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SPLA CONTROL NUMBER:

This form should be completed and submitted with the program package to the SHARE Program Library Agency at the address shown above. Standards and instructions for submitting programs are in the "SHARE Program Library Standards Manual".

- (1) Program Number (to be filled in by SPLA) 360D-03.6.022
- (2) System Type (machine) IBM S360 or S370
- (3) Search Key DECISION TABLE TRANSLATOR BASED
ON LIST PROCESSING TECHNIQUES
- (4) Programming Language PL/I
- (5) Author's Name and Address
Dr. Kenneth Conrow
Computing Center
Kansas State University
Manhattan, KS 66502
- (6) Direct Inquiries to Name and Address
(if different than Author) same
- (7) Title of Program DECTALB, A Decision Table Translator Based
on List Processing Techniques
- (8) Submitter's Installation Membership Code..... S1099
- (9) Submitter's Own Program Identification and Suffix(Optional)... 03.6.003
- (10) Primary Subject Code..... 03.6
- (11) Operating or Monitor System Required MFT; minor changes only for MVT,VS
- (12) New or Revision Code (if revision, show prior Program Number in Item 1)... new
- (13) Year Completed..... 1973
- (14) Date of Submittal..... Jan. 29, 1974
- (15) Documentation (number of original pages submitted)..... 71
- (16) Abstract (should contain sufficient information for a reader to determine the value of the program). Listed on the reverse side of this form are subjects which may serve as a guide for a descriptive abstract.

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SHARE PROGRAM LIBRARY SUBMITTAL FORM

Subject Guide:

- a. Purpose
- b. Programming Language used
- c. Version and modification level or release number
- d. Field of application
- e. Type of routine (main program, subroutine, etc.)
- f. Specific description of machine requirements

ABSTRACT	DECTALB, a DECision Table ALgorithm Based on list processing techniques, is a translator which converts programs or program segments written in decision tables into compilable PL/I coding. The use of a directory vector to control execution enables complete elimination of duplicate coding of stubs, complete freedom of reuse of stubs throughout a DECTALB block, and automatic rearrangement of condition stubs to reduce the overhead of rule selection. The execution time control section is so simple that it adds very little overhead at execution time. The version submitted is the bootstrap which was employed to implement a more complete system. The bootstrap implements the basic features mentioned above but does not incorporate elaborations like processing extended entry decision tables, provision of diagnostics, and acceptance of control options. DECTALB is written in PL/I, was debugged on the Level F compiler under MFT, and has been shown to work using the Optimizing compiler. It will run on systems supporting PL/I Level F. DECTALB is supplied as a PL/I source deck of about 800 statements.
(Please attach additional pages if necessary).....Total pages attached _____	

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- (17) Signature of Submitter and Date Penwith Conner, Jan. 24, 1974
- (18) Signature of Installation Addressee E. A. Ungar, Jan 24, 1974

The documentation accompanying this submission of DECTALB is in two parts. One part is a paper describing the academically interesting aspects of the design and implementation of DECTAL. The other part is in the nature of a user's guide, detailing the information which the user will require in order to use the program successfully.

The accompanying listing of the source code for DECTALB was made using NEATER, our PL/I Source Statement Reformatter (SHARE 360D-03.6.018; CACM 13(11), 669(1970)). Hence the listing does not correspond in format to the card images represented on the source tape. The indentation according to logical structure and the splitting of words at the end of line result from NEATER running with PRINT only enabled.

DEFINITIONS

We find that we employ the following terms in describing DECTAL and its mechanisms.

'DECTAL' is used generically to refer both to the bootstrap program, DECTALB, and to the complete version produced with the aid of the bootstrap. A specific reference to DECTALB makes an assertion applicable to the bootstrap, but not to the complete version of DECTAL.

An activity is any passage of PL/I coding accessible via an element of a label vector in the DECTAL output. There are two kinds of activity: task activity, which is activity specified in the stubs of the user's decision tables, and control activity, which is activity superposed by DECTAL in order for it to control the execution of the user's decision tables.

A DECTAL block is a collection of decision tables which are processed as single batch by the DECTAL translator. Complete freedom of cross referencing of statements and accessing of tables exists within a DECTAL block, but no such cross referencing and table accessing can be done to another block, which, after all, is translated separately.

In referencing specific tables or task activities, the notation Axx (actions), Cxx (conditions), or Txx (tables) is employed. In each case, the xx denotes a two digit decimal number which is unique in its environment.

ALGORITHM AND CONTROL MECHANISM

The translation algorithm and the details of the control mechanism at execution time are described in considerable detail elsewhere. To sum it up extremely briefly, a directory vector is used to control flow of execution among task activities and control activities using a subscripted label vector to access each one as required by the input tables and the execution time situation.

INPUT TO DECTAL

Block and Table Level

DECTAL is designed to permit its user to insert DECTAL blocks into normal PL/I source coding whenever it appears convenient to his purposes (except, for reasons given below, that only one DECTAL block can appear in a PL/I PROC or BEGIN block). DECTAL blocks have the same properties as PL/I BEGIN blocks in regard to flow of execution: they are entered by "falling into" them from the top and, when decision table execution is complete, the normal PL/I coding after the DECTAL block will be given control.

Each DECTAL block is delimited by an *DECTAL card at its beginning and an *END card at its end. A DECTAL block consists of one or more decision tables. PL/I statements appearing between the *DECTAL card and the first Txx card are transmitted to the output stream without inspection or modification. Declare statements for the user variables of the decision table block may, for example, appear here. Any executable statements in this environment will

be executed before the DECTAL control mechanism takes over, which occurs at the position of first occurrence of a Txx statement in the block. The first table in a block is given control at execution time at its initializing action statement (if any) or at its first condition statement (if there were no initializing actions). Flow of execution among the decision tables of a block is controlled by translator statements appearing as action stubs. Hence, any table in the block other than the first must be explicitly accessed by translator statements.

Each decision table is delimited at its beginning by a Txx card and at its end either by the Txx card of the next table or by the *END card of the DECTAL block. Each table consists of initializing actions (if any), a rules card (optional), condition statements (if any), and conditioned action statements (if any), generally in that order. Comments may be interspersed among these statements, and there is some freedom of placement of the rules card. A table may consist solely of a series of initializing actions, in which case it is simply an action table.

Initializing actions for a table are entered as Axx stubs in the usual way, but no entries may appear for them. Initializing actions are fully cross-referenceable, just as are all other actions and conditions. The end of a set of initializing actions is recognized by the appearance of the first condition stub. The rules card may appear before, among, or after the initializing action cards, but must appear prior to any condition statement. Any action statements which appear after one or more condition state-

ments are conditioned actions and must have action entries associated with them. All condition statements in a given table must appear in a group uninterrupted except possibly by comment cards.

The rule card (R) gives the user the opportunity to number his rules and specify the presence or absence of an ELSE rule in his table. If no rule card appears for a table, the rules will be numbered sequentially from left to right, beginning with 1. The rule card entries may be one or two digit numbers, separated either by blanks or commas. An ELSE rule, if any, must be the last rule to appear in a table. Its presence is signaled on the R card with an 'E' or the word 'ELSE'.

If an R card (rule card) was given, then the number of condition entries associated with each condition stub must equal the number of rules (other than the ELSE rule) on the rule card. The number of action entries associated with each action stub must equal the number of rules on the rule card (including the ELSE rule). If the ELSE rule was not specified, then the number of entries on both the condition and the action cards must be equal to the number of rules on the rules card. Since DECTALB has no diagnostic capability, the consequences of breaking the rules are unpredictable. If no rule card is given, the number of entries in the first condition statement will be taken to define the number of rules, and the presence or absence of an additional entry in the first action statement will be taken to define the presence or absence of an ELSE rule.

Comment cards (#) may appear at any point in the translator input. They do not interrupt blocks of cards constituting a statement, but are transmitted without inspection to the printed output on a whole-card basis. A series of comment cards must all bear the # signs in column 1. Target language comments which are intended to appear in the compiler input must not contain a # in column 1, as this causes them to be diverted from the compiler input stream. Target language comments imbedded in target language statements are transmitted without change. DECTAL comments and stubs or entries cannot co-occur on a single card, except that comments can intervene between a translator statement and any entries associated with it (see below).

Statement Level Input Format

The overriding consideration is to have a maximum of freedom in the input format, so that little care need be taken in formatting of the decision table statements for input to the processor. The stubs are written in the target language (i.e. PL/I); since the processor transmits the stubs to the output stream without change beyond surrounding them with strings which implement the decision table control mechanism, the free format properties of the target language are maintained in the stubs.

Either column 1 or columns 1-3 are used to identify statements for the processor. All cards except T, A, or C card employ only column 1; T, A, and C card employ columns 1-3. Columns 73-80

are reserved for identification sequence fields. The remaining columns, 2-72 or 4-72, are available for use for input text.

The characters which may appear in column 1, and the meaning of each are:

*: Block delimiter card.

T: Card for table initiation.

A: Card initiating an action statement.

C: Card initiating a condition statement.

#: Translator comment card.

R: Rule card (optional).

blank: A continuation card.

} each must be followed
by a 2 digit decimal
number in cards 2 and
3

On T, A, and C cards, the two digit decimal number in columns 2 and 3 must uniquely identify that statement in its environment. For example, only one T03 can appear in a given DECTAL block; only one A05 can occur in a given table; and only one C13 can occur in a given table. (Note that this intrinsically limits the number of tables in each DECTAL block, the number of actions in each table, and the number of conditions in each table to 100. More severe limits are imposed by dimensions in certain declare statements of DECTALB; see below.)

In condition and action stubs, the first character of the stub may appear in column 4 or any succeeding column.

The condition stub must contain the target language keyword 'IF'. This requirement enables pre-condition actions. The processor will supply the 'THEN' keyword of the PL/I target language.

If continuation cards are required by a lengthy A or C stub and entry, a blank appearing in column 1 of the following card signals the continuation. The text may be continued from column

2. A change in statement will be recognized only when a non-blank symbol appears in column 1 on a later card.

SPECIFICATION OF TABLE ENTRIES

Table entries are made on A and C cards (or their continuations) following the stubs to which they apply. The table entries are separated from the stubs with the delimiter '::'. Arbitrary blanks may be included before or after the double colon and before, among, or after the entries. Among the condition entries, only the symbols 'T', 'F', 'Y', 'N', and '-' are acceptable to DECTALB. 'T' and 'Y' equivalently define an entry in a rule which may be employed if this condition is true, and 'F' and 'N' equivalently define an entry in a rule which may be employed if this condition is false. A '-' ('don't care') indicates that this condition is irrelevant to the rule.

Among the action entries, 'X' and '-' are the acceptable entries. An 'X' indicates that the action is to be taken if the rule is selected, and a '-' indicates that the action is not to be taken if the rule is selected.

Note that all entries, including don't care and no action entries, must be explicit (by use of hyphens). Blanks are never interpreted as entries.

No symbols other than X may appear in action entries to specify that a given action stub is to be executed in a rule. If it is desired to modify the order of execution of the action stubs, the modification should be effected by using translator cross

reference statements which reference action stubs within the same table. For example, if the action stubs A,B,C were to be executed by three different rules in the orders A,B,C, B,C,A, and C,A,B, this could be accomplished by inclusion of two cross references in the action stubs as briefly indicated below.

	1	2	3
*C	-	-	X
A	X	-	X
B	X	X	X
C	X	X	-
*A	-	X	-

Translator Statements

Translator statements appear as condition or action stubs to specify that the translator is to take some action relevant to control of the execution flow of the processing of the decision tables. Each translator statement encountered at translate time is interpreted and appropriate entries made in the directory vector to implement the activity specified. Translator statements may provide cross-references to other stubs in the DECTAL block or may cause invocation of another or the same table in the block. Note that if the user wishes to take advantage of the control mechanism's capability of eliminating replicate coding of activity stubs, he must provide cross-references via translator statements, as the translator does not seek to identify identical stubs for itself.

The translator statements supported by DECTALB are:

Axx	*TxxAxx	Axx	*STOP
Cxx	*TxxCxx	Axx	*REGOTO Txx
Axx	*GOTO Txx	Axx	*RECALL Txx
Axx	*CALL Txx	Axx	*REGOAGAIN
Axx	*GOAGAIN		

(The *RETURN function is available in the bootstrap only implicitly as the result of completing the action list of a rule which contains no explicit transfer of control.)

As is self-evident, every translator statement begins with an asterisk. The statements Txx(A|C)xx are cross references. They indicate that the task activity desired here is that specified in the table and task activity statement cross referenced. Cross references must be made to actual task activity, not to other cross references or to other translator statements. Cross references may be either forward or backward in the decision table block. All translator statements must appear on a single card without continuation cards.

*CALL is used to invoke a table with planting of a return link; it is used when return to the next action in the current rule is anticipated. *GOTO is used to invoke a table without planting a return link; when it is used there will be no way to return to the current rule after the invoked table has completed its execution. RE is prefixed if the table is to be entered at the point of its first condition testing (the implication being that the table was previously entered at its initializing actions and that their repetition now is inappropriate). AGAIN is added as a suffix to specify a new invocation of the table in which the translator statement appears. *STOP stops execution of the DECTAL

block and yields control to the statement following the *END delimiter of the DECTAL block.

In translator statements, the * may appear in column 4 or in any succeeding column. Once started, the statements must appear exactly as written, with no extra and no few blanks after the *.

The space between a translator statement and any entries may be employed for comments; it will not be inspected by the translator. It is convenient to use this space for documentation. A cross reference or an invocation of another table may be explained in context by indicating briefly what action that referenced task activity or table implements.

Debugging with DECTALB

Since DECTAL transmits the strings which constituted the user's stubs to the compiler, any PL/I syntax errors in the stubs will be the cause of diagnostics issued by the compiler. Since DECTAL has modified the program organization, some method of linking compiler diagnostic messages back through the DECTAL output to the decision table input is desirable to assist in location and correction of errors at this level. The method provided for this utilizes PL/I comments placed right after the statement label which labels the code transmitted from each decision table stub. The contents of the comment are the Txx (A|C)xx encodement employed in translator statement cross references. Thus, if the compiler gives a diagnostic in statement m, and the comment last appearing before statement m in the DECTAL

output is `/*T45C06*/`, then the correction must be entered in condition 6 of table 45. The relatively compressed format of DECTAL's output to the compiler should not be permitted to be a detriment to the use of the system: the discovery and correction of errors should all be done at the decision table level (as accessed, when required, via the `/*Txx(A|C)xx*/` comments as just explained) and little or no time should be devoted to inspecting the organization of the coding which the compiler is presented with. Since DECTAL's printed output is a carefully formatted version of the inputted decision tables, debugging at the decision table level is greatly facilitated.

The diagnostic capabilities invested in DECTALB are extremely limited. Many diagnostic capabilities had been visualized at the time the bootstrap was being written and comments indicating their nature and/or mechanism appear from time to time in the bootstrap source coding. An ON ERROR unit in the bootstrap will trap up to ten error situations detected at the hardware level which follow from input errors and will cause the inputting to be resumed at the next input card. This device, while not ideally convenient, will serve to locate errors on a particular input card and to permit more than one error to be found in a single DECTALB run.

DECTALB does not accept control options at any level. It assumes that all tables are CLOSED and supplies an implicit `*RETURN` translator statement to any rule which does not close with

an explicit transfer of control translator statement. All tables are regarded as not-ORDERED by DECTALB. Hence, whatever applicable rule first emerges as a pivot rule will be selected for execution by DECTALB even if another applicable rule appears to its left in the decision table.

Interactions of DECTAL with the PL/I Compiler; Efficiency Considerations

The DECTAL control mechanism employs a number of variables for its purposes. Each of these variables starts with the symbol '#'. The DECTAL user can therefore safely avoid inadvertant double use of variable names by simply avoiding the use of variable names beginning with this symbol. If a user has employed variables beginning with this symbol and has explicitly declared each one, then the compiler will produce a diagnostic to the effect that a variable has been multiply declared, and the user will be informed of the interference between the DECTAL control mechanism and the task activity.

The DECTAL block is the unit within which cross references and table to table transfer of control may be made. The DECTAL control mechanism is therefore created afresh for every DECTAL block entry. The fact that the DECTAL control mechanism has a number of variables declared for its use implies that only one DECTAL block may appear in a given PL/I BEGIN or PROCEDURE block. If more than one appears, replicate declaration of control variables will lead to serious difficulty. Subject to this restriction, DECTAL blocks may be used multiply in a given program.

A certain amount of overhead is derived from the initialization of the values of the label vector which DECTAL employs to control the flow of execution. We attempted to minimize this overhead by employing a static variable for the label vector and a switch which simply indicates whether the label vector has been initialized, in order to avoid re-initialization whenever possible. Nevertheless, it seems clear that DECTAL block entry is a relatively high overhead operation so that the user, if he can conveniently do so, would be well advised to structure a program so that DECTAL blocks are entered infrequently relative to the duration of the entire program.

As a further means of reducing overhead, blocks of target language statements which are always executed together should be grouped together in a single DECTAL statement. Such a unit requires only one label subscript and is referenced by only a single element in the action lists of rules which invoke it. If fragmented, multiple label subscripts and multiple elements in action lists would be required, at a correspondingly greater overhead.

Since utilization of the cross referencing of a stubs in one table from another table is anticipated to be the principal source of reduction of object module size by use of DECTAL, and since inclusion of all related tables into a single DECTAL block will raise the probability that cross references can be usefully employed, and since, as mentioned above, initialization overhead will be reduced by entering DECTAL blocks infrequently, there are strong

pressures for building large complex blocks. One feels almost apologetic for this in these days of structured programming, but we argue that the extra power and clarity of the decision table mode of programming, and the diagnostic capability which the full version of DECTAL will implement will more than compensate for losses due to the pressures toward building large DECTAL blocks.

When compiling DECTAL output of large decision table blocks, it may be necessary to employ the External Dictionary PL/I compiler option in order to achieve successful compilation of the DECTAL output, and to do the compilation in a large partition to ensure use by the compiler of a sufficiently large text block.

The PL/I level F error message IEM1796I "ASSIGNMENT OF AN ILLEGAL LABEL CONSTANT IN STATEMENT NUMBER xxxx" appears as many times as there are elements in the label vector constructed by DECTAL for execution time control. This message may be safely ignored; correct coding is compiled in spite of its appearance. The condition code is returned with a value of 8 as a result of this diagnostic; subsequent steps in the PL1LFCLG procedure must be permitted to run in spite of this diagnostic. The appearance of this diagnostic was deliberately chosen as the least of various evils. In order to make every 'GO TO # LAB (---);' in the execution control mechanism be executed by in-line coding, the compiler had to be assured that the values assigned to the label vector elements would be known in the current active block. This assurance was given by deceiving the compiler by giving it a

restricted list of local statement label constants in the declare statement for the label vector. (The alternative of giving it a full list of local statement constants is precluded by a list-length limitation imposed by the compiler.) The compiler recognizes that it has been given a value for assignment to a label element different from those in the declare statement and issues the diagnostic. The alternative of initializing the statement label vector directly with LAB(i): prefixed appeared to generate less efficient coding than the alternative chosen.

The PL/I Optimizing Compiler does not generate this error message when it compiles the same DECTAL output.

JOB CONTROL LANGUAGE

Since DECTAL is a preprocessor for PL/I coding (it accepts input in a form which is not acceptable PL/I and generates acceptable PL/I source language statements from it), the usual mode of employment of DECTAL will be one in which its PUNCH output is passed directly to SYSIN of the PL/I compiler. The input stream for the first sample job illustrates this usage.

Input Limitations

DECTAL blocks processed by the bootstrap cannot be so large that either the number of directory vector elements or the number of label vector elements becomes larger than 999. The source of the restriction is the three digit format in the DECTAL PUNCH file which serves as PL/I compiler input and the restriction is reinforced by the initial value of MNADS in statement 11. If the

number of entries in the translate time dictionary will exceed 300, the initial value for MNDICL in statement 11 must be increased.

As submitted, the bootstrap will accept up to 21 rules in a table, and up to 50 stubs in a table. These limits may be expanded by altering the initial values given to MNR (maximum number of rules) and MNS (maximum number of stubs) in statement 9. Changes in these initial values will change the amount of core which DECTALB will require to run. The format of the printed output line makes 42 the practical upper limit for the number of rules in a table.

Resources required for DECTALB

The submitted bootstrap consists of 803 PL/I source statements. It compiled in 0.050 hours on an S360/50 in a 128K partition, using version 5.4 of the F-Level PL/I compiler.

In typical short test runs, DECTALB ran in 68K of core. It transformed decision tables in $1/2 - 1/3$ of the time it takes PL/I-Level F to compile the transformed output.

Standard configurations supporting PL/I should support DECTALB without difficulty. A card reader, card punch, line printer, and direct access auxiliary storage suffice to support the system as we have used it.

ACKNOWLEDGEMENTS

The authors are indebted to Dr. Tom L. Gallagher and Mrs. Elizabeth A. Unger for calling their attention to this problem,

and to the Kansas State University computing center for support during its prosecution.

```
//DECTAL EXEC PGM=DECTALD
//STEPLIB DD DSN=COWA01.DECTAL,DISP=SHR
//PRINT DD SYSOUT=A
//PUNCH DD UNIT=SYSDA,DSN=88DECOU,DISP=(NEW,PASS),SPACE=(TRK,(1,2)), X
// DCH=(RECFM=FB,LRECL=80,BLKSIZE=480)
//SYSPRINT DD SYSOUT=A
//ERRFILE DD SYSOUT=A
//SYSIN DD *
DECTEST:PRNC OPTIONS(MAIN):
    DCL CS256 BASED(PT) CHAR(256);
    DCL (BIRTHS,KEEP)(0:255) CHAR(1);
    DCL (HIGHC,LOWC)CHAR(1);
    DCL NAME CHAR(12) INIT('BIRTHS DS OC');

*DECTAL
T01
# THIS PRODUCES THE TRANSLATE TABLES FOR THE GAME OF LIFE, SEE
# SCIENTIFIC AMERICAN, OCTOBER, 1971 ET SEQ.
#THE TRANSLATE TABLES WOULD BE USED IN A BAL IMPLEMENTATION OF THE GAME
# BRIEFLY, CELLS SURROUNDED BY 3 OCCUPIED CELLS (COLLECTED AS THREE BITS
# IN A BYTE REPRESENTING THE NEIGHBORHOOD SITUATION) GIVE BIRTH IN THE
# NEXT GENERATION.
#CELLS SURROUNDED BY 314 NEIGHBORS KEEP ANY OCCUPANT CURRENTLY PRESENT.
# ALL OTHER CELLS ARE EMPTY IN THE NEXT GENERATION.
A00 UNSPEC(HIGHC)='11111111'B; UNSPEC(LOWC)='00000000'B;
    K,I,N,NP=0;
R 01 02 03 04 05
C00 IF I=8::TT=FT
C01 IF K=3::TF=---
C02 IF K=4::FT=---
C03 IF K>4::-FTFF
C04 IF K<3::FF--T
A01 BIRTHS(N)=HIGHC::X----
A02 KEEP(N)=HIGHC::XX---
A03 BIRTHS(N),KEEP(N)=LOWC::--X-X
A07 BIRTHS(N)=LOWC::-X---
A04 N,NP=N+1: IF N=256 THEN GO TO SPT: K,I=0::XXX-X
A05 NP=NP+NP: I=I+1: IF NP>255 THEN DO: K=K+1: NP=NP-256: END: :: ---X-
A06 *REGOAGAIN :: XXXXX
*END
SPT: PT=ADDR(BIRTHS(0));
    OPEN FILE(SYSPNCH) STREAM OUTPUT TITLE('SYSPUNCH');
SPUT: PUT FILE(SYSPNCH) EDIT (NAME)(A(80));
    PUT FILE(SYSPNCH) EDIT ((' DC C',SUBSTR(CS256,I,64),'') DO
I=1 TO 200 BY 64)) (A(6),A(64),A(10));
    IF SUBSTR(NAME,1,1)='B' THEN
        DO:
            PT=ADDR(KEEP(0));
            NAME='KEEP DS OC';
            GO TO SPUT:
        END;
    END DECTEST:
//CLD EXEC PL11FCLO,TIME=(,10),COND=(9,LT), X
// PARM.PL11='A,X,NST,SKS,SIZE=124K', X
// PARM.GO='SIZE=50000'
//PL11.SYSIN DD DSN=*.DECTAL.PUNCH,DISP=(OLD,DELETE)
//GO.ERRFILE DD SYSOUT=A
/*
```

Input stream for sample problem (listing of File 4 of submittal tape.)


```

DECTEST:PROC OPTIONS(MAIN);
  DCL CS256 BASED(PT) CHAR(256);
  DCL (BIRTHS,KEEP)(0:255) CHAR(1);
  DCL (HIGHC,LOWC)CHAR(1);
  DCL NAME CHAR(12) INIT('BIRTHS DS OC');
  GO TO #START;

#001:/*T01A00*/ UNSPEC(HIGHC)='11111111'B; UNSPEC(LOWC)='00000000'B; 1
K,I,N,NP=0;GOTO #NEXT;#002:/*T01C00*/ IF I=8 THEN GOTO #TRUE;GOTO # 2
FALSE;#003:/*T01C01*/ IF K=3 THEN GOTO #TRUE;GOTO #FALSE;#004:/*T01 3
C02*/ IF K=4 THEN GOTO #TRUE;GOTO #FALSE;#005:/*T01C03*/ IF K>4 4
THEN GOTO #TRUE;GOTO #FALSE;#006:/*T01C04*/ IF K<3 THEN GOTO #TRUE 5
;GOTO #FALSE;#007:/*T01A01*/ BIRTHS(N)=HIGHC; GOTO #NEXT;#008:/*T01A 6
02*/ KEEP(N)=HIGHC; GOTO #NEXT;#009:/*T01A03*/ BIRTHS(N),KEEP(N) 7
=LOWC;GOTO #NEXT;#010:/*T01A07*/ BIRTHS(N)=LOWC; GOTO #NEXT;#011:/* 8
T01A04*/ N,NP=N+1; IF N=256 THEN GO TO SPT; K,I=0; GOTO #NEXT;#012:/ 9
*T01A05*/ NP=NP+NP; I=I+1; IF NP>255 THEN DO; K=K+1; NP=NP-256; END;G 10
OTO #NEXT; 11
#013: 12
#GOTO: #CPT=#DIR(#DIR(#CPT))+1; 13
GO TO #LAB(#DIR(#CPT-1)); 14
#NEXT: #CPT=#CPT+1; 15
GO TO #LAB(#DIR(#CPT-1)); 16
#FALSE: #CPT=#CPT+2; 17
#TRUE: #NXT=#DIR(#CPT); 18
#CPT=#DIR(#CPT+1); 19
GO TO #LAB(#NXT); 20
#START: IF #SWT='1' THEN DO; #SWT='0'; 21
#LAB( 1)=#001; #LAB( 2)=#002; #LAB( 3)=#003; #LAB( 4)=#004; 22
#LAB( 5)=#005; #LAB( 6)=#006; #LAB( 7)=#007; #LAB( 8)=#008; 23
#LAB( 9)=#009; #LAB( 10)=#010; #LAB( 11)=#011; #LAB( 12)=#012; 24
#LAB( 13)=#013; #LAB( 14)=#014; END; 25
#CPT=1; GO TO #GOTO; 26
DCL #SWT CHAR(1) STATIC INIT('1'), #LAB( 14)STATIC LABEL( 27
#START,#NEXT,#FALSE,#TRUE); 28
DCL (#CPT,#NXT) BIN FIXED STATIC,#LNK CTL BIN FIXED, 29
#DIR( 49) BIN FIXED STATIC INIT( 30
2, 20, 21, 8, 11, 13, 3, 10, 11, 13, 3, 11, 13, 3, 13, 31
3, 11, 13, 3, 1, 2, 5, 26, 5, 46, 9, 12, 6, 30, 9, 32
17, 3, 34, 4, 38, 4, 42, 0,796, 7, 4, 8, 8, 0,796, 33
9, 12, 12, 15); 34
#014: ; 35
SPT: PT=ADDR(BIRTHS(0));
OPEN FILE(SYSPNCH) STREAM OUTPUT TITLE('SYSPUNCH');
SPUT: PUT FILE(SYSPNCH) EDIT (NAME)(A(80));
PUT FILE(SYSPNCH) EDIT ((' DC C',SUBSTR(CS256,1,64),' ' DO
I=1 TO 200 BY 64)) (A(6),A(64),A(10));
IF SUBSTR(NAME,1,1)='B' THEN
DO;
PT=ADDR(KEEP(0));
NAME='KEEP DS OC';
GO TO SPUT;
END;
END DECTEST;

```

DECTALB output from sample problem; serves as PL/I source module.

Magnetic Tape Key

Volume prepared using IEBUPDTE

██████████ TRACK & DENSITY AS ORDERED.

VOL=SER=DECTAL

DCB=(RECFM=FB,LRECL=80,BLKSIZE=3200)

- File 1 JCL cards invoking PL1LFCL for compiling DECTALB
DSN=JCL1F EBCDIC
Sequence 00000010 and 00000020 in cc 73-80
- File 2 PL/I source of DECTALB
DSN=DECTALB EBCDIC
Sequence 00000100 through 00011010 in cc 73-80
- File 3 LKED.SYSLMOD card establishing DECTALD load module
DSN=JCL1R EBCDIC
Sequence 00019900 in cc 73-80
- File 4 Example deck, including all JCL to invoke DECTALD,
process the sample deck, pass the output to PL/I,
and execute the compiled program.
DSN=JCL2F EBCDIC
Sequence 00020000 through 00020550 in cc 73-80

A Decision Table Algorithm
Based on List-Processing Techniques

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ABSTRACT

A control mechanism utilizing list processing techniques has been devised to facilitate the execution of decision tables. A directory vector controls the flow of execution among condition and action stubs, from one table to another in a block of tables, and through whatever diagnostic modules might be required in a given execution. The choice of stub for execution via the directory vector implies that any stub need be coded only once in the block of decision tables, with all other uses of that stub achieved via reference to the single encodement. This feature enables dramatic reduction in the size of an object module in favorable cases. Translator commands effecting transfer of control among the several tables of a block of decision tables are implemented within the directory vector, and invite more freedom in linking tables together than has been customary. Introduction of a trace feature and various levels of diagnostic assistance are likewise readily accommodated.

KEY WORDS AND PHRASES: decision tables, diagnostic aids, list-processing application, system analysis

CR Categories: 3.50, 4.19, 4.29, 4.49

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I. DEFINITIONS AND ORIENTATION

Decision tables provide a clear and compact medium in which to analyze situations according to prescribed complex logical criteria and to express the actions which result from a given decision. We are concerned here with the description of a translator and an execution time control mechanism which will permit coding expressed in decision table format to be compiled by a standard compiler and eventually executed to achieve the programmer's ends.

We will assume that the reader is familiar with the basic vocabulary employed in discussion of decision tables (1,2) so that he can, with the aid of Figure 1, tolerate omission of a review of the basic vocabulary. We will give here a few orienting definitions which go beyond the usual decision table definitions.

The basic control mechanisms utilized by this system could be implemented in any of a variety of computer languages. The language in which the stubs are expressed and whose compiler will serve to convert the translator output into an object module will be called the target language. Our target language is PL/I.

Sections of coding in the decision table mode suitable for processing by the translator will be referred to as decision table blocks. Decision table blocks may be intermixed with normal target language coding and have the same properties as PL/I BEGIN blocks in regard to execution flow. Each block consists of a series of tables, and each table consists of a series of statements. Aspects of the translator's activity may be controlled at the block level,

the table level, or at the individual statement level, so provision is made for control options to be specified at each of these three levels of control hierarchy (see Figure 1). Each table and each action or condition statement is uniquely numbered in its environment with a two digit decimal number denoted as 'xx'.

As the result of the translation process, each table is converted into a binary decision tree and a set of action lists. The binary decision tree is an implementation of the condition entries in the table and its traversal at execution time will result in the choice of some one action list corresponding to the rule selected when a leaf node of the decision tree has been encountered.

A series of action stubs which occur prior to any condition stubs in a table will comprise its initializing actions. Two entry points are defined by the translator for every table. The first entry point is at the first statement after the Txx card; the second entry point is at the first Cxx statement. In the case of a table without initializing actions, the two entry points will coincide.

II. OBJECTIVES AND PROSPECTUS

The principal design objective was to create a decision table translator which would permit the target language programmer to employ decision tables whenever he felt it convenient. The translator was to provide as much flexibility as possible and as much diagnostic assistance (3) as possible. Naturally, we also desired to minimize repetitious coding of activity, and keep the translator

*<header keyword> : :	<block options> (series of related tables)	(block header card)
Txx : :	<table options>	
Axx : :	INITIALIZING ACTION STUBS	
Axx		
R		1 2 3 4 E
Cxx : :	CONDITION STUBS	CONDITION ENTRIES
Cxx		
Axx : : : :	ACTION STUBS	ACTION ENTRIES
Axx : :	(more related tables)	
*END	(block trailer card)	

Figure 1. Decision Table Format for
the Decision Table Translator

as small and efficient as possible.

In brief, decision table blocks can be inserted in a PL/I source stream at arbitrary locations, and large PL/I source code segments can constitute action or condition statements within a table. The content of the stubs presented in tables to the translator are arbitrary within certain bounds. Loops and testing of lowest-level conditions within Axx statements in a table can be coded directly in the target language. Similarly, actions can be coded in a Cxx statement before 'IF <expression>'. These options should provide enough flexibility for most user's needs. Note, however, that decision table blocks cannot be nested, and that the user cannot employ PL/I execution-flow-controlling statements to transfer control between decision table statements because such action would confuse the superposed decision table execution flow control mechanism.

The basic design approach taken was to employ list processing techniques both at execution time and at translation time. These techniques enable achievement of the above goals and invite innovation in providing new diagnostic aids. It could be considered that the list processing techniques employed here are extensions of King's interrupted rule mask techniques⁽⁴⁾ among the condition entries and of Coulter's cross-linking of duplicate action strings.⁽⁵⁾

At execution time, a directory vector controls the flow of execution among condition stubs and action stubs. The majority of directory entries are half word binary numbers which serve as subscripts for a vector of labels which uniquely identify every

different stub in the set of input tables. Most of the remaining directory entries are half word binary numbers which are subscripts of entries in the directory vector itself and which permit transfer of control within the directory. As a consequence, every choice of a condition to be tested and every choice of an action to be taken can be made completely independently of every other occasion on which that condition or action might be invoked. Each different stub need therefore be coded exactly once in the object module, thus providing the desired minimization of object coding.

The use of the equivalent of subscripted label vectors in other languages has been suggested previously in decision table processing,⁽⁶⁾ though not in connection with a list processing approach.

The advantage of list processing control via the directory vector in enabling incorporation of diagnostic aids is manifested in the diverse cases of a TRACE feature, a variety of possible responses to redundancies and apparent and real ambiguities, and a response to missing ELSE rules.

At translation time, the list processing techniques enable a number of economies and diagnostics. One can visualize the process of deciding among the rules of a decision table as equivalent to the process of tracing a path through a binary decision tree. The truth of some one condition stub is tested to divide the possibilities into two groups. A second condition stub's truth then further subdivides the sub-tree. The repetitive testing of the truth of stubs eventually selects for execution some one rule (in

a table with all rules given and no ambiguities). The decision tree is constructed efficiently at translation time by maintaining the table rules in either a true branch list or a false branch list stack. When abnormalities arise in the contents of a true or false branch list, diagnostics can be issued.

Cross references from one stub to another are quickly handled by binary search of a dictionary list and the resolutions entered into the directory vector; failures of resolution of cross references are easily discovered for diagnostic purposes in a final scan of the dictionary list. Provision of two standard entry points to a table⁽⁷⁾ and specification of the starting table in a decision table block are also easily accommodated because of the list processing scheme.

III. THE EXECUTION TIME CONTROL MECHANISM

The flow of control at execution time utilizes a directory vector (DIR) and a control pointer (CPT). The convention is adopted (just as with the program counter in a conventional computer) that CPT always points to the next DIR entry which is to be used. Most entries in the directory vector are either a label subscript or a control pointer value. The label subscripts permit access of activities (either condition testing or execution of an action) which appear at a labeled location designated by the value of the subscript. The CPT entries in DIR permit control to be transferred from place to place within the directory list.

Smooth transition among various kinds of control activities and task activities can be achieved by careful coordination of the directory list elements and of the control section statements. The key feature is the application of a subscripted label to certain

control sections, so that control activity can be initiated by exactly the same mechanism that initiates task activity.

Although additional control sections will be required to support the trace and execution time diagnostic features and some of the basic control sections will need elaboration to provide diagnostic support, the essential simplicity of the execution time control mechanism will be evident.

Five basic control sections exist. The first three effect transition between control activities and are accessed via subscripted labels so that these control activities appear in the directory list exactly like task activities. The other two control sections effect transition between task activities and require no subscripted labels. The five control sections:

- 1) call a closed table
- 2) branch to a table
- 3) return from a closed table
- 4) respond to completion of a task action, and
- 5) respond to completion of a task condition test.

Figure 2 should be referenced as these control sections are described as it provides a diagrammatic representation of the context in which the various control sections operate. Although the figure shows a complete table, each control section is operative in only those restricted parts of it where its ministrations are relevant.

Sequential execution of a series of actions is conceptually the simplest. This employs control section 4. The action list

appears sequentially in DIR, so all that is required is augmentation of CPT after each action is completed. After each action is placed: 'GO TO NEXT;', which serves to maintain the action list execution mode. The control section reads:

```
NEXT:  CPT=CPT+1;

      GO TO LAB(DIR(CPT-1));
```

The last action in an action list in an open table is a branch to another table. This involves control section 2. Thus, the DIR entry immediately after the subscript of the last task action is a '2', and the DIR entry after that is the indirect address in DIR of the required table. Control section 4 invokes control section 2 just as it invokes any other action, but control is not returned to it this time. Control section 2 updates CPT to the new situation, and reads simply as follows:

```
LAB(2):  CPT=DIR(DIR(CPT))+1;

      GO TO LAB(DIR(CPT-1));
```

Similarly, if any action in an action list is a call of a closed table, the contents of DIR(CPT-1) after control section 4 has been executed is a '1' and the contents of DIR(CPT) is, as before, the indirect address of the required table. Control section 1 need only make a record of the linkage required for return before continuing with the activity of control section 2 which effects the actual branch. It reads as follows:

```
LAB(1):  {NOL=NOL+1;          } | {ALLOCATE LNK;}
         {LNK(NOL)=CPT+1;}    | {LNK=CPT+1;}
         {                   }
```

(Control section 2 immediately follows)

(In the second alternative LNK is a CONTROLLED variable; successive allocations are stacked automatically by PL/I.)

Return from a closed table is accomplished by inserting at the end of every action list of a closed table a '3'. When control section 3 thereby assumes control, it recovers the link and removes it from the link stack. Since closed tables can only be called from action lists, it is known that continuation in action chain execution mode is appropriate, so control section 3 is followed immediately by control section 4. Control section 3 reads as follows:

LAB(3): $\left\{ \begin{array}{l} \text{CPT}=\text{LNK}(\text{NOL}); \\ \text{NOL}=\text{NOL}-1; \end{array} \right\} \quad \left| \quad \left\{ \begin{array}{l} \text{CPT}=\text{LNK}; \\ \text{FREE LNK}; \end{array} \right\}$

(Control section 4 immediately follows)

The binary tree which must be searched during task condition testing is included in Figure 2. Every condition test result can be either true or false, and so every one must permit control to branch in either of two ways according to the result of the condition test. This is accomplished in a series of four DIR entries. The left pair of entries will be employed if the preceding test was true, and the right pair will be employed if the preceding test was false. The first entry in each pair is an activity subscript which permits access of the next condition or of the first action of an action list if a leaf node has been reached; the second entry in each pair is a CPT value which points to the next set of four DIR entries if testing must continue or to the address in DIR of the subscript of the second action in the

action list if the first entry was an action. Control section 5 monitors this activity and reads as follows:

```
FALSE:  CPT=CPT+2;
TRUE:   NXT=DIR(CPT);
        CPT=DIR(CPT+1);
        GO TO LAB(NXT);
```

At each subscripted label which contains a condition test, the coding reads as follows:

```
'IF <expression> THEN GO TO TRUE; GO TO FALSE;'
```

where the 'IF <expression>' was taken directly from the user's condition stub. When return is made to TRUE, the control pointer is already pointing to the correct doublet for execution of the next condition test, so all that occurs is setting up of the control pointer to the next condition quartet and branching to the point where the test will be made. When return is made to FALSE, CPT is pointing to the doublet for the TRUE condition and this must be corrected by stepping it along two positions in the DIR vector. After this is done, the same actions suffice to prepare for the next test.

The transition between task actions and task conditions is normally effected in both directions by letting the first item of the new kind be addressed as if it were another item of the old kind. (An exception will arise when an execution time message is to appear.) Two examples appear in Figure 2. 1) The first action of an action list appropriate to the rule selected appears in the same position in a quartet as would still another condition to be tested. 2) After a series of initiating actions for a table, the last address is simply that of the first condition to be tested.

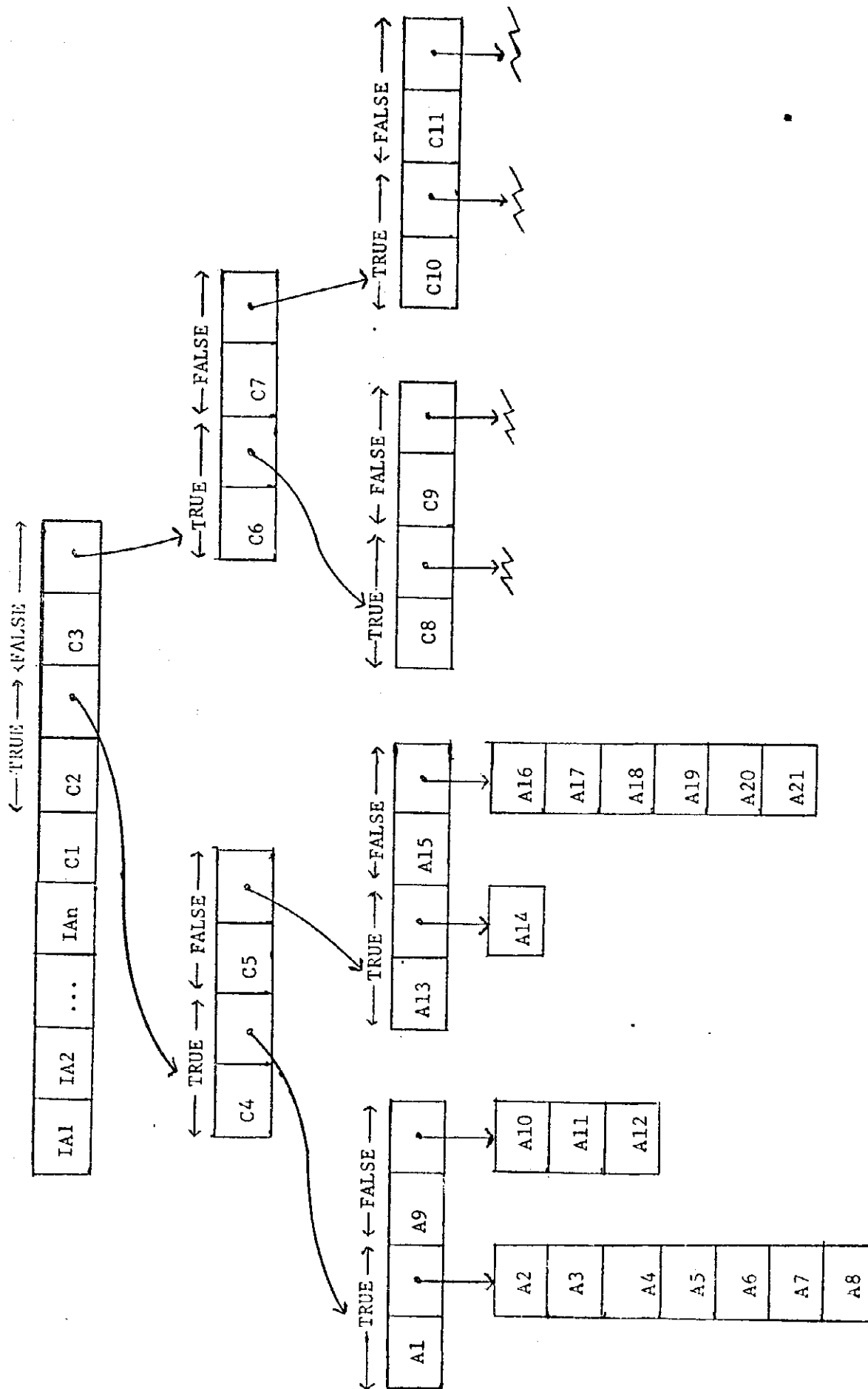


Figure 2. Diagrammatic Representation of the Decision Table Execution Time Control

It is the 'GO TO' statements after every condition and every action which actually effect the transition in mode of operation by returning control to control section 4 or 5 as appropriate.

Normal control activity may be recapitulated. In the action list mode, single entries in DIR are accessed sequentially and the mode is maintained by 'GO TO NEXT;' commands at the end of each action. In the decision tree mode, quartets in DIR are accessed, but only the TRUE doublet or the FALSE doublet is employed, as dictated by the result of the previous test. The decision tree mode is maintained by the 'GO TO TRUE;' and 'GO TO FALSE;' commands after each decision test. Mode change between these modes is effected by encounter of a label subscript labelling the complementary activity, and the 'GO TO' at the end of the activity effects the actual mode change. Control activity having to do with new table access has been arranged to mimic task control activity by providing these control sections with subscripted labels and accessing them in a manner identical to the access of task activity.

The complete normal activity control section follows:

```
CALL:      LAB(1):  NOL=NOL+1;
              LNK(NOL)=CPT+1;
GOTO:      LAB(2):  CPT=DIR(DIR(CPT))+1;
              GO TO LAB(DIR(CPT-1));
RETURN:    LAB(3):  CPT=LNK(NOL);
              NOL=NOL-1;
              NEXT:  CPT=CPT+1;
              GO TO LAB(DIR(CPT-1));
              FALSE: CPT=CPT+2;
              TRUE:  NXT=DIR(CPT);
              CPT=DIR(CPT+1);
              GO TO LAB(NXT);
```

The extreme simplicity of the coding generated by PL/I from this source coding reinforces the impression that the control overhead at execution time for this list-processing approach to decision table control will be negligible both in point of view of time and space consumed. The PL/I label vector overhead is the most serious source of concern.

It is evident from the foregoing that a given control section may utilize an arbitrary number of DIR entries to accomplish its task. The number it uses are skipped over by proper resetting of the CPT value. This observation suggests that information other than label subscripts or directory vector subscripts could be encoded in the directory vector and skipped over by the invoked control section. It is this technique which will enable implementation of trace and execution time diagnostic features.

IV. TRANSLATION-TIME ACTIVITY: OVERVIEW

The translator consists of four main sections which

- 1) search for decision table blocks and interpret block options,
- 2) input decision tables,
- 3) create the required directory and dictionary entries, and
- 4) dump the execution time control blocks and directory

The first and fourth activities are performed once for each decision table block. The second and third activities are performed once for each table within the block.

Section 1) merely reproduces the input stream as output until a block header card is encountered. Any block options on this card are interpreted, and following cards are throughput to the output stream until a Txx card is encountered, at which time Section 2) is given control.

Section 2) processes the group of cards which contain one table before control is given to Section 3). A table is delimited by a T card at the beginning and either a new T card or an *END card at the end. This section reads the statement identifying symbols, and causes them to be entered in the dictionary or resolved if they are already in the dictionary. It assigns label subscripts to new statements. It prepares the entry table for Section 3) and will issue diagnostics for irregularities in the input table. Any extended entry statements will be recognized and converted into a series of limited entry statements. All printed and punched output produced specifically for this table is produced by this section. Key information about the statements of the table is prepared for Section 3).

Section 3) creates the decision tree for the table currently being processed. The image of the decision tree is produced in the directory vector with the proper control section references and directory entries to cause proper decisions to be made and the proper action lists to be performed at execution time. Upon completion of these operations, control is returned to Section 2) or Section 4) according as the next card is a T card or an *END card.

Section 4) outputs all the control information and control sections required by the decision table block whose translation is being completed. Only those control sections actually invoked in the block will be included in the produced coding. The dimensioning and the initialization of the directory and of the label vector are done at exactly the size required by the block at hand.

TABLE INPUT - BUILDING THE DICTIONARY

During the inputting of each decision table by Section 2 of the translator, a dictionary must be constructed or referenced which contains the identifiers of the tables and their conditions and actions, and the resolution of them to either a label subscript or a directory subscript. The problem has the following features: the number of entries overall and the number of entries per table is very variable; the entries may be encountered in an arbitrary order (since both forward and backward cross-references are permitted); at any time an identifier which is sought may already be present or may be new and hence need to be added to the dictionary.

One can meet these requirements with two parallel vectors:

- 1) the vector of coded identifiers, and
- 2) the vector of their resolution as subscripts.

These vectors are kept arranged in ascending order of the coded identifiers.

For economy of storage, each vector is a vector of half words. The identifier value is calculated from one or the other of the following formulas. If the identifier is that for a table, the value is $2^8 \text{Tno} - 1$. (Tno stands for the value of the digits xx in the Txx identifier of the table statement. Cno and Ano have analogous meanings.) If the identifier is one for a condition or an action, the value is $2^8 \text{Tno} + 2^7$ (if an action) + its Cno or Ano. The 20100 possible identifiers in a block are thus each given a unique value between -1 and 25571.

Parallel to the identifier vector is the resolution vector. Conditions and actions are resolved to label vector subscripts and table identifiers are resolved to directory subscripts. Every condition and every action will have a subscripted label at execution time which enables each one to be accessed. At that point indicated by the directory subscript for a table appear two label subscripts, the label subscript for the first initializing action and the label subscript for the first condition in the table.

The maintenance of the coded identifiers in order permits a binary search for entries in the identifier vector. If an identifier is present in the identifier vector, the required subscript is transferred. If an identifier is absent from the identifier

vector, the binary search will terminate at the position in the vectors at which the new identifier and subscript must be entered. In order to make room for the new entry, the entries already in the vectors from that point downwards must be moved down one. If users typically number their tables, and the conditions and actions within them, sequentially, and make only backwards references to actions and conditions, then their identifiers will occur in roughly ascending sequence and there should be relatively few occasions for moving large numbers of elements even in very large blocks.

ESTABLISHING THE DECISION TREE

The essence of the approach used to construct the decision tree in Section 3) of the translator is to segregate into two groups all the rules present at each decision node. (The else rule, if any, is kept to one side and ignored during decision tree construction.) Into the true branch list are put all those rules one of which will be obeyed if the condition is true, and into the false branch list are put all those rules one of which will be obeyed if the condition is false. When rules with a "don't-care" entry on the condition arise, they are put into both the true branch list and the false branch list. By successive subdivision of the two branch lists, a leaf node of the decision tree is eventually reached.

The complete decision tree is searched by taking all the possible branches until every leaf node is accessed. This is accomplished by maintaining the successive false branch lists in a false branch list stack. Whenever the processing of successive

true branches is concluded by encountering a leaf node, a false branch list is popped from the stack and processed in its turn. If the false branch list is not at a leaf node, it will generate both a true branch list and a false branch list and the latter will be pushed into the false branch list stack. When the false branch list stack is empty, then the decision tree has been completely searched.

In order to reduce the number of tests of conditions required to establish the applicable rule at execution time, some translation time is expended in dynamically reordering the remaining condition stubs for every decision sub-tree. At each node in the decision tree, that condition stub among those remaining in the active branch list which has the largest number of explicit symbols (T, Y, N, or F, not "don't-care") in the rules still present is chosen for processing next. The freedom of execution time access to condition stubs permits this dynamic reordering to be readily expressed in the directory vector without incurring any expense in repetitious coding of condition stubs. The presence of this alternative mechanism for eliminating replicate coding of decision stubs very much reduces the otherwise critical nature of the choice of order of testing of conditions.⁽⁸⁾ Our choice merely ensures early emergence of pivot rules (see below), which is a major factor critical to minimizing execution time.

Naturally, if all conditions of a decision table have been tested when some decision node has been processed, we have arrived at two leaf nodes. If a branch list is empty, a leaf node consisting of the else rule is provided.

Certain cases arise which define leaf nodes prior to testing of all the conditions of the table or to obtaining an empty list. In order to discuss these cases economically, we will define a pivot rule as the leftmost rule in an active branch list in which all the conditions which have not yet been tested are "don't-care." The presence of a pivot rule in the active branch list is important to recognize for one reason or another, so a pivot rule is checked for at each repetition of the tree growing cycle.

In a table designated as ORDERED, a pivot rule should be recognized as soon as it appears in an active branch list because it will be obeyed in preference to rules to the right of it. Since all the rules to the right cannot possibly be applicable in this branch of the decision tree, these rules can be dropped from the active branch list before the next decision node is processed. The decision process in this branch of the tree is expedited by dropping the useless rules. For a table which is not labeled ORDERED, the pivot rule must be promptly recognized because it is the rule whose action list is executed. This choice is made to minimize execution time and translation time: the choice of the first rule whose applicability is established makes it unnecessary to continue testing conditions.

In brief, the condition for early recognition of leaf nodes depends upon the table options. If the table had been specified as ORDERED, then a leaf node is reached when the leftmost rule in the active branch list has become the pivot rule. If the table is

not ORDERED, then a leaf node is reached when there is a pivot rule in the active branch list.

The growth of the decision tree by stepwise division of rules into a true and a false branch list is convenient because of the ease with which diagnostic messages can be produced as a natural and relatively effortless consequence of the normal flow of processing of an error-free input table. Several distinct kinds of errors may need to be flagged at translation time.

If a branch list is empty at any point in the development of the decision tree, it implies that an else rule must be invoked. If no else rule is present, one will be supplied which generates a diagnostic message at execution time and causes an exit from the decision table block since there is no available action list to implement. As has been said, the insertion of a few entries into the directory vector will provide a mechanism by which this execution time diagnostic can be provided. If the missing else situation never arises, then the potential diagnostic is simply never expressed during execution. Translation time messages may be produced whenever a decision tree leaf node apparently requires a missing else rule.

DIAGNOSTIC ASSISTANCE FOR AMBIGUOUS RULES

All rules which coexist in a branch list at a leaf node have been termed ambiguous.⁽⁹⁾ Those rules which, because of the logical relationships among the conditions defining them, cannot be simultaneously satisfied are only apparently ambiguous. The only

rules which are really ambiguous are those which can be simultaneously satisfied.⁽⁹⁾ For this reason, the problem as to the appropriate diagnostic to produce in case of ambiguous rules is a subtle one which we have sought to answer at various levels in the hope that each user's preference will appear somewhere among the translator's options. The next few paragraphs will describe the range of responses we will make. They are included as illustrations of the design variability accommodated by the basic list processing control device.

The level of diagnostic response will be controlled by the block or table option 'DIAG=n', where n may have the values 1, 2, or 3. When DIAG is 1, no diagnostics are given at either compile time or execution time as a consequence of ambiguous rules. This option will be useful only after the contents of a table have been thoroughly checked, and the user is satisfied that the ambiguities in it are only apparent ones so that he need not have the translator point them out to him in further runs.

When DIAG is 2, diagnostics will be produced at translation time but no execution time diagnostics will be inserted in the directory when ambiguities are encountered. This option will be useful if the programmer wishes his ambiguities flagged so that he can check the cases against his understanding of the problem to see if corrections in the table are warranted. Use of this level of diagnostic assistance uses only compile time, and has no effect on either the size or efficiency of the execution time module.

When DIAG is 3, execution time diagnostics will be created and triplets will be inserted into the directory vector so that an execution time diagnostic will greet the actual occurrence of an ambiguous situation. Since apparent and real ambiguities can not be distinguished at compile time, while real ambiguities can express themselves at execution time, this level of diagnostic assistance is the only way real ambiguities can be discovered. Since, as the following example will demonstrate, provision of execution time diagnostic capabilities requires a further development of the decision tree in order to identify really ambiguous situations, there will be a degradation of performance as well as an increase in the size of the directory vector consequent to the choice of DIAG=3.

The diagnostic assistance at level 3 is useful to automate a check on the programmer's understanding of the logic of his problem. If a user, for example, has a pair of condition entries

T -

- F

in the expectation that the two conditions will never be simultaneously met, i.e., that the ambiguity is only apparent and not real,⁽⁹⁾ then the occurrence of T/F at execution time should be flaggable as a check on the programmer's understanding of his problem. The effect of early selection of a leaf node under either an ORDERED or a not-ORDERED regimen will be to produce a two-node decision tree (Fig. 3a). Such a tree cannot detect the occurrence

of the ambiguous situation. Hence when DIAG=3 is specified, the decision tree is more fully developed (Fig. 3b) so that the occurrence of the ambiguous T/F situation can be detected and execution routed through a diagnostic triplet. An execution time diagnostic will be included only in those leaves of the tree which are ambiguous. The leaf nodes which have only a single rule are not ambiguous, and the action lists for these rules will be included in the directory without insertion of a diagnostic triplet. If the user's understanding is correct, the error message will never be expressed; only if his ambiguity is real will he be given a diagnostic at execution time.

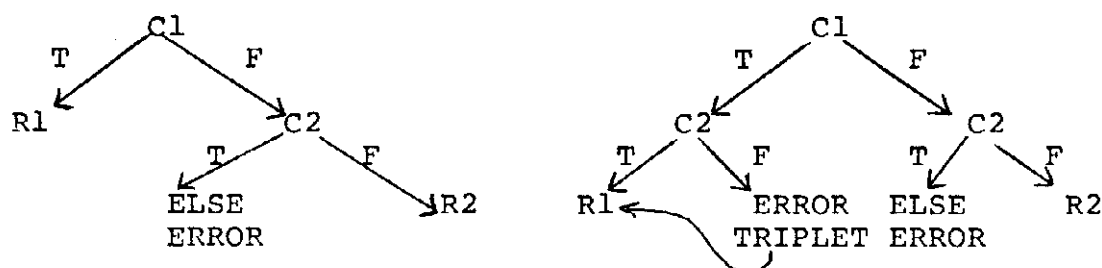


Figure 3. a. Decision tree produced from C_1T - C_2F

when DIAG=1 or DIAG=2. b. Decision tree produced when DIAG=3.

The rule chosen for execution is selected according to the ORDERED or not-ORDERED option for the table; the level of diagnostic assistance will cause elaboration of the decision tree in such a way that the choice of rule to be executed will not change as diagnostic assistance is requested or refused.

TRANSLATOR STATEMENTS

Translator statements are statements which specify that the translator is to take some action relevant to control of the execu-

--

cution flow of the processing of the decision tables.⁽¹¹⁾ Each translator statement encountered at translate time is interpreted and appropriate entries made in the directory vector to implement the action specified. Translator statements may provide cross-references to stubs in another table in the block or may cause invocation of another or the same table in the block. Note that if the user wishes to take advantage of the control mechanism's capability of eliminating replicate coding of activity stubs, he must provide cross-references via translator statements, as the translator does not seek to identify identical stubs for itself.

The allowable translator statements are:

Axx *TxxAxx	Axx *STOP
Cxx *TxxCxx	Axx *RETURN
Axx *GOTO Txx	Axx *REGOTO Txx
Axx *CALL Txx	Axx *RECALL Txx
Axx *GOAGAIN	Axx *REGOAGAIN

Each translator statement is preceded by an asterisk. The interpretation associated with the card Axx *TxxAxx is that the action appropriate here is identical with the action in the table and action specified in the cross reference. Cross references must be to executable statements (or testable conditions), and not to cross references or other translator statements. *CALL may be employed to invoke a closed table. *RETURN will cause control to return to the action list after the most recent in-completed *CALL. *GOTO may be employed to invoke an open table.

RE is prefixed if the table is to be entered at the point of starting its condition tests. AGAIN is added as a suffix to specify a new invocation of the table in which the translator statement appears. *STOP causes control to be transferred to the target language coding immediately after the *END card delimiting the decision table block.

V. ADVANCED FEATURES

Condition stubs and action stubs may be arbitrarily complex, and may even include such peculiarities as precondition actions (target language assignments in a decision table Cxx statement) and preaction conditions (target language IF <expression> THEN <statement>; ELSE <statement>; in a decision table Axx statement). The principal limitations to use of such features is that they must be self-contained (i.e. make no transfers of control to statement labels outside themselves) and self-sufficient (i.e. they must neither refer to nor establish values of variables of other conditions and actions, since each is done independently in an order possibly unique to each rule). The ability to use quite complicated passages of target language coding as a single action in a decision table is a real advantage. The complicated action may be used elsewhere in the program by the usual cross referencing mechanism, with the consequent ease of invocation which usually applies only to procedures in PL/I.

The usual convention among users of decision tables is to consider that closed tables may only be called by and may, in turn, only call other closed tables. If the action list of a rule is

completed in a closed table, then return is automatically made to the invoking rule.

This convention is followed by this system, and users who wish to observe it are free to do so. However, the following usage, which may at times prove convenient, is permitted. Since the planting or failure to plant of a return linkage is triggered by use of *CALL or *GOTO, respectively, one can create a set of tables, one of which is accessed by a *CALL statement, which inter-communicate by means of *GOTO statements. Return to the point of invocation can be arranged by explicit use of a *RETURN statement or by implicit return by completing an action list in a table marked CLOSED. This usage permits considerably more freedom in table construction without incurring the liability of a large stack of link-back information.

This increased freedom in program construction using interconnected decision tables carries with it a requirement for increased programmer responsibility. If the program structure is such that there are circuits with unequal numbers of *CALL and *RETURN statements, then the potential exists for blundering into an incorrect number of entries in the stack of return links. Correct use of the extended program construction facility requires that a flow chart showing gross program structure at the table level be susceptible to a division by a number of contour lines, each of which is crossed in one direction by a *CALL statement and in the opposite direction by a *RETURN statement or its equivalent. Note that this requirement does not exclude con-

struction of recursive tables or groups of tables which invoke one another recursively.

VI. IMPLEMENTATION STRATEGY

The ideas described in this paper have been implemented in two stages. The first stage was construction of a modularized bootstrap capable of translating correct limited entry decision tables into PL/I coding without any diagnostic capability. Although most modules were skeletal, certain central modules concerned with building the decision tree and constructing the directory vector were so written that they would serve in these capacities in the ultimate system. This bootstrap was then employed to bring up the whole system expressed in decision tables. The use of decision tables processed by the bootstrap to implement the final system played the double role of providing test data for the system and of increasing our productivity as programmers during the final stages of system development.

At this writing our experience with the system has been with the decision tables which implement it and with a few contrived examples of very limited scope. The system appears to be quite satisfactory. The design offers the possibility of including additional features beyond those suggested here, and so deserves consideration in any new decision table implementation.

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```

DECTALB: PROC OPTIONS(MAIN):
/* FILE DECLARATIONS */
    DCL
/* INPUT FILE */
/* PRINT FILE */
/* PUNCH FILE */
/* INPUT RECORD */
    DCL
/* COLUMN ONE */
/* INPUT TEXT */
/* SEQUENCE NUMBER */
/* STATEMENT ID FIELD */
/* LETTER PART OF ID */
/* INDEX OF ACTIVE CHAR */
/* LENGTH OF ACTIVE SUBSTR */
/* CHARACTER 2 BASED */
/* ONE CHAR SUBSTRINGS */
/**/
/* PUNCH RECORD */
    DCL
/* COLUMN ONE */
/* OUTPUT TEXT */
/* SEQUENCE NUMBER */
/* INDEX OF ACTIVE CHAR */
/* LENGTH OF ACTIVE SUBSTR */
/* CARDOUT STRING */
/**/
/* PRINT RECORD */
    DCL
/* STUB ID */
/* CROSS REFERENCE */
/* # SIGN OR BLANK */
/* STUB */
/* CONSTANT=' :: ' */
/* ENTRY */
/* LINEOUT STRING */
/* DICTIONARY LIST */
    DCL
/* ID NUMBER CODE */
/* RESOLUTION FOR ID CODE */
/* ACTUAL NO IN DIC LIST */
/* TABLE CODE BASE */
/* TRIAL ID CODE */
/* TRIAL ID CODE OFFSET */
/* DIC LIST SUBSCRIPT */
    DCL
/* 1: CALL CONTROL SECT */
/* 2: GO TO CONTROL SECT */
/* 3: RETURN CONTROL SECT */
/* 4: END STMT LABEL SUBS */
    DCL
/* NEXT AVAILABLE DIR SUBS */
/* NEXT AVAILABLE LABEL SUB */
/* CURRENT TABLE INFO */
/* SYSIN FILE RECORD INPUT EXT, */
/* PRINT FILE PRINT OUTPUT EXT, */
/* PUNCH FILE RECORD OUTPUT EXT: */
    1 CARDIN,
    2 BLANK CHAR(1),
    2 TEXT CHAR(71),
    2 SQ CHAR(8),
    ID CHAR(3) DEF CARDIN,
    IDL CHAR(1) DEF CARDIN,
    CARDINSTR CHAR(80) DEF CARDIN,
    INX BIN FIXED,
    INL BIN FIXED,
    CHARB2 CHAR(2) BASED(CHARB2PT),
    CHAPIN(71) CHAR(1) DEF CARDIN.TEXT;
/**/
    1 CARDOUT,
    2 BLANK CHAR(1),
    2 TEXT CHAR(71),
    2 SQ PIC 'ZZZZZZZ9',
    CUTX BIN FIXED,
    CUTL BIN FIXED,
    SEQNO BIN FIXED(15) INIT(0),
    CARDOUTSTR CHAR(80) DEF CARDOUT;
/**/
    1 LINEOUT,
    2 SID CHAR(3),
    2 FA CHAR(2),
    2 XREF CHAR(6),
    2 FB CHAR(2),
    2 #SIGN CHAR(1),
    2 STUB CHAR(71),
    2 DCOLON CHAR(5),
    2 ENTPY(42) CHAR(1),
    LINEOUTSTR CHAR(132) DEF LINEOUT;
    1 DICL(0:MNDICL+32) CTL,
    2 IDC BIN FIXED,
    2 RES BIN FIXED,
    NDICL BIN FIXED,
    TCBASE BIN FIXED,
    TIDC BIN FIXED,
    TIDCOFF BIN FIXED,
    DICLS BIN FIXED;
    CSS(4) BIN FIXED;
    DIR(MNADS) BIN FIXED CTL,
    NADS BIN FIXED,
    NAS BIN FIXED;

```

DCL		1	9
/* ENTRY TABLE	*/ ET(MNS,MNR) CHAR(1) CTL,	1	9
/* ENTRY TABLE ROW ELEMENTS	*/ ETELEM(100) CHAR(1) BASED(ETELEMPT),	1	9
/* ENTRY TABLE ROW	*/ ETROW CHAR(100) BASED(ETROWPT),	1	9
/* ENTRY TABLE ROW PRIME	*/ ETROWP CHAR(100) BASED(ETROWPPT),	1	9
/* RULE NUMBERS	*/ RULENO(MNR) CHAR(2) CTL,	1	9
/* ELSE SWITCH	*/ ELSE CHAR(1),	1	9
/* SUB LABEL SUBSCRIPTS	*/ SS(MNS) BIN FIXED CTL,	1	9
/* MAX NO RULES	*/ MNR BIN FIXED INIT(21),	1	9
/*MAX NO SUBS	*/ MNS BIN FIXED INIT(50),	1	9
/* ACTUAL NO SUBS	*/ NS BIN FIXED,	1	9
/* ACTUAL NO RULES	*/ NR BIN FIXED,	1	9
/* ACTUAL NO CONDITIONS	*/ NC BIN FIXED,	1	9
/* ACTUAL NO INIT ACTIONS	*/ NIA BIN FIXED,	1	9
/* ACTUAL NO ACTIONS	*/ NA BIN FIXED,	1	9
/* FIRST ACTION LABEL SUB	*/ FAS(MNR) BIN FIXED CTL,	1	9
/* SECOND ACTION DIR SUB	*/ SADS(MNR) BIN FIXED CTL;	1	9
/**/		1	10
/**/ DCL		1	10
/* NEXT PROCEDURE TO CALL	*/ NPROC BIN FIXED:	1	10
DCL MNDICL BIN FIXED INIT(300);		1	11
MNADS BIN FIXED INIT(1000);		1	11
DCL PROCLAB(5) LABEL:		1	12
OPEN FILE(PRINT)OUTPUT LINESIZE(132);		1	13
ALLOCATE ET,SS,DICL,DIR,RULENO,FAS,SADS;		1	14
NPROC=1;		1	15
NEXT: GO TO PROCLAB(NPROC);		1	16
PROCLAB(4):		1	17
CALL EXOUT;		1	17
PROCLAB(1):		1	18
CALL DECOPT;		1	18
GO TO NEXT;		1	19
PROCLAB(3):		1	20
CALL PARSE;		1	20
PROCLAB(2):		1	21
CALL INPUT;		1	21
GO TO NEXT;		1	22
PROCLAB(5):		1	23
FREE ET,SS,DICL,DIR,RULENO,FAS,SADS;		1	23
IACSS: PROC(ICODE):		2	24
IF CSS(ICODE)=0 THEN		3	25
DO;		4	26
CSS(ICODE)=NAS;		4	27
NAS=NAS+1;		4	28
END;		4	29
RETURN(CSS(ICODE));		2	30
END IACSS;		2	31

DECOPT:	PROC;	2	32
	ON ENDFILE(SYSIN)	2	33
	GO TO TERMINATE;	2	34
/*LOOK FOR	DECTAL OPTION CARD*/	2	35
LOOKOPT:	READ FILE(SYSIN)INTO(CARDIN);	2	35
	IF SUBSTR(CARDINSTR,1,8)~='*DECTAL ' THEN	3	36
	DO;	4	37
	WRITE FILE(PUNCH)FROM(CARDIN);	4	38
	GO TO LOOKOPT;	4	39
	END;	4	40
	PUT PAGE FILE(PRINT);	2	41
	LINEOUTSTR=' ';	2	42
	REVERT ENDFILE(SYSIN);	2	43
/*NO OPTIONS ARE SUPPORTED BY THE BOOTSTRAP*/		2	44
	READ FILE(SYSIN)INTO(CARDIN);	2	44
LOOKT:	IF IDL='T' THEN	3	45
	DO;	4	46
	CSS=0;	4	47
	DIR(1)=2;	4	48
	NADS=2;	4	49
	NAS=1;	4	50
	NDICL=0;	4	51
	CARDOUTSTR=' GO TO #START;';	4	52
	WRITE FILE(PUNCH)FROM(CARDOUT);	4	53
	NPROC=2;	4	54
	RETURN;	4	55
	END;	4	56
	WRITE FILE(PUNCH)FROM(CARDIN);	2	57
	SUBSTR(LINEOUTSTR,14,72)=SUBSTR(CARDINSTR,1,72);	2	57
	PUT FILE(PRINT)SKIP EDIT(LINEOUTSTR)(A);	2	58
	READ FILE(SYSIN)INTO(CARDIN);	2	59
	GO TO LOOKT;	2	60
TERMINATE:	NPROC=5;	2	61
	END DECOPT;	2	62

INPUT: PROC;	2	63
/* INPUT SECTION VARIABLES */	2	64
DCL	2	64
/* TEMPORARY NO OF RULES */	2	64
/* ID CODE BREAKER	2	64
/* TNR BIN FIXED,	2	64
2 TDOPE,	2	64
3 T CHAR(1),	2	64
3 TNO PIC'99',	2	64
2 ADOPE,	2	64
3 AORC CHAR(1),	2	64
3 SNO PIC'99',	2	64
/* ID CODE BREAKER STRING	2	64
/* RE-ENTRY OFFSET	2	64
/* WORK STRING	2	64
/* LABEL SUPSCRIPT	2	64
/* VALUE OF NS FOR FIRST	2	64
/* TRANSLATOR GOTO OR STOP	2	64
/* NO RULE CARD SWITCH	2	64
/* WORK STRING	2	64
/* GO CODE	2	64
/* OPEN OR CLOSED	2	64
/* TABLE ID	2	64
/* STATEMENT ID	2	64
/* NUMBER PART OF ID	2	64
/* STATEMENT ID LETTER	2	64
DCL NERRS INIT(0);	2	65
ON ERROR	2	66
BEGIN;	3	67
NERRS=NERRS+1;	3	68
IF NERRS>10 THEN	4	69
DO;	5	70
NPROC=5;	5	71
GOTO SRET;	5	72
END;	5	73
PUT FILE(SYSPRINT)EDIT(' OCCURRED AT ',TID,STID)(A);	3	74
GO TO RET41;	3	75
END;	3	76
/*T40: */	3	77
IF IDL-='T' THEN	4	78
DO;	4	79
NPROC=4;	4	80
SRET:	4	81
RETURN;	4	81
END;	4	81
ELSE	3	82
GO TO T41;	3	82
T41:	2	83
NIA,NC,NA,NR=0;	2	84
STOP=0;	2	84
NS=1;	2	85
CARDOUTSTR=' ';	2	86
LINEOUTSTR=' ';	2	87
OUTX=2;	2	88
CALL T46;	2	89
RET41:	3	90
IF IDL='A' THEN	4	91
IF NC=0 THEN	5	92
DO;	5	93
CALL T38;	5	94
NIA=NIA+1;	5	95
T41R02P:	5	95
T41R02PP:	5	96
TIDC=128;		
CALL T49;		

NS=NS+1;	5	97
GO TO RET41;	5	98
END;	5	99
ELSE	4	100
DO;	5	100
CALL T38;	5	101
NA=NA+1;	5	102
GO TO T41R02P;	5	103
END;	5	104
ELSE	3	105
IF IDL='C' THEN	4	105
DO;	5	106
CALL T38;	5	107
TIDCOFF=0;	5	108
NC=NC+1;	5	109
GO TO T41R02PP;	5	110
END;	5	111
ELSE	4	112
IF IDL='R' THEN	5	112
DO;	6	113
CALL T43;	6	114
GO TO RET41;	6	115
END;	6	116
ELSE	5	117
/* A BLANK IDL ==> UNEXPECTED CONTINUATION CARD*/	6	117
IF IDL='T' THEN	6	117
IF NS=1 THEN	7	118
IF NC=0 THEN	8	119
GO TO T41;	8	120
ELSE	8	121
GO TO T41R08;	8	121
ELSE	7	122
SIFNC: IF NC=0 THEN	8	122
DO;	9	123
CALL T59;	9	124
NPROC=2;	9	125
RETURN;	9	126
END;	9	127
ELSE	8	128
T41R08: DO;	9	128
CALL T59;	9	129
NPROC=3;	9	130
RETURN;	9	131
END;	9	132
ELSE	6	133
GO TO SIFNC;	6	133
T38: PROC;	3	134
/*T38A: */ IF STIDL=IDL THEN	4	135
RETURN;	4	136
ELSE	4	137
IF STIDL='A'&IDL='C'&NC=0 THEN	5	137
DO;	6	138
/*A20*/ IF NR>0 THEN	7	139
DO;	8	140
IED=MIN(3,FLOOR(42/(NR+1)));	8	141
IF IED=3 THEN	9	142
DO I=1 TO NR;	10	143
IF SUBSTR(RULENO(I),1,1)=' ' THEN	11	144

DO;	12	145
DO J=1 TO NR;	13	146
LINEOUT.ENTRY(J*IEO)=SUBSTR(RULENO(J),1,1);	13	147
SUBSTR(RULENO(J),1,1)=' ';	13	148
END;	13	149
PUT FILE(PRINT)SKIP EDIT(LINEOUT)(A);	12	150
GO TO SDOI;	12	151
END;	12	152
END;	10	153
SDOI:	9	154
DO I=NR TO 1 BY-1;	9	155
CHARB2PT=ADDP(LINEOUT.ENTRY(I*IEO-1));	9	156
CHARB2=RULENO(I);	9	157
END;	9	158
IF UNSPEC(ELSE)THEN	9	159
LINEOUT.ENTRY(IEO*(NR+1))='E';	8	160
END;	7	161
ELSE	8	161
DO;	8	162
NR=42;	8	163
UNSPEC(NRCSW),UNSPEC(ELSE)='00000001'B;	8	164
END;	6	165
PUT FILE(PRINT)SKIP EDIT(LINEOUT)(A);	6	166
LINEOUTSTR=' ';	6	167
RETURN;	6	168
END;	5	169
ELSE	6	169
IF STIDL='C'&IDL='A' THEN	7	170
DO;	7	171
PUT FILE(PRINT)SKIP EDIT(((118)='')(X(14),A(11	7	171
8)));	7	172
RETURN;	7	173
END;	3	174
/* ELSE CLAUSE HERE FOR INCORRECT STATEMENT TYPE&DUMP CARD TO OUTPUT*/	3	174
END T38;	3	175
T42:	3	176
T42A:	4	177
IF IDL='#' THEN	5	178
DO;	5	179
LINEOUT.#SIGN='#';	5	180
LINEOUT.STUB=CARDIN.TEXT;	5	181
PUT FILE(PRINT)SKIP EDIT(LINEOUT)(A);	5	182
LINEOUTSTR=' ';	5	183
GO TO T42A;	5	184
END;	3	185
END T42:	3	186
T43:	3	187
PROC;	3	188
CARDIN.TEXT=TRANSLATE(CARDIN.TEXT,' ',' ');	4	189
INX=VERIFY(CARDIN.TEXT,' ');	4	190
IF INX=0 THEN	4	191
CALL T42;	5	191
ELSE	6	192
IF CHARIN(INX)>='0' THEN	6	193
DO;	6	194
NR=NR+1;	6	195
INL=INDEX(SUBSTR(CARDIN.TEXT,INX),' ')+INX-3;	6	196
RULENO(NR)=SUBSTR(CARDIN.TEXT,INL,2);	6	197
SUBSTR(CARDIN.TEXT,INL,2)=' ';		
GO TO RET43;		

	END;	6	198
	ELSE	5	199
	DO;	6	199
	UNSPEC(ELSE)='00000001'B;	6	200
	RULENO(NR+1)=' E';	6	201
	CALL T42;	6	202
	END;	6	203
	END T43;	3	204
T46:	PROC;	3	205
	UNSPEC(NRCSW),UNSPEC(ELSE)='00000000'B;	3	206
	STID,LINEOUT.SID,TID=ID;	3	207
	TCBASE=256*IDN;	3	208
	TIDC=TCBASE-1;	3	209
	ID=' ';	3	210
	STIDL='A';	3	211
	CALL DICLUP;	3	212
/*	II=VERIFY(CARDIN.TEXT,' ');	4	213
	IF SUBSTR(CARDIN.TEXT,II,6)='CLOSED' THEN	4	213
	DOORC='C';	4	213
	ELSE	4	213
	DOORC='O';	4	213
	IF DICL.RES(DICLS)=0 THEN	4	213
	DO;	5	214
	DIR(NADS+1),DIR(NADS)=0;	5	215
	DICL.RES(DICLS)=-NADS;	5	216
	NADS=NADS+2;	5	217
	GO TO T46R01P;	5	218
	END;	5	219
	ELSE	4	220
	DO;	5	220
/*	IF DICL.RES(DICLS)>0 THEN	5	221
HIS TABLE ID HAS BEEN USED ALREADY*/		5	221
T46R01P:	LINEOUT.STUB=CARDIN.TEXT;	5	221
	PUT FILE(PRINT)PAGE EDIT(LINEOUT)(A);	5	222
	LINEOUTSTR=' ';	5	223
	PUT FILE(PRINT)SKIP EDIT('ID','XREF','STUB','ENTRIE	5	224
	S')(COL(2),A,COL(7),A,COL(30),A,COL(100),A);	5	224
	CALL T42;	5	225
	END;	5	226
	END T46;	3	227
T49:	PROC;	3	228
	GOCD=0;	3	229
	STID,LINEOUT.SID=ID;	3	230
	ID=' ';	3	231
	INX=VERIFY(CARDIN.TEXT,' ');	3	232
	IF CHARIN(INX)='*' THEN	4	233
	DO;	5	234
	INX=INX+1;	5	235
	GO TO T52;	5	236
	END;	5	237
/*T50:*/	TIDC=TCBASE+IDN+TIDCOFF;	3	238
	CALL DICLUP;	3	239
	IF DICL.RES(DICLS)=0 THEN	4	240
	DO;	5	241
	SS(NS),SUBPIC,DICL.RES(DICLS)=NAS;	5	242
	NAS=NAS+1;	5	243
	END;	5	244
	ELSE	4	245

```

/*          IF DICL.RES(DICLS)>0 THEN          4 245
THIS STATEMENT ID HAS BEEN USED ALREADY*/      4 245
          SUBPIC,SS(NS),DICL.RES(DICLS)=ABS(DICL.RES(DICLS)); 4 245
GO TO T56;                                     3 246
T52:      REOFF=C:                             3 247
T52A:     II=VERIFY(SUBSTR(CARDIN.TEXT,INX),' '); 3 248
          IF II>0 THEN                          4 249
            INX=INX+II-1:                        4 250
            IF CHARIN(INX)='T' THEN              4 251
              DO:                               5 252
                CDBKRPT=ADDR(CHARIN(INX));      5 253
                GO TO T54:                      5 254
              END:                             5 255
          ELSE                                  4 256
            IF SUBSTR(CARDIN.TEXT,INX,2)='RE' THEN 5 256
              DO:                               6 257
                INX=INX+2:                      6 258
                REOFF=1:                       6 259
                GO TO T52A:                    6 260
              END:                             6 261
          ELSE                                  5 262
            IF SUBSTR(CARDIN.TEXT,INX,4)='STOP' THEN 6 262
              DO:                               7 263
                SS(NS)=IACSS(100B);             7 264
                GOCD=3:                        7 265
                GO TO T55:                     7 266
              END:                             7 267
          ELSE                                  6 268
            IF SUBSTR(CARDIN.TEXT,INX,7)='GUAGAIN' THEN 7 268
              DO:                               8 269
                TIDC=TCBASE-1:                 8 270
                GOCD=2:                       8 271
                CALL DICLUP:                   8 272
                SS(NS)=IACSS(10B);             8 273
                SS(NS+1)=ABS(DICL.RES(DICLS))+REOFF; 8 274
                NS=NS+1:                       8 275
                IF NC=0 THEN                   9 276
                  NIA=NIA+1:                   9 277
                ELSE                           9 278
                  NA=NA+1:                     9 278
                GO TO T55:                     8 279
              END:                             8 280
          ELSE                                  7 281
            IF SUBSTR(CARDIN.TEXT,INX,5)='GOTO ' THEN 8 281
              DO:                               9 282
                CDBKRPT=ADDR(CHARIN(INX+5));  9 283
                TIDC=CDBKR.TNO*256-1;         9 284
                GOCD=2:                       9 285
                CALL DICLUP:                   9 286
                SS(NS)=IACSS(10B);             9 287
                NS=NS+1:                       9 288
                IF NC=0 THEN                   10 289
                  NIA=NIA+1:                   10 290
                ELSE                           10 291
                  NA=NA+1:                     10 291
                CALL T53:                      9 292
                GO TO T55:                     9 293
              END:                             9 294
T52R05P:

```

ELSE		8	295
IF SUBSTR(CARDIN.TEXT,INX,5)='CALL ' TH		9	295
EN		9	295
DO;		10	296
CDBKPT=ADDR(CHARIN(INX+5));		10	297
TIDC=CDBKP.TNO*256-1;		10	298
GDCD=1;		10	299
CALL DICLUP;		10	300
SS(NS)=IACSS(1B);		10	301
GO TO T52R05P;		10	302
END;		10	303
/* ELSE FLUSH ERRONEOUS CARDS */		3	304
T54:		3	304
/* IF CDBKR.AORC=STIDL THEN	ERRONE	3	304
OUS CROSS REFERENCE */		3	304
TIDC=256*CDBKR.TNO+TIDCOFF+CDBKR.SNO;		3	304
CALL DICLUP;		3	305
IF DICL.RES(DICLS)=0 THEN		4	306
DO;		5	307
DICL.RES(DICLS)=-NAS;		5	308
SS(NS)=NAS;		5	309
NAS=NAS+1;		5	310
LINEOUT.XREF=CDBKRSTR;		5	311
GO TO T55;		5	312
END;		5	313
ELSE		4	314
DO;		5	314
SS(NS)=ABS(DICL.RES(DICLS));		5	315
LINEOUT.XREF=CDBKRSTR;		5	316
GO TO T55;		5	317
END;		5	318
T55: II=INDEX(CARDIN.TEXT,'::');		3	319
IF II=0 THEN		4	320
DO;		5	321
LINEOUT.STUB=CARDIN.TEXT;		5	322
PUT FILE(PRINT)SKIP EDIT(LINEOUT)(A);		5	323
LINEOUTSTR=' ';		5	324
CALL T42;		5	325
GO TO T58;		5	326
END;		5	327
ELSE		4	328
/* IF NC=0 THEN PREMATURE ACTION ENTRIES*/		5	328
DO;		5	328
TNR=1;		5	329
INX=II+2;		5	330
LINEOUT.STUB=CARDIN.TEXT;		5	331
SUBSTR(LINEOUT.STUB,II)=' ';		5	332
GO TO T64;		5	333
END;		5	334
T56: SUBSTR(WORKSTR,1,15)='# :/* */';		3	335
OUTL=15;		3	336
SUBSTR(WORKSTR,2,3)=SUBPIC;		3	337
SUBSTR(WORKSTR,8,3)=TID;		3	338
SUBSTR(WORKSTR,11,3)=LINEOUT.SID;		3	339
CALL T69;		3	340
CALL T39;		3	341
RET56: II=INDEX(TEXTP,'::');		3	342
IF II=0 THEN		4	343

	DO;	5	344
	LINEOUT.STUB=CARDIN.TEXT;	5	345
	PUT FILE(PRINT)SKIP EDIT(LINEOUT)(A);	5	346
	LINEOUTSTR=' ';	5	347
	WORKSTR=CARDIN.TEXT;	5	348
	DO OUTL=67 TO 2 BY-5 WHILE(SUBSTR(WORKSTR,OUTL,5	6	349
)=' ');	6	349
	END;	6	350
	OUTL=OUTL+4;	5	351
	CALL T69;	5	352
	CALL T42;	5	353
	GO TO T57;	5	354
	END;	5	355
	ELSE	4	356
/*	IF NC=0 THEN PREMATURE ACTION ENTRIES*/	5	356
	DO;	5	356
	LINEOUT.STUB=CARDIN.TEXT;	5	357
	SUBSTR(LINEOUT.STUB,11)=' ';	5	358
	WORKSTR=CARDIN.TEXT;	5	359
	SUBSTR(WORKSTR,11)=' ';	5	360
	DO OUTL=67 TO 2 BY-5 WHILE(SUBSTR(WORKSTR,OUTL,5	6	361
)=' ');	6	361
	END;	6	362
	OUTL=OUTL+4;	5	363
	CALL T69;	5	364
	IF STIDL='A' THEN	6	365
	DO;	7	366
	SUBSTR(WORKSTR,1,11)='GOTO #NEXT:';	7	367
	OUTL=11;	7	368
	END;	7	369
	ELSE	6	370
	DO;	7	370
	SUBSTR(WORKSTR,1,29)=' THEN GOTO #TRUE;GOTO #	7	371
	FALSE:';	7	371
	OUTL=29;	7	372
	END;	7	373
	CALL T69;	5	374
	TNR=1;	5	375
	INX=11+2;	5	376
	GOTO T64;	5	377
	END;	5	378
T57:	IF IDL=' ' THEN	4	379
	DO;	5	380
	CALL T39;	5	381
	GO TO RET56;	5	382
	END;	5	383
	ELSE	4	384
	DO;	5	384
/*	IF NC>0 THEN ENTRIES ARE MISSING */	6	385
	IF STIDL='A' THEN	6	385
	DO;	7	386
	SUBSTR(WORKSTR,1,11)='GOTO #NEXT:';	7	387
	OUTL=11;	7	388
	END;	7	389
	ELSE	6	390
	DO;	7	390
	SUBSTR(WORKSTR,1,29)=' THEN GOTO #TRUE;GOTO #	7	391
	FALSE:';	7	391

	OUTL=29;	7	392
	END;	7	393
	CALL T69;	5	394
	RETURN;	5	395
	END;	5	396
T58:	IF IDL=' ' THEN	4	397
	GO TO T55;	4	398
	ELSE	4	399
	DO;	5	399
/*	IF NC>0 THEN ENTRIES ARE MISSING */	6	400
	IF GOOD>=2 THEN	6	400
	STOP(0)=NS;	6	401
	RETURN;	5	402
	END;	5	403
T64:	K=(UNSPEC(ELSE)='00000001'B)&(STIDL='A');	3	404
T64A:	II=VERIFY(SUBSTR(CARDIN.TEXT,INX),' ');	3	405
	IF II>0 THEN	4	406
	DO;	5	407
	INX=INX+II-1;	5	408
	ET(NS,TNR)=CHARIN(INX);	5	409
	TNR=TNR+1;	5	410
	INX=INX+1;	5	411
	GO TO T64A;	5	412
	END;	5	413
	ELSE	4	414
	IF TNR<=NR+K THEN	5	414
	DO;	6	415
	INX=1;	6	416
	CALL T42;	6	417
	GO TO T64;	6	418
	END;	6	419
	ELSE	5	420
	GO TO T66;	5	420
T66:		3	421
/*A00*/	ETROWPT=ADDR(ET(NS,1));	3	421
	IF UNSPEC(NRCSW) THEN	4	422
	IF NC=1 THEN	5	423
	DO;	6	424
	NR=TNR-1;	6	425
	IFQ=MIN(3,FLOOR(42/(NR+1)));	6	426
	END;	6	427
	ELSE	5	428
	IF NA=1 THEN	6	428
	DO;	7	429
	UNSPEC(NRCSW)='0'B;	7	430
	IF TNR=NR+1 THEN	8	431
	DO;	9	432
	UNSPEC(ELSE)='0'B;	9	433
	K=0;	9	434
	END;	9	435
	END;	7	436
/*	IF STIDL='C' THEN TEST FOR VALID ENTRIES AND DIAGNOSE BAD ONES	3	437
*/	SUBSTR(ETROW,1,NR+BIN(UNSPEC(ELSE)))=TRANSLATE(SUBSTR(ETR	3	437
	OW,1,NR+BIN(UNSPEC(ELSE))), 'IF', 'YN');	3	437
	IF GOOD>0 THEN	4	438
	IF GOOD<3 THEN	5	439
	DO;	6	440
	ETROWPPT=ADDR(ET(NS-1,1));	6	441

```

SUBSTR(ETROWP,1,NR+BIN(UNSPEC(ELSE)))=SUBSTR(ETR 6 442
OW,1,NR+BIN(UNSPEC(ELSE))); 6 442
END; 6 443
/* TEST TNR VS. NR+K+1 TO DIAGNOSE INCORRECT NUMBER OF ENTRIES */ 3 444
LINEOUT.DCOLON=' II '; 3 444
/*A02*/ DO TNR=1 TO NR+K; 4 445
ENTRY(IEQ*TNR)=ET(NS,TNR); 4 446
IF GUCD>1 THEN 5 447
IF ET(NS,TNR)='X' THEN 6 448
IF STOP(TNR)=0 THEN 7 449
STOP(TNR)=NS; 7 450
END; 4 451
PUT FILE(PRINT)SKIP EDIT(LINEOUT)(A); 3 452
LINEOUTSTR=' '; 3 453
CALL T42; 3 454
RETURN; 3 455
T53: PROC; 4 456
IF D1CL.RES(D1CLS)=0 THEN 5 457
DO; 6 458
SS(NS)=NADS+REOFF; 6 459
DIR(NADS+REOFF)=-1; 6 460
DIR(NADS-REOFF+1)=0; 6 461
D1CL.RES(D1CLS)=-NADS; 6 462
NADS=NADS+2; 6 463
END; 6 464
ELSE 5 465
DO; 6 466
SS(NS)=ABS(D1CL.RES(D1CLS))+REOFF; 6 466
IF D1CL.RES(D1CLS)<0 THEN 7 467
DIR(SS(NS))=-1; 7 468
/* ELSE BAD TABLE ENTRY POINT*/ 6 469
END; 6 469
END T53; 4 470
T69: PROC; 4 471
IF OUTX+OUTL-1>72 THEN 5 472
DO; 6 473
SUBSTR(CARDOUTSTR,OUTX,73-OUTX)=SUBSTR(WORKSTR,1 6 474
,73-OUTX); 6 474
SEQNO,CARDOUT.SO=SEQNO+1; 6 475
WRITE FILE(PUNCH)FROM(CARDOUT); 6 476
SUBSTR(CARDOUTSTR,2,OUTL-73+OUTX)=SUBSTR(WORKSTR 6 477
,74-OUTX,OUTL-73+OUTX); 6 477
OUTX=OUTL-71+OUTX; 6 478
END; 6 479
ELSE 5 480
DO; 6 480
SUBSTR(CARDOUTSTR,OUTX,OUTL)=SUBSTR(WORKSTR,1,OU 6 481
TL); 6 481
OUTX=OUTX+OUTL; 6 482
END; 6 483
END T69; 4 484
T39: PROC; 4 485
TEXTP=CARDIN.TEXT; 4 486
II=INDEX(TEXTP,''): 4 487
JJ=INDEX(TEXTP,'/*'): 4 488
RFT39: IF II=0 THEN 5 489
IF JJ=0 THEN 6 490
RETURN; 6 491

```

	ELSE	6	492
T39R04:	DO;	7	492
	KK=INDEX(SUBSTR(TEXTP,JJ),'*/*');	7	493
	SUBSTR(TEXTP,JJ,KK+1)=' ';	7	494
	JJ=INDEX(TEXTP,'/*');	7	495
	GO TO RET39;	7	496
	END;	7	497
	ELSE	5	498
	IF JJ=0 THEN	6	498
	DO;	7	499
T39R05:	KK=INDEX(SUBSTR(TEXTP,II+1),''');;	7	500
	SUBSTR(TEXTP,II,KK+1)=' ';	7	501
	II=INDEX(TEXTP,''');;	7	502
	GO TO RET39;	7	503
	END;	7	504
	ELSE	6	505
	IF II>JJ THEN	7	505
	GO TO T39R04;	7	506
	ELSE	7	507
	GO TO T39R05;	7	507
	END T39;	4	508
	END T49;	3	509
T59:	PROC;	3	510
	SUBSTR(CARDOUTSTR,OUTX)=' ';	3	511
	SEOND,CARDOUT.SO=SEOND+1;	3	512
	WRITE FILE(PUNCH)FROM(CARDOUT);	3	513
	CARDOUTSTR=' ';	3	514
	OUTX=2;	3	515
/*A01*/	FAS=0;	3	516
	DO I=1 TO NR+BIN(UNSPEC(ELSE));	4	517
	DO J=NIA+NC+1 TO NS-1;	5	518
/*FIRST,CONSTRUCT ACTION LISTS FOR RULES IN DIR*/		6	519
	IF FT(J,1)='X' THEN	6	519
/*	IF J>STOP(1)THEN	7	520
	IF STOP(1)>0 THEN INACCESSIBLE ACTION */	7	520
	IF FAS(I)=0 THEN	7	520
	DO;	8	521
	FAS(I)=-SS(J);	8	522
	SADS(I)=NADS;	8	523
	END;	8	524
	ELSE	7	525
	DO;	8	525
	DIR(NADS)=SS(J);	8	526
	NADS=NADS+1;	8	527
	END;	8	528
	END;	5	529
/*PROVIDE ANY REQUIRED DIAGNOSTICS AND RETURN LINKS*/		5	530
/* THE BOOTSTRAP AUTOMATICALLY SUPPLIES *RETURN TO EVERY RULE NOT		5	530
CONCLUDING WITH A TRANSFER OF CONTROL*/		5	530
	IF STOP(1)<=0 THEN	5	530
/*	IF DDRC='D' THEN MISSING TRANSFER OF CONTROL */	6	531
	IF FAS(I)=0 THEN	6	531
	DO;	7	532
	FAS(I)=-IACSS(11R);	7	533
	SADS(I)=NADS;	7	534
	END;	7	535
	ELSE	6	536
	DO;	7	536

DIR(NADS)=IACSS(11B);	7	537
NADS=NADS+1;	7	538
END;	7	539
END;	4	540
/*PROVIDE TABLE LINKAGE FOR MAIN ENTRY*/	3	541
TIIDC=TCBASE-1;	3	541
CALL DICLUP;	3	542
DICL.RES(DICLS)=ABS(DICI.RES(DICLS));	3	543
DIR(DICL.RES(DICLS))=NADS;	3	544
/*TRANSFER INITIALIZING ACTION LIST TO DIR*/	4	545
DO I=0 TO NIA;	4	545
DIR(NADS+I)=SS(I+1);	4	546
END;	4	547
NADS=NADS+NIA;	3	548
IF NC=0 THEN	4	549
/*PROVIDE DIAGNOSTICS OR RETURN LINK FOR ACTION TABLE*/	5	550
IF NS-1=STOP(0) THEN	5	550
/* IF STOP(0)>1 THEN INACCESSIBLE ACTIONS */	6	551
/* ELSE */	6	551
/* IF DDRC='D' THEN MISSING TRANSFER OF CONTROL */	6	551
DO;	6	551
DIR(NADS)=IACSS(11B);	6	552
NADS=NADS+1;	6	553
END;	6	554
/*PROVIDE TABLE LINKAGE FOR RE-ENTRY POINT*/	3	555
/* IF NC=0 THEN	3	555
IF DIR(DICL.RES(DICLS)+1)=-1 THEN	I 3	555
NVALID FORWARD REFERENCE SOMEPLACE */	3	555
DIR(DICL.RES(DICLS)+1)=NADS;	3	555
END T59;	3	556

DICLUP:	PROC:	3	557
	DCL	3	558
	/* NEW LOCATION	3	558
	/* OLD LOCATION	3	558
	DCL (HIGH,LOW) BIN FIXED;	3	559
/* LOOK FOR SDI */		3	560
	LOW=1;	3	560
	HIGH=NDICL;	3	561
GUESS:	DICLS=(LOW+HIGH)/2;	3	562
	IF DICL.IDC(DICLS)<TIDC THEN	4	563
/* TOO LOW */	DO;	5	564
	LOW=DICLS+1;	5	565
	IF LOW<=HIGH THEN	6	566
	GO TO GUESS;	6	567
	GO TO NOTE;	5	568
	END;	5	569
	IF DICL.IDC(DICLS)>TIDC THEN	4	570
/* TOO HIGH */	DO;	5	571
	HIGH=DICLS-1;	5	572
	IF LOW<=HIGH THEN	6	573
	GO TO GUESS;	6	574
	GO TO NOTE;	5	575
	END;	5	576
	RETURN;	3	577
NOTE:	DICLS=LOW;	3	578
/* IF NDICL >=MNDICL THEN ERROR */		4	579
	IF DICLS<=NDICL THEN	4	579
	DO;	5	580
	DO I=DICLS TO NDICL BY 32;	6	581
	END;	6	582
	I=I-32;	5	583
	DO J=1 TO DICLS BY-32;	6	584
	OLOCPT=ADDR(DICL(J));	6	585
	NLOCPT=ADDR(DICL(J+1));	6	586
	NLOC=OLOC;	6	587
	END;	6	588
	END;	5	589
	DICL.IDC(DICLS)=TIDC;	3	590
	DICL.RES(DICLS)=0;	3	591
	NDICL=NDICL+1;	3	592
	END DICLUP;	3	593
END INPUT;		2	594

```

PARSE:      PROC:                                     2 595
/* DYNAMIC ORDER OF                               */ 2 596
/* CONDITION STOPS                                */ 2 596
      DCL                                           DOCS(NC) BIN FIXED, 2 596
      /* NO OF ACTIVE LEVEL                       */ /* NAL BIN FIXED, 2 596
      /* COND BRANCH VALUES                     */ /* CDB(NIA+1:NIA+NC) CHAR(1); 2 596
/**/ 2 597
/* TRUE BRANCH LIST                               */ 2 597
      DCL                                           1 TRUE, 2 597
      /* ACTUAL NO IN TBL                         */ /* 2 NTBL BIN FIXED, 2 597
      /* NO IN TBL FOR ERRORS                     */ /* 2 MTBL BIN FIXED, 2 597
      /* TRUE BRANCH LIST                         */ /* 2 TBL(NR) BIN FIXED; 2 597
/**/ 2 598
/* FALSE BRANCH LIST STACK */ 2 598
      DCL                                           1 FALSES(NC), 2 598
      /* ACTUAL NO IN FBLS(NC)                   */ /* 2 NFBLS BIN FIXED, 2 598
      /* NO IN FBLS FOR ERRORS                     */ /* 2 MFBLS BIN FIXED, 2 598
      /* FALSE BRANCH LIST STACK                 */ /* 2 FBLS(NR) BIN FIXED, 2 598
      /* FALSE DIR SUB STACK                     */ /* FDSS(NC) BIN FIXED, 2 598
      /* ONE ELEMENT IN STACK                     */ /* 1 FALSE BASED(FBLPT), 2 598
      /* ACTUAL NO IN FBL                         */ /* 2 NFBL BIN FIXED, 2 598
      /* NO IN FBL FOR ERRORS                     */ /* 2 MFBL BIN FIXED, 2 598
      /* FALSE BRANCH LIST                       */ /* 2 FBL(100) BIN FIXED; 2 598
/**/ 2 599
/* ACTIVE BRANCH LIST                               */ 2 599
      DCL                                           1 ACTIVE BASED(ABLPT), 2 599
      /* ACTUAL NO IN ABL                         */ /* 2 NABL BIN FIXED, 2 599
      /* NO IN ABL FOR ERRORS                     */ /* 2 MABL BIN FIXED, 2 599
      /* ACTIVE BRANCH LIST                       */ /* 2 ABL(100) BIN FIXED; 2 599
      DCL 2 600
      /* LEAF SWITCH                             */ /* LEAF CHAR(1); 2 600
      DO I=NIA+1 TO NIA+NC; 3 601
/*INITIALIZE CONDITION BRANCH VALUES AND DOCS*/ 3 602
      CDB(I)='-'; 3 602
      DOCS(I-NIA)=I; 3 603
      END; 3 604
      DO I=1 TO NR; 3 605
/*INITIALIZE TRUE BRANCH LIST FOR STARTER*/ 3 606
      TBL(I)=I; 3 606
      END; 3 607
      NTBL=NR; 2 608
      NAL=1; 2 609
LTRUE:      ABLPT=ADDR(TRUE); 2 610
/*EXPLORE A TRUE BRANCH OF THE DECISION TREE UNTIL A LEAF NODE IS MET*/ 2 611
      CALL REDOCS; 2 611
      DIR(NADS)=SS(DOCS(NAL)); 2 612
      IF NAL=1 THEN 3 613
      NADS=NADS+1; 3 614
      ELSE 3 615
      NADS,DIR(NADS+1)=NADS+4; 3 615
BRANCH:      FBLPT=ADDR(FALSES(NAL)); 2 616
      FDSS(NAL)=NADS+2; 2 617
      CALL BRANCHP; 2 618
      CDB(DOCS(NAL))='T'; 2 619
      NLDS=NADS; 2 620
      ABLPT=ADDR(TRUE); 2 621
      GO TO TLEAF; 2 622
FLEAF:      CDB(DOCS(NAL))='F'; 2 623

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/*TRUE BRANCH EXHAUSTED AT THIS LEVEL:EXPLORE FALSE BRANCH*/
    NLDS=FDSS(NAL);
    ABLPT=FBLPT;
TLEAF:    IF NABL=0 THEN
            DO;
/*IF -ELSE THEN ERROR */
            ABL(1)=NR+1;
            GO TO ISLEAF;
            END;
        CALL LEAFPEC;
        IF LEAF='1' THEN
            DO;
ISLEAF:
/*    IF NABL>1 THEN RESPOND TO APPARENT AMBIGUITY*/
/*PLANT LINKS APPROPRIATE TO PRESENCE AT LEAF NODE*/
            FAS(ABL(1))=ABS(FAS(ABL(1)));
            DIR(NLDS)=FAS(ABL(1));
            DIR(NLDS+1)=SADS(ABL(1));
            IF CDB(DOCS(NAL))='T' THEN
                DO;
                    NADS=NADS+4;
                    GO TO FLEAF;
                END;
            ELSE
                DO;
DECNAL:    CDB(DOCS(NAL))='-';
            NAL=NAL-1;
            IF NAL=0 THEN
                RETURN;
            IF CDB(DOCS(NAL))='F' THEN
                GO TO DECNAL;
            FBLPT=ADDR(FALSES(NAL));
            GO TO FLEAF;
            END;
        END;
        NAL=NAL+1;
        IF CDB(DOCS(NAL-1))='T' THEN
            GO TO LTRUE;
/*PROCESS FALSE SUBTREE AT CURRENT LEVEL*/
        ABLPT=ADDR(FALSES(NAL-1));
        CALL REDOCS;
        DIR(FDSS(NAL-1))=SS(DOCS(NAL));
        DIR(FDSS(NAL-1)+1)=NADS;
        GO TO BRANCH;

```

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BRANCHR:      PROC;
/* BRANCHR PROCEDURE */
/* BRANCHR DETERMINES WHICH RULES IN THE ACTIVE BRANCH LIST (ABL) */
/* BELONG IN THE TRUE BRANCH LIST (TBL) AND WHICH BELONG IN THE */
/* FALSE BRANCH LIST (FBL) BASED ON THEIR CONDITION ENTRY FOR */
/* CONDITION DOCS(NAL). */
/* SAVE NABL VALUE */
      NABLS=NABL;
/* INITIALIZE NTBL AND NFBL; ONE OVERWRITES NABL, HENCE NABLS*/
      NTBL,NFBL=0;
      ETELEMT=ADDR(ET(DOCS(NAL),1));
/* ADD EACH RULE IN ABL TO THE APPROPRIATE BRANCH LIST(S) */
      DO I=1 TO NABLS;
        K=ABL(I);
        IF ETELEM(K)='T' THEN
/* ADD RULE TO TBL */ DO;
          NTBL=NTBL+1;
          TBL(NTBL)=K;
        END;
      ELSE
        IF ETELEM(K)='F' THEN
/* ADD RULE TO FBL */ DO;
          NFBL=NFBL+1;
          FBL(NFBL)=K;
        END;
      ELSE
/* FOR DON'T CARE ENTRIES ADD THE RULE TO BOTH TBL AND FBL */
      DO;
        NTBL=NTBL+1;
        NFBL=NFBL+1;
        TBL(NTBL),FBL(NFBL)=K;
      END;
      END;
END BRANCHR;

```


REDDCS: PROC;	3	684
/* REDDCS PROCEDURE */	3	685
/* REDDCS REORDERS THE DYNAMIC ORDER OF CONDITION STUBS (DOCS) */	3	685
/* BY INTERCHANGING DOCS(NAL) WITH DOCS(DOCS) WHERE DOCS(DOCS) */	3	685
/* IS THE UNTESTED CONDITION WHICH HAS THE FEWEST DON'T CARE */	3	685
/* ENTRIES IN THE RULES IN THE ACTIVE BRANCH LIST (ABL) */	3	685
DCL (NDCE, SNDCE, DOCS) BIN FIXED;	3	685
/* IF THERE IS ONLY ONE UNTESTED CONDITION THEN NO INTERCHANGE */	4	686
/* IS NECESSARY */	4	686
IF NAL >= NC THEN	4	686
RETURN;	4	687
/* DETERMINE SNDCE AND THE CORRESPONDING DOCS */	4	688
/* CALCULATE NDCE FOR EACH UNTESTED CONDITION */	4	688
DO I = NAL TO NC;	4	688
ETELMPT = ADDR(ET(DOCS(I), 1));	4	689
NDCE = 0;	4	690
/* CALCULATE NDCE FOR CONDITION DOCS(I) */	5	691
DO K = 1 TO NABL;	5	691
IF ETELEM(ABL(K)) = '-' THEN	6	692
NDCE = NDCE + 1;	6	693
END;	5	694
IF I = NAL THEN	5	695
/* ASSIGN INITIAL VALUES TO SNDCE AND DOCS */	6	696
DO;	6	696
SNDCE = NDCE;	6	697
DOCS = NAL;	6	698
GO TO ZERO DCE;	6	699
END;	6	700
ELSE	5	701
IF NDCE < SNDCE THEN	6	701
/* ASSIGN NEW VALUES TO SNDCE AND DOCS */	7	702
DO;	7	702
SNDCE = NDCE;	7	703
DOCS = I;	7	704
ZERO DCE: IF SNDCE = 0 THEN	8	705
/* NO CONDITION MAY HAVE LESS THAN ZERO DON'T CARE ENTRIES */	8	706
GO TO INTCHG;	8	706
END;	7	707
END;	4	708
INTCHG: IF NAL = DOCS THEN	4	709
/* INTERCHANGE DOCS(NAL) AND DOCS(DOCS) */	5	710
DO;	5	710
I = DOCS(NAL);	5	711
DOCS(NAL) = DOCS(DOCS);	5	712
DOCS(DOCS) = I;	5	713
END;	5	714
END REDDCS;	3	715

LEAFREC: PROC:	3	716
/* LEAFREC PROCEDURE */	4	717
/* LEAFREC DETERMINES IF THE ACTIVE BRANCH IS A LEAF OF THE */	4	717
/* DECISION TREE AND SETS THE LEAF SWITCH. */	4	717
/* IT IS ASSUMED THAT AT LEAST ONE RULE REMAINS IN THE ABL. */	4	717
/* IF ALL CONDITIONS HAVE BEEN TESTED THEN THIS IS NECESSARILY */	4	717
/* A LEAF */ IF NAL>=NC THEN	4	717
DO;	5	718
NPIV=1;	5	719
GO TO TESTAMB;	5	720
END;	5	721
/* DETERMINE IF ANY OF THE RULES IN ABL CONTAIN DON'T CARE ENTRIES */	4	722
/* FOR EACH UNTESTED CONDITION */	4	722
DO NPIV=1 TO NABL;	4	722
K=ABL(NPIV);	4	723
DO J=NAL+1 TO NC;	5	724
IF ET(DOCS(J),K)~='-' THEN	6	725
GO TO NXTRULE;	6	726
END;	5	727
/* RULE K CONTAINS DON'T CARE ENTRIES FOR EACH UNTESTED CONDITION */	5	728
IF NPIV>1 THEN	5	728
DO;	5	729
ABL(1)=ABL(NPIV);	6	730
NABL=1;	6	731
END;	6	732
GO TO TESTAMB;	4	733
NXTRULE: END;	4	734
/* NO RULE CONTAINS DON'T CARE ENTRIES FOR EACH UNTESTED CONDITION */	3	735
SLEAF: LEAF='0';	3	735
RETURN;	3	736
TESTAMB: LEAF='1';	3	737
/* THE RULES IN THE ACTIVE BRANCH LIST ARE AT A LEAF OF THE */	3	738
/* DECISION TREE */	3	738
END LEAFREC;	3	738
END PARSE;	2	739

[illegible]

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LABPICP=IACSS(1008);
SUBSTR(EXCODE(22),3,3)=LABPICP;
SUBPIC=NAS-1;
SUBSTR(EXCODE(17),50,3)=SUBPIC;
/* PUNCH THE CONTROL SECTIONS NEEDED */
DO I=1 TO 3;
  IF CSS(I)~=0 THEN
    DO J=CSX(I) TO CSX(I+1)-1;
      EXRECPT=ADDR(EXCODE(J));
      IF J=CSX(I) THEN
        LABPIC.SUB=CSS(I);
        SEQNO,LABPIC.SQ=SEQNO+1;
        WRITE FILE(PUNCH)FROM(EXREC);
      END;
    END;
  END;
/* PUNCH OTHER CONTROL STATEMENTS */
DO I=OCX(1) TO OCX(2)-1;
  EXRECPT=ADDR(EXCODE(I));
  SEQNO,LABPIC.SQ=SEQNO+1;
  WRITE FILE(PUNCH)FROM(EXREC);
  END;
/* LABEL ASSIGNMENT STATEMENTS */
EXREC2=EXCODE(OCX(2));
DO I=1 TO NAS BY 4;
  DO J=1 TO 4;
    LA.STMT.SUB(J),LA.STMT.LAB(J)=I+J-1;
  END;
  IF I+4>NAS THEN
    SUBSTR(EXREC2,10+(NAS-I)*16)='END;';
  LA.FE,SEQNO=SEQNO+1;
  WRITE FILE(PUNCH)FROM(EXREC2);
  END;
  DO I=OCX(3) TO OCX(4)-1;
    EXRECPT=ADDR(EXCODE(I));
    SEQNO,LABPIC.SQ=SEQNO+1;
    WRITE FILE(PUNCH)FROM(EXREC);
  END;
/* DIRECTORY INITIALIZATION STATEMENT */
EXREC2=EXCODE(OCX(4));
DO I=1 TO NADS-1 BY 15;
  DO J=1 TO 15;
    DI.INIT.SUB(J)=DIR(I+J-1);
  END;
  IF I+15>=NADS THEN
    SUBSTR(EXREC2,9+(NADS-I)*4)='';
  LA.FE,SEQNO=SEQNO+1;
  WRITE FILE(PUNCH)FROM(EXREC2);
  END;
  EXRECPT=ADDR(EXCODE(OCX(5)));
  SEQNO,LABPIC.SQ=SEQNO+1;
  WRITE FILE(PUNCH)FROM(EXREC);
  END EXOUT;
END DECTALB;

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