TITLE:

Triangular matrix preparation subroutine

for data consisting of tallies

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CLASSIFICATION:

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ABSTRACT:

Prints out and stores the summation triangular matrix of products and cross products given N records of n variables with all variables equal to zero or one (typed as some "tally" symbol), as would occur in the tabulation and cross tabulation of questionnaires, etc. The summation matrix may be put into floating point 24.0 format if desired.

DISCLAIMER:

"The authors of this program material, the POOL organization, and Royal McBee believe this program to be correct; however, they bear no responsibility, financial or otherwise, for errors resulting from its use. This program is distributed only to individual and installation members of POOL. Further distribution of this manual and accompanying tapes for use by non-members is prohibited."

DESCRIPTION:

For a series of N records each consisting of a string of n 0's and X's, the program counts how many records have X's in both the i'th and j'th positions (for every i j). This produces the summation triangular matrix of products and cross products for the data, with the tally marks "X" assigned the numerical value 1. That is, if we define x_i as 1 if there is an "X" in the i'th position in a record, and as 0 if there is a "0", then the program calculates $\sum x_i x_j$ (i j), the \sum sign representing summation over the N records.

In place of "X" any other character which doesn't input into the LGP-30 as zero can be used for the tally mark, since the program merely asks: zero or non-zero.

The method used is a double looping system keeping track of the row and column of the matrix that is being prepared. A test is made of the values of \mathbf{x}_i and \mathbf{x}_j (either a tally or a zero). If \mathbf{x}_i is zero, an entire row is skipped. If both \mathbf{x}_i and \mathbf{x}_j are tallies, 1 is added to the corresponding matrix element. Otherwise, the matrix element is left unchanged.

The matrix is formed in fixed point at q=10. When the summations are completed, the matrix is converted into 24.0 floating point format, unless the computer is halted at a breakpoint stop.

On the data tape each of the N strings of 0's and X's will be preceded by a record number, which may be a serial count 1,2,...,N or anything else which is convenient, except 0. This number is treated as an additional (first) variable by the program. Since the record numbers are not zero, the first row of the matrix provides the summations Σx and even (in the upper left hand corner) $\Sigma 1 = N$.

The program can be used either as a complete program or as a sub-routine. If it is used as a complete program, and the exit U[0000] hasn't been set otherwise, the computer returns to the Lo of the program when floating is finished, unless halted at a breakpoint stop.

Use as a subroutine:

The calling program must put initializing information into locations 6232-6236, as follows:

6232: 10 at q=29

6233: n (number of variables) at q=29 6234: N (Number of records) at q=29

6235: Lo of record 6236: Lo of matrix.

The "10" is "q of printout", the scaling at which the matrix is formed. If a scaling other than 10 is desired -- for example, if there are 1024 or more records -- this can be changed; Io + 0149 in the program should be changed correspondingly to 1 at q of printout (now 1 at q=10).

"Lo of record" is the address of the first of a group of n+l consecutive locations which are available for the storage of each record (preceded by the record number) in turn.

"Lo of matrix" is the address of the first of a group of (n+1)(n+2)/2 locations which are available for the storage of the matrix. The arrangement of the matrix in memory will be: first, $\Sigma l = N$; then the \underline{n} Σx_j 's; then the \underline{n} (n+1)/2 $\Sigma x_i x_j$'s.

After this information is stored by the calling program -- possibly by a series of five Bring-Hold instruction pairs -- the linkage

can be used. When the subroutine has read the records, printed the matrix, and floated it, it will exit to the instruction following the U (Io). The initializing information will remain unchanged.

Use as a program:

The records tape, described below, should be preceded by the initializing information arranged for storage by the program input routine into 6232-6236, and a stop-and-transfer to the program:

;0006232'
xz0010'
xz(n, the number of variables)'
xz(N, the Number of records)'
xz(Lo of record)'
xz(Lo of matrix'
.000(Lo of program)'

Data preparation:

There is a choice of input routines, and a corresponding variation in format.

If the half-track "Input Hex Characters" subroutine supplied with this program is used, prepare a data tape with the records punched consecutively in the format

Here "record number" may be filled in in any desireable or convenient way, except as zero. The X's are each either "0" or space or blank, or a tally symbol such as "X" or "1" or "/".

Instead of "Input Hex Characters", 11.2 (Data Input Routine 3) can be used. In this case each record should be punched as

Here the address, Lo of record, is the same as that which has been stored in 6235. The -0000000' is the standard exit code for 11.2. Record number and the X's are as before.

Output arrangement:

The program types varying numbers of spaces to the left of each line to produce the triangular arrangement.

Note that the diagonal $\sum_{i=1}^{n} x_i$ are the same as $\sum_{i=1}^{n} x_i$, since the x's are 0 or 1.

Subroutines required:

1) EITHER "Input Hex Characters", (supplied with this program) stored Lo = 0300,

OR 11.2 Data Input No. 3, Lo = 0300.

[Both have the calling sequence xr0308'xu0300'.]

2) 12.1A Data Output No. 2 with Zero Suppression, Lo = 0600, with the following changes:

Io + 0130: xp0309 (print space)
Io + 0207: xz0000 (print no fractional part of number).
These locations originally contained xp2402 and xz0007 resp.

3) If the matrix is to be floated, 25.0R Float and Unfloat Subroutine, Lo = 0900.

Storage required:

Program: 2 1/2 consecutive tracks

(EITHER "Input Hex Characters": 1/2 track

OR 11.2: 3 tracks 12.1A: 3 tracks 25.0R, if used: 3 tracks

track 62 storage: sectors 32-36, 60-63

record storage: n+l sectors

matrix storage: (n+1)(n+2)/2 sectors

Program stops:

Lo + 0034 bkpt 4 between initialization and reading first record Lo + 0036 bkpt 8 before printout
Lo + 0151 bkpt 4 before reading each record except the first between printout and floating of matrix
Lo + 0230 bkpt 8 after floating matrix, before exiting

Time:

The time depends on the number and position of zeroes in the records. A typical problem with 21 variables required about 18 seconds per record. The sample problem (13 records, 8 variables) takes 7 seconds for initialization, 1 minute 47 seconds for reading the records and forming the matrix, 1 minute 18 seconds for printing out the matrix, and 17 seconds for floating it: a total time of 3 minutes 29 seconds.

Tape description: The tape supplied by POOL is arranged:

Title, POOL number, date, 8 spaces, tape feed, coding of program, ;0006300'.0000000', tape feed, "Input Hex Characters" subroutine (title, 8 spaces, tape feed, coding, ;0006300'.0000000'), tape feed, sample problem data tape.

OPERATING INSTRUCTIONS:

The following is arranged for those using the program as a complete program. Those applying it as a subroutine should be able to adapt these instructions without difficulty.

- 1) Store the program anywhere that 2 1/2 tracks are available.
- 2) Store "Input Hex Characters" or 11.2, Lo = 0300.
- 3) Store 12.1A, Lo = 0600.
- 4) Change machine location 0730 to xp0309, 0807 to xz0000. (These are changes to 12.1A.)
- 5) If the matrix is to be floated, store 25.0R, Lo = 0900.
- 6) Set switches: transfer control UP, breakpoint 4 DOWN, breakpoint 8 UP, breakpoint 32 UP.
- 7) Place the data tape, beginning with the fill of initializing information into 6232-6236, in the typewriter tape reader.
- 8) Transfer to the program input routine to read the initializing information and the stop-and-transfer to the program from the tape. Computer will stop at a breakpoint 32 in the program input routine.
- 9) If the read-in of the records is wanted on a separate sheet, adjust the paper in the typewriter.
- 10) Press START. Computer will initialize constants and clear the matrix area. Then the records will read in, one by one.

 Breakpoint 4 can be raised to stop the computer before reading in the next record, if necessary.
- When all the records have read in (and simultaneously the matrix has been completed) there will be a breakpoint 8 stop. If the matrix printout is wanted on a separate sheet, adjust the paper in the typewriter.
- 12) Raise breakpoint 4 if floating is not desired, and press START. The printing will commence.
- (If transfer control is depressed at any time, all remaining printing will be skipped following completion of the current line.)
- When the matrix printing is finished there will be a breakpoint 4 stop if the switch was raised in Step 12. For many applications this is the end of the program. However, if the matrix is to be floated in memory (that is, if each element, now in fixed point at q=10, is to be replaced in memory by its 24.0 floating point equivalent) press START. After floating the matrix the computer will stop at a breakpoint 8. Another START takes the program to the exit U[0000].

POOL program F1-139

RELATIONSHIP TO F2-129:

If the data consists of 0's and 1's only, this program can be used in place of "Least Squares Fixed Point Triangular Matrix Preparation", the first of the seven subroutines comprising POOL program F2-129. The allocation of space for the subroutines and for the track 62 information is the same. There will be a considerable saving of time, especially when there are many 0's in the data, and when "Input Hex Characters" is used.

There are, however, two points to be noted.

- 1) F1-139 is twelve sectors longer than subroutine 1 in F2-129. If the suggested storage scheme of F2-129 is retained, giving this program Io = 3000, it overlaps the beginning of subroutine 2, "Triangular Matrix Scaling". This is not as serious as it may seem, since subroutine 2 would never be used with "tally" data since all the variables are already normalized. (Subroutine 2 is not used in the sample problem of F2-129 either.)
- 2) Subroutine 7 of F2-129, calculating the last variable according to the regression plane, requires the input to be of true 0's and 1's (not an arbitrary "tally" symbol such as "x"), and needs the number 1 where we have put the record number. It also uses 12.1A in its standard form, not modified to "cram" the line as in F1-139. But it is unlikely that Subroutine 7 will often be used when the data consists of tallies, so these difficulties will not in fact arise.

POOL program F1-139

ASSOCIATED SUBROUTINE:

Input Hex Characters and store at q=29

Purpose:

To input zeros or hex characters (i.e. X's, etc.), shift to q=29, and store. n+1 values starting at the Lo specified in 6235 (Lo of record) are stored in sequence.

Coding information:

1) The following information must be supplied:

6233: n at q=29 6235: Lo of record

2) Linkage: R (Lo + 0008) U (Lo)

3) Storage:

subroutine: 32 consecutive sectors

records: n+l sectors

track 62: sectors 33 and 35

The coding is reproduced in this manual following that of the triangular matrix preparation subroutine itself.

SAMPLE PROBLEM:

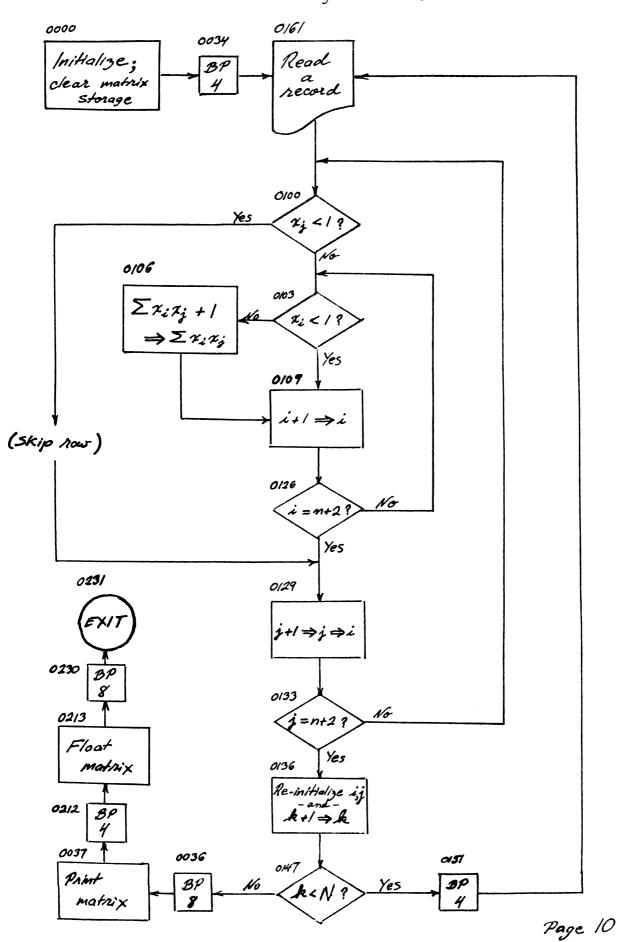
The data for the sample problem is punched for the program starting in 3000, and using "Input Hex Characters". Note that the changes required in 12.1A are punched on the data tape for convenience.

On the next page is reproduced the computer run of the problem, from the read-in of the data tape through the printout of the matrix. The floating of the matrix was included in this computer run, but since floating produces no output this can't be seen from the printout.

As was stated before, on one particular computer-flexowriter combination the run took a total of 3 minutes 29 seconds, from the transfer to 3000 through the floating of the matrix.

POOL program F1-139

```
;0003000'/0003000'
                         store program
;0000300'/0000300'
                         store INPUT HEX CHARACTERS
                                                               by hand
;00006001/00006001
                         store 12.1A
;00009001/00009001
                         store 25.0R
DATA TAPE FOR SAMPLE PROBLEM FOR F1-139
;0000730'xp0309'
                  modifications in 12.1A
;0000807'xz0000'
;00062321
xz0010' q of printout
xz00081
         no. of variables
xz0013'
         no. of records
xz6200'
         Lo of record
xz4000'
         Lo of matrix
.00030001
Rl '0'0'x'0'x'x'x'0'
                                                             data tape
R2 'x'x'0'0'x'x'0'0'
R3 '0'x'0'0'0'x'x'x'
R4 '0'0'0'0'0'0'0'0'
R5 'x'x'x'0'0'x'x'x'
R6 '0'x'0'0'x'x'x'0'
R7 'x'x'0'0'0'0'x'0'
R8 '0'0'x'0'0'0'0'0'
R9 '0'0'x'0'0'0'0'0'
R10'x'0'x'0'x'0'x'x'
Rll'x'x'x'0'0'0'0'0'
R12'x'0'0'0'0'0'0'0'0'
R13'0'x'0'0'x'x'x'x'
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FORM LP-10 SC 0516

Royal McBee Corporation

PORT CHESTER, NEW YORK

Page 1 of 6

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14,0,0,27

E,0,1,1,2

CARRIAGE RETURN

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CONDITIONAL STOP CODE

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