

APPLICATIONS AND EXPERIMENTS

Automatic dictionary and machine-readable text
Interactive graphics in data processing
 Algorithm to generate spline-like curves
 Modeling in three dimensions
 Crystal structure analysis
 Retrieval of geometric information
 Analysis and display of physics data
 Neutron cross-section evaluation
 Cam design on a graphics console
 Implementation and usage
Algorithm for empty freight car allocation
Trajectory control programs
Real-time Stenotype transcription
Interactive flight program simulator
Interactive aeronautical charting
Interactive scheduling system
A computer graphics system
Real-time traffic flow optimization
Large-scale interactive administrative system

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Neutron cross-section evaluation
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 Implementation and usage
 Interactive flight program simulator
 Interactive aeronautical charting
 A computer graphics system

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 Intended application programs

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Three-value design verification system

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Evaluation techniques for storage hierarchies

Model of paging system performance

Time-sharing performance criteria and measurement

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