```
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 *****************************************************************************/

#ifndef VC4_REGS_H
#define VC4_REGS_H

#include "common.h"

#define V3D_IDENT0                              0x00000
# define V3D_IDENT0_VER_MASK                    BITFIELD(24, 8)
# define V3D_IDENT0_VER_SHIFT                   24

#define V3D_IDENT1                              0x00004
# define V3D_IDENT1_NSEM_MASK                   BITFIELD(24, 8)
# define V3D_IDENT1_NSEM_SHIFT                  24

#define V3D_IDENT2                              0x00008

#define V3D_SCRATCH                             0x00010

#define V3D_L2CACTL                             0x00020
# define V3D_L2CACTL_L2CCLR                     BIT(2)
# define V3D_L2CACTL_L2CDIS                     BIT(1)
# define V3D_L2CACTL_L2CENA                     BIT(0)

#define V3D_SLCACTL                             0x00024
# define V3D_SLCACTL_T1CC_MASK                  BITFIELD(24, 16)
# define V3D_SLCACTL_T1CC_SHIFT                 24
# define V3D_SLCACTL_T0CC_MASK                  BITFIELD(16, 8)
# define V3D_SLCACTL_T0CC_SHIFT                 16
# define V3D_SLCACTL_UCC_MASK                   BITFIELD(8, 8)
# define V3D_SLCACTL_UCC_SHIFT                  8
# define V3D_SLCACTL_ICC_MASK                   BITFIELD(0, 8)
# define V3D_SLCACTL_ICC_SHIFT                  0

#define V3D_INTCTL                              0x00030
#define V3D_INTENA                              0x00034
#define V3D_INTDIS                              0x00038
# define V3D_INT_SPILLUSE                       BIT(3)
# define V3D_INT_OUTOMEM                        BIT(2)
# define V3D_INT_FLDONE                         BIT(1)
# define V3D_INT_FRDONE                         BIT(0)

#define V3D_CT0CS                               0x00100
#define V3D_CT1CS                               0x00104
# define V3D_CTRUN                              BIT(5)
# define V3D_CTSEMA                             BIT(4)
# define V3D_CTRTOE                             BIT(3)
# define V3D_CTSUBS                             BIT(2)
# define V3D_CTERR                              BIT(1)
# define V3D_CTEN                               BIT(0)

#define V3D_CT0EA                               0x00108
#define V3D_CT1EA                               0x0010c
#define V3D_CT0CA                               0x00110
#define V3D_CT1CA                               0x00114
#define V3D_CT0RA0                              0x00118
#define V3D_CT1RA0                              0x0011c
#define V3D_CT0LC                               0x00120
#define V3D_CT1LC                               0x00124
#define V3D_CT0PC                               0x00128
#define V3D_CT1PC                               0x0012c

#define V3D_PCS                                 0x00130
# define V3D_PCS_WMTOE                          BIT(9)
# define V3D_PCS_PMTOE                          BIT(8)
# define V3D_PCS_PMUBS                          BIT(7)
# define V3D_PCS_PMERR                          BIT(6)
# define V3D_PCS_PMEN                           BIT(5)
# define V3D_PCS_VMTOE                          BIT(4)
# define V3D_PCS_VMUBS                          BIT(3)
# define V3D_PCS_VMERR                          BIT(2)
# define V3D_PCS_VMEN                           BIT(1)
# define V3D_PCS_VPMEN                          BIT(0)

#define V3D_BFC                                 0x00134
#define V3D_RFC                                 0x00138

#define V3D_BPCA                                0x00300
#define V3D_BPCS                                0x00304
#define V3D_BPOA                                0x00308
#define V3D_BPOS                                0x0030c
# define V3D_BPOS_MODE_MASK                     BITFIELD(30, 2)
# define V3D_BPOS_MODE_SHIFT                    30
# define V3D_BPOS_LOAD_TERM                     BIT(25)
# define V3D_BPOS_INTERRUPT                     BIT(24)
# define V3D_BPOS_TMUWCF                        BIT(23)
# define V3D_BPOS_FLUSH                         BIT(22)
# define V3D_BPOS_ADDR_MASK                     BITFIELD(0, 22)
# define V3D_BPOS_ADDR_SHIFT                    0

#define V3D_BXCF                                0x00310

#define V3D_SQRSV0                              0x00410
#define V3D_SQRSV1                              0x00414
#define V3D_SQCNTL                              0x00418

#define V3D_SRQPC                               0x00430
#define V3D_SRQUA                               0x00434
#define V3D_SRQUL                               0x00438
#define V3D_SRQCS                               0x0043c

#define V3D_VPACNTL                             0x00500
# define V3D_VPACNTL_VPMWT                      BITFIELD(8, 8)
# define V3D_VPACNTL_VPMWT_SHIFT                8
# define V3D_VPACNTL_VPARB                      BITFIELD(0, 8)
# define V3D_VPACNTL_VPARB_SHIFT                0

#define V3D_VPMBASE                             0x00504

#define V3D_PCTRC                               0x00670
#define V3D_PCTRE                               0x00674
# define V3D_PCTR_0                             BIT(0)

#define V3D_PCTR0                               0x00680
#define V3D_PCTRS0                              0x00684
#define V3D_PCTR1                               0x00688
#define V3D_PCTRS1                              0x0068c
#define V3D_PCTR2                               0x00690
#define V3D_PCTRS2                              0x00694
#define V3D_PCTR3                               0x00698
#define V3D_PCTRS3                              0x0069c
#define V3D_PCTR4                               0x006a0
#define V3D_PCTRS4                              0x006a4
#define V3D_PCTR5                               0x006a8
#define V3D_PCTRS5                              0x006ac
#define V3D_PCTR6                               0x006b0
#define V3D_PCTRS6                              0x006b4
#define V3D_PCTR7                               0x006b8
#define V3D_PCTRS7                              0x006bc
#define V3D_PCTR8                               0x006c0
#define V3D_PCTRS8                              0x006c4
#define V3D_PCTR9                               0x006c8
#define V3D_PCTRS9                              0x006cc
#define V3D_PCTR10                              0x006d0
#define V3D_PCTRS10                             0x006d4
#define V3D_PCTR11                              0x006d8
#define V3D_PCTRS11                             0x006dc
#define V3D_PCTR12                              0x006e0
#define V3D_PCTRS12                             0x006e4
#define V3D_PCTR13                              0x006e8
#define V3D_PCTRS13                             0x006ec
#define V3D_PCTR14                              0x006f0
#define V3D_PCTRS14                             0x006f4
#define V3D_PCTR15                              0x006f8
#define V3D_PCTRS15                             0x006fc

#define V3D_DBGE                                0x00f00
#define V3D_FDBGO                               0x00f04
#define V3D_FDBGB                               0x00f08
#define V3D_FDBGR                               0x00f0c
# define V3D_FDBGR_RPTC_FIFO_FULL               BIT(31)
# define V3D_FDBGR_RPTC_FIFO_EMPTY              BIT(30)
# define V3D_FDBGR_RPTC_FIFO_LEVEL_MASK         BITFIELD(24, 5)
# define V3D_FDBGR_RPTC_FIFO_LEVEL_SHIFT        24
# define V3D_FDBGR_RPLIST_FIFO_FULL             BIT(23)
# define V3D_FDBGR_RPLIST_FIFO_EMPTY            BIT(22)
# define V3D_FDBGR_RPLIST_FIFO_LEVEL_MASK       BITFIELD(16, 5)
# define V3D_FDBGR_RPLIST_FIFO_LEVEL_SHIFT      16
# define V3D_FDBGR_AXIRID_FIFO_FULL             BIT(15)
# define V3D_FDBGR_AXIRID_FIFO_EMPTY            BIT(14)
# define V3D_FDBGR_AXIRID_FIFO_LEVEL_MASK       BITFIELD(8, 5)
# define V3D_FDBGR_AXIRID_FIFO_LEVEL_SHIFT      8
# define V3D_FDBGR_AXIRDAT_FIFO_FULL            BIT(7)
# define V3D_FDBGR_AXIRDAT_FIFO_EMPTY           BIT(6)
# define V3D_FDBGR_AXIRDAT_FIFO_LEVEL_MASK      BITFIELD(0, 5)
# define V3D_FDBGR_AXIRDAT_FIFO_LEVEL_SHIFT     0

#define V3D_FDBGS                               0x00f10
# define V3D_FDBGS_AXIWID_FIFO_FULL             BIT(31)
# define V3D_FDBGS_AXIWID_FIFO_EMPTY            BIT(30)
# define V3D_FDBGS_AXIWID_FIFO_LEVEL_MASK       BITFIELD(24, 5)
# define V3D_FDBGS_AXIWID_FIFO_LEVEL_SHIFT      24
# define V3D_FDBGS_AXIWDAT_FIFO_FULL            BIT(23)
# define V3D_FDBGS_AXIWDAT_FIFO_EMPTY           BIT(22)
# define V3D_FDBGS_AXIWDAT_FIFO_LEVEL_MASK      BITFIELD(16, 5)
# define V3D_FDBGS_AXIWDAT_FIFO_LEVEL_SHIFT     16
# define V3D_FDBGS_VPMWDAT_FIFO_FULL            BIT(15)
# define V3D_FDBGS_VPMWDAT_FIFO_EMPTY           BIT(14)
# define V3D_FDBGS_VPMWDAT_FIFO_LEVEL_MASK      BITFIELD(8, 5)
# define V3D_FDBGS_VPMWDAT_FIFO_LEVEL_SHIFT     8
# define V3D_FDBGS_TLBWCF_FIFO_FULL             BIT(7)
# define V3D_FDBGS_TLBWCF_FIFO_EMPTY            BIT(6)
# define V3D_FDBGS_TLBWCF_FIFO_LEVEL_MASK       BITFIELD(0, 5)
# define V3D_FDBGS_TLBWCF_FIFO_LEVEL_SHIFT      0

#define V3D_ERRSTAT                             0x00f20

#define V3D_SRQCS_QID_MASK                      BITFIELD(24, 3)
#define V3D_SRQCS_QID_SHIFT                     24
#define V3D_SRQCS_QUEUED_MASK                   BITFIELD(16, 8)
#define V3D_SRQCS_QUEUED_SHIFT                  16
#define V3D_SRQCS_COUNT_MASK                    BITFIELD(8, 8)
#define V3D_SRQCS_COUNT_SHIFT                   8
#define V3D_SRQCS_QERR                          BIT(7)
#define V3D_SRQCS_QFULL                         BIT(6)
#define V3D_SRQCS_RCA                           BIT(5)
#define V3D_SRQCS_RUC                           BIT(4)
#define V3D_SRQCS_QCFG                          BIT(3)
#define V3D_SRQCS_QRUN                          BIT(2)
#define V3D_SRQCS_QDONE                         BIT(1)
#define V3D_SRQCS_QACTIVE                       BIT(0)

#define V3D_VPMVCD                              0x02000

#define V3D_VPMVCI                              0x02004

#define V3D_VPMVCM                              0x02008

#define V3D_VPMVCU                              0x0200c

#define V3D_VPMVCS                              0x02010

#define V3D_VPMVCC                              0x02014

#define V3D_VPMVCA                              0x02018

#define V3D_VPMVCB                              0x0201c

#define V3D_VPMVCMC                             0x02020

#define V3D_VPMVCMA                             0x02024

#define V3D_VPMVCMB                             0x02028

#define V3D_VPMVCFA                             0x0202c

#define V3D_VPMVCFB                             0x02030

#define V3D_VPMVCFM                             0x02034

#define V3D_VPMVCFD                             0x02038

#define V3D_VPMVCFV                             0x0203c

#define V3D_VPMVCFC                             0x02040

#define V3D_VPMVCFS                             0x02044

#define V3D_VPMVCFT                             0x02048

#define V3D_VPMVCFU                             0x0204c

#define V3D_VPMVCFR                             0x02050

#define V3D_VPMVCFL                             0x02054

#define V3D_VPMVCFI                             0x02058

#define V3D_VPMVCFN                             0x0205c

#define V3D_VPMVCFO                             0x02060

#define V3D_VPMVCFP                             0x02064

#define V3D_VPMVCFQ                             0x02068

#define V3D_VPMVCFW                             0x0206c

#define V3D_VPMVCFX                             0x02070

#define V3D_VPMVCFY                             0x02074

#define V3D_VPMVCFZ                             0x02078

#define V3D_VPMVCFE                             0x0207c

#define V3D_VPMVCFF                             0x02080

#define V3D_VPMVCFG                             0x02084

#define V3D_VPMVCFH                             0x02088

#define V3D_VPMVCFJ                             0x0208c

#define V3D_VPMVCFK                             0x02090

#define V3D_VPMVCFM                             0x02094

#define V3D_VPMVCFD                             0x02098

#define V3D_VPMVCFV                             0x0209c

#define V3D_VPMVCFC                             0x020a0

#define V3D_VPMVCFS                             0x020a4

#define V3D_VPMVCFT                             0x020a8

#define V3D_VPMVCFU                             0x020ac

#define V3D_VPMVCFR                             0x020b0

#define V3D_VPMVCFL                             0x020b4

#define V3D_VPMVCFI                             0x020b8

#define V3D_VPMVCFN                             0x020bc

#define V3D_VPMVCFO                             0x020c0

#define V3D_VPMVCFP                             0x020c4

#define V3D_VPMVCFQ                             0x020c8

#define V3D_VPMVCFW                             0x020cc

#define V3D_VPMVCFX                             0x020d0

#define V3D_VPMVCFY                             0x020d4

#define V3D_VPMVCFZ                             0x020d8

#define V3D_VPMVCFE                             0x020dc

#define V3D_VPMVCFF                             0x020e0

#define V3D_VPMVCFG                             0x020e4

#define V3D_VPMVCFH                             0x020e8

#define V3D_VPMVCFJ                             0x020ec

#define V3D_VPMVCFK                             0x020f0

#define V3D_VPMVCFM                             0x020f4

#define V3D_VPMVCFD                             0x020f8

#define V3D_VPMVCFV                             0x020fc

#define V3D_VPMVCFC                             0x02100

#define V3D_VPMVCFS                             0x02104

#define V3D_VPMVCFT                             0x02108

#define V3D_VPMVCFU                             0x0210c

#define V3D_VPMVCFR                             0x02110

#define V3D_VPMVCFL                             0x02114

#define V3D_VPMVCFI                             0x02118

#define V3D_VPMVCFN                             0x0211c

#define V3D_VPMVCFO                             0x02120

#define V3D_VPMVCFP                             0x02124

#define V3D_VPMVCFQ                             0x02128

#define V3D_VPMVCFW                             0x0212c

#define V3D_VPMVCFX                             0x02130

#define V3D_VPMVCFY                             0x02134

#define V3D_VPMVCFZ                             0x02138

#define V3D_VPMVCFE                             0x0213c

#define V3D_VPMVCFF                             0x02140

#define V3D_VPMVCFG                             0x02144

#define V3D_VPMVCFH                             0x02148

#define V3D_VPMVCFJ                             0x0214c

#define V3D_VPMVCFK                             0x02150

#define V3D_VPMVCFM                             0x02154

#define V3D_VPMVCFD                             0x02158

#define V3D_VPMVCFV                             0x0215c

#define V3D_VPMVCFC                             0x02160

#define V3D_VPMVCFS                             0x02164

#define V3D_VPMVCFT                             0x02168

#define V3D_VPMVCFU                             0x0216c

#define V3D_VPMVCFR                             0x02170

#define V3D_VPMVCFL                             0x02174

#define V3D_VPMVCFI                             0x02178

#define V3D_VPMVCFN                             0x0217c

#define V3D_VPMVCFO                             0x02180

#define V3D_VPMVCFP                             0x02184

#define V3D_VPMVCFQ                             0x02188

#define V3D_VPMVCFW                             0x0218c

#define V3D_VPMVCFX                             0x02190

#define V3D_VPMVCFY                             0x02194

#define V3D_VPMVCFZ                             0x02198

#define V3D_VPMVCFE                             0x0219c

#define V3D_VPMVCFF                             0x021a0

#define V3D_VPMVCFG                             0x021a4

#define V3D_VPMVCFH                             0x021a8

#define V3D_VPMVCFJ                             0x021ac

#define V3D_VPMVCFK                             0x021b0

#define V3D_VPMVCFM                             0x021b4

#define V3D_VPMVCFD                             0x021b8

#define V3D_VPMVCFV                             0x021bc

#define V3D_VPMVCFC                             0x021c0

#define V3D_VPMVCFS                             0x021c4

#define V3D_VPMVCFT                             0x021c8

#define V3D_VPMVCFU                             0x021cc

#define V3D_VPMVCFR                             0x021d0

#define V3D_VPMVCFL                             0x021d4

#define V3D_VPMVCFI                             0x021d8

#define V3D_VPMVCFN                             0x021dc

#define V3D_VPMVCFO                             0x021e0

#define V3D_VPMVCFP                             0x021e4

#define V3D_VPMVCFQ                             0x021e8

#define V3D_VPMVCFW                             0x021ec

#define V3D_VPMVCFX                             0x021f0

#define V3D_VPMVCFY                             0x021f4

#define V3D_VPMVCFZ                             0x021f8

#define V3D_VPMVCFE                             0x021fc

#define V3D_VPMVCFF                             0x02200

#define V3D_VPMVCFG                             0x02204

#define V3D_VPMVCFH                             0x02208

#define V3D_VPMVCFJ                             0x0220c

#define V3D_VPMVCFK                             0x02210

#define V3D_VPMVCFM                             0x02214

#define V3D_VPMVCFD                             0x02218

#define V3D_VPMVCFV                             0x0221c

#define V3D_VPMVCFC                             0x02220

#define V3D_VPMVCFS                             0x02224

#define V3D_VPMVCFT                             0x02228

#define V3D_VPMVCFU                             0x0222c

#define V3D_VPMVCFR                             0x02230

#define V3D_VPMVCFL                             0x02234

#define V3D_VPMVCFI                             0x02238

#define V3D_VPMVCFN                             0x0223c

#define V3D_VPMVCFO                             0x02240

#define V3D_VPMVCFP                             0x02244

#define V3D_VPMVCFQ                             0x02248

#define V3D_VPMVCFW                             0x0224c

#define V3D_VPMVCFX                             0x02250

#define V3D_VPMVCFY                             0x02254

#define V3D_VPMVCFZ                             0x02258

#define V3D_VPMVCFE                             0x0225c

#define V3D_VPMVCFF                             0x02260

#define V3D_VPMVCFG                             0x02264

#define V3D_VPMVCFH                             0x02268

#define V3D_VPMVCFJ                             0x0226c

#define V3D_VPMVCFK                             0x02270

#define V3D_VPMVCFM                             0x02274

#define V3D_VPMVCFD                             0x02278

#define V3D_VPMVCFV                             0x0227c

#define V3D_VPMVCFC                             0x02280

#define V3D_VPMVCFS                             0x02284

#define V3D_VPMVCFT                             0x02288

#define V3D_VPMVCFU                             0x0228c

#define V3D_VPMVCFR                             0x02290

#define V3D_VPMVCFL                             0x02294

#define V3D_VPMVCFI                             0x02298

#define V3D_VPMVCFN                             0x0229c

#define V3D_VPMVCFO                             0x022a0

#define V3D_VPMVCFP                             0x022a4

#define V3D_VPMVCFQ                             0x022a8

#define V3D_VPMVCFW                             0x022ac

#define V3D_VPMVCFX                             0x022b0

#define V3D_VPMVCFY                             0x022b4

#define V3D_VPMVCFZ                             0x022b8

#define V3D_VPMVCFE                             0x022bc

#define V3D_VPMVCFF                             0x022c0

#define V3D_VPMVCFG                             0x022c4

#define V3D_VPMVCFH                             0x022c8

#define V3D_VPMVCFJ                             0x022cc

#define V3D_VPMVCFK                             0x022d0

#define V3D_VPMVCFM                             0x022d4

#define V3D_VPMVCFD                             0x022d8

#define V3D_VPMVCFV                             0x022dc

#define V3D_VPMVCFC                             0x022e0

#define V3D_VPMVCFS                             0x022e4

#define V3D_VPMVCFT                             0x022e8

#define V3D_VPMVCFU                             0x022ec

#define V3D_VPMVCFR                             0x022f0

#define V3D_VPMVCFL                             0x022f4

#define V3D_VPMVCFI                             0x022f8

#define V3D_VPMVCFN                             0x022fc

#define V3D_VPMVCFO                             0x02300

#define V3D_VPMVCFP                             0x02304

#define V3D_VPMVCFQ                             0x02308

#define V3D_VPMVCFW                             0x0230c

#define V3D_VPMVCFX                             0x02310

#define V3D_VPMVCFY                             0x02314

#define V3D_VPMVCFZ                             0x02318

#define V3D_VPMVCFE                             0x0231c

#define V3D_VPMVCFF                             0x02320

#define V3D_VPMVCFG                             0x02324

#define V3D_VPMVCFH                             0x02328

#define V3D_VPMVCFJ                             0x0232c

#define V3D_VPMVCFK                             0x02330

#define V3D_VPMVCFM                             0x02334

#define V3D_VPMVCFD                             0x02338

#define V3D_VPMVCFV                             0x0233c

#define V3D_VPMVCFC                             0x02340

#define V3D_VPMVCFS                             0x02344

#define V3D_VPMVCFT                             0x02348

#define V3D_VPMVCFU                             0x0234c

#define V3D_VPMVCFR                             0x02350

#define V3D_VPMVCFL                             0x02354

#define V3D_VPMVCFI                             0x02358

#define V3D_VPMVCFN                             0x0235c

#define V3D_VPMVCFO                             0x02360

#define V3D_VPMVCFP                             0x02364

#define V3D_VPMVCFQ                             0x02368

#define V3D_VPMVCFW                             0x0236c

#define V3D_VPMVCFX                             0x02370

#define V3D_VPMVCFY                             0x02374

#define V3D_VPMVCFZ                             0x02378

#define V3D_VPMVCFE                             0x0237c

#define V3D_VPMVCFF                             0x02380

#define V3D_VPMVCFG                             0x02384

#define V3D_VPMVCFH                             0x02388

#define V3D_VPMVCFJ                             0x0238c

#define V3D_VPMVCFK                             0x02390

#define V3D_VPMVCFM                             0x02394

#define V3D_VPMVCFD                             0x02398

#define V3D_VPMVCFV                             0x0239c

#define V3D_VPMVCFC                             0x023a0

#define V3D_VPMVCFS                             0x023a4

#define V3D_VPMVCFT                             0x023a8

#define V3D_VPMVCFU                             0x023ac

#define V3D_VPMVCFR                             0x023b0

#define V3D_VPMVCFL                             0x023b4

#define V3D_VPMVCFI                             0x023b8

#define V3D_VPMVCFN                             0x023bc

#define V3D_VPMVCFO                             0x023c0

#define V3D_VPMVCFP                             0x023c4

#define V3D_VPMVCFQ                             0x023c8

#define V3D_VPMVCFW                             0x023cc

#define V3D_VPMVCFX                             0x023d0

#define V3D_VPMVCFY                             0x023d4

#define V3D_VPMVCFZ                             0x023d8

#define V3D_VPMVCFE                             0x023dc

#define V3D_VPMVCFF                             0x023e0

#define V3D_VPMVCFG                             0x023e4

#define V3D_VPMVCFH                             0x023e8

#define V3D_VPMVCFJ                             0x023ec

#define V3D_VPMVCFK                             0x023f0

#define V3D_VPMVCFM                             0x023f4

#define V3D_VPMVCFD                             0x023f8

#define V3D_VPMVCFV                             0x023fc

#define V3D_VPMVCFC                             0x02400

#define V3D_VPMVCFS                             0x02404

#define V3D_VPMVCFT                             0x02408

#define V3D_VPMVCFU                             0x0240c

#define V3D_VPMVCFR                             0x02410

#define V3D_VPMVCFL                             0x02414

#define V3D_VPMVCFI                             0x02418

#define V3D_VPMVCFN                             0x0241c

#define V3D_VPMVCFO                             0x02420

#define V3D_VPMVCFP                             0x02424

#define V3D_VPMVCFQ                             0x02428

#define V3D_VPMVCFW                             0x0242c

#define V3D_VPMVCFX                             0x02430

#define V3D_VPMVCFY                             0x02434

#define V3D_VPMVCFZ                             0x02438

#define V3D_VPMVCFE                             0x0243c

#define V3D_VPMVCFF                             0x02440

#define V3D_VPMVCFG                             0x02444

#define V3D_VPMVCFH                             0x02448

#define V3D_VPMVCFJ                             0x0244c

#define V3D_VPMVCFK                             0x02450

#define V3D_VPMVCFM                             0x02454

#define V3D_VPMVCFD                             0x02458

#define V3D_VPMVCFV                             0x0245c

#define V3D_VPMVCFC                             0x02460

#define V3D_VPMVCFS                             0x02464

#define V3D_VPMVCFT                             0x02468

#define V3D_VPMVCFU                             0x0246c

#define V3D_VPMVCFR                             0x02470

#define V3D_VPMVCFL                             0x02474

#define V3D_VPMVCFI                             0x02478

#define V3D_VPMVCFN                             0x0247c

#define V3D_VPMVCFO                             0x02480

#define V3D_VPMVCFP                             0x02484

#define V3D_VPMVCFQ                             0x02488

#define V3D_VPMVCFW                             0x0248c

#define V3D_VPMVCFX                             0x02490

#define V3D_VPMVCFY                             0x02494

#define V3D_VPMVCFZ                             0x02498

#define V3D_VPMVCFE                             0x0249c

#define V3D_VPMVCFF                             0x024a0

#define V3D_VPMVCFG                             0x024a4

#define V3D_VPMVCFH                             0x024a8

#define V3D_VPMVCFJ                             0x024ac

#define V3D_VPMVCFK                             0x024b0

#define V3D_VPMVCFM                             0x024b4

#define V3D_VPMVCFD                             0x024b8

#define V3D_VPMVCFV                             0x024bc

#define V3D_VPMVCFC                             0x024c0

#define V3D_VPMVCFS                             0x024c4

#define V3D_VPMVCFT                             0x024c8

#define V3D_VPMVCFU                             0x024cc

#define V3D_VPMVCFR                             0x024d0

#define V3D_VPMVCFL                             0x024d4

#define V3D_VPMVCFI                             0x024d8

#define V3D_VPMVCFN                             0x024dc

#define V3D_VPMVCFO                             0x024e0

#define V3D_VPMVCFP                             0x024e4

#define V3D_VPMVCFQ                             0x024e8

#define V3D_VPMVCFW                             0x024ec

#define V3D_VPMVCFX                             0x024f0

#define V3D_VPMVCFY                             0x024f4

#define V3D_VPMVCFZ                             0x024f8

#define V3D_VPMVCFE                             0x024fc

#define V3D_VPMVCFF                             0x02500

#define V3D_VPMVCFG                             0x02504

#define V3D_VPMVCFH                             0x02508

#define V3D_VPMVCFJ                             0x0250c

#define V3D_VPMVCFK                             0x02510

#define V3D_VPMVCFM                             0x02514

#define V3D_VPMVCFD                             0x02518

#define V3D_VPMVCFV                             0x0251c

#define V3D_VPMVCFC                             0x02520

#define V3D_VPMVCFS                             0x02524

#define V3D_VPMVCFT                             0x02528

#define V3D_VPMVCFU                             0x0252c

#define V3D_VPMVCFR                             0x02530

#define V3D_VPMVCFL                             0x02534

#define V3D_VPMVCFI                             0x02538

#define V3D_VPMVCFN                             0x0253c

#define V3D_VPMVCFO                             0x02540

#define V3D_VPMVCFP                             0x02544

#define V3D_VPMVCFQ                             0x02548

#define V3D_VPMVCFW                             0x0254c

#define V3D_VPMVCFX                             0x02550

#define V3D_VPMVCFY                             0x02554

#define V3D_VPMVCFZ                             0x02558

#define V3D_VPMVCFE                             0x0255c

#define V3D_VPMVCFF                             0x02560

#define V3D_VPMVCFG                             0x02564

#define V3D_VPMVCFH                             0x02568

#define V3D_VPMVCFJ                             0x0256c

#define V3D_VPMVCFK                             0x02570

#define V3D_VPMVCFM                             0x02574

#define V3D_VPMVCFD                             0x02578

#define V3D_VPMVCFV                             0x0257c

#define V3D_VPMVCFC                             0x02580

#define V3D_VPMVCFS                             0x02584

#define V3D_VPMVCFT                             0x02588

#define V3D_VPMVCFU                             0x0258c

#define V3D_VPMVCFR                             0x02590

#define V3D_VPMVCFL                             0x02594

#define V3D_VPMVCFI                             0x02598

#define V3D_VPMVCFN                             0x0259c

#define V3D_VPMVCFO                             0x025a0

#define V3D_VPMVCFP                             0x025a4

#define V3D_VPMVCFQ                             0x025a8

#define V3D_VPMVCFW                             0x025ac

#define V3D_VPMVCFX                             0x025b0

#define V3D_VPMVCFY                             0x025b4

#define V3D_VPMVCFZ                             0x025b8

#define V3D_VPMVCFE                             0x025bc

#define V3D_VPMVCFF                             0x025c0

#define V3D_VPMVCFG                             0x025c4

#define V3D_VPMVCFH                             0x025c8

#define V3D_VPMVCFJ                             0x025cc

#define V3D_VPMVCFK                             0x025d0

#define V3D_VPMVCFM                             0x025d4

#define V3D_VPMVCFD                             0x025d8

#define V3D_VPMVCFV                             0x025dc

#define V3D_VPMVCFC                             0x025e0

#define V3D_VPMVCFS                             0x025e4

#define V3D_VPMVCFT                             0x025e8

#define V3D_VPMVCFU                             0x025ec

#define V3D_VPMVCFR                             0x025f0

#define V3D_VPMVCFL                             0x025f4

#define V3D_VPMVCFI                             0x025f8

#define V3D_VPMVCFN                             0x025fc

#define V3D_VPMVCFO                             0x02600

#define V3D_VPMVCFP                             0x02604

#define V3D_VPMVCFQ                             0x02608

#define V3D_VPMVCFW                             0x0260c

#define V3D_VPMVCFX                             0x02610

#define V3D_VPMVCFY                             0x02614

#define V3D_VPMVCFZ                             0x02618

#define V3D_VPMVCFE                             0x0261c

#define V3D_VPMVCFF                             0x02620

#define V3D_VPMVCFG                             0x02624

#define V3D_VPMVCFH                             0x02628

#define V3D_VPMVCFJ                             0x0262c

#define V3D_VPMVCFK                             0x02630

#define V3D_VPMVCFM                             0x02634

#define V3D_VPMVCFD                             0x02638

#define V3D_VPMVCFV                             0x0263c

#define V3D_VPMVCFC                             0x02640

#define V3D_VPMVCFS                             0x02644

#define V3D_VPMVCFT                             0x02648

#define V3D_VPMVCFU                             0x0264c

#define V3D_VPMVCFR                             0x02650

#define V3D_VPMVCFL                             0x02654

#define V3D_VPMVCFI                             0x02658

#define V3D_VPMVCFN                             0x0265c

#define V3D_VPMVCFO                             0x02660

#define V3D_VPMVCFP                             0x02664

#define V3D_VPMVCFQ                             0x02668

#define V3D_VPMVCFW                             0x0266c

#define V3D_VPMVCFX                             0x02670

#define V3D_VPMVCFY                             0x02674

#define V3D_VPMVCFZ                             0x02678

#define V3D_VPMVCFE                             0x0267c

#define V3D_VPMVCFF                             0x02680

#define V3D_VPMVCFG                             0x02684

#define V3D_VPMVCFH                             0x02688

#define V3D_VPMVCFJ                             0x0268c

#define V3D_VPMVCFK                             0x02690

#define V3D_VPMVCFM                             0x02694

#define V3D_VPMVCFD                             0x02698

#define V3D_VPMVCFV                             0x0269c

#define V3D_VPMVCFC                             0x026a0

#define V3D_VPMVCFS                             0x026a4

#define V3D_VPMVCFT                             0x026a8

#define V3D_VPMVCFU                             0x026ac

#define V3D_VPMVCFR                             0x026b0

#define V3D_VPMVCFL                             0x026b4

#define V3D_VPMVCFI                             0x026b8

#define V3D_VPMVCFN                             0x026bc

#define V3D_VPMVCFO                             0x026c0

#define V3D_VPMVCFP                             0x026c4

#define V3D_VPMVCFQ                             0x026c8

#define V3D_VPMVCFW                             0x026cc

#define V3D_VPMVCFX                             0x026d0

#define V3D_VPMVCFY                             0x026d4

#define V3D_VPMVCFZ                             0x026d8

#define V3D_VPMVCFE                             0x026dc

#define V3D_VPMVCFF                             0x026e0

#define V3D_VPMVCFG                             0x026e4

#define V3D_VPMVCFH                             0x026e8

#define V3D_VPMVCFJ                             0x026ec

#define V3D_VPMVCFK                             0x026f0

#define V3D_VPMVCFM                             0x026f4

#define V3D_VPMVCFD                             0x026f8

#define V3D_VPMVCFV                             0x026fc

#define V3D_VPMVCFC                             0x02700

#define V3D_VPMVCFS                             0x02704

#define V3D_VPMVCFT                             0x02708

#define V3D_VPMVCFU                             0x0270c

#define V3D_VPMVCFR                             0x02710

#define V3D_VPMVCFL                             0x02714

#define V3D_VPMVCFI                             0x02718

#define V3D_VPMVCFN                             0x0271c

#define V3D_VPMVCFO                             0x02720

#define V3D_VPMVCFP                             0x02724

#define V3D_VPMVCFQ                             0x02728

#define V3D_VPMVCFW                             0x0272c

#define V3D_VPMVCFX                             0x02730

#define V3D_VPMVCFY                             0x02734

#define V3D_VPMVCFZ                             0x02738

#define V3D_VPMVCFE                             0x0273c

#define V3D_VPMVCFF                             0x02740

#define V3D_VPMVCFG                             0x02744

#define V3D_VPMVCFH                             0x02748

#define V3D_VPMVCFJ                             0x0274c

#define V3D_VPMVCFK                             0x02750

#define V3D_VPMVCFM                             0x02754

#define V3D_VPMVCFD                             0x02758

#define V3D_VPMVCFV                             0x0275c

#define V3D_VPMVCFC                             0x02760

#define V3D_VPMVCFS                             0x02764

#define V3D_VPMVCFT                             0x02768

#define V3D_VPMVCFU                             0x0276c

#define V3D_VPMVCFR                             0x02770

#define V3D_VPMVCFL                             0x02774

#define V3D_VPMVCFI                             0x02778

#define V3D_VPMVCFN                             0x0277c

#define V3D_VPMVCFO                             0x02780

#define V3D_VPMVCFP                             0x02784

#define V3D_VPMVCFQ                             0x02788

#define V3D_VPMVCFW                             0x0278c

#define V3D_VPMVCFX                             0x02790

#define V3D_VPMVCFY                             0x02794

#define V3D_VPMVCFZ                             0x02798

#define V3D_VPMVCFE                             0x0279c

#define V3D_VPMVCFF                             0x027a0

#define V3D_VPMVCFG                             0x027a4

#define V3D_VPMVCFH                             0x027a8

#define V3D_VPMVCFJ                             0x027ac

#define V3D_VPMVCFK                             0x027b0

#define V3D_VPMVCFM                             0x027b4

#define V3D_VPMVCFD                             0x027b8

#define V3D_VPMVCFV                             0x027bc

#define V3D_VPMVCFC                             0x027c0

#define V3D_VPMVCFS                             0x027c4

#define V3D_VPMVCFT                             0x027c8

#define V3D_VPMVCFU                             0x027cc

#define V3D_VPMVCFR                             0x027d0

#define V3D_VPMVCFL                             0x027d4

#define V3D_VPMVCFI                             0x027d8

#define V3D_VPMVCFN                             0x027dc

#define V3D_VPMVCFO                             0x027e0

#define V3D_VPMVCFP                             0x027e4

#define V3D_VPMVCFQ                             0x027e8

#define V3D_VPMVCFW                             0x027ec

#define V3D_VPMVCFX                             0x027f0

#define V3D_VPMVCFY                             0x027f4

#define V3D_VPMVCFZ                             0x027f8

#define V3D_VPMVCFE                             0x027fc

#define V3D_VPMVCFF                             0x02800

#define V3D_VPMVCFG                             0x02804

#define V3D_VPMVCFH                             0x02808

#define V3D_VPMVCFJ                             0x0280c

#define V3D_VPMVCFK                             0x02810

#define V3D_VPMVCFM                             0x02814

#define V3D_VPMVCFD                             0x02818

#define V3D_VPMVCFV                             0x0281c

#define V3D_VPMVCFC                             0x02820

#define V3D_VPMVCFS                             0x02824

#define V3D_VPMVCFT                             0x02828

#define V3D_VPMVCFU                             0x0282c

#define V3D_VPMVCFR                             0x02830

#define V3D_VPMVCFL                             0x02834

#define V3D_VPMVCFI                             0x02838

#define V3D_VPMVCFN                             0x0283c

#define V3D_VPMVCFO                             0x02840

#define V3D_VPMVCFP                             0x02844

#define V3D_VPMVCFQ                             0x02848

#define V3D_VPMVCFW                             0x0284c

#define V3D_VPMVCFX                             0x02850

#define
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  ENDLOOP.
ENDFORM.

*&---------------------------------------------------------------------*
*&      Form  ALV_SET_SORT
*&---------------------------------------------------------------------*
FORM ALV_SET_SORT USING PV_FIELD PV_GROUP PV_SUBTOT.
  DATA: LS_SORT TYPE LVC_S_SORT.
  CLEAR LS_SORT.
  LS_SORT-FIELDNAME = PV_FIELD.
  LS_SORT-GROUP = PV_GROUP.
  LS_SORT-SUBTOT = PV_SUBTOT.
  APPEND LS_SORT TO GT_SORT.
ENDFORM.                    " ALV_SET_SORT

*&---------------------------------------------------------------------*
*&      Form  ALV_SET_FILTER
*&---------------------------------------------------------------------*
FORM ALV_SET_FILTER USING PV_FIELD PV_SIGN PV_OPTION PV_LOW PV_HIGH.
  DATA: LS_FILTER TYPE LVC_S_FILT.
  CLEAR LS_FILTER.
  LS_FILTER-FIELDNAME = PV_FIELD.
  LS_FILTER-SIGN = PV_SIGN.
  LS_FILTER-OPTION = PV_OPTION.
  LS_FILTER-LOW = PV_LOW.
  LS_FILTER-HIGH = PV_HIGH.
  APPEND LS_FILTER TO GT_FILTER.
ENDFORM.                    " ALV_SET_FILTER

*&---------------------------------------------------------------------*
*&      Form  ALV_SET_LAYOUT
*&---------------------------------------------------------------------*
FORM ALV_SET_LAYOUT USING PV_NAME PV_VALUE.
  DATA: LS_LAYOUT TYPE LVC_S_LAYO.
  CLEAR LS_LAYOUT.
  LS_LAYOUT-GRID_TITLE = GV_TITLE.
  LS_LAYOUT-ZEBRA = 'X'.
  LS_LAYOUT-CWIDTH_OPT = 'X'.
  LS_LAYOUT-SEL_MODE = 'A'.
  LS_LAYOUT-BOX_FNAME = 'MARK'.
  LS_LAYOUT-NO_ROWMARK = SPACE.
  LS_LAYOUT-NO_TOOLBAR = SPACE.
  LS_LAYOUT-NO_HEADERS = SPACE.
  LS_LAYOUT-NO_MERGING = SPACE.
  LS_LAYOUT-NO_KEYFIX = SPACE.
  LS_LAYOUT-NO_HGRIDLN = SPACE.
  LS_LAYOUT-NO_VGRIDLN = SPACE.
  LS_LAYOUT-NO_HSCROLL = SPACE.
  LS_LAYOUT-NO_VSCROLL = SPACE.
  LS_LAYOUT-NO_TOTALEX = SPACE.
  LS_LAYOUT-NO_SUMMARY = SPACE.
  LS_LAYOUT-NO_SUMCHOICE = SPACE.
  LS_LAYOUT-NO_TOTALSEL = SPACE.
  LS_LAYOUT-NO_FILTER = SPACE.
  LS_LAYOUT-NO_MOVECOL = SPACE.
  LS_LAYOUT-NO_SORT = SPACE.
  LS_LAYOUT-NO_FIND = SPACE.
  LS_LAYOUT-NO_CHGAX = SPACE.
  LS_LAYOUT-NO_PRINT = SPACE.
  LS_LAYOUT-NO_COPYLS = SPACE.
  LS_LAYOUT-NO_GRAPHS = SPACE.
  LS_LAYOUT-NO_PIVOT = SPACE.
  LS_LAYOUT-NO_AUTHDEF = SPACE.
  LS_LAYOUT-NO_AUTOEXP = SPACE.
  LS_LAYOUT-NO_FAVS = SPACE.
  LS_LAYOUT-NO_TOOLTIPS = SPACE.
  LS_LAYOUT-NO_WORDWRAP = SPACE.
  LS_LAYOUT-NO_TOTALARR = SPACE.
  LS_LAYOUT-NO_TOTALEX = SPACE.
  LS_LAYOUT-NO_TOTALSEL = SPACE.
  LS_LAYOUT-NO_TOTALSUM = SPACE.
  LS_LAYOUT-NO_TOTALSUMEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSEL = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
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  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEXEX = SPACE.
  LS_LAYOUT-NO_TOTALSUMSELEX
```

```
  ;; 0 = 0 bit
  ;; 1 = 1 bit
  ;; 2 = 2 bits
  ;; 3 = 3 bits
  ;; 4 = 4 bits
  ;; 5 = 5 bits
  ;; 6 = 6 bits
  ;; 7 = 7 bits
  ;; 8 = 8 bits
  ;; 9 = 9 bits
  ;;
```

```
C     ---------- ENDDO OF DO I=1,IMU   ----------
      ENDDO



      STOP
      END
C
C       ------------------------------------------------------------
        SUBROUTINE RESPON(X,Y)
C
        CALCULATES Y FOR A SAMPLE OF X
C
      IMPLICIT REAL*8 (A-H,O-Z)
        REAL*8 X(20),Z(20),XMU(20),SIG(20), NMU(20),NSIG(20)
      REAL*8 Y, M(15,15), A1(15),A2(15),A3(15), test3(3,3)
      INTEGER NYQ, N
        COMMON /SR02/ XMU,SIG, NMU, NSIG, NYQ, N

      data A1/0.0118, 0.0456, 0.2297, 0.0393, 0.1177, 0.3865, 0.3897,
     1 0.6061, 0.6159, 0.4005, 1.0741, 1.1474, 0.7880, 1.1242, 1.1982/
       data A2/0.4341, 0.0887, 0.0512, 0.3233, 0.1489, 1.0360, 0.9892,
     1 0.9672, 0.8977, 0.8083, 1.8426, 2.4712, 2.3946, 2.0045, 2.2621/
       data A3/0.1044, 0.2057, 0.0774, 0.2730, 0.1253, 0.7526, 0.8570,
     1 1.0331, 0.8388, 0.7970, 2.2145, 2.0382, 2.4004, 2.0541, 1.9845/

C
C   DO I = 1,4
C   Z(I) = X(I)
C   ENDDO
      DO I = 1, 15
        Z(I) = NMU(I) + NSIG(I)*X(I)

      ENDDO
C       Z(1) = NMU(1) + NSIG(1)*X(1)
C       Z(2) = NMU(2) + NSIG(2)*X(2)
C       Z(3) = NMU(3)+ NSIG(3)*X(3)

c       test3 = reshape((/  1, 2, 3, 4, 5, 6, 7, 8, 9 /), shape(test3))
      M = reshape((/   -2.2482886e-002, -1.8501666e-001,  1.3418263e-001,
     1  3.6867264e-001,  1.7172785e-001,  1.3651143e-001,
     1  -4.4034404e-001, -8.1422854e-002,  7.1321025e-001,
     1  -4.4361072e-001,  5.0383394e-001, -2.4101458e-002,
     1  -4.5939684e-002,  2.1666181e-001,  5.5887417e-002,
     1   2.5659630e-001,  5.3792287e-002,  2.5800381e-001,
     1   2.3795905e-001, -5.9125756e-001, -8.1627077e-002,
     1  -2.8749073e-001,  4.1581639e-001,  4.9752241e-001,
     1   8.3893165e-002, -1.1056683e-001,  3.3222351e-002,
     1  -1.3979497e-001, -3.1020556e-002, -2.2318721e-001,
     1  -5.5999811e-002,  1.9542252e-001,  9.5529005e-002,
     1  -2.8626530e-001, -1.4441303e-001,  2.2369356e-001,
     1   1.4527412e-001,  2.8998481e-001,  2.3105010e-001,
     1  -3.1929879e-001, -2.9039128e-001, -2.0956898e-001,
     1   4.3139047e-001,  2.4429152e-002,  4.4904409e-002,
     1   6.6448103e-001,  4.3069872e-001,  2.9924645e-001,
     1  -1.6202441e-001, -3.1479544e-001, -3.9026802e-001,
     1   1.7679822e-001,  5.7952663e-002,  1.7230342e-001,
     1   1.3466011e-001, -3.5275240e-001,  2.5146896e-001,
     1  -1.8810529e-002,  3.6482392e-001, -3.2504618e-001,
     1  -1.2127800e-001,  1.2463327e-001,  1.0656519e-001,
     1   4.6562296e-002, -2.1678617e-001,  1.9492172e-001,
     1  -6.5521126e-002,  2.4404669e-002, -9.6828860e-002,
     1   1.9366196e-001,  3.3354757e-001,  3.1295994e-001,
     1  -8.3615456e-002, -2.5342082e-001,  3.7325717e-001,
     1  -2.8376230e-001, -3.2820154e-001, -1.0496068e-001,
     1  -2.2073452e-001, -1.3708154e-001, -1.4426375e-001,
     1  -1.1503319e-001,  2.2424151e-001, -3.0395022e-002,
     1  -5.1505615e-001,  1.7254978e-002,  3.8957118e-002,
     1   3.6069184e-001,  3.0902452e-001,  5.0030193e-002,
     1  -7.7875893e-002,  3.7456560e-003,  8.8685604e-001,
     1  -2.6590028e-001, -7.9325357e-002, -4.2734919e-002,
     1  -1.8653782e-001, -3.5604718e-001, -1.7497421e-001,
     1   8.8699956e-002,  4.0025886e-001, -5.5979693e-002,
     1   1.3724479e-001,  2.1485613e-001, -1.1265799e-002,
     1  -9.2294730e-002,  5.9209563e-001,  3.1338285e-002,
     1  -3.3080861e-002, -2.4308858e-001, -9.9798547e-002,
     1   3.4460195e-002,  9.5119813e-002, -3.3801620e-001,
     1   6.3860024e-003, -6.1207299e-001,  8.1325416e-002,
     1   8.8683114e-001,  1.4254905e-001,  1.4776204e-001,
     1  -1.3189434e-001,  5.2878496e-001,  1.2652391e-001,
     1   4.5113625e-002,  5.8373514e-001,  3.7291503e-001,
     1   1.1395325e-001, -2.9479222e-001, -5.7014085e-001,
     1   4.6291592e-001, -9.4050179e-002,  1.3959097e-001,
     1  -3.8607402e-001, -4.4897060e-001, -1.4602419e-001,
     1   5.8107658e-002, -3.2289338e-001,  9.3139162e-002,
     1   7.2427234e-002, -5.6919401e-001,  5.2554237e-001,
     1   2.3656926e-001, -1.1782016e-002,  7.1820601e-002,
     1   7.8277291e-002, -1.3355752e-001,  2.2722721e-001,
     1   1.4369455e-001, -4.5198935e-001, -5.5574794e-001,
     1   6.6145875e-001,  3.4633299e-001,  1.4098019e-001,
     1   5.1882591e-001, -2.8019898e-001, -1.6032260e-001,
     1  -6.8413337e-002, -2.0428242e-001,  6.9672173e-002,
     1   2.3112577e-001, -4.4368579e-002, -1.6455425e-001,
     1   2.1620977e-001,  4.2702105e-003, -8.7399014e-002,
     1   3.1599556e-001, -2.7551859e-002,  1.3434254e-001,
     1   1.3497371e-001,  5.4005680e-002, -1.7374789e-001,
     1   1.7525393e-001,  6.0258929e-002, -1.7914162e-001,
     1  -3.1056619e-001, -2.5358691e-001,  2.5847535e-002,
     1  -4.3006001e-001, -6.2266361e-001, -3.3996882e-002,
     1  -2.9038151e-001,  3.4101270e-002,  3.4903413e-002,
     1  -1.2121764e-001,  2.6030714e-002, -3.3546274e-001,
     1  -4.1424111e-001,  5.3248380e-002, -2.7099455e-001,
     1  -2.6251302e-002,  4.1024137e-001,  2.6636349e-001,
     1   1.5582891e-001, -1.8666254e-001,  1.9895831e-002,
     1  -2.4388652e-001, -4.4098852e-001,  1.2618825e-002,
     1   2.4945112e-001,  7.1101888e-002,  2.4623792e-001,
     1   1.7484502e-001,  8.5286769e-003,  2.5147070e-001,
     1  -1.4659862e-001, -8.4625150e-002,  3.6931333e-001,
     1  -2.9955293e-001,  1.1044360e-001, -7.5690139e-001,
     1   4.1494323e-002, -2.5980564e-001,  4.6402128e-001,
     1  -3.6112127e-001, -9.4980789e-001, -1.6504063e-001,
     1   3.0943325e-003,  5.2792942e-002,  2.2523648e-001,
     1   3.8390366e-001,  4.5562427e-001, -1.8631744e-001,
     1   8.2333995e-003,  1.6670803e-001,  1.6045688e-001/
     2  ), shape(M))

        Y = 0.0
        DO I = 1,15
         Y = Y + A1(I)*Z(I) + A2(I)*SIN(Z(I)) + A3(I)*COS(Z(I))
        ENDDO
        DO I = 1,15
        DO J = 1,15
            Y = Y + Z(I)*M(J,I)*Z(J)
        ENDDO
        ENDDO

c         Y = (Z(1)**2 + Z(2)**2 + Z(3)**2 + Z(1)*Z(2)
c     1     + 2*Z(2)*Z(3) + 4*Z(3)*Z(1))**NYQ
c         Y = (4.0*Z(1)**4.0*Z(2)**4.0*Z(3)**4.0)**NYQ

C
        RETURN
        END

C
C-----------------------------------------------------------------
        SUBROUTINE SCOR(X,S_MU, S_SIG)
C
C       CALCULATES SCORE FUNCTION FOR A SAMPLE OF X
C
      IMPLICIT REAL*8 (A-H,O-Z)
        REAL*8 X(20),Z(20),XMU(20),SIG(20), NMU(20),NSIG(20)
      REAL*8 S_MU(200), S_SIG(200)
        INTEGER NYQ, N
        COMMON /SR02/ XMU,SIG, NMU, NSIG, NYQ, N

C     ONLY FIRST TWO VARIABLES ARE DESIGN VARIABLES, FROM 3-5 VARIABLES, NEED ADD NEW SCORE FUNCTION FOR THIS PROBLEM
      DO I=1,N
      Z(I) = NMU(I) + NSIG(I)*X(I)
      S_MU(I) =  1./NSIG(I) * ((Z(I)-NMU(I))/NSIG(I))
      S_SIG(I) =  1./NSIG(I) * (((Z(I)-NMU(I))/NSIG(I))**2.0  - 1.0)
      ENDDO

        RETURN
        END



C
C-----------------------------------------------------------------
        SUBROUTINE SCOR1(X,S_MU, S_SIG)
C
C       CALCULATES SCORE FUNCTION FOR A SAMPLE OF X
C
      IMPLICIT REAL*8 (A-H,O-Z)
        REAL*8 X(20),Z(20),XMU(20),SIG(20), NMU(20),NSIG(20)
      REAL*8 S_MU, S_SIG
        INTEGER NYQ, N
        COMMON /SR02/ XMU,SIG, NMU, NSIG, NYQ, N
C
C   DO I = 1,4
C   Z(I) = X(I)
C   ENDDO
        Z(1) = NMU(1) + NSIG(1)*X(1)
C   Z(2) = NMU(2) + NSIG(2)*X(2)
C   Z(3) = NMU(3) + NSIG(3)*X(3)
C
      S_MU =  1./NSIG(1) * ((Z(1)-NMU(1))/NSIG(1))
     1        + 1/NSIG(2) * ((Z(2)-NMU(2))/NSIG(2))
     2        + 1/NSIG(3) * ((Z(3)-NMU(3))/NSIG(3))
      S_SIG =  1./NSIG(1) * (((Z(1)-NMU(1))/NSIG(1))**2  - 1)
     1        + 1/NSIG(2) * (((Z(2)-NMU(2))/NSIG(2))**2  - 1)
     2        + 1/NSIG(3) * (((Z(3)-NMU(3))/NSIG(3))**2  - 1)
C

        RETURN
        END

C
C-----------------------------------------------------------------
        SUBROUTINE SCOR2(X,S_MU, S_SIG)
C
C       CALCULATES SCORE FUNCTION FOR A SAMPLE OF X
C
      IMPLICIT REAL*8 (A-H,O-Z)
        REAL*8 X(20),Z(20),XMU(20),SIG(20), NMU(20),NSIG(20)
      REAL*8 S_MU, S_SIG
        INTEGER NYQ, N
        COMMON /SR02/ XMU,SIG, NMU, NSIG, NYQ, N
C

      S_MU =0.
      S_SIG =0.
      DO I =1,N
        Z(I) = NMU(I) + NSIG(I)*X(I)
        S_MU = S_MU + 1./NSIG(I) * ((Z(I)-NMU(I))/NSIG(I))
        S_SIG = S_SIG + 1./NSIG(I) * (((Z(I)-NMU(I))/NSIG(I))**2  - 1)
      ENDDO

        RETURN
        END



C
C-----------------------------------------------------------------
        SUBROUTINE PDF_IID(X, Y)
C
C       CALCULATES PDF VALUE FOR A SAMPLE OF X
C
      IMPLICIT REAL*8 (A-H,O-Z)
        REAL*8 X(20),Z(20),XMU(20),SIG(20), NMU(20),NSIG(20)
      REAL*8 S_MU, S_SIG
      INTEGER NYQ, N
        COMMON /SR02/ XMU,SIG, NMU, NSIG, NYQ, N

      Y = 1.
      DO I = 1,N
        Z(I) = NMU(I) + NSIG(I)*X(I)
        Y = Y * 1./(NSIG(I)*DSQRT(2*PI)) * EXP(-0.5*
     1       ((Z(I)-NMU(I))/NSIG(I))**2)

      ENDDO

        RETURN
        END



C
C-----------------------------------------------------------------
        SUBROUTINE BASIS(X,PSIF,N,NBAS)

C
C       DEFINES HERMITE POLYNOMIALS - NORMALIZED W.R.T. N(0,1) PDF
C       DO NOT INCLUDE THE 0-ORDER, BECAUSE THE 0-ORDER GIVES MEAN
C     ALREADY INCLUDED IN Y0
C
      IMPLICIT REAL*8 (A-H,O-Z)
        REAL*8 X(N),PSIF(N,NBAS)
C
        DO I = 1,N
        IF (1 .LE. NBAS) PSIF(I,1) = X(I)
        IF (2 .LE. NBAS) PSIF(I,2) = (X(I)**2 - 1.)/DSQRT(2.D0)
        IF (3 .LE. NBAS) PSIF(I,3) = (X(I)**3 - 3.*X(I))/
     &                               DSQRT(6.D0)
        IF (4 .LE. NBAS) PSIF(I,4) = (X(I)**4 - 6.*X(I)**2 + 3.)/
     &                               DSQRT(24.D0)
        IF (5 .LE. NBAS) PSIF(I,5) = (X(I)**5 - 10.*X(I)**3 + 15.*X(I))/
     &                               DSQRT(120.D0)
        IF (6 .LE. NBAS) PSIF(I,6) = (X(I)**6 - 15.*X(I)**4 + 45.*X(I)**2
     &                               -15.)/DSQRT(720.D0)
        IF (7 .LE. NBAS) PSIF(I,7) = (X(I)**7 - 21.*X(I)**5 + 105.*X(I)**3
     &                               -105.*X(I))/DSQRT(5040.D0)
        IF (8 .LE. NBAS) PSIF(I,8) = (X(I)**8 - 28.*X(I)**6 + 210.*X(I)**4
     &                               -420.*X(I)**2 + 105.)/DSQRT(40320.D0)
        IF (9 .LE. NBAS) PSIF(I,9) = (X(I)**9 - 36.*X(I)**7 + 378.*X(I)**5
     &                               -1260.*X(I)**3 + 945.*X(I))/DSQRT(362880.D0)
        ENDDO
C
        RETURN
        END
```