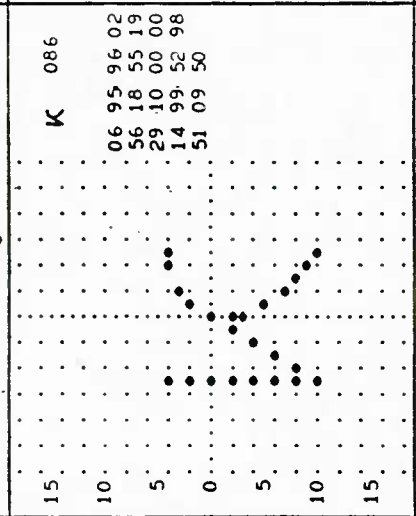
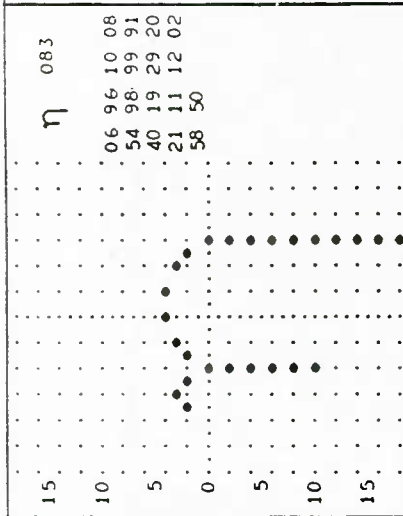
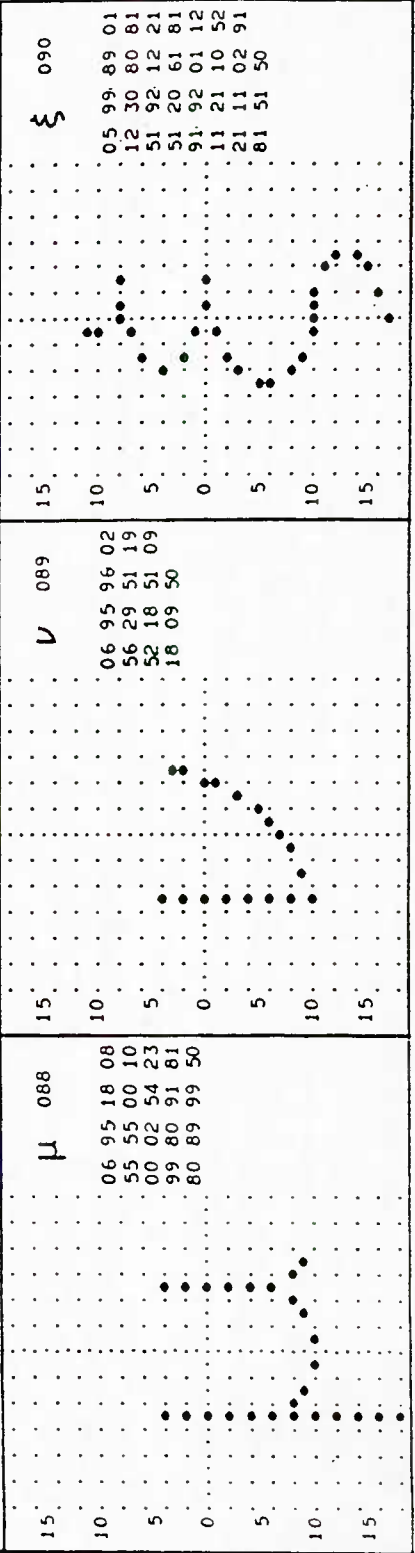
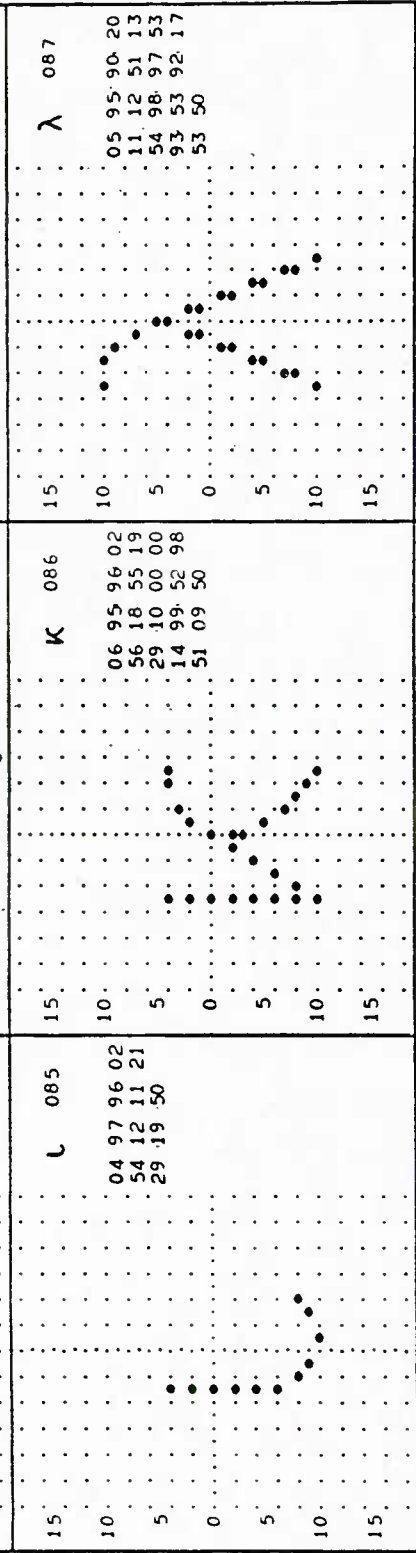
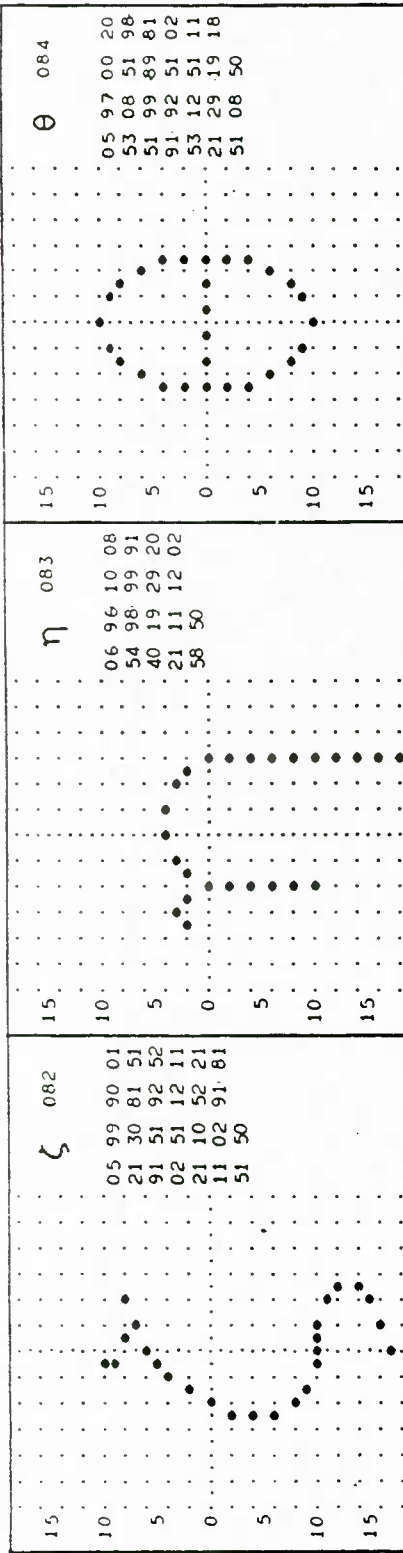
06 95 90 02
59 00 09 00
98 53 62 19
57 50

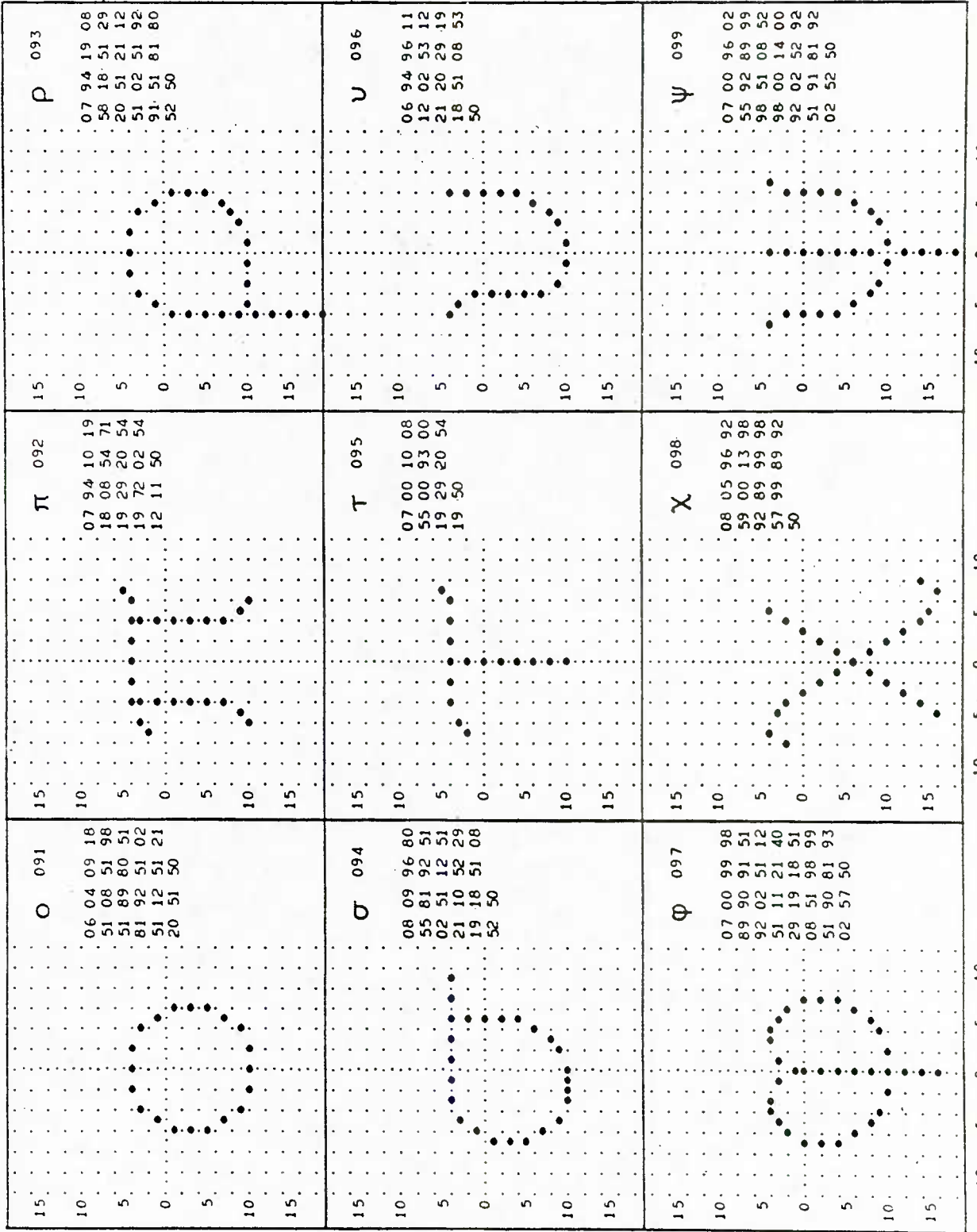
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

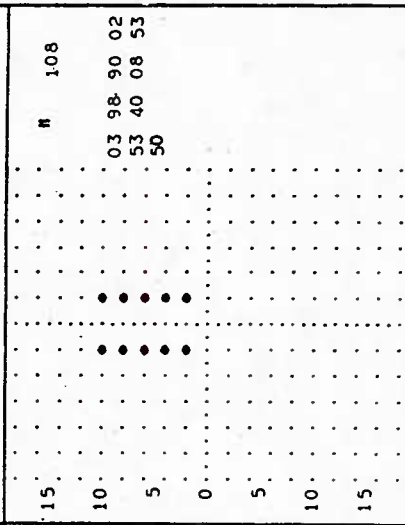
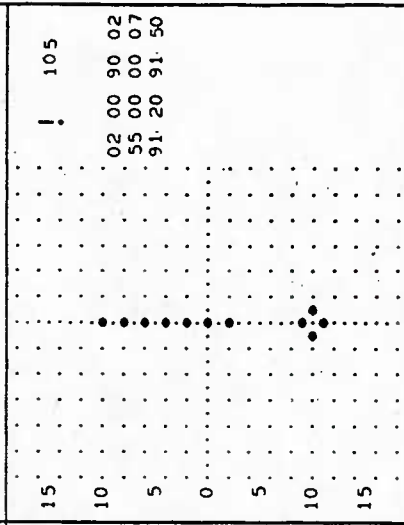
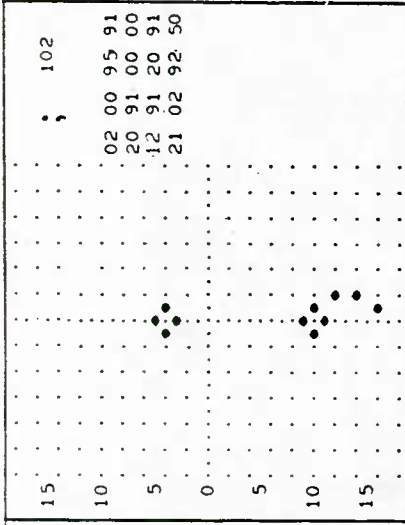
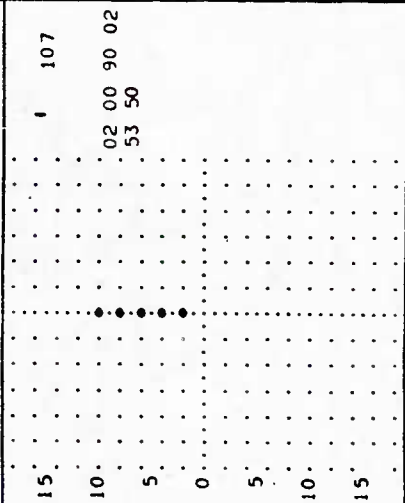
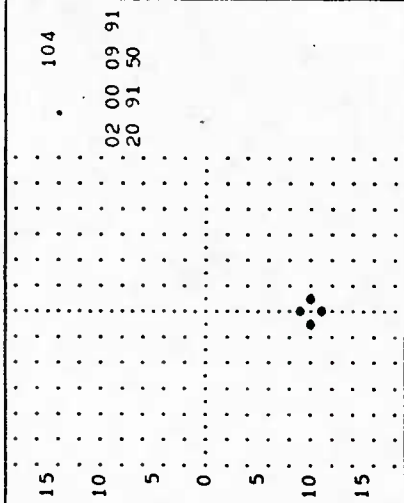
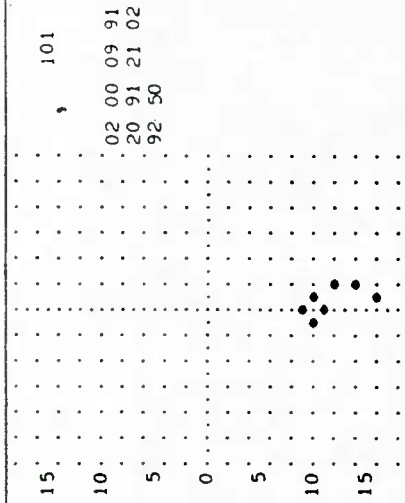
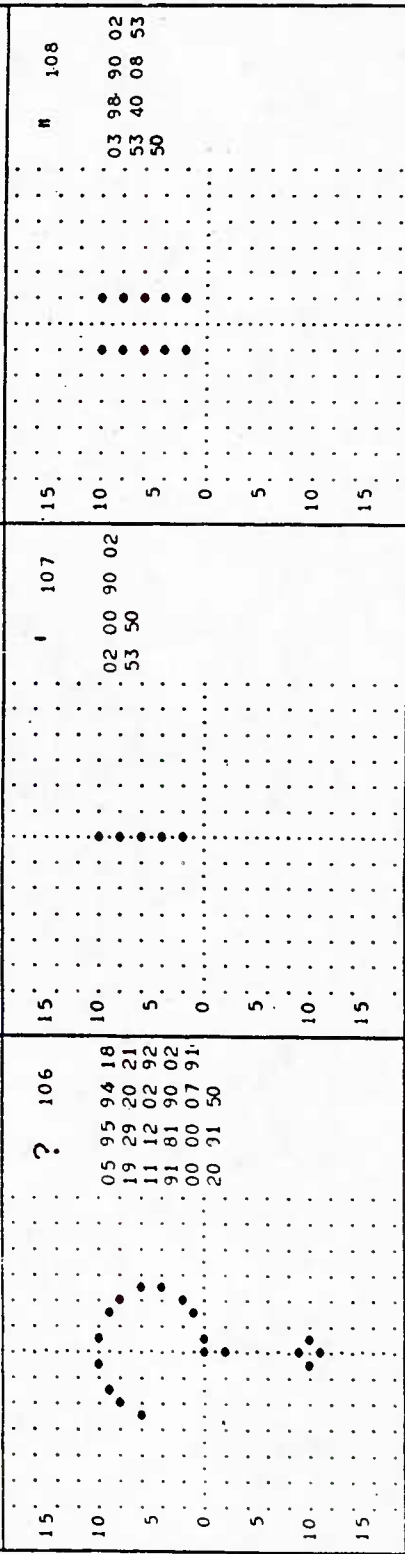
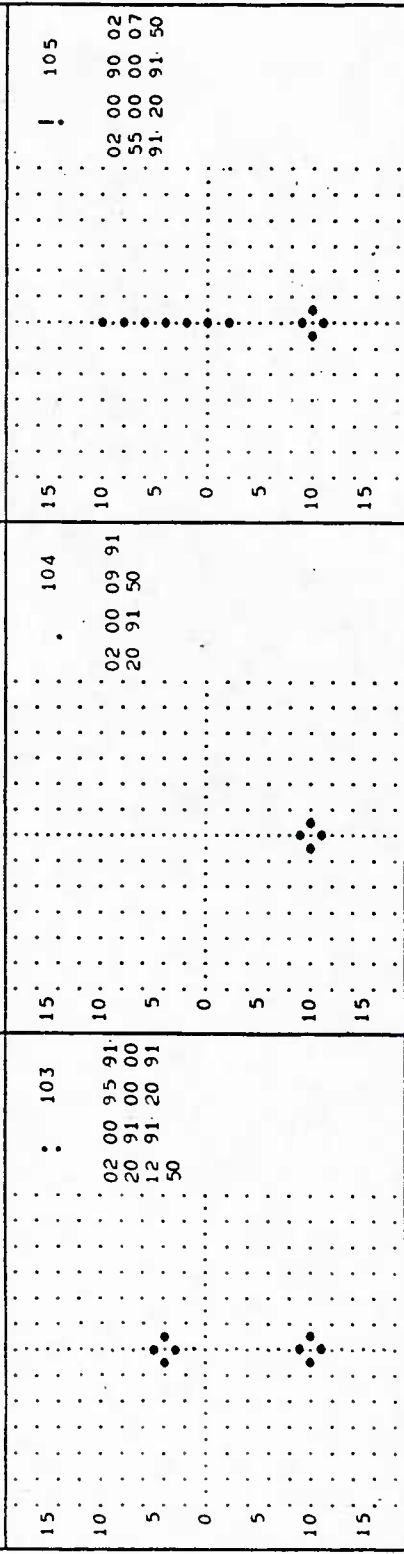
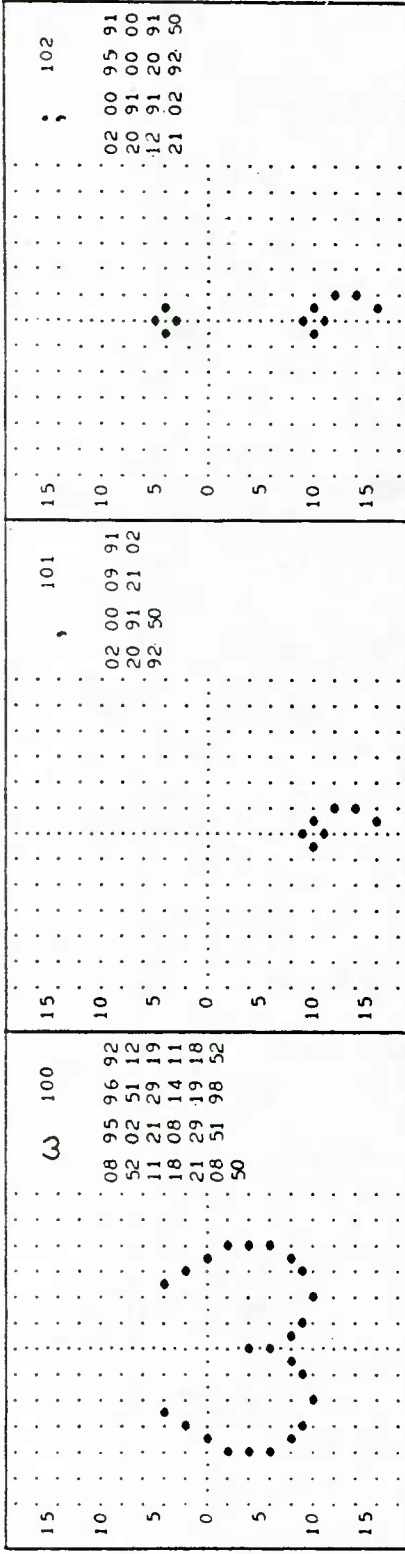


10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

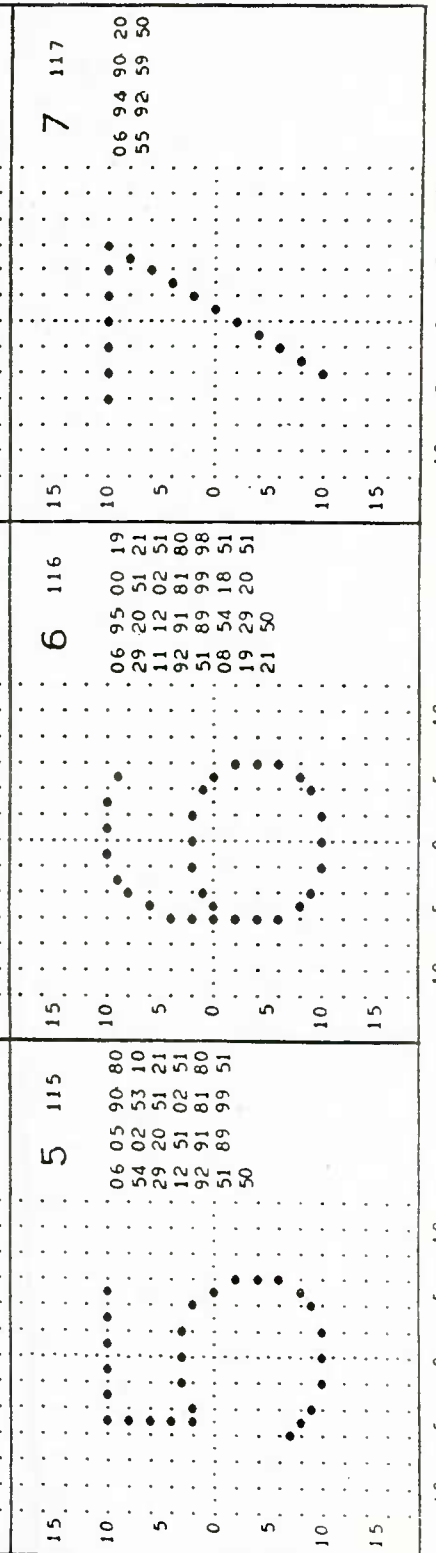
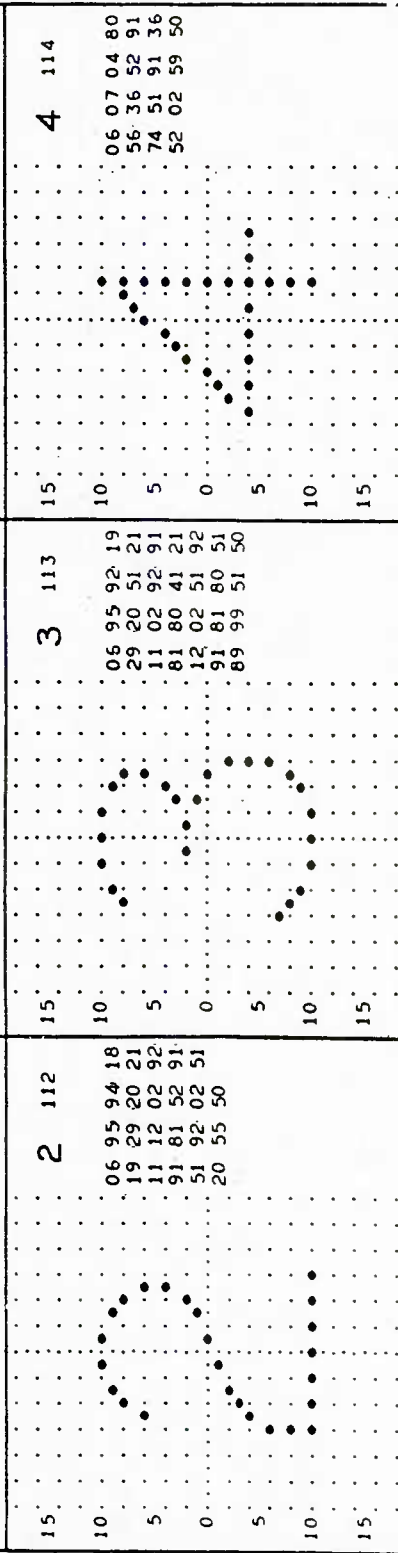
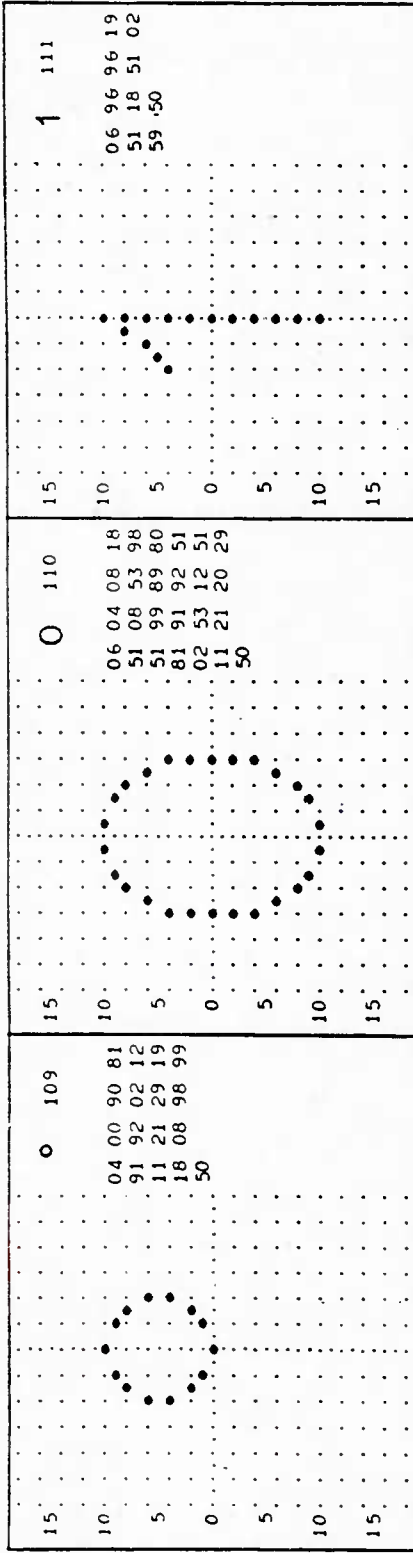




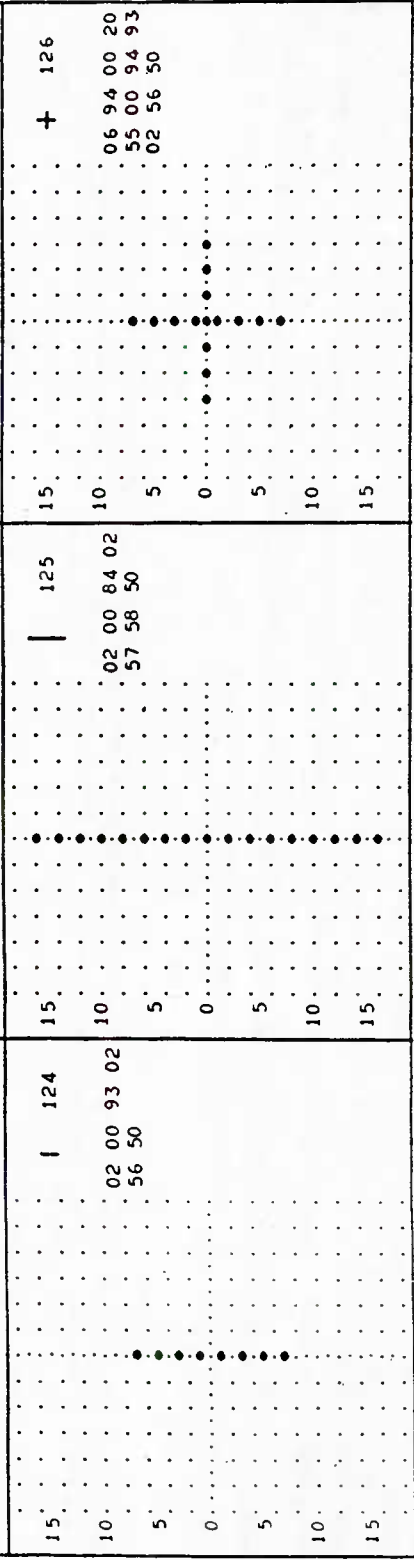
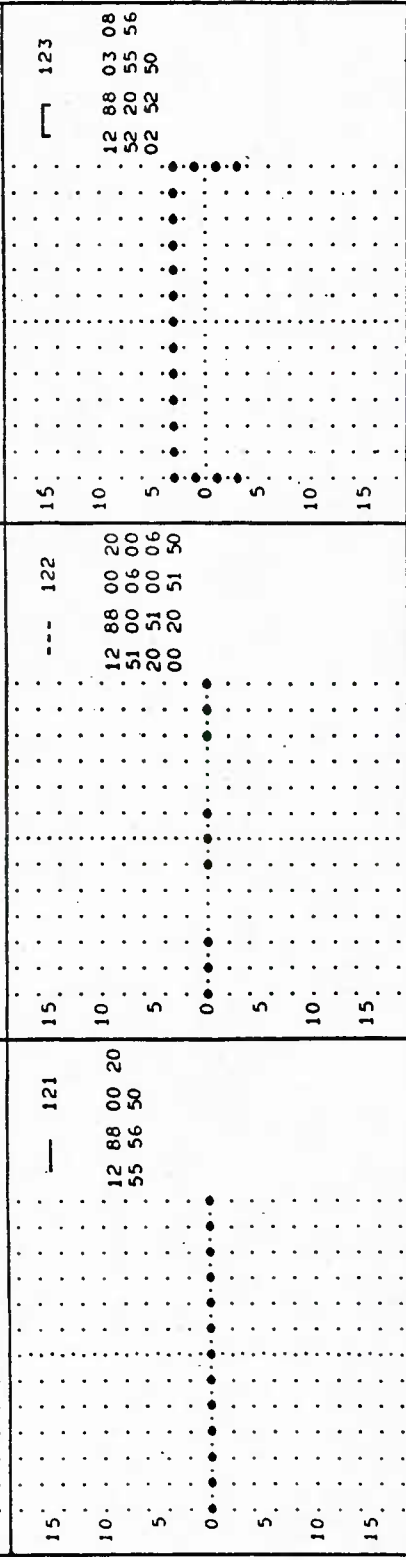
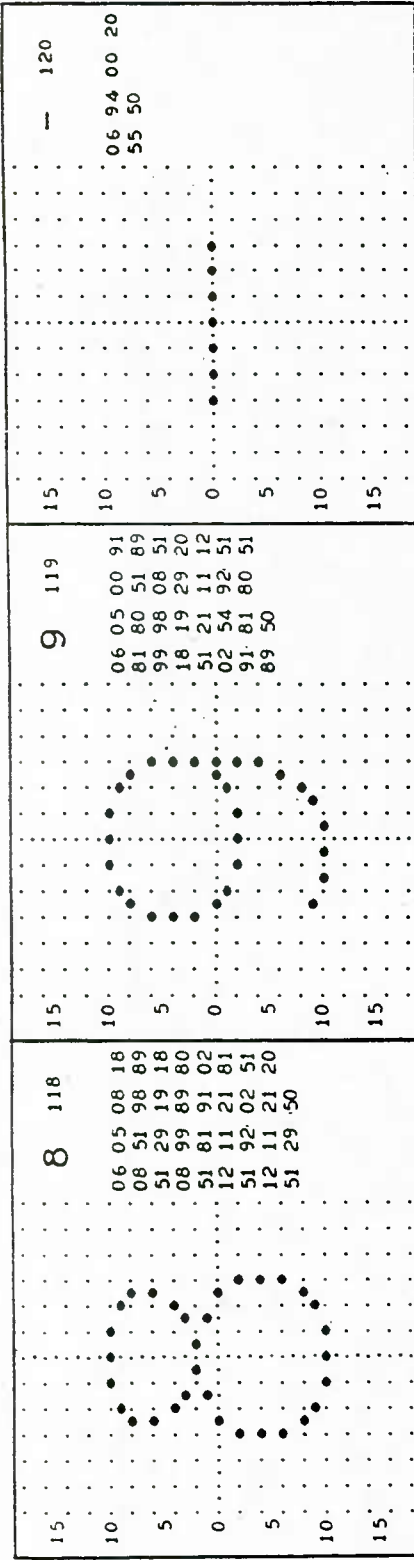


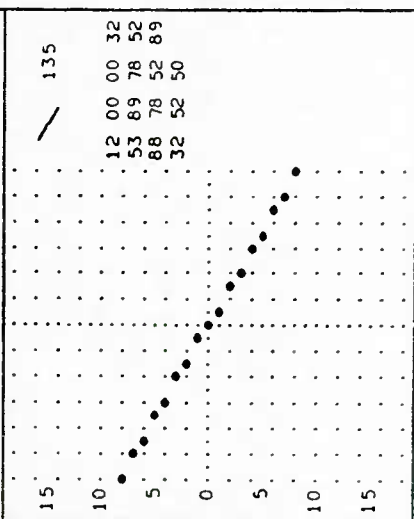
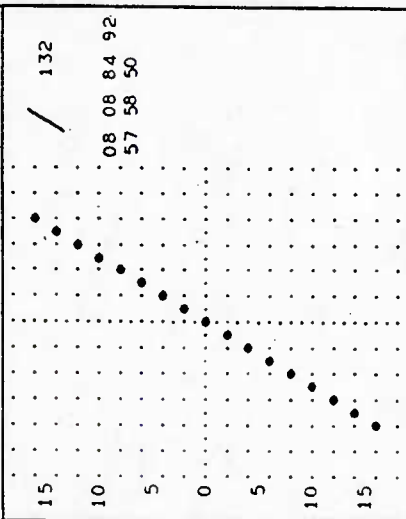
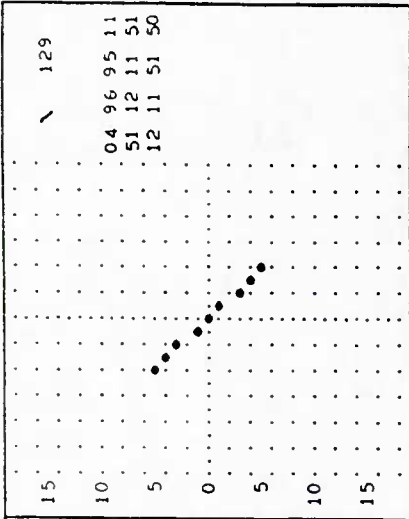
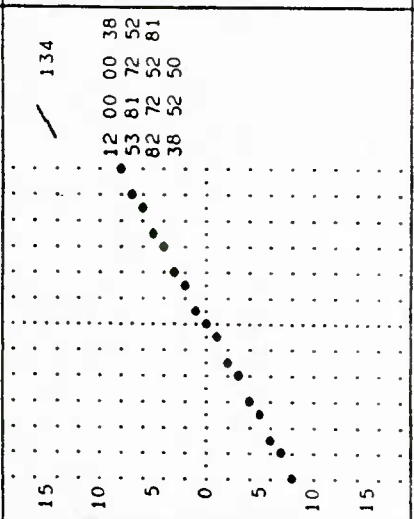
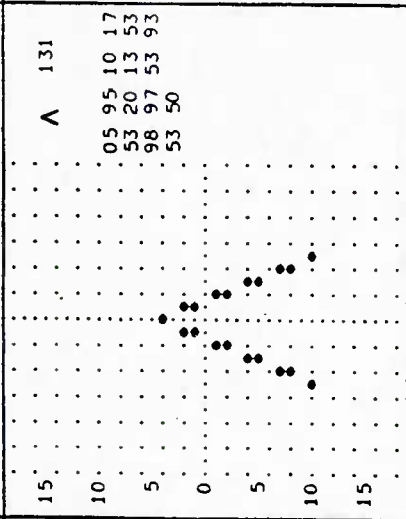
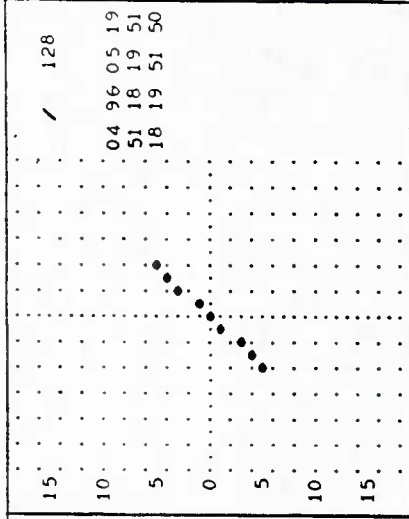
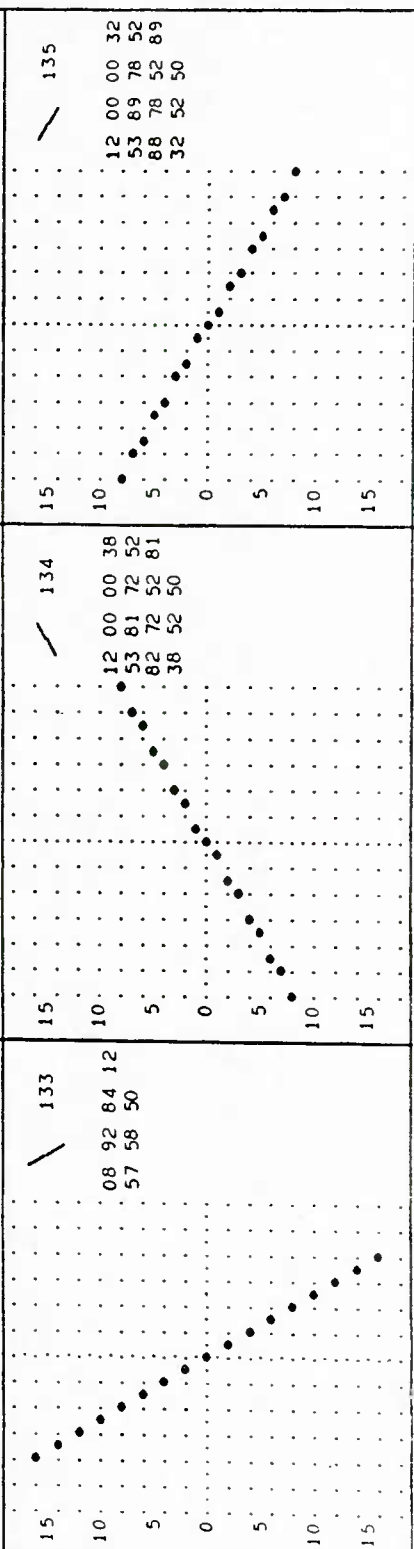
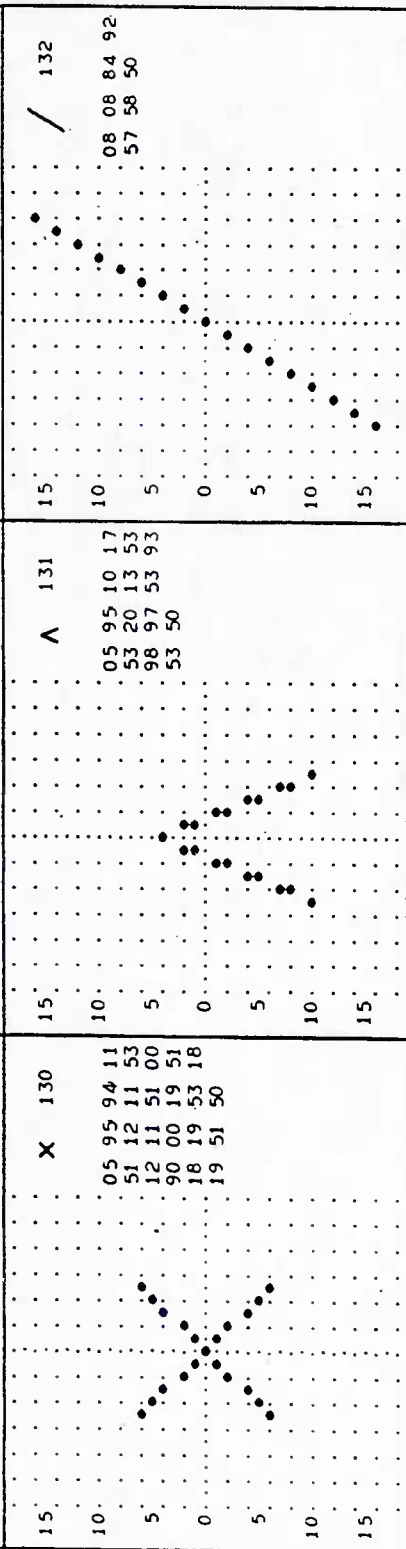
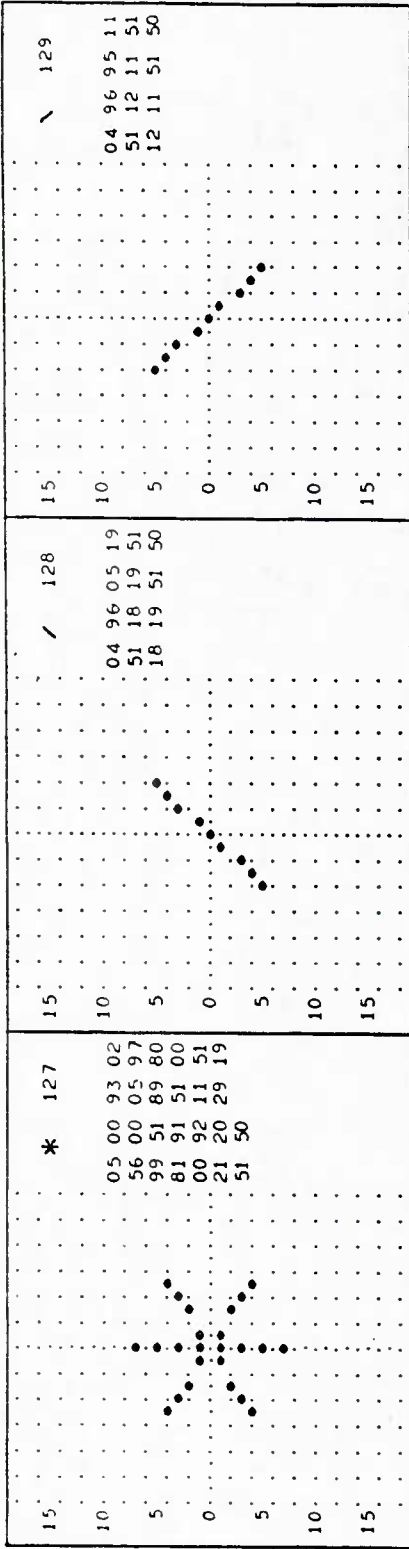


10 5 0 5 10

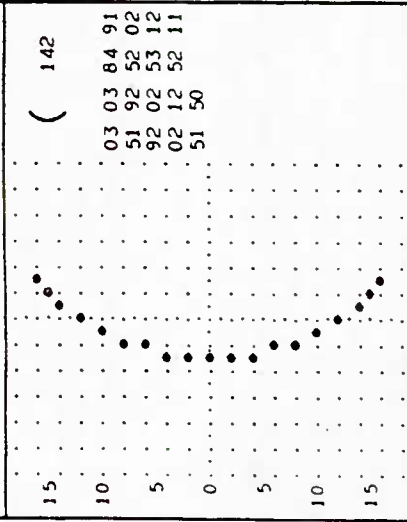
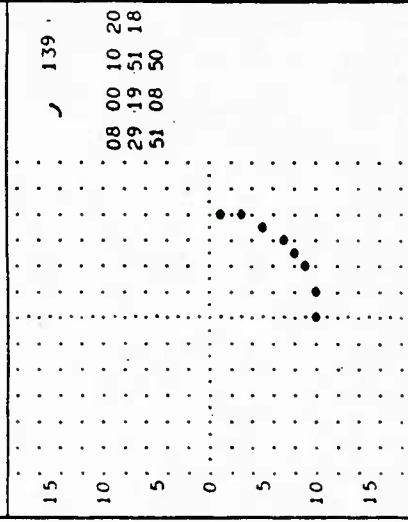
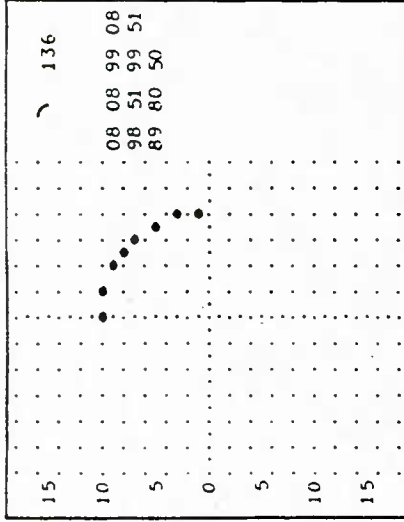
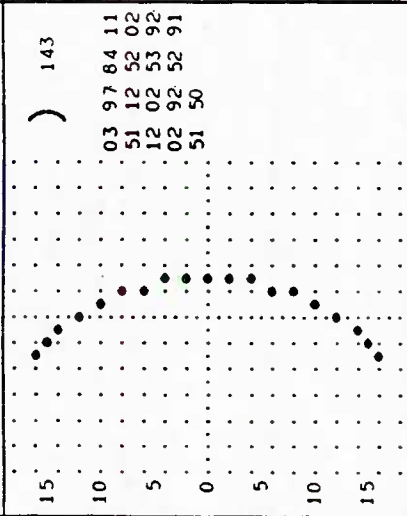
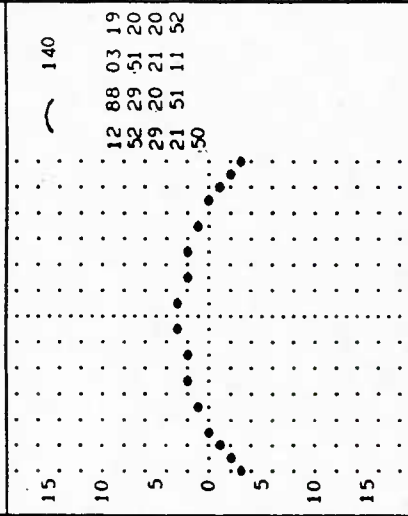
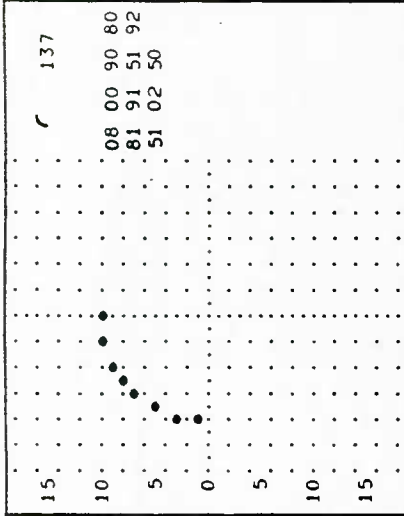
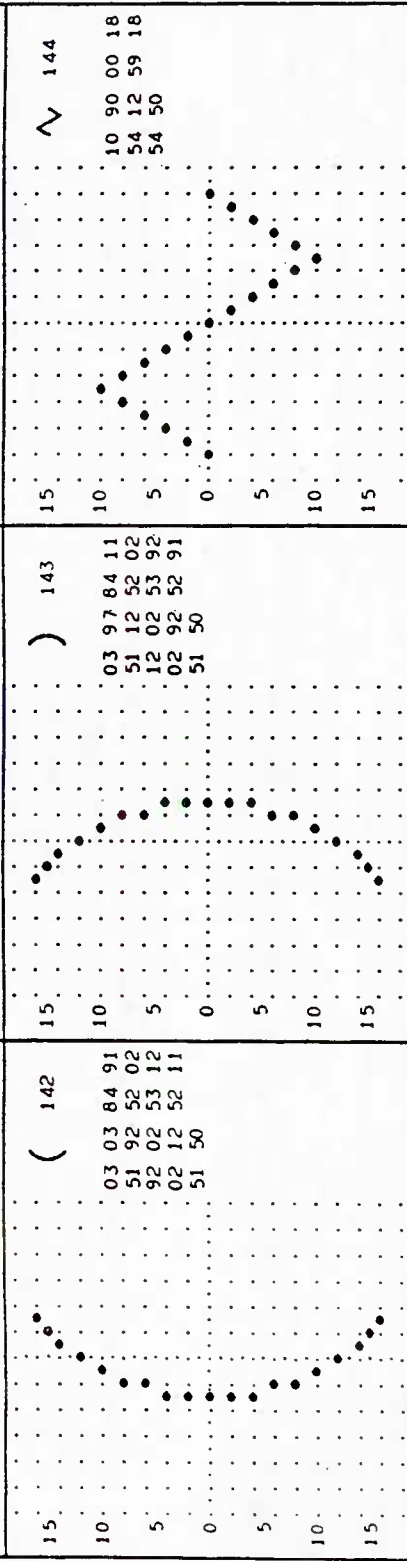
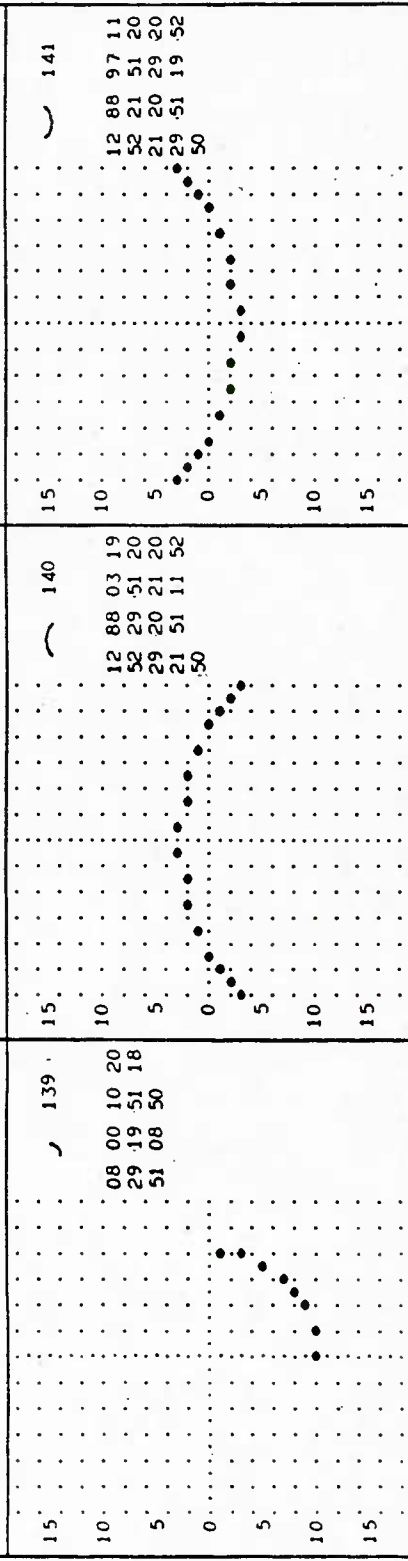
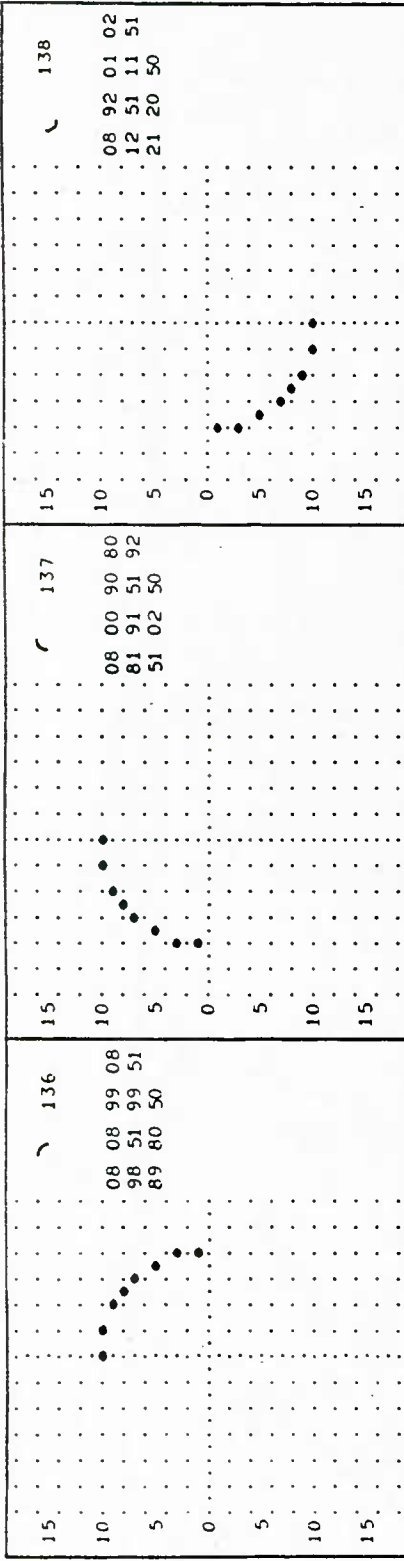


10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

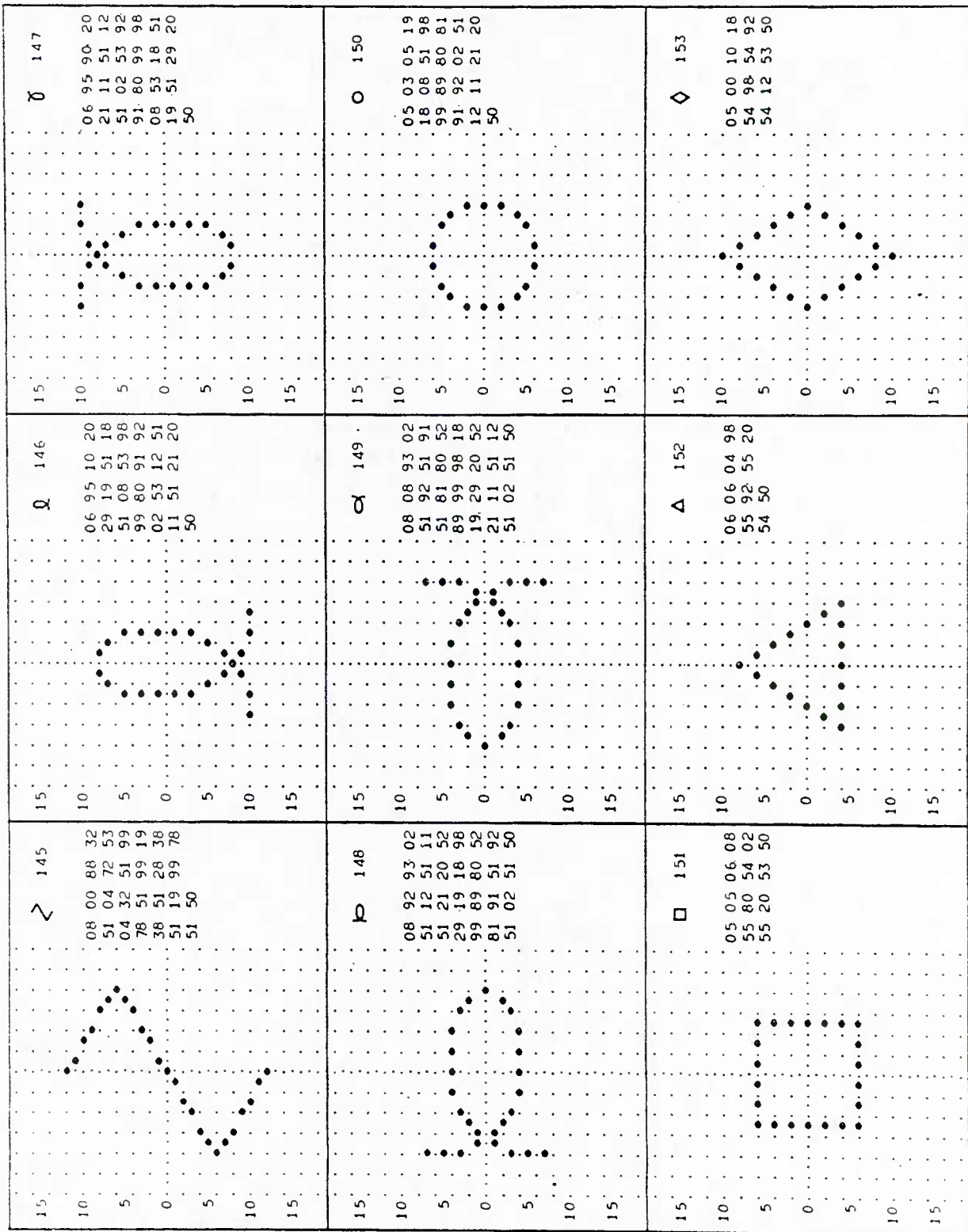




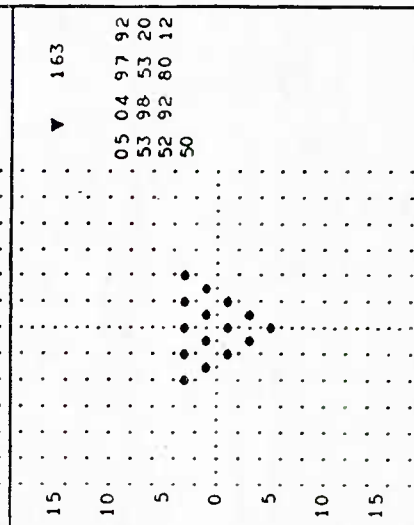
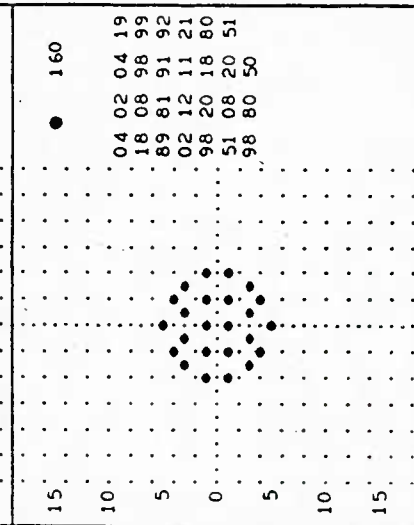
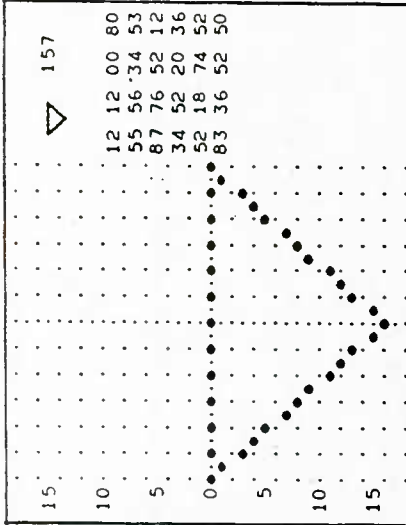
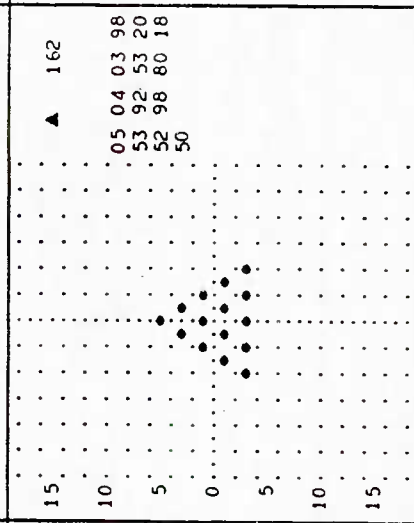
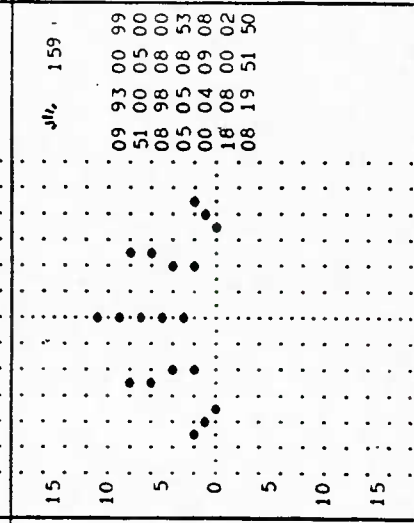
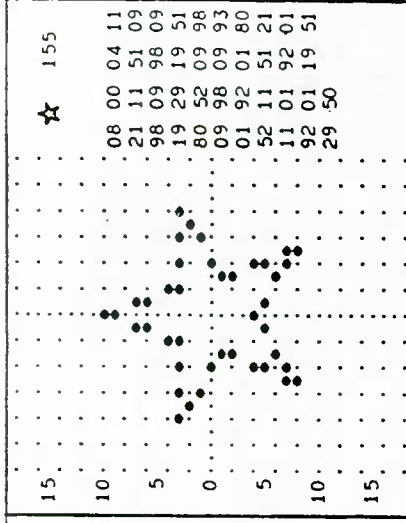
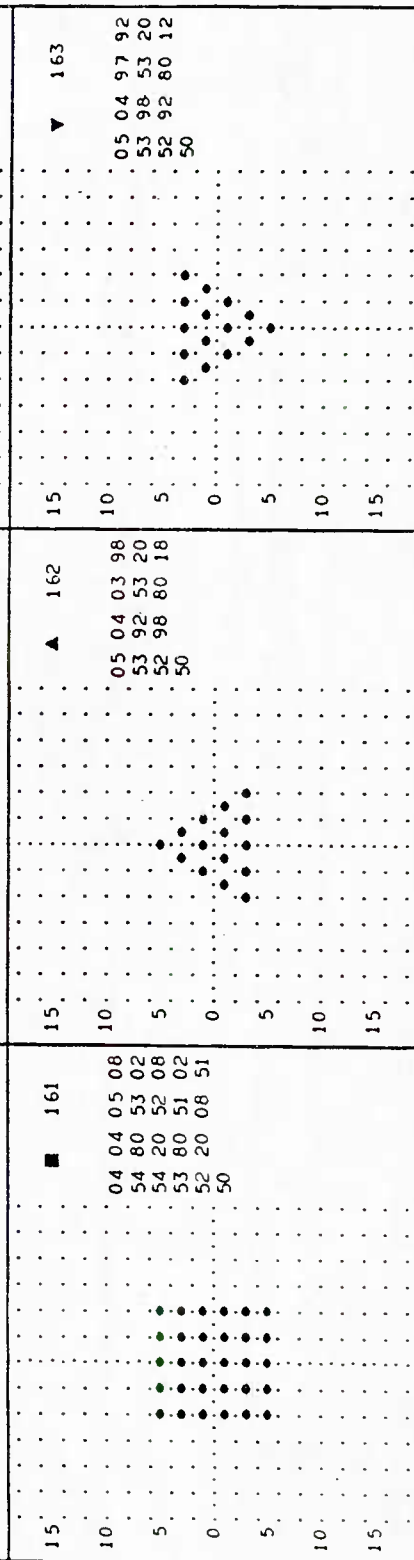
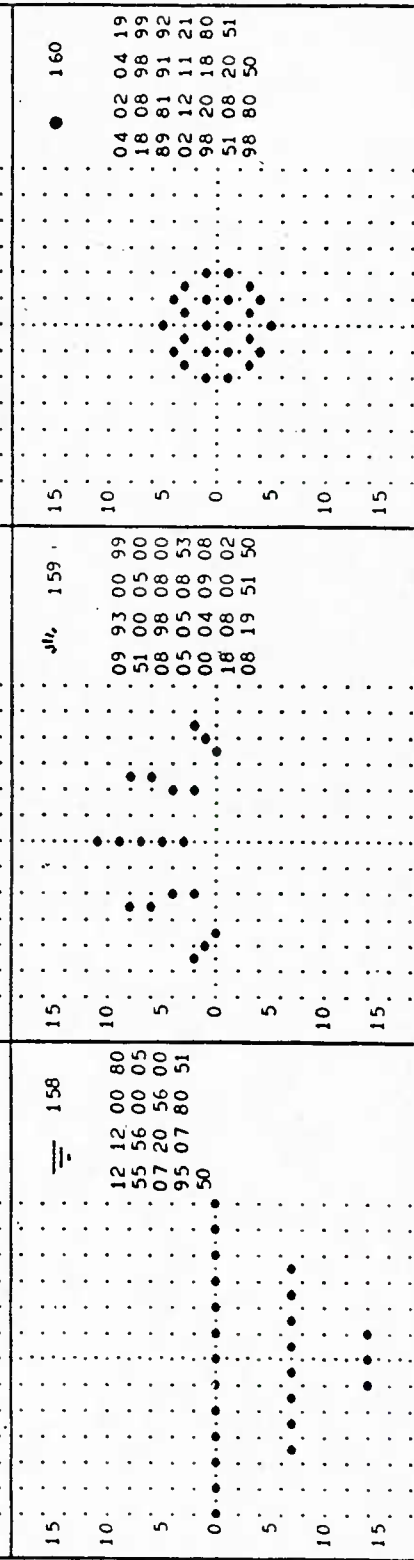
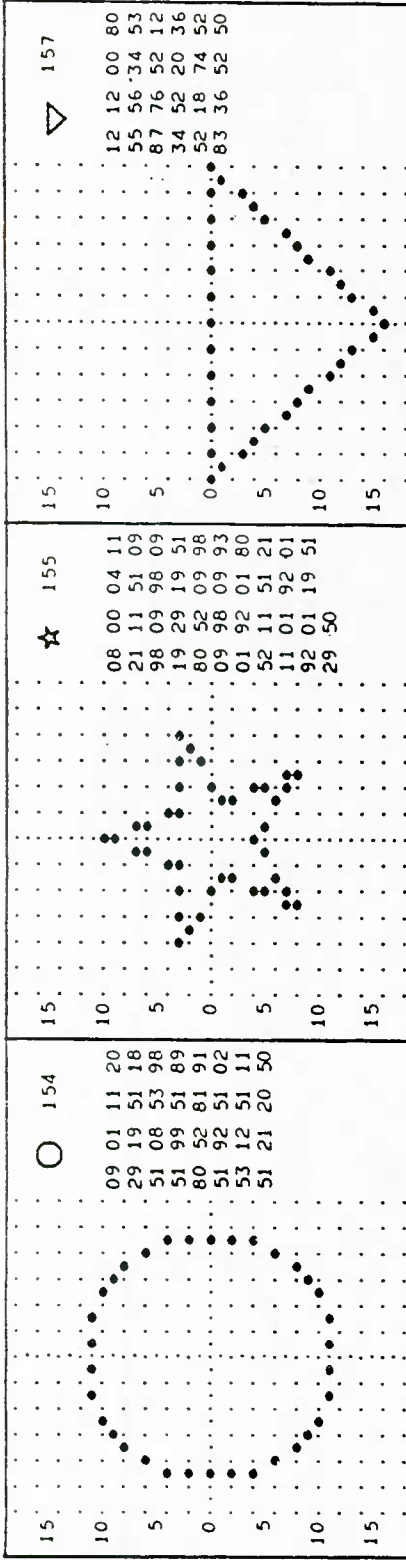
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



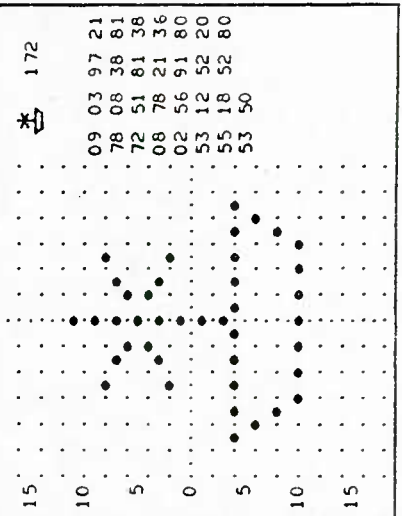
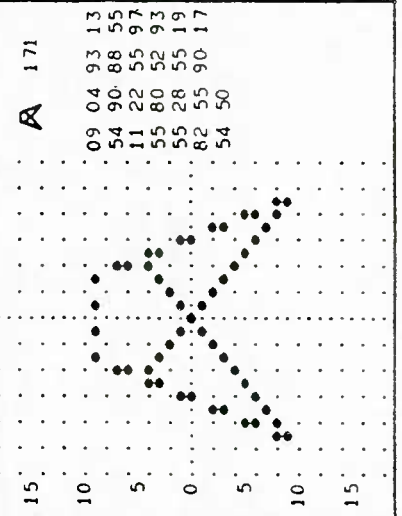
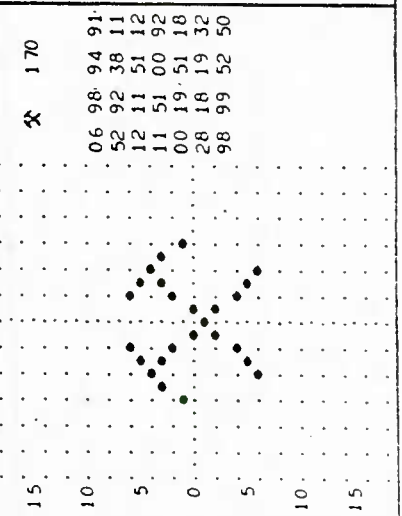
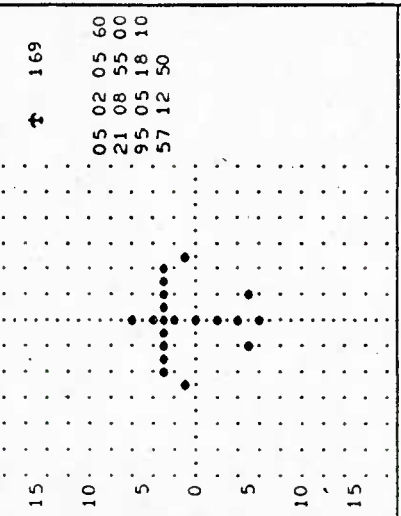
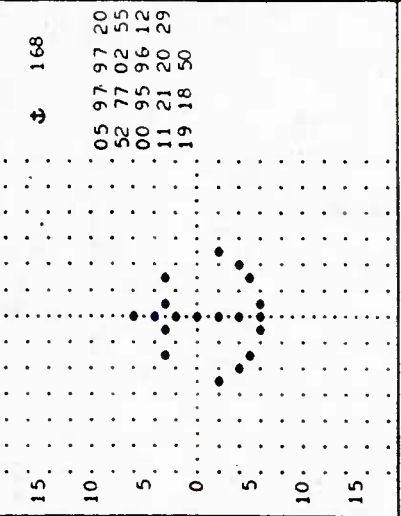
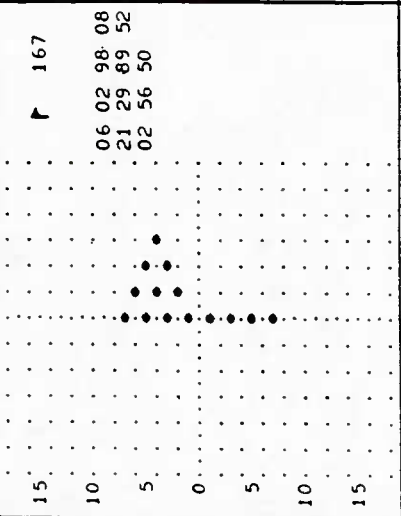
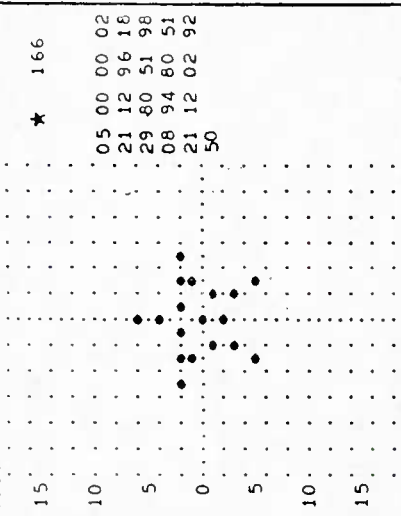
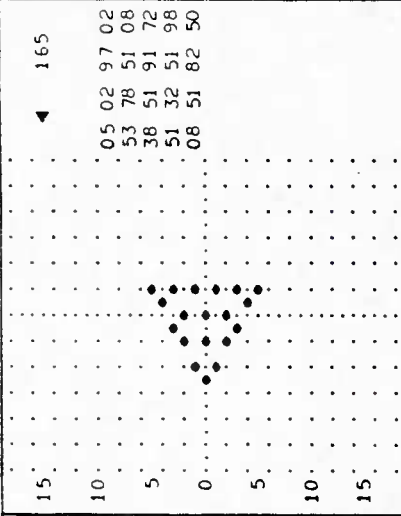
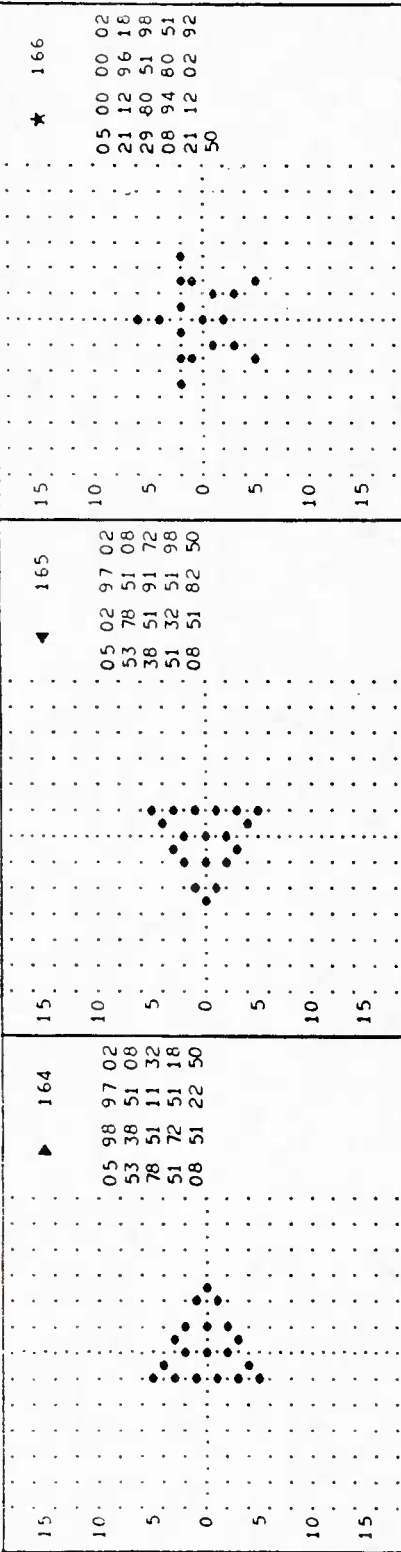
10 5 0 5 10



10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



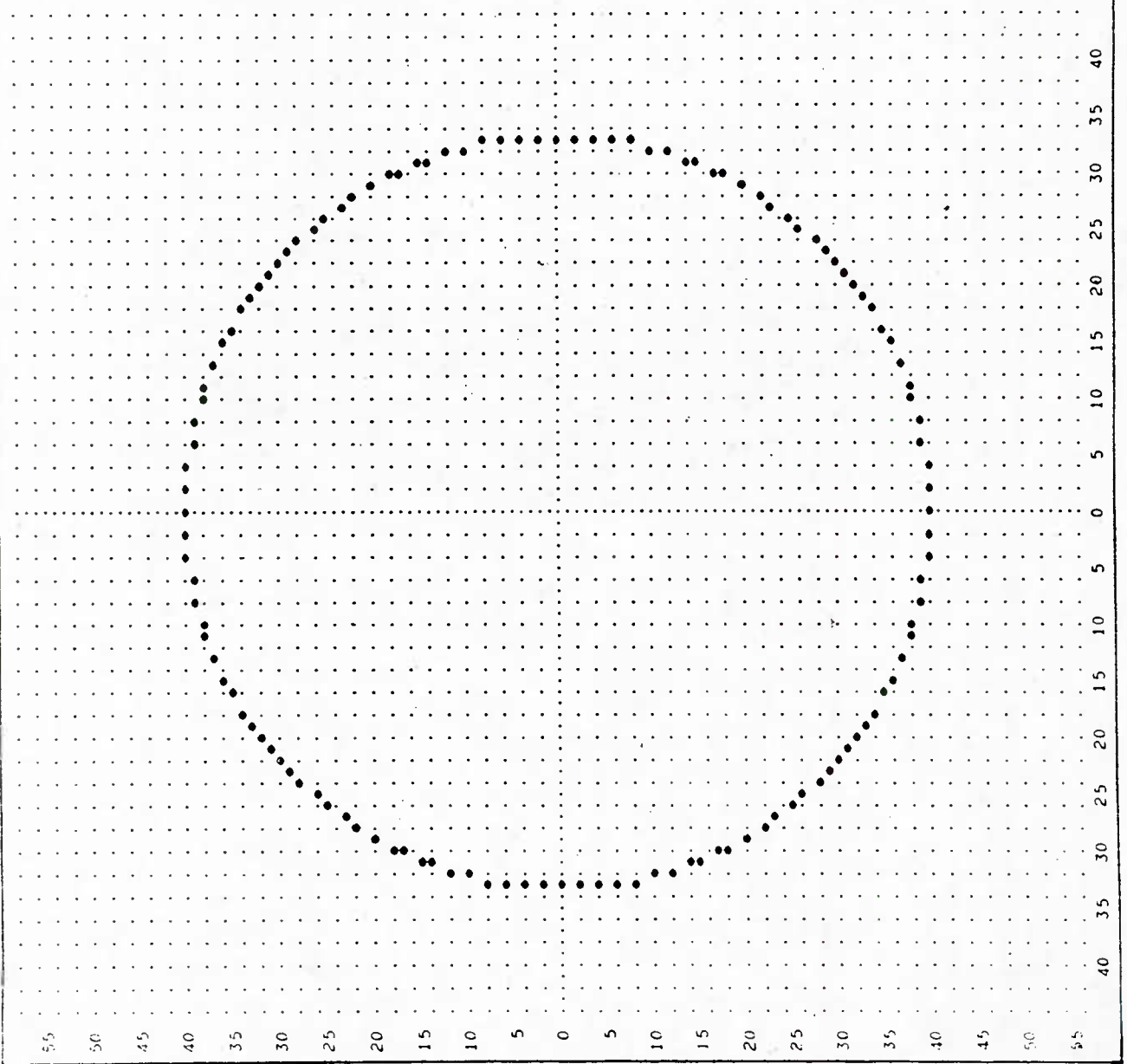
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10

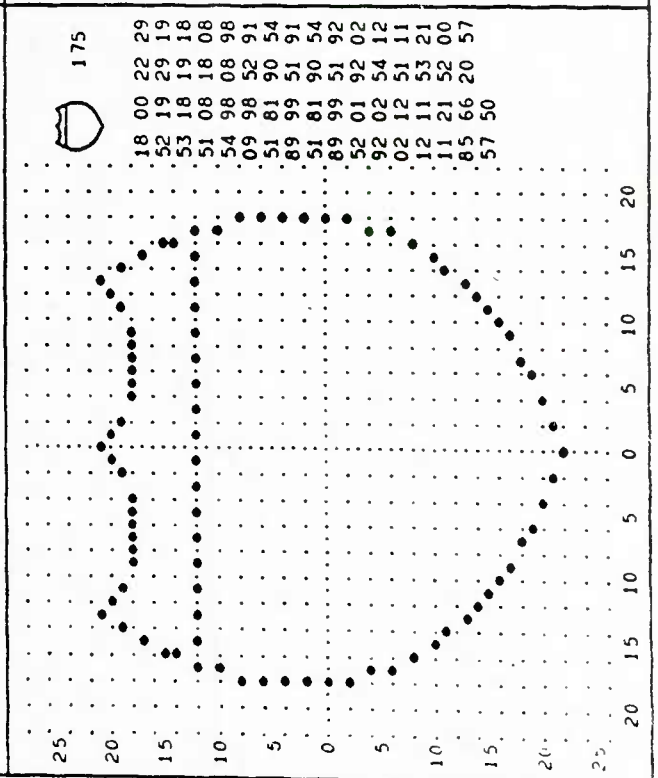
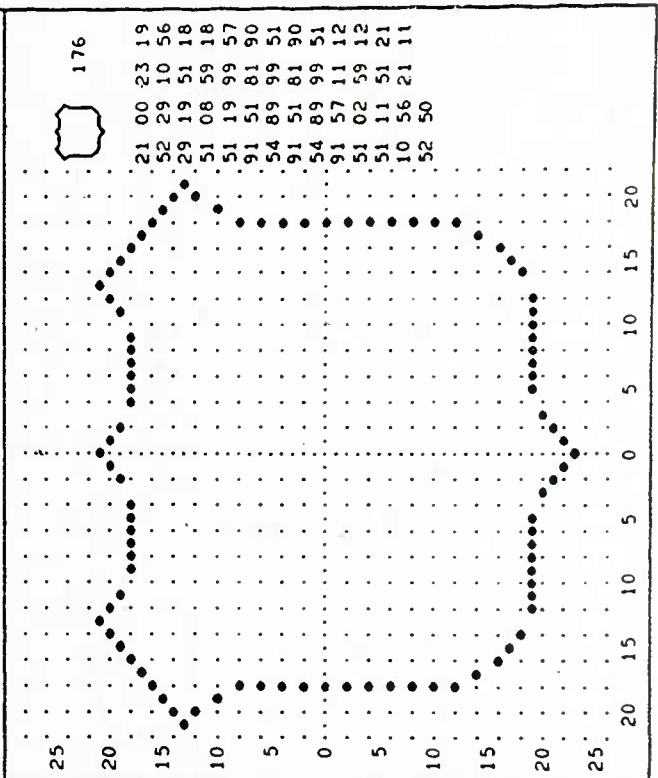
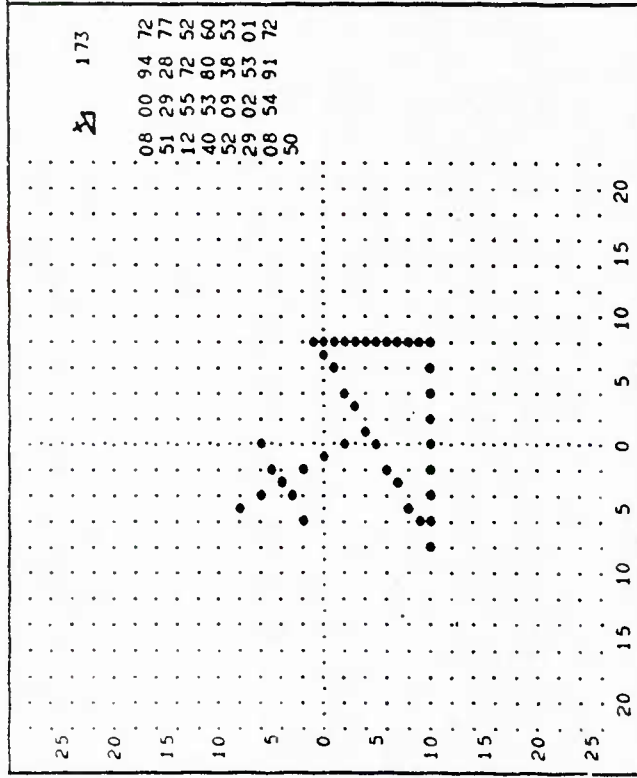
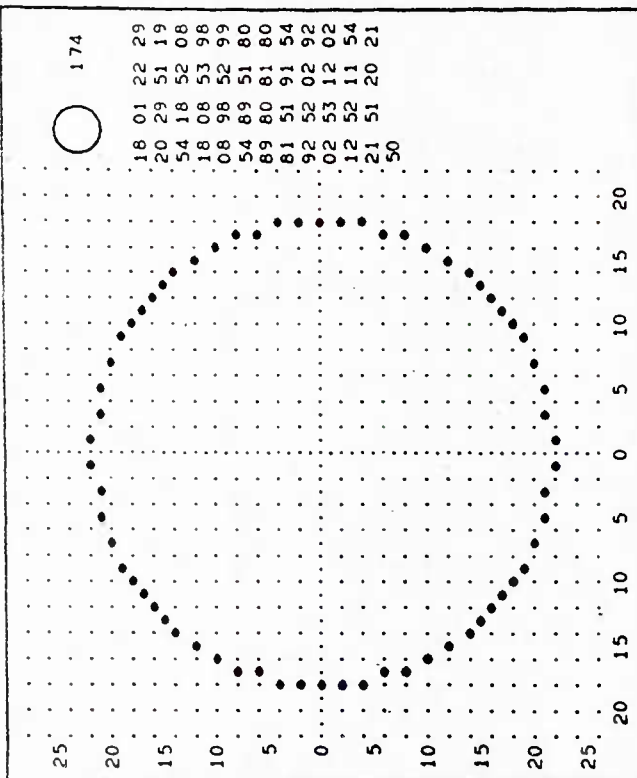


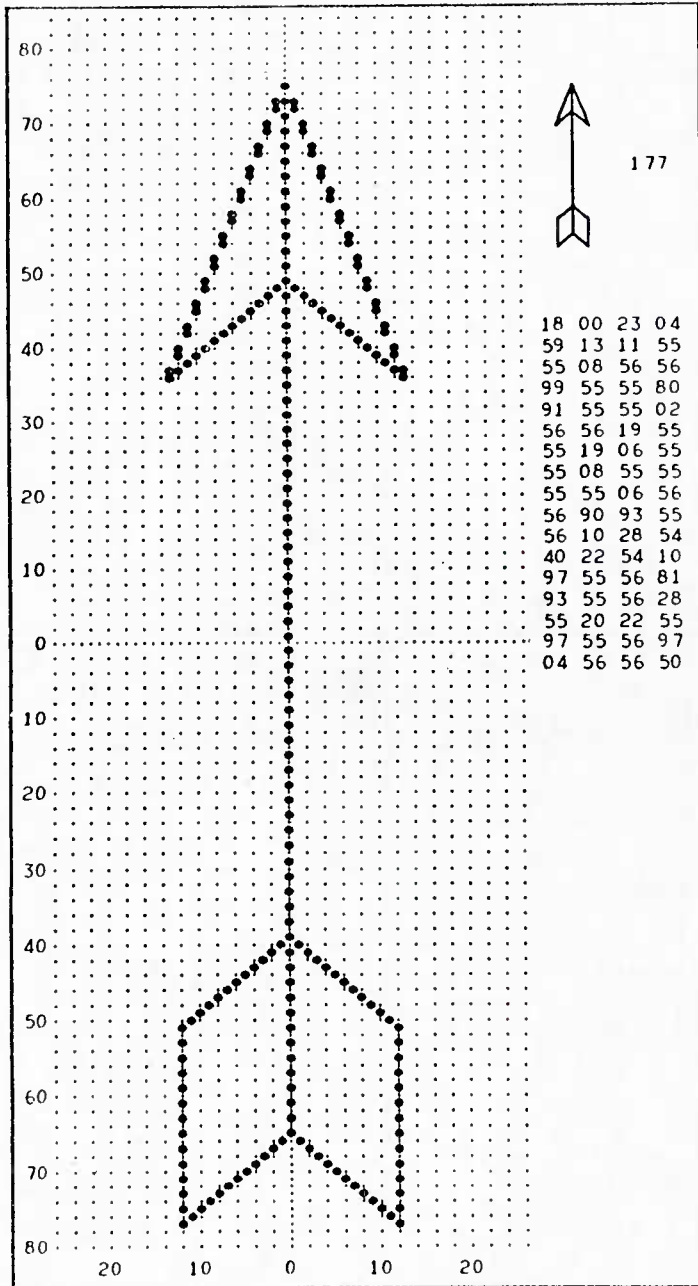
10 5 0 5 10 10 5 0 5 10 10 5 0 5 10



33 00 40 20 51 29 20 29
10 29 51 19 29 19 55 18
19 18 19 18 51 09 18 09
18 08 18 08 57 98 08 98
09 98 09 98 51 99 98 99
98 99 55 89 99 89 51 90
89 80 89 80 53 81 80 81
90 81 51 91 81 91 55 92
91 92 91 92 51 01 92 01
92 02 92 02 57 12 02 12
01 12 01 12 51 11 12 11
12 11 55 21 11 21 51 10
21 20 21 20 50

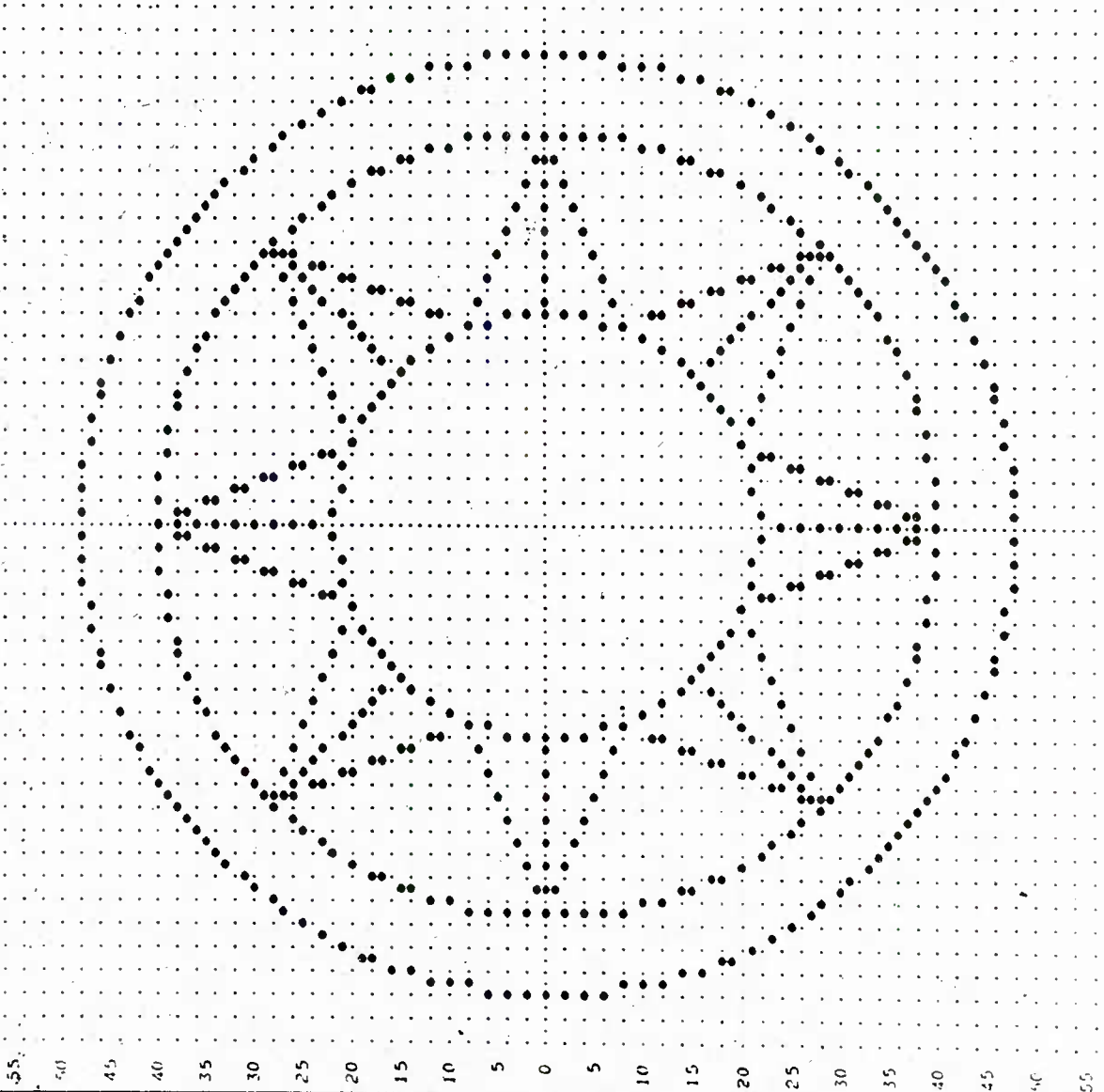








40 01 22 29 20 29 51 19
54 18 52 08 18 08 53 98
08 98 52 99 54 89 51 80
89 80 81 80 81 51 91 54
92 52 02 92 02 53 12 02
12 52 11 54 21 51 20 21
00 87 95 91 53 92 91 52
11 48 52 81 62 52 08 17
54 01 93 54 00 04 73 80
56 42 52 21 68 52 08 48
52 81 62 52 00 19 83 99
53 98 99 52 19 42 52 89
68 52 02 13 54 09 97 54
00 23 03 08 57 93 55 09
17 54 20 13 54 01 97 55
00 14 23 19 53 18 19 52
99 62 52 29 48 52 02 93
54 09 17 54 00 96 27 20
56 68 52 89 42 52 02 62
52 29 48 52 00 61 17 11
53 12 11 52 91 68 52 21
42 52 08 97 54 01 13 54
00 77 97 02 57 17 55 01
93 54 80 97 54 09 13 55
20 51 29 20 29 10 29 51
19 29 19 55 18 19 18 19
18 51 09 18 09 18 08 18
08 57 98 08 98 09 98 09
98 51 99 98 99 98 99 55
89 99 89 51 90 80 80 89
80 53 81 80 81 90 81 51
91 81 91 55 92 91 92 91
92 51 01 92 01 92 02 92
02 57 12 02 12 01 12 01
12 51 11 12 11 12 11 55
21 11 21 51 10 21 20 21
20 00 01 08 80 51 89 80
89 90 89 52 99 89 99 57
98 99 98 99 98 53 09 98
08 98 08 51 98 08 55 18
08 51 18 08 18 09 18 53
19 18 19 18 19 57 29 19
29 52 10 29 20 29 20 54
21 20 21 10 21 52 11 21
11 57 12 11 12 11 12 53
01 12 02 12 02 51 12 02
55 92 02 51 92 02 92 01
92 53 91 92 91 92 91 57
81 91 81 52 90 81 80 81
80 51 50



APPENDIX B

DIGITALIZATION WITH VECTORS

DECK 2524

The border of each panel indicates the scale in raster units with every 10th raster unit accentuated. The number in each panel is the number of the character. The dots on each side of the character indicate the width of the character block.

STRETCH SUBROUTINE TO READ CHARACTER DIGITALIZATION

SUBROUTINE RDCHDT (NU, AI, AD)

NU = SYMBOLIC UNIT NUMBER (FORTRAN INTEGER)

AI = INDEX ARRAY (SYMBOLIC ADDRESS)

AD = DATUM ARRAY (SYMBOLIC ADDRESS)

STRETCH SUBROUTINE TO EXTRACT CHARACTER DIGITALIZATION

SUBROUTINE XTCHDT (NC, AI, AD, AC)

NC = CHARACTER NUMBER (FORTRAN INTEGER)

AI = INDEX ARRAY (SYMBOLIC ADDRESS)

AD = DATUM ARRAY (SYMBOLIC ADDRESS)

AC = CHARACTER ARRAY (SYMBOLIC ADDRESS)

PART I

SIMPLEX REPERTORY

A. FORTRAN

B. Cartographic

0001 A	0002 B	0003 C	0004 D	0005 E	0006 F	0007 G
0008 H	0009 I	0010 J	0011 K	0012 L	0013 M	0014 N
0015 O	0016 P	0017 Q	0018 R	0019 S	0020 T	0021 U
0022 V	0023 W	0024 X	0025 Y	0026 Z	0027 A	0028 B
0029 Г	0030 Δ	0031 E	0032 Z	0033 H	0034 ⊖	0035 I
0036 K	0037 Λ	0038 M	0039 N	0040 ≡	0041 O	0042 Π

0043	0044	0045	0046	0047	0048	0049
P	Σ	T	Υ	Φ	X	Ψ
0050	0198	0199	0200	0201	0202	0203
Ω	.	.	0	1	2	3
0204	0205	0206	0207	0208	0209	0210
4	5	6	7	8	9	.
0211	0212	0213	0214	0215	0216	0217
,	:	;	!	?		
0218	0219	0220	0221	0222	0223	0224
o	\$	/	()		—
0225	0226	0227	0228	0229		
+	=	×	*	◊		

0501 A	0502 B	0503 C	0504 D	0505 E
0506 F	0507 G	0508 H	0509 I	0510 J
0511 K	0512 L	0513 M	0514 N	0515 O
0516 P	0517 Q	0518 R	0519 S	0520 T

0521

U

0522

V

0523

W

0524

X

0525

Y

0526

Z

0527

A

0528

B

0529

Г

0530

Δ

0531

E

0532

Z

0533

H

0534

Θ

0535

I

0536

K

0537

Λ

0538

M

0539

N

0540

Ξ

0541	0542	0543	0544	0545
O	Π	P	Σ	T
0546	0547	0548	0549	0550
Υ	Φ	X	Ψ	Ω
0551	0552	0553	0554	0555
A	B	C	D	E
0556	0557	0558	0559	0560
F	G	H	I	J

0561 K	0562 L	0563 M	0564 N	0565 O
0566 P	0567 Q	0568 R	0569 S	0570 T
0571 U	0572 V	0573 W	0574 X	0575 Y
0576 Z	0583 ▽			

0601 a	0602 b	0603 c	0604 d	0605 e
0606 f	0607 g	0608 h	0609 i	0610 j
0611 k	0612 l	0613 m	0614 n	0615 o
0616 p	0617 q	0618 r	0619 s	0620 t

0621

u

0622

v

0623

w

0624

x

0625

y

0626

z

0627

α

0628

β

0629

γ

0630

δ

0631

ε

0632

ς

0633

η

0634

θ

0635

ι

0636

κ

0637

λ

0638

μ

0639

ν

0640

ξ

0641	0642	0643	0644	0645
o	π	ρ	σ	τ
0646	0647	0648	0649	0650
υ	φ	χ	ψ	ω
0651	0652	0653	0654	0655
a	b	c	d	e
0656	0657	0658	0659	0660
f	g	h	i	j

0661

k

0662

l

0663

m

0664

n

0665

o

0666

p

0667

q

0668

r

0669

s

0670

t

0671

u

0672

v

0673

w

0674

x

0675

y

0676

z

0683

ð

0684

€





















0685

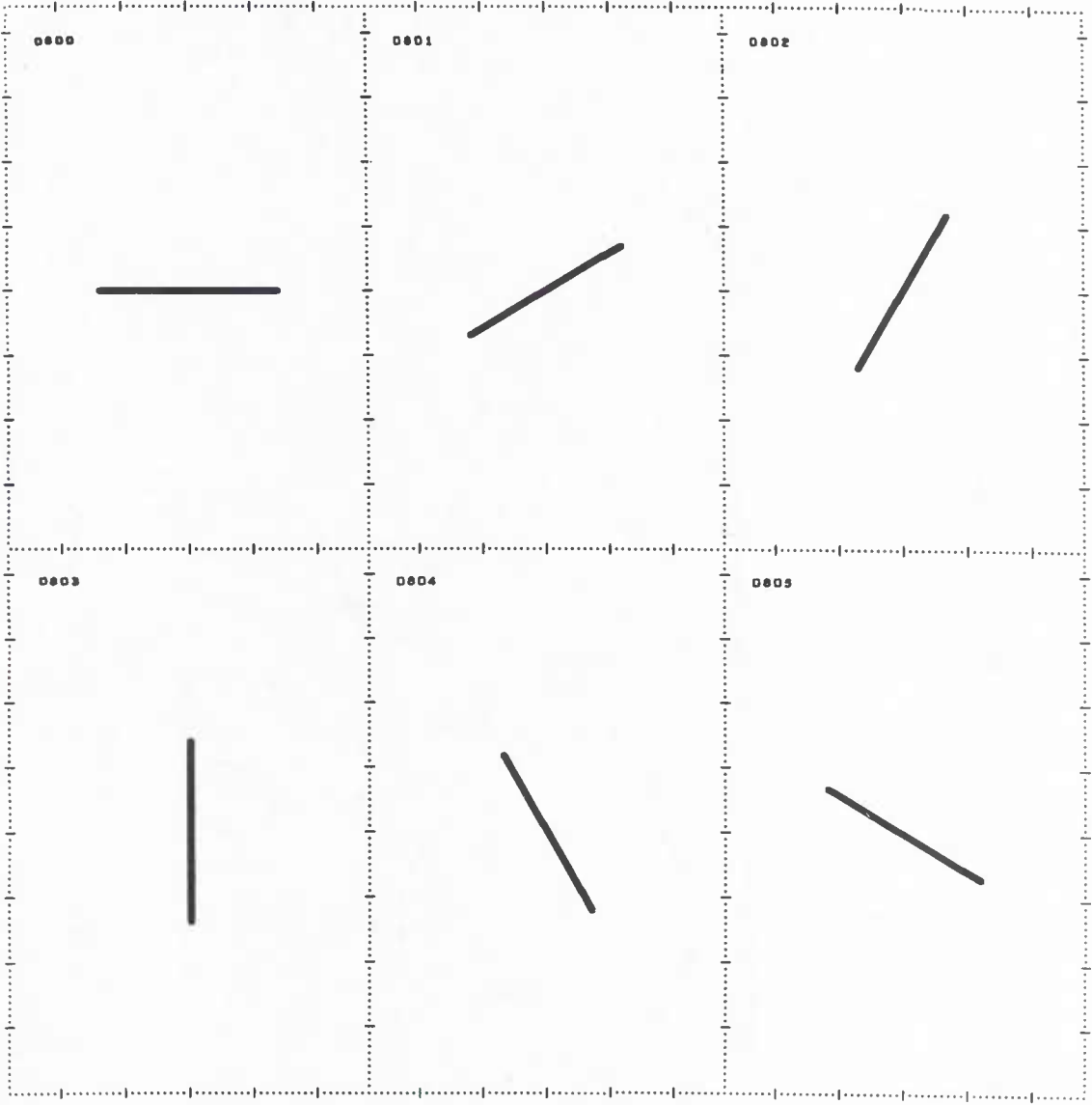
θ













0686

φ

	0698	0699	0700	0701
	.	.	0	1
0702	0703	0704	0705	0706
2	3	4	5	6
0707	0708	0709	0710	0711
7	8	9	.	,
0712	0713	0714	0715	
:	;	!	?	

0716 	0717 	0718 	0719 	0720 
0721 	0722 	0723 	0724 	0725 
0726 	0727 	0728 	0729 	0730 
0731 	0732 	0733 	0734 	0735 



<p>0806</p> 	<p>0807</p> 	<p>0808</p> 	<p>0809</p> 
<p>0810</p> 	<p>0811</p> 	<p>0812</p> 	<p>0813</p> 
<p>0814</p> 	<p>0815</p> 	<p>0816</p> 	<p>0817</p> 

0620



0622



0624



0621



0623



0625



0830



0831



0832


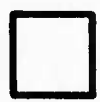
















0833



0834



<p>0840</p> 	<p>0841</p> 	<p>0842</p> 	<p>0843</p> 
<p>0844</p> 	<p>0845</p> 	<p>0846</p> 	<p>0847</p> 
<p>0850</p> 	<p>0851</p> 	<p>0852</p> 	<p>0853</p> 
<p>0854</p> 	<p>0855</p> 	<p>0856</p> 	<p>0857</p> 

0860



0861



0862



0863



0864



0865



0866















0867

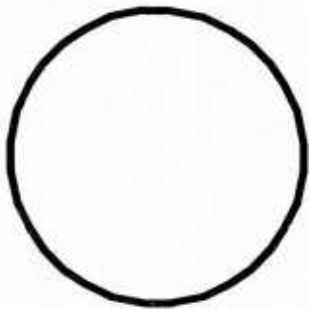


0868

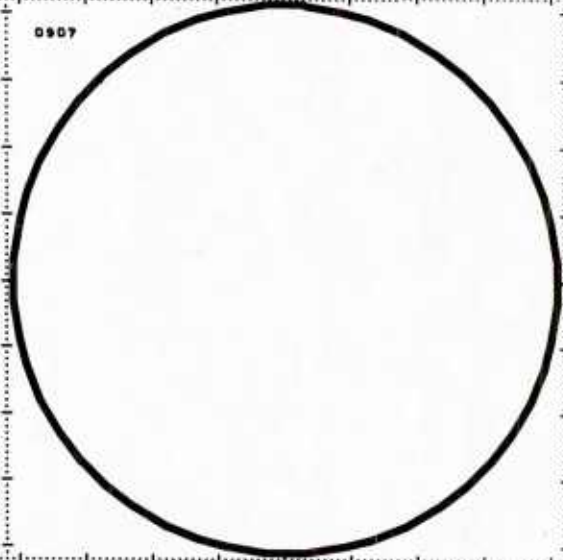


<p>0870</p> 	<p>0871</p> 	<p>0872</p> 	<p>0873</p> 
<p>0874</p> 	<p>0899</p> 	<p>0900</p> 	<p>0901</p> 
<p>0902</p> 	<p>0903</p> 	<p>0904</p> 	<p>0905</p> 

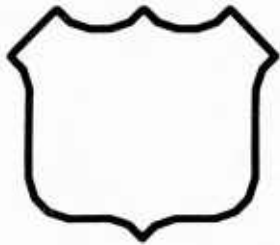
0906



0907



0908



0909



PART II

DUPLEX REPERTORY

A. Indexical

B. Principal

1001 A	1002 B	1003 C	1004 D	1005 E
1006 F	1007 G	1008 H	1009 I	1010 J
1011 K	1012 L	1013 M	1014 N	1015 O
1016 P	1017 Q	1018 R	1019 S	1020 T

1021	1022	1023	1024	1025
U	V	W	X	Y
1026	1027	1028	1029	1030
Z	A	B	Г	Δ
1031	1032	1033	1034	1035
E	Z	H	⊙	I
1036	1037	1038	1039	1040
K	Λ	M	N	Ξ

1041	1042	1043	1044	1045
Ο	Π	Ρ	Σ	Τ
1046	1047	1048	1049	1050
Υ	Φ	Χ	Ψ	Ω
1051	1052	1053	1054	1055
<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>
1056	1057	1058	1059	1060
<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>

1061

K

1062

L

1063

M

1064

N

1065

O

1066

P

1067

Q

1068

R

1069

S

1070

T

1071

U

1072

V

1073

W

1074

X

1075

Y

1076

Z

1101 a	1102 b	1103 c	1104 d	1105 e
1106 f	1107 g	1108 h	1109 i	1110 j
1111 k	1112 l	1113 m	1114 n	1115 o
1116 p	1117 q	1118 r	1119 s	1120 t

1121	1122	1123	1124	1125
u	v	w	x	y
1126	1127	1128	1129	1130
z	α	β	γ	δ
1131	1132	1133	1134	1135
ε	ζ	η	θ	ι
1136	1137	1138	1139	1140
κ	λ	μ	ν	ξ

1141 o	1142 π	1143 ρ	1144 σ	1145 τ
1146 υ	1147 φ	1148 χ	1149 ψ	1150 ω
1151 a	1152 b	1153 c	1154 d	1155 e
1156 f	1157 g	1158 h	1159 i	1160 j

1101

k

1102

l

1103

m

1104

n

1105

o

1106

p

1107

q

1108

r

1109

s

1170

t

1171

u

1172

v

1173

w

1174

x

1175

y

1176

z

1177

ff

1178

fi

1179

fl

1180

ffi

1181

ffl

1184

€

1185

θ

1186

ø

1191

ff

1192

fi

1193

fl

1194

ffi



















1195

ffl

1196

1197

1200 0	1201 1	1202 2	1203 3	1204 4
1205 5	1206 6	1207 7	1208 8	1209 9
1210 .	1211 ,	1212 :	1213 ;	1214 !
1215 ?	1216 !	1217 "	1218 o	1219 *

1220 	1221 	1222 	1223 	1224 
1225 	1226 	1227 	1228 	1229 
1230 	1231 	1232 	1233 	1234 
1235 	1236 	1237 		

1238



1239



1240



1241



1242



1243



1244



1245



1246



1247



1261



1262



1263



1264



1265



1266



1267



1268



1269



1270



1271	1272	1273	1274	1275
%	&	@	\$	#
1276	1277	1278		
§	†	‡		
1281	1282	1283	1284	1285
⊙	♀	♀	⊕	♂
1286	1287	1288	1289	1290
℥	℥	♁	♁	℞

1291



1292



1293



1294



1295



2001 A	2002 B	2003 C	2004 D	2005 E
2006 F	2007 G	2008 H	2009 I	2010 J
2011 K	2012 L	2013 M	2014 N	2015 O
2016 P	2017 Q	2018 R	2019 S	2020 T

2021 U	2022 V	2023 W	2024 X	2025 Y
2026 Z	2027 A	2028 B	2029 Γ	2030 Δ
2031 E	2032 Z	2033 H	2034 ⊙	2035 I
2036 K	2037 Λ	2038 M	2039 N	2040 ⊥

2041 O	2042 Π	2043 Ρ	2044 Σ	2045 Τ
2046 Υ	2047 Φ	2048 Χ	2049 Ψ	2050 Ω
2051 A	2052 B	2053 C	2054 D	2055 E
2056 F	2057 G	2058 H	2059 I	2060 J

2061	2062	2063	2064	2065
<i>K</i>	<i>L</i>	<i>M</i>	<i>N</i>	<i>O</i>
2066	2067	2068	2069	2070
<i>P</i>	<i>Q</i>	<i>R</i>	<i>S</i>	<i>T</i>
2071	2072	2073	2074	2075
<i>U</i>	<i>V</i>	<i>W</i>	<i>X</i>	<i>Y</i>
2076	2077			
<i>Z</i>	<i>X</i>			

2101 a	2102 b	2103 c	2104 d	2105 e
2106 f	2107 g	2108 h	2109 i	2110 j
2111 k	2112 l	2113 m	2114 n	2115 o
2116 p	2117 q	2118 r	2119 s	2120 t

2121	2122	2123	2124	2125
υ	ν	ω	χ	ψ
2126	2127	2128	2129	2130
ζ	α	β	γ	δ
2131	2132	2133	2134	2135
ε	ς	η	θ	ι
2136	2137	2138	2139	2140
κ	λ	μ	ν	ξ

2141 o	2142 π	2143 ρ	2144 σ	2145 τ
2146 υ	2147 φ	2148 χ	2149 ψ	2150 ω
2151 a	2152 b	2153 c	2154 d	2155 e
2156 f	2157 g	2158 h	2159 i	2160 j

2161

k

2162

l

2163

m

2164

n

2165

o

2166

p

2167

q

2168

r

2169

s

2170

t

2171

u

2172

v

2173

w

2174

x

2175












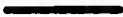






y




















2176







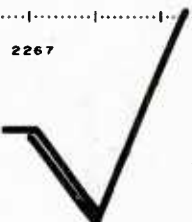











z







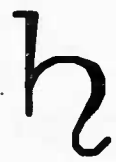

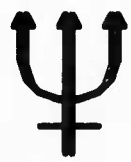











2177	2178	2179	2180	2181
ff	fi	fA	fff	fff
2184	2185	2186		
€	θ	φ		
2191	2192	2193	2194	2195
<i>ff</i>	<i>fi</i>	<i>fA</i>	<i>fff</i>	<i>fff</i>
2196	2197		2198	2199
<i>l</i>	<i>8</i>			

2200	2201	2202	2203	2204
0	1	2	3	4
2205	2206	2207	2208	2209
5	6	7	8	9
2210	2211	2212	2213	2214
.	,	:	;	!
2215	2216	2217	2218	2219
?	!	''	o	*

2220 	2221 	2222 	2223 	2224 
2225 	2226 	2227 	2228 	2229 
2230 	2231 	2232 	2233 	2234 
2235 	2236 	2237 		

2238 	2239 	2240 	2241 	2242 
2243 	2244 	2245 	2246 	
2251 	2252 	2253 	2254 	2255 
2256 	2257 	2258 	2259 	2260 

2261	2262	2263	2264	2265
				
2266	2267	2268	2269	2270
				
2271	2272	2273	2274	2275
				
2276	2277	2278		
				

2281	2282	2283	2284	2285
				
2286	2287	2288	2289	2290
				
2301	2302	2303	2304	2305
				
2306	2307	2308	2309	2310
				

2311



2312



2318



2319



2320



2321



2322



2323



2324



2325



2326



2327



2328



2329



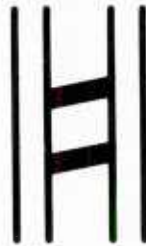
2330



2331



2332



2401

Π

2402

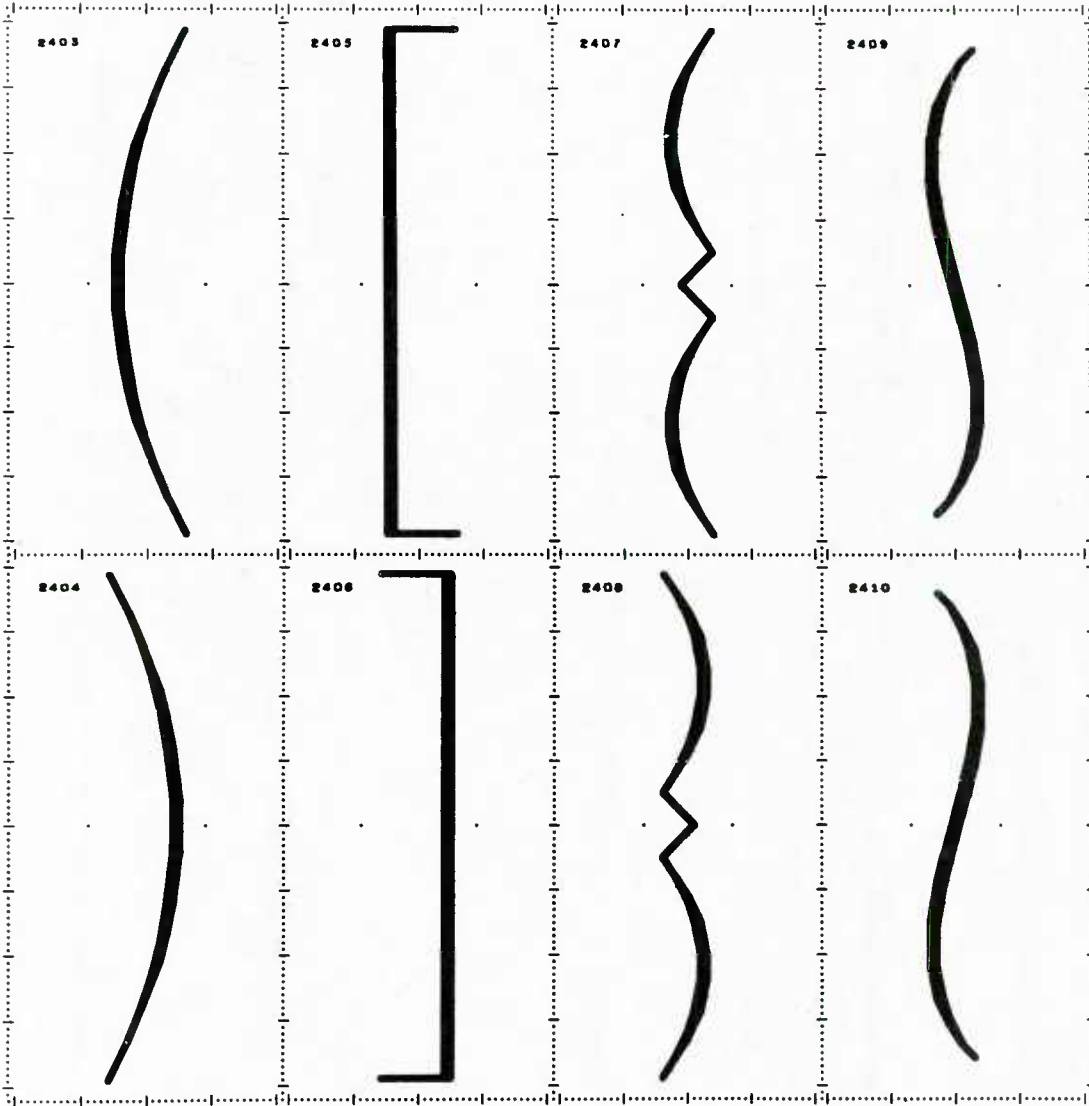
Σ

2411

∇

2412

∫



2501 A	2502 B	2503 C	2504 D	2505 E
2506 F	2507 G	2508 H	2509 I	2510 J
2511 K	2512 L	2513 M	2514 N	2515 O
2516 P	2517 Q	2518 R	2519 S	2520 T

2521	2522	2523	2524	2525
U	V	W	X	Y
2526				
Z				
2551	2552	2553	2554	2555
A	B	C	D	E
2556	2557	2558	2559	2560
F	G	H	I	J

2561 <i>K</i>	2562 <i>L</i>	2563 <i>M</i>	2564 <i>N</i>	2565 <i>O</i>
2566 <i>P</i>	2567 <i>Q</i>	2568 <i>R</i>	2569 <i>S</i>	2570 <i>T</i>
2571 <i>U</i>	2572 <i>V</i>	2573 <i>W</i>	2574 <i>X</i>	2575 <i>Y</i>
2576 <i>Z</i>				

2601

a

2602

b

2603

c

2604

d

2605

e

2606

f

2607

g

2608

h

2609

i

2610

i

2611

k

2612

l

2613

m

2614

n

2615

o

2616

p

2617

q

2618

r

2619

s

2620

t

2621	2622	2623	2624	2625
U	V	W	X	Y
2626				
2651	2652	2653	2654	2655
a	b	c	d	e
2656	2657	2658	2659	2660
f	g	h	i	j

2661 k	2662 l	2663 m	2664 n	2665 o
2666 p	2667 q	2668 r	2669 s	2670 t
2671 u	2672 v	2673 w	2674 x	2675 y
2676 z				

2801 А	2802 Б	2803 В	2804 Г
2805 Д	2806 Е	2807 Ж	2808 З
2809 И	2810 Й	2811 К	2812 Л
2813 М	2814 Н	2815 О	2816 П

2017 Р	2018 С	2019 Т	2020 У
2021 Ф	2022 Х	2023 Ц	2024 Ч
2025 Ш	2026 Щ	2027 Ъ	2028 Ы
2029 Ь	2030 Э	2031 Ю	2032 Я

2901 а	2902 б	2903 в	2904 г
2905 д	2906 е	2907 ж	2908 з
2909 и	2910 й	2911 к	2912 л
2913 м	2914 н	2915 о	2916 п

2917

Р

2918

С

2919

Т

2920

У

2921

Ф

2922

Х

2923

Ц

2924

Ч

2925

Ш

2926

Щ

2927

Ъ

2928

Ы

2929

Ь

2930

Э

2931

Ю

2932

Я

PART III

TRIPLEX REPERTORY

- A. English Gothic
- B. Italian Gothic
- C. German Gothic

3001	3002	3003	3004	3005
A	B	C	D	E
3006	3007	3008	3009	3010
F	G	H	I	J
3011	3012	3013	3014	3015
K	L	M	N	O
3016	3017	3018	3019	3020
P	Q	R	S	T

3021

U

3022

V

3023

W

3024

X

3025

Y

3026

Z

3101

a

3102

b

3103

c

3104

d

3105

e

3106

f

3107

g

3108

h

3109

i

3110

j

3111	3112	3113	3114	3115
k	l	m	n	o
3116	3117	3118	3119	3120
p	q	r	s	t
3121	3122	3123	3124	3125
u	v	w	x	y
3126				
z				

3201	3202	3203	3204	3205
A	B	C	D	E
3206	3207	3208	3209	3210
F	G	H	I	J
3211	3212	3213	3214	3215
K	L	M	N	O
3216	3217	3218	3219	3220
P	Q	R	S	T

3221

U

3222

V

3223

W

3224

X

3225

Y

3226

Z

3301

a

3302

b

3303

c

3304

d

3305

e

3306

f

3307

g

3308

h

3309

i

3310

j

3311	3312	3313	3314	3315
k	l	m	n	o
3316	3317	3318	3319	3320
p	q	r	s	t
3321	3322	3323	3324	3325
u	v	w	x	y
3326				
z				

3401	3402	3403	3404	3405
3406	3407	3408	3409	3410
3411	3412	3413	3414	3415
3416	3417	3418	3419	3420

3421

U

3422

V

3423

W

3424

X

3425

Y

3426

Z

3501

a

3502

b

3503

c

3504

d

3505

e

3506

f

3507

g

3508

h

3509

i

3510

j

3511 ƒ	3512 l	3513 m	3514 n	3515 o
3516 p	3517 q	3518 r	3519 s	3520 t
3521 u	3522 v	3523 w	3524 x	3525 y
3526 z	3527 S			

APPENDIX C

DIGITALIZATION OF JAPANESE

DECK 2525

The border of each panel indicates the scale in raster units with every 10th raster unit accentuated. The number in the upper left corner is the number of the character. The words in the lower left corner are the *on* pronunciation for the *kanji* or the phonetic pronunciation for the *kana*.

PART I

KANJI LIST

0001 一 ICHI, ITSU	0007 万 MAN, BAN	0008 三 SAN	0009 下 KA, GE	0015 五 GO
0016 天 TEN	0017 不 FU, BU	0024 可 KOKU, KA	0026 平 HYŌ, BYŌ, HEI	0027 正 SEI, SHŌ
0033 百 BYAKU, HYAKU	0034 両 RYŌ	0035 再 SAI	0043 亜 A	0049 函 KAN
0050 画 GA, KAKU	0053 昼 CHŪ	0054 歪 MAI, E	0056 夏 GE, KA	0062 悪 O, AKU

0081

中

CHŪ

0082

内

DAI, NA I

0082

甲

KAN, KŌ

0086

本

HON

0087

出

SUI, SHUTSU

0101

向

KO, KYŌ

0103

曲

KYOKU

0107

果

KA

0108

表

HYŌ

0130

永

EI

0131

氷

HYŌ

0132

半

HAN

0138

為

I

0139

单

TAN

0146

九

KYŪ, KU

0184

及

KYŪ

0186

千

SEN

0182

午

GO

0166

少

SHŌ

0173

弗

FUTSU

0179 未 MI	0188 年 NEN	0195 系 KEI	0196 束 BOKU	0199 卯 RAN
0202 来 RAI	0211 垂 SUI	0213 東 TŌ	0223 乘 JŌ	0224 重 CHŌ, JŪ
0230 島 TŌ	0260 乙 ITSU, OTSU	0261 七 SHICHI	0272 事 JI	0273 二 NI, JI
0275 元 GAN, GEN	0283 六 RIKU, ROKU	0284 市 SHI	0285 主 SU, SHŪ, SHU	0290 交 KŌ

0298

夜

YA

0306

変

HEN

0319

率

SOTSU, RITSU

0321

商

SHŌ

0339

人

JIN, NIN

0350

化

KA, KE

0352

今

KIN, KON

0361

他

TA

0362

仕

SHI

0364

代

DAI

0383

合

GŌ

0384

全

ZEN

0401

位

I

0403

伸

SHIN

0405

体

TAI

0406

低

TEI

0407

作

SA, SAKU

0408

余

YO

0409

何

KA

0422

価

KA

0428

例

REI

0431

供

KYŌ. KU. GU

0449

係

KEI

0488

值

CHI

0509

側

SOKU

0511

偏

HEN

0534

傾

KEI

0540

像

ZŌ

0551

億

OKU

0571

先

SEN

0574

入

NYŪ. JU

0577

八

HATBU. HACHI

0578

分

BUN. FUN. BU

0579

公

KŌ. KU

0581

共

KYŌ

0588

典

TEN

0589

並

HEI

0590

其

KI

0595

前

SEN. ZEN

0617

円

EN

0619

同

DŌ

0622

周

SHŪ

0638

次

SHI, JI

0642

冷

REI

0665

刀

TŌ

0667

切

SETSU, SAI

0703

割

KATSU

0715

力

RIKI, RYOKU

0716

加

KA

0730

動

DŌ

0751

北

HOKU

0766

十

JŪ

0770

古

KO

0775

直

JIKI, CHOKU

0778

南

NAN

0783

真

SHIN

0790

幹

KAN

0791

準

JUN

0798

上

JŌ, SHŌ

0804

点

TEN

0817 反 HON. TAN. HAN	0818 压 EN. ATSU	0825 原 GEN	0855 又 YŪ	0859 双 SŌ
0888 口 KU. KŌ	0878 右 YŪ. U	0882 号 GŌ	0885 吸 KYŪ	0913 味 MI
0923 品 HIN. HON	0931 哲 TETSU	0973 嗅 KYŪ	0994 器 KI	1025 四 SHI
1026 因 IN	1028 回 E. KAI	1034 凶 TO. ZU	1036 固 KO	1037 国 KOKU

1043

圈

KEN

1050

土

TO, DO

1051

去

KYO, KO

1055

在

ZAI

1056

地

CHI, JI

1065

均

KIN

1077

型

KEI

1096

基

KI

1109

塔

TŌ

1113

場

JŌ

1125

塩

EN

1135

境

KYŌ, KEI

1137

增

ZŌ

1160

士

SHI

1161

冬

TŌ

1162

処

SHO

1163

各

KAKU

1167

夕

SEKI

1168

外

GE, GAI

1169

多

TA

1170 名 MYŌ, MEI	1171 大 TAI, DAI	1172 太 TAI, TA	1185 女 JO, NYO, NYŌ	1189 如 JO, NYO
1208 始 SHI	1264 子 SHI, SU	1267 存 SON, ZON	1271 学 GAKU	1280 宇 U
1281 字 JI	1291 宙 CHŪ	1296 定 TEI, JŌ	1297 実 JITSU	1300 室 SHITSU
1311 家 KA, KE	1316 密 MITSU	1322 寒 KAN	1354 導 DŌ	1355 小 SHŌ

1358

光

KŌ

1359

当

TŌ

1364

常

JŌ, SHŌ

1377

尺

SEKI, SHAKU

1383

尾

BI

1386

屈

KUTSU

1387

居

KO, KYO

1402

層

SŌ

1407

山

SAN

1418

炭

TAN

1431

嵐

RAN

1447

川

SEN

1451

工

KU, KŌ

1455

左

SA

1459

項

KŌ

1466

卷

KEN, KAN

1468

布

FU

1469

帆

HAN

1484

幅

FUKU

1492

干

KAN

1496 幾 KI	1504 応 Ō	1506 底 TEI	1511 度 DO, TAKU, TO	1514 庭 TEI
1515 座 ZA	1556 式 SHIKI	1560 弓 KYŪ	1562 引 IN	1567 弧 KO
1568 弦 GEN	1571 強 KYŌ, GŌ	1575 彈 DAN	1582 帰 KI	1589 形 GYŌ, KEI
1598 役 EKI	1602 徑 KEI	1604 彼 HI	1610 後 GO, KŌ	1613 徒 SHŌ, JU, JŪ

1614

徒

TO

1621

術

JUTSU

1626

御

GO, GYO

1631

微

BI, MI

1636

衝

SHO

1641

衡

KO

1645

心

SHIN

1666

性

SEI, SHO

1683

恒

KO

1710

惑

WAKU

1728

想

SO

1731

感

KAN

1743

態

TAI

1756

慣

KAN

1794

戈

KA

1799

成

SEI, JO

1802

或

WAKU, KOKU

1817

戸

KO

1823

扇

SEN

1827

手

SHU

1855 折 SETSU	1885 押 ō	1903 持 JI	1904 指 SHI	1914 挺 TEI, CHŌ
1920 振 SHIN	1942 捩 REI, RETSU	1951 接 SETSU	1987 摘 TEKI	2039 支 SHI
2044 故 KO	2052 教 KYŌ	2056 散 SAN	2057 数 SAKU, SOKU, SU, SŪ	2064 文 MON, BUN
2067 对 TAI	2074 斜 SHA	2080 新 SHIN	2082 方 HŌ	2083 於 O

2084 放 HŌ	2097 日 JITSU, NICHĪ, NITSU	2100 早 SA, SŌ, SATSU	2107 易 EKI, I	2108 昔 SHAKU, SEKI
2110 明 MEI, MYŌ, MIN	2119 昨 SAKU	2121 星 SEI, SHŌ	2122 春 SHUN	2126 時 JI
2137 晶 SHŌ	2138 暑 SHO	2141 量 RYŌ	2143 晴 SEI	2146 最 SAI
2154 暗 AN	2160 曇 DON	2164 題 DAI	2169 月 GETSU, GATSU	2170 木 BOKU, MOKU

2194

析

SEKI

2210

林

RIN

2211

枝

SHI, KI

2212

松

SHŌ

2233

柳

RYŪ

2236

柱

CHŪ

2241

相

SŌ, SHŌ

2254

核

KAJU

2256

桜

Ō

2261

根

KON

2264

械

KAI

2301

森

SHIN

2303

植

SHOKU

2305

極

KYOKU, GOKU

2313

楯

DA

2324

楽

RAKU, GAKU

2343

構

KŌ

2359

標

HYŌ

2361

横

Ō

2376

橋

KYŌ

2370

機

KI

2412

欠

KETSU

2420

止

SHI

2430

此

SHI

2435

雌

SHI

2436

整

SEI

2438

列

RETSU

2439

死

SHI

2466

母

BO

2467

每

MAI

2470

比

HI

2473

毛

MŌ

2476

氏

SHI

2480

氣

KI, KE

2482

水

SUI

2503

沢

TAKU

2507

汽

KI

2509

決

KETSU

2529

波

HA

2530

河

KA

2534 油 YU, YŪ	2535 法 HŌ	2553 海 KAI	2565 涌 YŌ, YU	2573 酒 SHU
2576 流 RU, RYŪ	2588 液 EKI	2629 渦 KA	2631 湿 SHITSU	2632 測 SOKU
2634 温 ON	2637 減 GEN	2655 滝 RŌ, SŌ	2656 源 GEN	2659 溶 YŌ
2702 潮 CHŌ	2743 火 KO, KA	2745 灯 TEI, CHŌ, TŌ	2750 炉 RO	2770 然 ZEN, NEN

2772

燒

SHŌ

2773

無

MU, BU

2797

熱

NETSU

2807

燐

RIN

2808

燃

NEN

2828

愛

AI

2832

父

FU

2839

状

JŌ

2842

片

HEN

2848

牙

GA, GE

2852

牛

GO, GYŪ

2857

物

BUTSU, MOTSU

2860

特

TOKU

2868

犬

KEN

2922

王

Ō

2923

玉

GYOKU

2937

珪

KEI

2941

球

KYŪ

2942

理

RI

2943

現

GEN

2973

瓜

KA

2977

瓦

GA

2988

甘

KAN

2991

生

SHŌ, SEI

2993

用

YŌ

2994

田

DEN

2996

男

DAN, NAN

2998

界

KAI

3001

思

SHI

3008

異

I

3042

病

BYŌ, HEI

3092

癸

HOTSU, HATSU

3095

白

HAKU, BYAKU

3097

的

TEKI

3109

皮

HI

3113

皿

BEI, MYŌ

3127

目

MOKU

3128

具

GU

3164

矛

MU, BŌ

3168

矢

SHI

3169

知

CHI

3172

短

TAN

3176

石

SEKI, SHAKU

3180

研

KEN

3191

硫

RYŪ

3192

硝

SHŌ

3200

硼

HŌ

3209

磁

JI

3228

示

JI, SHI

3264

利

RI

3265

私

SHI

3268

和

KA, WA

3271

秒

BYŌ

3272

科

KA

3273

秋

SHŪ

3275

秤

SHŌ

3280

称

SHŌ

3285

程

TEI

3294

稻

TŌ

3295

種

SHU

3306 積 SEKI	3313 穴 KETSU	3314 究 KYŪ	3317 空 KŪ	3325 窒 CHITSU
3343 立 RYŪ, RITSU	3366 竹 CHIKU	3385 第 TEI, DAI	3396 等 TŌ	3397 筆 HITSU
3415 算 SAN	3416 管 KAN	3458 籠 RŌ	3461 米 BEI, MAI	3468 料 RYŌ
3471 粒 RYŪ	3472 粘 NEN	3492 糸 SHI	3496 級 KYŪ	3509 純 JUN

3510

紙

SHI

3511

素

SO, SU

3520

組

SO

3521

終

SHŪ

3522

細

SAI

3523

経

KEI, KYŌ

3537

絵

KAI

3539

絶

ZETSU

3540

結

KETSU

3543

絹

KEN

3544

続

ZOKU

3567

総

SŌ

3579

緯

I

3580

線

SEN

3581

締

TEI

3597

縦

SHŪ, JŪ

3644

置

CHI

3656

羊

YŌ

3658

美

BI

3662

差

SHI, SA

3665

着

CHAKU

3673

羽

U

3676

翠

SUI

3690

翼

YOKU

3683

老

RŌ

3684

考

KŌ

3685

者

SHA

3697

耳

JI

3699

取

SHU

3719

書

SHO

3724

肉

NIKU

3727

有

YŪ, U

3749

胞

HŌ

3785

期

KI, GO

3786

朝

CHŌ

3837

臣

SHIN

3841

自

SHI, JI

3845

至

SHI

3855

舌

ZETSU

3856

乱

RAN, RON

3880

辞

JI

3883

舟

SHŪ

3885

般

HAN

3873

船

SEN

3888

良

RYŌ

3888

色

SHOKU, SHIKI

3909

花

KE, KA

3926

若

JAKU, NYA

3938

草

SŌ

3940

茶

BA, CHA

3958

荷

KA

3981

菊

KIKU

4001

葉

YŌ

4002

蒸

JŌ, SHŌ

4074

藥

YAKU

4108

虚

KYO, KO

4115

虫

CHŪ

4205

血

KETSU

4213

行

AN, KŌ, GYŌ

4214

衣

E, I

4234 装 SŌ, SHŌ	4255 複 FUKU	4273 西 SEI, SAI	4274 要 YŌ	4284 見 KEN, GEN
4301 角 KAKU	4306 解 GE, KAI	4309 言 GEN, GON	4312 計 KEI	4318 記 KI
4341 証 SHŌ	4358 話 WA	4374 語 GO, GYO	4375 讀 TORU, DOKU	4384 誰 SUI
4391 論 RON	4458 谷 ROKU	4465 豆 TŌ, ZU	4472 象 SHŌ, ZŌ	4486 貝 BAI

4488

負

FU

4518

質

SHITSU

4534

赤

SEKI, SHAKU

4539

走

SŌ

4543

超

CHŌ

4546

足

SOKU

4548

距

KYO

4561

路

RO

4601

身

SHIN

4603

射

SHA

4608

車

SHA

4610

軌

KI

4615

轉

TEN

4619

軸

JIKU

4620

輕

KEI

4623

較

KAKU, KŌ

4630

輪

RIN

4633

輻

FUKU

4646

辛

SHIN

4660

込

4661 辺 HEN	4671 近 KIN	4685 逆 GYAKU, GEKI	4700 速 SOKU	4701 造 ZŌ
4702 連 REN	4703 通 TSU, TŌ, TSŪ	4709 進 SHIN	4721 達 TATSU	4722 遲 CHI
4723 過 KA	4724 道 DŌ	4725 運 UN	4733 遠 EN, ON	4750 還 KAN, GEN
4789 酸 SAN	4796 醜 SHŪ	4809 積 SHAKU, SEKI	4811 番 BAN	4813 里 RI

4815

金

KON. KIN

4843

鉍

KŌ

4844

鉄

TETSU

4853

銅

DŌ

4855

銀

GIN

4883

鋼

KŌ

4938

長

CHŌ

4940

門

MON

4944

問

MON

4945

閉

HEI

4949

間

KAN

4950

開

KAI

4958

関

KAN

4959

聞

BUN. MON

4987

限

GEN

4993

除

JI. JO

4994

降

KŌ

5005

陸

ROKU. RIKU

5006

陰

ON. AN. IN

5012

陽

YŌ

5030

雄

YŪ

5038

難

NAN

5040

離

RI

5042

雨

U

5044

雪

SETSU

5046

雲

UN

5048

零

REI

5049

雷

RAI

5050

電

DEN

5055

震

SHIN

5056

靈

REI, RYŌ

5076

青

SEI, SHŌ

5077

靜

JŌ, SEI

5080

非

HI

5083

翡

HI

5087

面

MEN

5088

革

KAKU

5110

音

ON, IN

5138

類

RUI

5148

風

FU, FŪ

5152

飛

HI

5154

食

SHI, JIKI, SHOKU

5166

首

SHU

5188

香

KŌ

5191

馬

ME, BA, MA

5220

驗

KEN, GEN

5236

骨

KOTSU

5248

高

KŌ

5276

鬼

KI

5281

魚

GYO

5340

鳥

CHŌ

5375

鹿

ROKU

5385

麦

BAKU

5390

麻

MA

5399

黄

KŌ, Ō

5403

黑

KOKU

5404

墨

BOKU

5415

鼓

KO

5421

鼻

BI

5428

齒

SHI

5440

竜

RYŪ, RYŌ

5445

亀

KI, KIN

6200

●

6201

，

6202

—

PART II

HIRAGANA LIST

6000 あ A	6001 い I	6002 う U	6003 え E	6004 お O
6005 か KA	6006 き KI	6007 く KU	6008 け KE	6009 こ KO
6010 さ SA	6011 し SHI	6012 す SU	6013 せ SE	6014 そ SO
6015 た TA	6016 ち CHI	6017 つ TSU	6018 て TE	6019 と TO

6020

な

NA

6021

に

NI

6022

ぬ

NU

6023

ね

NE

6024

の

NO

6025

は

HA

6026

ひ

HI

6027

ふ

FU

6028

へ

HE

6029

ほ

HO

6030

ま

MA

6031

み

MI

6032

む

MU

6033

め

ME

6034

も

MO

6035

や

YA

6036

い

YI

6037

ゆ

YU

6038

え

YE

6039

よ

YO

6040 ら RA	6041 り RI	6042 る RU	6043 れ RE	6044 ろ RO
6045 わ WA	6046 ゐ WI	6047 う WU	6048 ゑ WE	6049 を WO
6050 ん N				
6055 が GA	6056 ぎ GI	6057 ぐ GU	6058 げ GE	6059 ご GO

6060

ざ

ZA

6061

じ

JI

6062

ず

ZU

6063

ぜ

ZE

6064

ぞ

ZO

6065

だ

DA

6066

ぢ

JI

6067

づ

ZU

6068

で

DE

6069

ど

DO

6070

ば

BA

6071

び

BI

6072

ぶ

BU

6073

べ

BE

6074

ぼ

BO

6075

ぱ

PA

6076

ぴ

PI

6077

ぷ

PU

6078

ぺ

PE

6079

ぽ

PO

PART III

KATAKANA LIST

0100 ア A	0101 イ I	0102 ウ U	0103 エ E	0104 オ O
0105 カ KA	0106 キ KI	0107 ク KU	0108 ケ KE	0109 コ KO
0110 サ SA	0111 シ SHI	0112 ス SU	0113 セ SE	0114 ソ SO
0115 タ TA	0116 チ CHI	0117 ツ TSU	0118 テ TE	0119 ト TO

6120 ナ NA	6121 ニ NI	6122 ヌ NU	6123 ネ NE	6124 ノ NO
6125 ハ HA	6126 ヒ HI	6127 フ FU	6128 ヘ HE	6129 ホ HO
6130 マ MA	6131 ミ MI	6132 ム MU	6133 メ ME	6134 モ MO
6135 ヤ YA	6136 イ YI	6137 ユ YU	6138 エ YE	6139 ヨ YO

6140 ラ RA	6141 リ RI	6142 ル RU	6143 レ RE	6144 ロ RO
6145 ワ WA	6146 ヰ WI	6147 ウ WU	6148 ヱ WE	6149 ヲ WO
6150 ン N				
6153 ガ GA	6156 ギ GI	6157 グ GU	6158 ゲ GE	6159 ゴ GO

6160 ザ	6161 ジ	6162 ズ	6163 ゼ	6164 ゾ
ZA	JI	ZU	ZE	ZO
6165 ダ	6166 ヂ	6167 ヅ	6168 デ	6169 ド
DA	JI	ZU	DE	DO
6170 バ	6171 ビ	6172 ブ	6173 ベ	6174 ボ
BA	BI	BU	BE	BO
6175 パ	6176 ピ	6177 プ	6178 ペ	6179 ポ
PA	PI	PU	PE	PO

APPENDIX D

LEXICON OF JAPANESE

GENGOGAKU

WA

WO

GA

TE

KA

YO

NO

NI

DE

TO

E

KARA

YORI

MADE

NI OITE

NI YOTTE

TO TOMO NI

USHIRO

MAE

SHITA

UE

HIDARI

MIGI

UCHI

SOTO

NAKA

GAWA

MAWARI

AIDA

言語学

は

を

が

て

か

よ

の

に

で

と

へ

から

より

まで

に於て

によつて

と共に

後

前

下

上

左

右

内

外

中

側

回り

間

LINGUISTICS

NOMINATIVE PARTICLE

ACCUSATIVE PARTICLE

PREDICATIVE PARTICLE

SUBORDINATE PARTICLE

INTERROGATIVE PARTICLE

IMPERATIVE PARTICLE

OF

AT, IN

BY

WITH

TO

FROM

THAN

UNTIL

IN, AT

BY

WITH

BACK

FRONT

BOTTOM

TOP

LEFT

RIGHT

INSIDE

OUTSIDE

MIDDLE

SIDE

VICINITY

SPACE

TOKI	時	TIME
TAME	為	BEHALF
KAWARI	代り	EXCHANGE
KOCHIRA	こちら	HERE
SOCHIRA	そちら	THERE
ACHIRA	あちら	THERE
KOKO	此処	HERE
SOKO	其処	THERE
ASOKO	彼処	THERE
IMA	今	NOW
SONO TOKI	その時	THEN
DOKO	何処	WHERE
ITSU	何時	WHEN
NAZE	何故	WHY
IKAGA	如何	HOW
IKURA	幾ら	HOW MUCH
DONO KURAI	どの位	HOW FAR
NANBEN	何べん	HOW OFTEN
DŌ	どう	HOW
MOTTO	もつと	MORE
MOTTOMO	最も	MOST
DAKE	だけ	ONLY
DEMO	でも	EVEN
TAIHEN	大変	VERY
ŌKATA	大方	ALMOST
MŌ	もう	ALREADY
MADA	まだ	YET
MATA	又	AGAIN
AMARI	余り	TOO
KESSHITE	決して	NEVER

DOKOKA _ア <small>ア</small>	何処か	SOMEWHERE
ITSUKA _ト <small>ト</small>	何時か	SOMETIME
DŌKA <small>JA</small>	どうか	SOMEHOW
DOKODEMO	何処でも	ANYWHERE
ITSUDEMŌ	何時でも	ANYTIME
DŌDEMŌ	どうでも	ANYHOW
SHIJŪ	始終	ALWAYS
SHITAGATTE	従つて	THEREFORE
WATAKUSHI	私	I
ANATA	あなた	YOU
ANO KATA	あの方	HE, SHE
KARE	彼	HE
KANOJO	彼女	SHE
SORE	其	IT
WATAKUSHITACHI	私達	WE
ANATAGATA	あなた方	YOU
ANO KATATACHI	あの方達	THEY
KARERA	彼等	THEY
KORE	此	THIS
SORE	其	THAT
ARE	彼	THAT
KORERA	此等	THESE
SORERA	其等	THOSE
ARERA	彼等	THOSE
DONATA	どなた	WHO
DOCHIRA	どちら	WHICH
DARE	誰	WHO
DORE	どれ	WHICH
NANI	何	WHAT
HŌ	方	ONE

KAKUJI	各自	EACH
RYŌHŌ	両方	BOTH
SUBETE	総て	ALL
IKURAKA	幾らか	SOME, ANY
DONATAKA	どなたか	SOMEONE
DAREKA	誰か	SOMEBODY
NANIKA	何か	SOMETHING
DONATAMO	どなたも	NO ONE
DAREMO	誰も	NOBODY
NANIMO	何も	NOTHING
DONATADEMO	どなたでも	EVERYONE
DAREDEMO	誰でも	EVERYBODY
NANDEMO	何でも	EVERYTHING
WATASHI NO	私の	MY
ANATA NO	あなたの	YOUR
ANO KATA NO	あの方の	HIS, HER
KARE NO	彼の	HIS
KANOJO NO	彼女の	HER
SONO	其の	ITS
WATAKUSHITACHI NO	私達の	OUR
ANATAGATA NO	あなた方の	YOUR
ANO KATATACHI NO	あの方達の	THEIR
KARERA NO	彼等の	THEIR
KONO	此の	THIS
SONO	其の	THAT
ANO	あの	THAT
KORERANO	此等の	THESE
SORERANO	其等の	THOSE
ARERANO	彼等の	THOSE
DONATA NO	どなたの	WHOSE

DOCHIRA NO	どちらの	WHICH
DARE NO	誰の	WHOSE
DONO	どの	WHICH
NANNO	何の	WHAT
HOKA NO	他の	OTHER
CHIISAI	小さい	SMALL
ŌKII	大きい	LARGE
HIKUI	低い	LOW
TAKAI	高い	HIGH
MIJIKAI	短い	SHORT
NAGAI	長い	LONG
HOSOI	細い	THIN
FUTOI	太い	THICK
CHIKAI	近い	NEAR
TŌI	遠い	FAR
FURUI	古い	OLD
ATARASHII	新しい	NEW
OSOI	遅い	SLOW
HAYAI	速い	FAST
KARUI	軽い	LIGHT
OMOI	重い	HEAVY
ATSUI	熱い	HOT
TSUMETAII	冷たい	COLD
KURAI	暗い	DARK
AKARUI	明るい	BRIGHT
WARUI	悪い	BAD
YOI	良い	GOOD
KATAI	難い	DIFFICULT
YASUI	易い	EASY
MINIKUI	醜い	UGLY

UTSUKUSHII	美しい	BEAUTIFUL
KARAI	辛い	BITTER
AMAI	甘い	SWEET
ATSUI	暑い	HOT
SAMUI	寒い	COLD
KUROI	黒い	BLACK
SHIROI	白い	WHITE
AKAI	赤い	RED
KIIROI	黄いろい	YELLOW
AOI	青い	BLUE, GREEN
ARU	或る	SOME
ONAJI	同じ	SAME
MUKAI	向かい	OPPOSITE
KARANO	空の	EMPTY
MITSUNA	密な	DENSE
TSUNENO	常の	ORDINARY
INA	異な	STRANGE
SEITEKI	静的	STATIC
DŌTEKI	動的	KINETIC
JUNNA	純な	PURE
TOKUSEINO	特性の	SPECIAL
IPPANNO	一般の	GENERAL
OMONA	主な	PRINCIPAL
A-	亜	SUB-
CHŌ-	超	SUPER-
FU-	不	NON-
KATA-	片	ONE-WAY
FUKU-	複	TWO-WAY
KAKU-	各	EACH
MAI-	毎	EVERY

TAN-
TA-
BUN-
ZEN-
SAI-
DAI-
KA-
-KA
-TEKI
-SEI
-DAI
-RUI
MU
HAN
KŌ
OTSU
TSUI
SUKOŠHI
TAKUSAN
KAZU
ICHI
NI
SAN
SHI
GO
ROKU
SHICHI
HACHI
KU
JŪ

单
多
分
全
再
第
可
化
的
性
大
類
無
半
甲
乙
对
少
し
沢
山
数
一
二
三
四
五
六
七
八
九
十

SINGLE
MULTIPLE
PART
ALL
RE-
-TH
-ABLE
-ATION
-ICAL
-CITY
-SIZE
-LIKE
NOTHING
HALF
FORMER
LATTER
PAIR
FEW
MANY
NUMBER
ONE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN

HYAKU	百	HUNDRED
SEN	千	THOUSAND
MAN	万	TEN THOUSAND
OKU	億	HUNDRED MILLION
HITOTSU	一つ	ONE
FUTATSU	二つ	TWO
MITSU	三つ	THREE
YOTSU	四つ	FOUR
ITSUTSU	五つ	FIVE
MUTSU	六つ	SIX
NANATSU	七つ	SEVEN
YATSU	八つ	EIGHT
KOKONOTSU	九つ	NINE
TŌ	十	TEN
TANI	単位	UNIT
MĒTORU	米	METER
GURAMU	瓦	GRAM
BYŌ	秒	SECOND
FUN	分	MINUTE
JI	時	HOUR
HI	日	DAY
TSUKI	月	MONTH
TOSHI	年	YEAR
DAI	代	AGE
ASA	朝	MORNING
GOZEN	午前	FORENOON
SHŌGO	正午	NOON
GOGO	午後	AFTERNOON
YŪGATA	夕方	EVENING
HIRU	昼	DAY

YORU
KINŌ
KYŌ
ASHITA
HARU
NATSU
AKI
FUYU
MUKASHI
KAKO
GENZAI
MIRAI
EIEN
KAMI
HON
SUMI
FUDE
KAKU
JI
GŌ
SŪ
NA
GO
HYŌ
ZU
E
BUN
DAI
TEKIYŌ
ROMBUN

夜
昨日
今日
明日
春
夏
秋
冬
昔
過去
現在
未來
永遠
紙
本
墨
筆
画
字
号
数
名
語
表
図
繪
文
題
摘要
論文

NIGHT
YESTERDAY
TODAY
TOMORROW
SPRING
SUMMER
AUTUMN
WINTER
ANTIQUITY
PAST
PRESENT
FUTURE
ETERNITY
PAPER
BOOK
INK
BRUSH
STROKE
CHARACTER
SYMBOL
NUMERAL
NAME
WORD
TABLE
DIAGRAM
PICTURE
LITERATURE
TITLE
ABSTRACT
DISSERTATION

SHINBUN	新聞	NEWSPAPER
JITEN	辭典	DICTIONARY
RAICHAKU	來着	ARRIVAL
SHUPPATSU	出發	DEPARTURE
YŌJI	用事	BUSINESS
SHISHUTSU	支出	EXPENDITURE
KŌTSŪ	交通	TRAFFIC
RI	利	ADVANTAGE
TETSUGAKU	哲學	PHILOSOPHY
IN	陰	YIN
YŌ	陽	YANG
KAI	界	REALM
RI	理	REASON
GENJITSU	現實	REAL
RISŌ	理想	IDEAL
KOTO	事	FACT
SHIN	真	TRUTH
HŌ	法	RULE
GENRI	原理	PRINCIPLE
KŌZON	恒存	CONSERVATION
FUHEN	不變	INVARIANCE
SŌTAISEI	相對性	RELATIVITY
SHINKA	進化	EVOLUTION
HI	非	WRONG
SEI	正	RIGHT
KI	機	OPPORTUNITY
JUTSU	術	STRATAGEM
GENIN	原因	CAUSE
KEKKA	結果	EFFECT
MONDAI	問題	PROBLEM

KENKYŪ	研究	RESEARCH
JIKKEN	實驗	EXPERIMENT
RIRON	理論	THEORY
HŌHŌ	方法	METHOD
SOKUTEI	測定	MEASUREMENT
KEISAN	計算	COMPUTATION
HIKAKU	比較	COMPARISON
KAISHAKU	解釈	INTERPRETATION
REIKAN	靈感	INSPIRATION
KŌBUTSUKAI	鉞物界	MINERAL KINGDOM
SHOKUBUTSUKAI	植物界	VEGETABLE KINGDOM
DŌBUTSUKAI	動物界	ANIMAL KINGDOM
BIJUTSU	美術	ART
ONGAKU	音樂	MUSIC
KAGAKU	科學	SCIENCE
SHIZEN	自然	NATURE
ISHI	石	STONE
HISUI	翡翠	JADE
KANE	金	METAL
HAGANE	鋼	STEEL
KI	木	WOOD
TAKE	竹	BAMBOO
ASA	麻	HEMP
KAWA	革	LEATHER
KINU	絹	SILK
ZŌGE	象牙	IVORY
SUMI	炭	CHARCOAL
KŌ	香	INCENSE
SAKE	酒	RICE WINE
KUSURI	藥	MEDICINE

ABURA
NENRYŌ
TSUCHI
KŌRI
MIZU
JŌKI
KŪKI
HI
TEN
TAI
MONO
MONO
KOKORO
JIBUN
KI
REI
AI
REI
KATA
KEI
MOTOI
KYŪ
HABA
KATA
IRO
MITSUDO
CHIKARA
KATA
HODO
SHŌ

油
燃料
土
氷
水
蒸氣
空氣
火
天
体
物
者
心
自分
氣
靈
愛
例
型
系
基
級
幅
形
色
密度
力
方
程
性

OIL
FUEL
GROUND
ICE
WATER
STEAM
AIR
FIRE
SKY
BODY
OBJECT
PERSON
HEART
SELF
SPIRIT
SOUL
LOVE
EXAMPLE
MODEL
SYSTEM
BASIS
CLASS
WIDTH
SHAPE
COLOR
DENSITY
STRENGTH
MANNER
EXTENT
CHARACTER

DO	度	DEGREE
SHITSU	質	QUALITY
RYŌ	量	QUANTITY
TAISHŌ	对称	SYMMETRY
HANTAISHŌ	反对称	ANTISYMMETRY
TŌHŌSEI	等方性	ISOTROPY
IHŌSEI	異方性	ANISOTROPY
JŌTAI	状态	STATE
DŌTŌ	同等	EQUIVALENCE
HEIKŌ	平衡	EQUILIBRIUM
SHINKŪ	真空	VACUUM
KITAI	气体	GAS
EKITAI	液体	LIQUID
KOTAI	固体	SOLID
RYŪTAI	流体	FLUID
KESSHŌ	結晶	CRYSTAL
SŌCHI	装置	APPARATUS
JIKKENSHITSU	實驗室	LABORATORY
CHIRIGAKU	地理学	GEOGRAPHY
IDO	緯度	LATITUDE
KEIDO	經度	LONGITUDE
KITA	北	NORTH
MINAMI	南	SOUTH
HIGASHI	東	EAST
NISHI	西	WEST
HOKKYOKU	北極	NORTH POLE
HOKKYOKUKEN	北極圈	ARCTIC CIRCLE
KITA KAIKISEN	北回帰線	TROPIC OF CANCER
SEKIDŌ	赤道	EQUATOR
MINAMI KAIKISEN	南回帰線	TROPIC OF CAPRICORN

NANKYOKUKEN	南極圈	ANTARCTIC CIRCLE
NANKYOKU	南極	SOUTH POLE
NIHON	日本	JAPAN
AMERIKA	亜米利加	AMERICA
HOKUBEI	北米	NORTH AMERICA
NANBEI	南米	SOUTH AMERICA
YŌROPPA	ヨーロッパ	EUROPE
AFURIKA	アフリカ	AFRICA
AJIA	アジア	ASIA
ŌSUTORARIA	オーストラリア	AUSTRALIA
CHŪGOKU	中国	CHINA
MINAMOTO	源	SPRING
TAKI	滝	WATERFALL
KAWA	川	RIVER
UMI	海	SEA
SHIMA	島	ISLAND
RIKU	陸	LAND
TANI	谷	VALLEY
YAMA	山	MOUNTAIN
SAWA	沢	SWAMP
TA	田	RICE FIELD
MICHI	道	ROAD
HASHI	橋	BRIDGE
ZAI	在	COUNTRY
SATO	里	VILLAGE
SHI	市	CITY
KUNI	国	COUNTRY
JINKŌ	人口	POPULATION
MENSEKI	面積	AREA
KISHŌGAKU	気象学	METEOROLOGY

TŌONSEN	等温線	ISOTHERM
TŌATSUSEN	等压線	ISOBAR
RYŪTSŪ	流通	CIRCULATION
TEIKIATSU	低気圧	CYCLONE
KŌKIATSU	高気圧	ANTICYCLONE
ZENSEN	前線	FRONT
SORA	空	SKY
KUMO	雲	CLOUD
SŌUN	層雲	STRATUS CLOUD
SEKIUN	積雲	CUMULUS CLOUD
KENUN	卷雲	CIRRUS CLOUD
KAZE	風	WIND
ARASHI	嵐	STORM
AME	雨	RAIN
YUKI	雪	SNOW
KAMINARI	雷	THUNDER
INABIKARI	稲光	LIGHTNING
ONDOKEI	温度計	THERMOMETER
KIATSUKEI	気圧計	BAROMETER
SHITSUDOKEI	湿度計	HYGROMETER
FŪSOKUKEI	風速計	ANEMOMETER
KAGAKU	化学	CHEMISTRY
GENSO	元素	ELEMENT
KAGAKUKIGŌ	化学記号	CHEMICAL SYMBOL
GENSHIBANGŌ	原子番号	ATOMIC NUMBER
GENSHIRYŌ	原子量	ATOMIC WEIGHT
GENSHIKA	原子価	ATOMIC VALENCE
GENSHI	原子	ATOM
BUNSHI	分子	MOLECULE
KI	基	RADICAL

KAGŌBUTSU	化合物	COMPOUND
YŌEKI	溶液	SOLUTION
SŌ	相	PHASE
KETSUGŌ	結合	BOND
KŌZŌ	構造	STRUCTURE
SHIKI	式	FORMULA
HANNŌ	反応	REACTION
KANGEN	還元	REDUCTION
SANKA	酸化	OXIDATION
CHŪWA	中和	NEUTRALIZATION
KASUIBUNKAI	加水分解	HYDROLYSIS
DENKAI	電解	ELECTROLYSIS
BUNSEKI	分析	ANALYSIS
SŌGŌ	総合	SYNTHESIS
ENERUGĪ JUNI	エネルギー準位	ENERGY LEVEL
SUPIN RYŌSHISŪ	スピン量子数	SPIN QUANTUM NUMBER
KIDŌ RYŌSHISŪ	軌道量子数	ORBITAL QUANTUM NUMBER
SHURYŌSHISŪ	主量子数	PRINCIPAL QUANTUM NUMBER
SHŪKIKEI	周期系	PERIODIC SYSTEM
SUIISO	水素	HYDROGEN
HERIUMU	ヘリウム	HELIUM
RICHIUMU	リチウム	LITHIUM
BERIRIUMU	ベリリウム	BERYLLIUM
HŌSO	硼素	BORON
TANSO	炭素	CARBON
CHISSO	窒素	NITROGEN
SANSO	酸素	OXYGEN
FUSSO	弗素	FLUORINE
NEON	ネオン	NEON
NATORIUMU	ナトリウム	SODIUM

MAGUNESHIUMU	マグネシウム	MAGNESIUM
ARUMINIUMU	アルミニウム	ALUMINUM
KEISO	珪素	SILICON
RIN	磷	PHOSPHORUS
ĪŌ	硫黄	SULPHUR
ENSO	塩素	CHLORINE
ARUGON	アルゴン	ARGON
KARIUMU	カリウム	POTASSIUM
KARUSHIUMU	カルシウム	CALCIUM
TETSU	鉄	IRON
DŌ	銅	COPPER
GIN	銀	SILVER
KIN	金	GOLD
MUKIKAGAKU	無機化学	INORGANIC CHEMISTRY
SAN	酸	ACID
ENKI	塩基	BASE
EN	塩	SALT
ION	イオン	ION
INION	陰イオン	ANION
YŌION	陽イオン	CATION
ANMONIUMU	アンモニウム	AMMONIUM
SUISANKABUTSU	水酸化物	HYDROXIDE
FUKKABUTSU	弗化物	FLUORIDE
ENKABUTSU	塩化物	CHLORIDE
TANSANEN	炭酸塩	CARBONATE
SHŌSANEN	硝酸塩	NITRATE
KEISANEN	珪酸塩	SILICATE
RINSANEN	磷酸塩	PHOSPHATE
RYŪSANEN	硫酸塩	SULPHATE
ENSOSANEN	塩素酸塩	CHLORATE

YŪKIKAGAKU	有機化学	ORGANIC CHEMISTRY
TANKASUIISO	炭化水素	HYDROCARBON
ARUKŌRU	アルコール	ALCOHOL
ARUDEHIDO	アルデヒド	ALDEHYDE
SAN	酸	ACID
HAROGENKABUTSU	ハロゲン化物	HALIDE
SUISANKI	水酸基	HYDROXYL
AMINOKI	アミノ基	AMINO
MECHIRUKI	メチル基	METHYL
FENIRUKI	フェニル基	PHENYL
NITOROKI	ニトロ基	NITRO
KARUBONIRUKI	カルボニル基	CARBONYL
KARUBOKISHIRUKI	カルボキシル基	CARBOXYL
SHIANKABUTSU	シアン化物	CYANIDE
BUTSURIGAKU	物理学	PHYSICS
KIKŌ	機構	MECHANISM
ON	音	SOUND
NETSU	熱	HEAT
HIKARI	光	LIGHT
DENKI	電気	ELECTRICITY
JIKI	磁気	MAGNETISM
SHITSURYŌ	質量	MASS
NAGASA	長さ	LENGTH
JIKAN	時間	TIME
TENBIN	天秤	BALANCE
SHAKUDO	尺度	SCALE
TOKEI	時計	CLOCK
ICHI	位置	POSITION
HENI	変位	DISPLACEMENT
SOKUDO	速度	VELOCITY

KASOKUDO	加速度	ACCELERATION
SHITSUTEN	質点	PARTICLE
CHIKARA	力	FORCE
UNDŌRYŌ	運動量	MOMENTUM
SAYŌ	作用	ACTION
HANSAYŌ	反作用	REACTION
SHŌDŌ	衝動	IMPULSE
SHIGOTO	仕事	WORK
SHIGOTORITSU	仕事率	POWER
ICHI ENERUGĪ	位置エネルギー	POTENTIAL ENERGY
UNDŌ ENERUGĪ	運動エネルギー	KINETIC ENERGY
KOTAI RIKIGAKU	固体力学	SOLID DYNAMICS
SHITSURYŌ CHŪSHIN	質量中心	CENTER OF MASS
KANSEI MŌMENTO	慣性モーメント	MOMENT OF INERTIA
SENUNDŌRYŌ	線運動量	LINEAR MOMENTUM
KAKUNDŌRYŌ	角運動量	ANGULAR MOMENTUM
CHIKARA	力	FORCE
TORUKU	トルク	TORQUE
HIZUMI	歪	STRAIN
ŌRYOKU	応力	STRESS
DANSEI	弾性	ELASTICITY
TATENAMI	縦波	LONGITUDINAL WAVE
YOKONAMI	横波	TRANSVERSE WAVE
RYŪTAI RIKIGAKU	流体力学	FLUID DYNAMICS
SHIO	潮	TIDE
NAMI	波	WAVE
HAKŌ	波高	WAVE HEIGHT
HARETSU	波列	WAVE TRAIN
NAGARE	流れ	CURRENT
WAKIDASHI	湧き出し	SOURCE

SUIKOMI	吸い込み	SINK
RYŪSOKU	流束	FLUX
RYŪSEN	流線	STREAM LINE
KASEN	渦線	VORTEX LINE
KYOKAISŌ	境界層	BOUNDARY LAYER
KŌRYŪ	後流	WAKE
SŌRYŪ	層流	LAMINAR FLOW
RANRYŪ	乱流	TURBULENT FLOW
AONSOKURYŪ	亜音速流	SUBSONIC FLOW
CHŌONSOKURYŪ	超音速流	SUPERSONIC FLOW
NENDO	粘度	VISCOSITY
NETSURIKIGAKU	熱力学	THERMODYNAMICS
ATSURYOKU	圧力	PRESSURE
ONDO	温度	TEMPERATURE
TAISEKI	体積	VOLUME
ZETTAI REIDO	絶対零度	ABSOLUTE ZERO
ENERUGĪ	エネルギー	ENERGY
ENTARUPĪ	エンタルピー	ENTHALPY
ENTOROPĪ	エントロピー	ENTROPY
HINETSU	比熱	SPECIFIC HEAT
DENKIRIKIGAKU	電気力学	ELECTRODYNAMICS
DENKA	電荷	ELECTRIC CHARGE
JIKYOKU	磁極	MAGNETIC POLE
DENRYŪ	電流	ELECTRIC CURRENT
JISOKU	磁束	MAGNETIC FLUX
CHOKURYŪ	直流	DIRECT CURRENT
KORYŪ	交流	ALTERNATING CURRENT
DENI	電位	ELECTRIC POTENTIAL
JII	磁位	MAGNETIC POTENTIAL
JŌKYŌ	場強	FIELD INTENSITY

DENJŌ	電場	ELECTRIC FIELD
JIJŌ	磁場	MAGNETIC FIELD
DENDŌRYOKU	電動力	ELECTROMOTIVE FORCE
JIDŌRYOKU	磁動力	MAGNETOMOTIVE FORCE
DŌDENSEI	導電性	CONDUCTIVITY
KAIRO	回路	CIRCUIT
CHOKURETSU	直列	SERIES
HEIRETSU	並列	PARALLEL
DENRYŪKEI	電流計	AMMETER
DENATSUKEI	電圧計	VOLTMETER
DENJIFUKUSHA	電磁輻射	ELECTROMAGNETIC RADIATION
KŌSOKU	光速	VELOCITY OF LIGHT
HANSHA	反射	REFLECTION
KUSSETSU	屈折	REFRACTION
KAISETSU	回折	DIFFRACTION
HENKŌ	偏光	POLARIZATION
KŌSEN	光線	LIGHT RAY
JŌKŌSEN	常光線	ORDINARY RAY
IJŌKŌSEN	異常光線	EXTRAORDINARY RAY
ZŌ	像	IMAGE
JITSUZŌ	実像	REAL IMAGE
KYOZŌ	虚像	VIRTUAL IMAGE
HAMEN	波面	WAVE FRONT
SHINPUKU	振幅	AMPLITUDE
ISŌ	位相	PHASE
SHŪHASŪ	周波数	FREQUENCY
HACHŌ	波長	WAVE LENGTH
SHŪKI	周期	PERIOD
HASŪ	波数	WAVE NUMBER
KŌDO	光度	INTENSITY

BUNKŌ	分光	SPECTRUM
KAKUBUTSURIGAKU	核物理学	NUCLEAR PHYSICS
RYŌSHI	量子	QUANTUM
KŌSHI	光子	PHOTON
CHŪSEIBISHI	中性微子	NEUTRINO
ĎENSHI	電子	ELECTRON
YŌDENSHI	陽電子	POSITRON
CHŪKANSHI	中間子	MESON
CHŪSEISHI	中性子	NEUTRON
YŌSHI	陽子	PROTON
JŪYŌSHI	重陽子	DEUTERON
SANJŪSHI	三重子	TRITON
KAKUSHU	核種	NUCLIDE
KAKU	核	NUCLEUS
RYŪSHI	粒子	PARTICLE
HANRYŪSHI	反粒子	ANTIPARTICLE
KAKUHANNŌ	核反應	NUCLEAR REACTION
GENSHIRO	原子炉	ATOMIC PILE
TEMMONGAKU	天文学	ASTRONOMY
SEKII	赤緯	DECLINATION
SEKIKEI	赤經	RIGHT ASCENSION
TŌKYŪ	等級	MAGNITUDE
TAIYŌ	太陽	SUN
TSUKI	月	MOON
WAKUSEI	惑星	PLANET
SUISEI	水星	MERCURY
KINSEI	金星	VENUS
CHIKYŪ	地球	EARTH
KASEI	火星	MARS
MOKUSEI	木星	JUPITER

DOSEI	土星	SATURN
TENNŌSEI	天王星	URANUS
KAIŌSEI	海王星	NEPTUNE
HOSHI	星	STAR
SEIZA	星座	CONSTELLATION
GINGA	銀河	GALAXY
UCHŪ	宇宙	UNIVERSE
GESSHOKU	月食	LUNAR ECLIPSE
NISSHOKU	日食	SOLAR ECLIPSE
GENGETSU	弦月	CRESCENT MOON
KIDŌ	軌道	ORBIT
KINCHITEN	近地点	PERIGEE
ENCHITEN	遠地点	APOGEE
KINJITSUTEN	近日点	PERIHELION
ENJITSUTEN	遠日点	APHELION
JŪRYOKUSAYŌ	重力作用	GRAVITATION
SŪGAKU	数学	MATHEMATICS
SŪCHI KAISEKIGAKU	数值解析学	NUMERICAL ANALYSIS
SEISŪ	正数	POSITIVE NUMBER
FUSŪ	負数	NEGATIVE NUMBER
ATAI	值	VALUE
ZETTAICHI	絶対値	ABSOLUTE VALUE
SŌTAICHI	相對値	RELATIVE VALUE
RITSU	率	MODULUS
KEISŪ	係数	COEFFICIENT
HI	比	RATIO
KIGŌ KAISEKIGAKU	記号解析学	SYMBOLICAL ANALYSIS
KAGŌ	加号	ADDITION SIGN
GENGŌ	減号	SUBTRACTION SIGN
JŌGŌ	乘号	MULTIPLICATION SIGN

JOGŌ	除号	DIVISION SIGN
TŌGŌ	等号	EQUALITY SIGN
KONGŌ	根号	RADICAL SIGN
WA	和	SUM
SA	差	DIFFERENCE
SEKI	積	PRODUCT
SHŌ	商	QUOTIENT
BUNSHI	分子	NUMERATOR
BUNBO	分母	DENOMINATOR
HŌTEISHIKI	方程式	EQUATION
FUTŌSHIKI	不等式	INEQUALITY
SANJUTSU	算術	ARITHMETIC
SEISŪ	整数	INTEGER
BUNSŪ	分数	FRACTION
SOKO	底	BASE
SHISŪ	指数	INDEX
GYAKUSŪ	逆数	RECIPROCAL
TAISŪ	对数	LOGARITHM
SHINSŪ	真数	ANTILOGARITHM
SŌKEI	総計	TOTAL
HEIKIN	平均	MEAN
KAHŌ	加法	ADDITION
GENPŌ	減法	SUBTRACTION
JŌHŌ	乘法	MULTIPLICATION
JOHŌ	除法	DIVISION
KAIHŌ	解法	SOLUTION
KŌSHIKIKA	公式化	FORMULATION
KŌSŌ	構想	PLAN
BANGUMI	番組	PROGRAM
ANGŌ	暗号	CODE

KEISANKI	計算器	CALCULATOR
SANKAKUHŌ	三角法	TRIGONOMETRY
SEIGEN	正弦	SINE
YOGEN	余弦	COSINE
SEISETSU	正切	TANGENT
YOSETSU	余切	COTANGENT
SEIKATSU	正割	SECANT
YOKATSU	余割	COSECANT
GYAKUSEIGEN	逆正弦	ARCSINE
GYAKUSEISETSU	逆正切	ARCTANGENT
DAISŪGAKU	代数学	ALGEBRA
JŌ	乘	POWER
NIJŌ	二乘	SQUARE
SANJŌ	三乘	CUBE
KONSŪ	根数	ROOT
HEIHŌKON	平方根	SQUARE ROOT
RIPPŌKON	立方根	CUBE ROOT
ISŪ	位数	ORDER
DAIICHI	第一位	FIRST
DAINII	第二位	SECOND
DAISANI	第三位	THIRD
JISŪ	次数	DEGREE
ICHIJI	一次	LINEAR
NIJI	二次	QUADRATIC
SANJI	三次	CUBIC
KŌ	項	TERM
IN	因	FACTOR
SHIKI	式	EXPRESSION
TAKŌSHIKI	多項式	POLYNOMIAL
KYŪSŪ	級数	SERIES

YŌSO	要素	ELEMENT
GYŌRETSU	行列	MATRIX
GYŌRETSUSHIKI	行列式	DETERMINANT
KOYŪ	固有	CHARACTERISTIC
HEISHIN	並進	TRANSLATION
KAITEN	回轉	ROTATION
HANTEN	反轉	INVERSION
DŌRAI	導来	DERIVATION
RISSHŌ	立証	PROOF
BIBUNGAKU	微分学	DIFFERENTIAL CALCULUS
DŌKANSŪ	導函数	DERIVATIVE
JŌDŌKANSŪ	常導函数	ORDINARY DERIVATIVE
HENDŌKANSŪ	偏導函数	PARTIAL DERIVATIVE
ZENDŌKANSŪ	全導函数	TOTAL DERIVATIVE
SEKIBUNGAKU	積分学	INTEGRAL CALCULUS
SEKIBUN	積分	INTEGRAL
FUTEISEKIBUN	不定積分	INDEFINITE INTEGRAL
DAENSEKIBUN	楕円積分	ELLIPTIC INTEGRAL
SENSEKIBUN	線積分	LINE INTEGRAL
MENSEKIBUN	面積分	SURFACE INTEGRAL
TAISEKIBUN	体積分	VOLUME INTEGRAL
KAISEKIGAKU	解析学	ANALYSIS
JISSŪ	実数	REAL NUMBER
KYOSŪ	虚数	IMAGINARY NUMBER
FUKUSOSŪ	複素数	COMPLEX NUMBER
KYŌYAKU	共役	CONJUGATE
HENKA	変化	VARIATION
RENZOKU	連続	CONTINUITY
TOKUI	特異	SINGULARITY
GENDO	限度	LIMIT

REI	零	ZERO
ENSHŪRITSU	円周率	PI
MUGENDAI	無限大	INFINITY
TEISŪ	定数	CONSTANT
HENSŪ	変数	VARIABLE
KANSŪ	函数	FUNCTION
GYAKUKANSŪ	逆函数	INVERSE FUNCTION
TŌSA KYŪSŪ	等差級数	ARITHMETIC SERIES
TŌHI KYŪSŪ	等比級数	GEOMETRIC SERIES
DAISŪKANSŪ	代数函数	ALGEBRAIC FUNCTION
SANKAKUKANSŪ	三角函数	TRIGONOMETRIC FUNCTION
SŌKYOKUKANSŪ	双曲函数	HYPERBOLIC FUNCTION
TAISŪKANSŪ	对数函数	LOGARITHMIC FUNCTION
SHISŪKANSŪ	指数函数	EXPONENTIAL FUNCTION
BESSERTU KANSŪ	ベツセル函数	BESSEL FUNCTION
KIKAGAKU	幾何学	GEOMETRY
TEN	点	POINT
SEN	線	LINE
HYŌMEN	表面	SURFACE
RITTAI	立体	SOLID
CHOKUSEN	直線	STRAIGHT LINE
CHIHEISEN	地平線	HORIZONTAL LINE
SHASEN	斜線	OBLIQUE LINE
SUICHOKUSEN	垂直線	VERTICAL LINE
CHOKURITSUSEN	直立線	VERTICAL LINE
HEIKŌSEN	平行線	PARALLEL LINES
SUISEN	垂線	PERPENDICULAR LINES
HEN	辺	SIDE
KADO	角	CORNER
SHAHEN	斜辺	HYPOTENUSE

SHAKAKU	斜角	OBLIQUE ANGLE
CHOKKAKU	直角	RIGHT ANGLE
HEIKAKU	平角	STRAIGHT ANGLE
SANKAKUKEI	三角形	TRIANGLE
SEIHŌKEI	正方形	SQUARE
HEIKŌSHIHENKEI	平行四辺形	PARALLELOGRAM
KYOKUSEN	曲線	CURVE
SESSEN	接線	TANGENT
HŌSEN	法線	NORMAL
KYOKURITSU	曲率	CURVATURE
KŌTEN	交点	INTERSECTION
EN	円	CIRCLE
CHŪSHIN	中心	CENTER
HANKEI	半径	RADIUS
CHOKKEI	直径	DIAMETER
GEN	弦	CHORD
KO	弧	ARC
ENSHŪ	円周	CIRCUMFERENCE
DAEN	橢円	ELLIPSE
HŌBUTSUSEN	放物線	PARABOLA
SŌKYOKUSEN	双曲線	HYPERBOLA
RETSU	列	ROW
SŌ	層	LAYER
HEIMEN	平面	PLANE
RIPPŌTAI	立方体	CUBE
CHŪ	柱	CYLINDER
KYŪ	球	SPHERE
GENTEN	原点	ORIGIN
ZAHYŌ	座標	COORDINATE
ŌZAHYŌ	横座標	ABSCISSA

JŪZAHYŌ	縦座標	ORDINATE
HEIKŌZAHYŌ	平行座標	CARTESIAN COORDINATES
HŌKŌ	方向	DIRECTION
KYORI	距離	DISTANCE
KYOKUZHAYŌ	極座標	POLAR COORDINATES
SEIBUN	成分	COMPONENT
JIGEN	次元	DIMENSION
KŪKĀN	空間	SPACE
SOKURYŌ	測量	METRIC
SOKUCHI	測地	GEODESIC
SUKARĀ	スカラー	SCALAR
BEKUTORU	ベクトル	VECTOR
TENSORU	テンソル	TENSOR
POTENSHARU	ポテンシャル	POTENTIAL
SŪRYŌSEKI	数量積	SCALAR PRODUCT
HŌKŌRYŌSEKI	方向量積	VECTOR PRODUCT
KEIDO	傾度	GRADIENT
HASSAN	発散	DIVERGENCE
KAITEN	回転	CURL
SEIBUTSUGAKU	生物学	BIOLOGY
SEI	生	LIFE
SHI	死	DEATH
SEI	性	SEX
OSU	雄	MALE
MESU	雌	FEMALE
SHU	種	SPECIES
KA	科	FAMILY
SAIBŌ	細胞	CELL
SHOKUBUTSUGAKU	植物学	BOTANY
NE	根	ROOT

MIKI
EDA
HA
HANA
TANE
KI
HAYASHI
MORI
MATSU
SAKURA
YANAGI
URI
INE
KOME
MAME
MUGI
CHA
KUSA
KIKU
DŌBUTSUGAKU
CHI
HONE
NIKU
KAWA
KE
HANE
HA
KIBA
YUBI
SHITA

幹
枝
葉
花
種
木
林
森
松
桜
柳
瓜
稻
米
豆
麦
茶
草
菊
動物学
血
骨
肉
皮
毛
羽
齒
牙
指
舌

TRUNK
BRANCH
LEAF
FLOWER
SEED
TREE
GROVE
FOREST
PINE
CHERRY
WILLOW
MELON
RICE PLANT
RICE
BEANS
WHEAT
TEA
GRASS
CHRYSANTHEMUM
ZOOLOGY
BLOOD
BONE
FLESH
SKIN
HAIR
FEATHER
TOOTH
TUSK
FINGER
TONGUE

TE	手	HAND
ASHI	足	FOOT
YOKU	翼	WING
O	尾	TAIL
KUBI	首	HEAD
ME	目	EYE
MIMI	耳	EAR
HANA	鼻	NOSE
KUCHI	口	MOUTH
MI	身	BODY
TAMAGO	卵	EGG
MUSHI	虫	INSECT
KAME	亀	TURTLE
KAI	貝	SHELLFISH
SAKANA	魚	FISH
TORI	鳥	BIRD
INU	犬	DOG
HITSUJI	羊	SHEEP
USHI	牛	COW
UMA	馬	HORSE
SHIKA	鹿	DEER
ZŌ	象	ELEPHANT
ONI	鬼	DEMON
TATSU	竜	DRAGON
JINRUIGAKU	人類学	ANTHROPOLOGY
HITO	人	MAN
OTOKO	男	MAN
ONNA	女	WOMAN
KO	子	CHILD
CHICHI	父	FATHER

HAHA

UJI

SHIN

KŌ

SHI

Ō

BIJUTSUKA

KAGAKUSHA

SEITO

SENSEI

KUMI

ITO

NUNO

KOROMO

ŌGI

KAGO

TABA

SHINA

SARA

UTSUWA

TAMA

TŌ

TSUZUMI

KATANA

HOKO

MU

YUMI

YA

MATO

ANA

母氏臣工士王
美術家
科学者
生徒
先生
組糸布衣扇籠束品皿器玉灯鼓刀戈矛弓矢的穴

MOTHER

FAMILY

RETAINER

ARTISAN

WARRIOR

KING

ARTIST

SCIENTIST

STUDENT

TEACHER

CLASS

THREAD

CLOTH

CLOTHES

FAN

BASKET

BUNDLE

ARTICLE

DISH

VESSEL

GEM

LAMP

DRUM

SWORD

HALBERD

SPEAR

BOW

ARROW

TARGET

HOLE

BA	場	PLACE
NI	荷	LOAD
KUBIKI	衡	YOKE
KURUMA	車	VEHICLE
HO	帆	SAIL
HANSEN	帆船	SAILBOAT
TO	戸	DOOR
IE	家	HOUSE
TŌRŌ	灯笼	LANTERN
NIWA	庭	GARDEN
MON	門	GATE
HYŌ	標	MARKER
TŌ	塔	TOWER
TORII	鳥居	GATEWAY
KŌGAKU	工学	ENGINEERING
KŌGU	工具	TOOL
TEKO	挺子	LEVER
JIKU	軸	AXLE
YA	輻	SPOKE
RIN	輪	WHEEL
KUDA	管	PIPE
KIKAI	機械	MACHINE
KIKAN	機關	ENGINE
JIDŌSHA	自動車	AUTOMOBILE
RESSHU	列車	TRAIN
TETSUDŌ	鐵道	RAILWAY
KOBUNE	小舟	SMALL CRAFT
KISEN	汽船	STEAMSHIP
SUIJŌKI	水上機	HYDROPLANE
HIKŌKI	飛行機	AEROPLANE

TĀBIN	タービン	TURBINE
HATSUDENKI	発電機	GENERATOR
DENRYOKUSEN	電力線	POWER LINE
HENATSUKI	変圧器	TRANSFORMER
KAIHEIKI	開閉器	SWITCH
DENTŌ	電灯	ELECTRIC LIGHT
DENSHIKAN	電子管	ELECTRON TUBE
TORANJISUTĀ	トランジスター	TRANSISTOR
DENWA	電話	TELEPHONE
TEREBIJON	テレビジョン	TELEVISION
DENJISHAKU	電磁石	ELECTROMAGNET
DENDŌKI	電動機	MOTOR
ZŌFUKUKI	増幅器	AMPLIFIER
HASSHINKI	発振器	OSCILLATOR
IRU, ORU	居る	BE
ARU	有る	BE
DESU	です	BE
GOZARU	御座る	BE
HAJIMARU	始まる	START
TOMARU	止まる	STOP
TSUZUKU	続く	CONTINUE
OWARU	終る	END
KAWARU	変る	CHANGE
NARU	成る	BECOME
KURU	来る	COME
IKU, YUKU	行く	GO
KUDARU	下る	GO DOWN
AGARU	上がる	GO UP
HAIRU	入る	GO IN
DERU	出る	GO OUT

TŌRU	通る	GO THROUGH
MAWARU	回る	GO AROUND
SUGIRU	過ぎる	GO BY
TATSU	立つ	STAND UP
KAERU	帰る	RETURN
SARU	去る	LEAVE
ITARU	至る	REACH
HERU	減る	DECREASE
MASU	増す	INCREASE
AU	合う	AGREE
HANARERU	離れる	SEPARATE
CHIRU	散る	DISPERSE
SHIMARU	締まる	CLOSE
AKU	明く	OPEN
UGOKU	動く	MOVE
TENJIRU	転じる	TURN
TARERU	垂れる	HANG
KATAMUKU	傾く	TILT
NOBIRU	伸びる	STRETCH
MAGARU	曲る	BEND
NEJIRERU	捩れる	TWIST
WARERU	割れる	CRACK
ORERU	折れる	BREAK
AMARU	余る	REMAIN
TSUMORU	積もる	ACCUMULATE
MUSU	蒸す	STEAM
YAKERU	焼ける	BURN
MOERU	燃える	BURN
HASHIRU	走る	RUN
TOBU	飛ぶ	FLY

FURU	降る	FALL
FURU	振る	SWING
FURUERU	震える	QUAKE
HAZUMU	弾む	SPRING
NAGARERU	流れる	FLOW
SUU	吸う	FLOW IN
WAKU	涌く	FLOW OUT
HIKARU	光る	SHINE
KUMORU	曇る	CLOUD UP
HARERU	晴れる	CLEAR UP
HENSURU	偏する	BE BIASED
KANSURU	関する	BE CONNECTED
UMARERU	生れる	BE BORN
HAERU	生える	GROW
YAMU	病む	BECOME ILL
NAORU	直る	BECOME WELL
OIRU	老いる	BECOME OLD
SHINU	死ぬ	DIE
SURU	為る	DO
MOCHIIRU	用いる	USE
MOTSU	持つ	HOLD
YŪSURU	有する	HAVE
HAJIMERU	始める	START
TOMERU	止める	STOP
TSUZUKERU	続ける	CONTINUE
OERU	終える	END
KAERU	変える	CHANGE
NASU	成す	ACHIEVE
HIKU	引く	PULL
OSU	押す	PUSH

KUDASARU	下さる	GIVE
AGERU	上げる	GIVE
IRERU	入れる	PUT IN
DASU	出す	PUT OUT
TŌSU	通す	SEND THROUGH
MAWASU	回す	SEND AROUND
SUGOSU	過ごす	SPEND
TATERU	立てる	SET UP
KISURU	帰する	ATTRIBUTE
SARU	去る	LEAVE
KAWARU	代る	REPLACE
HERASU	減らす	DECREASE
MASU	増す	INCREASE
AWASERU	合わせる	UNITE
HANASU	離す	SEPARATE
CHIRASU	散らす	DISPERSE
SHIMERU	締める	CLOSE
AKERU	明ける	OPEN
UGOKASU	動かす	MOVE
TENJIRU	転じる	TURN
TARASU	垂らす	HANG
KATAMUKERU	傾ける	TILT
NOBASU	伸ばす	STRETCH
MAGERU	曲げる	BEND
NEJIRU	振る	TWIST
WARU	割る	CRACK
ORU	折る	BREAK
AMASU	余す	LEAVE
TSUMU	積む	ACCUMULATE
MUSU	蒸す	STEAM

YAKU	焼く	BURN
MOYASU	燃やす	BURN
TSUKURU	造る	MAKE
KAMAERU	構える	BUILD
KAKU	欠く	LACK
YŌSURU	要する	NEED
TSUMU	摘む	PICK
SASAERU	支える	MAINTAIN
HOSU	干す	DRY
SHIMESU	湿す	MOISTEN
ASSURU	圧する	PRESS
MAKU	巻く	WIND
MUSUBU	結ぶ	BIND
TORU	取る	TAKE
OKU	置く	PLACE
HAKOBU	運ぶ	CARRY
HŌRU	放る	THROW
IRU	射る	SHOOT
ATARU	当る	HIT
KIRU	切る	CUT
KAWASU	交す	EXCHANGE
HANASU	放す	RELEASE
HANSURU	反する	OPPOSE
MICHIBIKU	導く	LEAD
SHITAGAU	従う	FOLLOW
HAKARU	計る	MEASURE
KURABERU	比べる	COMPARE
TABERU	食べる	EAT
MIRU	見る	SEE
KIKU	聞く	HEAR

KAGU	嗅ぐ	SMELL
AJIWAWU	味わう	TASTE
SESSURU	接する	TOUCH
KANJIRU	感じる	FEEL
KIRU	着る	WEAR
KISERU	着せる	DRESS
RYŌRI SURU	料理する	COOK
IU, YUU	言う	SPEAK
KAKU	書く	WRITE
YOMU	読む	READ
TOU	問う	ASK
ŌJIRU	応じる	ANSWER
HANASU	話す	TALK
SHIMESU	示す	SHOW
RONJIRU	論じる	DISCUSS
OSHIERU	教える	TEACH
MANABU	学ぶ	LEARN
KANGAERU	考える	THINK
SHIRU	知る	KNOW
KESSURU	決する	DECIDE
KYŌSURU	供する	PRESENT
OMOU	思う	CONSIDER
KUWAERU	加える	ADD
GENJIRU	減じる	SUBTRACT
JŌJIRU	乗じる	MULTIPLY
JOSURU	除する	DIVIDE
KAGIRU	限る	LIMIT
TOKU	解く	SOLVE
TO	と	AND, OR
GA	が	BUT

OYOBI	及び	AND
ARUIWA	或は	OR
SOSHITE	そして	AND
MATAWA	又は	OR
MOSHI	若し	IF
NAZENARABA	何故ならば	BECAUSE
MO	も	TOO, ALSO
GO	御	HONORIFIC PREFIX
HAI	はい	YES
IIE	いいえ	NO
KUDASAI	下さい	PLEASE
ARIGATŌ	有難う	THANK YOU
SŌ	そう	SO
OHAYŌ	お早う	GOOD MORNING
SAYŌNARA	さようなら	FAREWELL

APPENDIX E

DISTRIBUTION

DISTRIBUTION

Defense Documentation Center
Cameron Station
Alexandria, Virginia 22314
Attn: TIPDR 20

Commanding Officer and Director
Office of Naval Research
Washington, D. C. 20390
Attn: Code 414 1
Code 432 1
Code 437 1

Director
Office of Naval Research Branch Office
219 South Dearborn Street
Chicago, Illinois 60604 1

Director
Office of Naval Research Branch Office
1030 East Green Street
Pasadena, California 91101 1

Director
Office of Naval Research Branch Office
495 Summer Street
Boston, Massachusetts 02210 1

Commanding Officer
Office of Naval Research Branch Office
Box 39, Fleet Post Office
New York, N. Y. 09510 1

Commanding Officer and Director
Naval Ship Research and Development Center
Washington, D. C. 20007
Attn: Code 042 1
Code 800 1
Code 840 1
Code 849 1

DISTRIBUTION (Continued)

Chief of Naval Operations Washington, D. C. 20390 Attn: Code OP-433C	1
Commander, Naval Ship Systems Command Department of the Navy Washington, D. C. 20360 Attn: Code 031 Code 2021	1 1
Commander, Naval Ordnance Systems Command Department of the Navy Washington, D. C. 20360 Attn: Code 03A Code 9132	1 1
Commander, Naval Air Systems Command Department of the Navy Washington, D. C. 20360 Attn: Code 03C Code 03D Code 604	1 1 1
Commander, Naval Electronic Systems Command Department of the Navy Washington, D. C. 22041 Attn: Code 03A	1
Director Naval Research Laboratory Washington, D. C. 20390 Attn: Code 2020	1
Commander Naval Ordnance Laboratory White Oak, Silver Spring, Maryland 20910 Attn: Code 750	1
Commander Naval Weapons Center China Lake, California 93555 Attn: Library	1

DISTRIBUTION (Continued)

Commander
Naval Undersea Warfare Center
3202 East Foothill Boulevard
Pasadena, California 91107
Attn: Library 1

Superintendent
U. S. Naval Postgraduate School
Monterey, California 93940
Attn: Library 1

Superintendent
U. S. Naval Academy
Annapolis, Maryland 21402
Attn: Library 1

Navy Publications and Printing Service Office
Building 157, Washington Navy Yard
Washington, D. C. 20390 1

Mr. John W. Boyle
U. S. Government Printing Office
Washington, D. C. 20401 1

Mr. Carroll Thatcher
U. S. Government Printing Office
Washington, D. C. 20401 1

Director
Los Alamos Scientific Laboratory
Los Alamos, New Mexico 87544 1

Director of Research
National Aeronautics and Space Administration
400 Maryland Avenue, S. W.
Washington, D. C. 20546 1

National Aeronautics and Space Administration
Goddard Space Flight Center
Greenbelt, Maryland 20771
Attn: Code 564 1

DISTRIBUTION (Continued)

Environmental Science Services Administration Coast and Geodetic Survey Washington Science Center Rockville, Maryland 20852	1
Commanding Officer Army Map Service 6500 Brooks Lane Washington, D. C. 20016	1
Geographic Pathology Branch Armed Forces Institute of Pathology Washington, D. C. 20305	1
Mr. R. C. Foster Stromberg-Carlson Corporation P. O. Box 2449 San Diego, California 92112	1
Mr. Leon Goodman Stromberg-Carlson Corporation 1895 Hancock St. San Diego, California 92110	1
Mr. J. J. Kalagher Stromberg-Carlson Corporation 7315 Wisconsin Avenue Bethesda, Maryland 20014	1
Mr. George Kabus Stromberg-Carlson Corporation 7315 Wisconsin Avenue Bethesda, Maryland 20014	1
Mr. C. Sobel Mergenthaler Linotype Company 1735 K Street, N. W. Washington, D. C. 20006	1

DISTRIBUTION (Continued)

Mr. F. Ciervo
Mergenthaler Linotype Company
1735 K Street, N. W.
Washington, D. C. 20006 1

Dr. Max Mathews
Bell Telephone Laboratories
Murray Hill, New Jersey 07971 1

Mrs. Carol C. Lochbaum
Bell Telephone Laboratories
Murray Hill, New Jersey 07971 1

Miss Mary Elizabeth Stevens
Center for Computer Sciences and Technology
National Bureau of Standards
Gaithersburg, Maryland 20760 1

Mr. John L. Little
Center for Computer Sciences and Technology
National Bureau of Standards
Gaithersburg, Maryland 20760 1

Mr. Richard J. Darley
National Geographic Society
Washington, D. C. 20036 1

Dr. Robert M. Leger
General Dynamics/Astronautics
Post Office Box 166
San Diego, California 92112 1

Mr. Kenneth W. Miller
Foreign Technology Division
Wright-Patterson Air Force Base
Ohio 45433 1

Mr. John A. Blue
Naval Command Systems Support Activity
Washington Navy Yard
Washington, D. C. 20390 1

DISTRIBUTION (Continued)

Mr. Edward Neidorf
The Mitre Corporation
Bedford, Massachusetts 01730 1

Mr. Roy L. Jenne
National Center for Atmospheric Research
Boulder, Colorado 80302 1

Mr. Warren E. Schmidt
Central Intelligence Agency
Washington, D. C. 20505 1

Mr. A. J. Volta
U. S. Naval Oceanographic Office
Washington, D. C. 20390 1

Dr. N. Allen Riley
Chevron Research Company
P. O. Box 446
La Habra, California 90631 1

Dr. Edward M. Little
Arctic Sciences and Technology Division
Naval Command Control Communications Laboratory Center
San Diego, California 92152 1

Mr. Arthur E. Molloy
Arctic Sciences and Technology Division
Naval Command Control Communications Laboratory Center
San Diego, California 92152 1

Professor W. R. Tobler
Department of Geography
University of Michigan
Ann Arbor, Michigan 48106 1

Dr. William L. Garrison
Department of Geography
Northwestern University
Evanston, Illinois 60201 1

DISTRIBUTION (Continued)

Dr. William C. Krumbein
Department of Geology
Northwestern University
Evanston, Illinois 60201 1

Dr. John C. Sherman
Department of Geography
University of Washington
Seattle, Washington 98105 1

Mr. Chandler Harrison Stevens
Massachusetts Institute of Technology
30 Wadsworth Street
Cambridge, Massachusetts 02139 1

Mr. Donald F. Cooke
155 Whitney Ave.
New Haven, Connecticut 06510 1

Dr. Tien Chi Chen
IBM Product Development Laboratory
Department 271, Box 390
Poughkeepsie, N. Y. 12602 1

Daystrom, Inc.
Advance Systems Laboratory
620 Passaic Avenue
P. O. Box 847
West Caldwell, N. J. 07006 1

Research and Engineering Council
of the Graphic Arts Industry
1411 K Street, N. W.
Washington, D. C. 20005 1

Printing Industries of America
20 Chevy Chase Circle, N. W.
Washington, D. C. 20015 1

DISTRIBUTION (Continued)

George R. Keller, Inc. 1228 Mt. Olivet Road, N. E. Washington, D. C. 20002	1
California Computer Products, Inc. 305 N. Muller Street Anaheim, California 92803	1
International Shodo and Art Association 2 Hommachi, Kozoji Kasagai City, Aichi, Japan	1
Dr. Gordon L Walker American Mathematical Society P. O. Box 6248 Providence, R. I. 02904	1
Dr. Hugh C. Wolfe American Institute of Physics 335 East 45th Street New York, N. Y. 10017	1
Mr. Bernard Lazorchak American Chemical Society 1155 16th Street, N. W. Washington, D. c. 20034	1
Local:	
D	1
K	1
K-1	1
K-3	1
KXH	200
KYD	1
KO	1
MAL	5
File	1

<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p>	<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p>
<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p>	<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p>

<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>
<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<p>U. S. Naval Weapons Laboratory. (NWL TR 2101) CALLIGRAPHY FOR COMPUTERS, by A. V. Hershey. 1 August 1967. 241 pages.</p> <p style="text-align: center;">UNCLASSIFIED REPORT</p> <p>Consideration is given to the possibility of providing a computer and a cathode ray printer with an unlimited repertory of characters. Digitalizations are presented for mathematic, cartographic, and calligraphic characters. The repertory is available to any computer through FORTRAN IV programming. The latest cathode ray printers are almost adequate for the preparation of mathematical reports. Some progress has been made toward development of a mnemonic code for the recording of a mathematical text on tape.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>	<ol style="list-style-type: none"> 1. Typography 2. Computers 3. Cathode ray printers <p>I. Hershey, A. V.</p> <p style="text-align: center;">UNCLASSIFIED CARD</p>

U243218