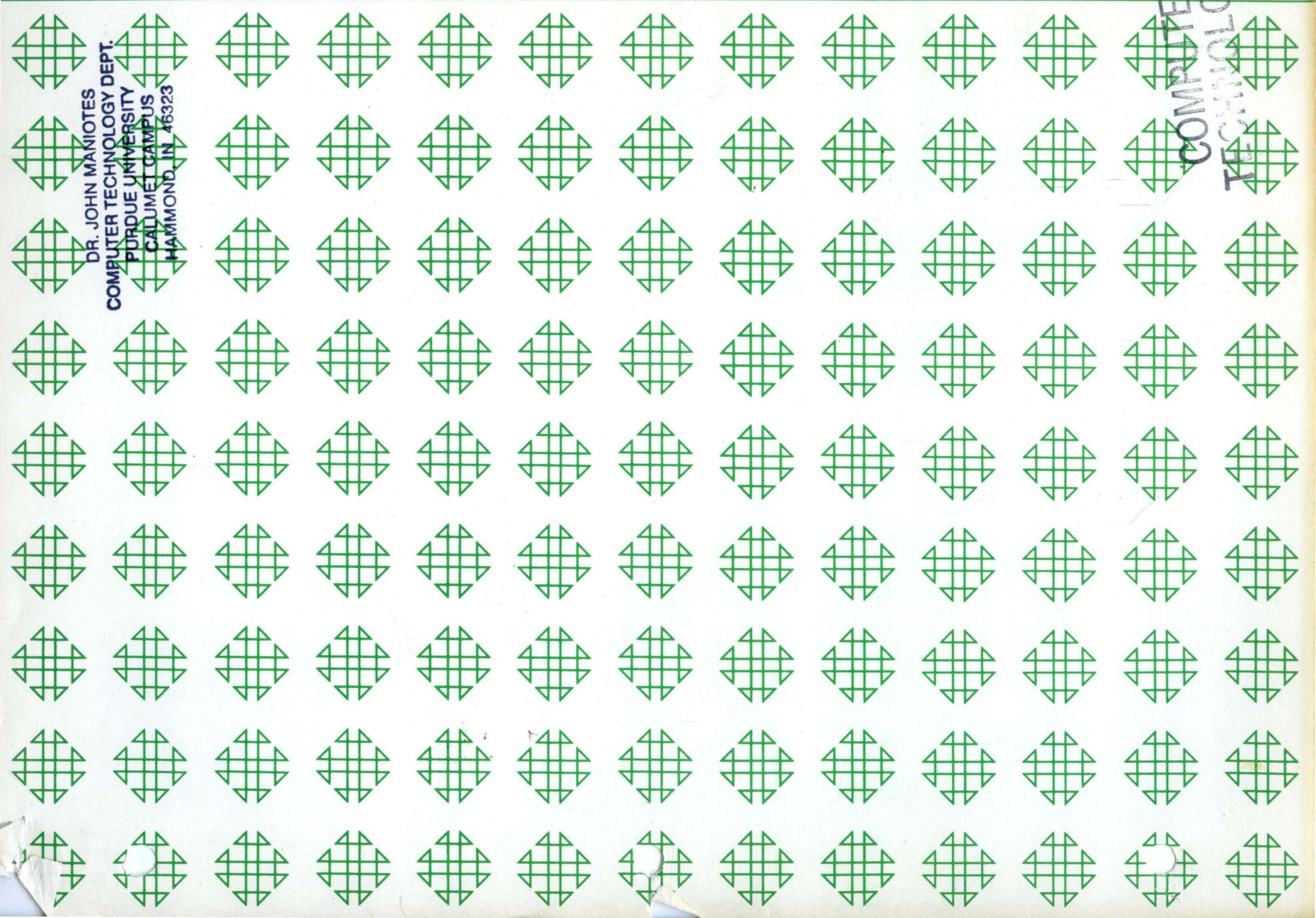


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Linear Programming Code for the IBM 1620
with Card Input and Output

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Modifications or revisions to this program, as they occur, will be announced in the appropriate Catalog of Programs for the IBM Data Processing Systems. If such announcement indicates a change to the program decks or tapes, a complete new program, if needed, should be requested from the Program Distribution Center.



Acknowledgement

This program is a modification of one for the basic 1620 with paper tape input and output written by C. R. Nichols, IBM, Inglewood, California. The only changes made were those necessary to enable his program to be used with a card 1620. Much of the information in the writeup is taken directly from his writeup.

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I. PROGRAM DESCRIPTION

This program solves linear programming problems with output of detailed results. That is, given coefficients a_{ij} , cost coefficients c_j , and requirements b_i , determine x_j such that

$$\sum_j a_{ij}x_j = b_i \quad \text{with } x_j \geq 0$$

and

$$\sum_j c_jx_j = \text{maximum}$$

Computations are performed by the Dual Algorithm until a feasible solution is obtained. Control is then given to the Simplex Algorithm for optimization. Cost changes and requirement changes can be made after loading original matrix or after solving original matrix.

A. Machine requirements

1. Basic 1620 with card input and output.
2. Any size storage can be used. The larger the storage, the larger the problem that can be solved. The size of the problem is restricted by the following relationship:

$$(m + 2)(n + 3) \leq \frac{\text{memory} - 3920}{10}$$

where: m is the number of restrictions
 n is the number of non-basis independent variables
memory is 20,000, 40,000, or 60,000

3. Source language: actual machine language
4. Subroutines: floating point subroutines supplied with program. No other subroutines needed.
5. Input media: card reader and console typewriter.
6. Output media: card punch and console typewriter.
7. Running time: The precise time required per iteration depends on the size and density of the matrix. As an approximation, a problem with 30 equations and 40 non-basis variables requires about 20 seconds per iteration.
8. Decimal accuracy: All computations are performed in 2-and-8 floating point form. Matrix input can be either fixed point or floating point.

B. Error stops

1. All stops may be recognized by displaying IR-1 in MAR. MAR will contain the address of the halt instruction plus 12.

<u>Halt instr.</u>	<u>Reason</u>
01126	Floating point overflow
01288	Floating point attempted division by zero
00012	Loader - ready for next code
02458	Cost changer - Change entered for a non-existent identification number
00012	Cost changer - ready for next code
03110	RHS changer - change entered for a non-existent identification number
00012	RHS changer - ready for next code
02534	Dual algorithm - inconsistent matrix
02654	Simplex algorithm - unbounded solution
02838	Matrix punch - ready for next code

2. Error procedure

- a. Cost changer (02458). Erroneous identification number is the last one typed.

If data are being entered through the typewriter, depress RESET and INSERT.

Type 49 02126.

Depress RELEASE and START.

Corrected or new change data may now be entered normally.

If data are being entered from cards, the erroneous datum may be ignored by following the same steps as above (for entry through typewriter).

If it is desired to enter the change correctly through the typewriter, the following steps must be taken:

Set console switch two on.

Depress RESET and INSERT.

Type 49 02126.

Depress RELEASE and START.

Enter correct datum through typewriter

(complete with record mark).

Depress RELEASE and START.

When typewriter is again selected, depress RESET.

Set console switch two off.

Depress INSERT, RELEASE, and START.
Processing will now continue normally,
reading data from cards.

- b. RHS Changer (03110): Erroneous identification number is the last one typed.

If data are being entered through the typewriter, depress RESET and INSERT.
Type 49 02126.
Depress RELEASE and START.
Corrected or new change data may now be entered normally.

If data are being entered from cards, the erroneous data may be ignored by following the same steps as above (for entry through typewriter).
If it is desired to enter the change correctly through the typewriter, the following steps must be taken:
Set console switch three on.
Depress RESET and INSERT.
Type 49 02126.
Depress RELEASE and START.
Enter correct identification number (4 digits plus record mark) through typewriter.
Depress RELEASE and START.
Enter requirement change (including record mark) through typewriter.
Depress RELEASE and START.
When typewriter is again selected, depress RESET.
Set console switch three off.
Depress INSERT, RELEASE, and START.
Processing will now continue normally, reading data from cards.

- c. Dual algorithm (02534): To obtain solution existing at the time of discovery of inconsistency:
Run out cards from reader.
Replace cards in reader hopper starting with Final Basis Output program.
Depress READER START.
Depress RESET and INSERT.
Type 49 00024.
Depress RELEASE and START.
- d. Simplex Algorithm (02654): To obtain solution existing at the time of discovery of unbounded solution:

Depress RESET and INSERT.
Type 49 00024.
Depress RELEASE and START.

- e. Overflow-underflow: Overflow causes a stop at 01126 or 01288. Underflow causes the result to be set to zero, and processing continues. Either condition indicates either machine malfunction or unreasonable data.
- f. Any other error: unrecoverable. Restart problem.

II. THE PROGRAM

A. Operation Instructions

1. Set typewriter margins at 12 and 92; tabs at 24, 36, 48, 60, and 69.
2. It is important to note that no more than one instruction at a time may be inserted at any time after the initiation of the Loader routine.
3. To load initial data:
 - a. Ready the LOADER deck in the card reader (including matrix input data). Depress READER START.
 - b. Depress RESET and INSERT.
 - c. Type 16 00010 00000.
 - d. Depress RELEASE and START.
This initiates memory clear routine.
 - e. After at least one second, depress INSTANT STOP, RESET, and INSERT.
 - f. Type 36 03826 00500
49 03826
 - g. Depress RELEASE and START.
 - h. Program deck loads, data are loaded, and a halt at location 00012 is executed. Operation may now proceed to the COST CHANGER, RHS CHANGER, or SOLUTION programs.

4. To effect cost changes:
 - a. Ready the COST CHANGER deck in the card reader (including data change cards if changes will be made from cards). Depress READER START.
 - b. Set console switch two off if cost changes will be entered from card reader; switch two on if data will be entered through the typewriter.
 - c. Depress START.
 - d. If data are entered through the typewriter, RELEASE and START must be depressed after each entry. (Don't forget the record mark to terminate each entry.)
 - e. After all data are entered a halt at location 00012 is executed. Operation may now proceed to the RHS CHANGER or SOLUTION programs.

5. To effect requirement changes:
 - a. Ready the RHS CHANGER deck in the card reader (including data change cards if changes will be made from cards). Depress READER START.
 - b. Set console switch three off if requirement changes will be entered from card reader; switch three on if data will be entered through the typewriter.
 - c. Depress START.
 - d. If data are entered through the typewriter, RELEASE and START must be depressed after the entry of each identification and each change. (Don't forget the record mark to terminate each entry.)
 - e. After all data are entered a halt at location 00012 is executed. Operation may now proceed to the COST CHANGER or SOLUTION programs.

6. To solve and obtain output:
 - a. Ready SOLVER deck in the card reader. Depress READER START.
 - b. Set console switch one on to type iterations, off to omit iteration typeout.

- c. Set console switch four on to obtain punch-out of final matrix, off to suppress punching.
- d. Depress START.
- e. After all output is complete, a halt at location 02838 will be executed. Operation may now proceed to the LOADER, COST CHANGER, or RHS CHANGER programs.

B. Data Preparation

- 1. The first card to be entered is a case identification card. A five digit alphabetic identification is punched in columns 1 through 5. Columns 6 through 80 are blank.
- 2. The second card specifies the size of the problem being entered. It is punched as follows:

<u>Information</u>	<u>Card columns</u>
$\bar{0}$ (zero with a minus sign)	1
number of equations (3 digits)	2 - 4
0 (zero)	5
$\bar{0}$ (zero with a minus sign)	6
number of non-basis variables (3 dig.)	7 - 9
0 (zero)	10
input code	11
a. 1 for row-column, fixed point input	
b. 0 for a complete floating point matrix	

Columns 12 through 80 are blank.

- 3. The matrix can be entered in one of two forms: floating point (the entire matrix is entered, column by column, exactly as it is to be stored, including zero entries) or fixed point (entries can be in any order, accompanied by their respective row-column designations, and zero elements need not be entered).
- 4. For floating point entry, eight elements are punched on each card, with a minus sign over the first position of each ten position field, and a minus sign over the last position of negative fields (units position). There are ten positions per field, with the first two positions specifying placement of the decimal point (50 designates a decimal point to the left of the

first non-zero digit; 51 designates one non-zero digit to the left of the decimal; 49 designates that the first non-zero digit is in the hundredths position, etc.) and the last eight digits (with no leading zeroes) giving the element itself. A zero element is specified by ten zeroes, with a minus sign over the first.

The elements must be punched in column order, starting with the first basis cost. See the matrix layout included with this writeup to know how the elements are stored in the matrix.

5. Fixed point matrix elements are entered four to a card.

Two types of cards are necessary for matrix elements:

- a. Row-column cards designate where the elements will be stored in the matrix. Row-column designations are punched in columns 1-6, 21-26, 41-46, and 61-66 in the form RRRCCC (a minus sign accompanies the first digit of each row and column designation). The column designation specifies column number considering only non-basis vectors. The requirement variables have only a row designation, and 000 should be entered for their column.
- b. Matrix element cards contain fixed-point entries including optional leading sign, up to eight numeric digits, and mandatory decimal point. Each entry must be terminated by a record mark (0-2-8 punch). The four elements are punched beginning in columns 1, 21, 41, and 61 for each card.

Elements may be entered in any order, but corresponding row-column designations and matrix entries must be in the same positions of successive cards (row-column card preceding).

Loading of zero elements is optional

If any card contains fewer than four elements, the first blank field (column 21, 41, or 61) of the row-column card must be punched with a record mark (0-2-8 punch).

<u>Item</u>	<u>Description</u>	<u>Row-column</u>
a_{ij}	matrix element of the i th row and j th non-basis vector	$\begin{array}{c} \text{---} \text{---} \\ \text{xxxxxx} \end{array}$
b_i	element in the i th row of the requirement vector	$\begin{array}{c} \text{---} \\ \text{xxx000} \end{array}$

6. Fixed point cost entries are also four per card, but the row-column designation is on the same card as the cost.

Entries consist of a six digit row-column designation followed by a ten digit ID/cost, where the ID is a four digit numerical designation to identify the cost variable, and cost is a six digit fixed point entry with the decimal after the third digit.

<u>Item</u>	<u>Description</u>	<u>Row-column</u>
c_i	cost per unit of basis variable for row i	$\begin{array}{c} \text{---} \text{---} \text{---} \text{---} \text{---} \text{---} \\ \text{xxx001xxxxxxx} \end{array}$
c_j	cost per unit of j th non-basis vector	$\begin{array}{c} \text{---} \text{---} \text{---} \text{---} \text{---} \text{---} \\ \text{001xxx xxxxxx} \end{array}$

Negative cost is signified by a minus sign over the units position of the cost field.

If any card contains fewer than four elements, the first blank field (column 21, 41, or 61) of that card must be punched with a record mark (0-2-8 punch).

7. The last data entry for fixed point mode must be 000 to terminate the loading operation. This can be punched in columns 1-3 of a new card, or in 21-23, 41-43, or 61-63 or the last row-column or cost entry card.
8. Entry of cost changes:

Data for the COST CHANGER routine can be entered either from cards or from the typewriter. If entered from cards, one entry is punched in each card, in columns 1-10. The entry consists of the four digit ID and six digit cost figure, with a minus sign over the first digit of the cost (column 5) and over the last digit of negative costs (column 10). Following the last cost change card must be a card punched with four zeroes (columns 1-4) to terminate the operation.

If entered from the typewriter, the format is the same as from cards: four digit ID and six digit cost figure with flag over the first digit of all cost figures, and over the units position of negative costs. The last entry must be four zeroes to terminate the operation.

9. Entry of requirement changes:

There are two entries for each requirement change: the identification and the change in the value of that requirement element. Note that the new requirement element is not entered, but rather the difference between the old and new requirement elements. If changes are entered from cards, the identification and change are entered on separate cards, one per card.

The identification is entered first, and consists of the ID associated with the cost element for that row. Thus, to change $b_1 = b_3$, use the ID associated with $c_1 = c_3$. No flags or record marks are needed in entering the ID either from cards or typewriter. It is punched in columns 1-4 of card entries, with 5-80 blank.

After entering the ID, its associated requirement change is entered (by typewriter or on a separate card). The entry starts in column 1, if a card is being used, and consists of optional leading sign, up to eight numeric digits, and mandatory decimal point. It must be terminated by a record mark, whether it is entered from cards or from the typewriter.

The last entry must be four zeroes to terminate the operation.

C. Interpretation of Results

1. Cost changes or requirement changes are typed if the input is from cards. If input is through the typewriter, the input operation itself produces a log of the changes made.

2. Dual Algorithm and Simplex Algorithm:

Results of iterations are typed only if console switch one is on. If it is desired to monitor the course of the solution only occasionally, this may be done by setting switch one on and off periodically. The following points should be borne in mind:

- a. Page headings for iteration output are typed only if switch one is on at the beginning of the solution.
- b. The iteration count is reset when the dual algorithm is finished and control passes to the simplex algorithm.

The information which may be typed includes the iteration count, the current value of the profit function (floating point), the last variable to leave the basis, and the variable which entered the basis.

3. Final Basis Output:

The final value of the profit function is given in floating point.

For each final basis variable, the following information is supplied (in fixed point):

- a. Identification/cost coefficient.
- b. Activity.
- c. The limits of the cost coefficient over which the current solution is optimal.
- d. The variables which limit the range of the cost coefficient and will enter the basis if a limit is exceeded.

4. Final Non-Basis Output:

For each non-basis variable, the following information is given (in fixed point):

- a. Identification/cost coefficient.
- b. Shadow price - the penalty to the total system if a unit of this variable is forced into the final solution.
- c. The limits of activity over which the shadow price applies.
- d. The variables which limit the range of applicability of the shadow price. The upper limiting variable is the one which would leave the basis if the associated non-basis variable were forced into the solution.

5. A punchout of the complete final matrix is optional under control of console switch four. The cards punched also contain all necessary supplementary information and are in a format which is suitable for direct re-loading by the LOADER routine.

D. Functions of Individual Sub-programs

1. The data load routine reads and stores parameters for the problem. It then proceeds to load and store the matrix in the proper format. In the case of fixed point input, storage locations are computed from the row/column designations, and the input elements are converted to floating point notation as they are read and stored.
2. The cost change routine reads ID/cost elements, searches the matrix for a corresponding identification number, and stores the new cost coefficient in the proper location.
3. The requirement change routine reads variable identification numbers and changes for the associated requirement element. The change is converted to floating point notations, the matrix is searched for the identification number, and the requirement vector is updated.
4. The shadow price calculator converts all cost coefficients to floating point notation and evaluates $Z_j - c_j$ for each non-basis variable.
5. The dual algorithm computes a feasible solution for the problem. Its operation may be monitored allowing the typing of the value of the functional and the identifications of the variables that enter into and are removed from the basis. It should be noted in this regard that the objectives of feasibility and optimality may not be compatible at this point, and therefore the functional may actually decrease from one iteration to the next while the dual algorithm is in control.

During the reduction of the matrix of coefficients a test is made to determine whether the resulting quantity has a magnitude less than an amount called "essential zero." Any element falling into this category is set to zero in order to avoid computation with numbers which are actually not significant. "Essential zero" has been set to 10^{-8} . Its value (the corresponding floating point exponent) is located in memory addresses

3144 and 3145 and may be changed if desired. If this change is made, it is important to note that the high order digit must carry a flag.

6. The simplex algorithm starts with any feasible solution and computes the optimal feasible solution. Its operation may be monitored by allowing iteration typeout as in the case of the dual algorithm.

The discussion of essential zero as applied to the dual algorithm in 5. above is equally valid for the simplex algorithm. In this case the test value is located in memory addresses 3264 and 3265.

In the case of a tie in the quotient used as the criterion for choosing the variable to leave the basis on any iteration, the choice is resolved by using the largest denominator as a secondary criterion.

7. The basis output routine searches out and computes the information described in section C. above. Floating point quantities (with the exception of the functional) are converted to fixed point before being typed.
8. The non-basis output routine searches out and computes the information described in section C. above. Floating point quantities are converted to fixed point before being typed.
9. The matrix punch routine resets the permanent instructions in low memory to allow re-initiation of the input or change phases. Problem parameters and the final matrix are punched into paper tape if called for by the setting of console switch four.

E. Use of Storage

Memory locations from 00012 through 03919 are used by the program. Memory from 03920 up to the required location is used for the matrix and its manipulation. Locations 00000 through 00011 are available for the insertion of one instruction at a time through the typewriter. A halt instruction in position 00012 ensures that only this one instruction will be executed.

00012-00042	load routine
00048-00058	case identification
00060-00064	S address

00065-00069 M and 2
00070-00074 N
00075-00079 M
00080-00099 product area
00100-00400 arithmetic tables
00402-02064 floating point subroutines
variable programs
03758-03917 input area (record mark in 03918)
03920- matrix

F. Program Decks

1. LOADER

3 pre-load cards.
Arithmetic tables.
Floating point routines.
Data load routine.
Matrix data to be entered.

2. COST CHANGER

2 pre-load cards.
Arithmetic tables.
Floating point routines.
Cost changer routine.
Cost change data (if entered from cards).

3. RHS CHANGER

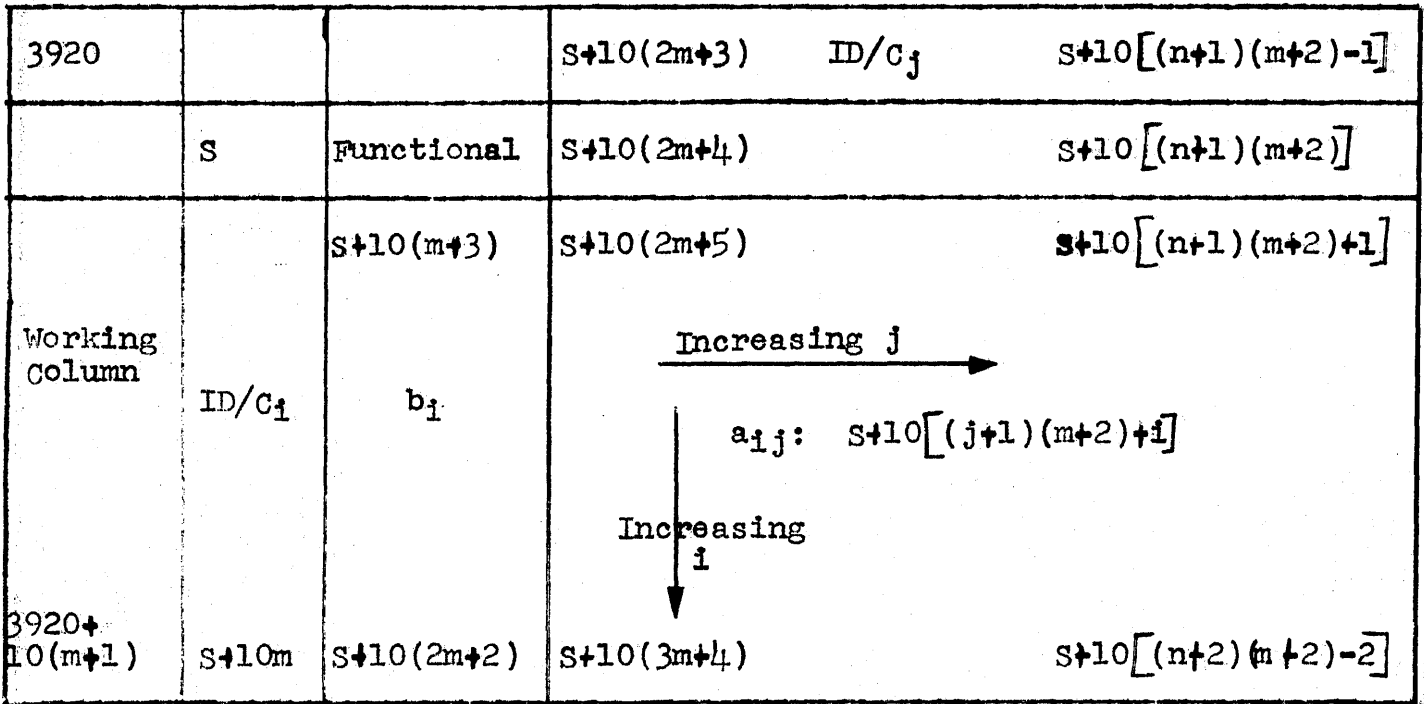
2 pre-load cards.
Arithmetic tables.
Floating point routines.
Requirement change routine.
Requirement change data (if entered from cards).

4. SOLUTION

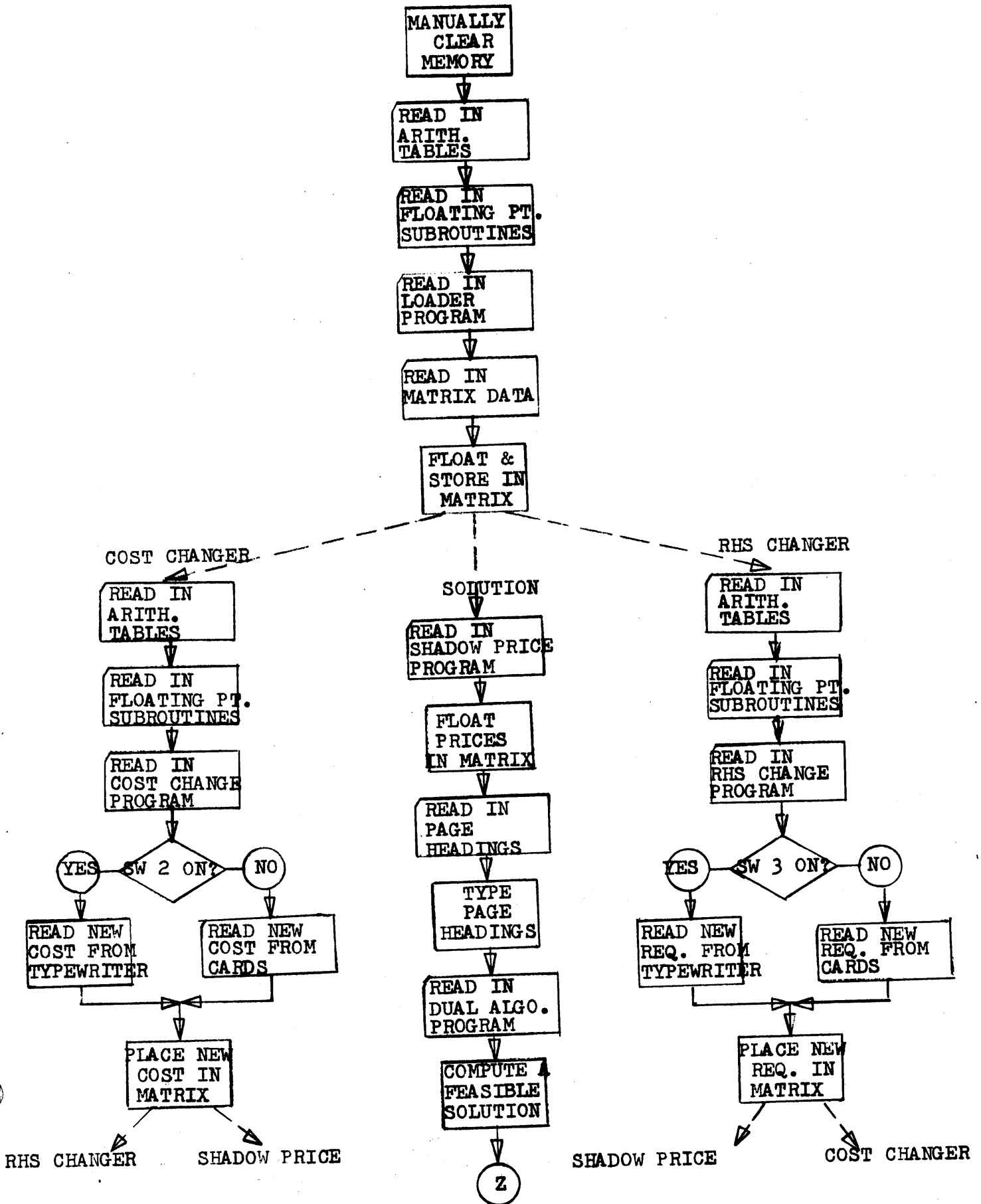
2 pre-load cards.
Shadow price calculation routine.
Page headings.
2 pre-load cards.
Dual algorithm routine.
2 pre-load cards.
Simplex algorithm.
2 pre-load cards.
Final basis output routine.
2 pre-load cards.
Fix and print routine.
Page headings.
2 pre-load cards.
Non-basis output routine.
Page headings.
2 Pre-load cards.
Matrix punch routine.

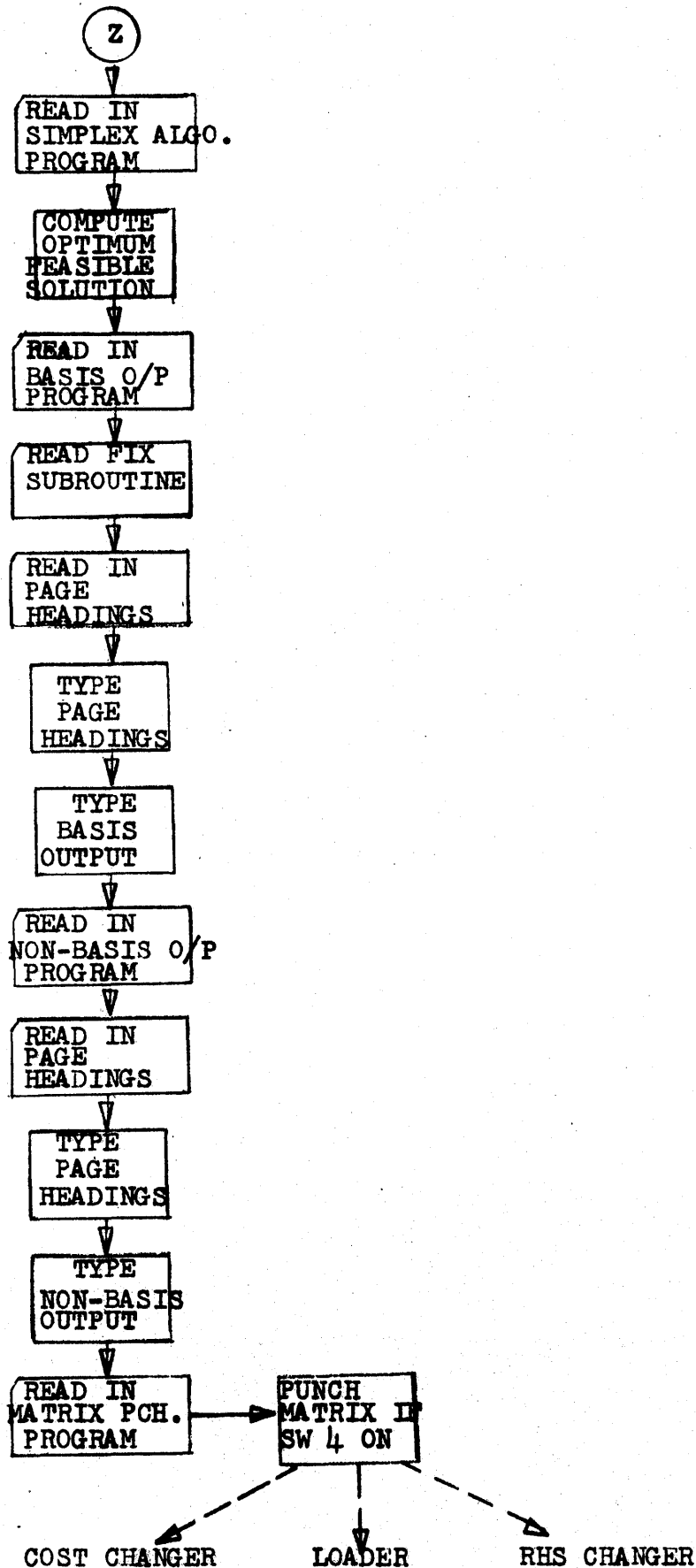
G. Storage of matrix in memory

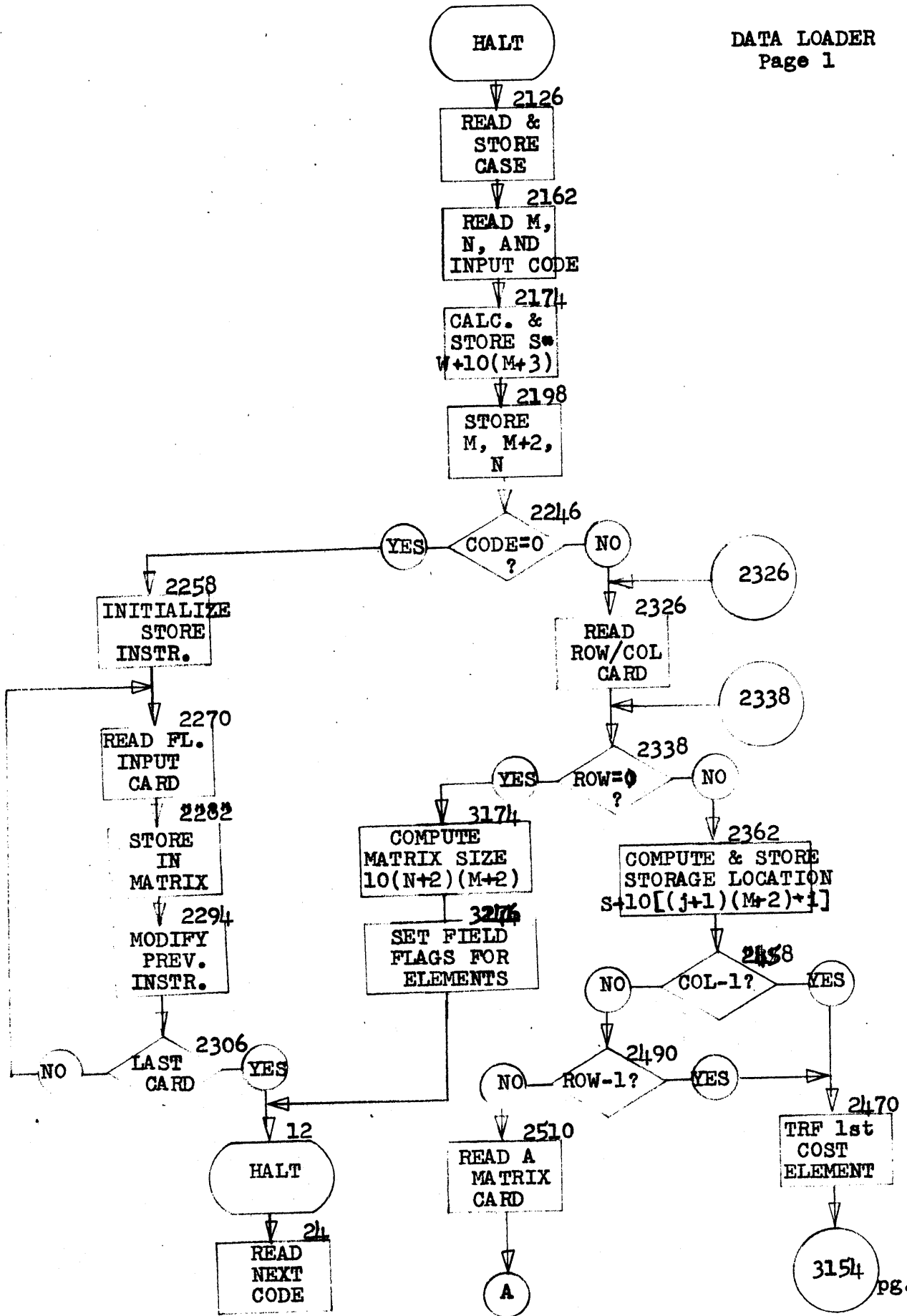
The matrix is stored in column sequence and uses memory from 3920 upward to the extent required by the problem size. The following diagram indicates the manner in which matrix elements are stored:

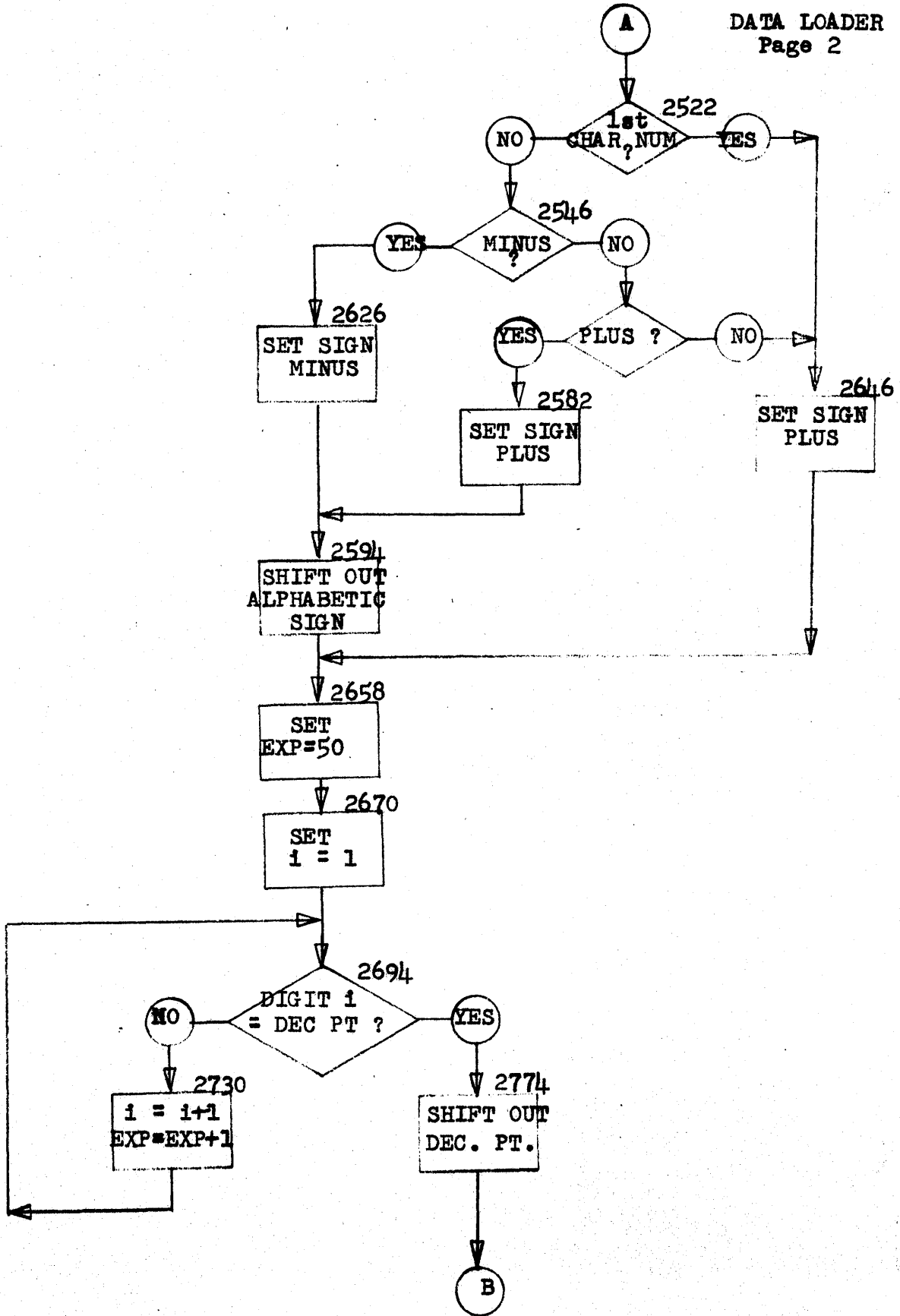


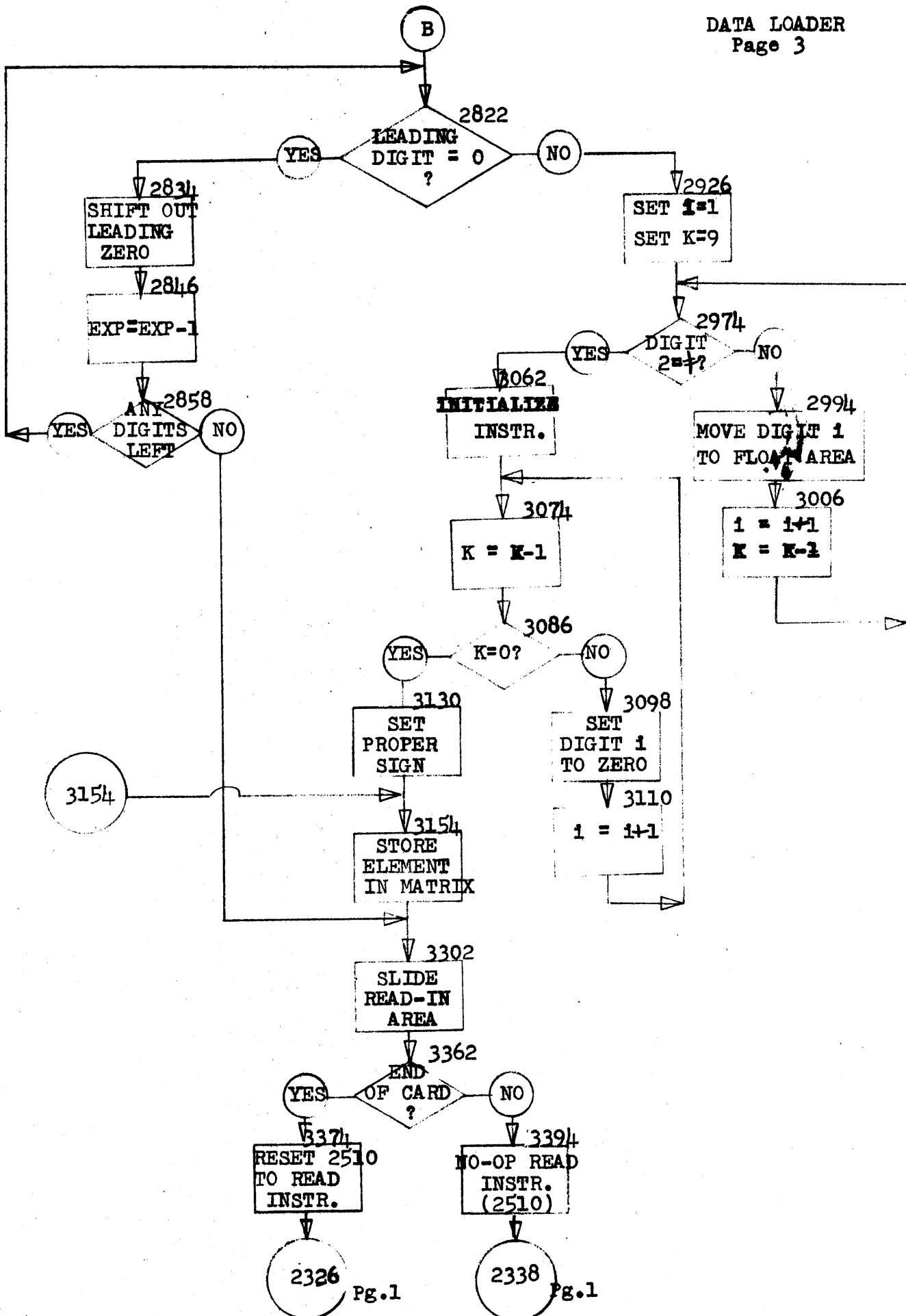
S is computed for each problem and is equal to $3920 + 10(m+3)$. All addresses are field addresses.

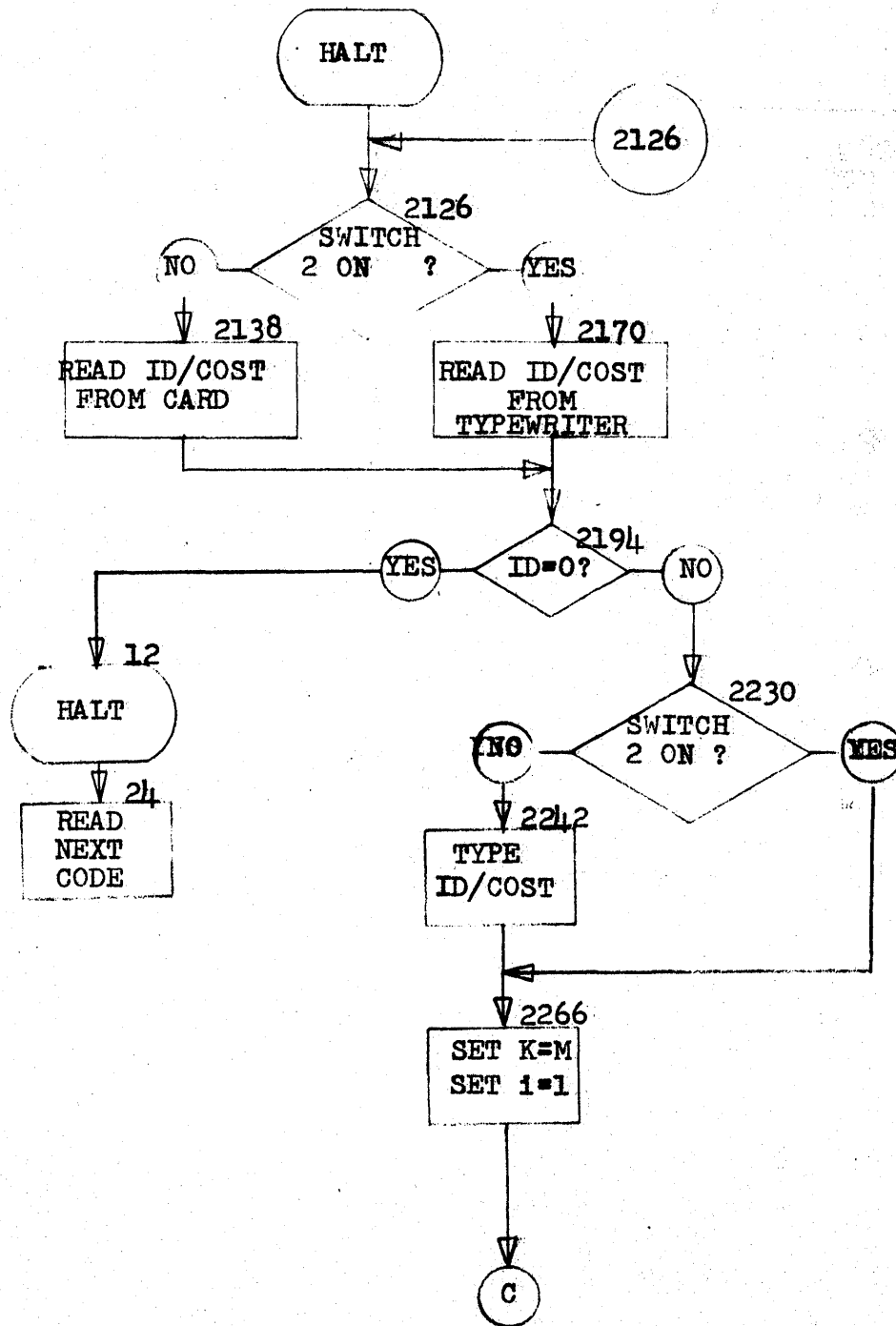


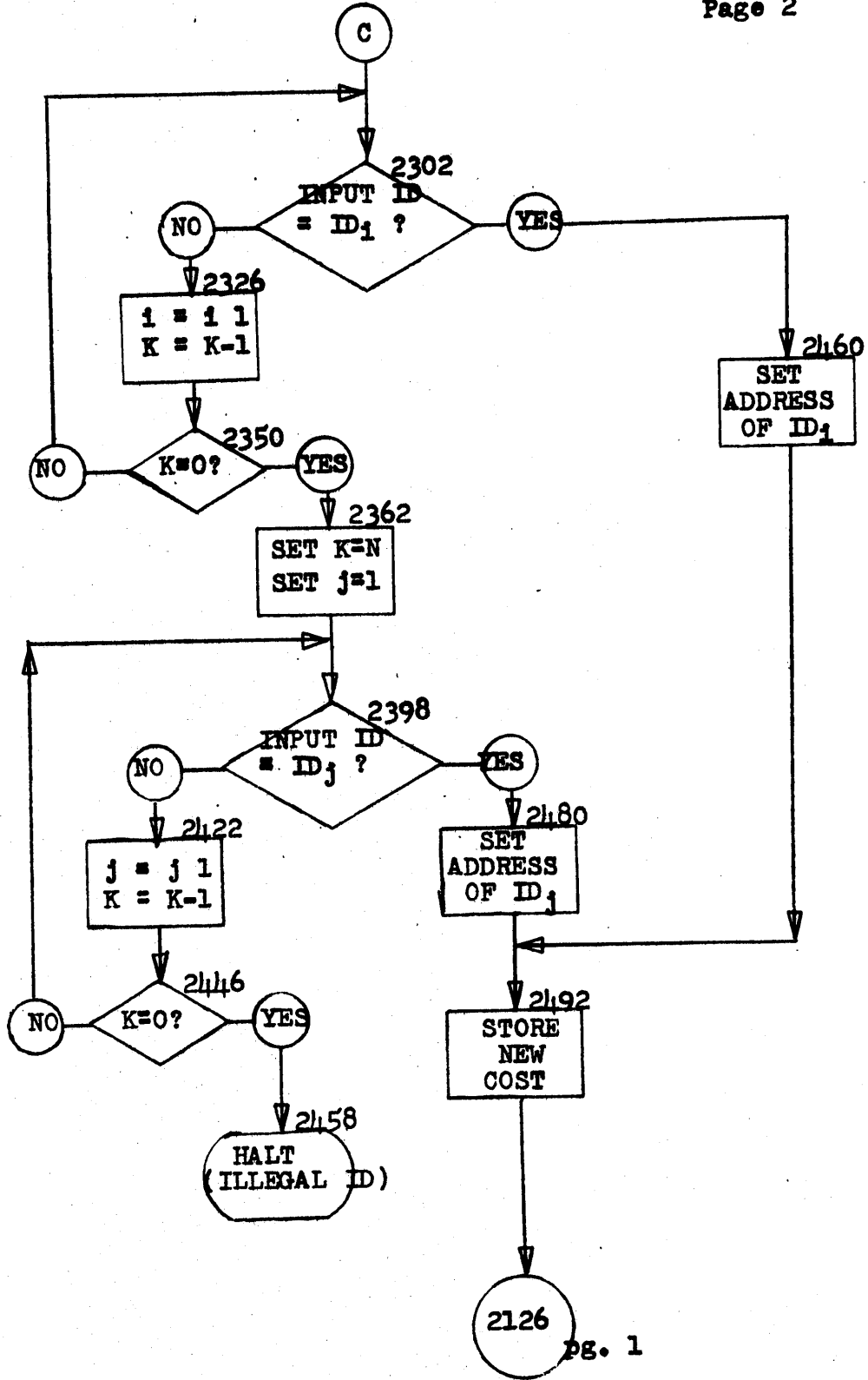


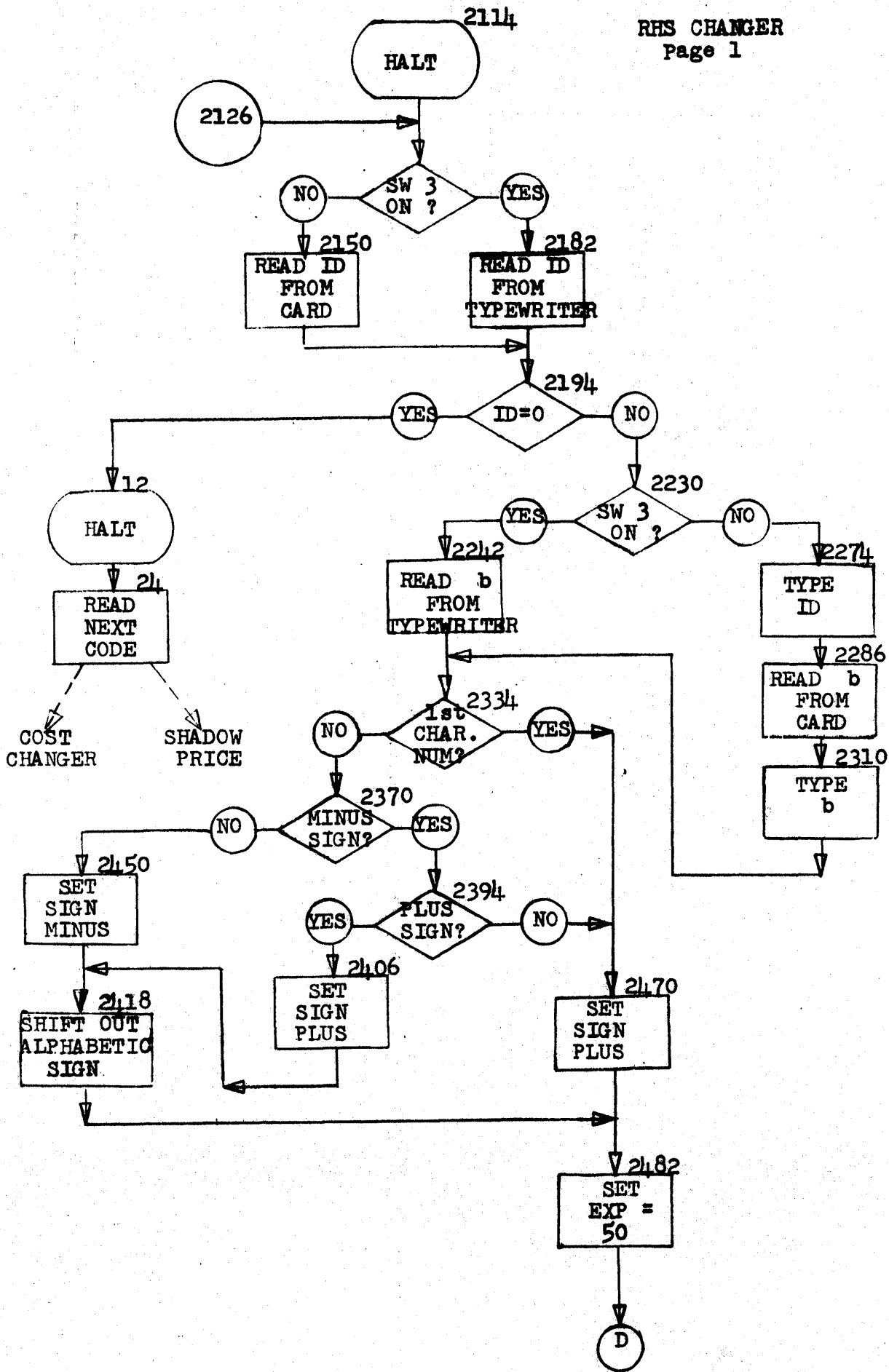


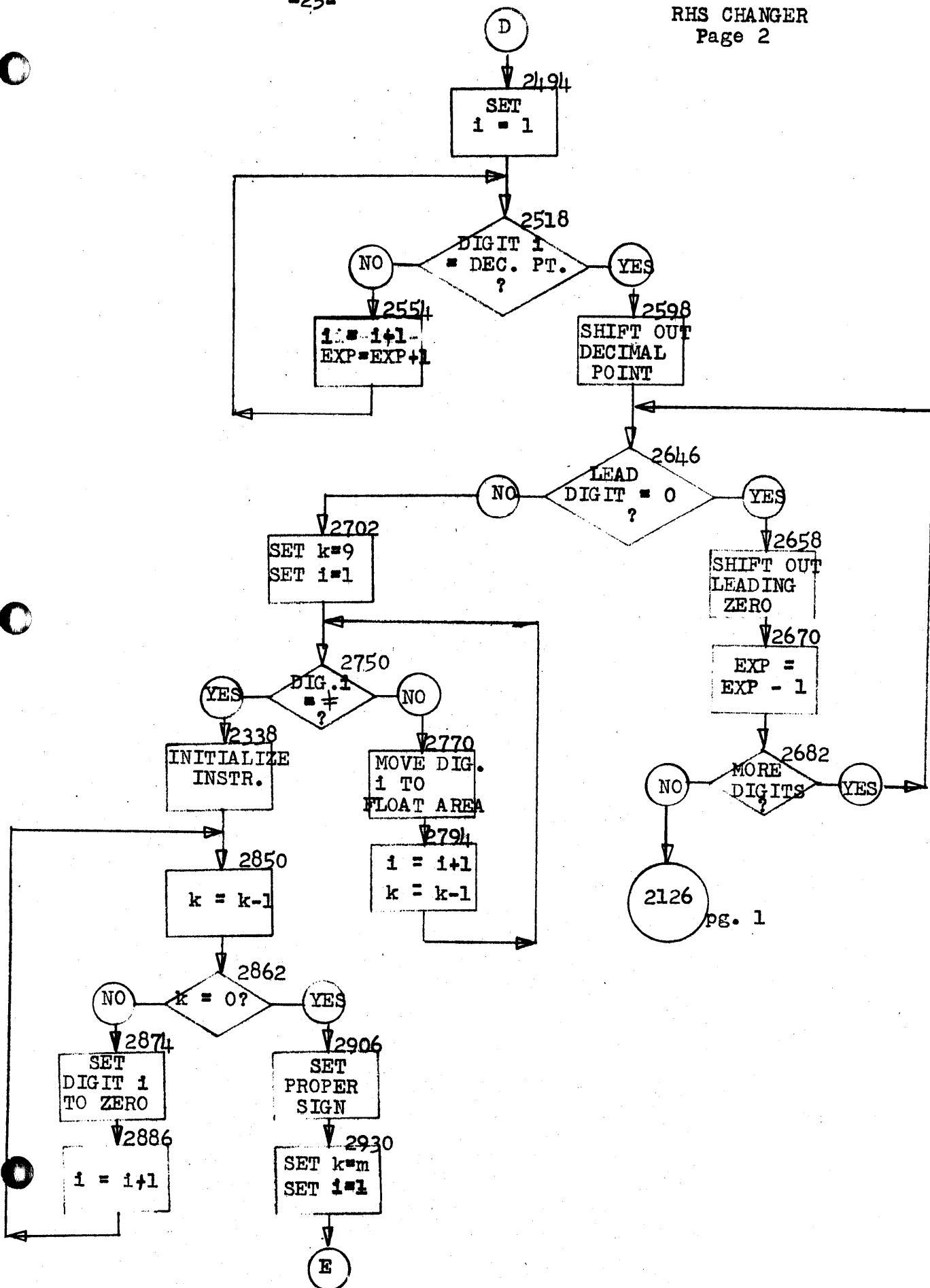


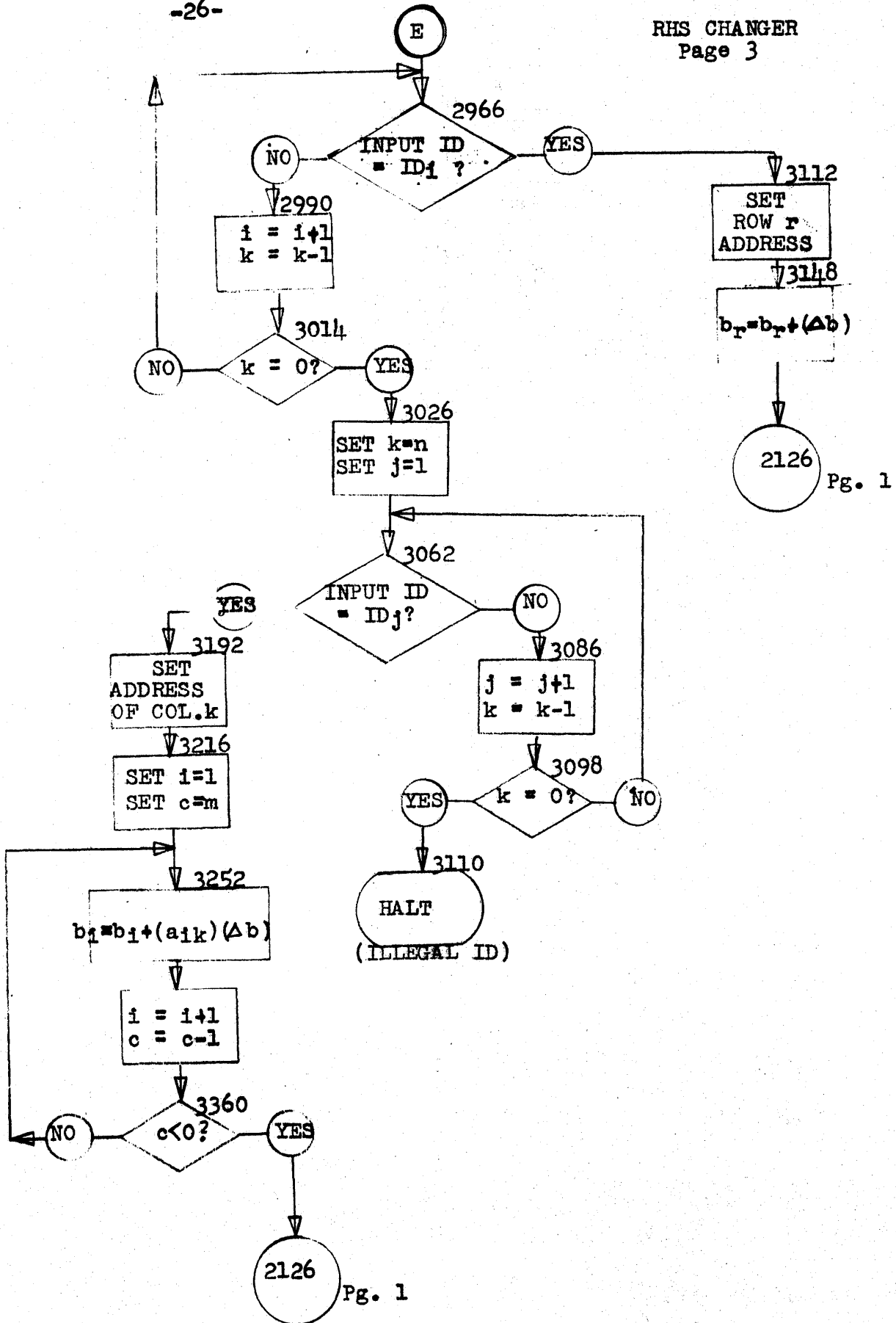


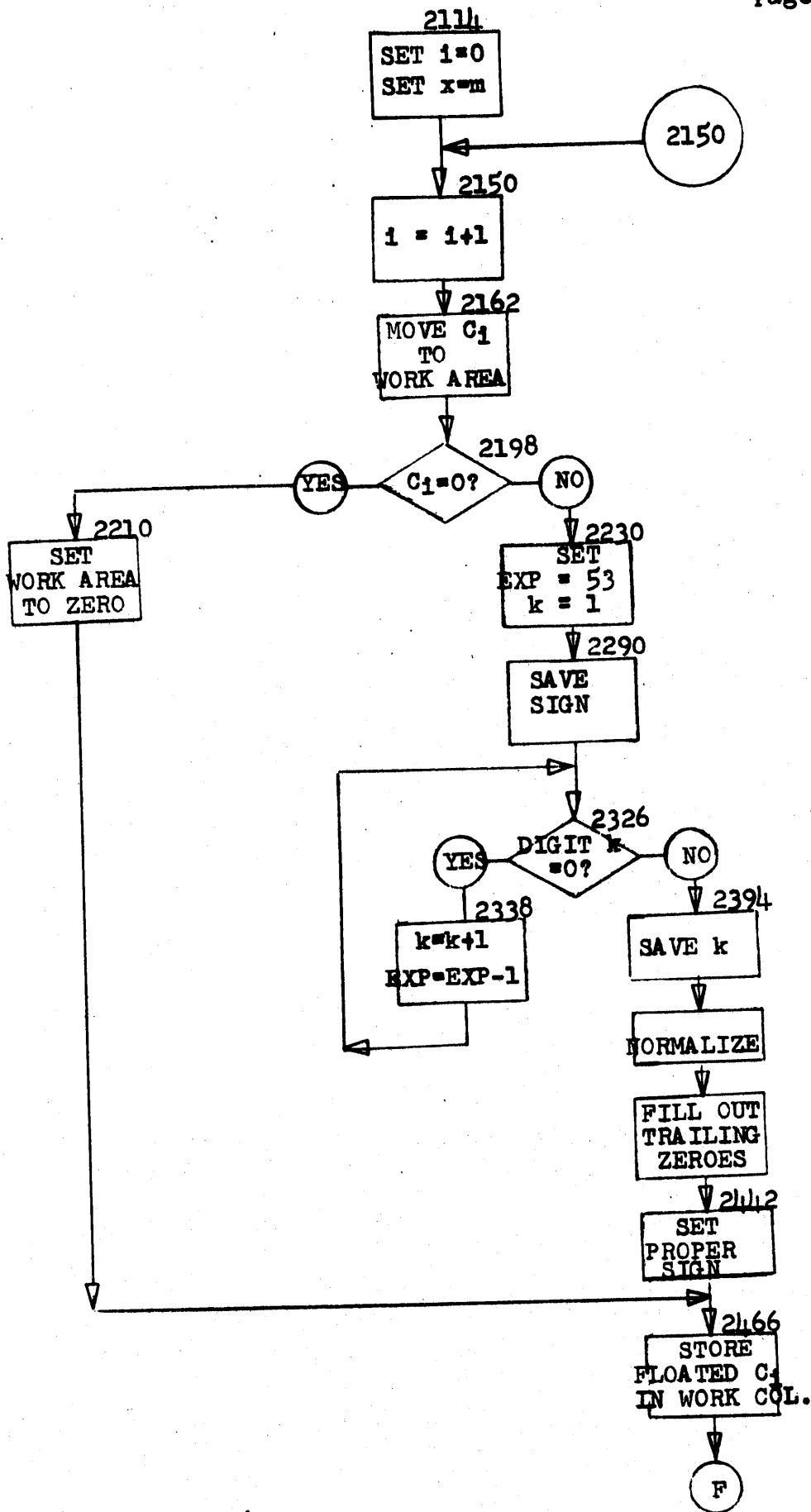


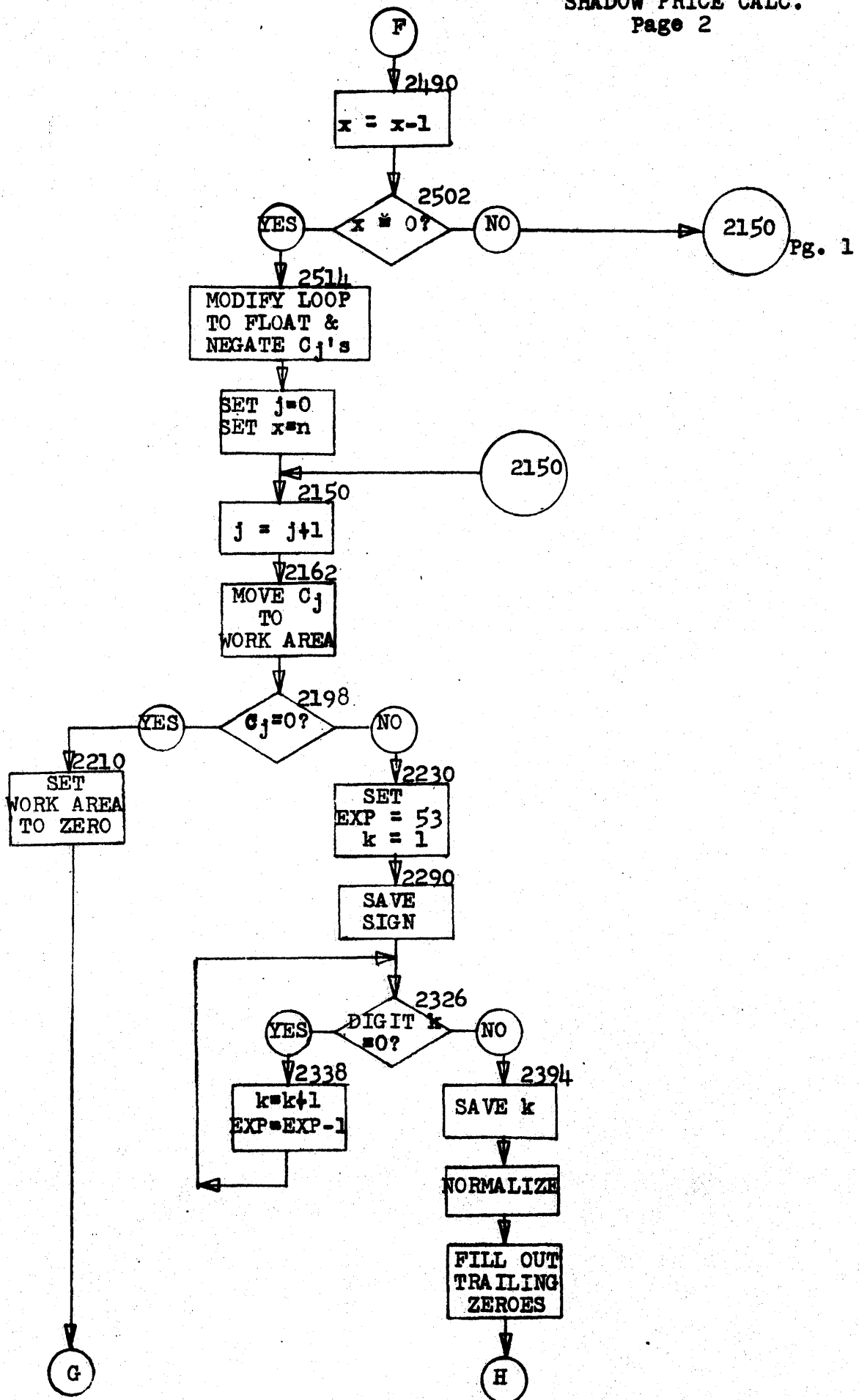


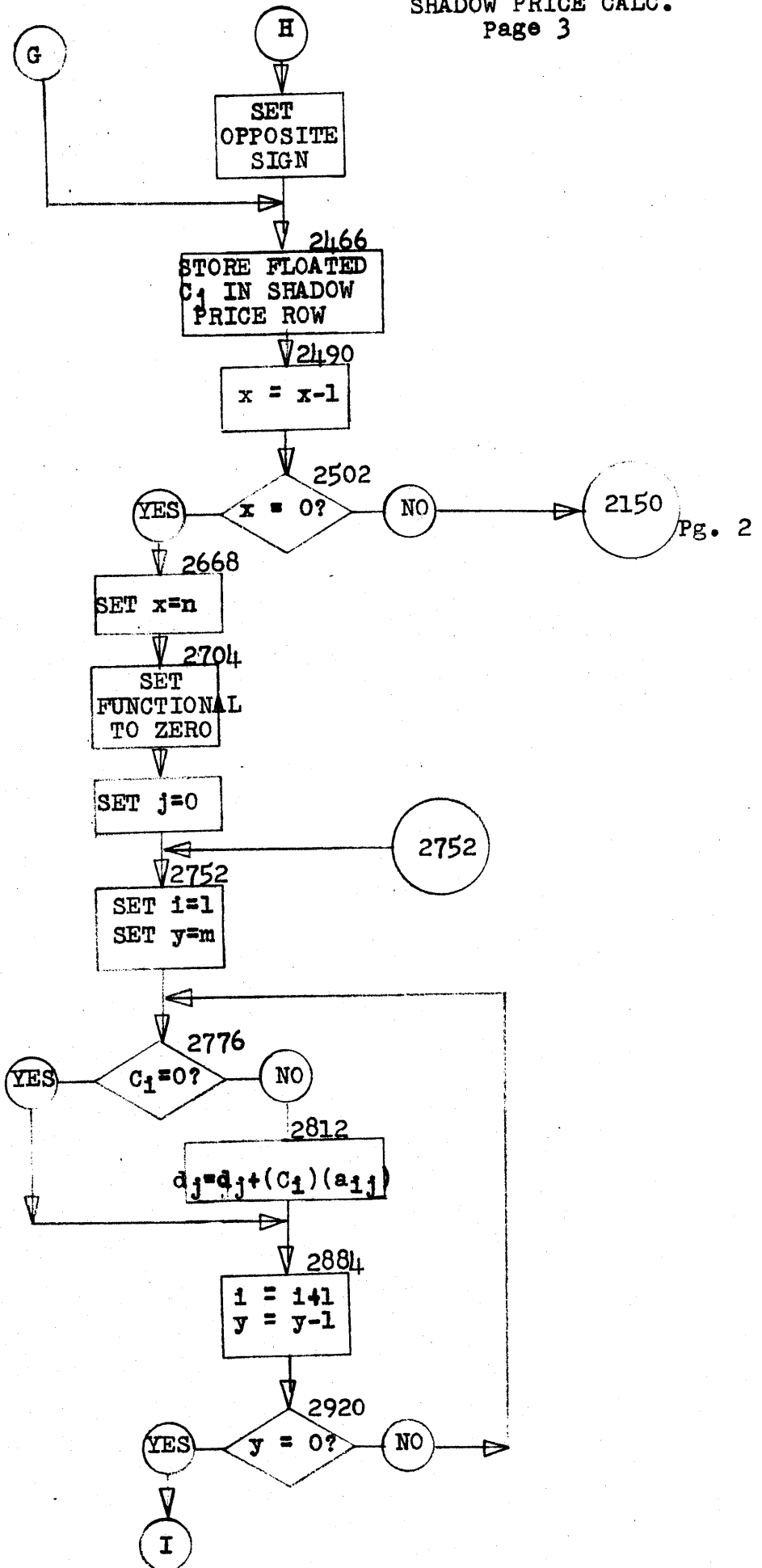


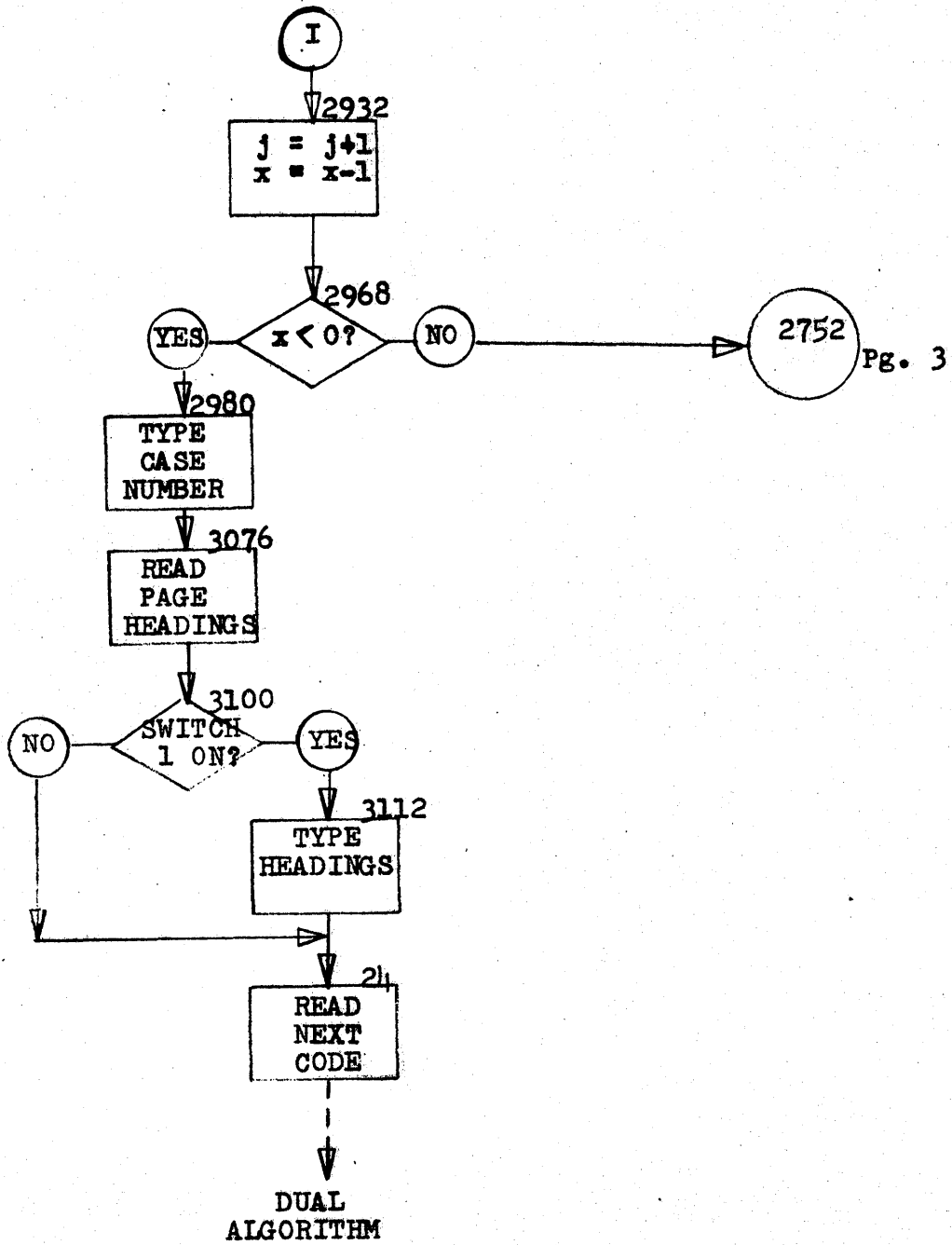


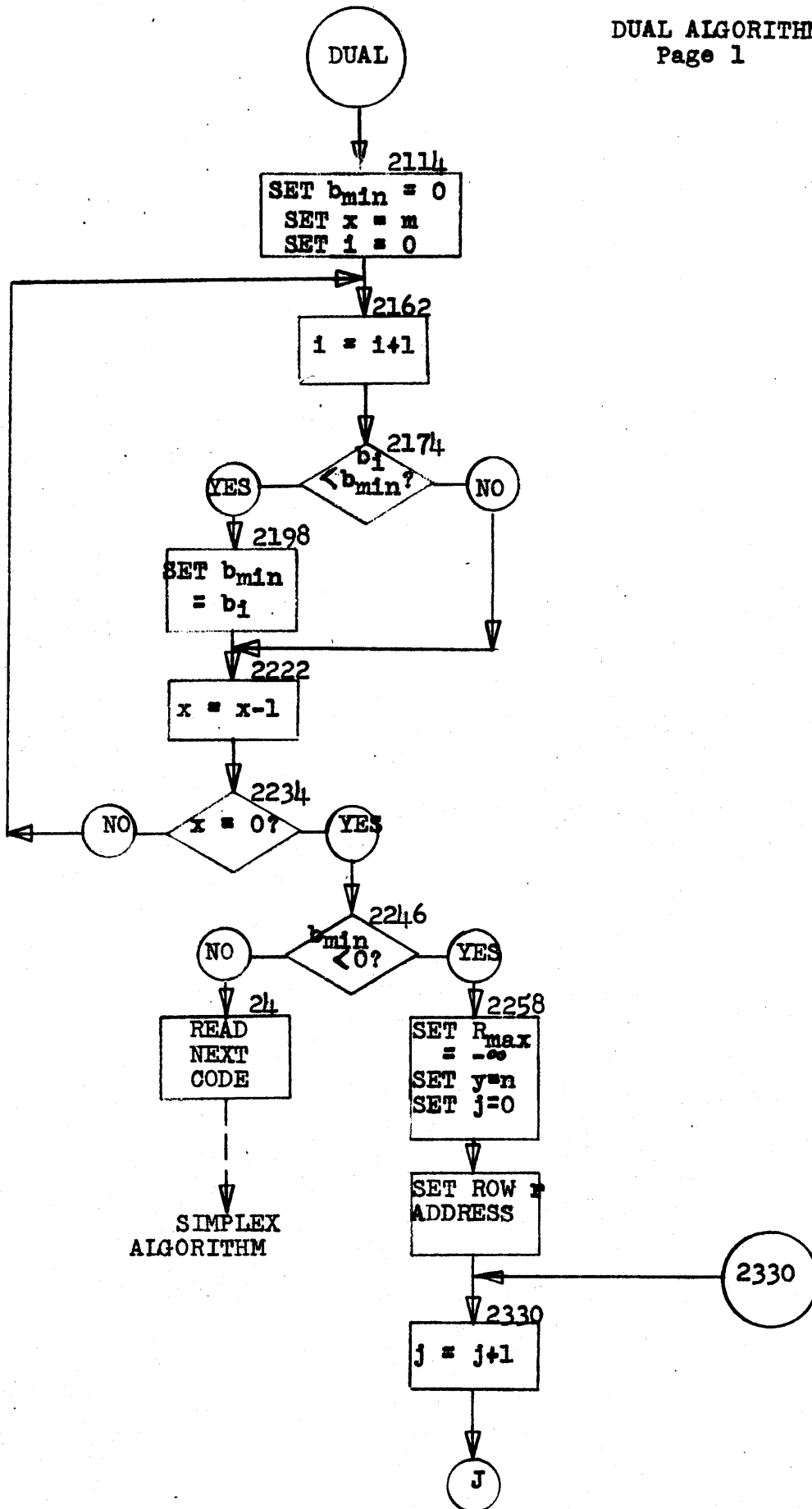


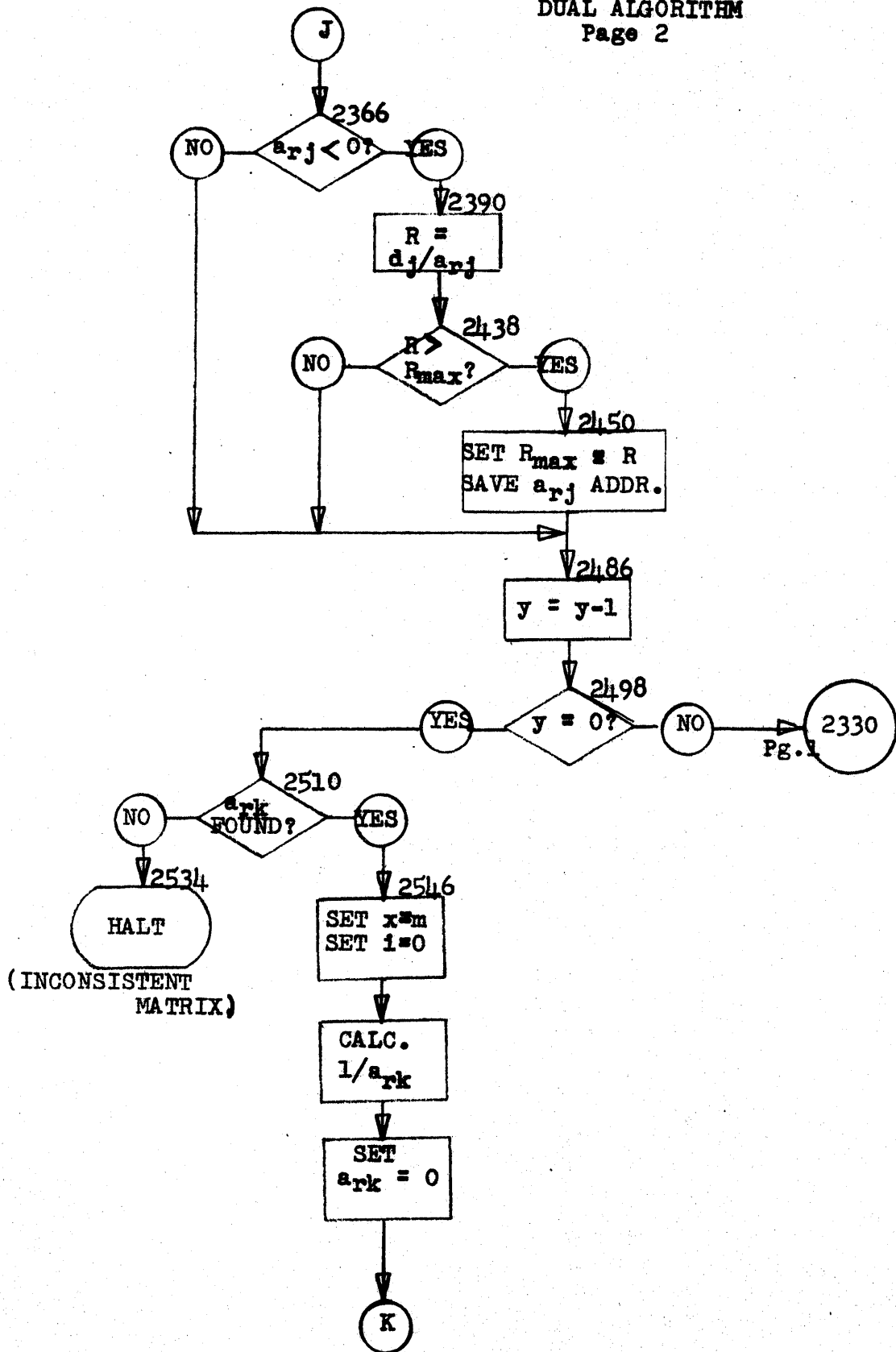


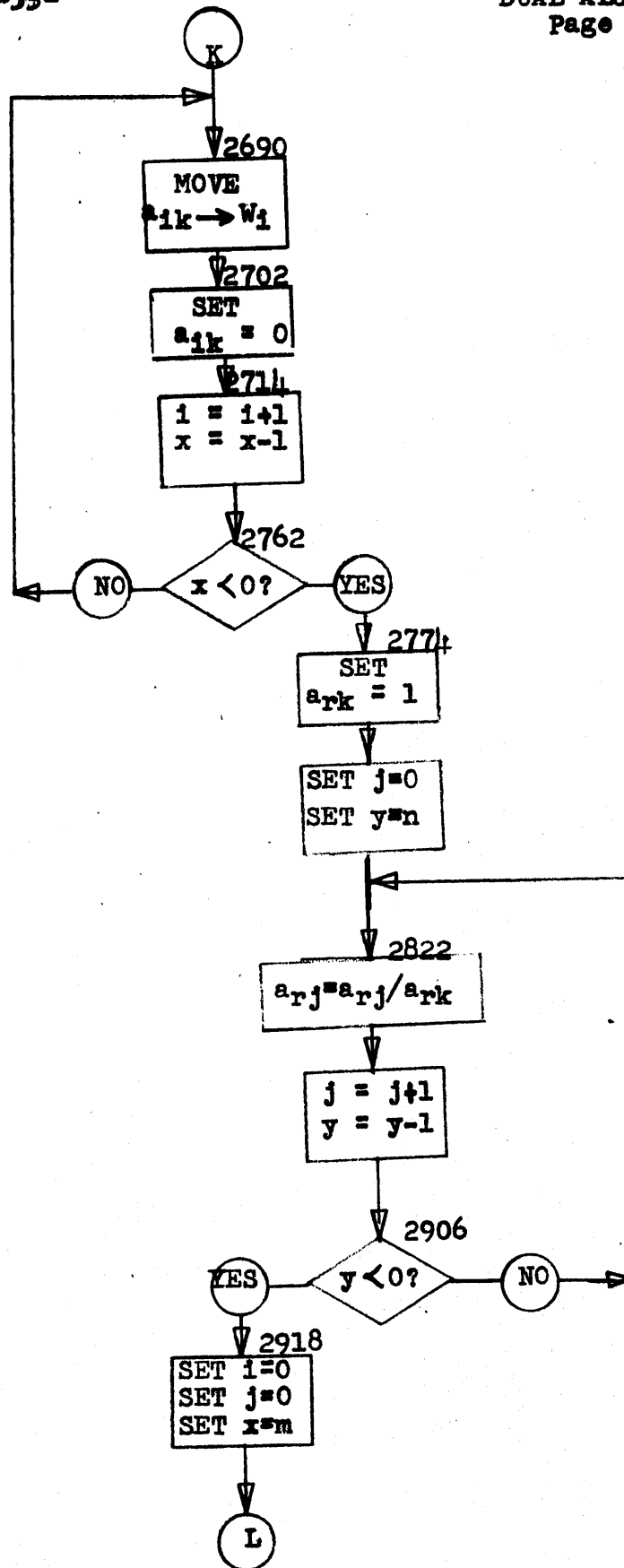












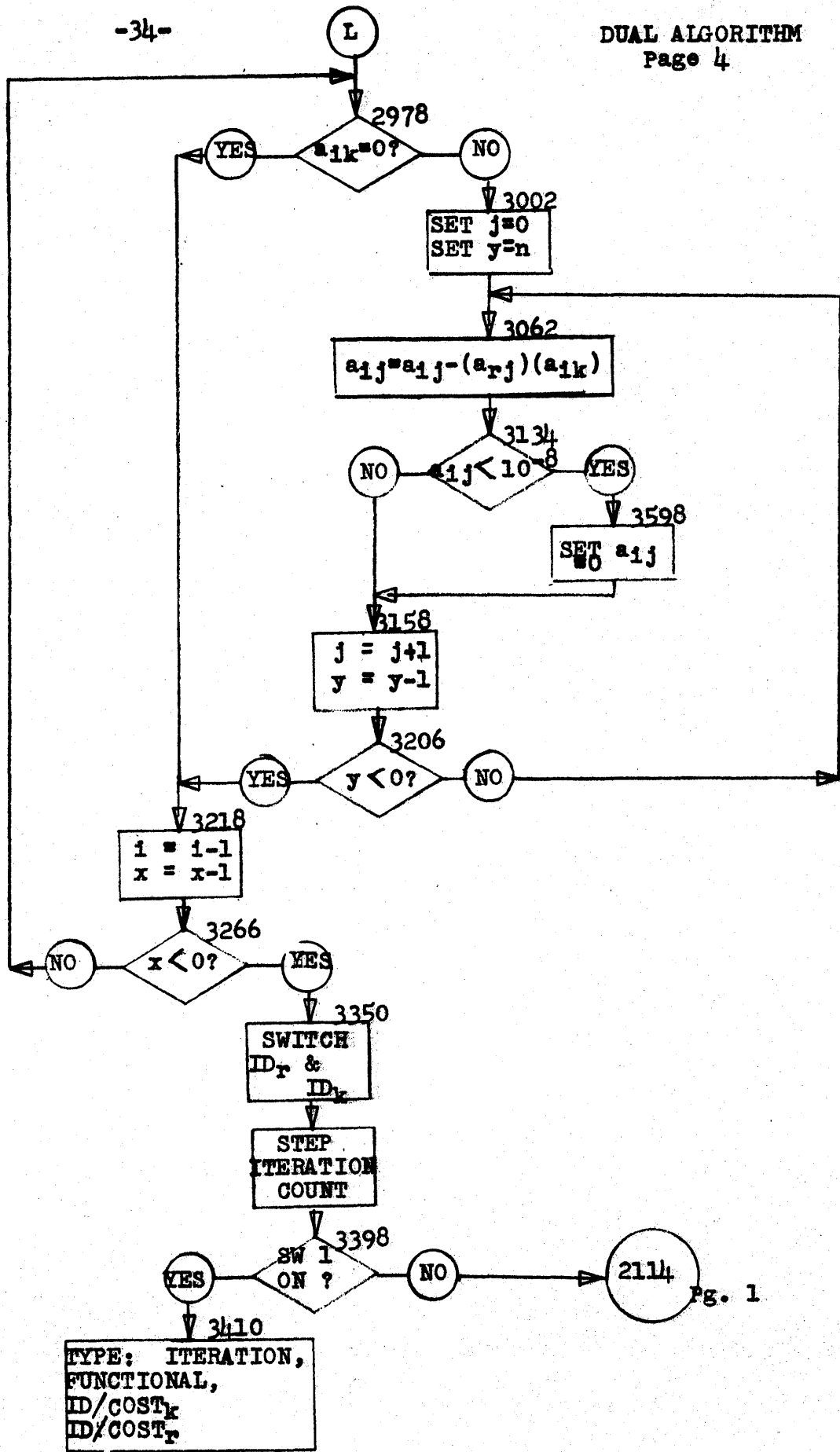
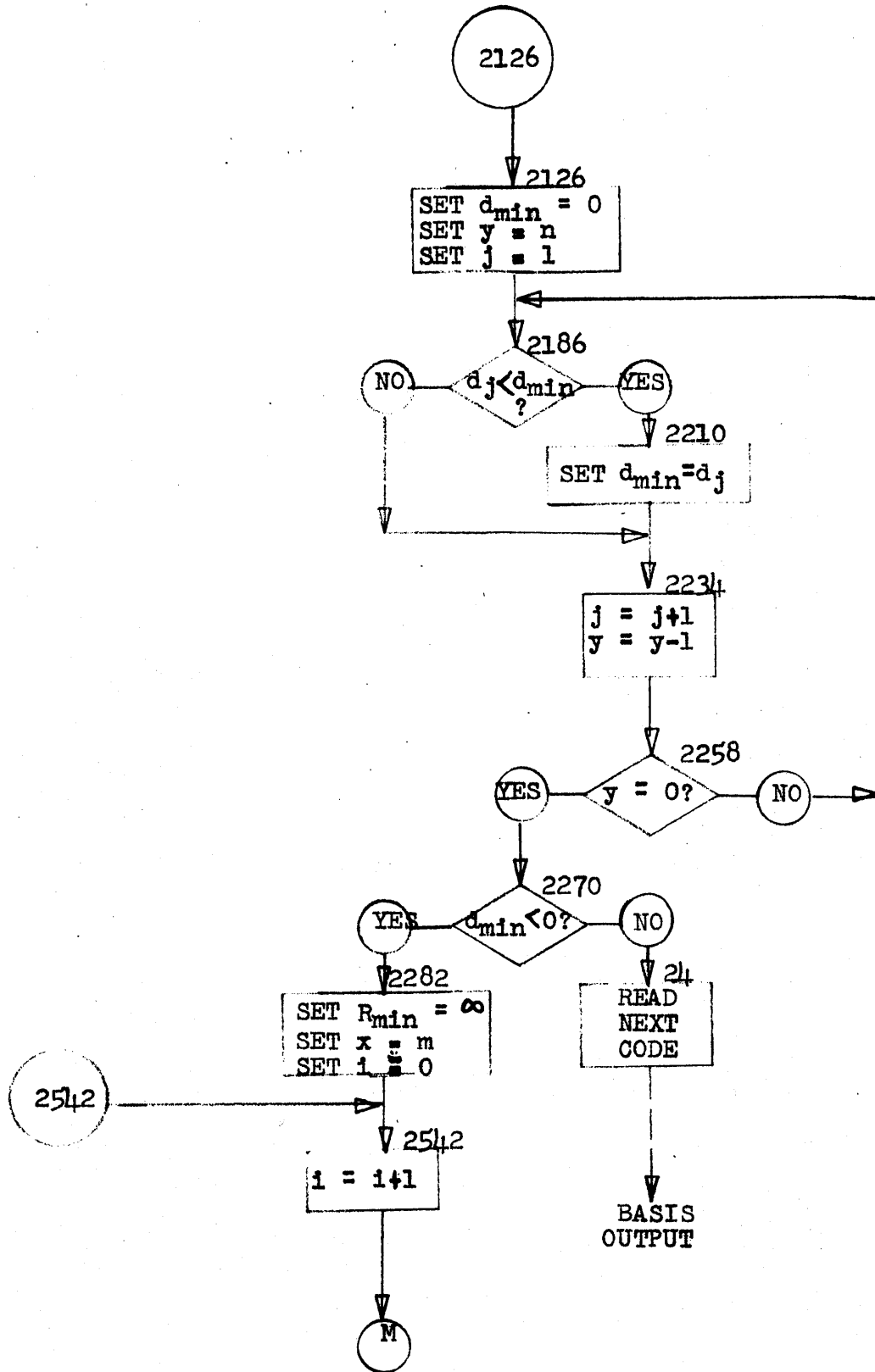
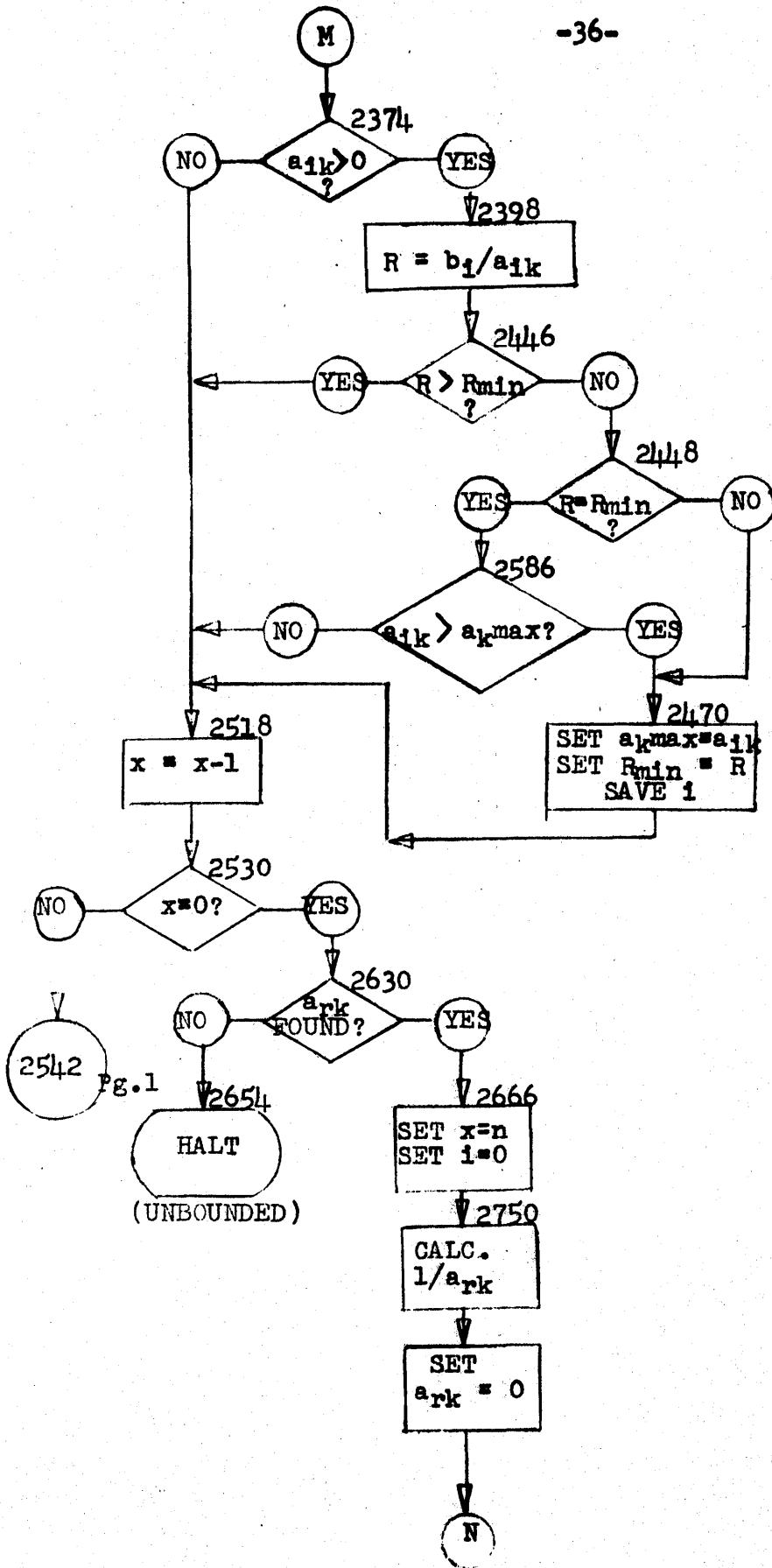
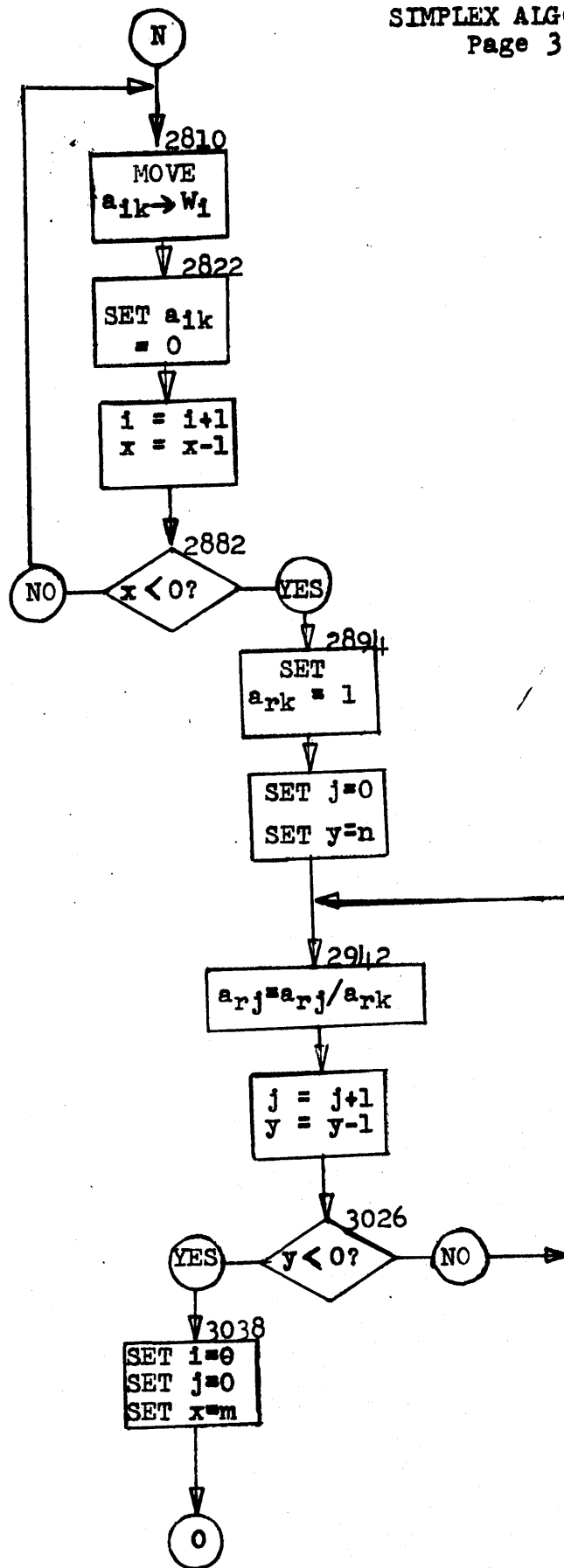


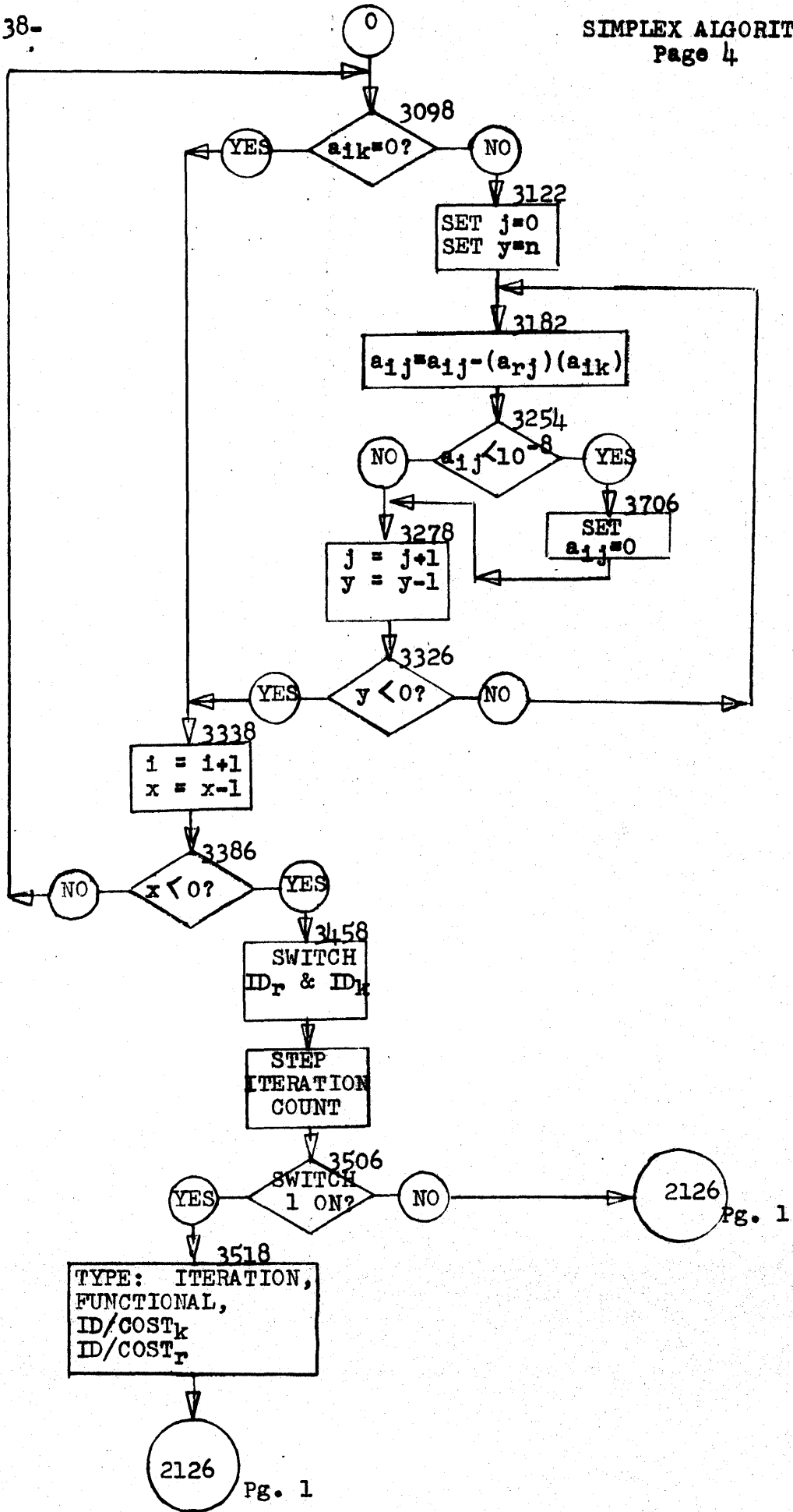
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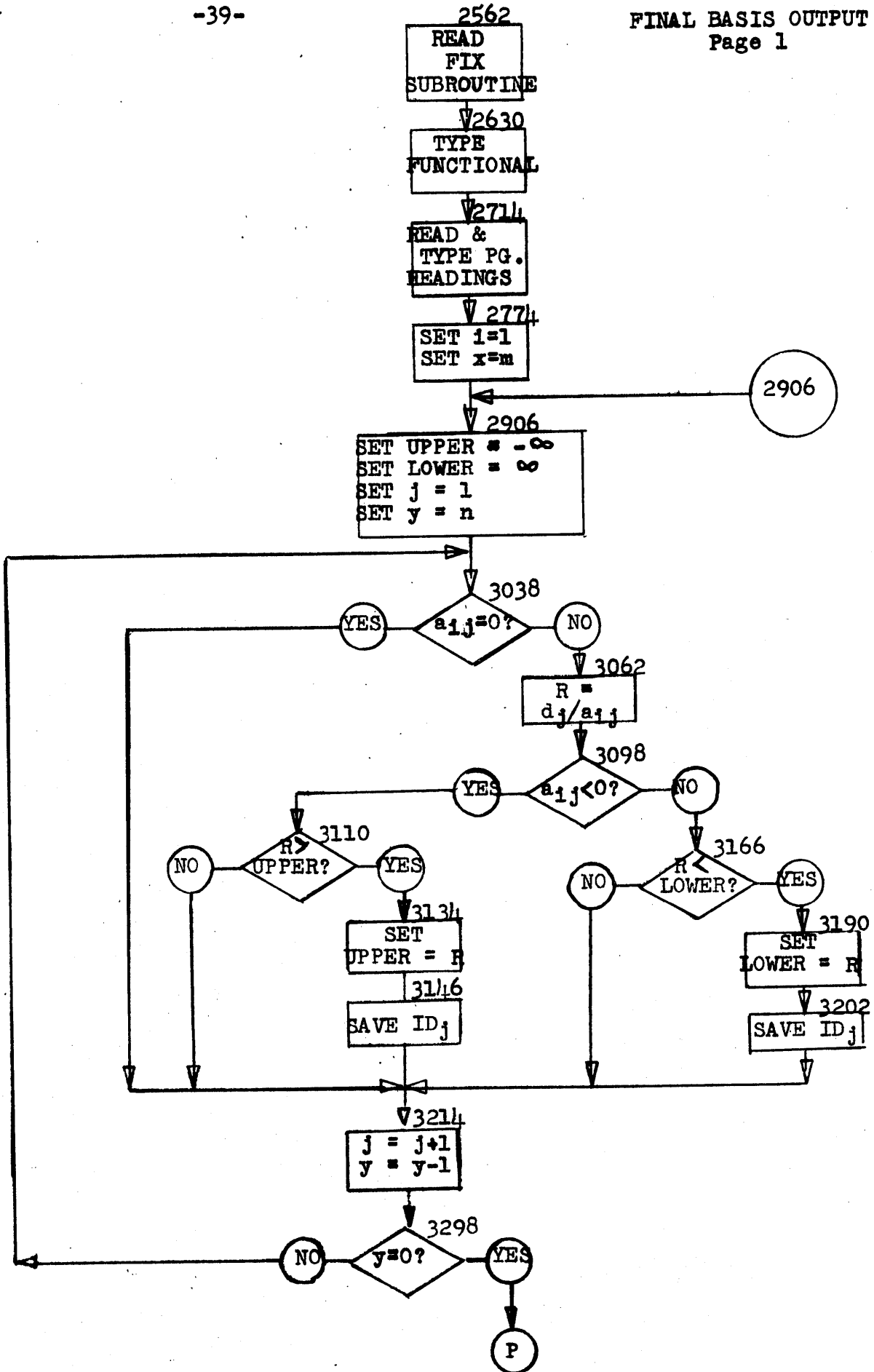
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Fig. 1

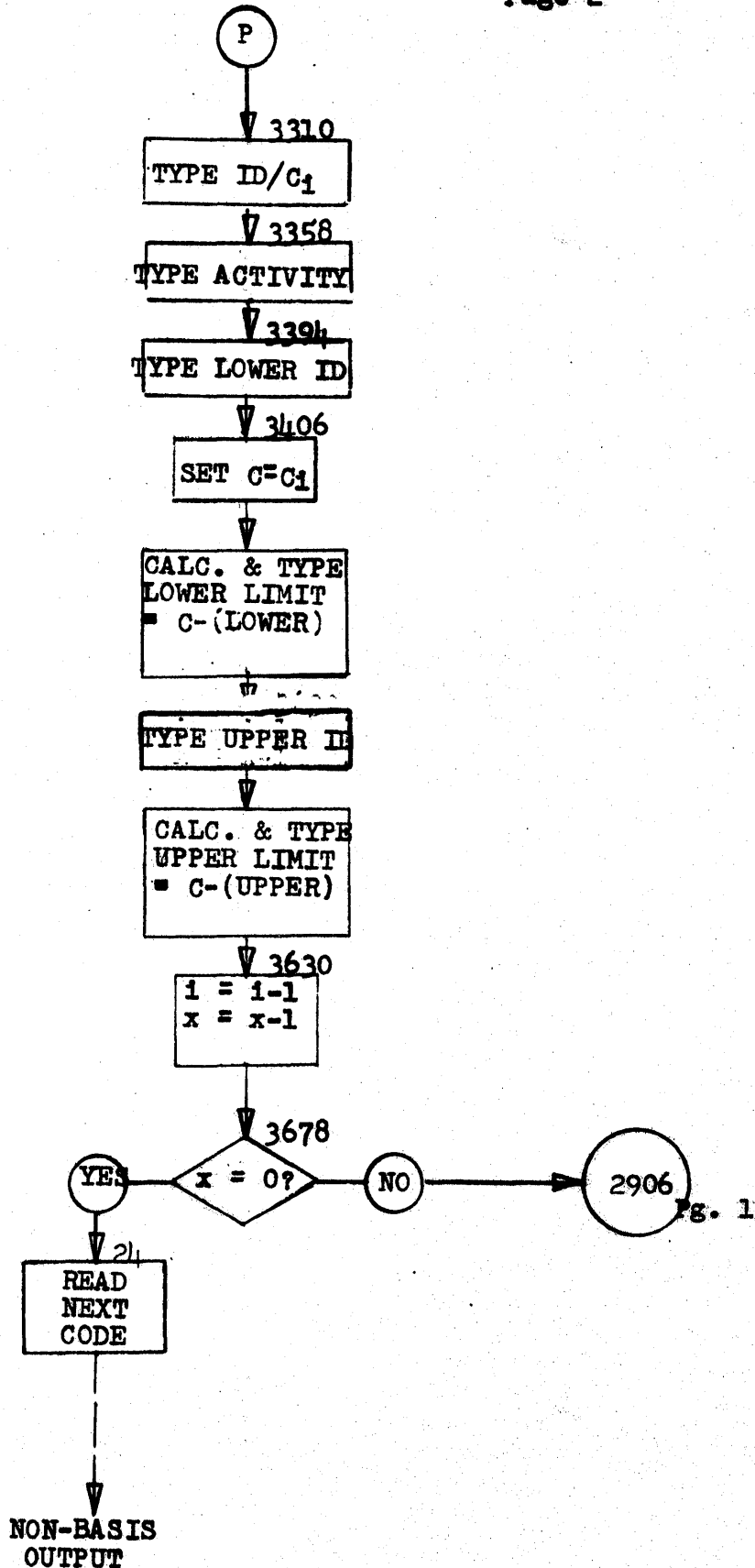


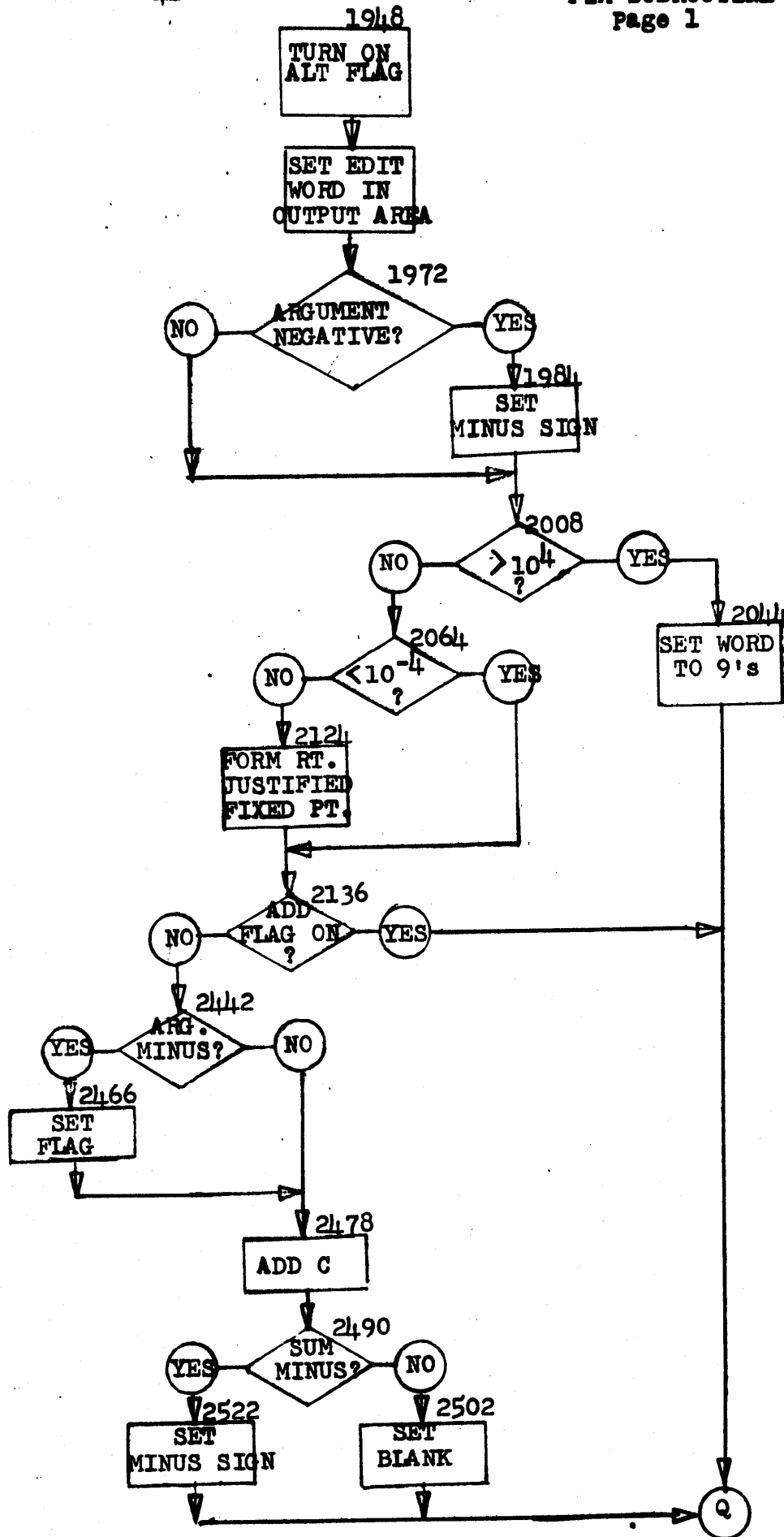


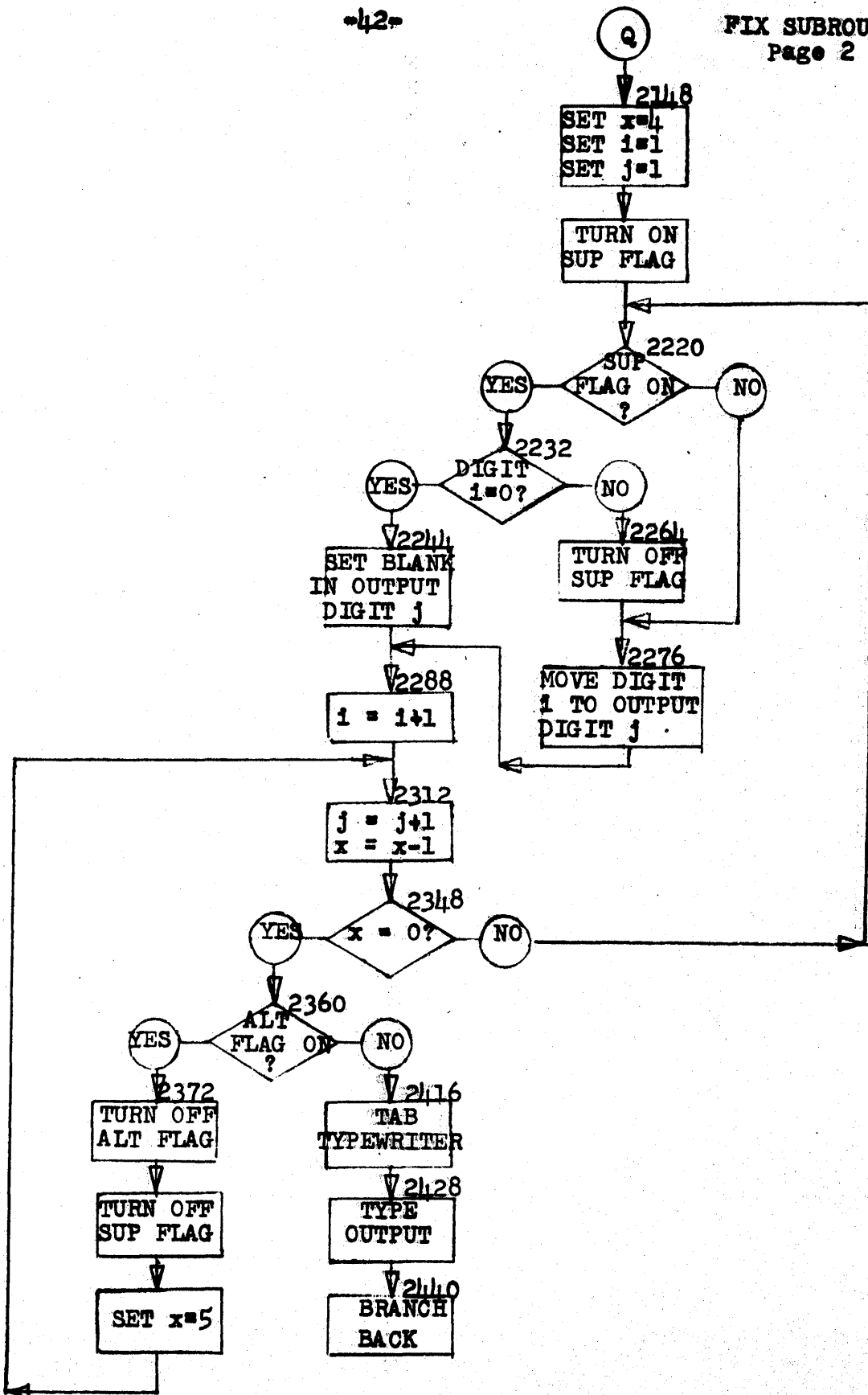


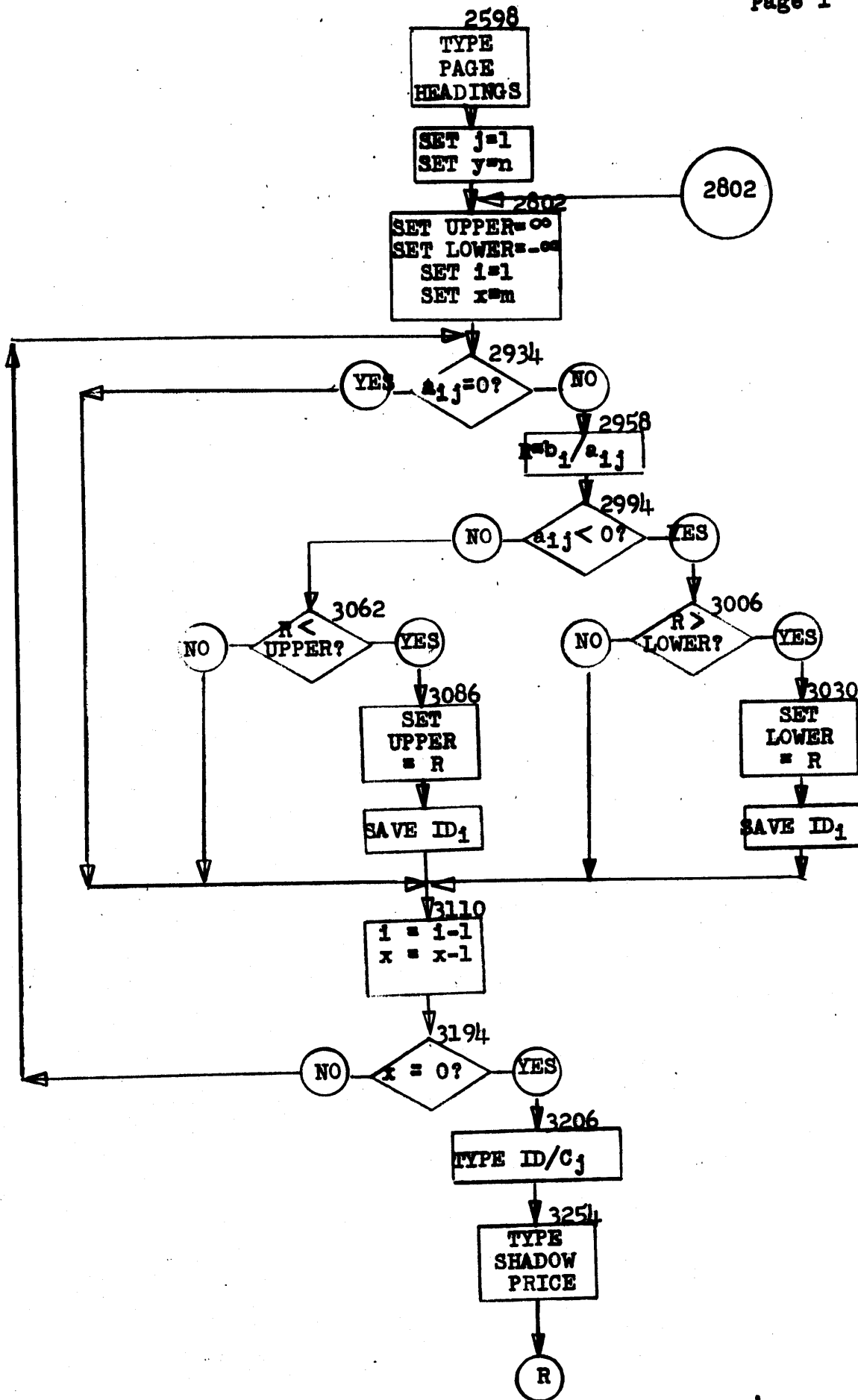


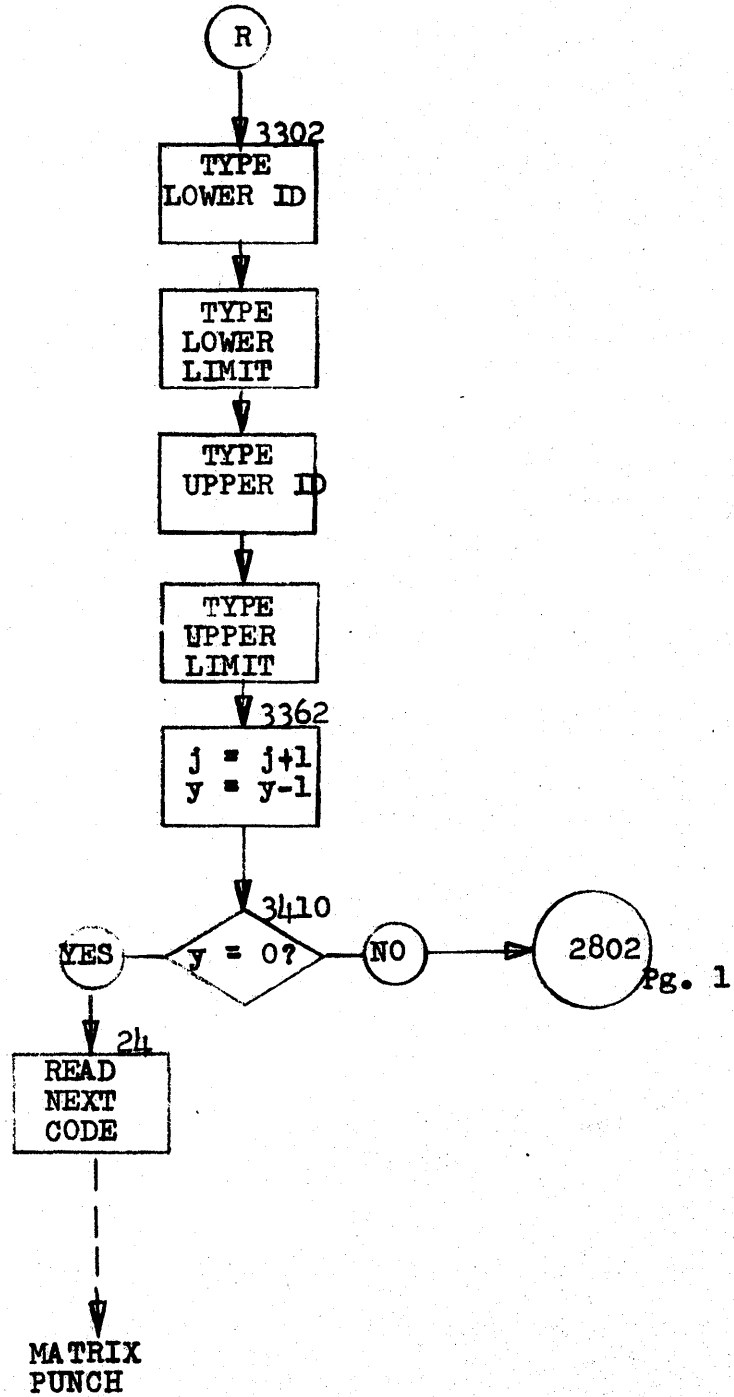


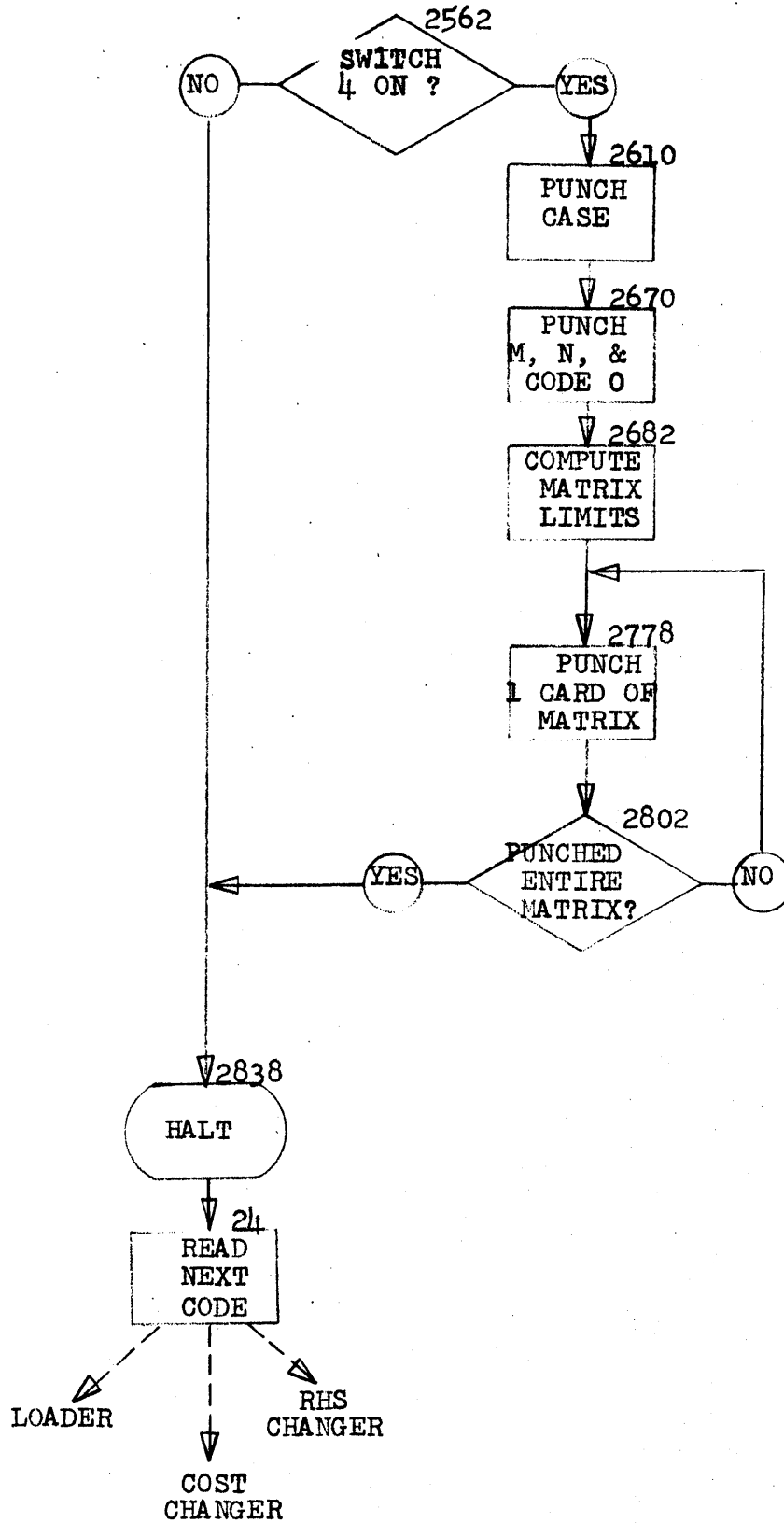


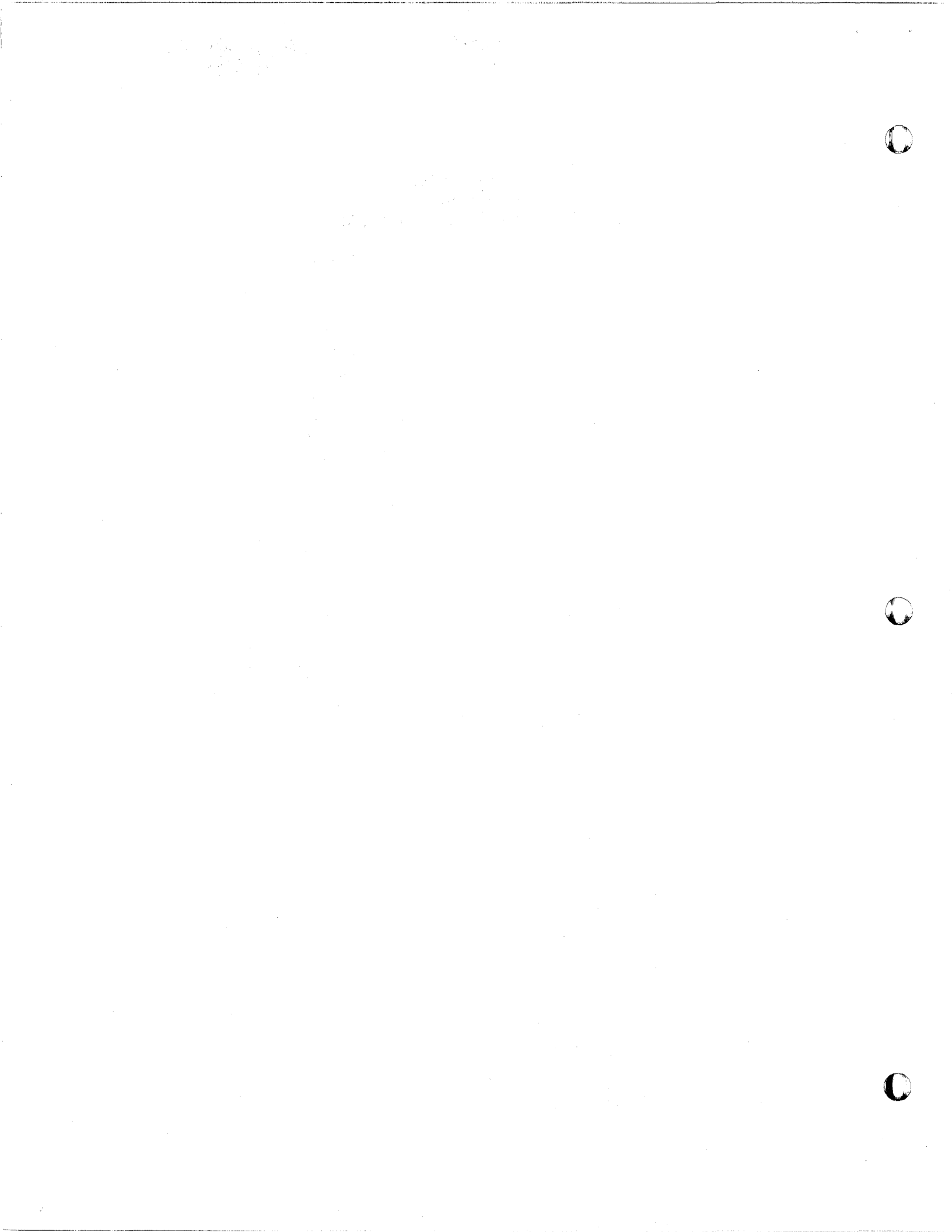












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CARDS

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FLOATING
POINT
ROUTINES

COST
CHANGER
ROUTINE

-18-

COST CHANGER

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ARITHMETIC
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PRE-LOAD
CARDS
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PAGE
HEADINGS

CASE
ITER NO
FUNCTIONAL
VAR OUT
VAR IN

PRE-LOAD
CARDS
DUAL
ALGORITHM
ROUTINE

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3102594038584903826	238024037460000047024700130049025180140348100000470266601200
3102654038584903826	48N110000000260280402493260282802233260363200079260278502493
3102714038584903826	160281603930260290002493260282102233160046902785260119702665
3102774038584903826	490120000000260392000099260000001826260393000000260000001826
3102834038584903826	1102816000J01102821000J01102828000J01203632000J0460281001300
3102894038584903826	260000002665260297703481260298403481260354800074160046902977
3102954038584903826	260119703920490193800000260000000099210297700069210298400069
3103014038584903826	1203548000J0460294201300160310403930260314500064210314500069
3103074038584903826	16032170393026036320007922039300132460333801200260320503481
3103134038584903826	160324100000260354800074260326003241120326000008160046903217
3103194038584903826	260119700000490193803930160046903253160044500000490040200099
3103254038584903826	1400000000M3470370601300210320500069210326000069210324100069
3103314038584903826	1203548000J04603182013001103104000J01103217000J01103145000J0
3103374038584903826	1203632000J04603098013002603469022331203469000J0260347603469
3103434038584903826	22034810006926034880348126000230000026000000000260000000023
3103494038584903826	110366700001470212600100340000000102380366500100340000000108
3103554038584903826	260368503481260364903469260361300064210361300069260374600000
3103614038584903826	380373700100340000000108260374600000380373700100340000000108
3103674038584903826	260374600000380373700100490212602603724032412600000018264903
3103734039044902114	* * 2780000000000Z

PRE-LOAD
CARDS

SIMPLEX
ALGORITHM
ROUTINE

PRE-LOAD
CARDS

FINAL
BASIS
OUTPUT
ROUTINE

360383800500

~~15039180000Z4903826~~

~~3102562038584903826 360382600500490382603400100001022602653000642102653000693703~~

~~3102622038584903826 75900500390375900100260391700000340001000108L803908001003400~~

~~3102682038584903826 0000010234000000010216035330000063703759005003903759001001203~~

~~3102742038584903826 533000014702714012003400000001022603321000641103321000J02603~~

~~3102802038584903826 369026531103369000J02603013033692103013000792603001030131103~~

~~3102862038584903826 001000J02602965030131102965000K02603545000792600750026662600~~

~~3102922038584903826 740025931600725000001600715000001603044000002603097029652603~~

~~3102982038584903826 109029651603085000001603157000002603213030132603533000742200~~

~~3103042038584903826 000037064603214012001600469030972601197000004901200000004403~~

~~3103102038584903826 166000002400099007504703214011002600750000992600730000004903~~

~~3103162038584903826 214024000990074046032140130026007400009926007200000021030440~~

~~3103222038584903826 006921030850006921030970006921031090006921031570006921032130~~

~~3103282038584903826 00691203533000J047030380120026039180000034000000010238039090~~

~~3103342038584903826 0100320195500000270194800000260-9180071434000000010838039150~~

~~3103402038584903826 010026034290332126007600000034007550000044034860076033007600~~

~~3103462038584903826 000032035210000049034980330352100000260076900760150077000000~~

~~3103522038584903826 330195500000320074000000270194800740260391800724340000000108~~

~~3103582038584903826 3803915001003300750000003301955000002701948007501102965000J0~~

~~3103642038584903826 1103321000J01103369000J01203545000J0470290601200490002400000~~

~~3103702038904902562 * 00000707070700370707070000Z0~~

PRE-LOAD
CARDS

360383800500

~~15039180000Z4903826~~

~~3101948038584903826 3201956000003103898037074402008019473301947000001603917000K0~~

~~3102008038584903826 2600760037061401939000N44702064011001600757R99999490214801201~~

~~3102068038584903826 939000M747021360130016021350194021021350193915019390000002100~~

~~3102128038584903826 760019474402442019551602219000041602287007531602282038991602~~

~~3102188038584903826 243007531602250038993201957000004402276019574302264007531603~~

~~3102248038584903826 759000004902288033019570000025038990075311022870000111022430~~

~~3102308038584903826 000111022820000211022500000212022190000147022200120044024160~~

~~3102368038584903826 195633019560000033019570000016022190000549023120340000000108~~

~~3102428038584903826 390389900100421403917000K04702478012003200760000002100760007~~

~~3102488038584903826 70470252201300160391700000490214801603917000K049021487070707~~

~~3102548039044903826 * * 00370707070000~~

PAGE
HEADINGS

2503919004004902582

FUNCTIONALZ

VAR/COST Z

ACTIVITY Z

LIM VAR Z

LOWER LIM Z

LIM VAR Z

UPPER LIM Z

-53-

SOLUTION

NON-BASIS
OUTPUT
ROUTINE

360383800500
15039180000Z4903826
3102562038584903826 340001000102L40010000102160325300006370375900500390375900100
3102622038584903826 120325300001470259801200340000000102260321700064210321700069
3102682038584903826 2103217000692603265032171203217000J02602861032171102861000K0
3102742038584903826 260289702861220289700069260290902897220290900069260322400074
3102802038584903826 260075002585260074002574160071500000160072500000160294000000
3102862038584903826 260299302861260300502861160298100000160305300000260310902909
3102922038584903826 260325300079220000003438460311001200160046902993260119700000
3102982038584903826 490120000000440306200000240009900740470311001100260074000099
3103042038584903826 260072000000490311002400099007504603110013002600750000992600
3103102038584903826 730000001102940000J01102981000J01102993000J01103005000J01103
3103162038584903826 053000J01103109000J01203253000J04702934012002603918000003400
3103222038584903826 000001023803909001003201955000002701948000002603918007143400
3103282038584903826 00000108380391500100270194800740260391800724340000001083803
3103342038584903826 915001002701948007502102861000692103217000692103265000691203
3103402038814902562 * 224000J047028020120049000240000000000

PAGE
HEADINGS

VAR/COST Z
SHAD PRICE Z
LIM VAR Z
LOWER LIM Z
LIM VAR Z
UPPER LIM Z

PRE-LOAD
CARDS

360383800500
15039180000Z4903826
3102562038584903826 470282600400310356303401310356200048150357300000390356300400
3102622038584903826 310356303481260356700079260357200074150357300000380356300400
3102682038584903826 260278400064110278400001230006900073320009500000210009900069
3102742038584903826 210009800078210009902784260281300099380000000400110278400000
3102802038584903826 140278400000470277801300410000000J004888888888888849000240000Z
3103401038584903826 -----
3103461038584903826 -----
3103521038784903826 * -----
2503561004002503723004004902562

MATRIX
PUNCH
ROUTINE

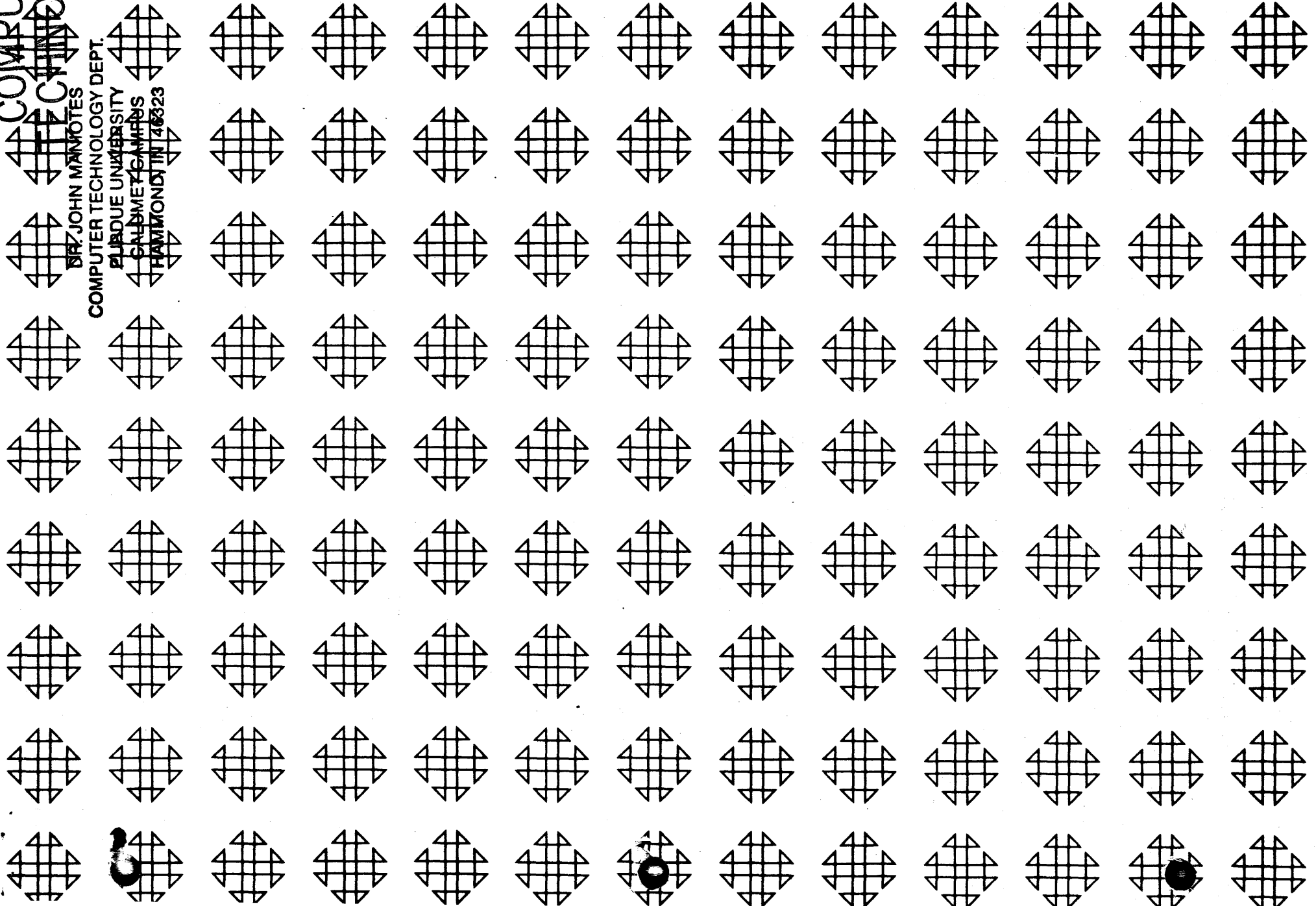
**COMPUTER
TECHNOLOGY**



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WASHINGTON, D. C.

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Linear Programming Code for the
IBM 1620 with Card Input and Output

Acknowledgement

This program is a modification of one for the basic 1620 with paper tape input and output written by C. R. Nichols, IBM, Inglewood, California. The only changes made were those necessary to enable his program to be used with a card 1620. Much of the information in the writeup is taken directly from his writeup.

C. R. Nichols
IBM Corporation
Inglewood, California

Modifications or revisions to this program, as they occur, will be announced in the appropriate Catalog of Programs for IBM Data Processing Systems. When such an announcement occurs, users should order a complete new program from the Program Information Department.

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I. PROGRAM DESCRIPTION

This program solves linear programming problems with output of detailed results. That is, given coefficients a_{ij} , cost coefficients c_j , and requirements b_i , determine x_j such that

$$\sum_j a_{ij}x_j = b_i \quad \text{with } x_j \geq 0$$

and

$$\sum_j c_jx_j = \text{maximum}$$

Computations are performed by the Dual Algorithm until a feasible solution is obtained. Control is then given to the Simplex Algorithm for optimization. Cost changes and requirement changes can be made after loading original matrix or after solving original matrix.

A. Machine requirements

1. Basic 1620 with card input and output.
2. Any size storage can be used. The larger the storage, the larger the problem that can be solved. The size of the problem is restricted by the following relationship:

$$(m + 2)(n + 3) \leq \frac{\text{memory} - 3920}{10}$$

where: m is the number of restrictions

n is the number of non-basis independent variables

memory is 20,000, 40,000, or 60,000

3. Source language: actual machine language
4. Subroutines: floating point subroutines supplied with program. No other subroutines needed.
5. Input media: card reader and console typewriter.
6. Output media: card punch and console typewriter.
7. Running time: The precise time required per iteration depends on the size and density of the matrix. As an approximation, a problem with 30 equations and 40 non-basis variables requires about 20 seconds per iteration.
8. Decimal accuracy: All computations are performed in 2-and-8 floating point form. Matrix input can be either fixed point or floating point.

B. Error stops

1. All stops may be recognized by displaying IR-1 in MAR. MAR will contain the address of the halt instruction plus 12.

<u>Halt instr.</u>	<u>Reason</u>
01126	Floating point overflow
01288	Floating point attempted division by zero
00012	Loader - ready for next code
02458	Cost changer - Change entered for a non-existent identification number
00012	Cost changer - ready for next code
03110	RHS changer - change entered for a non-existent identification number
00012	RHS changer - ready for next code
02534	Dual algorithm - inconsistent matrix
02654	Simplex algorithm - unbounded solution
02838	Matrix punch - ready for next code

2. Error procedure

- a. Cost changer (02458). Erroneous identification number is the last one typed.

If data are being entered through the typewriter, depress RESET and INSERT. Type 49 02126. Depress RELEASE and START. Corrected or new change data may now be entered normally.

If data are being entered from cards, the erroneous datum may be ignored by following the same steps as above (for entry through typewriter).

If it is desired to enter the change correctly through the typewriter, the following steps must be taken:
 Set console switch two on.
 Depress RESET and INSERT.
 Type 49 02126.
 Depress RELEASE and START.
 Enter correct datum through typewriter (complete with record mark).
 Depress RELEASE and START.
 When typewriter is again selected, depress RESET.
 Set console switch two off.

Depress INSERT, RELEASE, and START. Processing will now continue normally, reading data from cards.

- b. RHS Changer (03110): Erroneous identification number is the last one typed.

If data are being entered through the typewriter, depress RESET and INSERT. Type 49 02126. Depress RELEASE and START. Corrected or new change data may now be entered normally.

If data are being entered from cards, the erroneous data may be ignored by following the same steps as above (for entry through typewriter).

If it is desired to enter the change correctly through the typewriter, the following steps must be taken:

Set console switch three on.
 Depress RESET and INSERT.
 Type 49 02126.
 Depress RELEASE and START.
 Enter correct identification number (4 digits plus record mark) through typewriter.
 Depress RELEASE and START.
 Enter requirement change (including record mark) through typewriter.
 Depress RELEASE and START.
 When typewriter is again selected, depress RESET.
 Set console switch three off.
 Depress INSERT, RELEASE, and START.
 Processing will now continue normally, reading data from cards.

- c. Dual algorithm (02534): To obtain solution existing at the time of discovery of inconsistency:

Run out cards from reader.
 Replace cards in reader hopper starting with Final Basis Output program.
 Depress READER START.
 Depress RESET and INSERT.
 Type 49 00024.
 Depress RELEASE and START.

- d. Simplex Algorithm (02654): To obtain solution existing at the time of discovery of unbounded solution:

Depress RESET and INSERT.
Type 49 00024.
Depress RELEASE and START.

- e. **Overflow-underflow:** Overflow causes a stop at 01126 or 01288. Underflow causes the result to be set to zero, and processing continues. Either condition indicates either machine malfunction or unreasonable data.
- f. **Any other error:** unrecoverable. Restart problem.

II. THE PROGRAM

A. Operation Instructions

1. Set typewriter margins at 12 and 92; tabs at 24, 36, 48, 60, and 69.
2. It is important to note that no more than one instruction at a time may be inserted at any time after the initiation of the Loader routine.
3. To load initial data:
 - a. Ready the LOADER deck in the card reader (including matrix input data). Depress READER START.
 - b. Depress RESET and INSERT.
 - c. Type 16 00010 00000.
 - d. Depress RELEASE and START. This initiates memory clear routine.
 - e. After at least one second, depress INSTANT STOP, RESET, and INSERT.
 - f. Type 36 03826 00500
49 03826
 - g. Depress RELEASE and START.
 - h. Program deck loads, data are loaded, and a halt at location 00012 is executed. Operation may now proceed to the COST CHANGER, RHS CHANGER, or SOLUTION programs.

4. To effect cost changes:

- a. Ready the COST CHANGER deck in the card reader (including data change cards if changes will be made from cards). Depress READER START.
- b. Set console switch two off if cost changes will be entered from card reader; switch two on if data will be entered through the typewriter.
- c. Depress START.
- d. If data are entered through the typewriter, RELEASE and START must be depressed after each entry. (Don't forget the record mark to terminate each entry.)
- e. After all data are entered a halt at location 00012 is executed. Operation may now proceed to the RHS CHANGER or SOLUTION programs.

5. To effect requirement changes:

- a. Ready the RHS CHANGER deck in the card reader (including data change cards if changes will be made from cards). Depress READER START.
- b. Set console switch three off if requirement changes will be entered from card reader; switch three on if data will be entered through the typewriter.
- c. Depress START.
- d. If data are entered through the typewriter, RELEASE and START must be depressed after the entry of each identification and each change. (Don't forget the record mark to terminate each entry.)
- e. After all data are entered a halt at location 00012 is executed. Operation may now proceed to the COST CHANGER or SOLUTION programs.

6. To solve and obtain output:

- a. Ready SOLVER deck in the card reader. Depress READER START.
- b. Set console switch one on to type iterations, off to omit iteration typeout.

- c. Set console switch four on to obtain punch-out of final matrix, off to suppress punching.
- d. Depress START.
- e. After all output is complete, a halt at location 02838 will be executed. Operation may now proceed to the LOADER, COST CHANGER, or RHS CHANGER programs.

B. Data Preparation

- 1. The first card to be entered is a case identification card. A five digit alphabetic identification is punched in columns 1 through 5. Columns 6 through 80 are blank.
- 2. The second card specifies the size of the problem being entered. It is punched as follows:

<u>Information</u>	<u>Card columns</u>
0 (zero with a minus sign)	1
number of equations (3 digits)	2 - 4
0 (zero)	5
0 (zero with a minus sign)	6
number of non-basis variables (3 dig.)	7 - 9
0 (zero)	10
input code	11
a. 1 for row-column, fixed point input	
b. 0 for a complete floating point matrix	

Columns 12 through 80 are blank.

- 3. The matrix can be entered in one of two forms: floating point (the entire matrix is entered, column by column, exactly as it is to be stored, including zero entries) or fixed point (entries can be in any order, accompanied by their respective row-column designations, and zero elements need not be entered).
- 4. For floating point entry, eight elements are punched on each card, with a minus sign over the first position of each ten position field, and a minus sign over the last position of negative fields (units position). There are ten positions per field, with the first two positions specifying placement of the decimal point (50 designates a decimal point to the left of the

first non-zero digit; 51 designates one non-zero digit to the left of the decimal; 49 designates that the first non-zero digit is in the hundredths position, etc.) and the last eight digits (with no leading zeroes) giving the element itself. A zero element is specified by ten zeroes, with a minus sign over the first.

The elements must be punched in column order, starting with the first basis cost. See the matrix layout included with this writeup to know how the elements are stored in the matrix.

- 5. Fixed point matrix elements are entered four to a card.

Two types of cards are necessary for matrix elements:

- a. Row-column cards designate where the elements will be stored in the matrix. Row-column designations are punched in columns 1-6, 21-26, 41-46, and 61-66 in the form RRRCC (a minus sign accompanies the first digit of each row and column designation). The column designation specifies column number considering only non-basis vectors. The requirement variables have only a row designation, and 000 should be entered for their column.
- b. Matrix element cards contain fixed-point entries including optional leading sign, up to eight numeric digits, and mandatory decimal point. Each entry must be terminated by a record mark (0-2-8 punch). The four elements are punched beginning in columns 1, 21, 41, and 61 for each card.

Elements may be entered in any order, but corresponding row-column designations and matrix entries must be in the same positions of successive cards (row-column card preceding).

Loading of zero elements is optional

If any card contains fewer than four elements, the first blank field (column 21, 41, or 61) of the row-column card must be punched with a record mark (0-2-8 punch).

Item	Description	Row-column
a _{ij}	matrix element of the ith row and jth non-basis vector	$\begin{matrix} \text{---} & \text{---} \\ \text{xxxxxx} \end{matrix}$
b _i	element in the ith row of the requirement vector	$\begin{matrix} \text{---} \\ \text{xxx000} \end{matrix}$

6. Fixed point cost entries are also four per card, but the row-column designation is on the same card as the cost.

Entries consist of a six digit row-column designation followed by a ten digit ID/cost, where the ID is a four digit numerical designation to identify the cost variable, and cost is a six digit fixed point entry with the decimal after the third digit.

Item	Description	Row-column
c _i	cost per unit of basis variable for row i	$\begin{matrix} \text{---} & \text{---} & \text{---} \\ \text{xxx001xxxxxxxx} \end{matrix}$
c _j	cost per unit of jth non-basis vector	$\begin{matrix} \text{---} & \text{---} & \text{---} \\ \text{001xxxxxxxx} \end{matrix}$

Negative cost is signified by a minus sign over the units position of the cost field.

If any card contains fewer than four elements, the first blank field (column 21, 41, or 61) of that card must be punched with a record mark (0-2-8 punch).

7. The last data entry for fixed point mode must be 000 to terminate the loading operation. This can be punched in columns 1-3 of a new card, or in 21-23, 41-43, or 61-63 or the last row-column or cost entry card.

8. Entry of cost changes:

Data for the COST CHANGER routine can be entered either from cards or from the typewriter. If entered from cards, one entry is punched in each card, in columns 1-10. The entry consists of the four digit ID and six digit cost figure, with a minus sign over the first digit of the cost (column 5) and over the last digit of negative costs (column 10). Following the last cost change card must be a card punched with four zeroes (columns 1-4) to terminate the operation.

If entered from the typewriter, the format is the same as from cards: four digit ID and six digit cost figure with flag over the first digit of all cost figures, and over the units position of negative costs. The last entry must be four zeroes to terminate the operation.

9. Entry of requirement changes:

There are two entries for each requirement change: the identification and the change in the value of that requirement element. Note that the new requirement element is not entered, but rather the difference between the old and new requirement elements. If changes are entered from cards, the identification and change are entered on separate cards, one per card.

The identification is entered first, and consists of the ID associated with the cost element for that row. Thus, to change b₁ = b₃, use the ID associated with c₁ = c₃. No flags or record marks are needed in entering the ID either from cards or typewriter. It is punched in columns 1-4 of card entries, with 5-80 blank.

After entering the ID, its associated requirement change is entered (by typewriter or on a separate card). The entry starts in column 1, if a card is being used, and consists of optional leading sign, up to eight numeric digits, and mandatory decimal point. It must be terminated by a record mark, whether it is entered from cards or from the typewriter.

The last entry must be four zeroes to terminate the operation.

1. Interpretation of Results

- Cost changes or requirement changes are typed if the input is from cards. If input is through the typewriter, the input operation itself produces a log of the changes made.
- Dual Algorithm and Simplex Algorithm:

Results of iterations are typed only if console switch one is on. If it is desired to monitor the course of the solution onh occasionally, this may be done by setting switch one on and off periodically. The following points should be borne in mind:

- a. Page headings for iteration output are typed only if switch one is on at the beginning of the solution.
- b. The iteration count is reset when the dual algorithm is finished and control passes to the simplex algorithm.

The information which may be typed includes the iteration count, the current value of the profit function (floating point), the last variable to leave the basis, and the variable which entered the basis.

3. Final Basis Output:

The final value of the profit function is given in floating point.

For each final basis variable, the following information is supplied (in fixed point):

- a. Identification/cost coefficient.
- b. Activity.
- c. The limits of the cost coefficient over which the current solution is optimal.
- d. The variables which limit the range of the cost coefficient and will enter the basis if a limit is exceeded.

4. Final Non-Basis Output:

For each non-basis variable, the following information is given (in fixed point):

- a. Identification/cost coefficient.
- b. Shadow price - the penalty to the total system if a unit of this variable is forced into the final solution.
- c. The limits of activity over which the shadow price applies.
- d. The variables which limit the range of applicability of the shadow price. The upper limiting variable is the one which would leave the basis if the associated non-basis variable were forced into the solution.

5. A punchout of the complete final matrix is optional under control of console switch four. The cards punched also contain all necessary supplementary information and are in a format which is suitable for direct re-loading by the LOADER routine.

D. Functions of Individual Sub-programs

1. The data load routine reads and stores parameters for the problem. It then proceeds to load and store the matrix in the proper format. In the case of fixed point input, storage locations are computed from the row/column designations, and the input elements are converted to floating point notation as they are read and stored.
2. The cost change routine reads ID/cost elements, searches the matrix for a corresponding identification number, and stores the new cost coefficient in the proper location.
3. The requirement change routine reads variable identification numbers and changes for the associated requirement element. The change is converted to floating point notations, the matrix is searched for the identification number, and the requirement vector is updated.
4. The shadow price calculator converts all cost coefficients to floating point notation and evaluates $Z_j - c_j$ for each non-basis variable.
5. The dual algorithm computes a feasible solution for the problem. Its operation may be monitored allowing the typing of the value of the functional and the identifications of the variables that enter into and are removed from the basis. It should be noted in this regard that the objectives of feasibility and optimality may not be compatible at this point, and therefore the functional may actually decrease from one iteration to the next while the dual algorithm is in control.

During the reduction of the matrix of coefficients a test is made to determine whether the resulting quantity has a magnitude less than an amount called "essential zero." Any element falling into this category is set to zero in order to avoid computation with numbers which are actually not significant. "Essential zero" has been set to 10^{-8} . Its value (the corresponding floating point exponent) is located in memory addresses

3144 and 3145 and may be changed if desired. If this change is made, it is important to note that the high order digit must carry a flag.

- 6. The simplex algorithm starts with any feasible solution and computes the optimal feasible solution. Its operation may be monitored by allowing iteration typeout as in the case of the dual algorithm.

The discussion of essential zero as applied to the dual algorithm in 5. above is equally valid for the simplex algorithm. In this case the test value is located in memory addresses 3264 and 3265.

In the case of a tie in the quotient used as the criterion for choosing the variable to leave the basis on any iteration, the choice is resolved by using the largest denominator as a secondary criterion.

- 7. The basis output routine searches out and computes the information described in section C. above. Floating point quantities (with the exception of the functional) are converted to fixed point before being typed.
- 8. The non-basis output routine searches out and computes the information described in section C. above. Floating point quantities are converted to fixed point before being typed.
- 9. The matrix punch routine resets the permanent instructions in low memory to allow re-initiation of the input or change phases. Problem parameters and the final matrix are punched into paper tape if called for by the setting of console switch four.

E. Use of Storage

Memory locations from 00012 through 03919 are used by the program. Memory from 03920 up to the required location is used for the matrix and its manipulation. Locations 00000 through 00011 are available for the insertion of one instruction at a time through the typewriter. A halt instruction in position 00012 ensures that only this one instruction will be executed.

00012-00042 load routine
 00048-00058 case identification
 00060-00064 s address

00065-00069 M and 2
 00070-00074 N
 00075-00079 M
 00080-00099 product area
 00100-00400 arithmetic tables
 00402-02064 floating point subroutines
 variable programs
 03758-03917 input area (record mark in 03918)
 03920- matrix

F. Program Decks

1. LOADER

3 pre-load cards.
 Arithmetic tables.
 Floating point routines.
 Data load routine.
 Matrix data to be entered.

2. COST CHANGER

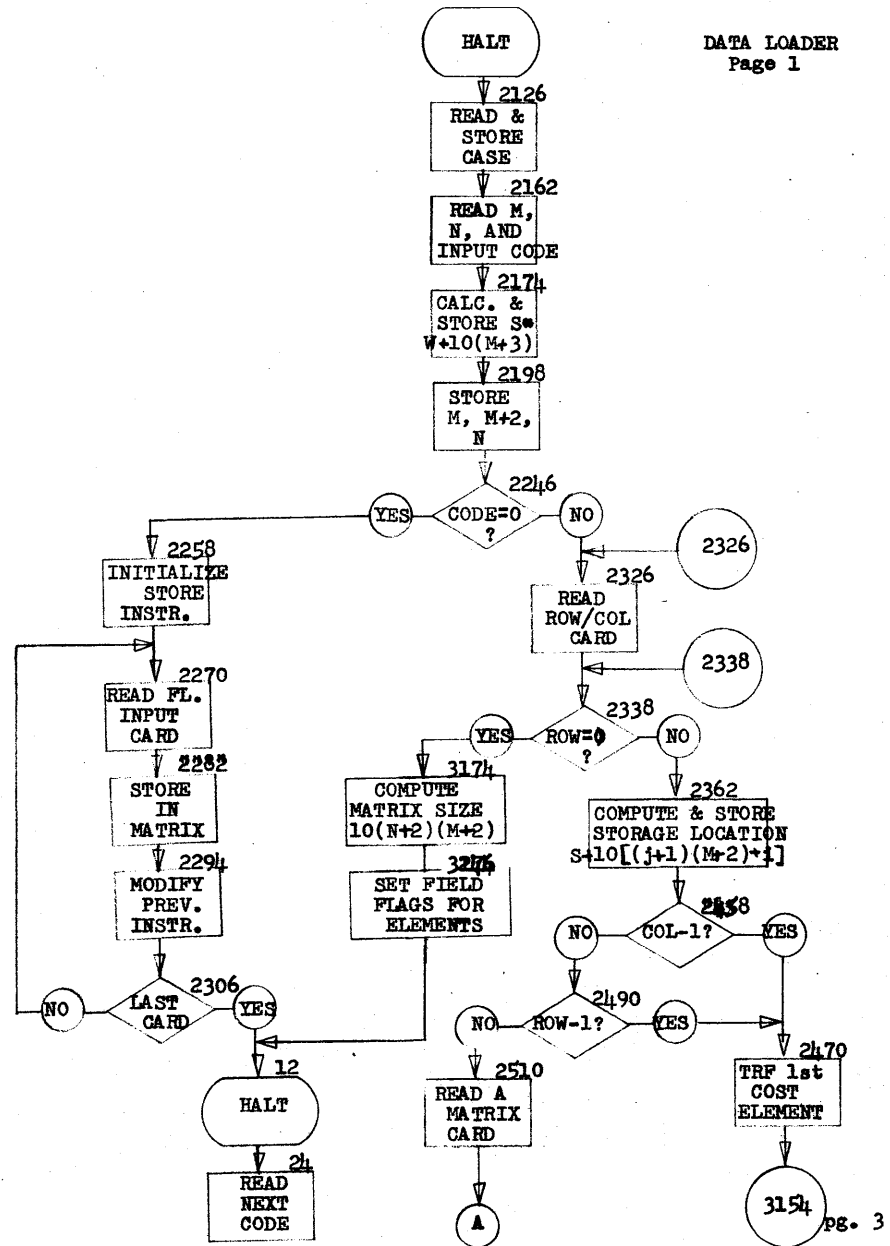
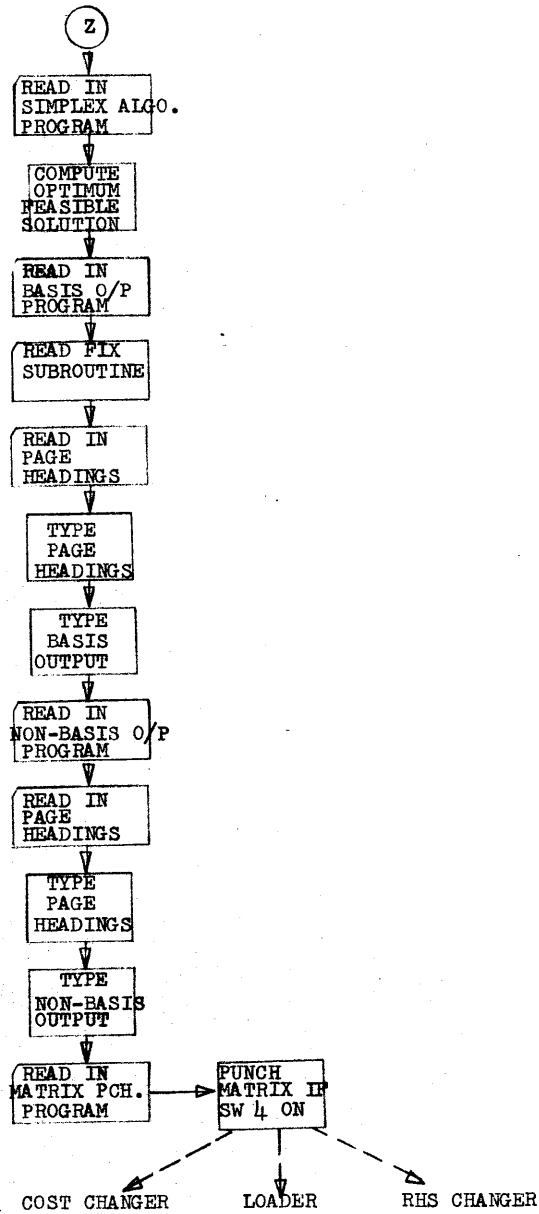
2 pre-load cards.
 Arithmetic tables.
 Floating point routines.
 Cost changer routine.
 Cost change data (if entered from cards).

3. RHS CHANGER

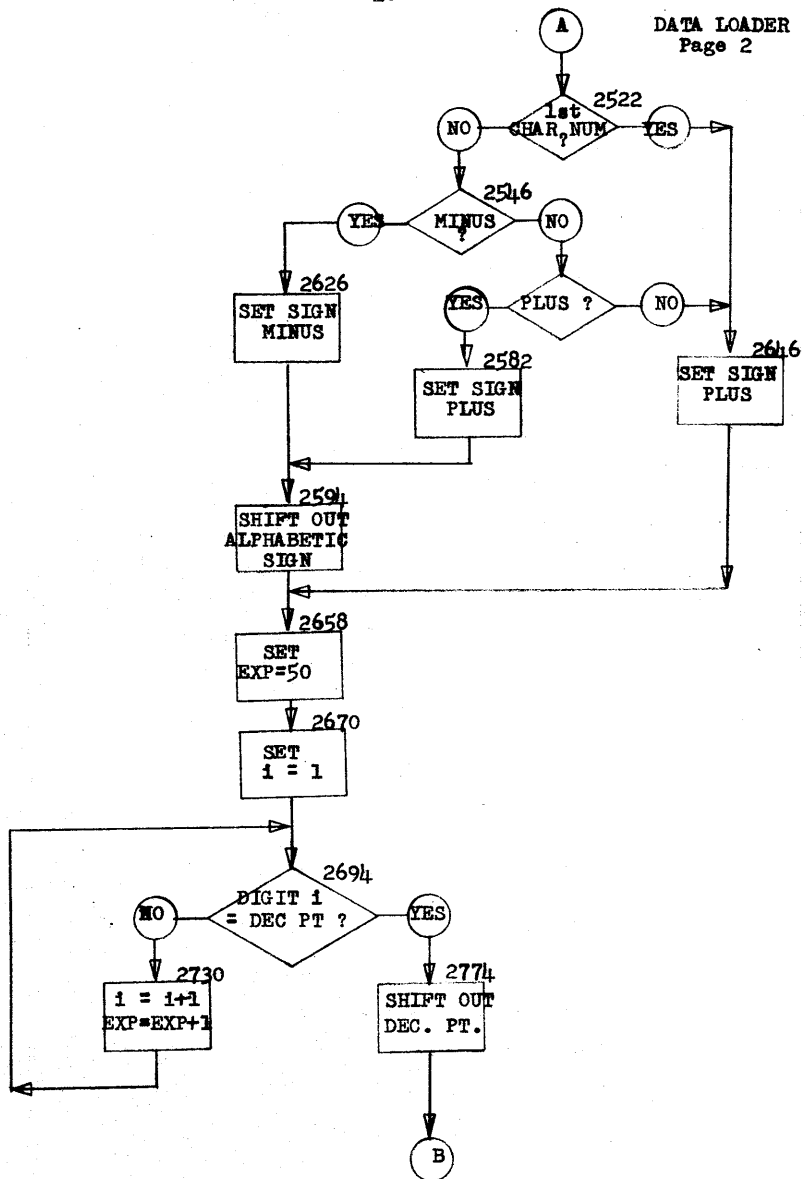
2 pre-load cards.
 Arithmetic tables.
 Floating point routines.
 Requirement change routine.
 Requirement change data (if entered from cards).

4. SOLUTION

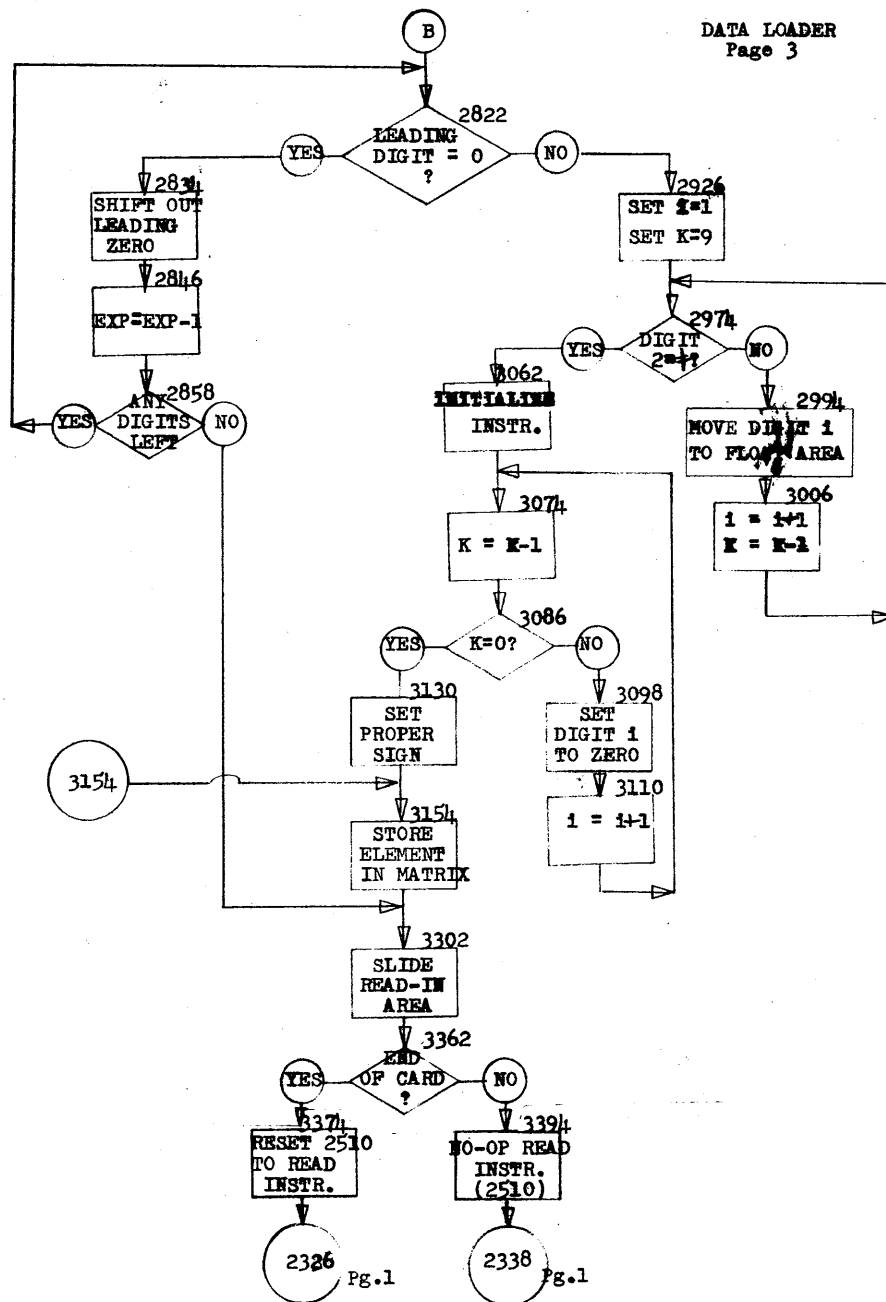
2 pre-load cards.
 Shadow price calculation routine.
 Page headings.
 2 pre-load cards.
 Dual algorithm routine.
 2 pre-load cards.
 Simplex algorithm.
 2 pre-load cards.
 Final basis output routine.
 2 pre-load cards.
 Fix and print routine.
 Page headings.
 2 pre-load cards.
 Non-basis output routine.
 Page headings.
 2 Pre-load cards.
 Matrix punch routine.

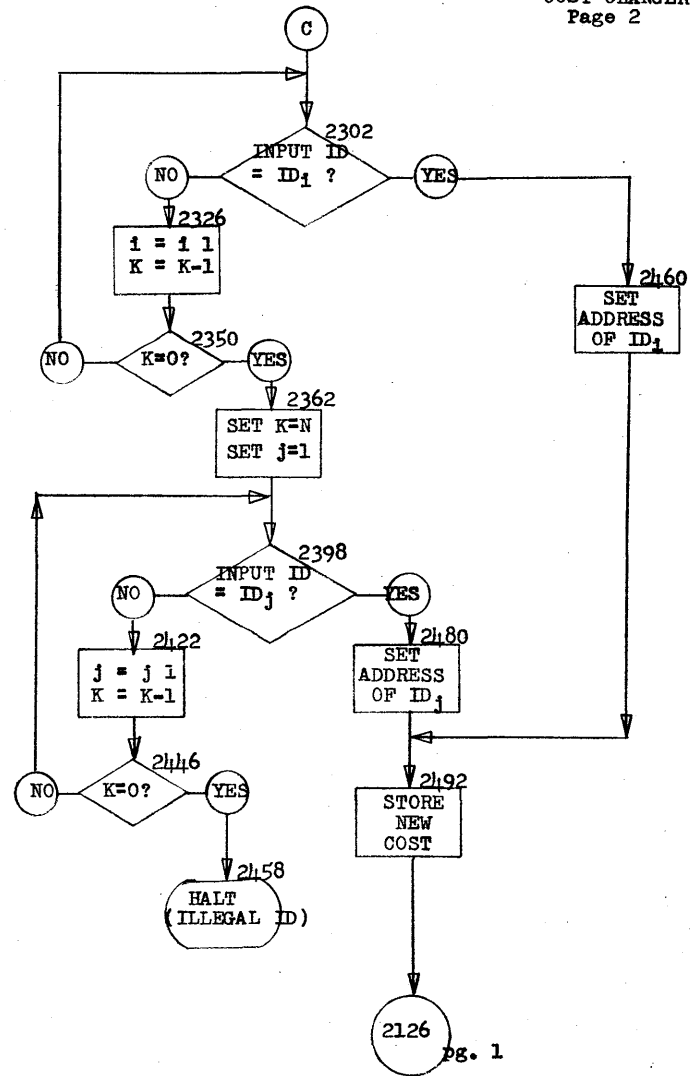
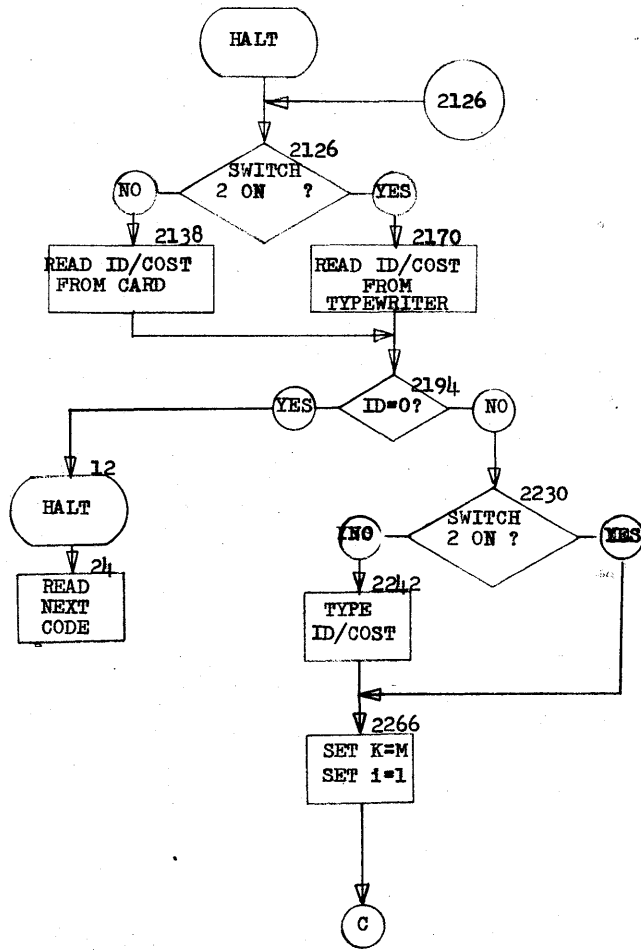


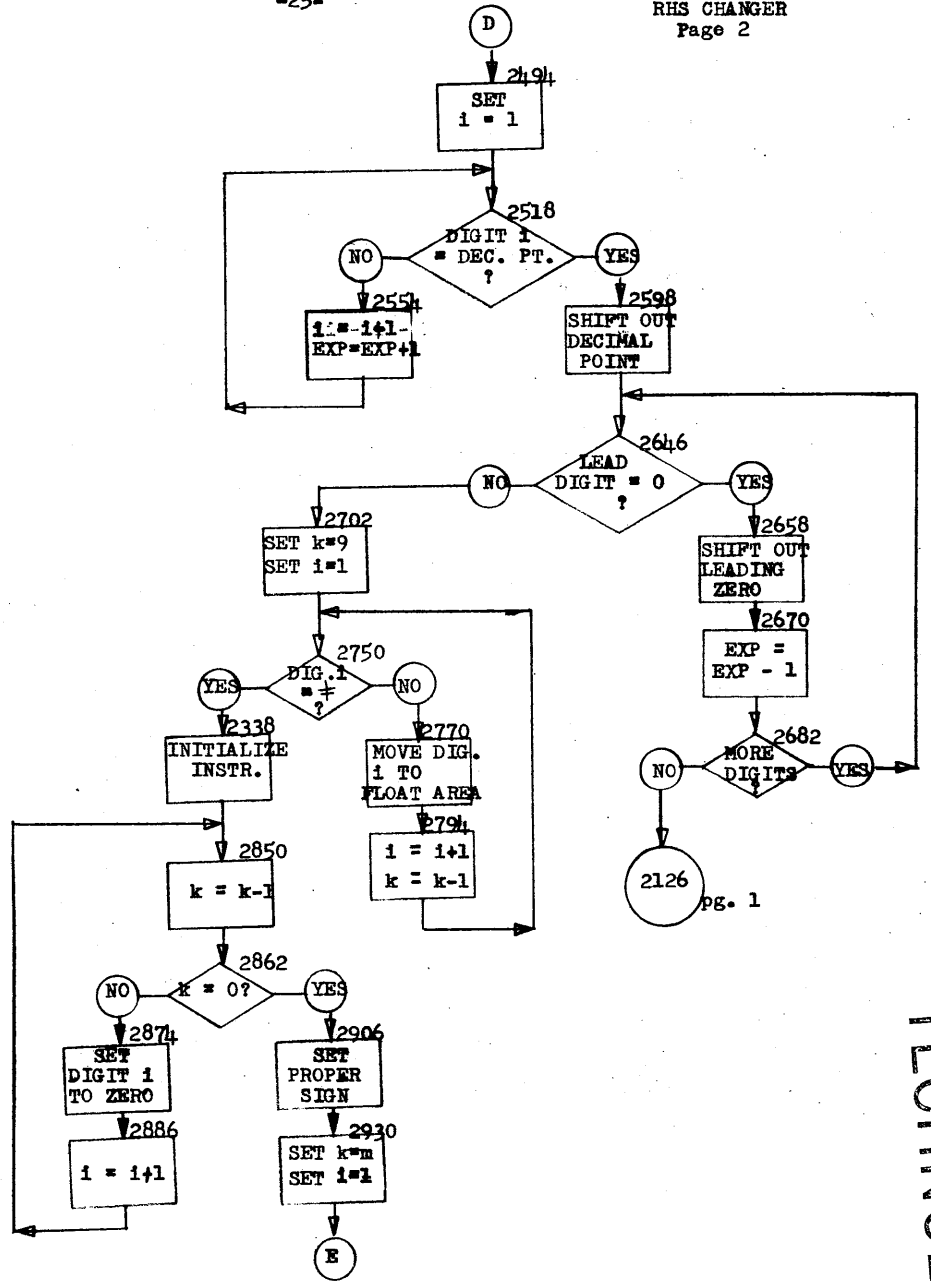
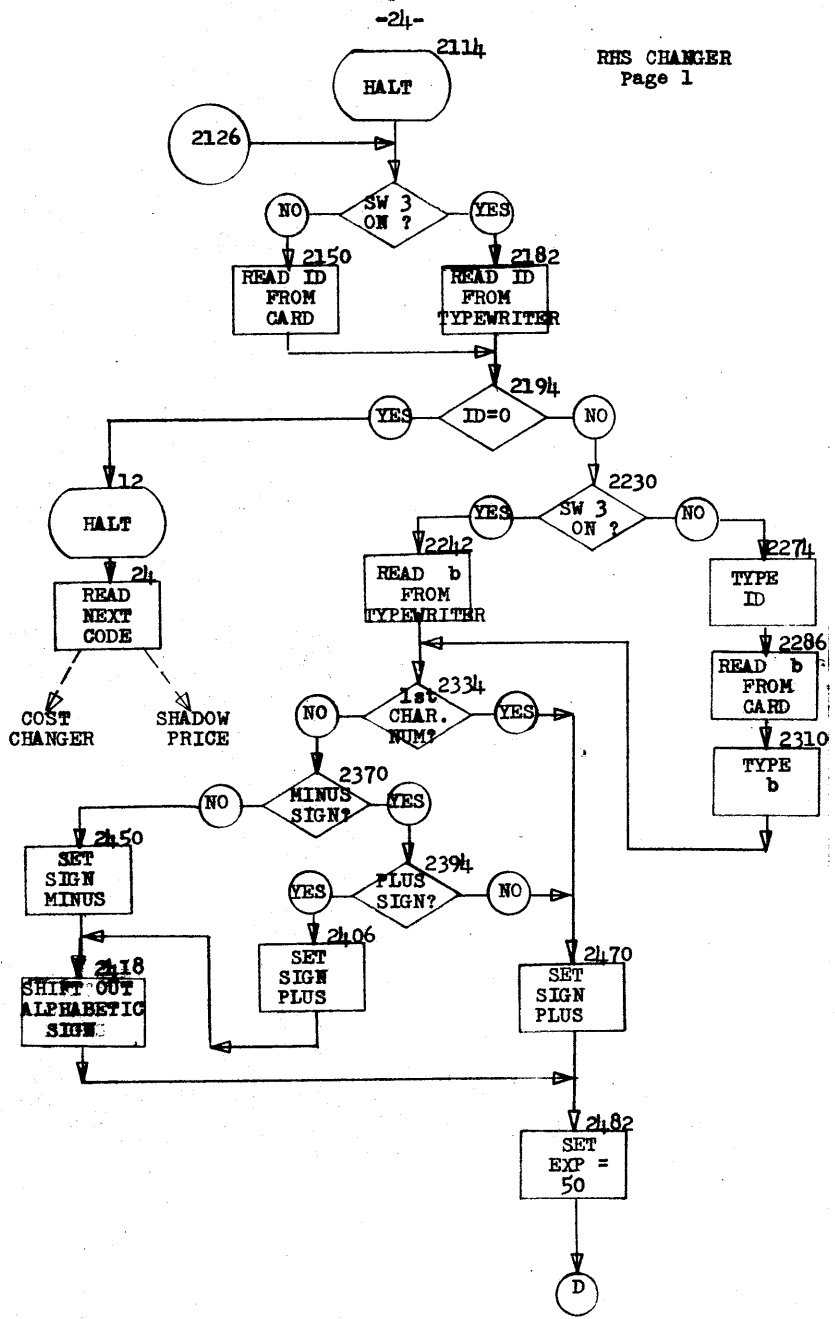
DATA LOADER
Page 2



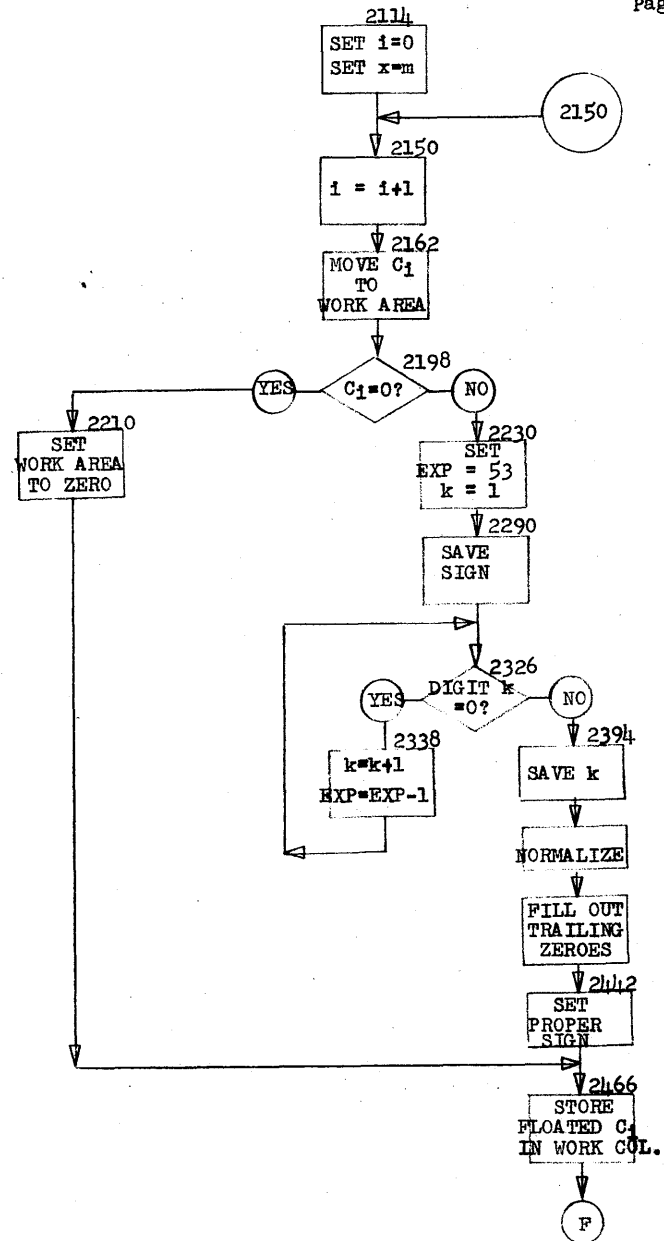
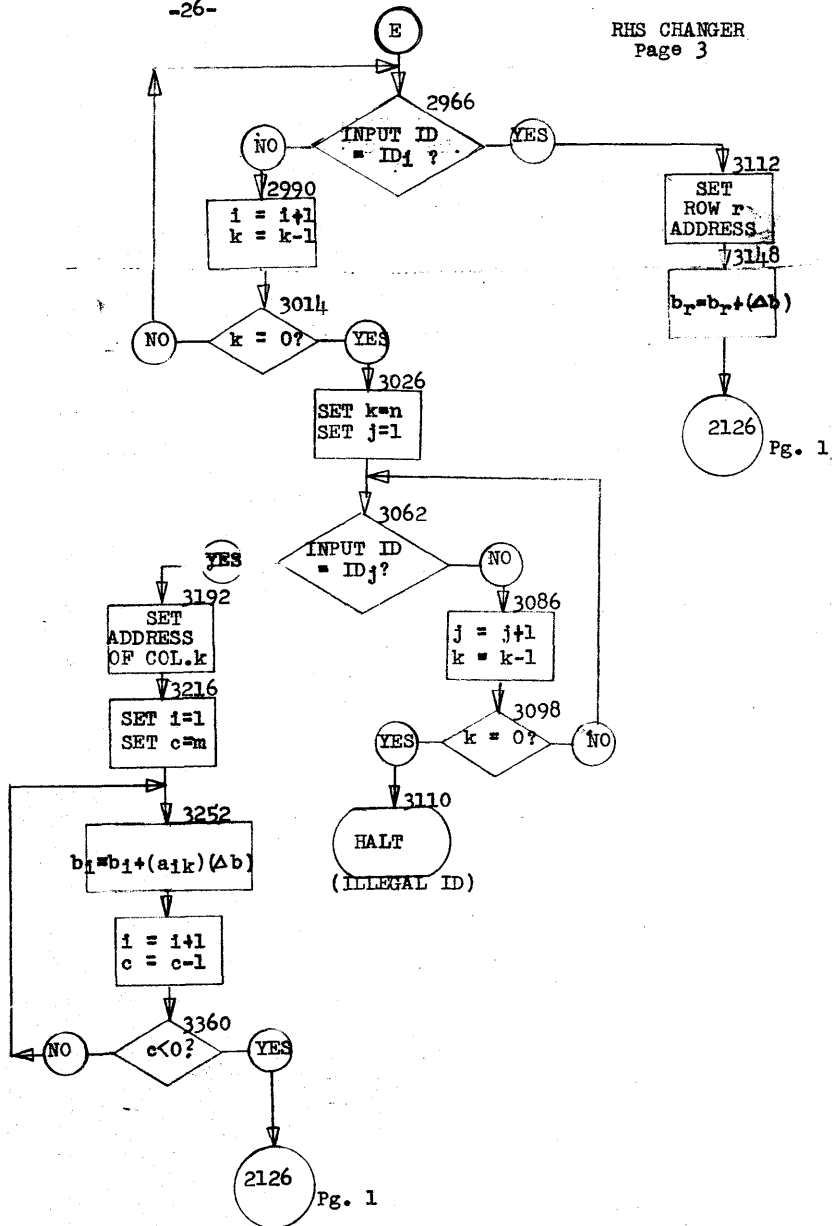
DATA LOADER
Page 3

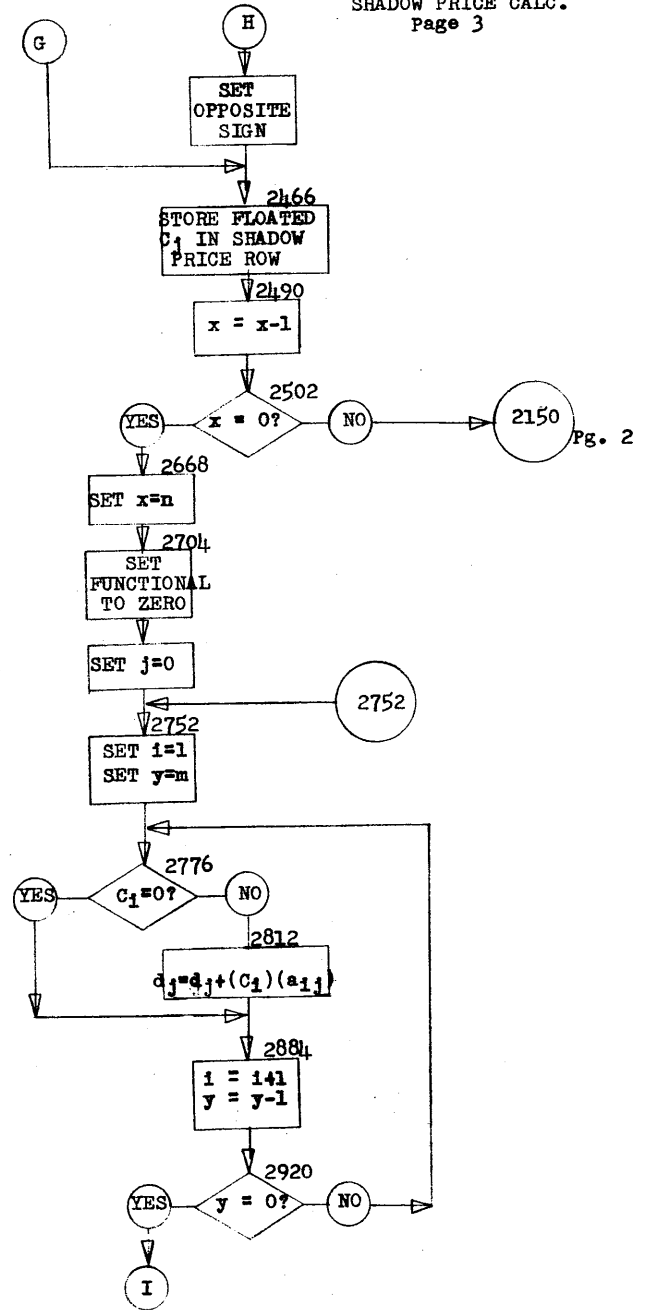
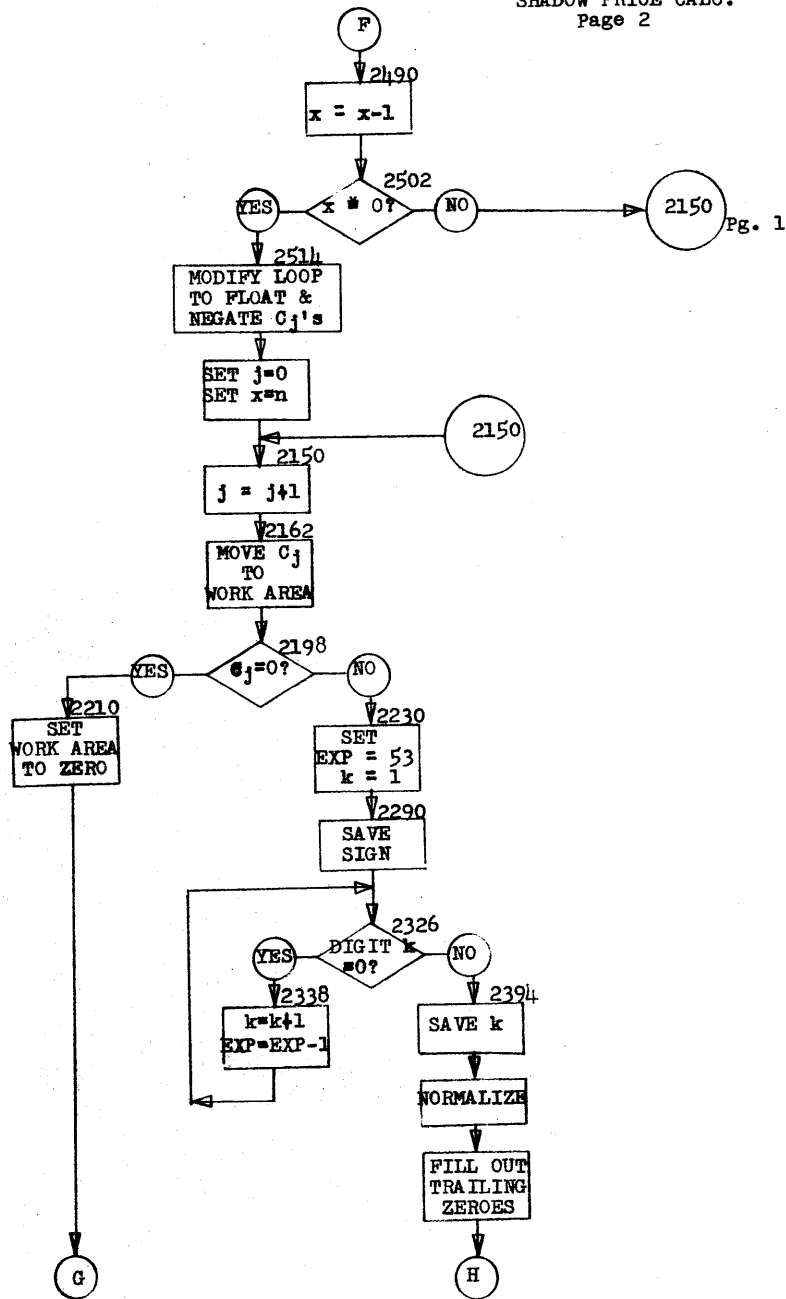




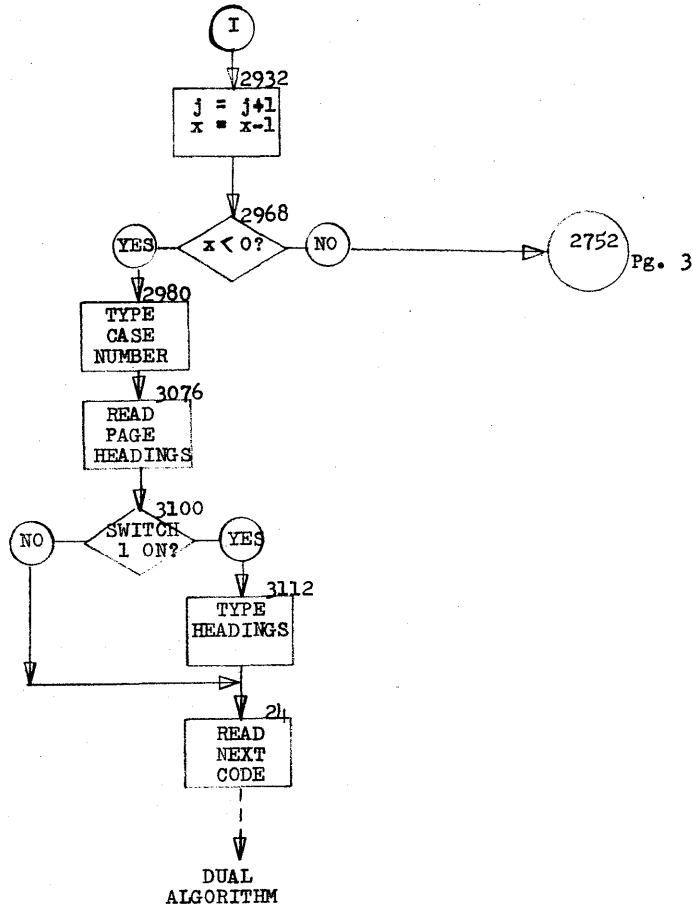


COMPUTER
TECHNOLOGY

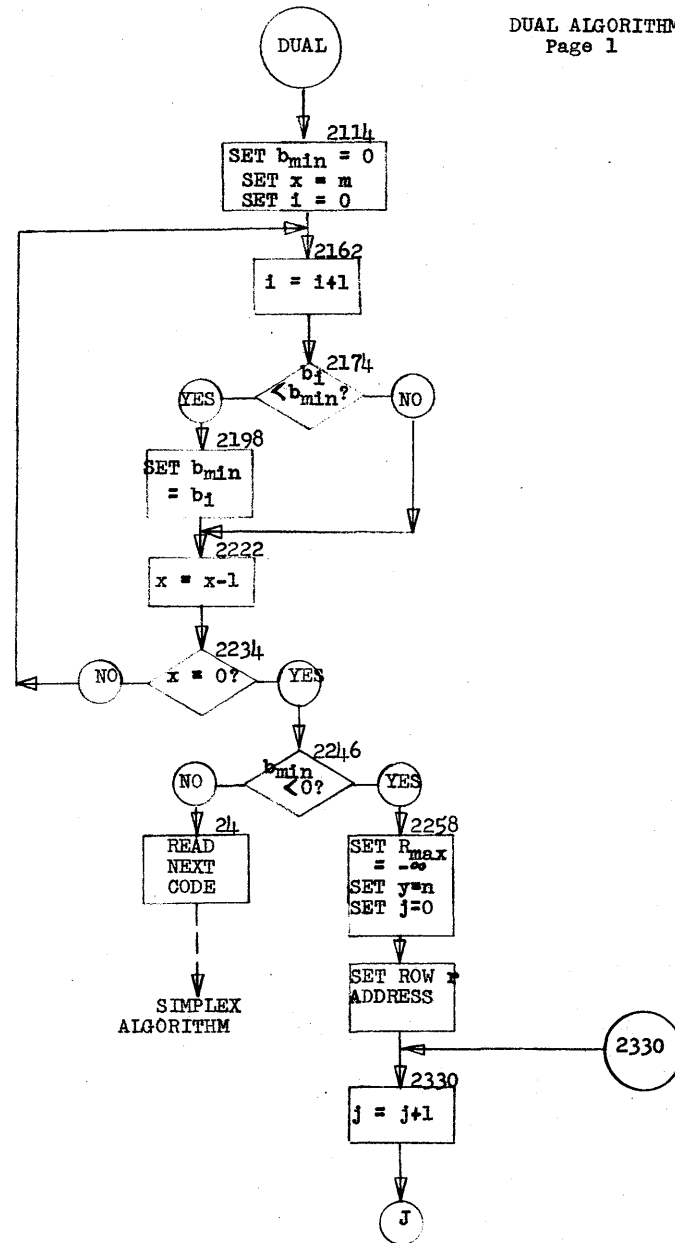


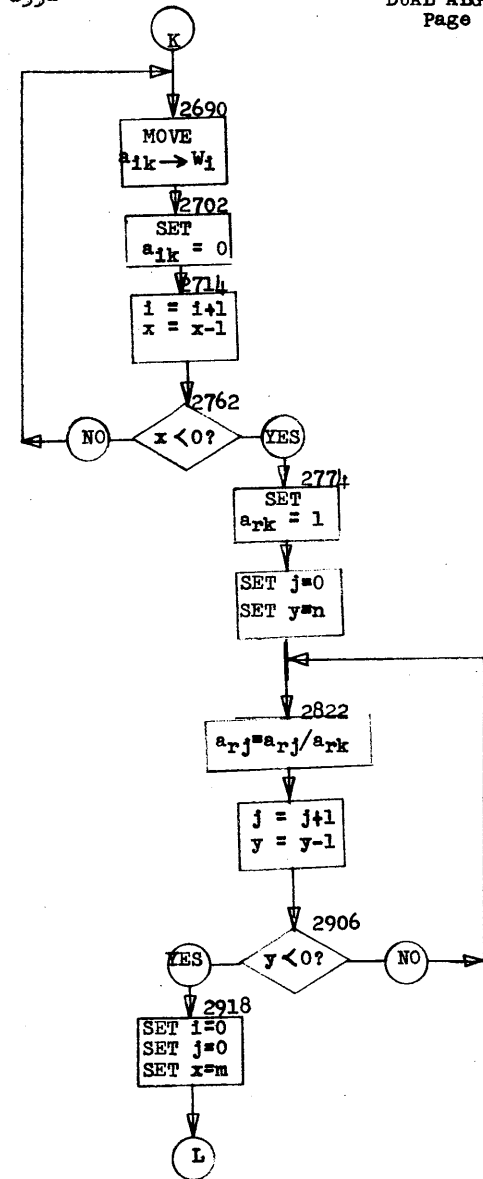
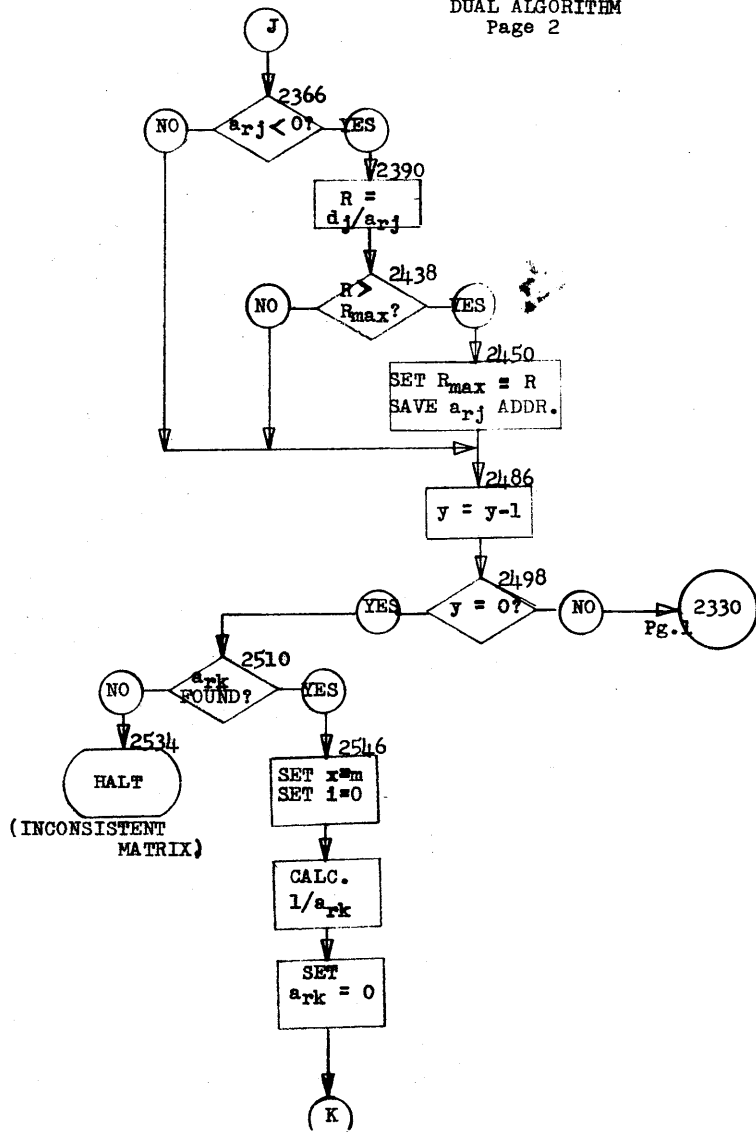


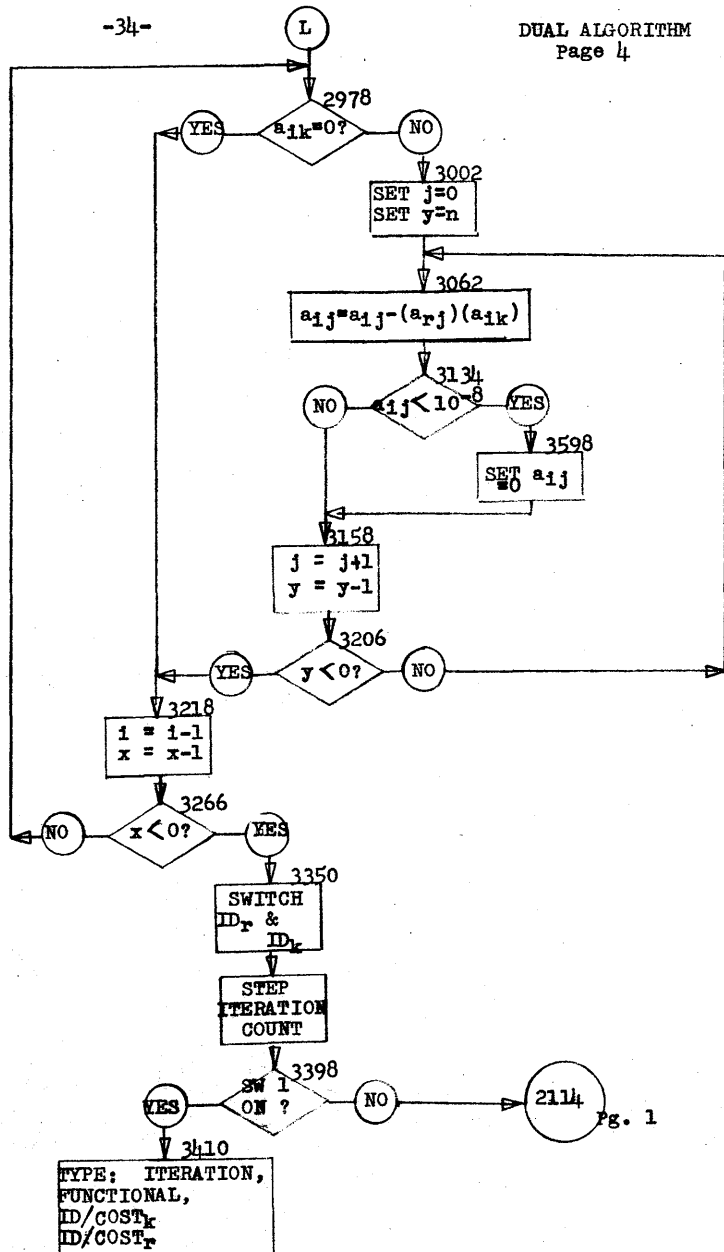
SHADOW PRICE CALC.
Page 4



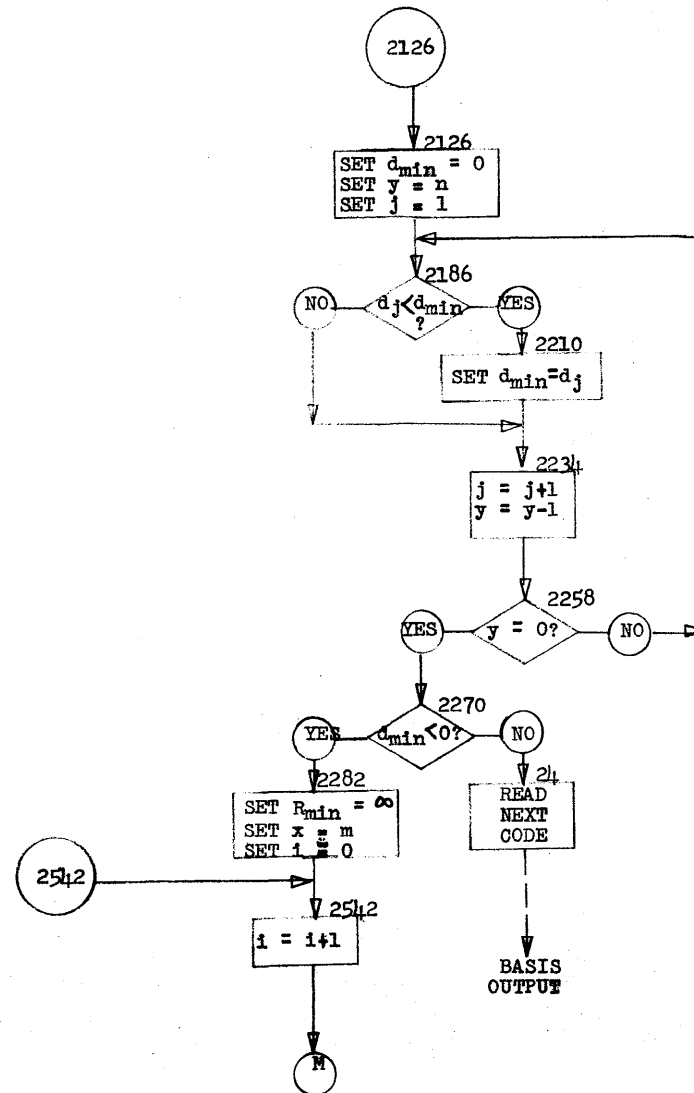
DUAL ALGORITHM
Page 1

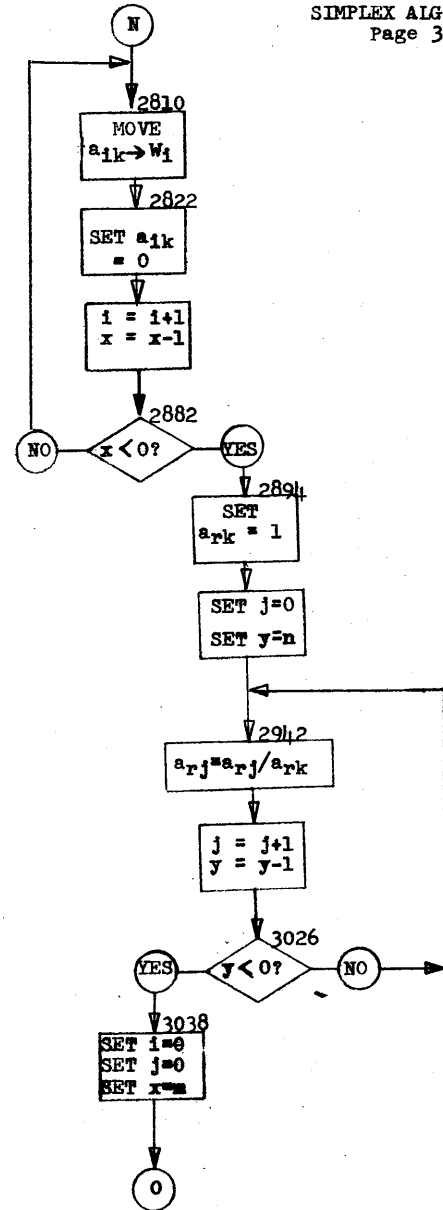
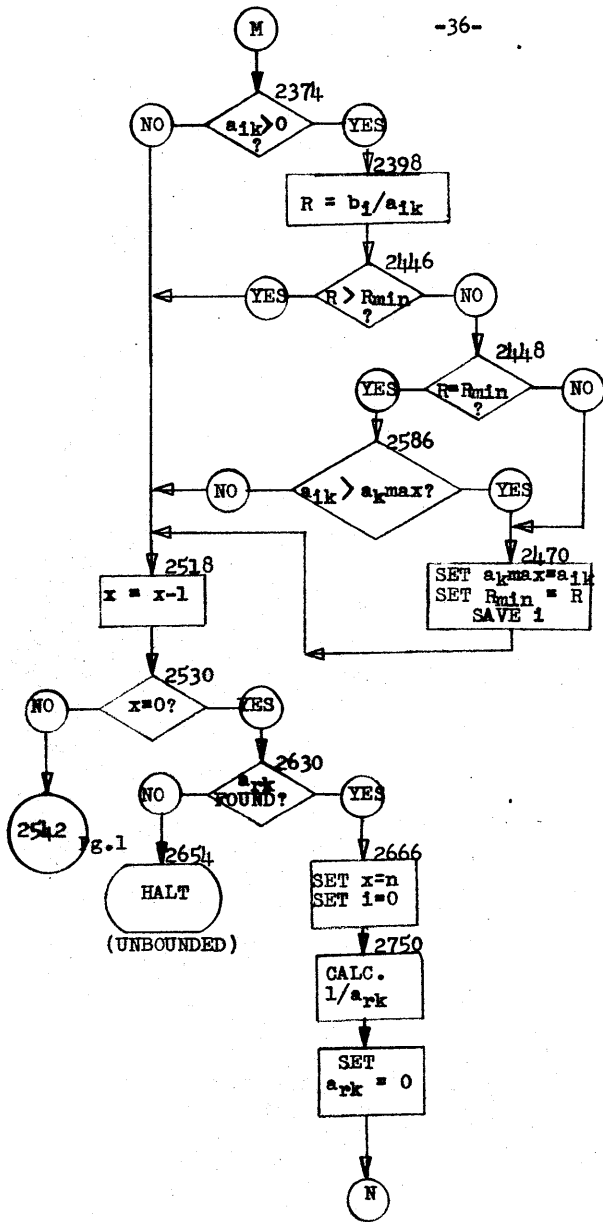


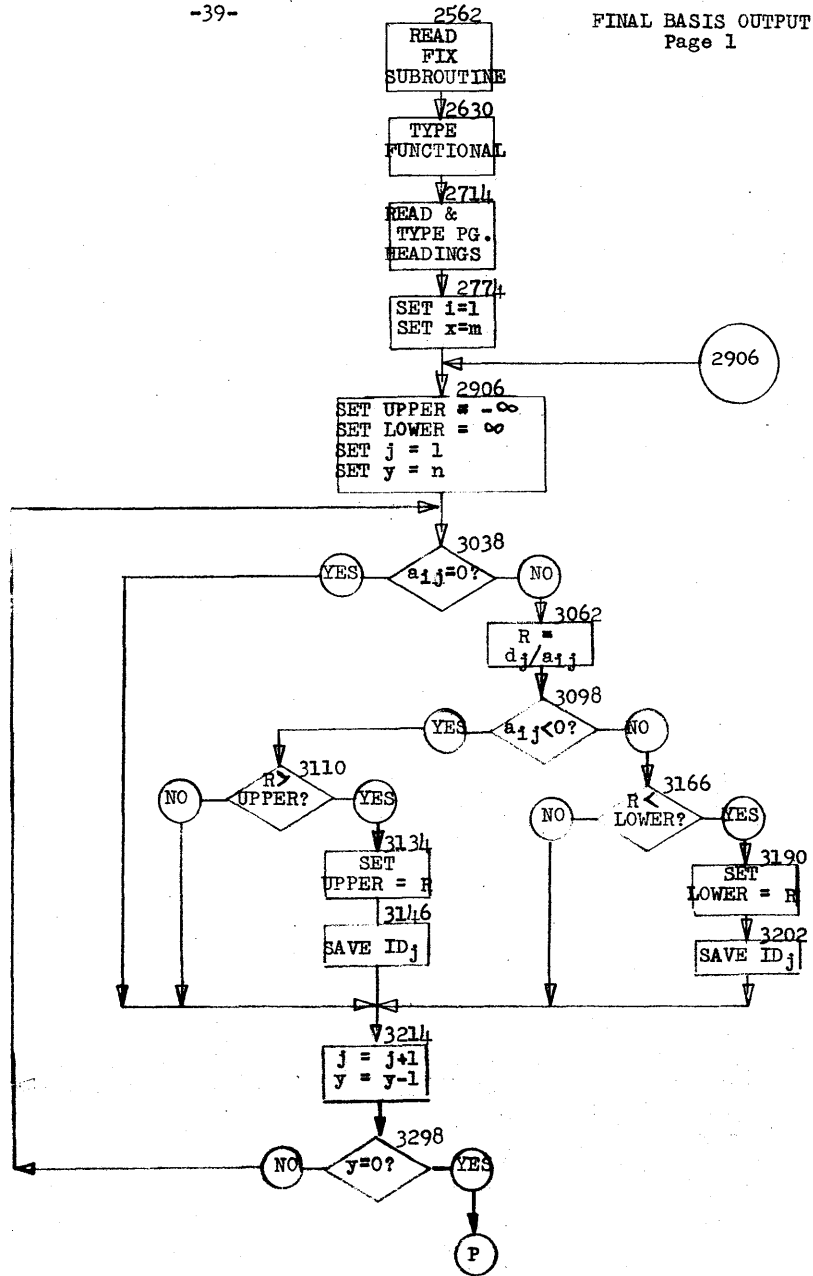
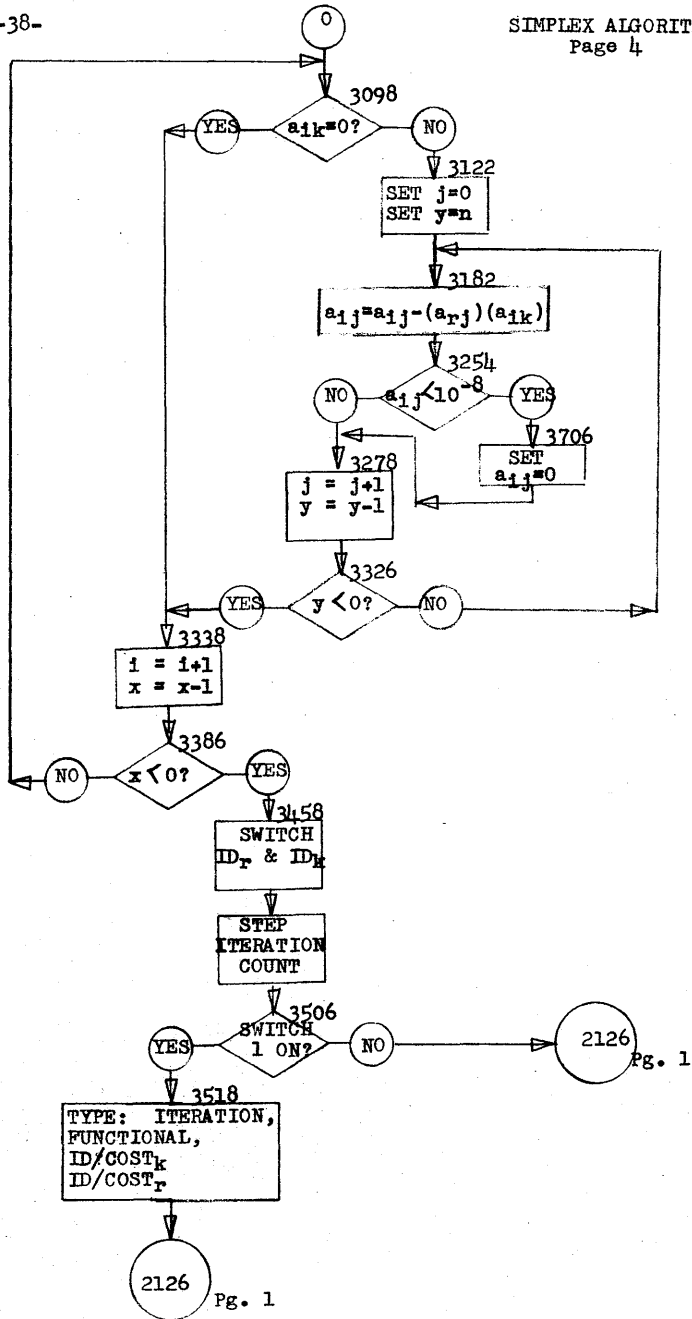


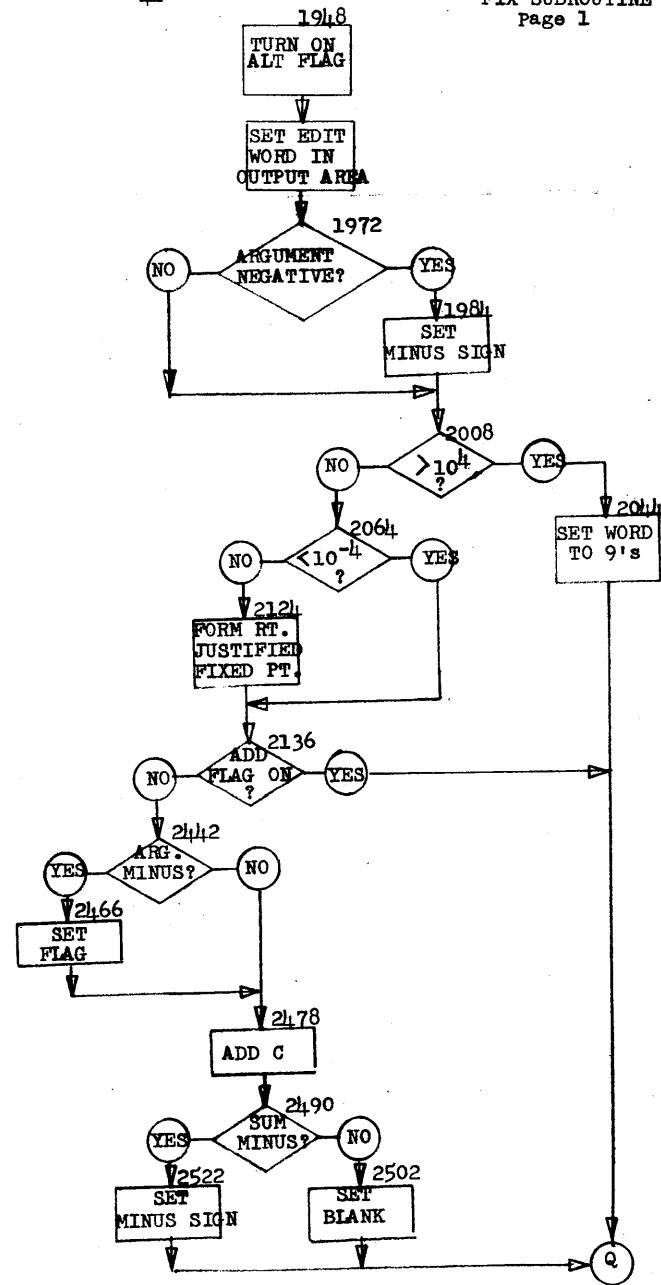
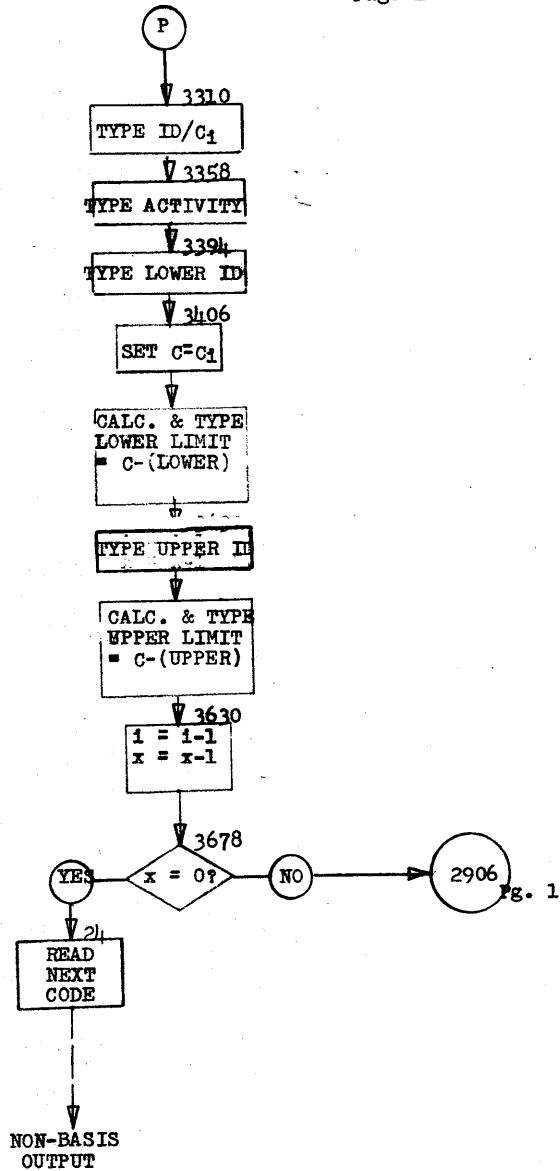


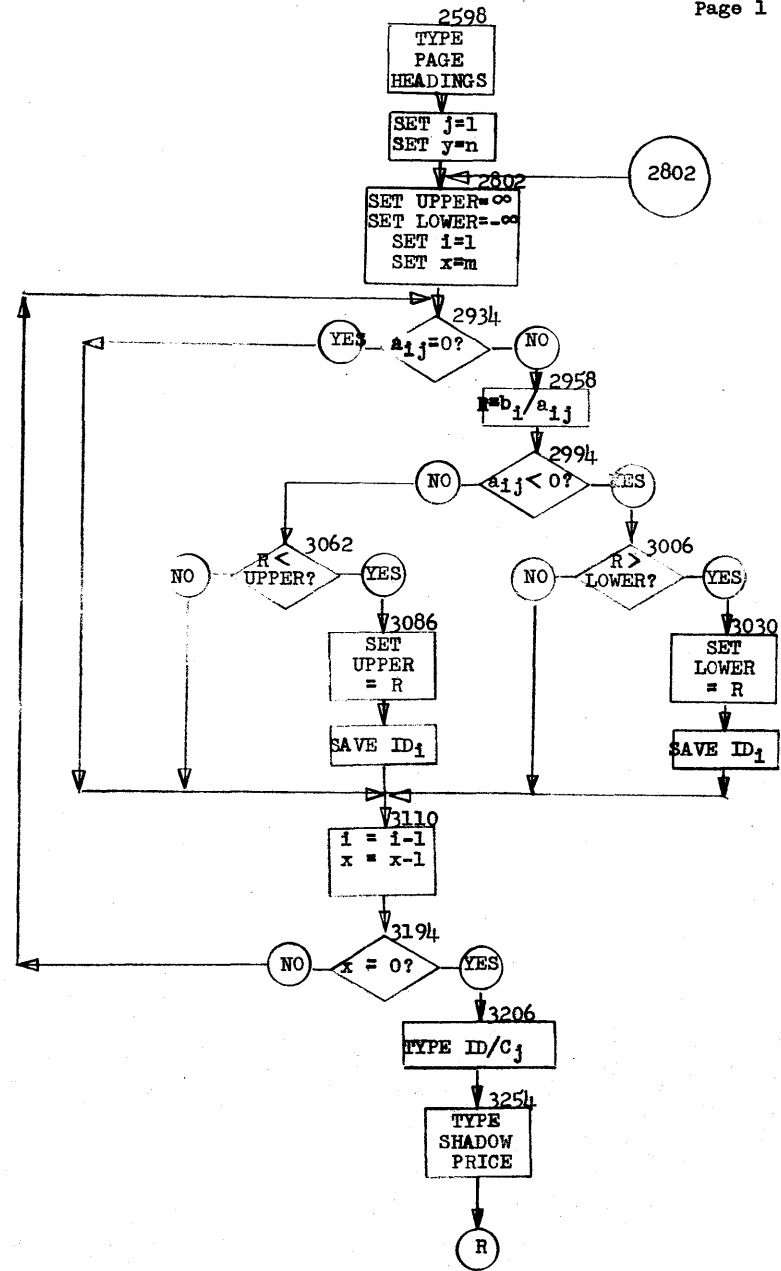
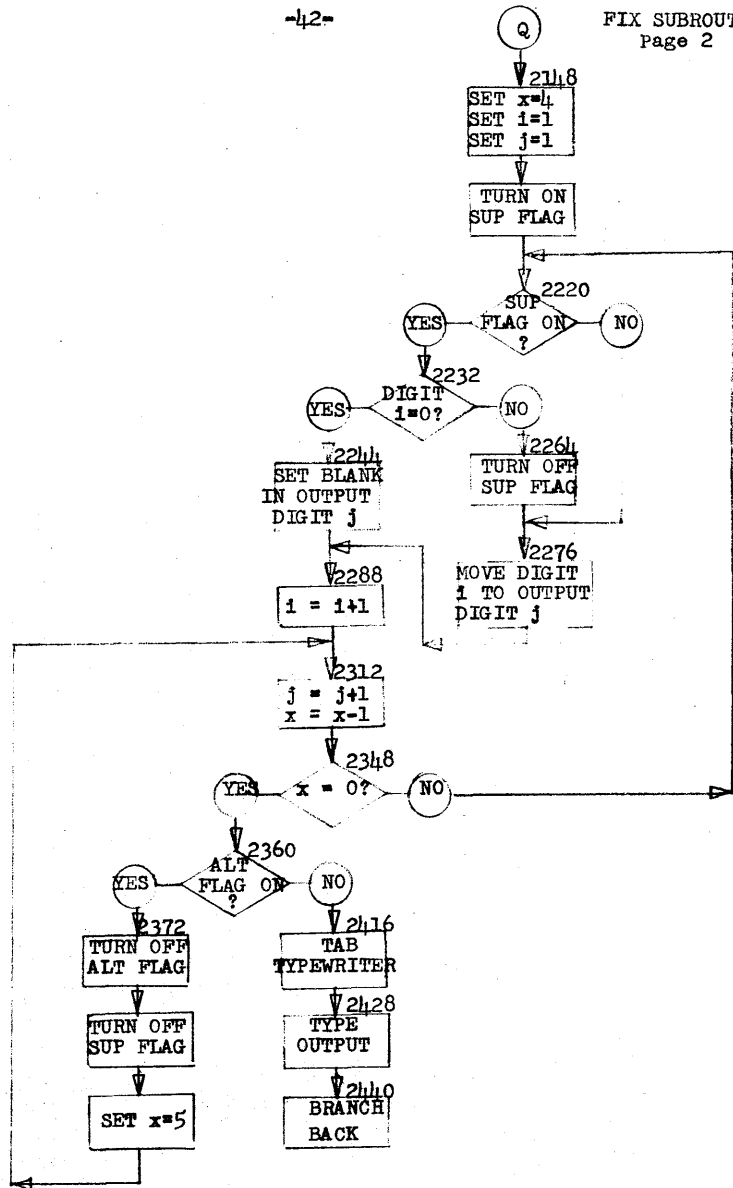
2114 Pg. 1

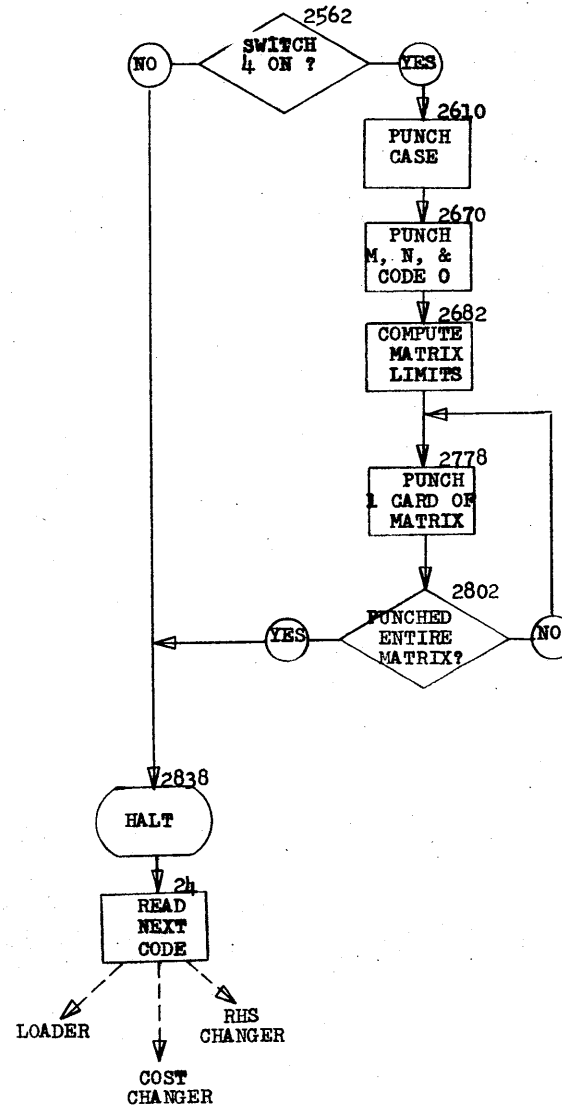
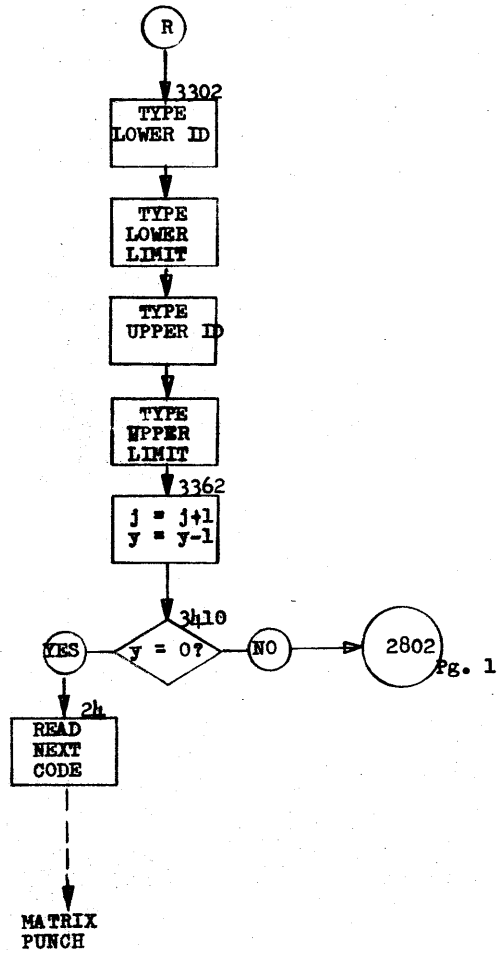












PRE-LOAD
CARDS

ARITHMETIC
TABLES

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FLOATING
POINT
ROUTINES

FLOATING
POINT
ROUTINES

REQUIREMENT
CHANGE
ROUTINE

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PRE-LOAD
CARDS

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 3103134038734902114 081202659000014703076012003400000001024900024

CASE
 ITER NO
 FUNCTIONAL
 VAR OUT
 VAR IN

PRE-LOAD
CARDS
DUAL
ALGORITHM
ROUTINE

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 3102414038584903826 490120000000240009900023470248601100260002300099260352402372
 3102474038584903826 2603560024131203416000J0470233001200140356000000470254601200
 3102534038584903826 48N110000000260268403524260270803560260344000079260266503524
 3102594038584903826 160269603930260278003524260270103560160046902665260119702545
 3102654038584903826 490120000000260374000099260000001826260393000000260000001826
 3102714038584903826 1102696000J01102701000J01102708000J01203440000J0460269001300
 3102774038584903826 260000002545260285702221260286402221260341600074160046902857
 3102834038584903826 260119703740490193800000260000000099210285700069210286400069
 3102894038584903826 1203416000J0460282201300160298403930260302500064210302500069

PRE-LOAD
CARDS

SIMPLEX
ALGORITHM
ROUTINE

```

3102954038584903826 160309703930260344000079220393001826460321801200260308502221
3103014038584903826 160312100000260341600074260314003121120314000008160046903097
3103074038584903826 260119700000490193803930160046903133160044500000490040200099
3103134038584903826 1400000000M3470359801300210308500069210314000069210312100069
3103194038584903826 1203416000J 4603062013001102984000J01103097000J01103025000J0
3103254038584903826 1203440000J 4602978013002603373022212603361035601203361000J0
3103314038584903826 260336803361220337300069260338003373260002300000260000000000
3103374038584903826 260000000023110363100001470211400100340000000102380362900100
3103434038584903826 340000000108260357703373260354103361260350500064210350500069
3103494038584903826 260391700000380390800100340000000108260391700000380390800100
3103554038584903826 340000000108260391700000380390800100490211402603616031212600
3103614039004902114 * * 000018264903158000
360383800500
15039180000Z4903826
3102114038584903826 250366803747260002301826260354800074260219700064210219700069
3102174038584903826 210219700069240002300000470223401100260223302197260002300000
3102234038584903826 2102197000691203548000J0470218601200440002400023260002303522
3102294038584903826 160348100000260363200079260238002233260243302233260242100064
3102354038584903826 210242100069490254202400000018264702518011001600469024332601
3102414038584903826 197000004901200000002400099000234602518011004602586012002602
3102474038584903826 493023802603746000002600023000992603481024211203632000J04602
3102534038584903826 630012001102380000J01102421000J01102433000J04902374026026090
3102594038584903826 238024037460000047024700130049025180140348100000470266601200
3102654038584903826 48N110000000260280402493260282802233260363200079260278502493
3102714038584903826 160281603930260290002493260282102233160046902785260119702665
3102774038584903826 490120000000260392000099260000001826260393000000260000001826
3102834038584903826 1102816000J01102821000J01102828000J01203632000J0460281001300
3102894038584903826 260000002665260297703481260298403481260354800074160046902977
3102954038584903826 260119703920490193800000260000000099210297700069210298400069
3103014038584903826 1203548000J0460294201300160310403930260314500064210314500069
3103074038584903826 160321703930260363200079220393001 320460333801200260320503481
3103134038584903826 160324100000260354800074260326003241120326000008160046903217
3103194038584903826 260119700000490193803930160046903253160044500000490040200099
3103254038584903826 1400000000M3470370601300210320500069210326000069210324100069
3103314038584903826 1203548000J04603182013001103104000J01103217000J01103145000J0
3103374038584903826 1203632000J04603098013002603469022331203469000J0260347603469
3103434038584903826 22034810006926034880348126000230000026000000000260000000023
3103494038584903826 110366700001470212600100340000000102380366500100340000000108
3103554038584903826 260368503481260364903469260361300064210361300069260374600000
3103614038584903826 380373700100340000000108260374600000380373700100340000000108
3103674038584903826 260374600000380373700100490212602603724032412600000018264903
3103734039044902114 * * 2780000000000Z

```

PRE-LOAD
CARDS

FINAL
BASIS
OUTPUT
ROUTINE

360383800500
15039180000Z4903826
3102562038584903826 360382600500490382603400100001022602653000642102653000693703
3102622038584903826 75900500390375900100260391700000340001000108L803908001003400
3102682038584903826 000001023400000001021603533000063703759005003903759001001203
3102742038584903826 533000014702714012003400000001022603321000641103321000J02603
3102802038584903826 369026531103369000J02603013033692103013000792603001030131103
3102862038584903826 001000J02602965030131102965000K02603545000792600750026662600
3102922038584903826 740025931600725000001600715000001603044000002603097029652603
3102982038584903826 109029651603085000001603157000002603213030132603533000742200
3103042038584903826 000037064603214012001600469030972601197000004901200000004403
3103102038584903826 166000002400099007504703214011002600750000992600730000004903
3103162038584903826 214024000990074046032140130026007400009926007200000021030440
3103222038584903826 006921030850006921030970006921031090006921031570006921032130
3103282038584903826 00691203533000J047030380120026039180000034000000010238039090
3103342038584903826 0100320195500000270194800000260-9180071434000000010838039150
3103402038584903826 01002603429033212600760000003.007550000044034860076033007600
3103462038584903826 000032035210000049034980330352100000260076900760150077000000
3103522038584903826 330195500000320074000000270194800740260391800724340000000108
3103582038584903826 3803915001003300750000003301955000002701948007501102965000J0
3103642038584903826 1103321000J01103369000J01203545000J047029060120049000240000
3103702038904902562 * 0000070707070037070700000Z0
360383800500
15039180000Z4903826
3101948038584903826 3201956000003103898037074402008019473301947000001603917000K0
3102008038584903826 2600760037061401939000N44702064011001600757R9999490214801201
3102068038584903826 939000M74702136013001602135019402102135019391501939000002100
3102128038584903826 760019474402442019551602219000041602287007531602282038991602
3102188038584903826 243007531602250038993201957000004402276019574302264007531603
3102248038584903826 759000004902288033019570000025038990075311022870000111022430
3102308038584903826 000111022820000211022500000212022190000147022200120044024160
3102368038584903826 195633019560000033019570000016022190000549023120340000000108
3102428038584903826 390389900100421403917000K04702478012003200760000002100760007
3102488038584903826 70470252201300160391700000490214801603917000K049021487070707
3102548039044903826 * * 00370707070000
2503919004004902582

PAGE
HEADINGS

FUNCTIONALZ
VAR/COST Z
ACTIVITY Z
LIM VAR Z
LOWER LIM Z
LIM VAR Z
UPPER LIM Z

360383800500
 1503918000024903826
 3102562038584903826 340001000102L40010000102160325300006370375900500390375900100
 3102622038584903826 120325300001470259801200340000000102260321700064210321700069
 3102682038584903826 2103217000692603265032171203217000J02602861032171102861000K0
 3102742038584903826 260289702861220289700069260290902897220290900069260322400074
 3102802038584903826 260075002585260074002574160071500000160072500000160294000000
 3102862038584903826 260299302861260300502861160298100000160305300000260310902909
 3102922038584903826 260325300079220000003438460311001200160046902993260119700000
 3102982038584903826 490120000000440306200000240009900740470311001100260074000099
 3103042038584903826 260072000000490311002400099007504603110013002600750000992600
 3103102038584903826 730000001102940000J01102981000J01102993000J01103005000J01103
 3103162038584903826 053000J01103109000J01203253000J04702934012002603918000003400
 3103222038584903826 000001023803909001003201955000002701948000002603918007143400
 3103282038584903826 000001083803915001002701948007402603918007243400000001083803
 3103342038584903826 915001002701948007502102861000692103217000692103265000691203
 3103402038814902562 * 224000J047028020120049000240000000000

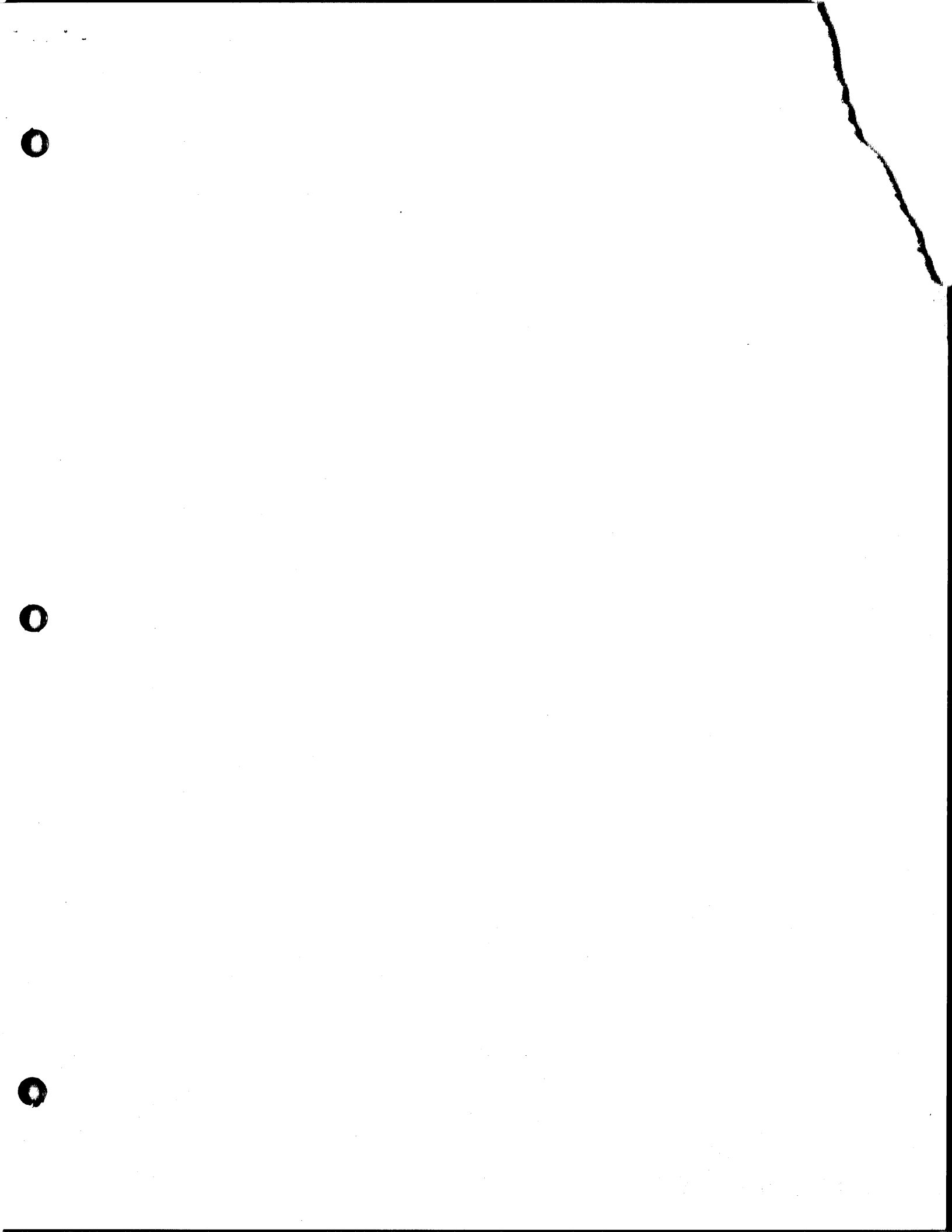
VAR/COST Z
 SHAD PRICE Z
 LIM VAR Z
 LOWER LIM Z
 LIM VAR Z
 UPPER LIM Z

PAGE HEADINGS

PRE-LOAD CARDS

MATRIX PUNCH ROUTINE

360383800500
 1503918000024903826
 3102562038584903826 470282600400310356303401310356200048150357300000390356300400
 3102622038584903826 310356303481260356700079260357200074150357300000380356300400
 3102682038584903826 260278400064110278400001230006900073320009500000210009900069
 3102742038584903826 210009800078210009902784260281300099380000000400110278400000
 3102802038584903826 140278400000470277801300410000000J0048888888888849000240000Z
 3103401038584903826 -----
 3103461038584903826 -----
 3103521038784903826 * -----
 2503561004002503723004004902562



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DR. JOHN MANIOTES
COMPUTER TECHNOLOGY DEPT.
PURDUE UNIVERSITY
CALLUMET CAMPUS
HAMMOND, IN 46323

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Linear Programming Code for the Card 1620
with Punched Card Option for Final Output

10.1.006

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0

0

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"Linear Programming Code for the Card 1620 with Punched card

Option for Final Output"

An error in the subject program was reported to the 1620 Users Group and subsequently to us. The enclosed changes should eliminate the error.

The Right Hand Side Changer Program (cards numbered 200 - 260) should be modified to eliminate a stray flag bit left in memory position 03513. The following changes should be made.

1. Card #229 of the RHS changer program. Change cols. 1 - 7 from 4800000 to 4903484.
2. Card #259 of the RHS changer program. Change from col. 33 on to contain:
330351300000480000000000000000000000000010345203508000259
3. Card #260 of the RHS changer program. Change cols. 1 - 13 to 49021260000000 and 63 - 80 to
010350803520000260
4. Add Card #261 to the RHS changer program. Card cols. and contents as follows
Col 1 - 69 - all zeros
Cols 70 - 80 - 02114000261
5. Appendix A, Section D3 should read:
"RHS changer itself loads and a stop at 03507 is executed."

A complete corrected RHS Changer deck has been distributed since

Feb.2,1965



File No. 10.1

LINEAR PROGRAMMING CODE
FOR THE CARD 1620
WITH PUNCHED CARD OPTION
FOR FINAL OUTPUT

Lou Davis and Art Nickel
IBM
401 Grand Avenue
Oakland, California

1620 Correction

10.1.006

Feb.1,1965

0101

"Linear Programming Code for the Card 1620 with Punched card
Option for Final Output"

An error in the subject program was reported to the 1620 Users Group and subsequently to us. The enclosed changes should eliminate the error.

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Col 1 - 69 - all zeros
Cols 70 - 80 - 02114000261
5. Appendix A, Section D3 should read:
"RHS changer itself loads and a stop at 03507 is executed."

A complete corrected RHS Changer deck has been distributed since

Feb.2,1965

DECK KEY

1. Data Loader - 000-053
2. Cost Changer - 100-107
3. RHS Changer - 200- 260
4. Solution Deck - 300-916 (not continuous)
 - A. Floating Point Subroutine 300-328
 - B. Shadow Price 400-423
 - C. Dual 500-526
 - D. Simplex 600-628
 - E. Final Basis 700-720
 - F. Fix and Print 750-768
 - G. Non Basis 800-821
 - H. Matrix Punch 900-916
5. The deck mentioned in Section I. on Page 10

PROGRAM ABSTRACT

Title: Linear Programming Code for the Card 1620 with Punched Card Option for Final Output

Subject Classification: 10.1.006

Authors: Lou Davis and Art Nickel
IBM
401 Grand Avenue
Oakland 10, California

Direct Inquiries to: Lou Davis or Art Nickel
IBM
401 Grand Avenue
Oakland 10, California
TEmpobar 4-7070

Purpose: Solution of linear programming problems with output of detailed results. Given coefficients a_{ij} , cost coefficients c_j , and requirements b_i , determine x_j such that

$$\sum_j a_{ij} x_j = b_i \text{ with } x_j \geq 0$$

and

$$\sum_j c_j x_j = \text{maximum.}$$

Mathematical Method: Computations are performed by the Dual Algorithm until a feasible solution is obtained. Control is then given to the Simplex Algorithm for optimization. Many, many things go on before this stage is reached and after. It is quite important to read the instructions for order of program input (Appendix A) and data input carefully.

- a. Accuracy: All computations are performed in 2- and -8 floating point arithmetic.
- b. Derivation-Reference: Some (Nichols') notation and techniques were derived from the writeup of the "Linear Programming Code for the Augmented 650" by O.R. Perry. Reference is also made to C. R. Nichols' writeup for the 1620 paper tape input/output version.

Restrictions, Range:

- a. Requires a 1622 Card Read-Punch Unit. This program was rewritten for a 20K machine. Certain changes in the program deck are necessary to enable it to run on a 40K or 60K machine. These changes are indicated in Appendix E. The size of the problem which can be handled is restricted by the following relationship:

$$(m+2)(n+3) \leq \frac{\text{memory} - 3920}{10}$$

where m is the number of restrictions,
n is the number of non-basis independent variables, and memory is 20K, 40K, or 60K.

- b. Data must be prepared in the format specified in Appendix B.
- c. Output may be either on the typewriter or on cards. The optional final matrix punchout is on cards. (See Addendum No. 1 to program writeup).

Storage Requirements:

Any size memory - see Restrictions.

Equipment Specifications:

Basic 1620 with Card input and output.

Source Language:

The original tape program and the modification for card input and output have been coded in 1620 SPS.

Program Execution Time:

The precise time required per iteration depends on the size and density of the matrix. As an approximation, a problem with 30 equations and 40 non-basis variables requires about 20 seconds per iteration.

Check Out Status:

This program has been widely and successfully used in the field for some time now on many problems of different sizes and descriptions.

COMMENTS

This program and its documentation were written by an IBM employee. It was developed for a specific purpose and submitted for general distribution to interested parties in the hope that it might prove helpful to other members of the data processing community. The program and its documentation are essentially in the author's original form. IBM serves as the distribution agency in supplying this program. Questions concerning the use of the program should be directed to the author's attention. **For certain problems it has been found that the value for "essential zero" located in memory positions 3144 and 3145 may need to be increased to some value greater than the 10-8 value to which it is set in the program.**

1620 LINEAR PROGRAMMING CODE FOR CARD INPUT/OUTPUT

Nichols, Nickel and Davis

TABLE OF CONTENTS

Addendums to 1620 Linear Programming Code - File Number 10.1.006

I. General Information	
II. Appendix A	- Operator Information
III. Appendix B	- Input Format
IV. Appendix C	- Output
V. Addendum No. 1	- Card Output of Final Basis and Non-Basis
VI. Appendix D	- Sample Problem
VII. Appendix E	- Storage layout and listings
VIII. Addendum No. 1	- Punched Final Output
IX. Addendums	- Overflow, Negative Data and Conversion of "Punch Option" Deck for 40 K or 60 K.

- I. To avoid an overflow condition and certain loading inefficiency when using the Data Loader program, make the following change in the program deck and listings for the Data Loader:

Object Program

<u>Card No.</u>	<u>Location</u>	<u>From</u>	<u>To</u>
32	01946	4902022	4902090

Symbolic Listing (Data Loader)

<u>Label</u>	<u>Location</u>	<u>From</u>	<u>To</u>
TSTRC + 12	01946	B Fill	B Signst

The subject "overflow" causes no apparent error but only slows down the execution of the program. If the above change is made, data cards must not contain record marks.

- II. A second item that it would be well to note is the following: When using negative (minus) data values, the minus sign (11 punch) must be in the first and only first column of the ten (10) column field allowed for the number. That is, column 9, 29, 49 and/or 69. If this is not followed, the value will be treated as positive.
- III. To convert the "final output - punch option" deck for use on a 40K or 60K 1620, the following cards and columns should be changed in the manner prescribed in the program writeup:

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<u>Card Number</u>	<u>Columns</u>
700	3 and 51
701	3, 15, and 39
702	27 and 39
712	47
718	43
800	39 and 51
814	23
912	15

These columns contain ones (1's) as the first digit of 19xxx addresses and should be changed to threes (3's) or fives (5's) for the 40K or 60K machine.

1620 Linear Programming Code for Card Input/Output

Nichols, Nickel and Davis

Addendum No. 1 to Program write-up

I. Reference: Item 3. "Restrictions", part c.

The Final Basis and Non-Basis Output may be punched on cards rather than typed by replacing cards numbered 700 through 916 of the solution deck with a different card deck bearing the same first and last number (700 and 916) and approximately the same numbers in between. (These cards are ~~the~~ last section in the deck.)

II. Reference: Appendix C - Output
Items 2 and 3

2.1 and 3.1
Final Basis and Non-Basis Output using "Punch Deck" for cards 700 - 916. The final value of the profit function is typed in floating point form as before.

The same information is punched as is given with the typed output. The card format is as follows:

Card Columns

- 1 - 2 Code 11 - Final Basis
22 - Non-Basis
- 3 - 10 Zeros
- 11 - 20 Identification/Cost Coefficient
- 21 - 24 Zeros
- 25 - 32 Activity - Final Basis
or Shadow Price - Non-Basis
- 33 Record Mark 0 - 2 - 8 punch
- 34 Zero
- 35 - 38 Limiting variable

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- 39 - 40 Zeros
- 41 - 48 Lower Limit on Cost - Final Basis
or Lower Limit on Activity - Non-Basis
- 49 Record Mark 0 - 2 - 8 punch
- 50 Zero
- 51 - 54 Limiting variable
- 55 - 56 Zeros
- 57 - 64 Upper Limit on Cost - Final Basis
or Upper Limit on Activity - Non-Basis
- 65 Record Mark 0 - 2 - 8 punch
- 66 - 80 Zeros

- Notes:
1. The card output is numeric so there are no decimal points or minus signs.
 2. Negative numbers are denoted by a flag (11 punch) over the low order digit i.e., card columns 48 or 64.
 3. The Activity, Shadow Price and Limits are 8 digit numbers, and the decimal point is assumed in the middle -- that is, 4 positions from the right or left, so (xxxx.xxxx).
 4. Card columns shown as containing zeros may contain "most anything" on the first card punched, but all columns of any interest will be correct.

A. N. Nickel

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1. Identification:
 - a. 1620 Linear Programming Code for card input/output.
 - b. This program is an amended version of C. R. Nichols' 1620 Linear Programming Code for paper tape input/output. Most of his original program and much of his writeup have been retained unchanged for this edition. This version edited by Art Nickel and Lou Davis.
 - c. IBM Branch Office, Oakland, California.

2. Purpose: Solution of linear programming problems with output of detailed results. Given coefficients $a_{i,j}$, cost coefficients c_j , and requirements b_i , determine x_j such that

$$\sum_j a_{i,j} x_j = b_i \text{ with } x_j \geq 0$$

and

$$\sum_j c_j x_j = \text{maximum.}$$

3. Restrictions:
 - a. Requires a 1622 Card Read-Punch Unit. This program was rewritten for a 20K machine. Certain changes in the program deck are necessary to enable it to run on a 40K or 60K machine. These changes are indicated in Appendix E. The size of the problem which can be handled is restricted by the following relationship:
$$(m+2)(n+3) \leq \frac{\text{memory} - 3920}{10}$$

where m is the number of restrictions,
 n is the number of non-basis independent variables, and
memory is 20K, 40K, or 60K.
 - b. Data must be prepared in the format specified in Appendix B.
 - c. All output is on the typewriter except an optional final matrix punch out which is on cards.

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4. Method: Computations are performed by the Dual Algorithm until a feasible solution is obtained. Control is then given to the Simplex Algorithm for optimization. Many, many things go on before this stage is reached and after. It is quite important to read the instructions for order of program input (Appendix A) and data input carefully.

- a. Accuracy: All computations are performed in 2-and-8 floating point arithmetic.
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5. Miscellaneous:

a. Special Features:

- (1) Cost changes in terms of the original data can be made without the necessity of reloading or resolving the original matrix.
- (2) Requirements can also be changed--as in (1) above.
- (3) The overall program consists of several relatively independent subprograms which can be deleted or altered in many respects without interference with other subprograms. Sequential loading of the subprograms is automatic, with intermediate programmed stops at points where it might be desirable to manipulate order of input decks.

APPENDIX A
OPERATOR INFORMATION

A. Preliminary:

1. Set typewriter margins at 15 and 95; tabs at 27, 39, 51, 63, and 72.

B. Load Matrix:

1. Clear Memory -- turn off all console switches.
2. Place DATA LOADER deck followed by data deck in 1622 Card Reader.
3. Make sure computer is in manual mode.
4. Depress LOAD on card-reader.
5. DATA LOADER itself loads and a halt at 00413 is executed. (All addresses given for halts will be the address displayed in the Memory Address Register.)
6. Depress START on console.
7. If all goes well the data will load and a normal halt at 02265 will be executed.
8. Operation may now proceed to the COST CHANGER, RHS CHANGER, or SOLUTION.

C. Cost Changes:

1. Place COST CHANGER deck (followed by cost changes if input is by cards) in card-reader hopper.
2. Press START on console and on card-reader.
3. COST CHANGER itself loads and a stop at 02125 is executed.
4. a. If cost changes are on cards make sure Sense Switch 2 is off and depress START on console.
b. If cost changes are to be entered from the typewriter, turn Sense Switch 2 on. (RELEASE and START must be depressed after

each entry--don't forget last entry of 0000*.)

5. If all goes well data will load and program will branch to the sub-routine to load the next program in the card hopper. If there is no program in the hopper, the computer will hang up on a READER NO FEED with a MAR address of 19851. In this case put the appropriate deck in the hopper and push START on the reader.

It is possible for all not to go well because a change has been entered for a non-existent identification number. In this case the computer will halt at 02457.

a. Error Procedure:

- (1) If data are being entered through the typewriter, depress RESET and INSERT, type 4902126, depress RELEASE and START. Corrected or new change data may now be entered normally.
- (2) If data are being entered through the card reader, NON PROCESS RUNOUT cards in hopper, find offending card, correct it, put cards back in hopper at that point (i.e., the corrected card followed by cards yet to be processed), press START on card reader, depress RESET and INSERT, type 4902126, depress RELEASE and START.

Alternatively, after card(s) has been corrected it is possible to reload the entire deck, including the COST CHANGER deck, and go through the procedures in (2) except type ^{*}4919840.

6. Operation may now proceed to RHS CHANGER, or SOLUTION (or COST CHANGER again).

D. Right Hand Side (Requirement) Changes:

- a. Place RHS CHANGER deck (followed by RHS change data deck if input is

by cards) in card reader hopper.

2. Press START on console and on card reader.
3. RHS CHANGER itself loads and a stop at 02125 is executed.
4. a. If RHS changes are on cards make sure Sense Switch 3 is off and depress START on console.
b. If RHS changes are to be entered from the typewriter, turn Sense Switch 3 on, and press START on console. (RELEASE and START must be depressed after each entry--don't forget last entry of 0000*).

5. If all goes well the data will load and the program will stop at 03475.

Just like the COST CHANGER it is possible for strange happenings because a change has been entered for a non-existent identification number. In this case the computer will halt at 03201.

a. Error Procedure:

- (1) If data are being entered through the typewriter, depress RESET and INSERT, type 4902126, depress RELEASE and START. Corrected or new change data may now be entered normally.
- (2) If data are being entered through the card reader, NON PROCESS RUNOUT cards in hopper, find offending card, correct it, put cards back in hopper at that point (i.e., the corrected card followed by cards yet to be processed), press START on card reader, depress RESET and INSERT, type 4902126, depress RELEASE and START.

No alternate, unless you take out cards already processed.

(See above C, 5, a, (2))

6. Operation may now proceed to COST CHANGER or SOLUTION (or RHS CHANGER Again).

A2

A3

15

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APPENDIX B

INPUT FORMAT

E. Solve the Problem:

1. Place SOLUTION deck in card reader hopper.
2. Set Sense Switch 1 on to type iterations, off to omit iteration typeout.
3. Set Sense Switch 4 on to obtain punchout of final matrix, off to suppress punching.
4. Depress START on console (and if needed on card reader).
5. Error Stops:
 - a. 02545 Dual Algorithm-Inconsistent Matrix
 - b. 02665 Simplex Algorithm-Unbounded Solution

It may be possible to obtain the solution existing at the time of either of these stops by NON PROCESS RUNOUT the card reader, put back in the hopper that portion of the SOLUTION deck beginning with card number 700, RESET and INSERT, type 4919840, RELEASE and START on the console and START on the card reader.
6. After all output is complete, a halt at location 02845 will be executed. Operation may now proceed to DATA LOADER, COST CHANGER, or RHS CHANGER.

F. Other Stops:

01137 Floating Point Overflow

01299 Floating Point Attempted Division by Zero

While overflow causes a halt at either of the two above addresses, underflow causes the result to be set to zero, and processing continues.

Prologue: There are three basic types of data input:

Input for DATA LOADER (A below)

Input for COST CHANGER (B below)

Input for RHS CHANGER (C below)

A. Input for DATA LOADER:

1. First Data Input Card - Header Card. The first card of the data deck must be a card containing the case identification. Only the first five columns (columns 1-5) are read by the program. Explicitly, columns 1-5 of the first data card may contain any alphanumeric characters to identify the problem being run.
2. Second Data Input Card - Parameter Card. The second data card must contain certain information needed by the program. Namely,

Columns	Information	Example
1-3	Number of restrictions.	006
4	Blank	
5-7	Number of non-basis variables	008
8	Blank	
9	Input type code (one digit) as follows: 1 for row-column, fixed point input 0 for a complete (include zeros) floating point matrix	

3. The data, following the above two cards, can be in one of two formats:
 - a. Row-Column, Fixed Point Input: Up to four elements with row-column designations may be entered on each card for this type of input.

A-4

B-1

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In general, the format is as follows:

i j element
 XXXbXXXXXXXXXXXX

where b stands for blank column.

There are four fields per card for data:

	Columns for i	Columns for j	Columns for element
Field 1	1-3	5-7	9-18
Field 2	21-23	25-27	29-38
Field 3	41-43	45-47	49-58
Field 4	61-63	65-67	69-78

All other columns are not used by the program and may be used for anything else.

ANY field which has the middle digit of the three digit i value left blank will be ignored and the other columns of that field may be used for anything else. Hence, data cards do not have to have a complete set of four elements, nor is it required that the left hand fields be used first, nor is it required that consecutive fields be used.

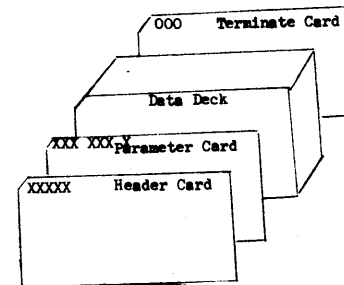
→ Matrix elements may contain up to eight numeric digits with optional leading sign and mandatory decimal point. Loading of zero elements is optional.

IMPORTANT: The signal to the DATA LOADER to quit loading is a three digit value of 1=000. This must be in the last data card in a field the to/right (if other values on the card) of the last element. The best thing is to have a card with 000 punched in columns 1-3 and then have this card as the last card in the data deck.

(Fixed Point Input continued)

Item	Description	Row-Column	Remarks-Examples
$a_{i,j}$	Matrix element in the ith row and of the jth non-basis vector.	$\begin{matrix} i & j \\ \text{---} & \text{---} \\ \text{XXX} & \text{XXX} \end{matrix}$	$\begin{matrix} i & j & \text{matrix element} \\ 010 & 004 & 36.075 \\ 003 & 004 & -4.0 \\ 008 & 017 & -.6 \\ 008 & 017 & -0.6 \end{matrix}$
b_i	Element in the ith row of the requirement vector $j=000$	$\begin{matrix} i \\ \text{---} \\ \text{XXX} & 000 \end{matrix}$	008 000 6.025
c_i	Cost per unit of the basis variable for row i $j=00\bar{1}=00J$ where J is a flagged one.	$\begin{matrix} i \\ \text{---} \\ \text{XXX} & 00J \end{matrix}$	Expressed in fixed point with the following format: ID COST XXX 00J XXXXXXXXXX Decimal point in cost assumed here. Negative cost denoted by flag (11 punch) over units position of cost. 012 00J 0003001500 Here cost is 1.5 012 00J 0016005999 Here cost is -5.999
c_j	Cost per unit of the jth non-basis vector $i=00\bar{1}=00J$ where J is a flagged one.	$\begin{matrix} i \\ \text{---} \\ 00J & \text{XXX} \end{matrix}$	Remarks same as above. 00J 024 0034123456 Here cost is 123.456

Summary of DATA LOAD input for row-column, fixed point input.



B-2

B-2.1

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APPENDIX C

OUTPUT

b. Input for Floating Point Matrix: In the floating point mode, the entire matrix (including zero elements) is loaded in column order. (See storage layout in Appendix E). Seven ten digit floating point numbers must be punched in/column order in each card in columns 1-70. Elements of a new matrix column follow immediately the last element of the old matrix column (i.e., a new matrix column does not automatically start a new card). A record mark (0,2,8) punch must be placed in column 71 of each card. If the last card does not require a full 7 elements, the record mark must instead follow directly behind the last digit of the last element. ALSO, the last card must have a record mark in column 72 (or else you will not terminate loading). Columns 73-80 you have for your own pleasure. The floating point representation is the same as used in 1620 SPS. Note that the optional matrix punch out of the SOLUTION deck prepares a datadeck in this format.

1. Results of iterations are typed only if Sense Switch 1 is on. If it is desired to monitor the course of the solution only occasionally, this may be done by setting Sense Switch 1 on and off periodically. The following points should be borne in mind:

- a. Page headings for iteration output are typed only if Sense Switch 1 is on at the beginning of the solution.
- b. The iteration count is reset when the dual algorithm is finished and control passes to the simplex algorithm.

The information which may be typed includes the iteration count, the current value of the profit function (floating point), the last variable to leave the basis, and the variable which entered the basis.

2. Final Basis Output:

The final value of the profit function is given in floating point.

For each final basis variable, the following information is supplied

(in fixed point):

- a. Identification/cost coefficient.
- b. Activity.
- c. The limits of the cost coefficient over which the current solution is optimal.
- d. The variables which limit the range of the cost coefficient and will enter the basis if a limit is exceeded.

3. Final Non-Basis Output:

For each final non-basis variable, the following information is given

(in fixed point):

B-2.2

C-1

21

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- a. Identification/cost coefficient.
 - b. Shadow price - the penalty to the total system if a unit of this variable is forced into the final solution.
 - c. The limits of activity over which the shadow price applies.
 - d. The variables which limit the range of applicability of the shadow price. The upper limiting variable is the one which would leave the basis if the associated non-basis variable were forced into the solution.
5. A punchout of the complete final matrix is optional under control of Sense Switch 4. The deck punched out contains the Header and the Parameter cards and is in a format which is suitable for direct reloading by the DATA LOADER routine.

B. Input for COST CHANGER:

1. Cards: One element only per card. For each cost coefficient to be changed, a ten digit ID/new cost element is punched in columns 1-10 in the following format.

ID New Cost
 XXXXXXXXXX
 Decimal point assumed here.

- Negative cost is signified by a flag over the units positions.
- 2. Typewriter: As above--ten digits typed in without any spacing between digits, but immediately followed by a record mark.
- 3. IMPORTANT: Termination of loading is recognized by a field of four zeros, 0000. These are punched in columns 1-4 if entry is by card or typed in as 0000 if entry is by typewriter.

C. Input for RHS CHANGER:

For each requirement element to be changed, a four digit identification and the change amount are entered. The identification entered is that for the original basis variable for the row whose requirement is to be changed. The identification format is XXXX.

The second entry for each change is the amount by which the original requirement is to be changed. Its format is XXXXXXXXXX.

1. Cards: One element only per card.

Columns 1-4	Columns 5-8	Columns 9-18	Example	
ID XXXX	Blank bbbb	Change Amount XXXXXXXXXX	0012	-0.75

The change amount may be any number (fixed point) up to eight digits with mandatory decimal point and optional leading sign.

but a record mark must immediately follow each entry.

2. Typewriter. Same as above/ RELEASE and START will have to be depressed between entry of the ID and the Change Amount.
3. IMPORTANT: Termination of loading is recognized by a field of four zeros, 0000. These are punched in columns 1-4 if entry is by card or typed in as 0000*if entry is by typewriter.
4. Cost changes and/or requirement changes may be made in unlimited numbers on any single run. If both types of changes are to be made, the order in which the two changers are operated is of no consequence. It should be noted that changes may be initiated under the procedures given in Appendix A either immediately after loading a matrix or at the conclusion of the output phase. If the output phase is interrupted before its completion, however, the computer is not conditioned to accept changes.

APPENDIX D

SAMPLE PROBLEM

$$\begin{aligned}
 x_1 + 3x_2 &\geq 6 \\
 2x_1 + x_2 &\geq 4 \\
 -x_1 + 3x_2 &\leq 10 \\
 x_1 + x_2 &\leq 6 \\
 x_1 + x_2 &\leq 2 \\
 x_1 + 2x_2 &= \min \\
 x_1 &\geq 0 \quad x_2 \geq 0
 \end{aligned}$$

} This is converted to -

$$\begin{aligned}
 x_1 + 3x_2 - x_3 + x_5 &= 6 \\
 2x_1 + x_2 - x_4 + x_6 &= 4 \\
 -x_1 + 3x_2 + x_7 &= 10 \\
 x_1 + x_2 + x_8 &= 6 \\
 x_1 + x_2 + x_9 &= 2 \\
 x_1 &\geq 0 \quad x_2 \geq 0
 \end{aligned}$$

and finally changed to:

$$\begin{aligned}
 x_1 + 3x_2 - x_3 + x_5 &= 6 \\
 2x_1 + x_2 - x_4 + x_6 &= 4 \\
 -x_1 + 3x_2 + x_7 &= 10 \\
 x_1 + x_2 + x_8 &= 6 \\
 -x_1 - x_2 + x_9 &= 2 \\
 -x_1 - 2x_2 - 999.999x_{10} - 999.999x_{11} &= \text{max} \\
 x_1 &\geq 0 \quad x_2 \geq 0
 \end{aligned}$$

to force out artificials.

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SAMPLE CASE DATA (80-80 LISTING OF DATA CARDS)

TEST1

005 004 1
 001 001 1. 001 002 3. 001 003 -1. 002 001 2.0
 002 002 1.0 002 004 -1.0
 003 001 -1. 003 002 3.
 004 001 1.0
 004 002 1.
 005 001 1.
 005 002 -1.
 001 000 6.
 002 000 4.
 003 000 10.
 004 000 6.
 005 000 2.
 001 00J 000599999R 002 00J 000699999R 003 00J 0007000000 004 00J 0008000000
 005 00J 0009000000
 00J 001 0001001000 00J 002 0002002000 00J 003 0003000000
 00J 004 0004000000
 000

← This does NOT imply that the requirement vector is one per card. Any or all of the four fields per card may be used. Also, it is not necessary for elements to be in their row-column sequence

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TYPEWRITER OUTPUT FOR SAMPLE CASE
 CASE TEST1

ITER NO FUNCTIONAL VAR OUT VAR IN
 001 5420039980 0005999999 0002002000
 002 5144000000 0006999999 0001001000
 FUNCTIONAL 5144000000

This output optional depending on Sense switch 1.

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VAR/COST	ACTIVITY	LIM VAR	LOWER LIM	LIM VAR	UPPER LIM
0002002000	1.6000	0004	3.0000-	0003	.5000-
0001001000	1.2000	0003	4.0001-	0004	.6667-
0007000000	6.4000	0003	.4285-	0004	.1666
0008000000	3.2000	0004	.5000-	0006	2499.4975
0009000000	2.4000	0004	.2500-	0003	1.0000

VAR/COST	SHAD PRICE	LIM VAR	LOWER LIM	LIM VAR	UPPER LIM
0006999999	999.7990	0009	3.0000-	0001	2.0000
0005999999	999.3989	0007	4.5714-	0002	4.0000
0003000000	.6000	0002	4.0000-	0007	4.5714
0004000000	.2000	0001	2.0000-	0009	3.0000

RHS CHANGE SAMPLE DATA

0009 1.
0004 -1.5
0000

COST CHANGE SAMPLE DATA

0001001000
0002002000
0000

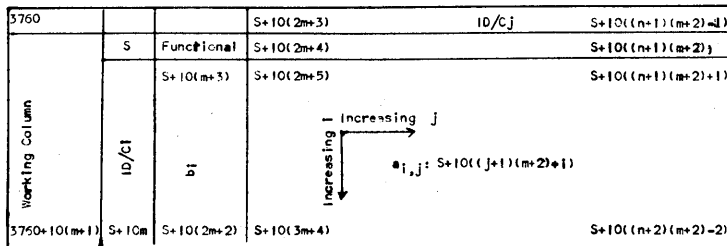
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D-4

APPENDIX E
STORAGE LAYOUT AND LISTINGS

1. STORAGE USED:

Memory locations from 00048 through 3747 are used by the program. Locations 19840-19963 are used for a program load routine. Locations 19964, 19965-00044 are used for a card input area for data, headings, and program input (it is, however, possible to use 00000-00047 for inserting). Memory from 3749 up to the required location (or 19859) is used for the matrix and its manipulation. The matrix is stored in column sequence and uses memory from 03749 upward. The following diagram indicates the manner in which matrix elements are stored:



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S is computed for each problem and is equal to $03760 + 10(m+3)$. All addresses are field addresses.

2. PROGRAM ORDER (Card numbers are in columns 78-80 of program decks)

- a. DATA LOADER 000-053
- b. COST CHANGER 100-107
- c. RHS CHANGER 200-260

d. SOLUTION 300-916 (Not continuous)

(1) Floating Point Subroutines	300-328
(2) Shadow Price	400-423
(3) Dual	500-526
(4) Simplex	600-628
(5) Final Basis	700-720
(6) Fix and Print	750-768
(7) Non Basis	800-821
(8) Matrix Punch	900-916

3. 80-80 listings, with remarks, of the machine language program decks follow. These cards are in a format similar to the condensed output. Specifically:

Columns	Contents
1-60	Instructions or constants
61	* (record mark) if full 60 columns are used. Other wise the record mark is at end of the data being punched.
62	I
63-64	01 Loader Code
65-69	Address of where the first character on the card is to be placed in memory.
70-74	Address of where the last character will fall in memory
75	Flag
76-77	Not used
78-80	Card sequence numbers

This listing was made on a 407 Accounting Machine. Since the 407 does not have flags, flagged digits will appear as alphabetical characters in the J-R range. A flagged zero will appear as a - (minus) or a zero. (The 407 was a bit recalcitrant.) A record mark prints out as a Z.

4. In order to allow this program to run on a machine with greater than 20K memory, certain changes have to be made. Any digit in the attached list that is marked with an * must be changed. In each case this digit will be a 1 (one) or a J (flagged one). This 1 (or flagged 1) must be changed to a 3 (or flagged 3) for 40 K memory, or a 5 (or flagged 5) for 60K. I. e., add two to the digit for each additional 20K of storage added.

E-2

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E-3

DATA LOADER Card Nos 000 - 053

First Card DATA LOADER

36000720050036002010050044000120027526000590027425000110000026000900026900000000
 260009500264310000000200260011400274250000000011490001200000000000000000 - 1
 48000000000016023130000137023150050025023250040031000480231420010040200462000002
 15037420000036023140050025023170040031037430231421005320374520010046200522000003
 1600064037901503746000002600079037461103746000K026000690374620010052200582000004
 25023210040031037430231821006280374516000740000025037450232220010058200642000005
 4300734037452100684000643602314005003100001023141100684000P020010064200702000006
 → 45006660238548000000000491984000000Z000000000000000 -1007020073800007
 37023150050025023510040025023910040025024310040025024710040020010073400794000008
 43009500231614023130000447008780120016023130000116009250231620010079400854000009
 16009490231449007340000011023130000111009250004011009490004020010085400914000010
 43009380231649008060000031023140231425037400231525037410231720010091400974000011
 2503742023193202318000001402319000P046010340130032037420000020010097401034000012
 2503743023232503744023252503745023273202326000001402327000P020010103401094000013
 46011180130032037450000033023180000033023260000032037400000020010109401154000014
 14037420000046021340120032037430000023037450006921000990006920010115401214000015
 3300990000021000980374221000980006349022740000026021200009920010121401274000016
 44014740374516023110000025004160233111013040000111013090000220010127401334000017
 1102311000011402311000J04701298012003202348000001402349000P020010133401394000018
 46014180130032004250000033023500000016013040041616013090233120010139401454000019
 3200416000004902114000002000000 0 -10145401478000020
 4401494037424901286000002000000 0 -10147401498000021
 2502351004003103726023303203726000001403727000P046016540130020010149401554000022

The data load routine reads and stores parameters for the problem. It then proceeds to load and store the matrix in the proper format. In the case of fixed point input, storage locations are computed from the row/column designations, and the input elements are converted to floating point notations as they are read and stored.

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E-4

1403727000K046016340120043016540372733016650000032037280000020010155401614000023
 310372603728490166600000Z000000 0 -10161401638000024
 320166500000490160200000Z000000 0 -10163401658000025
 3301665000001600417000M016017200372716017080372832017020000020010165401714000026
 14017140000346017820120011017200000211017080000211004170000120010171401774000027
 490170200000Z000000000000000 -10177401786000028
 26018290170826018240172012018240000131018180181843018860372720010178201842000029
 310372603728120041700001450183003727490080600000Z000000000000010184201890000030
 16014650000916019450372716019600041816019650372745019540000020010188601946000031
 490202200000Z000000000000000 -10194601958000032
 2500000000011019450000211019600000111019650000212014650000120010195402014000033
 490193400000Z000000000000000 -10201402026000034
 26020640196012014650000146020900120015020580000011020640000120010202202082000035
 490203400000Z000000000000000 -10208202094000036
 440211401665320042500000260211400425490080600000Z000000000000010209002138000037
 2602212000641202212000J923000690007332000950000021000990006920010213402194000038
 2100099000693202206000001102212000J01200099000J047022060120020010219402254000039
 → 480000000000491984000000Z000000000000000 -10225402278000040
 330374300000320009500000490126200000Z000000000000000 -10227402310000041
 0000Z000000000000000000 1010231002314000042
 480000000000Z000000000000000 -10231402326000043
 → 3619965005004419944000392619887000382519851198762619906000332001J9840J9900000044
 → 311990019965261993000038251992419851491984000000Z0000000000000001J9900J9948000045

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E-5

→ * * * * *
 2619962000384919956000002000000 0 -1J9944J9968000046
 L60000000500490000020000000000 -10009600115000047
 3600100005003600172005003600244005003600316005003600000000500000000000000 0 48
 0000000000010203040002040608000306090210040802161005001510200602181420020000049
 70411282008061422300908172630000000000506070809001214161815181124272024220000050
 82236352035304540363248445532494653604846546275445362718012345678912345620000051
 7890234567890J34567890JK4567890JKL567890JLM67890JLMN7890JKLMNO890JKLMNZ0000052
 4100000000049004020P90JKLMNOQZ0000L10038800019M900000000000M9000360000000000053

Last Card DATA LOADER

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E-6

COST CHANGER Card Nos 100-107

48000000000046021580020036025110050049021820340000000102360221010211402174000100 First Card COST CHANGER
 → * * * * *
 51100100320251100000140251400000461984001200490225400200340021010217402234000101
 00000102380373700100260219300079260229600064110229600004240021010223402294000102
 000025144602448012001102296000J01202193000J0470229001200260221010229402354000103
 19300074260239202296210239200069240000002514460246801200210221010235402414000104
 392000691202193000J0470238601200482602498022964902480026024921010241402474000105
 80239211024980000626000000252049021262Z000000000000000000 1010247402512000106
 000000000000 -2114000107 Last Card COST CHANGER

The cost change routine reads ID/cost elements, searches the matrix for a corresponding identification number, and stores the new cost coefficient in the proper location.

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E-7

25028500285011028410000211028560000111028610000212022530000120010285002910000246
 4902830000002000000000000 -10291002922000247
 26029600285612022530000146029860120015029540000011029600000120010291802978000248
 4902930000002000000000000 -10297802990000249
 44030100213732021250000026022530007926030520006411030520000420010298603046000250
 2403046022954603192012001103052000J01202253000J047030460120020010304603106000251
 26022530007426031480305221031480006924031420229546032720120020010310603166000252
 1202253000J047031300120048000000000020000000000000000 -10316603202000253
 26032510305221032510006911032510000616004690326316004450324020010319203252000254
 4900422021254902126000002000000 0 -10325203276000255
 2603355031481103355000J626033910006421033910006926022530007920010327203332000256
 16004690336724011970334449019380212516004690340316004450338020010333203392000257
 4900422000991103355000J01103391000J01202253000J046033320130020010339203452000258
 490212600000480000000000491984000000200000000000000 -10345203488000259
 000000000000 -2114000260

Last Card R15 ~~CHANGES~~

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E-10

SOLUTION Cards Nos. 300-416 (Not continuous)

16005360053849004340160053600558260119700000260111200445160121010040200462000300 } First Card SOLUTION
 12400000110112400001460049401400490112800469260117600000260121010046200522000301 } First Card Floating Point Subroutines
 18701827490000002201186011764900570026011860117615008470000121010052200582000302
 16008570118726010920118922011780118947007020110026011760119721010058200642000303
 26011970118626011860117621010920118926011780118932011780000021010064200702000304
 15011980000014011780000047010940130044007740119732011980000021010070200762000305
 33011970000021008570117844008220118633011860000015008470000221010076200822000306
 15011780000015011890000021011980000025010930119833011980000021010082200882000307
 43009860118943010340119046009660120031011900119125011980055721010088200942000308
 12010920000146008940130026011970182649011060260119801197330121010094201002000309
 19000000110109200001460112601400150118900000110119800005430021010100201062000310
 98601189440109401093320119700000260118901092260000001197490021010106201122000311
 0000482601151004692600517000004900506000000000000000000 0 21010112201182000312
 000000000000000000220000000000 1010118201200000313
 16005360125615017530000216011120009932011900000049004580430121010120001260000314
 27601190490096604301290011694822011890116825013250117633011721010126001320000315
 60000015011680000016013470000011013470000121011760117643013921010132001380000316
 40116849013500160144101837250142801169110144100000230117500021010138001440000317
 00260147701441120147700004260116600000220116600093320116200021010144001500000318
 00230117601165260118601937220118600096320117800000230118601121010150001560000319
 8633000820000015000810000J210009001186260118600090230118601121010156001620000320
 65210009500095120134700001470162201200260118600094440169401321010162001680000321
 2532011860000023011860119711011890000N0250109300099260109201121010138001740000322

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E-11

8926011980009246017740130049009660470088201400490112600000021010174001800000323
000000000000 - - J90692R080J74077P568J601280405J421010180001860000324
8249N490J38013M759J29099M164J21267L676J14332L266J08147K922J0Z1010186001920000325
2597K630J000000000160053601970150175300003490122404301990011Z1010192001980000326
9049009660430201001169490096603201169000001201168000N1230119Z1010198002040000327
7011762101189011684901718Z00000000 1010204002066000328
1602472037802602173000642602253000791102173000J0260375800000Z1010211402174000400
320375300000220375801822470223001200260376001826490246601603Z1010217402234000401
752000N33303753000001602337037531602429018181602436037592503Z1010223402294000402
750037583303758000002503759031554302394000001102337000011203Z1010229402354000403
752000011102429000011202436000014902326026024170233731037530Z1010235402414000404
000026037600181833037590000044024660375032037600000026000000Z1010241402474000405
37601102472000J01202253000J047021500120026024720006421024720Z1010247402534000406
00692102472000691102173000J026021610006926024890006926022530Z1010253402594000407
00741602448026481602455000M12602520026474902150M902668320376Z1010259402654000408
000000490246602602659000742602710000642102710000692600000018Z1010265402714000409
262602871027102602847027101102847000J01602799037802602253000Z1010271402774000410
792603760018262103760000004602884012001600469028472601197037Z1010277402834000411
604901938000001600469028831600445000004900422000991102799000Z1010283402894000412
J01102847000J01202253000J04702776012001102847000K02102871000Z1010289402954000413
→ 691202659000J04602752013003619964005003400000001023919965001Z1010295403014000414
→ 003900049001003400000001023400000001021602659000043619964005Z1010301403074000415
→ 004703112001003919965001003400000001081202659000014703064012Z1010307403134000416

Last Card - Floating Point Subroutines
First Card - Shadow Price

The shadow price calculator converts all cost coefficients to floating point notation and evaluates $Z_j - c_j$ for each non-basis variable.

41

E-12

→ 003400000001024919840Z00000000 1010313403156000417
0000000000000 -2114000418
43416245000Z0000000000000 419
496345590055560Z000000000000 420
446455436349565541530Z0000000000 421
0000654159005664630Z100000000000 422
00006541590049550Z0000000000000 423
2600023018262603440000792602185000642102185000691102185000J0Z1010211402174000500
2400023000004702222011002602221021852600023000001203440000J0Z1010217402234000501
→ 470216201200441984000023260002302205160356000000260341600074Z1010223402294000502
260237202221260241300064210241300069210237200069260242502372Z1010229402354000503
210241300069240000001826440248601300160046902425260119700000Z1010235402414000504
490120000000240009900023470248601100260002300099260352402372Z1010241402474000505
2603560024131203416000J047023300120014035600000470254601200Z1010247402534000506
48M110000000260268403524260270803560260344000079260266503524Z1010253402594000507
160269603770260278003524260270103560160046902665260119702545Z1010259402654000508
490120000000260376000099260000018262603770000026000001826Z1010265402714000509
1102696000J01102701000J01102708000J01203440000J0460269001300Z1010271402774000510
260000002545260285702221260286402221260341600074160046902857Z1010277402834000511
26011970376049019380000026000000099210285700069210286400069Z1010283402894000512
1203416000J0460282201300160298403770260302500064210302500069Z1010289402954000513
160309703770260344000079220377001826460321801200260308502221Z1010295403014000514
160312100000260341600074260314003121120314000008160046903097Z1010301403074000515

Last Card - Shadow Price
First Card - Dual

The dual algorithm computes a feasible solution for the problem. Its operation may be monitored allowing the typing of the value of the functional and the identifications of the variables being entered into and removed from the basis. It should be noted in this regard that the objectives of feasibility and optimality may not be compatible at this point, and therefore, the functional may actually decrease from one iteration to the next while the dual algorithm is in control.

During the reduction of the matrix of coefficients a test is made to determine whether the resulting quantity has a magnitude less than an amount called 'essential zero.' Any element falling into this category is set to zero in order to avoid computation with numbers which are not significant. 'Essential zero' has been set to 10^{-8} . Its value (the corresponding floating point exponent) is located in memory addresses

42

E-13

2601197000049019380377016004690313316004450000049004020009921010307403134000516
1400000000M347035980130021030850006921031400006921031210006921010313403194000517
1203416000J04603062013001102984000J01103097000J01103025000J021010319403254000518
1203440000J04602978013002603373022212603361035601203361000J021010325403314000519
2603368033612203373000692603380033732600023000002600000000021010331403374000520
2600000002311036310000147021140010034000000010238036290010021010337403434000521
34000000010826035770337326035410336126035050006421035050006921010343403494000522
26037460000038037370010034000000010826037460000038037370010021010349403554000523
34000000010826037460000038037370010049021140260361603121260021010355403614000524
0000182649031580002Z00000000000 1010361403633000525
0000000000000 -2114000526

03144 and 03145 (Card No. 517) and may be changed if desired. If this change is made, it is important to note that the high order digit must carry a flag.

Last Card - Dual

First Card - Simplex

21021970006924000230000047022340110026022330219726000230000021010217402234000601
→2102197000691203548000J047021860120044198400002326000230352221010223402294000602
160348100000260363200079260238002233260243302233260242100064Z1010229402354000603
210242100069490254202400000018264702518011001600469024332601Z1010235402414000604
197000004901200000002400099000234602518011004602586012002602Z1010241402474000605
493023802603746000002600023000992603481024211203632000J04602Z1010247402534000606
630012001102380000J01102421000J01102433000J0490237402602609021010253402594000607
23802403746000004702470013004902518014034810000047026660120021010259402654000608
48N11000000260280402493260282802233260363200079260278502493Z1010265402714000609
16028160377026029000249326028210223316004690278526011970266521010271402774000610
490120000002603760000992600000018262603770000002600000018262Z1010277402834000611

The simplex algorithm starts with any feasible solution and computes the optimal feasible solution. Its operation may be monitored by allowing iteration typeout as in the case of the dual algorithm.

The discussion of 'essential zero' as applied to the dual algorithm is equally valid for the simplex algorithm. In this case, the test value is located in memory addresses 03264 and 03265 (Card No. 619)

E-14

1102816000J01102821000J01102828000J01203632000J046028100130021010283402894000612
260000002665260297703481260298403481260354800074160046902977Z1010289402954000613
26011970376049019380000026000000099210297700069210298400069Z1010295403014000614
1203548000J046029420130016031040377026031450006421031450006921010301403074000615
160321703770260363200079220377001826460333801200260320503481Z1010307403134000616
160324100000260354800074260326003241120326000008160046903217Z1010313403194000617
26011970000049019380377016004690325316004450000049004020009921010319403254000618
1400000000M3470370601300210320500069210326000069210324100069Z1010325403314000619
1203548000J04603182013001103104000J01103217000J01103145000J021010331403374000620
1203632000J04603098013002603469022331203469000J0260347603469Z1010337403434000621
22034810006926034880348126000230000026000000000260000000023Z1010343403494000622
11036670000147021260010034000000010238036650010034000000108Z1010349403554000623
26036850348126036490346926036130006421036130006926037460000021010355403614000624
38037370010034000000010826037460000038037370010034000000108Z1010361403674000625
260374600000380373700100490212602603724032412600000018264903Z1010367403734000626
2780000000000Z00000000000 1010373403748000627
0000000000000 -2114000628

In the case of a tie in the quotient, normally used as the criterion for choosing the variable to leave the basis on any iteration, the choice is resolved by using the largest denominator as a secondary criterion.

Last Card Simplex

First Card Final Basis

→491984000300340010000102260264500064210264500069361996400500Z1010256202622000700
→391996500100261998400000340001000108L81997500100340000000102Z1010262202602000701
→340000000102160352500006361996400500391996500100120352500001Z1010268202742000702
4702706012003400000001022603313000641103313000J0260336102645Z1010274202802000703
1103361000J02603005033612103005000792602993030051102993000J0Z1010280202862000704
2602957030051102957000K0260353700079260075002658260074002585Z1010286202922000705

E-15


```

00000108380079700100270194800740260080000724340000001083800Z1010328203342000812
797001002701948007502102861000692103217000692103265000691203Z1010334203402000813
→ 224000J047028020120049*19840000000000Z20000000000000000 0 1010340203440000814
0000000000000 -2562000815
0065415921435662630000020000000 816
0062484144005759494345020000000 817
0053495400654159000000020000000 818
0000053566645590053495400000Z0000000 819
53495400654159000000Z000000000 820
6457574559005349540Z00000000000 821
470283400400310286000048160287400000110214400005140214403024Z0010211402174000900
470213801200390286100400250007900400310286000076250007400400Z0010217402234000901
310286400071150286800000250286302858250286702858250286902858Z0010223402294000902
110228800001140228802936470228201200160293900000330293600000Z0010229402354000903
380286000400320293600000260262900064110262900001260259302629Z0010235402414000904
230006900073320009500000210009900069210009800078210009902629Z0010241402474000905
260249200099250248600400260256900099150007900000150007400000Z0010247402534000906
110293900001110259300070140259302558460271401300250285902582Z0010253402594000907
260261202593250260600400310286002618330293600000380286000400Z0010259402654000908
320293600000260268402593250267802859260262902593490253400000Z0010265402714000909
460277401200250286002858110273200001140273202930470272601200Z0010271402774000910
260279702629310286002786250293100400330293600000380286000400Z0010277402834000911
→ 480000000000491984000000Z000000 0 -10283402858000912

```

Last Card Non Basis

First Card Matrix Punch

Problem parameters, header, and the final matrix are punched into cards if called for by the setting of Sense Switch 4.

47

E-18

```

20000000000000 1010285802859000913
02000000000000 1010285902860000914
410000000000Z000000000000 -10286002872000915
00000000000000 -2114000916

```

First Card Matrix Punch
Last Card SOLUTION

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E-19

THE FOLLOWING PAGES ARE SPS LISTINGS FOR

1. DATA LOADER
2. MATRIX PUNCH OUT
3. RIGHT HAND SIDE CORRER

SPS listings for the remaining routines do not exist as the original program was read into memory from paper tape and then punched out on cards in the format for condensed SPS assembled cards. These cards were corrected, patched, etc., to make the present version for card I/O.

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DATA LOADER - SPS LISTING

```

36000 720050 0360 020100500440001200275260005900274250001100000260009000269000
26000 950026 4310 000000200260011400274250000000011490001200000000000000000 -
00402                                DORG 4022                                0
00402 48 00000 00000                H      Z                                0
00414 16 02313 000-1                TFM  CNTR+1,10Z                            0
00426 37 02315 00500                START RACD AREA+1Z                          0
00438 25 02325 00400                TD   AREA+11,400Z                          0
00450 31 00048 02314                TR   CASE-10,AREAZ                          0
00462 15 03742 0000-                TDM  INPUT-4,0,11Z                          0
00474 36 02314 00500                RNCD AREAZ                                  0
00486 25 02317 00400                TD   AREA+3,400Z                            0
00498 31 03743 02314                TR   INPUT-3,AREAZ                          0
00510 21 00532 03745                A    SSTR+10,INPUT-1Z                       0
00522 16 00064 -3790                SSTR TFM SADDR+W+30,7Z                      0
00534 15 03746 00000                TDM  INPUT,0Z                                0
00546 26 00079 03746                MSTR TF  M,INPUTZ                            0
00558 11 03746 00000                AM   INPUT,20,10Z                            0
00570 26 00069 03746                M2STR TF  MAND2,INPUTZ                       0
00582 25 02321 00400                TD   AREA+7,400Z                            0
00594 31 03743 02318                TR   INPUT-3,AREA+4Z                        0
00606 21 00628 03745                A    NSTR+10,INPUT-1Z                       0
00618 16 00074 -0000                NSTR TFM  NZ                                0
    
```

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50

00630 25 03745 02322	TD	INPUT-1,AREA+8Z	0
00642 43 00734 03745	BD	LOAD,INPUT-1Z	0
00654 21 00684 00064	A	MTXTR+6,SADDRZ	0
00666 36 02314 00500	MTXRD	RNCD AREAZ	0
00678 31 -0001 02314	MTXTR	TR 1,AREA+2Z	0
00690 11 00684 00000	AM	MTXTR+6,70,10Z	0
00702 45 00666 02385	BNR	MTXRD,AREA+71Z	0
00714 48 00000 00000	H	Z	0
00726 49 19840 00000	B	LSTARTZ	0
00734	DORG	*-3Z	0
00734 37 02315 00500	LOAD	RACD AREA+1Z	0
00746 25 02351 00400	TD	AREA+37,400Z	0
00758 25 02391 00400	TD	AREA+77,400Z	0
00770 25 02431 00400	TD	AREA+117,400Z	0
00782 25 02471 00400	TD	AREA+157,400Z	0
00794 43 00950 02316	BD	ELOAD,AREA+2Z	0
00806 14 02313 000-4	ALOAD	CM CNTR+4,10Z	0
00818 47 00878 01200	BNE	BLOADZ	0
00830 16 02313 000-1	TFM	CNTR+1,10Z	0
00842 16 00925 -2316	TFM	CLOAD+11,AREA+2Z	0
00854 16 00949 -2314	TFM	DLOAD+11,AREAZ	0
00866 49 00734 00000	B	LOADZ	0
00878 11 02313 000-1	BLOAD	AM CNTR+1,10Z	0

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00890 11 00925 -0040	AM	CLOAD+11,40Z	0
00902 11 00949 -0040	AM	DLOAD+11,40Z	0
00914 43 00938 -2316	CLOAD	BD DLOAD,AREA+2,7Z	0
00926 49 00806 00000	B	ALOADZ	0
00938 31 02314 -2314	DLOAD	TR AREA,AREA,7Z	0
00950 25 03740 02315	ELOAD	TD INPUT-6,AREA+1Z	0
00962 25 03741 02317	TD	INPUT-5,AREA+3Z	0
00974 25 03742 02319	TD	INPUT-4,AREA+5Z	0
00986 32 02318 00000	SF	AREA+4Z	0
00998 14 02319 00000	CM	AREA+5,70,10Z	0
01010 46 01034 01300	BNL	TRCOLZ	0
01022 32 03742 00000	SF	INPUT-4Z	0
01034 25 03743 02323	TRCOL	TD INPUT-3,AREA+9Z	0
01046 25 03744 02325	TD	INPUT-2,AREA+11Z	0
01058 25 03745 02327	TD	INPUT-1,AREA+13Z	0
01070 32 02326 00000	SF	AREA+12Z	0
01082 14 02327 00000	CM	AREA+13,70,10Z	0
01094 46 01118 01300	BNL	ACLFLZ	0
01106 32 03745 00000	SF	INPUT-1Z	0
01118 33 02318 00000	ACLFL	CF AREA+4Z	0
01130 33 02326 00000	CF	AREA+12Z	0
01142 32 03740 00000	SF	INPUT-6Z	0
01154 14 03742 00-00	CM	INPUT-4,0,9Z	0

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01166 46 02134 01200	BE	OUTZ	0
01178 32 03743 00000	SF	INPUT-3Z	0
01190 23 03745 00069	M	INPUT-1,MAND2Z	0
01202 21 00099 00069	A	99,MAND2Z	0
01214 33 00099 00000	CF	99Z	0
01226 21 00098 03742	A	98,INPUT-4Z	0
01238 21 00098 00063	A	98,SADDR-1Z	0
01250 49 02274 00000	B	XCLRZ	0
01262 26 02120 00099	TF	STORE+6,99Z	0
01274 44 01474 03745	BNF	ROWM11,INPUT-1Z	0
01286 16 02311 000-0	INITI TFM	I,0,10Z	0
01298 25 00416 02331	TRID TD	EXP-1,AREA+17Z	0
01310 11 01304 000-1	AM	TRID+6,1,10Z	0
01322 11 01309 000-2	AM	TRID+11,2,10Z	0
01334 11 02311 000-1	AM	I,1,10Z	0
01346 14 02311 000J0	CM	I,10,10Z	0
01358 47 01298 01200	BNE	TRIDZ	0
01370 32 02348 00000	SF	AREA+34Z	0
01382 14 02349 000P0	CM	AREA+35,70,10Z	0
01394 46 01418 01300	BNL	BCLFLZ	0
01406 32 00425 00000	SF	EXP+8Z	0
01418 33 02350 00000	BCLFL CF	AREA+36Z	0
01430 16 01304 -0416	TFM	TRID+6,EXP-1Z	0

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01442 16 01309 -2331	TFM	TRID+11,AREA+17Z	0
01454 32 00416 00000	FLSET SF	EXP-1Z	0
01466 49 02114 00000	B	STOREZ	0
01474	DORG	*-3Z	0
01474 44 01494 03742	ROWM11 BNF	TREL,INPUT-4Z	0
01486 49 01286 00000	B	INITIZ	0
01494	DORG	*-3Z	0
01494 25 02351 00400	TREL TD	AREA+37,00400Z	0
01506 31 03726 02330	TR	INPUT-20,AREA+16Z	0
01518 32 03726 00000	SF	INPUT-20Z	0
01530 14 03727 000P0	CM	INPUT-19,70,10Z	0
01542 46 01654 01300	BNL	CLRFLGZ	0
01554 14 03727 000K0	CM	INPUT-19,20,10Z	0
01566 46 01634 01200	BE	NEGZ	0
01578 43 01654 03727	BD	CLRFLG,INPUT-19Z	0
01590 33 01665 00000	CF	SIGNZ	0
01602 32 03728 00000	SHFTSN SF	INPUT-18Z	0
01614 31 03726 03728	TR	INPUT-20,INPUT-18Z	0
01626 49 01666 00000	B	FLOATZ	0
01634	DORG	*-3Z	0
01634 32 01665 00000	NEG SF	SIGNZ	0
01646 49 01602 00000	B	SHFTSNZ	0
01654	DORG	*-3Z	0

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01654 33 01665 00000	CLRFLG CF	SIGNZ	0
01666 16 00417 00000	FLOAT TFM	EXP+50+10Z	0
01678 16 01720 -3727	TFM	DEC+6,INPUT-19Z	0
01690 16 01708 -3728	TFM	FLDDEF+6,INPUT-18Z	0
01702 32 01702 00000	FLDDEF SF	*Z	0
01714 14 01714 000-3	DEC CM	*3,10Z	0
01726 46 01782 01200	BE	SHFTDCZ	0
01738 11 01720 000-2	AM	DEC+6,2+10Z	0
01750 11 01708 000-2	AM	FLDDEF+6,2+10Z	0
01762 11 00417 000-1	AM	EXP+1,10Z	0
01774 49 01702 00000	B	FLDDEFZ	0
01782	DORG	*-3Z	0
01782 26 01829 01708	SHFTDC TF	**47,FLDDEF+6Z	0
01794 26 01824 01720	TF	**30,DEC+6Z	0
01806 12 01824 000-1	SM	**18,1,10Z	0
01818 31 01818 01818	TR	*,*Z	0
01830 43 01886 03727	ZRTST BD	TRSMT,INPUT-19Z	0
01842 31 03726 03728	TR	INPUT-20,INPUT-18Z	0
01854 12 00417 000-1	SM	EXP+1,10Z	0
01866 45 01830 03727	BNR	ZRTST,INPUT-19Z	0
01878 49 00806 00000	B	ALOADZ	0
01886	DORG	*-3Z	0
01886 16 01465 000-9	TRSMT TFM	CTR+9,10Z	0

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01898 16 01945 -3727	TFM	TSTRC+11,INPUT-19Z	0
01910 16 01960 -0418	TFM	STRDIG+6,EXP+1Z	0
01922 16 01965 -3727	TFM	STRDIG+11,INPUT-19Z	0
01934 45 01954 00000	TSTRC BNR	STRDIGZ	0
01946 49 02022 00000	B	FILLZ	0
01954	DORG	*-3Z	0
01954 25 00000 00000	STRDIG TD	Z	0
01966 11 01945 000-2	AM	TSTRC+11,2+10Z	0
01978 11 01960 000-1	AM	STRDIG+6,1,10Z	0
01990 11 01965 000-2	AM	STRDIG+11,2+10Z	0
02002 12 01465 000-1	SM	CTR+1,10Z	0
02014 49 01934 00000	B	TSTRCZ	0
02022	DORG	*-3Z	0
02022 26 02064 01960	FILL TF	STRZR+6,STRDIG+6Z	0
02034 12 01465 000-1	SM	CTR+1,10Z	0
02046 46 02090 01200	BZ	SIGNSTZ	0
02058 15 02058 00000	STRZR TDM	*0Z	0
02070 11 02064 000-1	AM	STRZR+6,1,10Z	0
02082 49 02034 00000	B	FILL+12Z	0
02090	DORG	*-3Z	0
02090 44 02114 01665	SIGNST BNF	STORE,SIGNZ	0
02102 32 00425 00000	SF	EXP+8Z	0
02114 26 02114 00425	STORE TF	**EXP+8Z	0

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02126 49 00806 00000	B	ALOADZ		0
02134	DORG	*-3Z		0
02134 26 02212 00064	OUT	TF	FLG+6,SADDRZ	0
02146 12 02212 000J9	SM		FLG+6,19,10Z	0
02158 23 00069 00073	M		MAND2,N-1Z	0
02170 32 00095 00000	SF		95Z	0
02182 21 00099 00069	A		99,MAND2Z	0
02194 21 00099 00069	A		99,MAND2Z	0
02206 32 02206 00000	FLG	SF	*Z	0
02218 11 02212 000J0	AM		FLG+6,10,10Z	0
02230 12 00099 000J0	SM		99,10,10Z	0
02242 47 02206 01200	BNZ		FLGZ	0
02254 48 00000 00000	H		Z	0
02266 49 19840 00000	B		LSTARTZ	0
02274	DORG		*-3Z	0
02274 33 03743 00000	XCLR	CF	INPUT-3Z	0
02286 32 00095 00000	SF		95Z	0
02298 49 01262 00000	B		INITI-24Z	0
03760	W	DS	+3760Z	0
00079	M	DS	+79Z	0
00074	N	DS	+74Z	0
00069	MAND2	DS	+69Z	0
00064	SADDR	DS	+64Z	0

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03746	INPUT	DS	+3746Z	0
00058	CASE	DS	+58Z	0
01665	SIGN	DS	+CLRFLG+11Z	0
01465	CTR	DS	+FLSET+11Z	0
00417	EXP	DS	+START-9Z	0
02311	2	I	DC 2,0Z	0
		Z000	0000 000	-602310023120
02313	2	CNTR	DC 2,0Z	0
		Z000	0000 0000	-602312023140
02314 48 00000 00000	AREA	H	Z	0
19840	DORG		19840Z	0
19840 36 19965 00500	LSTART	RNCD	LAREAZ	0
19852 44 19944 00039	BNF		LOUT,LAREAZ+74Z	0
19864 26 19887 00038	TF		LCHA+11,LAREAZ+73Z	0
19876 25 19851 19876	LCHA	TD	LSTART+11,*Z	0
19888 26 19906 00033	TF		LTR+6,LAREAZ+68Z	0
19900 31 19900 19965	LTR	TR	*,LAREAZ	0
19912 26 19910 00038	TF		LBACK+6,LAREAZ+73Z	0
19924 25 19924 19851	LBACK	TD	*,LSTART+11Z	0
19936 49 19840 00000	B		LSTARTZ	0
19944	DORG		*-3Z	0
19944 26 19962 00038	LOUT	TF	LGO+6,LAREAZ+73Z	0
19956 49 19956 00000	LGO	B	*Z	0

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19965			DORG #-22	0
19965	1 00000	LARFA DS 12		0
00402		DEND 00402Z		0
	L600 0000	05004900000Z0000000000		-800096001150
36001	000050 0360	0172005003600264005003600316005003600000005000000000000000000		
	102	030400020406080003060902100408021610050015102006021814200Z00		
70411	282008 0614	223009081726300000000005060708090012141618151811242720242Z00		
82236	352035 3045	403632484455324946536048465462754453627180123456789123456Z00		
78902	345678 90J3	456789JK4567890JKL567890JLM67890JKLMN7890JKLMNO890JKLMNZ00		
M0000	000000 0490	04020P90JKLNNOPQZ0000L10038800019M90000000000M90003600000000		

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E-30

RHS CHANGER SPS Listing

~~30000 720050 0500 02010050044000120027524000590027425000110000026000900020000~~
~~20000 950020 4310 00000020026001140027425000000001149000120000000000000000000~~

02114		DORG 2114Z	0
02114 48	00000 00000	M Z	0
02126 46	02218 00300	GO BC3 READYZ	0
02138 37	03485 00500	READCD RACD RAREA+1Z	0
02150 25	02292 03485	TD IDIN-3,RAREA+1Z	0
02162 25	02293 03487	TD IDIN-2,RAREA+3Z	0
02174 25	02294 03489	TD IDIN-1,RAREA+5Z	0
02186 25	02295 03491	TD IDIN,RAREA+7Z	0
02198 25	02296 00400	TD IDIN+1,400Z	0
02210 49	02242 00000	B GONEZ	0
02218		DORG #-3Z	0
02218 34	00000 00102	READY RCTY Z	0
02230 36	02292 00100	RNTY IDIN-3Z	0
02242 32	02292 00000	GONE SF IDIN-3Z	0
02254 14	02295 0-000	CM IDIN+0.8Z	0
02266 46	03464 01200	BE RHSOUTZ	0
02278 47	02322 00300	BNC3 TRCHNGZ	0
02290 34	00000 00108	TABTY TBTY Z	0
02302 37	03727 00100	RATY INP-19Z	0
02314 49	02414 00000	B FISHINZ	0
02322		DORG #-3Z	0

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COMPUTER TECHNOLOGY

02322 32 03500 00000	TRCHNG SF	RAREA+16Z	0
02334 14 03501 000P0	SINTST CM	RAREA+17,70,10Z	0
02346 46 02390 01300	LEADIG BML	SET35Z	0
02358 43 02390 03501	LEADEC BD	SET35,RAREA+17Z	0
02370 25 03521 00400	TD	RAREA+37,400Z	0
02382 49 02402 00000	B	MOVERCZ	0
02390	DDRG	*-3Z	0
02390 25 03519 00400	SET35 TD	RAREA+35,400Z	0
02402 31 03726 03500	MOVERC TR	INP-20,RAREA+16Z	0
02414 32 03726 00000	FISHIN SF	INP-20Z	0
02426 14 03727 000P0	CM	INP-19,70,10Z	0
02438 46 02550 01300	BML	CLRFLGZ	0
02450 14 03727 000K0	CM	INP-19,20,10Z	0
02462 46 02530 01200	BE	NEGZ	0
02474 43 02550 03727	BD	CLRFLG,INP-19Z	0
02486 33 02137 00000	CF	SIGNZ	0
02498 32 03728 00000	SHFTSN SF	INP-18Z	0
02510 31 03726 03728	TR	INP-20,INP-18Z	0
02522 49 02562 00000	B	FLOATZ	0
02530	DORG	*-3Z	0
02530 32 02137 00000	NEG SF	SIGNZ	0
02542 49 02498 00000	B	SHFTSNZ	0
02550	DORG	*-3Z	0

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02550 33 02137 00000	CLRFLG CF	SIGNZ	0
02562 16 02117 000N0	FLOAT TFM	EXP,50,10Z	0
02574 16 02616 -3727	TFM	DEC+6,INP-19Z	0
02586 16 02604 -3728	TFM	FLDDEF+6,INP-18Z	0
02598 32 02598 00000	FLDDEF SF	*Z	0
02610 14 02610 000-3	DEC CM	*,3,10Z	0
02622 46 02678 01200	BE	SHFTDCZ	0
02634 11 02616 -0002	AM	DEC+6,2,7Z	0
02646 11 02604 -0002	AM	FLDDEF+6,2,7Z	0
02658 11 02117 000-1	AM	EXP,1,10Z	0
02670 49 02598 00000	B	FLDDEFZ	0
02678	DORG	*-3Z	0
02678 26 02725 02604	SHFTDC TF	**+47,FLDDEF+6Z	0
02690 26 02720 02616	TF	**+30,DEC+6Z	0
02702 12 02720 -0001	SM	**+18,1,7Z	0
02714 31 02714 02714	TR	*,*Z	0
02726 43 02782 03727	ZRTST BD	TRSMT,INP-19Z	0
02738 31 03726 03728	TR	INP-20,INP-18Z	0
02750 12 02117 000-1	SM	EXP,1,10Z	0
02762 45 02726 03727	BNR	ZRTST,INP-19Z	0
02774 49 02126 00000	B	GOZ	0
02782	DORG	*-3Z	0
02782 16 02253 000-9	TRSMT TFM	CTR,9,10Z	0

E-33

02794 16 02841 -3727	TFM	TSTRC+11,IMP-19Z	0
02806 16 02856 -2118	TFM	STRDIG+6,EXP+1Z	0
02818 16 02861 -3727	TFM	STRDIG+11,IMP-19Z	0
02830 45 02850 00000	TSTRC	BMR STRDIGZ	0
02842 49 02918 00000	B	FILLZ	0
02850	DORG	*-3Z	0
02850 25 02850 02850	STRDIG	TD *,*Z	0
02862 11 02841 -0002	AM	TSTRC+11,2,7Z	0
02874 11 02856 -0001	AM	STRDIG+6,1,7Z	0
02886 11 02861 -0002	AM	STRDIG+11,2,7Z	0
02898 12 02253 000-1	SM	CTR,1,10Z	0
02910 49 02830 00000	B	TSTRCZ	0
02918	DORG	*-3Z	0
02918 26 02960 02856	FILL	TF STRZR+6,STRDIG+6Z	0
02930 12 02253 000-1	SM	CTR,1,10Z	0
02942 46 02986 01200	BZ	SIGNSTZ	0
02954 15 02954 00000	STRZR	TDM *,0Z	0
02966 11 02960 -0001	AM	STRZR+6,1,7Z	0
02978 49 02930 00000	B	FILL+12Z	0
02986	DORG	*-3Z	0
02986 44 03010 02137	SIGNST	BNF **24,SIGNZ	0
02998 32 02125 00000	SF	EXP+8Z	0
03010 26 02253 00079	TF	CTR,MZ	0

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03022 26 03052 00064	TF	ILP+6,SADDRZ	0
03034 11 03052 -0004	AM	ILP+6,4,7Z	0
03046 24 03046 02295	ILP	C *,IDINZ	0
03058 46 03192 01200	BE	FOUNDIZ	0
03070 11 03052 000J0	AM	ILP+6,10,10Z	0
03082 12 02253 000J0	SM	CTR,10,10Z	0
03094 47 03046 01200	BNZ	ILPZ	0
03106 26 02253 00074	TF	CTR,NZ	0
03118 26 03148 03052	TF	JLP+6,ILP+6Z	0
03130 21 03148 00069	A	JLP+6,MAND2Z	0
03142 24 03142 02295	JLP	C *,IDINZ	0
03154 46 03272 01200	BE	FOUNDJZ	0
03166 12 02253 000J0	SM	CTR,10,10Z	0
03178 47 03130 01200	BNZ	JLP-12Z	0
03190 48 00000 00000	H	Z	0
03192	DORG	*-9Z	0
03192 26 03251 03052	FOUNDI	TF ADD+FP,ILP+6Z	0
03204 21 03251 00069	A	ADD+FP,MAND2Z	0
03216 11 03251 -0006	AM	ADD+FP,6,7Z	0
03228 16 00469 -3263	ADD	TFM 00469,**35Z	0
03240 16 00445 -3240	TFM	00445,*Z	0
03252 49 00422 -2125	B	00422,EXP+8,7Z	0
03264 49 02126 00000	B	GOZ	0

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MATRIX PUNCH OUT - SPS LISTING

~~36000 720050 0360 020100500440001200275260005900274250001100000260009000269~~ 0
~~26000 950026 4310 000000200200011400274250000000011490001200000~~ 0

02114			DORG	02114Z	0
02114	47	02834	00400	START BNC4 OUTZ	0
02126	31	02860	00048	TR SLUSH+48Z	0
02138	16	-2874	-0000	DID TFM SLUSH+14+0+27Z	0
02150	11	02144	-0005	AM DID+6,5Z	0
02162	14	02144	-3024	CM DID+6,SLUSH+164Z	0
02174	47	02138	01200	BNE DIDZ	0
02186	39	02861	00400	WACD SLUSH+1Z	0
02198	25	00079	00400	TD M,400Z	0
02210	31	02860	00076	TR SLUSH,M-3Z	0
02222	25	00074	00400	TD N,400Z	0
02234	31	02864	00071	TR SLUSH+4,N-3Z	0
02246	15	02868	00000	TDM SLUSH+8+0Z	0
02258	25	02863	02858	TD SLUSH+3,GLUGZ	0
02270	25	02867	02858	TD SLUSH+7,GLUGZ	0
02282	25	-2869	02858	YOU TD SLUSH+9,GLUG+2Z	0
02294	11	02288	-0001	AM YOU+6,1Z	0
02306	14	02288	-2936	CM YOU+6,SLUSH+76Z	0
02318	47	02282	01200	BNF YOUZ	0
02330	16	02939	0-000	TFM SLUSH+79+0+8Z	0
02342	33	02936	00000	CF SLUSH+76Z	0

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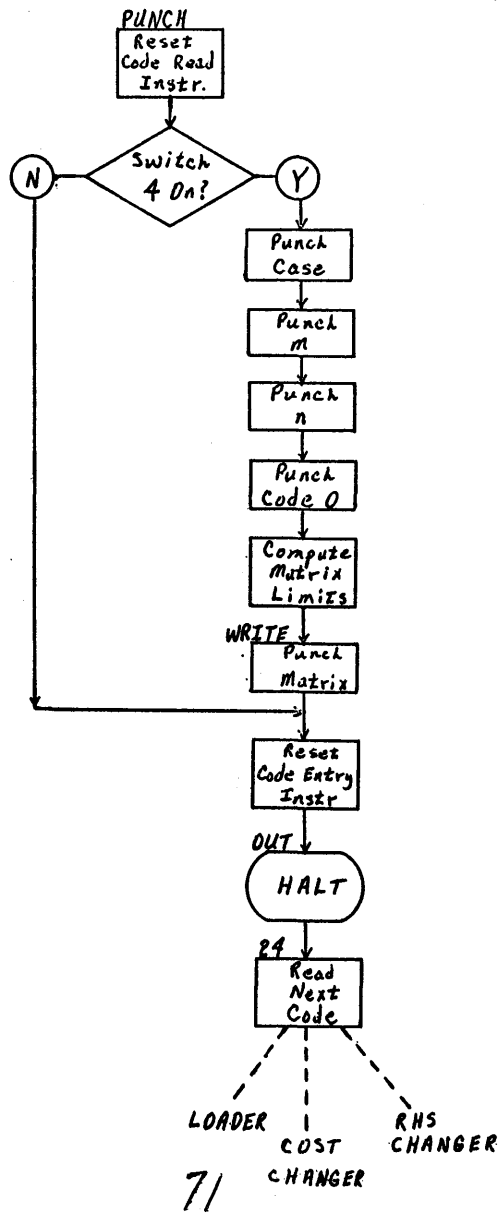
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02354	38	02860	00400	WNCD SLUSHZ	0
02366	32	02936	00000	SF SLUSH+76Z	0
02378	26	02629	00064	TF GOOD+11,SADDRZ	0
02390	11	02629	-0001	AM GOOD+11,1Z	0
02402	26	02593	02629	TF NICKEL+11,GOOD+11Z	0
02414	23	00069	00073	M MAND2,N-1Z	0
02426	32	00095	00000	SF 95Z	0
02438	21	00399	00069	A 99,MAND2Z	0
02450	21	00098	00078	A 98,M-1Z	0
02462	21	00099	02629	A 99,GOOD+11Z	0
02474	26	02492	00099	TF KNOW+6,99Z	0
02486	25	02486	00400	KNOW TD *,400Z	0
02498	26	02569	00099	TF ART+11,99Z	0
02510	15	00079	00000	TDM M,0Z	0
02522	15	00074	00000	TDM N,0Z	0
02534	11	02939	0-001	THAT AM SLUSH+79+1+8Z	0
02546	11	02593	-0070	AM NICKEL+11,70Z	0
02558	14	02593	-2558	ART CM NICKEL+11,*Z	0
02570	46	02714	01300	BNL YESZ	0
02582	25	-2859	02582	NICKEL TD HOLD,*,2Z	0
02594	26	02612	02593	TF DOES+6,NICKEL+11Z	0
02606	25	02606	00400	DOES TD *,400Z	0
02618	31	02860	02618	GOOD TR SLUSH,*Z	0

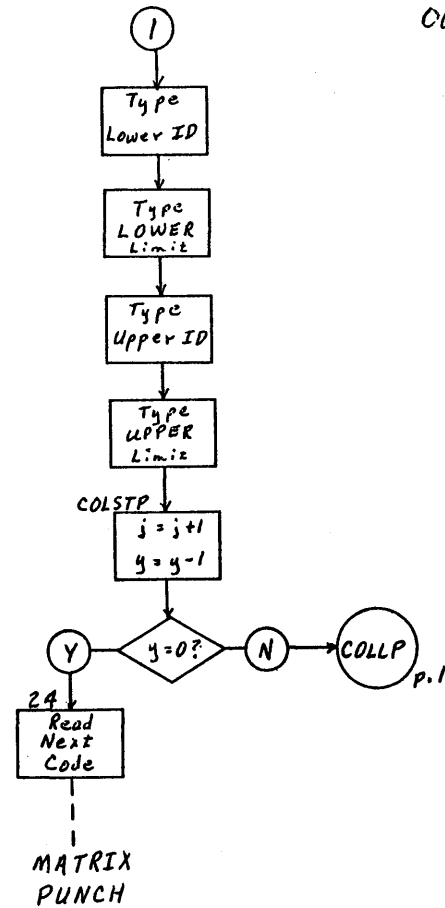
68

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MATRIX
PUNCH

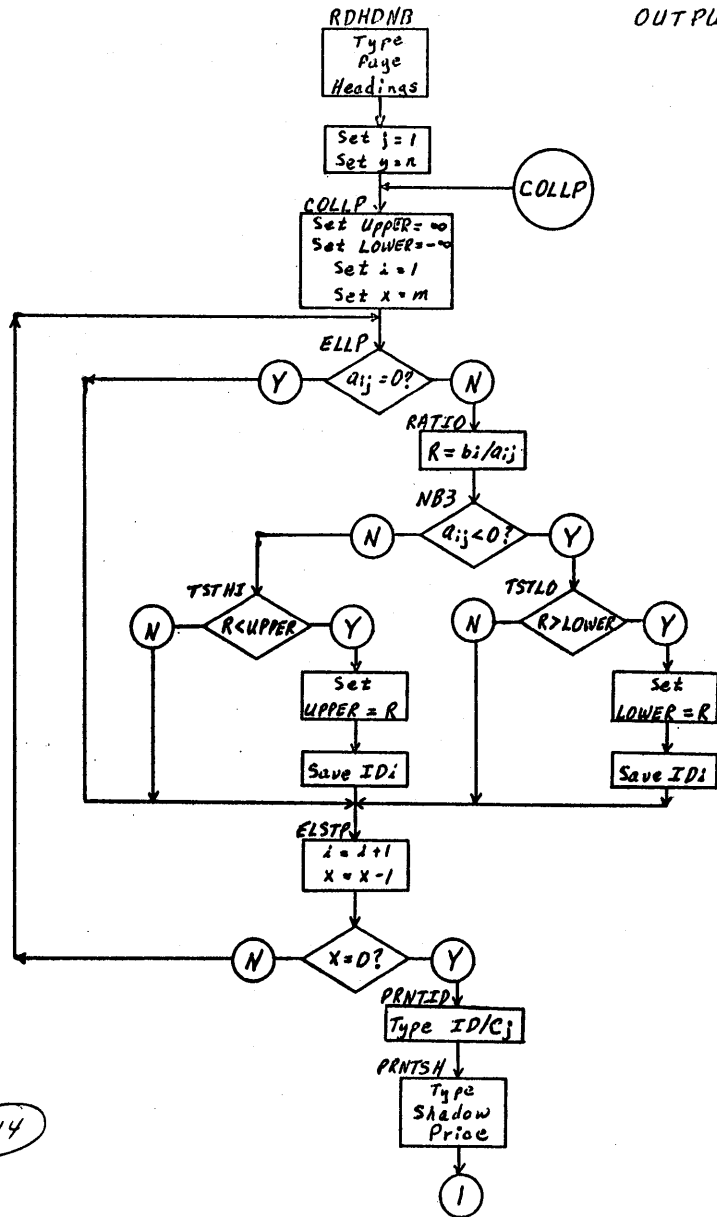


NON
BASIS
OUTPUT - 2

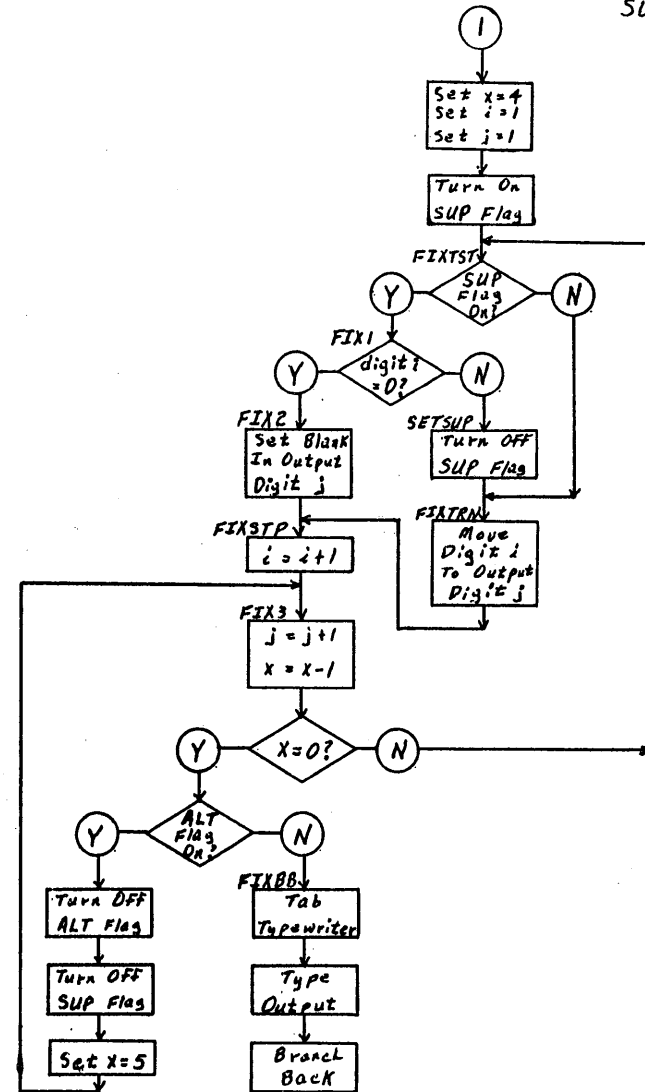


72

NON
BASIS
OUTPUT - 1



FIX
SUBROUTINE - 2



14

73

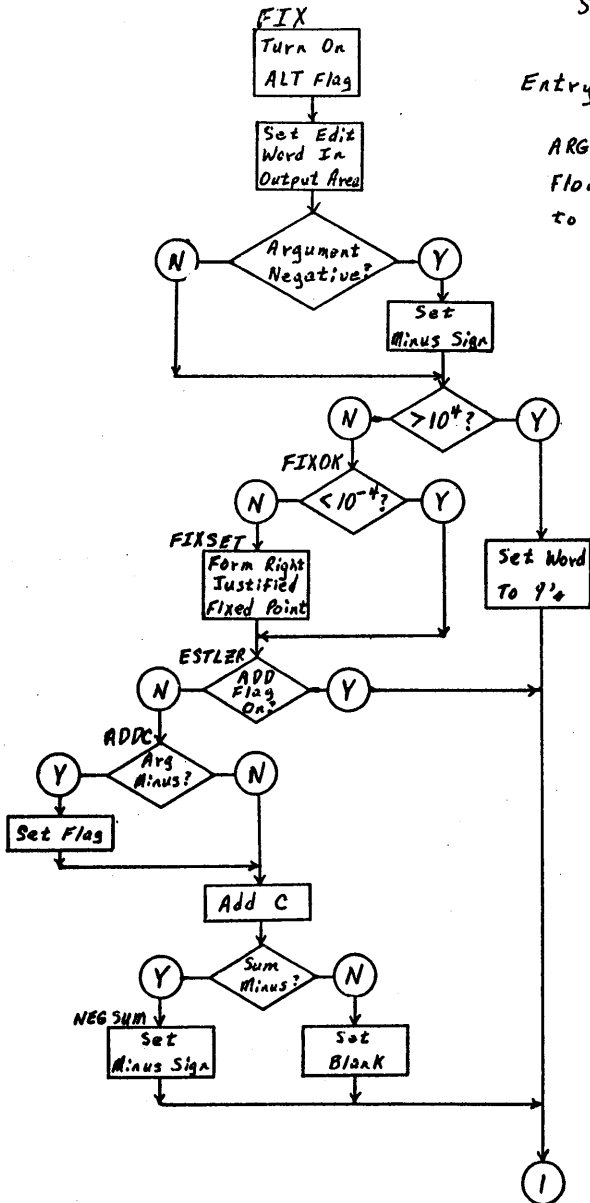
15

74

FIX
SUBROUTINE - 1

Entry: BT FIX, ARG

ARG is location of
Floating point field
to be converted and
typed.

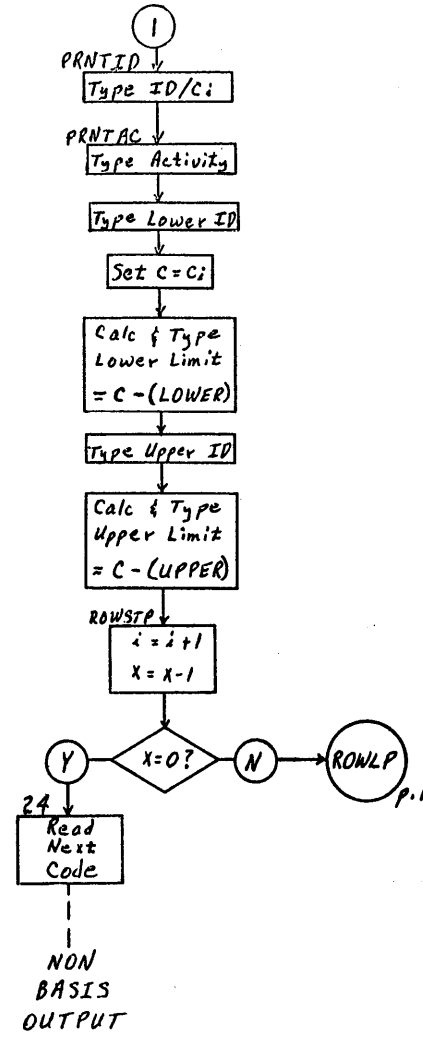


16

75

17

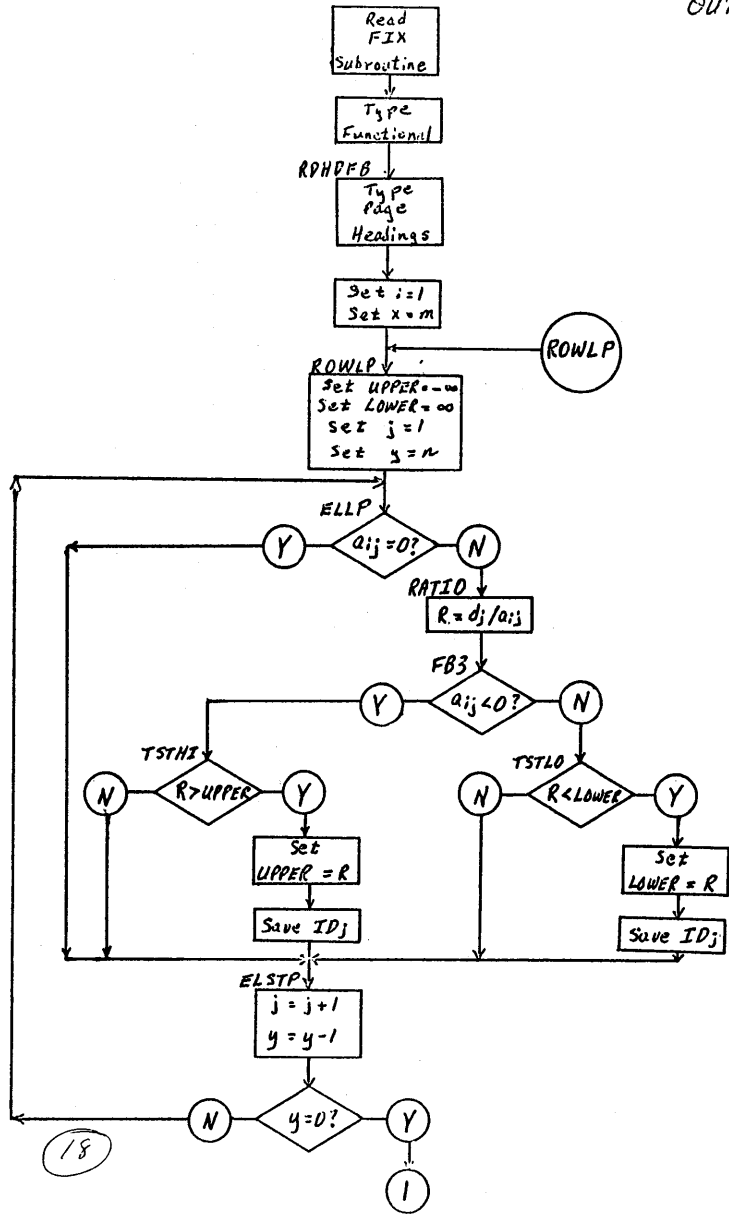
FINAL
BASIS
OUTPUT - 2



76

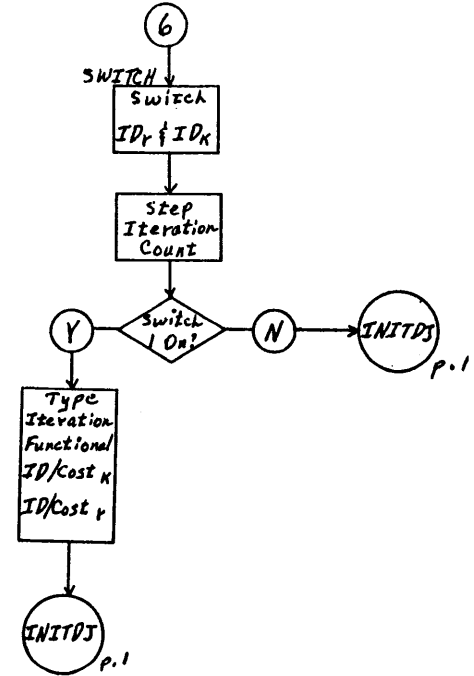
FINAL
BASIS
OUTPUT - 1

SIMPLEX - 4



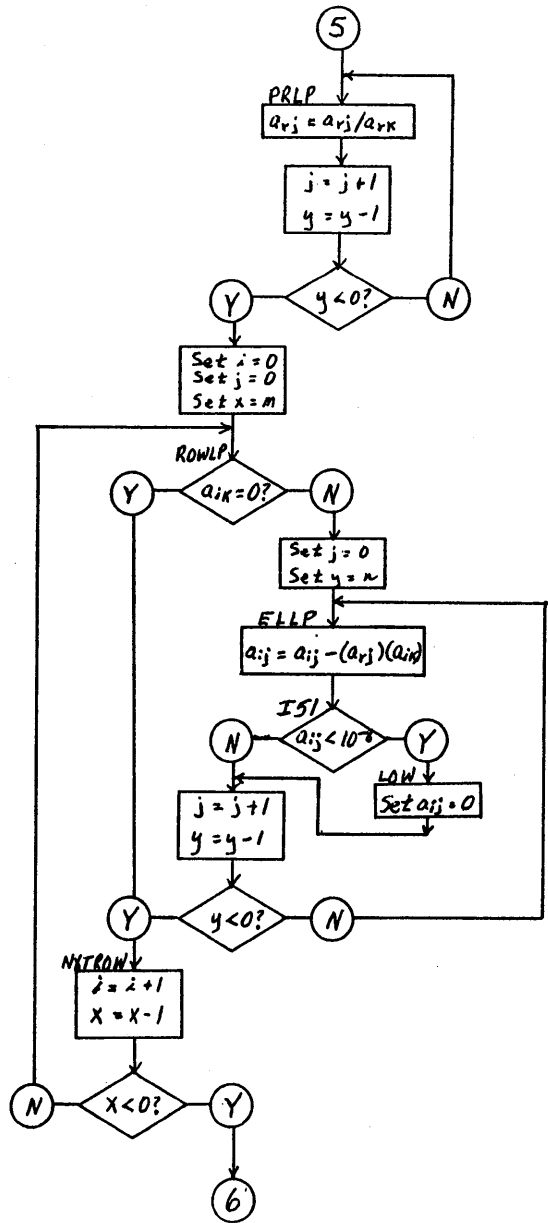
77

(19)



78

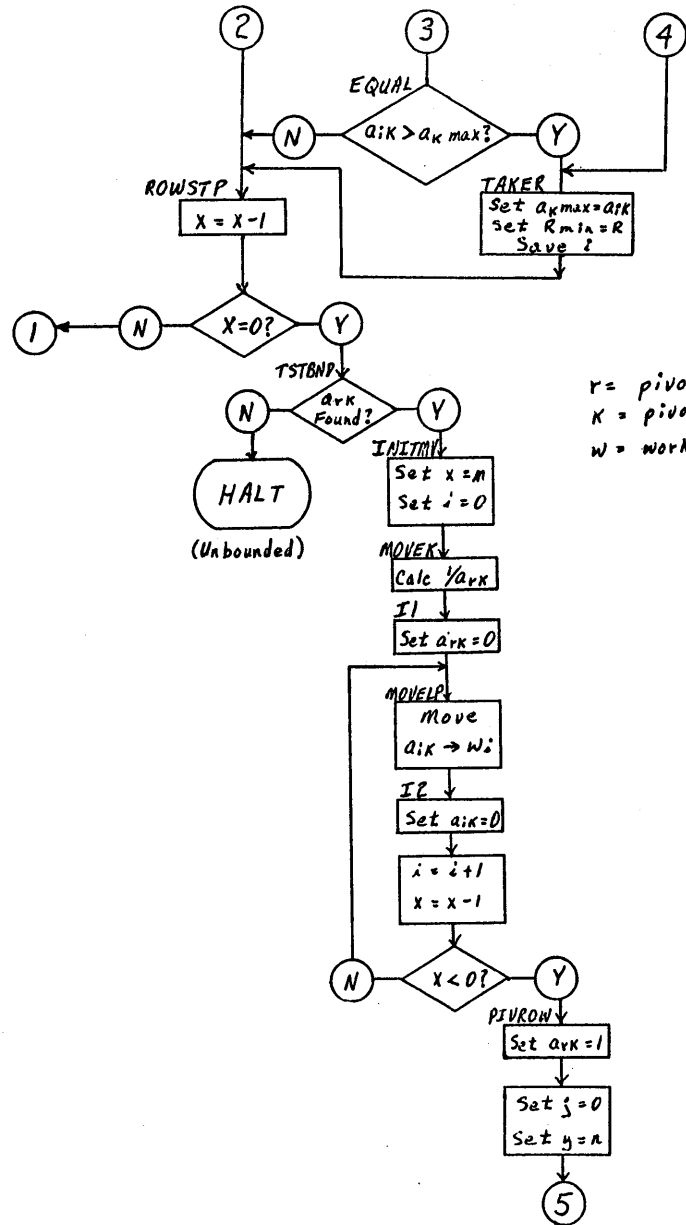
SIMPLEX - 3



20

79

SIMPLEX - 2

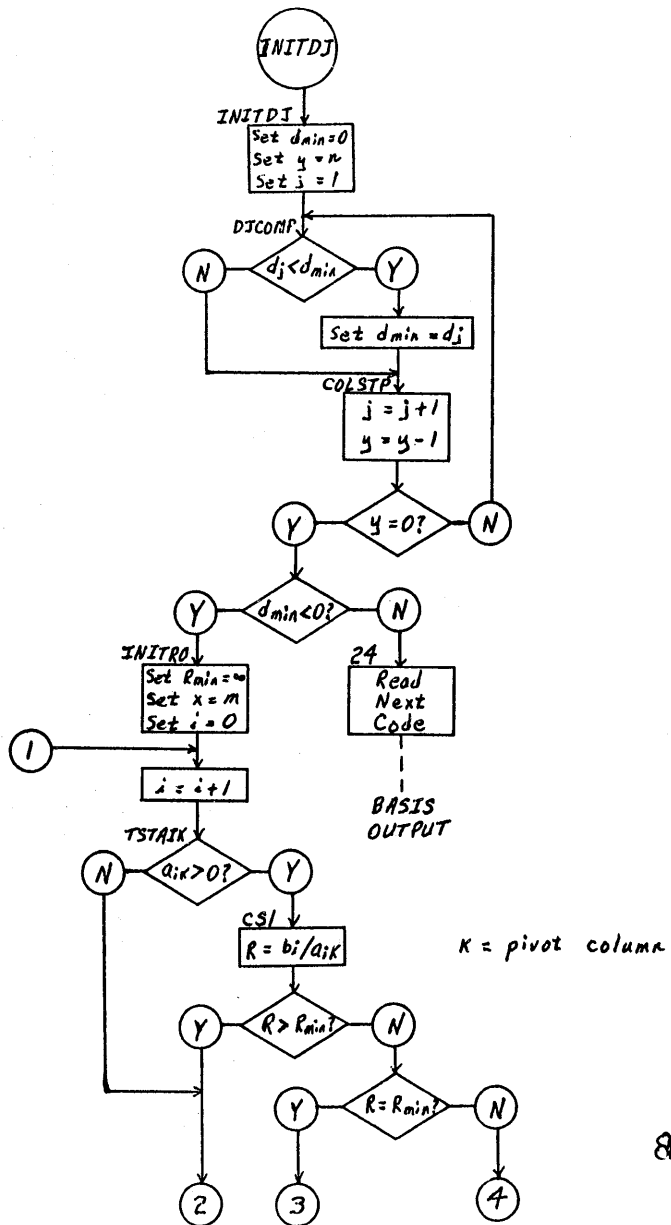


r = pivot row
k = pivot column
w = working column

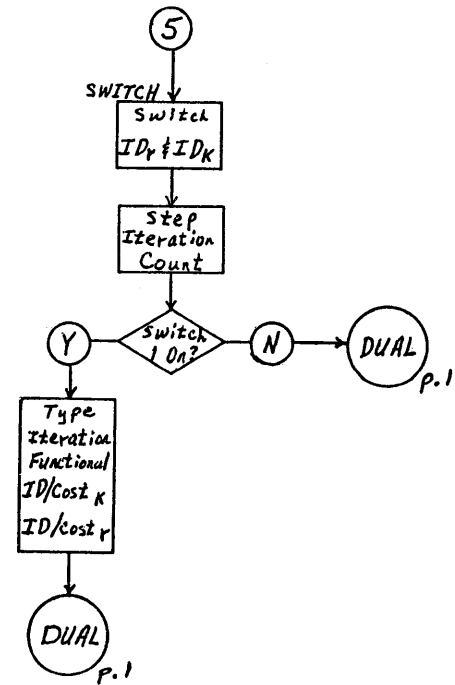
80

SIMPLEX - 1

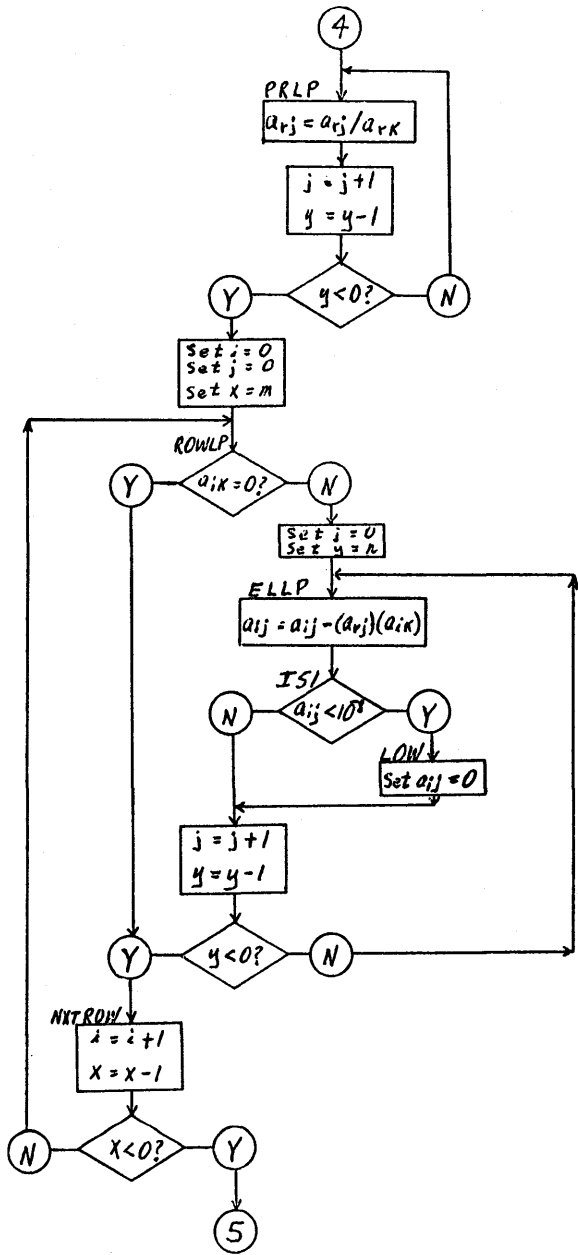
DUAL - 4



23

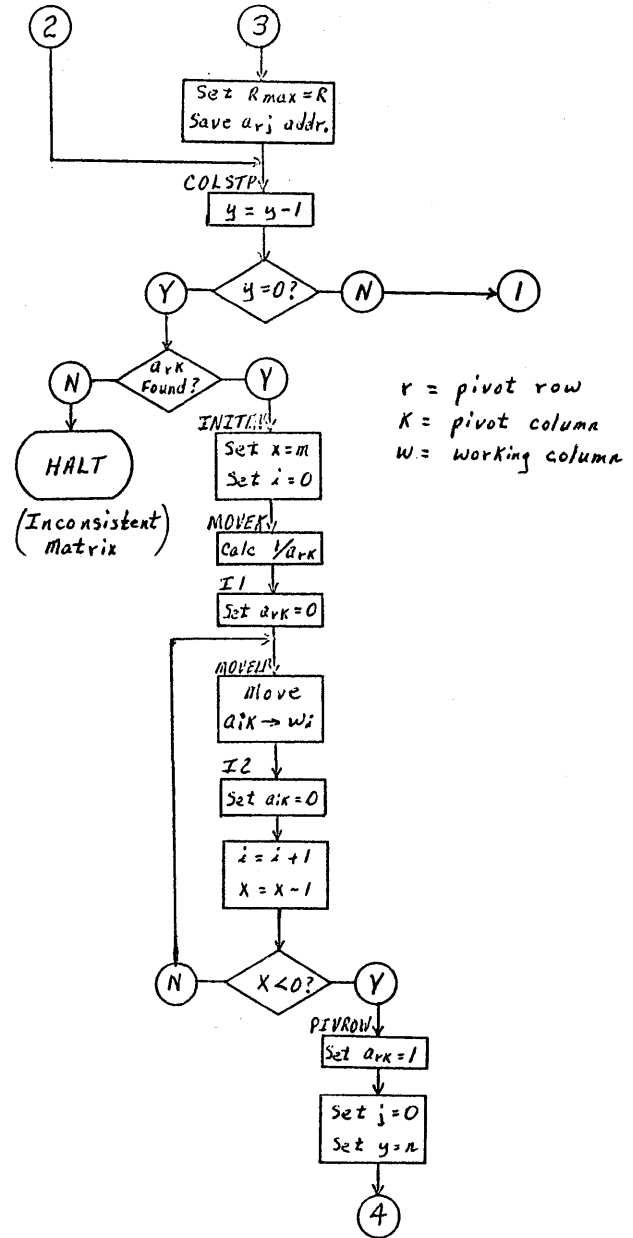


DUAL - 3



87

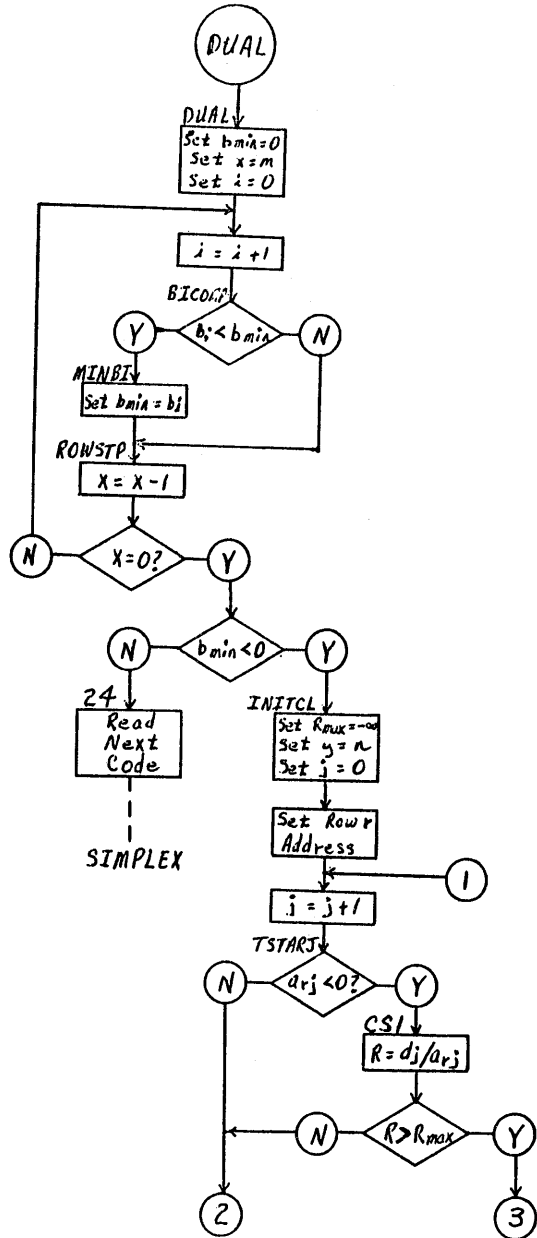
DUAL - 2



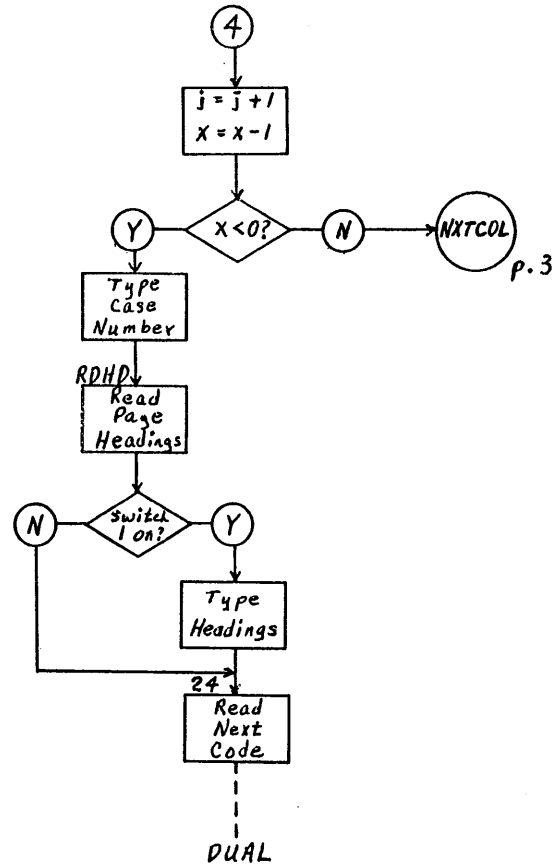
84

DUAL - 1

SHADOW PRICE - 4

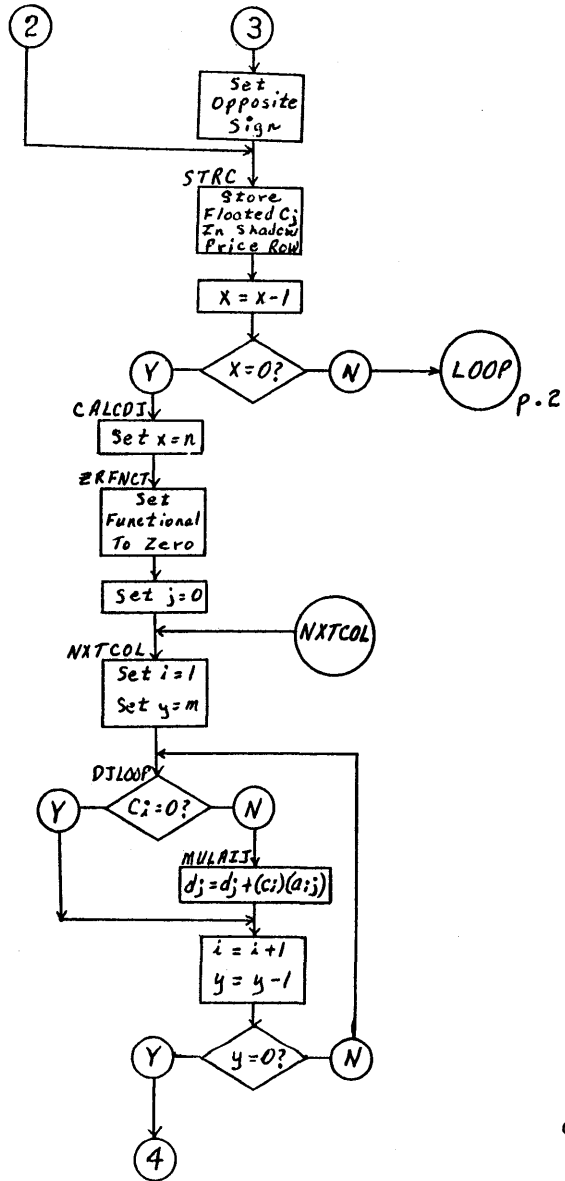


85



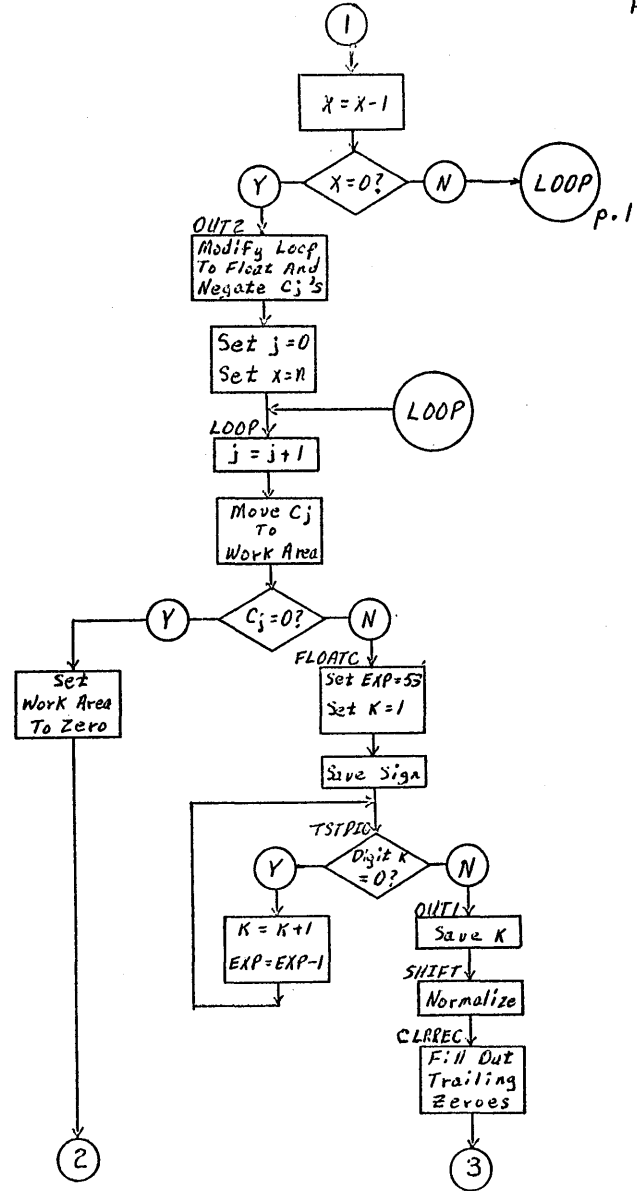
86

SHADOW
PRICE - 3



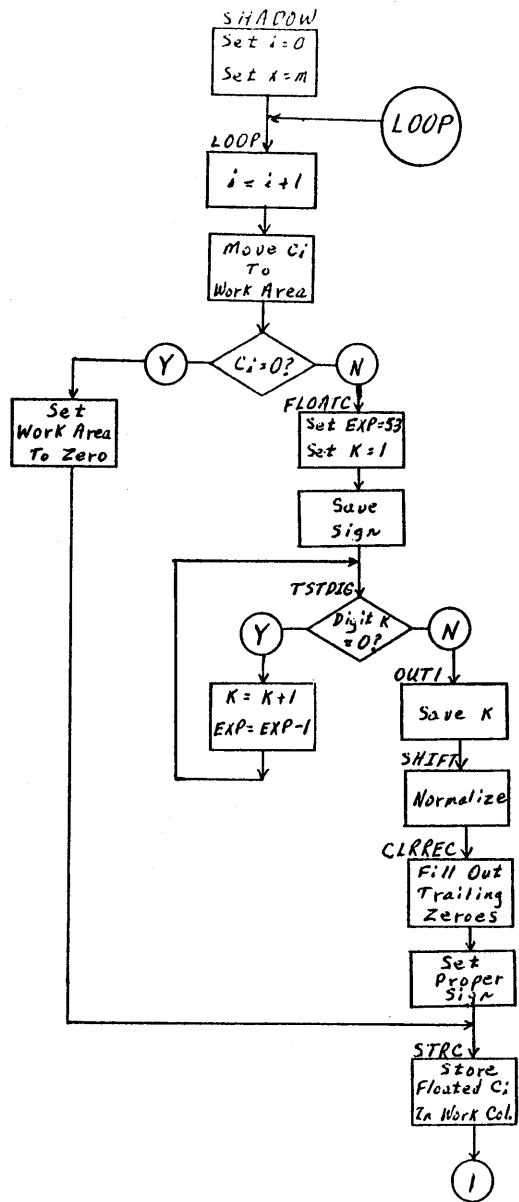
87

SHADOW
PRICE - 2



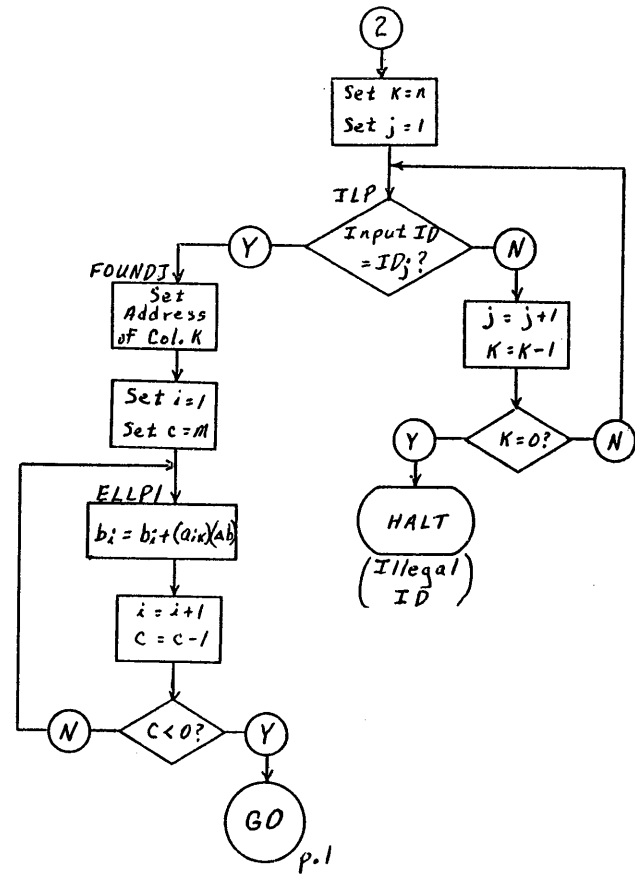
88

SHADOW
PRICE - 1



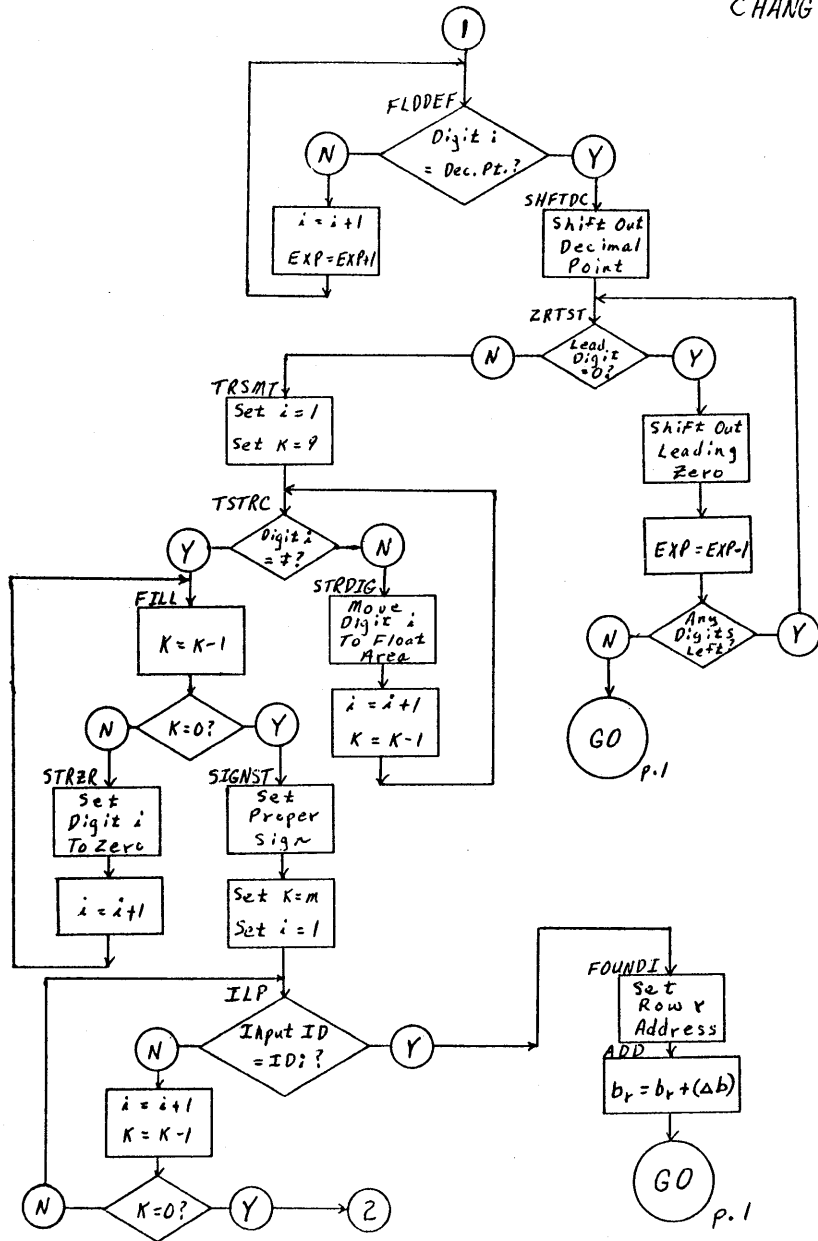
89

RHS
CHANGER - 3

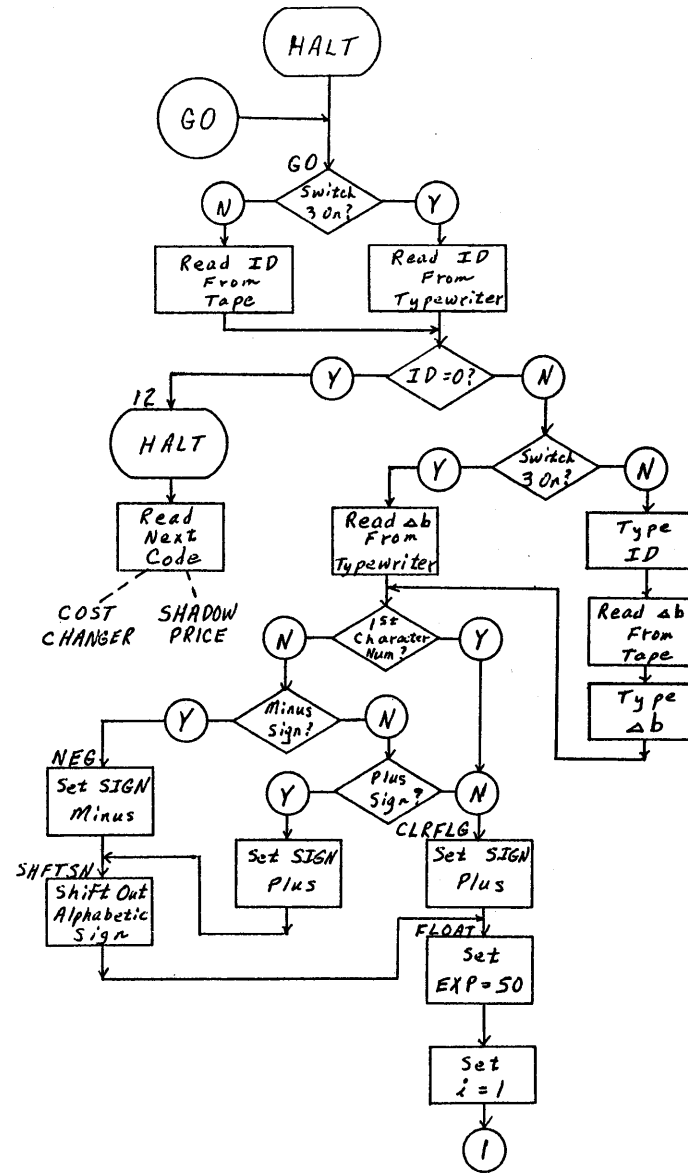


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RHS
CHANGER - 2



RHS
CHANGER - 1

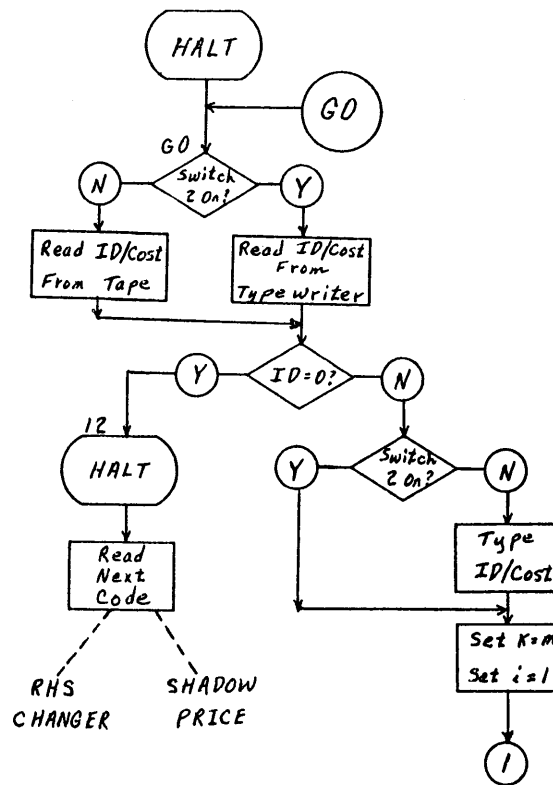
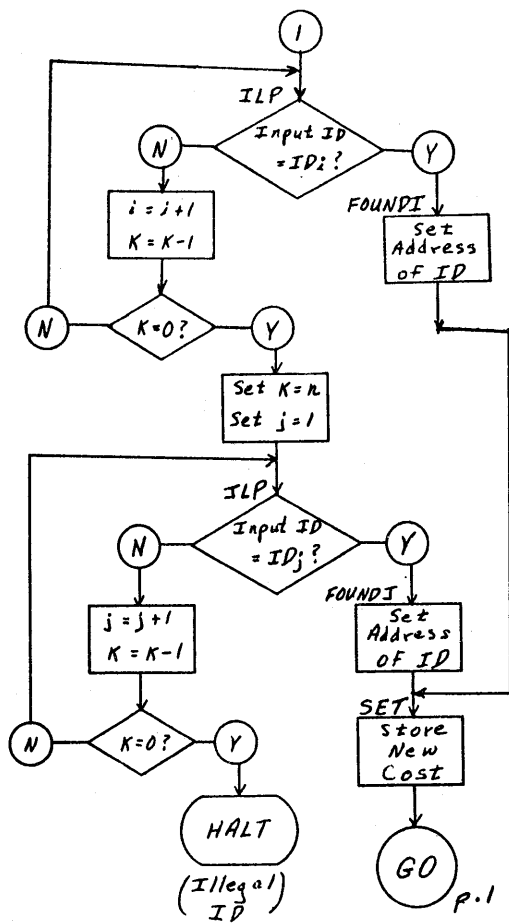


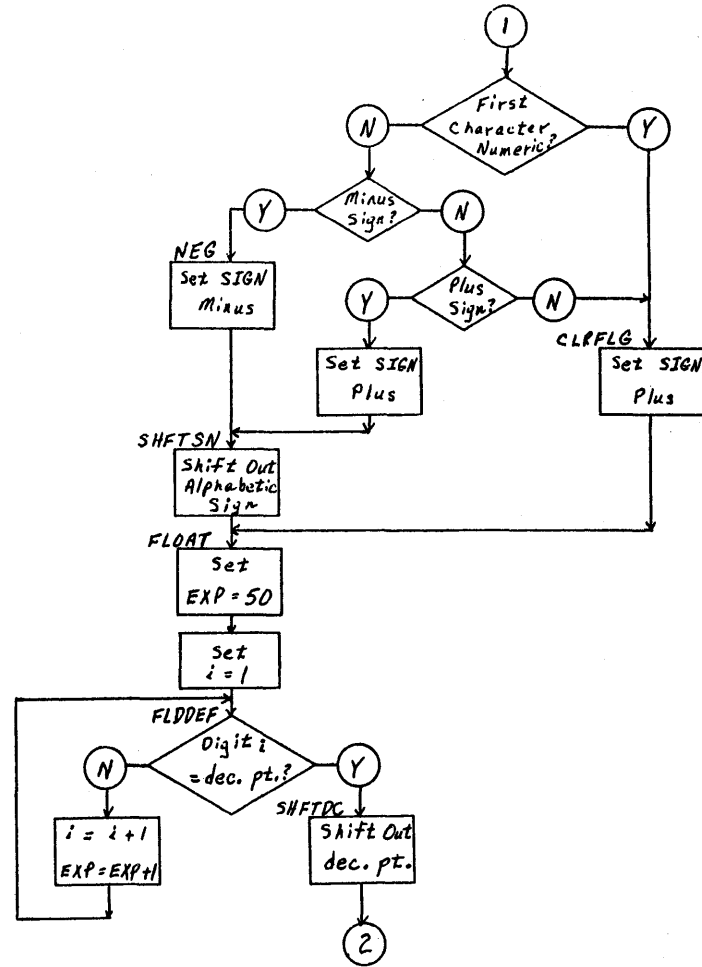
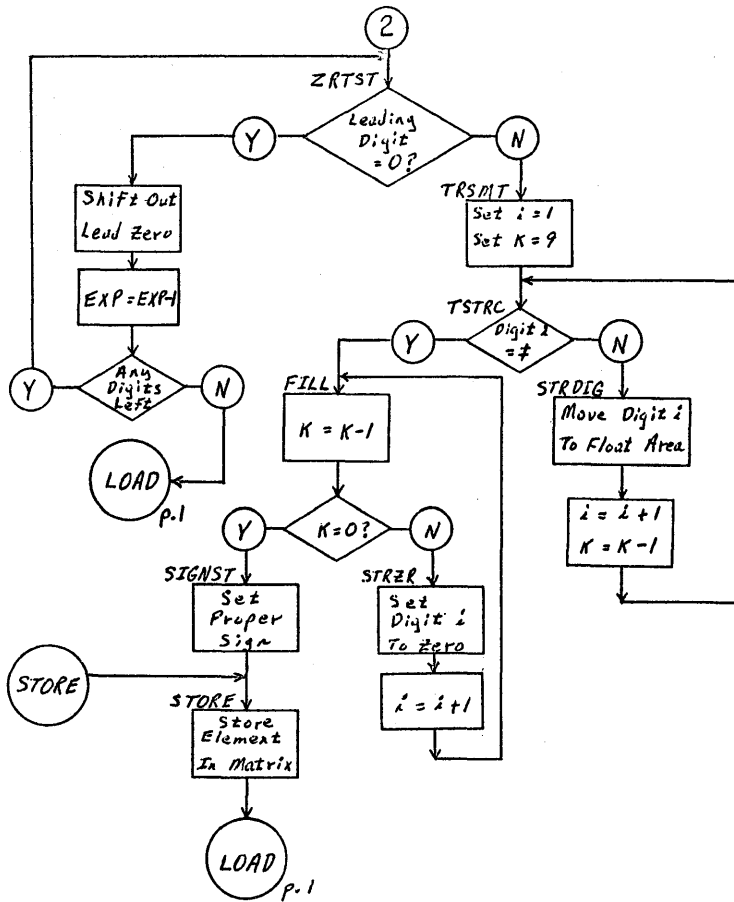
q1

q2

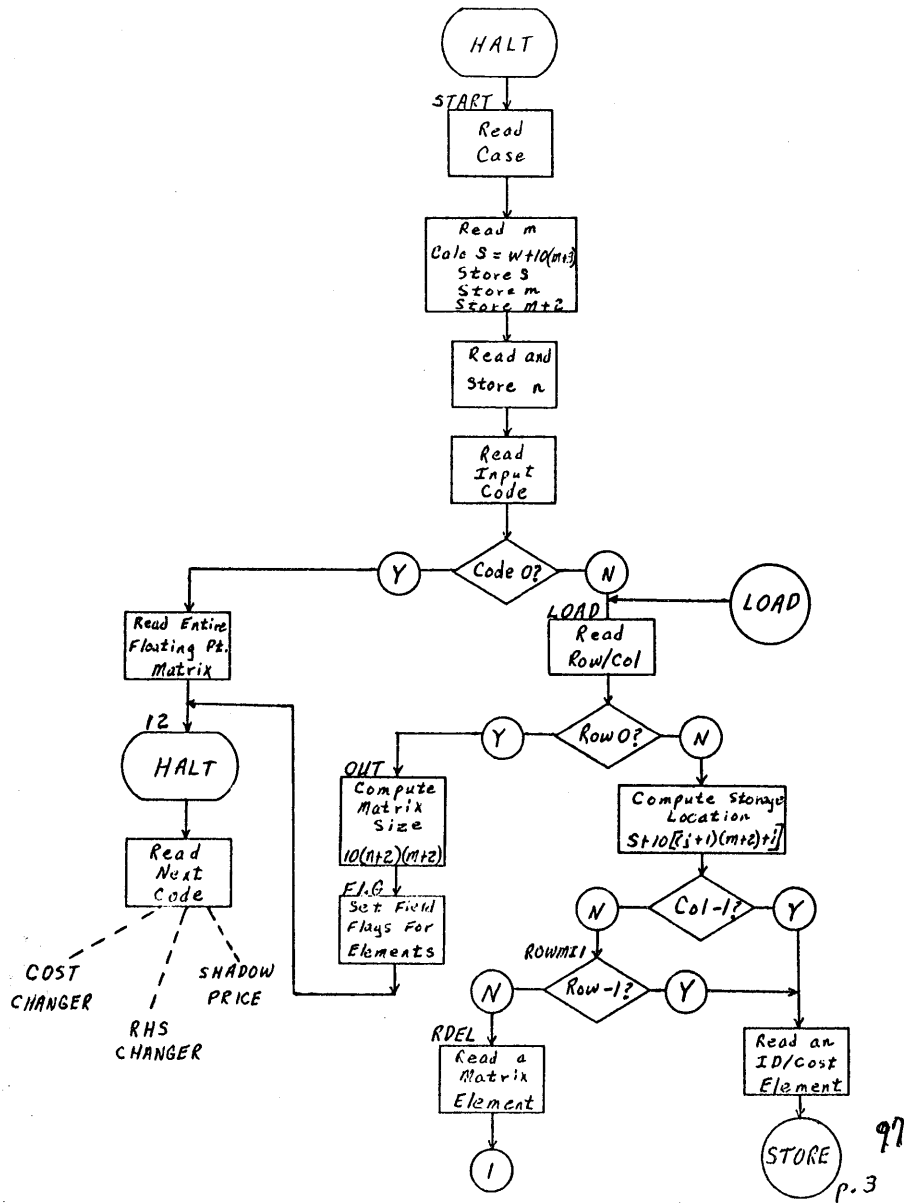
COST
CHANGER - 2

COST
CHANGER - 1





LOADER-1



**COMPUTER
TECHNOLOGY**

THE COMPUTER MUSEUM HISTORY CENTER

1 026 2035 1