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# A SPIN SYNCHRONOUS CLOCK FOR SPIN-STABILIZED VEHICLES

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National Aeronautics And Space Administration

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# ERRATA

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16. Abstract The Spin Synchronous Clock (SSC) is a digital system that generates a time-based clock signal synchronized to the spin rate of a spin-stabilized vehicle. The basic function of the device is to supply a series of pulses defining equal angular intervals within the spin period. This function is accomplished by the generation of a signal whose frequency is a multiple of the spin rate. The clock signal may be synchronized to any spin event detected aboard the vehicle, such as the magnetic field crossing or the sun line crossing.		
<p>The majority of scientific experiments on spin-stabilized spacecraft have directional detectors. Therefore, the spinning motion of the spacecraft causes these detectors to perform a circular scan of the celestial sphere. With an onboard clock synchronized to the spin rate and independent of telemetry format restrictions, the experimenter is free to sample data only from that region of space in which he is interested.</p> <p>Also, the SSC may be used to increase the accuracy and to reduce the complexity of other vehicle functions, such as attitude control, miniprobe separation, and electronically despun antennas.</p>		
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# A SPIN SYNCHRONOUS CLOCK FOR SPIN-STABILIZED VEHICLES

by

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## INTRODUCTION

The technique used to generate a spin-synchronized signal whose frequency is a multiple of the spin rate is best presented by the use of a simple example.

Assume the existence of a spin-stabilized spacecraft with a spin period of 10 s that must be divided into 16 equal intervals. The spin period is measured by a counter  $C_1$  that uses  $f_1$ , a 100-Hz frequency source. Hence, in a single spin, the counter  $C_1$  will accumulate 1000 counts. The contents of  $C_1$  are transferred to a storage register and are compared to the contents of a second counter  $C_0$ . The criterion for the comparison and the generation of a pulse is that the number in the counter  $C_0$  be equal to the number in the storage register. Further, let the source frequency  $f_0$  of counter  $C_0$  be 16 times that at which the spin period was sampled ( $f_0 = 1.6\text{kHz} = 16f_1$ ). Therefore, 0.625 s after it starts counting, counter  $C_0$  will register the number 1000. At this time the comparator circuit will generate a pulse. If this pulse resets counter  $C_0$ , then 0.625 s later  $C_0$  will have reached the count of 1000 again and will cause the generation of a second pulse from the comparator. Hence, if counter  $C_0$  initially starts at the beginning of the definition of a spin period, the comparison circuitry will produce 16 pulses within the spin period of 10 s.

Therefore, the basic technique used by the Spin Synchronous Clock (SSC) to generate a specific number of pulses during the spacecraft rotation period is the production of a comparator pulse each time the counter  $C_0$  attains a specific reference value. The reference value, representing the spin period of the spacecraft, is generated every spin period from a clock frequency  $f_1$  used as the gating source for a counter  $C_1$ . When a higher clock frequency  $f_0$  is used as the source for the second counter  $C_0$ , the reference value attained is a multiple of the ratio of the two frequency sources  $f_0/f_1$ . Therefore, when the frequency ratio is made equal to the number of pulses desired within a spin period, the comparator output is synchronized to the spin rate and contains the desired frequency.

If the lower frequency  $f_1$  is generated from the higher frequency  $f_0$  by the use of a binary counter, the frequency ratio  $f_0/f_1$  is a binary number. The capacity of this frequency-dividing counter  $C_d$  determines the ratio  $f_0/f_1$ , which is the number of pulses desired within a spin period.

The spin period is defined by converting an onboard observation, such as the sun line crossing or the magnetic field crossing, into a command pulse for the SSC. The time interval between successive command pulses is measured by using the frequency  $f_1$  as the counting source for a counter  $C_1$ . This interval counter  $C_1$  then contains the number of counts of  $f_1$  that occurred between two successive command pulses and, hence, represents the rotation period of the spacecraft. For the interval counter  $C_1$  to record every spin of the spacecraft, the information must be transferred to a storage register and the counter  $C_1$  reset upon each occurrence of the command pulse.

When the spin period information is transferred to a storage register, it is available for comparison with the state of counter  $C_0$ , which is in continuous operation and has a source frequency of  $f_0$ . When this continuous counter  $C_0$  reaches the value contained in the storage register, the comparator generates a pulse that resets  $C_0$ . The pulses generated by the comparator become the basic time clock signal produced by the SSC.

## SYSTEM DESCRIPTION

The basic function of the SSC is to generate  $2^n$  pulses per spin period. These pulses divide the rotational period into  $2^n - 1$  equal time intervals plus one remaining interval that may be slightly greater or smaller than the other intervals. To accomplish this function, the SSC receives two signals from the spacecraft systems. One is a high frequency signal  $f_0$ , the other is the command pulse. The SSC uses this command pulse to define the rotational period of the spacecraft.

For the purpose of a detailed description, the SSC can be considered to be composed of three subsystems: a control logic, a comparison logic, and an output counter.

The following definitions of terms apply to all the above subsystems:

$2^n$  = number of pulses generated in a single spin period,

$f_0$  = high-frequency voltage square wave,

and

$f_1$  = a voltage square wave related to  $f_0$  by the relation  $f_0 = 2^n f_1$ .

### Control Logic

The function of this subsystem is to provide the basic control logic for the SSC. The subsystem consists of two counters and associated decoding gates that generate the timing functions necessary to control the operation of the interval counter  $C_1$ .

A block diagram is shown in Figure 1, and the signal definitions are presented in Tables 1 and 2.

The leading edge of the command pulse resets both counters to zero, which indicates the start of a spin period. The counter  $C_d$  performs the frequency division on the  $f_0$  signal.  $C_d$  is  $n$  stages in length and has a capacity of  $2^n - 1$ . Hence, the output signal of its last stage supplies the frequency  $f_1$  used in the measurement of the spin period length.

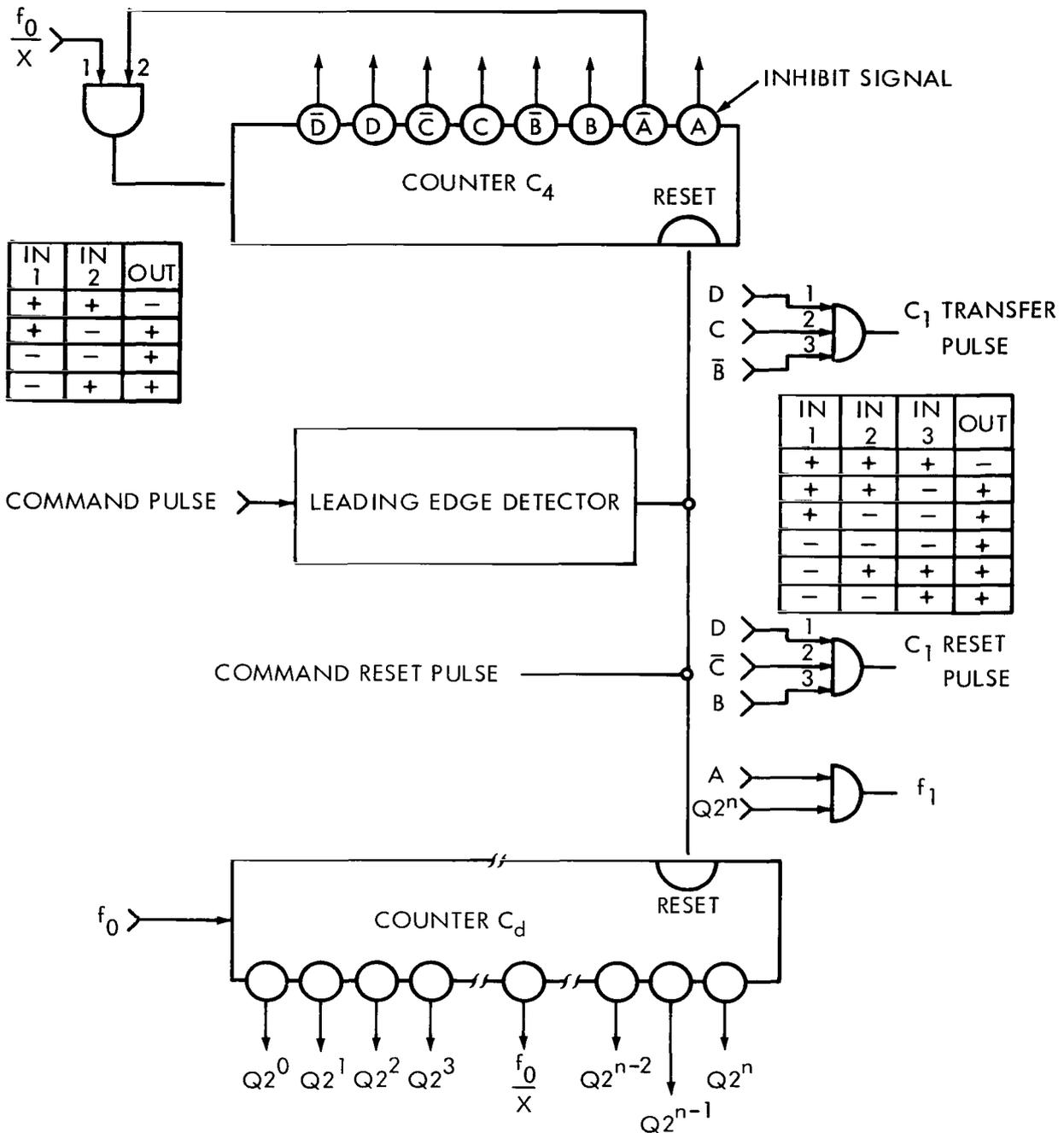


Figure 1—Control logic subsystem block diagram.

Table 1—Input signals to control logic subsystem.

Designation	Origin	Descriptive remarks
$f_0$ signal	External to SSC	Square wave voltage signal whose frequency is $f_0$ .
Command pulse	External to SSC	Voltage pulse whose leading edge defines the start of a spin period.

Table 2—Output signals from control logic subsystem.

Designation	Destination	Descriptive remarks
$C_1$ transfer pulse	Interval counter $C_1$	A voltage pulse occurring slightly after the command pulse and used to transfer the contents of $C_1$ into a storage register.
$C_1$ inhibit signal	Interval counter $C_1$	A voltage level occurring with the command pulse.
$C_1$ reset pulse	Interval counter $C_1$	A voltage pulse occurring after the $C_1$ transfer pulse and used to reset $C_1$ to zero.
$Q2^0$ thru $Q2^n$	External to SSC except for two. One goes to $C_4$ , the other to $C_1$ .	The voltage output of each separate stage of the $C_d$ counter.
Command reset pulse	Output counter	A voltage pulse occurring coincident with the leading edge of the command pulse.

The second counter  $C_4$  and its associated decoding generates three signals for the control of the operation of the interval counter  $C_1$ . These are a  $C_1$  inhibit signal (a voltage that prevents  $C_1$  from changing its contents during transfer pulse occurrence), a  $C_1$  transfer pulse (a pulse that transfers the contents of the  $C_1$  counter into a storage register), and a  $C_1$  reset pulse (a pulse that resets the  $C_1$  counter to zero following the transfer pulse).

The block diagram (Figure 1) shows the logic for these three functions and the fact that the input to  $C_4$  is a gated function of one of the intermediate stages of  $C_d$ . The gating insures that the three  $C_1$  control signals occur only once each spin period. Using an intermediate stage of  $C_d$  as an input to  $C_4$  merely provides reset and transfer pulses of convenient duration. The only restriction is that these control signals be completed before the first count of  $f_1$  enters the interval counter  $C_1$ .

### Comparison Logic

The comparison logic subsystem consists of two counters,  $C_0$  and  $C_1$ , a parallel load storage register, and a comparator (Figure 2). The storage register accepts and retains the information from the interval counter  $C_1$  once each spin period. The second counter  $C_0$  operates continuously at a rate of  $f_0$  and, along with the storage register, provides the inputs to the comparator. When the contents of the storage register and the counter  $C_0$  are identical, the comparator generates a pulse. In a given spin period, the pulses generated by the comparator become the clock signal synchronized to the spin period. These pulses, along with the command reset pulse, are used to reset the counter  $C_0$ . Hence, they must be such that their action does not cause the loss of an  $f_0$  count. This places a constraint on the pulse width of the comparator-generated pulses as well as on the command reset pulse.

The signal definitions are presented in Tables 3 and 4.

### Output Counter

The pulses generated by the comparator compose the clock signal synchronized to the spin period. This signal is used as the input to the output counter  $C_t$ . Hence, decoding the output counter  $C_t$  makes information available about the instantaneous pointing direction of a point on the spacecraft.

A block diagram of the output counter subsystem is shown in Figure 3. During the rotation period, the counter  $C_t$  should reach a count of  $2^n$  and then be reset to zero by the command reset pulse. If  $2^n$  counts have been accumulated and a command reset pulse does not occur, the counter  $C_t$  continues until  $2^{n+1}$  counts have been accumulated. If a command reset pulse still has not occurred by this time, the circuitry associated with the counter  $C_t$  generates a pseudocommand signal every time the contents of  $C_t$  are changed by  $2^n$  pulses from the comparator. Hence, the output counter subsystem will wait one spin period following the loss of the command reset pulse before generating a pseudocommand signal every  $2^n$  pulses from the comparator. The signal definitions are presented in Tables 5 and 6.

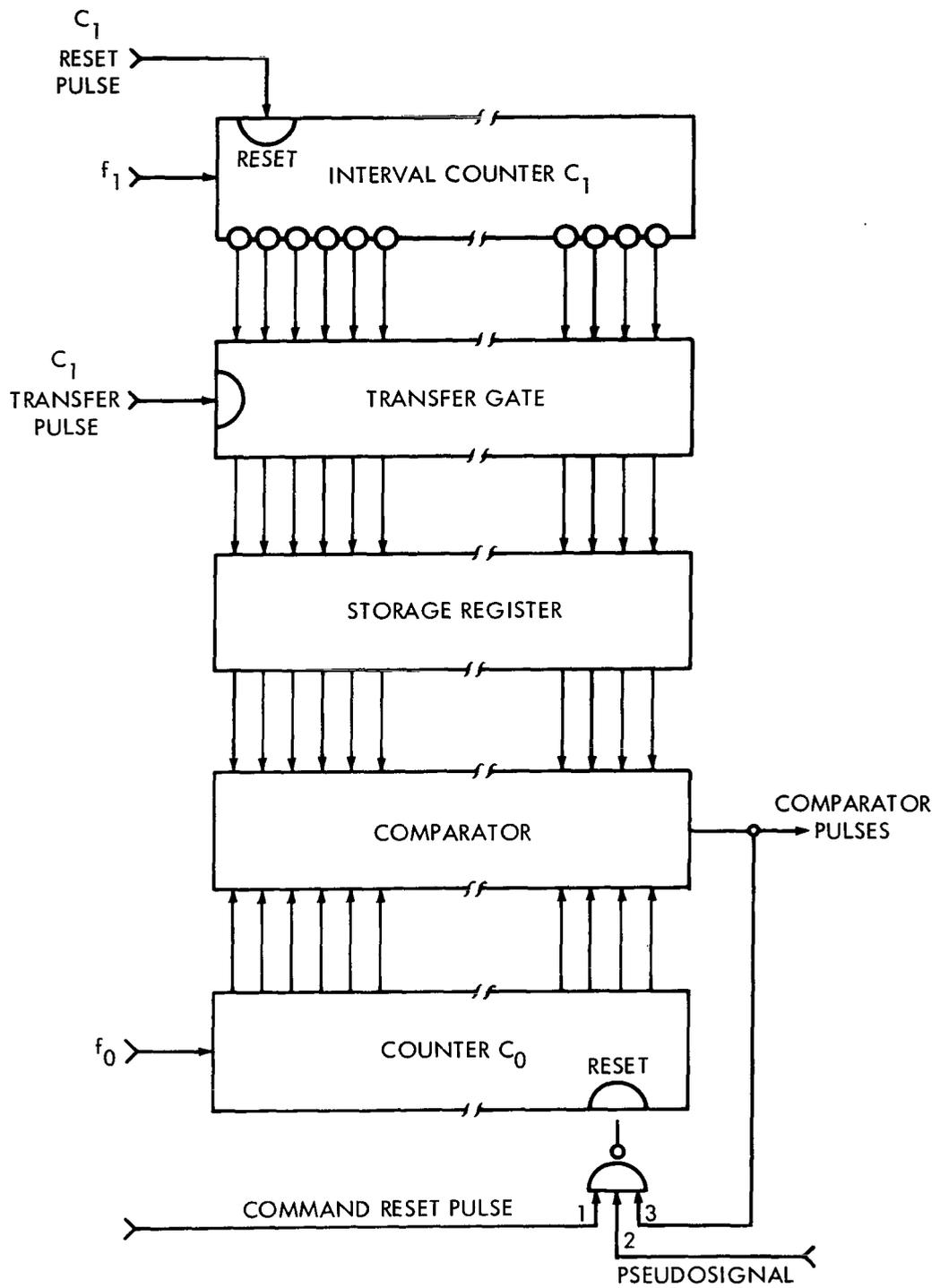


Figure 2—Comparison logic block diagram.

Table 3—Input signals to comparison logic subsystem.

Designation	Origin	Descriptive remarks
$C_1$ transfer pulse	Control logic	A voltage pulse occurring slightly after the command pulse and used to transfer the contents of $C_1$ into a storage register.
$C_1$ inhibit signal	Control logic	A voltage level occurring with the command pulse.
$C_1$ reset pulse	Control logic	A voltage pulse occurring after the $C_1$ transfer pulse and used to reset $C_1$ to zero.
$f_0$ signal	External to SSC	A square wave voltage signal whose frequency is $f_0$ .
Command reset pulse	Control logic	A voltage pulse occurring at the same time as the leading edge of the command pulse.
$f_1$ signal	Control logic	A square wave voltage whose frequency is $f_1$ . ( $f_1 = f_0/2^{12}$ ).
Pseudosignal	Output counter	A voltage pulse generated at the last known spin rate to replace the lost command reset pulse.

Table 4—Output signals from comparison logic subsystem.

Designation	Destination	Descriptive remarks
Comparator pulses	Output counter and external to SSC	A voltage pulse train forming the basic spin-synchronized signal.

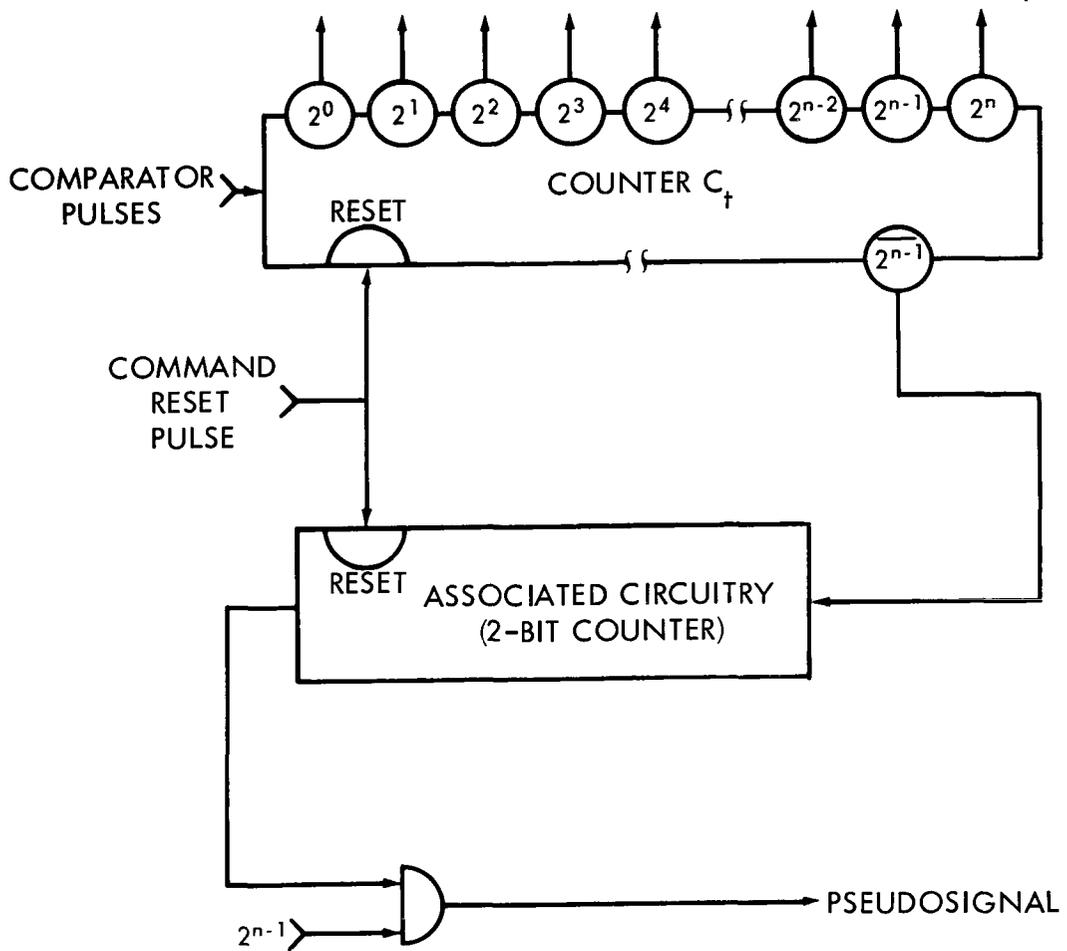


Figure 3—Output counter subsystem block diagram.

Table 5—Input signals to output counter subsystem.

Designation	Origin	Descriptive remarks
Comparator pulses	Comparison logic	A voltage pulse train forming the basic spin-synchronized signal.
Command reset pulse	Control logic	A voltage pulse occurring at the same time as the leading edge of command pulse.

Table 6—Output signals from output counter subsystem.

Designation	Destination	Descriptive remarks
$C_t 2^0$ through $C_t 2^n$	External to SSC	A voltage signal of each stage of counter $C_t$ .
Pseudosignal	Comparison logic	A voltage pulse generated at the last known spin rate to replace the lost command reset pulse.

### SYSTEM PERFORMANCE

The SSC divides the spin period into  $2^n$  sectors by using the information in the storage register as the basic interval to be sectored. An investigation of the accuracy of this information will lead to an evaluation of the system performance.

Consider the representation of the spin period by the interval counter  $C_1$ . This representation of the spin period may be less than the true spin period by one count of  $f_1$ . This discrepancy follows directly from the division process performed in the generation of the  $f_1$  signal. Since division can generate both a quotient and a remainder, the  $C_1$  representation can differ from the true spin period by the amount of this remainder. This means that if the spin period is not an integer multiple of  $T_1$ , where  $T_1 = f_1^{-1}$ , the contents of  $C_1$  will be less than the spin period. This difference can be as small as one count or as great as  $2^n - 1$  counts of  $f_0$ .

Another consideration not previously mentioned is the interaction between the  $C_1$  inhibit signal and the  $f_1$  signal when the spin period is measured. This effect may cause an extra count to be placed in the  $C_1$  counter if the inhibit signal occurs at a time when the  $f_1$  signal is 1. The  $f_1$  signal is 1 when the contents of counter  $C_d$  are equal to or greater than one-half its capacity; i. e., when the last stage of  $C_d$  is 1.

The combined effect of these two considerations is to incorporate a round-off error into the interval counter  $C_1$ . If the remainder of the division process is less than one-half, the interval counter contains only the number of counts of  $f_1$  that occurred during the spin period. If the remainder is equal to or greater than one-half, the interval counter contains a count equal to the number of counts of  $f_1$  sampled during the spin period plus the extra count due to the action of the inhibit signal. Hence, the error in the interval counter has been translated, resulting in a total error of  $\pm 1/2$  count of  $f_1$ . The total error in  $C_1$  as a function of the remainder in  $C_d$  is shown in Figure 4. Thus, when the remainder is less than one-half, the output counter attains a count of  $2^n$  before the next SSC command pulse. The maximum value of this time lapse is equal to  $T_1/2$ , where  $T_1$  is measured in units of time.

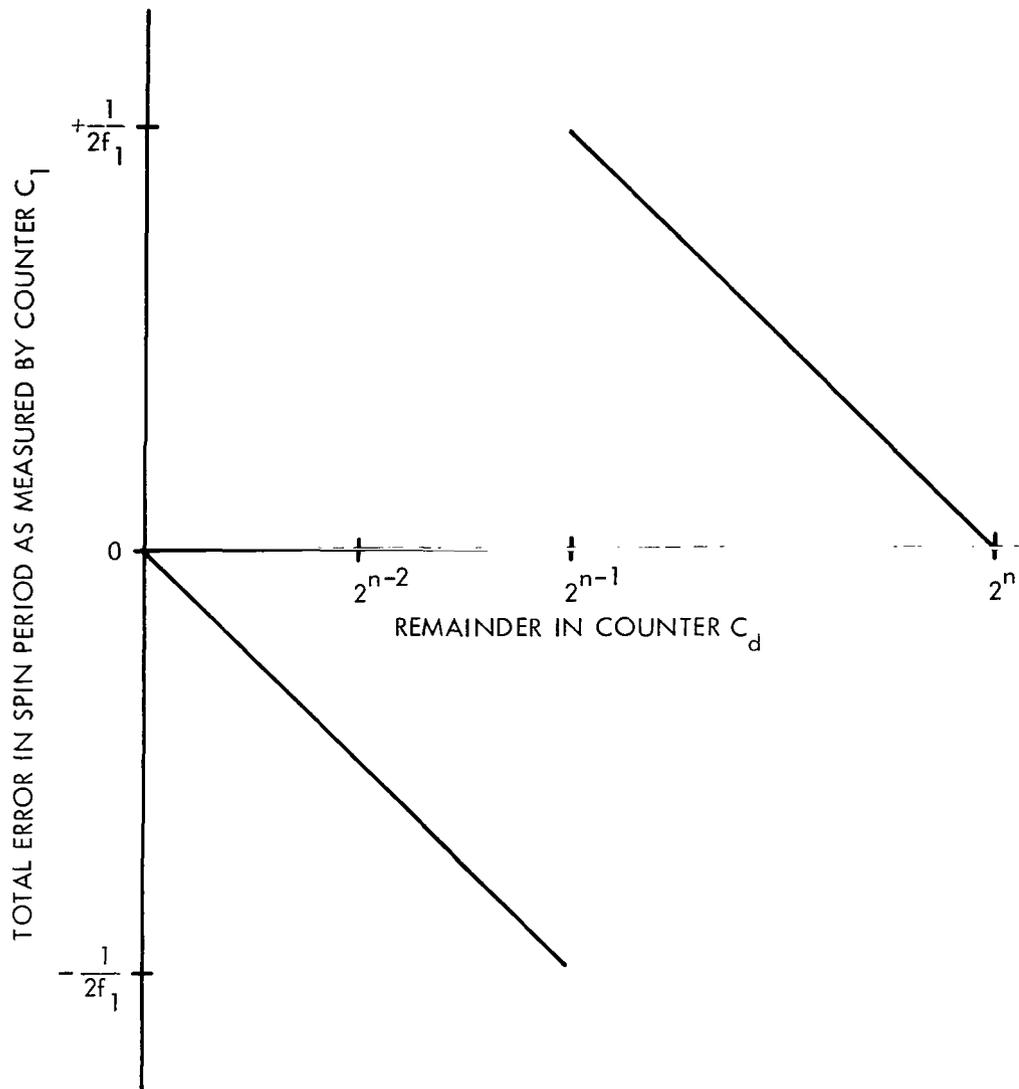


Figure 4—Total error in C<sub>1</sub> as a function of the remainder in C<sub>d</sub>.

Another factor affecting system performance is the variation in two successive spin period intervals. This variation may result from a "jitter" effect of the onboard instrument generating the command pulse or directly from the motion of the spacecraft (precession). Since the operation of the SSC is based on the assumption that two successive spin periods are equal, this spin period fluctuation has a one-to-one effect on system performance. However, this effect simply reduces the accuracy of the location of the sector pulses in a given spin interval.

A companion factor to the above short-term fluctuation is the long-term loss of the command pulse. This effect is taken into account in the operation of the output counter  $C_t$ . The  $C_t$  counter operates in such a manner that if the command pulse does not occur after  $2^n$  pulses, the counter will continue to count until either  $2^{n+1}$  counts have been registered or the command pulse occurs. When  $2^{n+1}$  counts have been accumulated, the associated circuitry generates a pseudocommand signal. This signal resets the continuous counter  $C_0$  but does not update the interval counter  $C_1$ . Therefore, the system waits one rotation period following the loss of the command pulse before generating a pseudocommand signal at the last known spin period interval stored in the storage register. Hence, even if a long-term loss of the command pulse occurs, the system continues to operate on the basis of the last known spin period measurement.

### SECTOR DETERMINATION: LOCATION AND WIDTH

If the location in a given spin period of a specific sector region is to be defined, consideration must first be given to a reference system. Let this reference system be based on the  $360^\circ$  of rotation in a spin period. Then, each pulse generated by the comparator and defining the end of a sector region will be separated from the previous one by  $360/2^n$  degrees of rotation. Hence, in this reference system, the  $2^n$ th sector pulse will occur coincidentally with the command pulse and the width of each and every sector will be  $360^\circ/2^n$ .

The actual Spin Synchronous Clock (SSC) will generate sector pulses based on the spin period representation present in the storage register. Hence, these sector pulses will match the ideal reference system if, and only if, the remainder of the division process is equal to zero. In all other cases (remainder  $\neq 0$ ), the sector pulse generated by the comparator circuit in the actual system will be shifted from the reference system location by  $\epsilon$ , where

$$\epsilon = \begin{cases} -\frac{T_0 R \kappa}{2^n}, & \text{for } R < 2^{n-1} \\ +\frac{(2^n - R)T_0 \kappa}{2^n}, & \text{for } R \geq 2^{n-1} \end{cases} = \begin{array}{l} \text{shift in sector} \\ \text{pulse location,} \end{array}$$

$$2^n = \text{number of sector pulses in a spin,}$$

$$T_0 = 1/f_0 = \text{period of the } f_0 \text{ signal,}$$

$$R = \text{remainder } (1 \leq R \leq 2^n - 1),$$

and

$$\kappa = \text{number of the sector } (1, 2, 3, \dots, 2^n - 1, 2^n).$$

Now examine the case for  $R < 2^{n-1}$ . The storage register contains a time representation of the spin period that is less than the true spin period. Hence, the interval being divided into  $2^n$  sectors is equal to the true spin period minus the time represented by the remainder. In reference to Figure 5,

$$N = \text{number of counts in interval counter } C_1,$$

$$(2^n N + R)T_0 = \text{true spin period},$$

and

$$2^n T_0 N = \text{time representation of spin period by the storage register.}$$

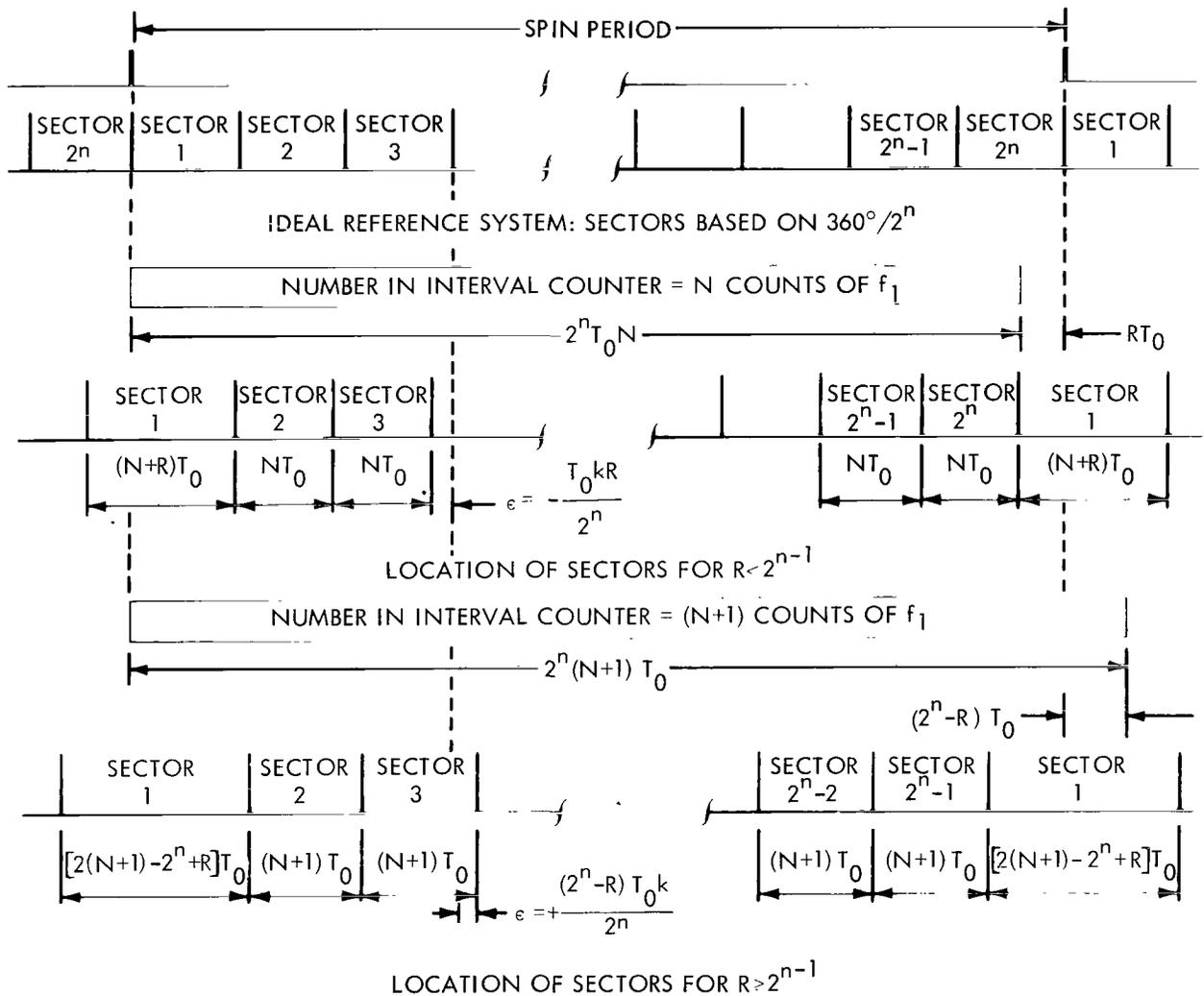


Figure 5—Sector location as a function of the remainder.

Therefore, each sector pulse is generated slightly before the location of its corresponding ideal reference sector pulse. This effect is cumulative and results in the generation of the  $2^{\mathcal{N}}$ th sector pulse  $T_0 R$  seconds before the  $2^{\mathcal{N}}$ th ideal reference location. Since each sector pulse resets the continuous counter  $C_0$ , this counter will have obtained a value of  $R$  counts when the command pulse occurs. Hence, if the first sector is defined as the time interval between the command pulse and the next pulse generated by the comparator, this results in an effective "dead time" between the end of the  $2^{\mathcal{N}}$ th sector and the start of the first sector on the next spin. That is,

$$\left. \begin{aligned} \text{dead time width} &= RT_0 \\ \text{sector width} &= NT_0 \end{aligned} \right\} \text{ for } R < 2^{\mathcal{N}-1}.$$

Therefore, the time between the  $2^{\mathcal{N}}$ th sector pulse and the first sector pulse in the next spin will include the dead time and have a value of  $(N + R)T_0$ .

When  $R \geq 2^{\mathcal{N}-1}$ , the information in the storage register represents the true spin period plus the effect of the inhibit signal's adding a count to the interval counter  $C_1$ . Now,  $(2^{\mathcal{N}}N + R)T_0$  is the true spin period, and  $2^{\mathcal{N}}(N + 1)T_0$  is the time representation of the spin period by storage register. Hence, it is the quantity  $2^{\mathcal{N}}(N + 1)T_0$  that is divided by  $2^{\mathcal{N}}$ . The result is that each sector pulse is generated by the comparator slightly after its corresponding ideal reference location. Again, this effect is cumulative and the  $2^{\mathcal{N}}$ th sector pulse should occur at a time interval of  $(2^{\mathcal{N}} - R)T_0$  after its ideal reference location. This time is also after the command pulse, which resets both the continuous and output counters. Hence, the system will reset before the generation of the  $2^{\mathcal{N}}$ th sector. Therefore, the comparator will generate only  $2^{\mathcal{N}-1}$  pulses in a given spin period. That is,

$$\left. \begin{aligned} \text{dead time width} &= (2^{\mathcal{N}} - R)T_0 \\ \text{sector width} &= (N + 1)T_0 \end{aligned} \right\} \text{ for } R \geq 2^{\mathcal{N}-1}.$$

Here again, the dead time width is included in the interval between the  $2^{\mathcal{N}-1}$  sector pulse and the first sector pulse in the next spin period. This interval will therefore have a value of  $[2(N + 1) - (2^{\mathcal{N}} - R)]T_0$ .

Hence, the location of each sector pulse and the width of each sector can be determined from knowledge of the spin period and remainder values.

#### OPERATING RANGE: $f_0$ , $2^{\mathcal{N}}$ , RPM

The operating range of the SSC (Figure 6) is determined by the relationship between  $f_0$ ,  $2^{\mathcal{N}}$ , and the spin rate of the spacecraft (RPM). As previously mentioned, the division can generate both a quotient and a remainder. The effect of the remainder is to shift the sector pulse from its reference location. The maximum shift occurs in the  $2^{\mathcal{N}}$ th sector and has a value of  $RT_0$ . Hence, if  $R$  is greater than the number of counts that represents

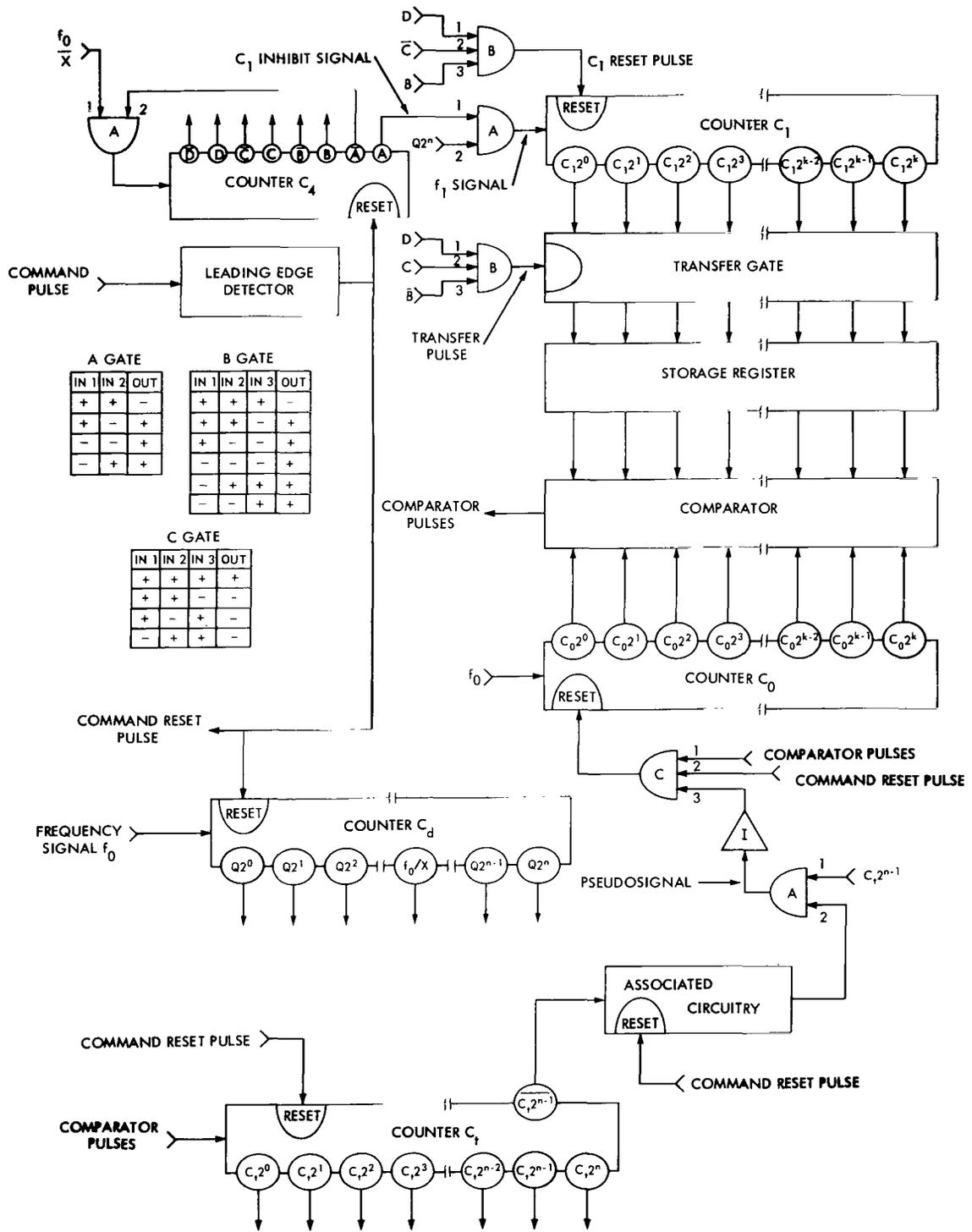


Figure 6-SSC block diagram.

the spin period in the interval counter  $C_1$ , the shift caused by  $R$  may be greater than a sector width. Therefore, one constraint on the relationship between  $f_0$ ,  $2^n$ , and RPM is that the number of pulses in the interval counter  $C_1$  be equal to or greater than  $R$ .  $R_{\max}$  equals  $2^n - 1$ , and  $N_{ic}$  is greater than or equal to  $2^n$ , where  $N_{ic}$  is the number of pulses in interval counter  $C_1$ .

Since  $N_{ic}$  is a result of the frequency division by  $2^n$ , the minimum number of pulses into the frequency divider counter  $C_d$   $N_{id}$  must satisfy the following relations:

$$N_{id} \geq 2^n N_{io}, \text{ where } N_{io} \text{ is the number of pulses out of the counter } C_d,$$

$$N_{id} = \frac{\text{Spin Period}}{T_0} = \frac{60f_0}{\text{RPM}},$$

$$N_{id} = N_{ic},$$

$$N_{id} \geq 2^n N_{ic} \geq 2^{2n},$$

$$\frac{60f_0}{\text{RPM}} \geq 2^{2n}$$

and

$$f_0 \geq \frac{2^{2n} \text{ RPM}}{60}.$$

A further constraint on the operating range of the SSC is that  $N_{ic}$ , the number of pulses into the interval counter, must not exceed its capacity. That is, if

$$2^k = \text{capacity of the interval counter } C_1,$$

$$N_{ic} \leq 2^k,$$

and

$$N_{io} \leq 2^k$$

and since

$$N_{io} \leq \frac{N_{id}}{2^n}$$

and

$$N_{id} = \frac{60f_0}{\text{RPM}},$$

then

$$\frac{60f_0}{2^n \text{ (RPM)}} \leq 2^k$$

or

$$f_0 \leq \frac{2^{n+k} \text{ (RPM)}}{60} .$$

Consideration of both constraints yields

$$\frac{2^{2n} \text{ (RPM)}}{60} \leq f_0 \leq \frac{2^{n+k} \text{ (RPM)}}{60} .$$

## CONCLUSIONS

A time-based clock signal synchronized to the spin rate can be generated aboard a spin-stabilized spacecraft. This signal, which consists of a series of  $2^n$  pulses, will divide the rotational period into  $2^n - 1$  equal time intervals plus one remaining interval that may be slightly greater or smaller than the other intervals. The exact location and width of these intervals as a function of time can be determined by telemetering certain parameters from the spacecraft, i.e., the remainder. The system can be made to operate over a wide range of spin rates, and with the development in large-scale integrated circuits and metal-oxide-silicon field-effect transistors, the problems of weight, size, and power for such a system become insignificant. A block diagram of such a system is shown in Figure 6.

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