

Besm

The book presents the fundamentals of practical programming for the most common large domestic electronic computer, the BESM-2. The arrangement of the machine and the method of executing instructions are described to the degree required by the programmer. The number systems employed in programming are given, together with various examples of the employment of instructions and operations in program writing. The procedure used in solving problems on the BESM-2 is indicated. The book may be used as a text in training programmers for the BESM-2, and will prove useful to a wide group of readers interested in electronic computers or working in this field. (Author).

This authorized reference guide features detailed episode summaries, in depth character profiles, setting and theme analysis, and role-playing character sheets for Guardians Of Order's popular Big Eyes, Small Mouth anime RPG. Hundreds of full-color images from the series. Covers episodes 25-39.

A system is described which allows partial automation of programming an algorithm for translating. This system interprets operators of a special language. Thus, the manual part of the programming is reduced to rewriting the algorithm in this special language. The system has been tested on the BESM-4 computer.

USSR Scientific Abstracts: Cybernetics, Computers and Automation Technology

Sistema Komand Universal'noi Tsifrovoi Avtomaticheskoi Mashiny BESM-2, Vychislitel'nogo Tsentra, AN SSSR

Big Eyes Small Mouth

First IFIP WG 9.7 Conference, SoRuCom 2006, Petrozavodsk, Russia, July 3-7, 2006, Revised Selected Papers

Perspectives on Soviet and Russian Computing

Big Eyes, Small Mouth Second Edition Revised

In the year 2015, the Angels - huge, tremendously powerful, alien war machines - appear in Tokyo for the second time. The only hope for mankind's survival lies in the Evangelion, living mecha developed by the United Nations' NERV agency. The Eva units are piloted by teenagers gifted with special abilities, who must each conquer their secret inner demons ... or lose everything. The first of two in a series, this authorized fan guide features detailed episode summaries, character profiles, setting exploration, and theme analysis. Includes comprehensive character sheets for the popular Big Eyes, Small Mouth anime RPG as well as hundreds of full-color images from the series, and many pages of production art. Covers episodes 1-13.

Inspired by the dynamic settings and stories found in a wide range of anime shows, BESM d20 allows players to create characters from any genre or sub-genre. Comedy or horror. fantasy or science-fiction, mecha action or passionate romance...If you can imagine it, you can play it. BESM d20 also includes: new character classes (including magical girl, mecha pilot, pet monster trainer, and a dozen more), new skills, new feats, an exhaustive point-based attribute list, and a detailed cost assignment for the core 3.5 Edition fantasy races and classes.

Besm D20

Anime Role-Player's Handbook

Besm Supplement

BESM Character Diary

Programming for the M-20, Besm-3m, Besm-4, M-220 Digital Computers

BesmBig Eyes, Small MouthGuelph, Ont.: Guardians of Order

Up to 50 instructions may be entered aurally into the BESM-3M digital computer by an arbitrary speaker in a room with noisy background with the aid of a speech recognition system which operates on signals divided into voice spectrum sub-bands and clipped speech parameters. In this system channel number 1 passes speech energy which exceeds a certain threshold value and which occupies a band below 500 Hz; channel number 2 reacts to signals whose frequencies are above 500 Hz. Other channels (consisting of bandpass filters) are used for distinguishing vowel sounds. Thus, channel number 5 recognizes 'a' and 'o' and partially 'e' and 'u' sounds and channel number 6 may distinguish 'l' and 'y' and partially 'u' sounds. The resulting pulses are counted, an action which identifies affricates and fricatives with sufficient accuracy. The resulting speech indices, coded in binary form, are interrogated by the BESM-3M computer input unit at a rate of 100 Hz. This information is subsequently stored in the BESM-3M main memory. It takes up to 1 sec to enter an aural command into the computer. All aural signals may be delivered to an octal output printer whose output makes it possible to study word structure and individual sounds.

When Annie encounters Joe, the man who broke her heart years earlier when he became a priest, she decides it is time to get over him and move on, but Joe has other ideas as he prepares to leave the priesthood and pursue his beloved Annie.

Hearing Before the Subcommittee on International Economic Policy and Trade of the Committee on International Relations, House of Representatives, Ninety-Fifth Congress, First Session, June 27, 1977

Anime and Manga Adventures

Computer Exports to the Soviet Union

Some Results of Using Two Besm-2 Computers

Big Eyes, Small Mouth

Hearts Swords Flowers is a game supplement for the Big Eyes, Small Mouth system which explores shoujo (literally, Japanese for "girls literature") in depth - how to capture the mood and attitude of genki girls, angstful guys, tormented heroines, and destined heroes caught up in dire situations ... be it saving the world or surviving prom night. Included is an extensive section on Game Mastering shoujo stories, new mechanics that capture the importance of personal wants and desires for shoujo characters and several example settings to get your games up and running quickly!

The article generalizes some data accumulated during a period in which two BESM-2 vacuum-tube computers were used. Data are given about the organization of preventive maintenance for the computers, the number and causes of breakdowns, and some improvements in the computer circuits and in the organizations of their use. (Author).

The document describes the operation the new BESM-6 computer, which has been installed at the computing center of the USSR Academy of Sciences. The computer operates at a speed of one million operations per second and is fully transistorized. Its effectiveness is not determined by the speed of a single device, but by the concordance of work of all its blocks. (Author).

On the Forward End of Science Supplementation of the Besm Dynasty (poponnieh Dinastii Besm).

Transfer of Data from the BESM-4 to the BESM-6 Computer

BESM D20 Anime Role-player's Handbook

Input of Alphanumeric Information into the BESM-3M (BESM-4) Computer, Using the FSU-1

Interpreting Program for Problems in Translating (BESM-4).

In solving problems on automatic computers, it is frequently necessary to make use of standar routines. The existence of a library with a large set of standard routines and a convenient way of using them can substantially simplify and ease the process of preparing problems for solution. Sometimes convenience in making use of standard routines is achieved owing to the fact that the computer includes a special memory device into which the various standard routines may be loaded. For an entire series of reasons, such a solution to the problem may not be considered convenient. One of these reasons is that many computers, including the BESM-2, have no such memory device. A method is described for making use of standard routines with the BESM-2 automatic digital computer. (Author).

"Welcome to Big Eyes, Small Mouth -- the multi-genre role-playing game for all your anime and manga adventures! Whether your gaming preference runs towards comedy or drama, fantasy or science fiction, horror or romance, shojo or shonen, BESM Fourth Edition has everything you need to help you make your favorite anime

and manga characters and stories come to life!" -- Back cover. The paper contains a description of one method of coupling the FSU-1 photographic reader and the BESM-3M computer to input alphanumeric data received either over telegraph lines or from standard punched paper tape. The data input takes place at a speed of 200 characters per second. The input rate is varied by changing the ratio of the corresponding change gears of the FSU-1. Circuit diagrams of the reader and the computer connections are presented with detailed explanations of the input process. The circuit for coupling the FSU-1 to the BESM-3M is built from standard elements and requires only a few additional elements for its execution.

What to Do about Annie?

BOXED-BESM

Algorithm for Recognizing 40 Words on a BESM-3M Digital Computer

Novel Biochemical, Pharmacological, and Clinical Aspects

BESM D20

The book describes in detail the instruction systems of the M-20, BESM-3M, BESM-4, and M-220 computers and is well furnished with examples. The principles of manual programming are summarized. There is described work on external devices and behind the control panel of these machines and the use and structure of the library which stores standard programs for the in IS-2 system. A separate chapter is devoted to describing the most characteristic steps in the programming of M-20 type computers. (Author).

BESM Dungeon

This book contains the scientific contributions presented at an International Symposium held in Sorrento, Italy, in June 1988 under the auspices of the University of Naples, the Italian Society of Biochemistry, and the National Research Council. The modern history of polyamines dates back to 1958 when the Tabors and Rosenthal first described the outlines of their biological synthesis. From then on, and particularly in the last ten years, a veri table explosion of Literature, characterized by thousands of papers, has witnessed the interest of the scientific community toward these molecules. Perhaps the old statement that "polyamines are molecules in search of a function" is no longer true today. A large number of effects exerted by these simple molecules are well known, and in many cases the mechanisms underlying these effects have been elucidated. The first section of the volume is entirely devoted to the enzymology and molecular biology of ornithine decarboxylase. Since its discovery by Gale more than forty years ago, this can be considered among the most widely studied enzymes in biology, and one of the most complex models in enzyme regulation. The mechanism of control of the enzyme activity at the transcriptional, post-transcriptional and post-translational levels, as well as the fine regulation by antizyme, are discussed in detail. The second group of contributions deals wi th AdoMet decarboxylase, propylamine transferase, polyamine oxidase and the other enzymes related to polyamine interconversion and regeneration.

Soviet Cybernetics

Progress in Polyamine Research

BESM Game Master's Screen

Neon Genesis Evangelion

The popular multi-genre anime role-playing game is now available for the d20 System! Big Eyes, Small Mouth is inspired by the dynamic settings and stories found in a wide range of anime shows, allowing players to create characters from any genre or sub-genre, including comedy or horror, fantasy or science-fiction, mecha action or passionate romance. This new d20 System version of the game includes: new character classes (including magical girl, mecha pilot, pet monster trainer, and a dozen more), new skills and feats, an exhaustive point-based attribute list, and a detailed cost assignment for the core fantasy races and classes.

This book contains a collection of thoroughly refereed papers derived from the First IFIP WG 9.7 Conference on Soviet and Russian Computing, held in Petrozavodsk, Russia, in July 2006. The 32 revised papers were carefully selected from numerous submissions; many of them were translated from Russian. They reflect much of the shining history of computing activities within the former Soviet Union from its origins in the 1950s with the first computers used for military decision-making problems up to the modern period where Russian ICT grew substantially, especially in the field of custom-made programming.

A system is described which allows partial automation of programming an algorithm for translating. This system interprets operators of a special language. Thus, the manual part of the programming is reduced to rewriting the algorithm in this special language. The system has been tested on the BESM-4 computer. (Author).

Recent News Items

BESM Space Fantasy

BESM D20 Revised Edition Core Role-Playing Game

Compiling and Interpreting Systems for Use of Standard Programs for the Besm Computer of the Academy of Sciences Ussr Computer Center (kompiliruyushchaya i Interpretiruyushchaya Sistemy Ispol'zovaniya Standartnykh Programm Dlya Mashiny Besm-2 Vts an Sssr).

Coo: %&#-N AUXIL%&#%#t INS%#TIONS %&#U1F%#NT FOR CONSTRUC%#NG MOZLJ-RESM II This is a translation of a brochure written by M.P. Sycheva and A.S. Fedorov published in Moscow, 1958, pages 3 - 2%. %&#% of Contents Pa% I. The method of quality control of %agnetic cores used in MOZU0 1 1. Methods of quality control used on cores of the meniorizing structure of MOZLJ. 1 2. Description of stand-automation for quality control of cores. 6 3. Methods of classifying the cores for the coordinatin% part of MOZII. 10 4. Description of the stand for classify- in% the magnetic cores for the coo- dinating part of MOZU. 12 II. Stand for checking the finished nodes of magnetic eleinents0 1. Stand for checkin% the completed coordinating transformers. 2. Stand for checking the magnetic plates. 19.

Space Opera is the star-spanning action-and-romance space genre supplement for Big Eyes, Small Mouth. Dashing heroes, beautiful maidens, and miles upon miles of awesome mecha - it all awaits you in this sourcebook dedicated to one of the most enduring anime genres of all time.

Big eyes, small mouth is a role-playing game inspired by the best of Japanese animation and manga.

Programming Programme for the BESM Computer

Some Methods of Automatic Coding for BESM and STRELA Computers

Verbal Input of a Set of Commands Into the Besm-3m High Speed Electric Computer

Besm Revolutionary Girl Utena

Hearts Swords Flowers

A study was made of an algorithm for recognizing 40 words on a BESM-3M computer to establish direct communication between man and machine. Of the 40 words pronounced by 20 speakers, 93 percent were recognized correctly. The average recognition time after a word was pronounced was 0.5 sec. The correctness of pronunciation was not controlled. Deviations from normal pronunciation were detected in the print-outs of the segmental sequences. (Author).

A brief description is given of an experimental model of a system for the graphic interaction between an operator and a BESM-3M computer.

BESM

BESM, Role-playing Game

BESM BK BOX

An Interpretation Routine for Translation Problems (BESM-4).

Experimental System of Interaction Between the Operator and the BESM-3M Computer