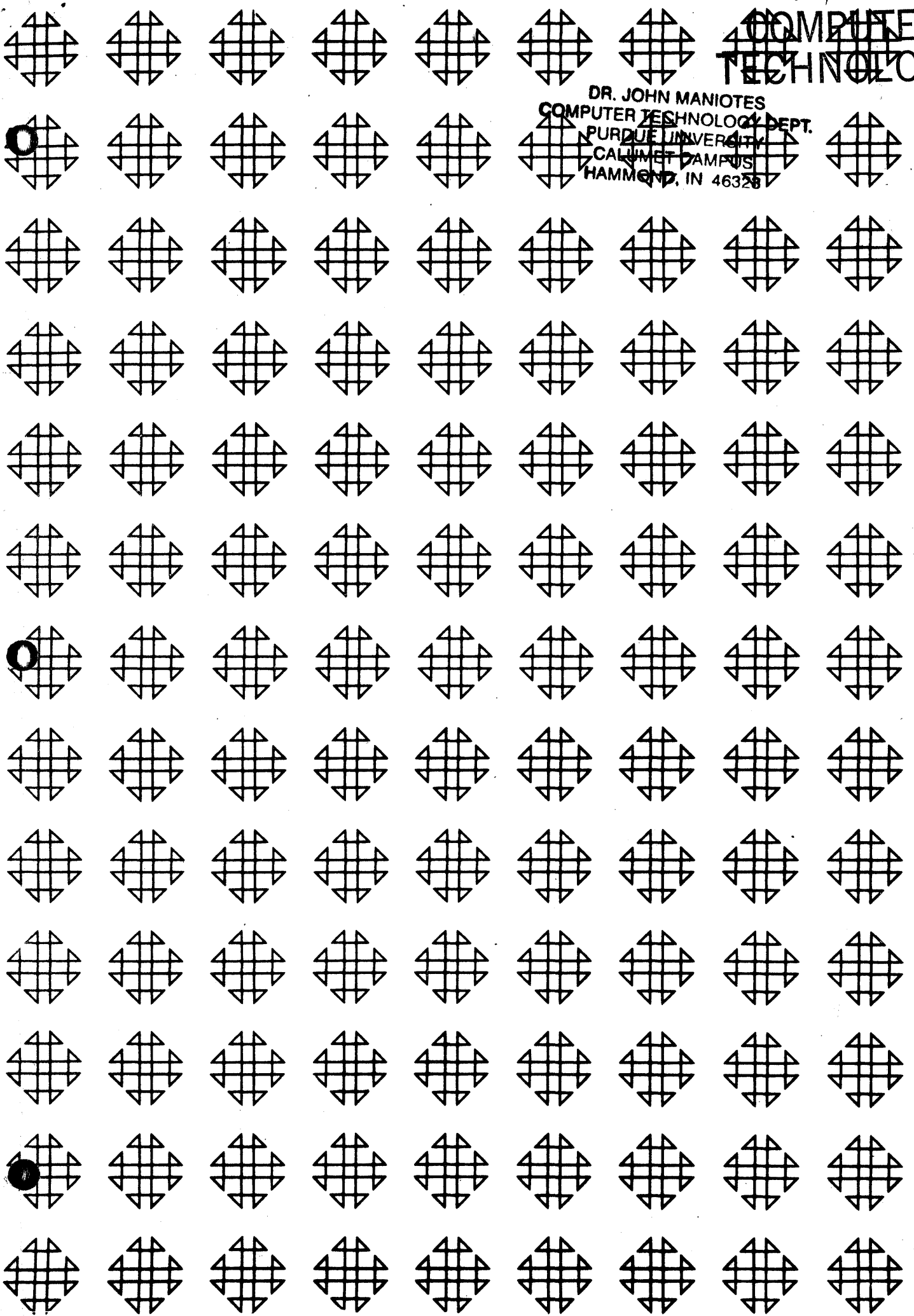


COMPUTER TECHNOLOGY

DR. JOHN MANIOTES
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HAMMOND, IN 46328



1620 GENERAL PROGRAM LIBRARY

Miss Less

COMMON USERS GROUP PROGRAM REVIEW AND EVALUATION
(fill out in typewriter, ink or pencil)

Program No. _____

Date _____

Program Name: _____

1. Does the abstract adequately describe what the program is and what it does? Yes ___ No ___
Comment _____
2. Does the program do what the abstract says? Yes ___ No ___
Comment _____
3. Is the description clear, understandable, and adequate? Yes ___ No ___
Comment _____
4. Are the Operating Instructions understandable and in sufficient detail? Yes ___ No ___
Comment _____
Are the Sense Switch options adequately described (if applicable)? Yes ___ No ___
Are the mnemonic labels identified or sufficiently understandable? Yes ___ No ___
Comment _____
5. Does the source program compile satisfactorily (if applicable)? Yes ___ No ___
Comment _____
6. Does the object program run satisfactorily? Yes ___ No ___
Comment _____
7. Number of test cases run _____. Are any restrictions as to data, size, range, etc. covered adequately in description? Yes ___ No ___
Comment _____
8. Does the Program meet the minimal standards of COMMON? Yes ___ No ___
Comment _____
9. Were all necessary parts of the program received? Yes ___ No ___
Comment _____
10. Please list on the back any suggestions to improve the usefulness of the program. These will be passed onto the author for his consideration.

Please return to:

Mr. Richard L. Pratt
Data Corporation
7500 Old Xenia Pike
Dayton, Ohio 45432

Your Name _____
Company _____
Address _____
Users Group Code _____

THIS REVIEW FORM IS PART OF THE COMMON ORGANIZATION'S PROGRAM REVIEW AND EVALUATION PROCEDURE. NONMEMBERS ARE CORDIALLY INVITED TO PARTICIPATE IN THIS EVALUATION.

MISS LESS

**Management Information Scheduling - A Segment
Of Least Cost Estimating And Scheduling**

**An SPS Program For The
IBM 1620 Card System**

**Ray N. Sauer
IBM
2601 South Main
Houston 2, Texas**

June , 1962

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

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PART II - ARROW DIAGRAM PLANNING

PART I - INTRODUCTION

Least Cost Estimating and Scheduling (LESS) refers to a management science technique for analyzing certain business projects. The three phases of this analysis are (1) planning, (2) scheduling, and (3) determining project cost to completion time relationships. The first two phases, termed here as MISS LESS and commonly called arrow diagram planning and critical path scheduling, are also the basis of many similar business management methods such as the Program Evaluation and Review Technique (PERT).

This report states the rules for constructing an arrow diagram, and describes an IBM 1620 program for scheduling. There are no restrictions on numbering of jobs (except all numbers are less than 2000) or on the order of input. For a 20K computer, the sum of jobs and nodes may be as high as 1614. The program will run on basic paper tape or card systems.

This program should be considered a major revision of program file 10.3.002 for the 1620 paper tape system and a minor revision of program file number 10.3.003 for the 1620 card system. For paper tape systems, this program introduces the use of random node numbering with variable storage of jobs and nodes. For both systems the input format has been made compatible, the maximum node number has been increased to 1999 and typed output is available.

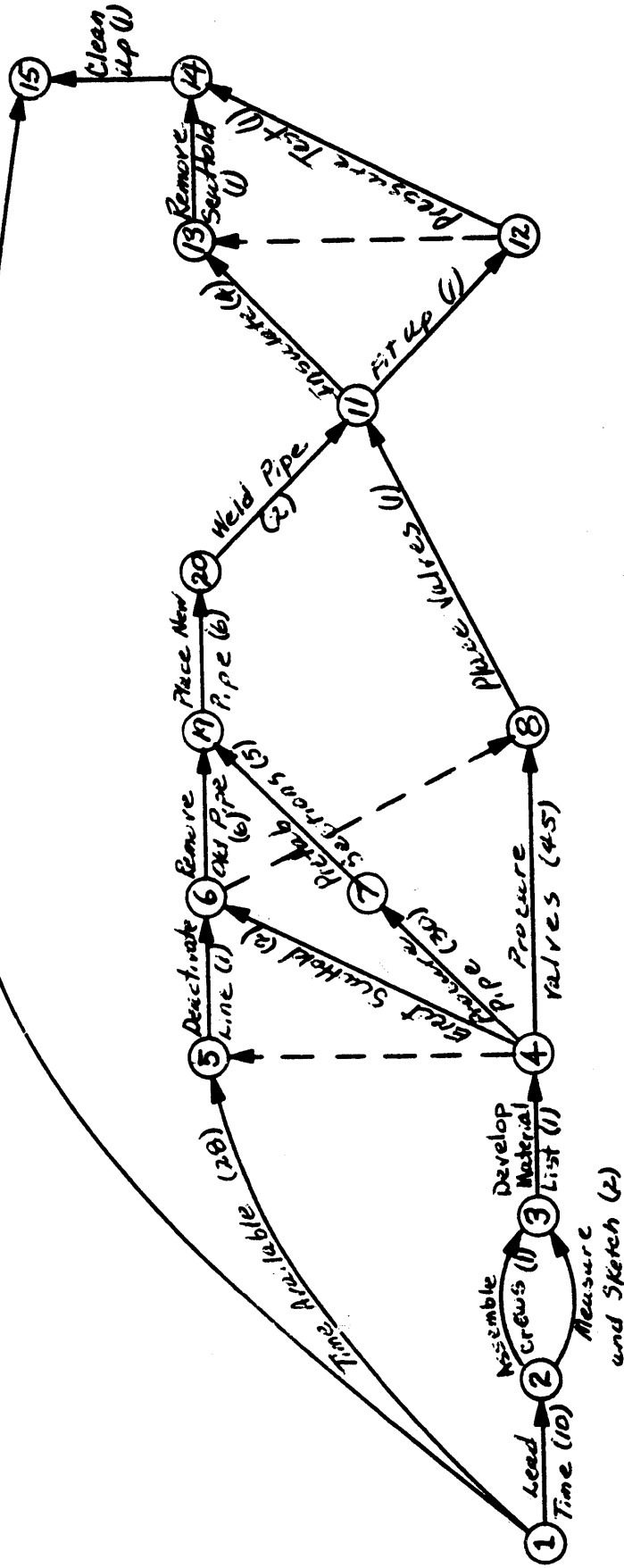
Fundamental to the technique being described is a graphical representation of any project by an arrow diagram which defines all jobs in the project and the order in which they must be done. Figure 1 is such a diagram, which represents the sequence of jobs necessary to replace a pipe line. This diagram will be used to illustrate several facts concerning arrow diagramming.

- (1) Every job is represented by an arrow, and denoted by the numbers at the tail and head of the arrow. This set of numbers need not be unique.
ex. Job (12, 14) is a pressure test.
- (2) Jobs whose heads bear the same number as the tail of a given job must immediately precede the given job.
ex. Job (11, 12) precedes job (12, 14). That is (12, 14) cannot be started until (11, 12) is finished.
- (3) Jobs whose tails bear the same number as the head of a given job must immediately succeed the given job.
ex. Job (14, 15) succeeds job (12, 14) and may not be started until (12, 14) and (13, 14) are finished.
- (4) Jobs whose tails bear the same number may be done concurrently.
ex. Jobs (11, 12) and (11, 13) may be done concurrently.
- (5) Dummy jobs (denoted by dotted line arrows) are inserted to complete the logic of an arrow diagram.
ex. Dummy (6, 8) shows that the jobs immediately preceding job (8, 11) have heads numbered 6 as well as 8. That is jobs (5, 6), (4, 6), and (4, 8) precede job (8, 11).

The rules presented thus far allow descriptions of the technological sequence of jobs within a project. Actually, this planning should include a time estimate of each diagrammed job. A few additional rules will now be given that allow the injection of the time element.

- (6) Every job has an estimated elapsed time associated with it. In the case of dummy jobs, this time is zero. This time may be used along with arrow head and tail to denote a job.
ex. The time estimated to complete the pressure test (12, 14, 1) is one day.

Desired Completion (60)



Schedule Replacement of a Pipe Line - Figure 1

- (7) In order to later calculate start and finish dates for each job, the first job is usually designated as lead time.
ex. Job (1, 2, 10) states that the project may begin on the 10th day of a particular calendar (or 10th hour of a clock). That is the first actual jobs (2, 3, 2) and (2, 3, 1) may begin on the 10th day.
- (8) Time restraints on the execution of certain jobs may be described by the use of arrows with associated times.
ex. Restraint (1, 5, 28) means that the old pipe line must not be deactivated until the 28th day.
- (9) Material delivery restraints do not always have to be tied to the calendar as in (8), but may be in elapsed time.
ex. Restraint (4, 7, 30) means that the pipe will be delivered 30 days after the completion of job (3, 4).

PART III - CRITICAL PATH SCHEDULING

The fact that scheduling has not yet been mentioned is a unique advantage of this technique - planning and scheduling are recognized as two separate functions. After completing the arrow diagram and estimating the duration of each job, a schedule (in the form of a detailed time table) is easily obtained by a few simple calculations. The following nomenclature is used.

I	Tail of a job, dummy, or restraint arrow.
J	Head of a job, dummy, or restraint arrow.
N	A Node. Either the head or tail of an arrow.
D (I, J)	Estimated elapsed time for job (I, J).
TI (N)	The earliest time that a job whose tail is N may start and assure minimum project completion time.
TJ (N)	The latest time that a job whose head is N may finish and assure minimum project completion time.
ES	Earliest start time. Same as TI (N)
EF	Earliest finish time.
LS	Latest start time.
LF	Latest finish time. Same as TJ (N)
TF	Total float time. The length of time that the start of a job may be delayed without changing the minimum project completion time.
FF	Free float time. The length of time that the start of a job may be delayed without changing ES for another job.
λ	Minimum project completion time.

The following steps are followed to calculate a time table for the project diagrammed in Figure 2.

- (1) Place the planning results in a table like Table 1A.
- (2) Set up a row in Table 2 for each node in the diagram.

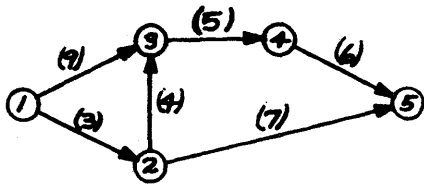


Figure 2

Table 1A

I	J	D(I,J)
1	2	3
1	3	9
2	3	4
2	5	7
3	4	5
4	5	6

Table 1B

ES	EF	LS	LF	TF	FF
0	3	2	5	2	0
0	9	0	9	0	0
3	7	5	9	2	2
3	10	13	20	10	10
9	14	9	14	0	0
14	20	14	20	0	0

Table 2

N	TI(N)	TJ(N)
1	0	0
2	3	5
3	9	9
4	14	14
5	20	20

- (3) Compute the TI (N) value in Table 2 by first setting TI (First Node) = 0 and then generating possible values of TI (J) = TI (I) + D (I, J). The largest such value of TI (J) is the correct value for a given node.
ex. TI (1) = 0

$$TI(2) \stackrel{?}{=} TI(1) + D(1, 2) = 0 + 3 = 3 = TI(2)$$

$$TI(3) \stackrel{?}{=} TI(1) + D(1, 3) = 0 + 9 = 9 = TI(3)$$

$$TI(3) \stackrel{?}{=} TI(2) + D(2, 3) = 3 + 4 = 7$$

$$TI(5) \stackrel{?}{=} TI(2) + D(2, 5) = 3 + 7 = 10$$

$$TI(4) \stackrel{?}{=} TI(3) + D(3, 4) = 9 + 5 = 14 = TI(4)$$

$$TI(5) \stackrel{?}{=} TI(4) + D(4, 5) = 14 + 6 = 20 = TI(5)$$

- (4) The TI value for the last node will be the minimum completion time for the project.

ex. $\lambda = TI(\text{Last Node}) = TI(5) = 20$

- (5) Compute TJ (N) values by setting TJ (Last Node) = λ and generating possible values of TJ (I) = TJ (J) - D (I, J). The smallest such value of TJ (I) is the correct value for a given node.

ex. TJ (Last Node) = $\lambda = TJ(5) = 20$

$$TJ(4) \stackrel{?}{=} TJ(5) - D(4, 5) = 20 - 6 = 14, \text{ etc.}$$

- (6) With Table 2 complete, Table 1 B can be constructed by use of the following relationships.

ex. For job (1, 2)

$$ES = TI(I) = TI(1) = 0$$

$$EF = ES + D(I, J) = 0 + 3 = 3$$

$$LF = TJ(J) = TJ(2) = 5$$

$$LS = LF - D(I, J) = 5 - 3 = 2$$

$$TF = LS - ES = 2 - 0 = 2$$

$$FF = TJ(J) - EF = TJ(2) - EF = 3 - 3 = 0$$

b

The longest chain of jobs through a project is termed the "critical path." The jobs along this path have zero total float times and are marked by an asterisk in Table I B. Any delay in the starting or completion of these jobs will delay completion of the project by a like amount of time. On the other hand some of the jobs are floaters and may be delayed a limited amount without effecting the project completion date.

PART IV - NOTES ON THIS PROGRAM

A. Node Numbering

In many previous programs of this sort the jobs had to be numbered so that the head of an arrow (J) was always greater than the tail (I) of that arrow. In addition input cards had to be in J sequence within I sequence with no missing I values. These restrictions allowed checking arrow diagram logic by a sequence check of I values and a test of I against J. In this program another method is used for checking logic that removes these restrictions.

As long as none of the restrictions of Part II are violated, I and J may be any four digit numbers less than 2000. However, the restrictions on maximum project size are in terms of the highest numbered node and not in terms of the total number of nodes, so it is sometimes necessary to use the smallest numbers available for I and J. There is also a slight speed advantage in putting the jobs in approximately the same order as the previous restrictions required.

B. Program Capacity

For a 20,000 digit core memory machine, the sum of the number of the highest numbered node and the number of jobs must be 1614 or less. For 40,000 digits of storage this restriction is 3614 and for 60,000 digits it is 5614. The highest possible numbered node is 1999.

C. Machine Requirements

1620 Data Processing System

1622 Card Read Punch or 1621 Paper Tape Reader

1623 Additional Core Memory is optional

No special features

PART V - INPUT

The input to this program contains three types of data cards or card images on paper tape. Type 1 and 2 cards may be arranged in any desired order. See Appendix A for sample problem input.

Type 1 - Heading or description cards

These are identified by some character in column 1, other than a blank or numeric digit. The remainder of the card may be punched with any information desired. The identifying character in column 1 may be different for each type 1 card. These may be any length up to 80 characters long for tape records.

Type 2 - Job description cards

There is one of these for every job in the project. Blanks in numeric fields are taken as zeros. Tape records must be at least 50 characters long, but not over 80 characters.

Columns

1 - 4	Tail of the job arrow - I (1999 or less)
5 - 8	Head of the job arrow - J (1999 or less)
9 - 12	Time duration of the job - D (I, J)
13 - 17	Cost of the job
18 - 50	Description of the job and miscellaneous data
51 - 80	Not used - may contain anything

Type 3 - End of the project

This is the last card in the input deck and should be blank. Tape record should be at least 8 characters long.

PART VI - OPERATING INSTRUCTIONS

A. Program Deck

The SPS listing of this program is in Appendix C. The condensed program deck (listing in Appendix D) consists of 90 cards numbered 00 through 89 in columns 79 - 80. The program tape was formed by putting these cards on tape with a slightly different load routine.

B. Console Settings

PARITY	Switch	-	STOP
O FLOW	Switch	-	STOP
I/O	Switch	-	STOP
Program	Switch 1	-	ON Typed Output
		-	OFF Card Output
Program	Switch 2	-	ON Tape Input
		-	OFF Card Input

C. Card Procedure

Load Program Deck - Depress RESET, place program deck in read hopper, depress LOAD. To read final program card, depress READER START. Computer then halts when program is loaded.

Data Pass I - Place data deck in read hopper, press READER START and computer START. To read the final data card, depress READER START. Computer reads jobs, does error analysis, and either halts or prints an error message and halts.

Data Pass II - If no errors were discovered, place data deck in read hopper and blank cards in punch hopper. Press READER START, PUNCH START, and computer START. To read the final data card, depress READER START.

D. Tape Procedure

*Tapes deleted
4/1/65*

~~Load Program Tape - Ready program tape in reader, RESET, INSERT, 36 00000 00300, RELEASE START. Computer halts when program is loaded.~~

~~Data Pass I - Ready data tape in reader, press START. Computer reads jobs, does error analysis, and either halts or prints an error message and halts.~~

~~Data Pass II - If no errors were discovered, ready data tape in reader, turn typewriter to a clean sheet, and press START. Computer prints report and halts. Press START to work next problem.~~

Error 5 - Available storage has been exceeded. The storing of jobs has destroyed the temporary table used to find "first" and "last" nodes. Typewriter prints 4 fields - the highest numbered node, 2 four digit fields with no meaning, and the number of jobs - and halts. To work the next project remove remainder of data from reader and press START.

E. Error Messages and Actions

Error 1 - Available storage has been exceeded. The number of the highest numbered arrow plus the number of jobs is greater than 1614 (for 20,000 positions of storage). Typewriter prints four fields - the highest numbered node, 2 four digit fields with no meaning, and the number of jobs - and halts. To work the next project remove remainder of data from reader and press START.

Error 2 - More than one "last" node (a node which is not the tail of some arrow) has been found. Typewriter prints 3 fields - the "first" node, the previous "last" node, and the last "last" node discovered - and halts. To work the next project INSERT 16 01327 00016 49 00402, RELEASE, START.

Error 3 - More than one "first" node (a node which is not the head of some arrow) has been found. Typewriter prints 3 fields - the previous "first" node, the "last" node, and the last "first" node discovered - and halts. To work the next project INSERT 16 01327 00016 49 00402, RELEASE, START.

Error 4 - A loop has been found in the arrow diagram. For example a series of jobs (1, 2), (2, 3), and (3, 1) would be a loop. Typewriter prints I, J, and D for the first job where the error may be detected. (i. e. The earliest start for this job exceeds the sum of all job times.) This job need not be on the loop itself, but may be on a chain of jobs which passes through one of the nodes on the loop. To work the next project press START.

PART VII - OUTPUT

With program switch 1 off, a deck of cards similar to the pass II data deck is produced. The type 1 output cards are unchanged. The type 2 output cards are identical to input in columns 1 - 50, and contain the following calculated quantities in columns 51 - 80.

<u>Columns</u>	
51 - 55	Earliest start date
56 - 60	Earliest finish date
61 - 65	Latest start date
66 - 70	Latest finish date
71 - 75	Total float time
76 - 80	Free float time
75	Contains * if this is a critical job

There are no type 3 cards in the output deck. The last output card is a type 1 card containing project cost and completion date. By letting the first column of the output cards be a printer format control, any desired listing may be developed.

With program switch 1 on, this same information is typed out.

PART VIII - SUGGESTIONS

A. Additional or Special Output

The second pass of data controls the amount of output. For example if you do not wish to include dummy jobs in the printed report, omit them from the data deck in the second data pass. If you wish to prepare several reports on one project, it is possible to make several second passes. Prepare a transfer card with 49 02030 0000 in columns 1 - 12, and place it on top of the pass 2 deck. Press RESET and LOAD to execute another second pass.

B. Least Cost Estimating

Repeated applications of this program will give an idea of how project completion time varies with cost. First schedule the project with normal job time and normal costs, then compress the schedule along the critical path, which shortens the overall project time at the expense of increasing some job costs. Running the schedule again will show the new project time and cost and the new critical path. If the assumption is made that cost of a job varies linearly with completion time between the limits of normal job time and crash time, this estimating may be done automatically by means of a specialized parametric linear programming algorithm. In either case a series of project durations are obtained as a function of direct job costs. By combining these with the indirect costs for overhead, penalties, etc., the least cost may be estimated.

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APPENDIX

LISTING OF SAMPLE DATA FOR CRITICAL PATH SCHEDULING

1 2 3 4 5 6 7 8
123456789 123456789 123456789 123456789 123456789 123456789 123456789 123456789

SCHEDULE REPLACEMENT OF A PIPE LINE - FIGURE 1

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	10		LEAD TIME						
1	5	28		TIME AVAILABLE						
1	15	60		DESIRED COMPLETION						
2	3	1	25	ASSEMBLE CREWS	10	11	11	12	1	1
2	3	2	300	MEASURE AND SKETCH	10	12	10	12		
3	4	1	100	DEVELOP MATERIAL LIST	12	13	12	13		
4	5				13	13	44	44	31	15
4	6	2	300	ERECT SCAFFOLD	13	15	43	45	30	14
4	7	30	850	PROCURE PIPE	13	43	16	46	3	
4	8	45	300	PROCURE VALVES	13	58	13	58		
5	6	1	100	DEACTIVATE LINE	28	29	44	45	16	
6	8				29	29	58	58	29	29
6	19	6	400	REMOVE OLD PIPE	29	35	45	51	16	13
7	19	5	1200	PREFAB SECTIONS	43	48	46	51	3	
8	11	1	100	PLACE VALVES	58	59	58	59		
19	20	6	800	PLACE NEW PIPE	48	54	51	57	3	
20	11	2	100	WELD PIPE	54	56	57	59	3	3
11	12	1	100	FIT UP	59	60	62	63	3	
11	13	4	300	INSULATE	59	63	59	63		
12	13				60	60	63	63	3	3
12	14	1	50	PRESSURE TEST	60	61	63	64	3	3
13	14	1	100	REMOVE SCAFFOLD	63	64	63	64		
14	15	1	100	CLEAN UP	64	65	64	65		

SAMPLE PROBLEM - FIGURE 2

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	3								
1	3	9								
2	3	4								
2	5	7								
3	4	5								
4	5	6								

1 2 3 4 5 6 7 8
123456789 123456789 123456789 123456789 123456789 123456789 123456789 123456789

10

SCHEDULE REPLACEMENT OF A PIPE LINE - FIGURE 1

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	10		LEAD TIME		10		10		
1	5	28		TIME AVAILABLE		28	16	44	16	
1	15	60		DESIRED COMPLETION		60	5	65	5	5
2	3	1	25	ASSEMBLE CREWS	10	11	11	12	1	1
2	3	2	300	MEASURE AND SKETCH	10	12	10	12		
3	4	1	100	DEVELOP MATERIAL LIST	12	13	12	13		
4	5				13	13	44	44	31	15
4	6	2	300	ERECT SCAFFOLD	13	15	43	45	30	14
4	7	30	850	PROCURE PIPE	13	43	16	46	3	
4	8	45	300	PROCURE VALVES	13	58	13	58		
5	6	1	100	DEACTIVATE LINE	28	29	44	45	16	
6	8				29	29	58	58	29	29
6	19	6	400	REMOVE OLD PIPE	29	35	45	51	16	13
7	19	5	1200	PREFAB SECTIONS	43	48	46	51	3	
8	11	1	100	PLACE VALVES	58	59	58	59		
19	20	6	800	PLACE NEW PIPE	48	54	51	57	3	
20	11	2	100	WELD PIPE	54	56	57	59	3	3
11	12	1	100	FIT UP	59	60	62	63	3	
11	13	4	300	INSULATE	59	63	59	63		
12	13				60	60	63	63	3	3
12	14	1	50	PRESSURE TEST	60	61	63	64	3	3
13	14	1	100	REMOVE SCAFFOLD	63	64	63	64		
14	15	1	100	CLEAN UP	64	65	64	65		

PROJECT COST 5225

PROJECT COMPLETION

65

SAMPLE PROBLEM - FIGURE 2

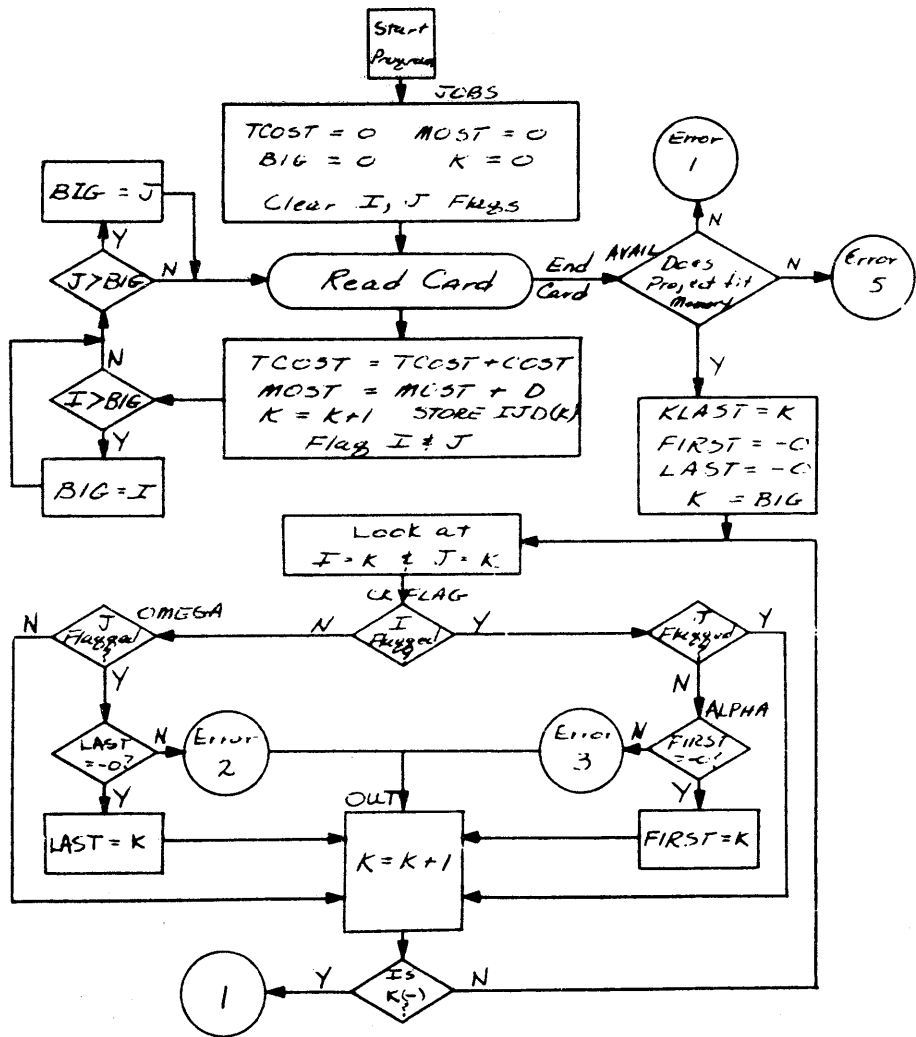
I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	3				3	2	5	2	
1	3	9				9		9		
2	3	4			3	7	5	9	2	2
2	5	7			3	10	13	20	10	10
3	4	5			9	14	9	14		
4	5	6			14	20	14	20		

PROJECT COST

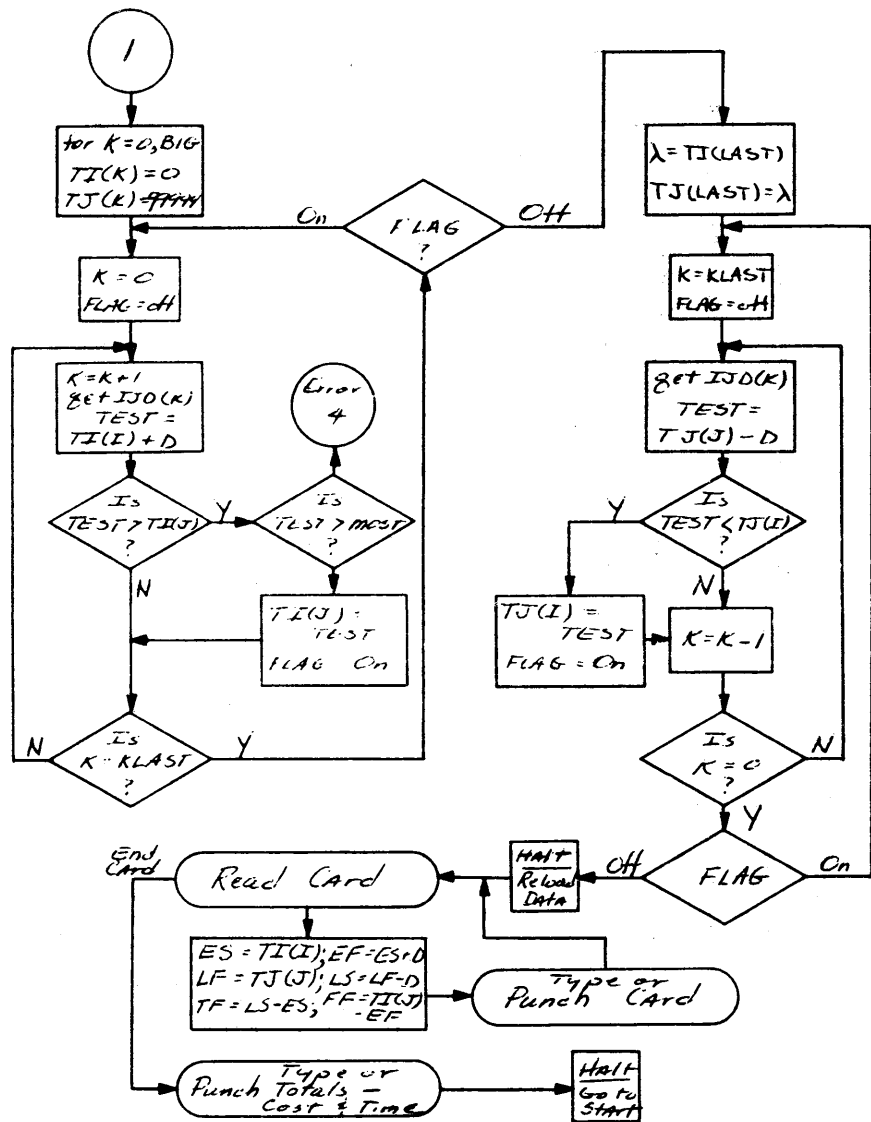
PROJECT COMPLETION

20

19



20



11

SAMPLE PROBLEM - FIGURE 2

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF	
1	2	3				3	2	5	2		
1	3	9				9		9	*		
2	3	4			3	7	5	9	2	2	
2	5	7			3	10	13	20	10	10	
3	4	5			9	14	9	14	*		
4	5	6			14	20	14	20	*		
PROJECT COST					PROJECT COMPLETION				20		

1600010000003600000003
 SWITCH 1 ON FOR TYPED OUTPUT
 SWITCH 2 ON IF USING TAPE INPUT
 SAMPLE PROBLEM FIGURE 2

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	3				3	7	10	7	*
1	3	9				9		12	3	*
2	3	4			10	14	8	12		
2	5	7			10	17	37	44	27	11
3	4	5			12	17	8	13		
4	5	6			13	19	38	44	25	*

49038641600010000003600000003
 SWITCH 1 ON FOR TYPED OUTPUT
 SWITCH 2 ON IF USING TAPE INPUT
 SCHEDULE REPLACEMENT OF A PIPE LINE

FIGURE 1

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	10		LEAD TIME		10		10	*	
1	5	28		TIME AVAILABLE		28	16	44	16	
1	15	60		DESIRED COMPLETION		60	5	65	5	5
2	3	1	25	ASSEMBLE CREWS	10	11	11	12	1	1
2	3	2	300	MEASURE AND SKETCH	10	12	10	12	*	
3	4	1	100	DEVELOP MATERIAL LIST	12	13	12	13	*	
4	5				13	13	44	44	31	15
4	6	2	300	ERECT SCAFFOLD	13	15	43	45	30	14
4	7	30	850	PROCURE PIPE	13	43	16	46	3	
4	8	45	300	PROCURE VALVES	13	58	13	58	*	
5	6	1	100	DEACTIVATE LINE	28	29	44	45	16	
6	8				29	29	58	58	29	29
6	19	6	400	REMOVE OLD PIPE	29	35	45	51	16	13
7	19	5	1200	PREFAB SECTIONS	43	48	46	51	3	
8	11	1	100	PLACE VALVES	58	59	58	59	*	
19	20	6	800	PLACE NEW PIPE	48	54	51	57	3	
20	11	2	100	WELD PIPE	54	56	57	59	3	3
11	12	1	100	FIT UP	59	60	62	63	3	
11	13	4	300	INSULATE	59	63	59	63	*	
12	13				60	60	63	63	3	3
12	14	1	50	PRESSURE TEST	60	61	63	64	3	3
13	14	1	100	REMOVE SCAFFOLD	63	64	63	64	*	
14	15	1	100	CLEAN UP	64	65	64	65	*	

PROJECT COST 5225

PROJECT COMPLETION 65

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01318	49	01194	00000	04050	B	OUTZ
01326				04080	DORG	*-3Z
				04070*	Z	
				04080*	COMPUTE	LATEST STARTING TIMES - TFWJZ
				04090*	CHKRCK	FORMS AND RECORDS DIAGRAMS
				04100*	Z	
01326	16	01356	-3857	04110	TICALC	TFM *630.TIZ
01338	16	01380	-3862	04120	TFM	*642.TJZ
01350	16	00000	-0000	04130	TFM	.0Z
01352	11	01356	00000	04160	AM	*-5.10000Z
01374	16	00000	00000	04180	TFM	
01380	11	01380	00000	04180	AM	
01398	12	03818	00-01	04170	SM	BIG.1.9Z
01410	46	01350	01300	04180	BNN	TICALC624Z
01422	16	03830	0-000	04190	TILLOOP	TFM K.0.8Z
01438	33	03841	00000	04200	CF	FLAGZ
01440	13	03830	0-000	04210	AM	
01448	17	02772	000-0	04220	BTM	GETTJZ.10Z
01470	16	01505	-3857	04230	TFM	*635.TIZ
01482	21	01504	03723	04240	A-	*622.IZ
01494	26	03840	00000	04250	TF	TESTZ
01498	21	03840	00000	04260	A	
01500	16	01350	-3857	04010	TFM	
01508	21	01322	03727	04020	A	
01542	26	03777	00000	05030	TF	TIJZ
01554	24	03777	03840	05040	C	TIJ.TESTZ
01566	47	01622	01300	05050	BL	ONIZ
01574	24	03840	03830	05080	BACKI	C K&KLASTZ
01590	47	01640	01300	05090	BNE	TJALCFLAGZ
01602	44	01702	03641	05080	BNF	TJALCFLAGZ
01614	49	01422	00000	05090	B	TILLOOPZ
01622				05100	DORG	*-3Z
01622	24	03798	03840	05110	ONI	C MOST.TESTZ
01634	47	02688	01100	05120	BNH	ERROR4Z
01646	16	03840	-3857	05130	TFM	*630.TIZ
01658	21	01640	03727	05140	A	*617.TIZ
01670	26	00000	03840	05150	TF	.TESTZ
01682	32	03841	00000	05160	SF	FLAGZ
01694	49	01578	00000	05170	B	BACKIZ
01702				05180	DORG	*-3Z
				05190*	Z	
				05200*	COMPUTE	LATEST STARTING TIMES - TFWJZ
				05210*	Z	
01702	16	01737	-3957	05210	TJCALC	TFM *635.TIZ
01714	21	01736	03826	05220	A	*622.LASTZ
01726	26	03742	00000	05230	TF	LAMDAZ
01738	16	01768	-3862	05240	TFM	*630.TIZ
01750	21	01767	03826	05250	A	*617.TIZ
01762	26	00000	03742	05260	TF	.LAMDAZ
01774	26	03830	03835	06010	TJLOOP	TF K.KLASTZ
01786	33	03841	00000	06020	CF	FLAGZ
01798	17	02772	000-0	06030	BTM	GETTJZ.10Z
01810	16	01845	-3862	06040	TFM	*635.TIZ
01822	21	01844	03727	06050	A	*622.IZ
01834	26	03840	00000	06060	TF	TESTZ
01846	22	03840	03741	06070	S	TEST.DZ
01858	16	01891	-3862	06080	TFM	*635.TIZ
01870	21	01892	03723	06090	A	*622.IZ

01882	26	03782	00000	06100	TF	TJIZ
01894	24	03782	03840	06110	C	TJL.TESTZ
01906	46	01962	01100	06120	BH	ONJZ
01918	12	03830	0-001	05130	BACKJ	SM K.1.8Z
01930	47	01798	01200	06140	BNZ	TJLOOP624Z
01942	44	02018	03841	05150	BNF	OUTPUT.FLAGZ
01954	49	01774	00000	06160	B	TJLOOPZ
01962				05170	DORG	*-3Z
01962	16	01992	-3862	06180	ONJ	TFM *630.TJZ
01974	21	01991	03723	06190	A	*617.IZ
01986	26	00000	03840	06200	TF	.TESTZ
01998	32	03841	00000	06205	SF	FLAGZ
02010	49	01918	00000	06210	B	BACKJZ
02018				06220	DORG	*-3Z
				06230*	Z	
				06240*	CALCULATE	AND PUNCH START, FINISH, AND FLAGZ TIMESZ
				06250*	Z	
02018	48	11111	11111	07010	OUTPUT	H 11111.1111Z
02030	17	03394	000-J	07020	READ2	BTM READ.-1.10Z
02042	44	02446	03392	07030	BNF	EOJ.READ-2Z
02054	33	03842	00000	07125	CF	CRITZ
02066	17	03058	000-0	07130	RTM	TNS.0.10Z
02078	16	02113	-3857	07160	TFM	*635.TIZ
02090	21	02112	03723	07170	A	*622.IZ
02102	26	03747	06000	07180	TF	TIIZ
02114	16	02149	-3857	07190	TFM	*635.TIZ
02126	21	02148	03727	07200	A	*622.JZ
02138	26	03777	00000	07210	TF	TIJZ
02150	16	02185	-3862	07220	TFM	*635.TJZ
02162	21	02184	03727	07230	A	*622.JZ
02174	26	03762	00000	07240	TF	TJJZ
02186	26	03752	03747	07250	TF	EF.TIIZ
02198	21	03752	03731	07260	A	EP.DZ
02210	26	03757	03762	08010	TF	LS.TJJZ
02222	22	03757	03731	08020	S	LS.DZ
02234	26	03767	03757	08030	TF	TF.LS2
02246	22	03767	03747	08040	S	TF.TIIZ
02258	47	02282	01200	08050	FNZ	*624Z
02270	32	03842	00000	08060	SF	CRITZ
02282	26	03777	03777	08070	TF	FF.TIIZ
02294	22	03772	03752	08080	S	FF.EFZ
02306	16	03852	-0201	08090	TFM	STRIP.RECORD6100Z
02318	17	03200	-3743	08100	BTM	EDIT.TII-4Z
02330	17	03200	-3748	08110	BTM	EDIT.EF-4Z
02342	17	03200	-3753	08120	BTM	EDIT.LS-4Z
02354	17	03200	-3758	08130	BTM	EDIT.TJJ-4Z
02366	17	03200	-3763	08140	BTM	EDIT.TF-4Z
02378	17	03200	-3768	08150	BTM	EDIT.FF-4Z
02390	44	02414	03842	08160	BNF	*624.CRITZ
02402	16	00249	000J4	08170	TFM	RECORD6148.14.10Z
02414	34	00000	06102	08180	WRITE1	RCY Z
02426	39	00101	00100	08185	WATY	RECORDZ
02438	49	02030	00000	08190	B	READ2Z
02446				08200	DORG	*-3Z
				09010*	Z	
				09020*	PUNCH	TOTAL COST AND COMPLETION TIMEZ
				09030*	Z	
02446	31	00100	03528	09040	EOJ	TR RECORD-1.TITLE-1Z
02458	16	03852	-0137	09050	TFM	STRIP.RECORD636Z
02470	17	03200	-3783	09060	BTM	EDIT.TCOST-7Z

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02518	39	00101	00100	09115	WATY	RECORDZ
02530	48	22222	22222	09120	GOBACK	H 22222,22222
02542	49	00402	00000	09130	B	J085Z
02550	15	03713	00001	09180	ERROR1	*DM ER612,12
02562	49	02726	00000	09190	B	ER13Z
02572	15	03713	00002	09200	ERROR2	*DM ER612,12
02582	49	02602	00000	09210	B	ER13Z
02590	15	03713	00003	09230	DORG	*-3Z
02602	16	01327	000M8	09240	ERROR3	*DM ER612,3Z
02614	34	00000	0010Z	09250	ER23	TFM TICALC61,48,10Z
02626	39	03701	00100	09260	B	ER13Z
02638	38	03613	00100	09270	B	ER13Z
02650	49	01194	00000	09280	B	OUTZ
02658	15	03713	00004	09290	DORG	*-3Z
02670	34	00000	0010Z	10010	ERROR4	*DM ER612,4Z
02682	39	03701	00100	10020	B	ER13Z
02694	38	03700	00100	10030	B	ER13Z
02706	49	02530	00000	10040	B	GOBACKZ
02714	15	03713	00005	10050	DORG	*-3Z
02726	34	00000	0010Z	10060	ERROR5	*DM ER612,5Z
02738	39	03701	00100	10070	ER15	B
02750	38	03613	00100	10074	B	ER13Z
02762	49	02530	00000	10076	B	GOBACKZ
02770				10080	DORG	*-3Z
				11010*	Z	
				11020*	Z	SUBROUTINE TO GET IJUNK FROM STORAGEZ
				11030*	Z	
02771		00002		11040	DS	ZZ
02772	26	02807	03847	11050	GETIJD	TF *639,SIZEZ
02784	22	02806	03830	11060	S	*622,KZ
02796	25	03847	00000	11070	DAGIT	TQ CRITZ
02808	26	02826	02807	11071	TF	*618,DAGIT6-11Z
02820	25	00000	03737	11072	TF	*630,SIZEZ
02832	26	02867	02807	11073	TF	*618,DAGIT6-11Z
02844	12	02867	-0010	11074	SM	*623,10Z
02856	31	03721	00000	11075	TR	D-10Z
02868	26	02866	02807	11076	TF	*618,DAGIT6-11Z
02880	25	00000	0384Z	11077	TD	*CRITZ
02892	26	03731	03730	11078	TF	D-1Z
02904	26	03727	03726	11079	TF	J,1-1Z
02916	44	02960	03723	11080	BNF	*644,1Z
02928	33	03723	00000	11081	CF	1Z
02940	15	03720	0000J	11082	TDM	J-3,1,11Z
02952	49	02972	00000	11083	B	*620Z
02960				11084	DORG	*-3Z
02960	15	03720	00000	11085	TDM	J-3,0,11Z
02972	33	03721	00000	11086	CF	I-2Z
02984	44	03028	03727	11087	BNF	*644,JZ
02996	33	03727	00000	11088	CF	JZ
03008	15	03724	0000J	11089	TDM	J-3,1,11Z

03020	49	03040	00000	11090	B	*620Z
03028				11091	DORG	*-3Z
03028	15	03724	00000	11092	TDM	J-3,0,11Z
03040	33	03725	00000	11093	CF	J-2Z
03052	42	00000	00000	11094	BB	Z
03056				11110	DORG	*-7Z
				11120*	Z	
				11130*	Z	SUBROUTINE TO TRANSFER NUMERIC STRIPZ
				11040*	Z	FOR INPUT FIELDS I, J, D, AND COSTZ*
				11150*	Z	
03057		00002		11160	DS	ZZ
03058	16	03088	-3720	11170	TFM	*630,1-3Z
03070	16	03093	-0101	11180	TFM	*623,RECORDZ
03082	25	00000	00000	11190	TD	Z
03094	11	03093	000-2	11200	AM	*-1,2,10Z
03106	11	03086	000-1	11210	AM	*-10,1,10Z
03118	14	03088	-3737	11220	CM	*-30,COST61Z
03130	47	03082	01230	11230	BNF	*-48Z
03142	32	03720	00000	11240	SF	J-3Z
03154	32	03724	00000	11241	SF	J-3Z
03166	32	03728	00000	11242	SF	D-3Z
03178	32	03732	00000	11243	SF	COST-4Z
03190	42	00000	00000	11250	PS	Z
03194				11260	DORG	*-7Z
				12010*	Z	
				12020*	Z	SUBROUTINE TO TRANSFER NUMERIC FILLZ
				12030*	Z	AND ELIMINATE LEADING ZEROSZ
				12040*	Z	HIGH ORDER ADDRESS OF NUMERIC IS IN*EDIT-1Z
				12050*	Z	HIGH ORDER ADDRESS OF ALPHAMERIC IS*IN STRIPZ
				12060*	Z	
03198		00005		12070	DS	ZZ
03200	32	03841	00000	12080	EDIT	SF FLAGZ
03212	26	03283	03199	12090	TF	ZERO-1,EDIT-1Z
03224	26	03290	03852	12100	TF	ZERO66,STRIPZ
03236	26	03327	03199	12110	TF	DIGIT623,EDIT-1Z
03248	26	03334	03852	12120	TF	DIGIT630,STRIPZ
03260	44	03304	03841	12130	BNF	DIGIT6FLAGZ
03272	43	03304	00000	12140	BD	DIGITZ
03284	16	00000	000-0	12150	TFM	0,0,0,0Z
03296	49	03340	00000	12160	B	DIGIT636Z
03304				12170	DORG	*-3Z
03304	33	03841	00000	12180	DIGIT	CF FLAGZ
03316	25	03339	00000	12190	TFM	*622Z
03328	16	00000	00000	12200	TFM	*70,10Z
03340	11	03199	000-1	12210	AM	EDIT-1,1,10Z
03352	11	03852	000-2	12220	AM	STRIP,2,10Z
03364	26	03387	03199	12230	TF	*623,EDIT-1Z
03376	44	03212	00000	12240	BNF	EDIT612Z
03388	42	00000	00000	12250	DS	ZZ
03392				12260	DORG	*-7Z
				12310*	Z	
				12311*	Z	READ ROUTINE. TITLE CARDS MAY BE INTERSPERSED WITH JOBSZ
				12320*	Z	
03393		00002		12330	DS	ZZ
03394	37	00101	00100	12340	READ	CF RECORDZ
03406	14	00101	00100	12370	CM	RECORDZ
03418	46	00115	03814	12390	C	RECORD614,216Z
03430	24	00115	03814	12390	C	RECORD614,216Z
03442	46	03922	01200	12400	BE	ENDZ
03454	14	00101	000-0	12401	CM	RECORD,0,10Z

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