

Stanford Artificial Intelligence Project

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AN ADAPTIVE COMMAND AND CONTROL SYSTEM
UTILIZING HEURISTIC LEARNING PROCESSES

BY

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COMPUTER SCIENCE DEPARTMENT
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AN ADAPTIVE COMMAND AND CONTROL SYSTEM
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A DISSERTATION
SUBMITTED TO THE DEPARTMENT OF OPERATIONS RESEARCH
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Monti Don Callero

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SYSTEM UTILIZING HEURISTIC
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ABSTRACT: The objectives of the research reported here are to develop an automated decision process for real time allocation of defense missiles to attacking ballistic missiles in general war and to demonstrate the effectiveness of applying heuristic learning to seek optimality in the process. The approach is to model and simulate a missile defense environment and generate a decision procedure featuring a self-modifying, heuristic decision function which improves its performance with experience. The goal of the decision process that chooses between the feasible allocations is to minimize the total effect of the attack, measured in cumulative loss of target value. The goal is pursued indirectly by considering the more general problem of maintaining a strong defense posture, the ability of the defense system to protect the targets from both current and future loss.

Using simulation and analysis, a set of calculable features are determined which effectively reflect the marginal deterioration of defense posture for each allocation in a time interval. A decision function, a linear polynomial of the features, is evaluated for each feasible allocation and the allocation having the smallest value is selected. A heuristic learning process is incorporated in the model to evaluate the performance of the decision process and adjust the decision function coefficients to encourage correct comparison of alternative allocations. Simulated attacks presenting typical defense situations were cycled against the decision procedure with the result that the decision function coefficients converged under the learning process and the decision process became increasingly effective.

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I. INTRODUCTION

1.1 Objectives and Approach

This paper reports an artificial intelligence approach to the military command and control problem of real time allocation of defense missiles to attacking ballistic missiles in general war.

The defense missile allocation problem is representative of a large class of so called "ill-structured" management problems whose complexity places them beyond the scope of the powerful operations research algorithms, which are iterative by nature and easily adapted to digital computers. The impetus for studying the particular problem is that the real time aspect and extensive sphere of relevant data in an attack-defense environment makes it unreasonable to expect a human decision maker to remain abreast of the developing situation, which suggests that an automated decision procedure must be an integral part of a defense missile system if allocation is to be made in a systematic, optimum seeking way. The objectives of this research are to develop such a decision procedure for the allocation of defense missiles and demonstrate the effectiveness of applying heuristic learning to the solution of ill structured operations research problems. The approach is to simulate a missile defense environment and generate a decision procedure featuring a self-modifying, heuristic decision function which improves its performance with experience.

1.2 Background: Artificial Intelligence¹

The development of general-purpose digital computers has brought with it a significant research effort toward the mechanization of decision making processes. Computer programs have been implemented which prove theorems, select stock portfolios, recognize patterns, play board games and perform other tasks which, if accomplished by humans, would be considered as requiring the use of intelligence. The accomplishment of intelligent activity by computers is what is generally known as Artificial Intelligence, and the goal of artificial intelligence research is "to construct computer programs which exhibit behavior that we call "intelligent behavior" where we observe it in human beings".² Such programs cannot respond in a stereotyped manner to all situations but must condition their performance to the stimuli of the task environment, often to the extent of recognizing the quality of their own responses and initiating internal adaptation to enhance future effectiveness.

A major effort in artificial intelligence research has been toward the discovery and application of heuristics. The word heuristic has various interpretations but most commonly refers to a rule of thumb, method or trick which improves the efficiency of a problem solving system, often at the expense of a guaranteed best answer. Examples of

¹Only those elements of Artificial Intelligence which are directly applicable to this research are discussed. For a more complete, but concise, look at the subject see [1], especially the introduction to Part I and Minsky's Steps Toward Artificial Intelligence, pp. 406-450, in Part 3. This volume is a collection of research papers describing the more interesting developments in artificial intelligence up to 1962.

²Feigenbaum [1] p. 3.

heuristics abound. "Buy from the lowest bidder" and "always vote a straight ticket" are two which indisputably ease decision making, but admittedly do not always lead to the best results. When playing games people develop heuristics which seem to work pretty well much of the time, such as "always check, it may be mate", "never open with less than thirteen points" and "protect the queen at any cost", and eliminate large numbers of options which would otherwise have to be considered. A "heuristic program" is a program employing heuristics to solve problems.

Any problem sufficiently structured to permit the identification of all possible solutions and having a means of comparing them can be solved by simply generating all the solutions and selecting the best one. Unfortunately, this is impractical for problems of any size. A classic example is the exploration of all paths through a checker game, which involves 10^{40} move choices and, at 3 moves per millimicrosecond, would take 10^{21} centuries to consider, (Samuel, [10]). Furthermore, many, if not most, important decisions relate to problems with insufficient structure to discern every solution or to yield an analytical means of comparing alternatives. Just as the human decision maker applies heuristics (rules of thumb) and intuition to determine a course of action under these circumstances, so must an automated decision process. It is important to note that heuristic methods do not guarantee optimal solutions, or, for that matter, any solutions at all. "All that can be said for a useful heuristic is that it offers good enough solutions most of the time"³. They do provide a capability to determine solutions to problems

³Feigenbaum, [1] p. 6.

which are either impractical to solve by rigorous methods, using algorithms, say, or for which no such methods are available.

Unlike its human counterpart who may develop decision rules over time from experience, the automated system must rely on the designer to specify a set of heuristics and when and how to apply them, (at least within the current state of understanding). However, it has been demonstrated⁴ that they can sometimes be so defined as to permit internal modification which improves their efficiency and problem solving ability. The modification procedure is usually based on an analysis of past performance and, appropriately, is called "learning".

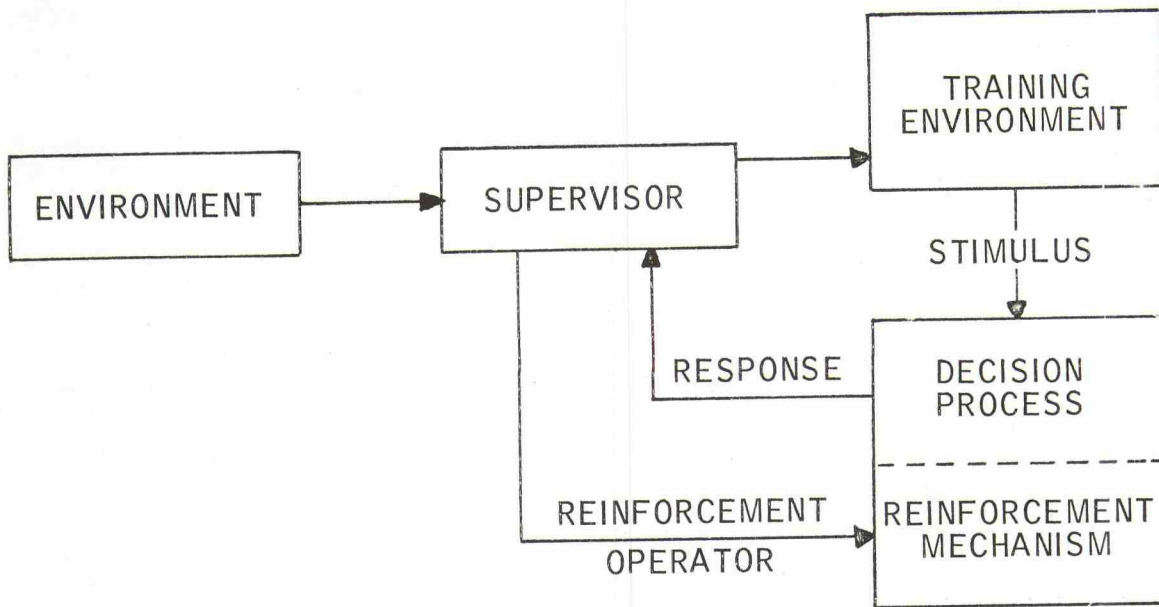
Learning is an important aspect of artificial intelligence and is exploited in the decision process developed later in this paper. An idea behind learning in problem solving programs is that to solve a new problem it is usually wise to try methods that have worked on similar problems in the past. Two approaches can be taken. One is to generalize on previous experience, learning by generalization, and the other is to retain past situations and retrieve them as needed to fit a problem at hand, rote learning. Rote learning has not proven very useful, apparently because of the storage and retrieval procedures required and the difficulty of resolving non-exact matching conflicts. Generalization has shown much promise and is used, in a specific form, in the development of the missile allocation decision process reported herein, so it will be discussed in some detail.

⁴See Samuel [10], Feigenbaum [2], Selfridge [12], Minsky [6].

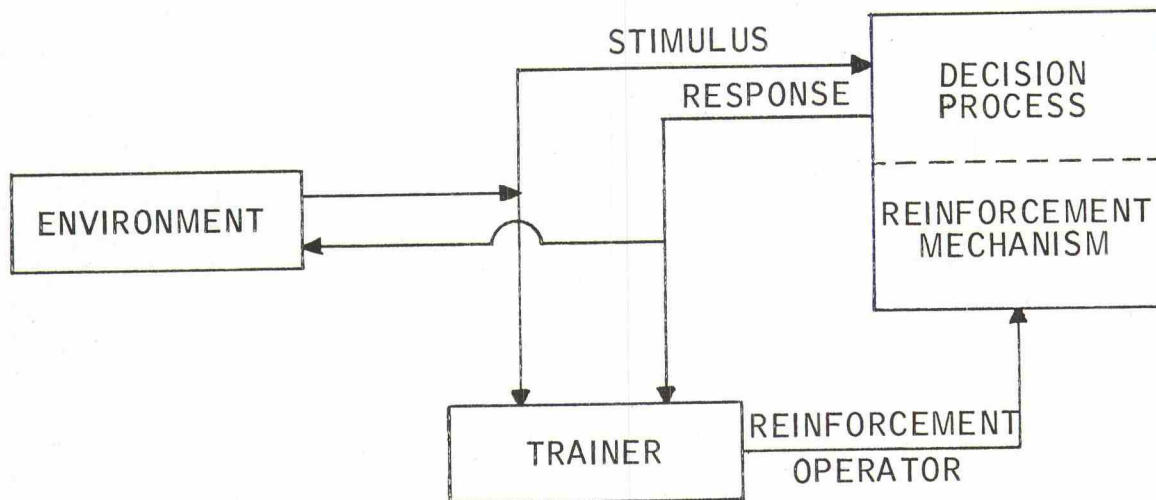
Suppose there are several elements in a decision procedure, each of which contribute to the outcome of a problem solving attempt. It is possible to generalize on the decision procedure by using a reinforcement operator which, if the outcome is "good" in some sense, will increase the prominence of those elements contributing in a positive fashion to the selection of the outcome and, if it is "bad", will do the same for those elements which contributed in a negative fashion. Theoretically, after repeated training sessions using the reinforcement operator, the decision procedure will have attained the proper correlation among its elements and thereafter provide consistently good solutions to new, but similar, problems.

A learning system to accomplish this result must contain a mechanism to trigger responses from the decision process and remember what role each element had in selecting the outcome, and a trainer to analyze the result and instigate appropriate reinforcement. Two systems are shown graphically in Figure 1.1. In both of these the same general flow prevails. An environment sends a stimulus to the decision process which makes one of several possible responses. The reinforcement mechanism remembers which elements entered into the outcome and how. The trainer analyzes the outcome and sends a reinforcement signal which increases or decreases the tendency to make the same decision to the same problem in the future. Note that the trainer need not know how to solve problems, but only to recognize good or bad outcome.

In the controlled learning system, (a), the supervisor acts as both the triggering mechanism, by establishing the training environment, and



(a) Controlled Learning System



(b) Operational Learning System

Figure 1.1 Two Systems for Reinforcement Learning

as the trainer. This system permits a maturation of the decision process under strict control to avoid instability, i.e., large, alternating changes in the correlation of elements, especially in the early stages of learning. The operational learning system, (b), utilizes stimuli from the real environment, which may be altered by responses from the decision process, and is subject to the whim of nature and the ability of the trainer to recognize good and bad responses.

There is a principle underlying difficulty in the design of decision processes with the ability to learn and that is the assignment of credit for reinforcement. Which elements are to be reinforced and by how much? In a complex decision process each element may have been applied many times in many different situations as sub-problems were solved or partial solutions generated. For example, in the game of chess the elements would be strategies and rules of thumb, e.g., "always check, it may be mate", which are applied hundreds of times, sometimes with success and sometimes with disaster, until finally, the game is won. To which elements go the credit?

One method of surmounting this difficulty that can be used with some decision processes is to reinforce at the subproblem level, (such as single move generation), where the effect of individual elements are more directly identifiable. The problem here is discerning good outcomes from bad, since the ultimate effect of a subproblem decision on the final outcome is generally not clear. Nonetheless, there is at least one example, the Samuel's Checker Playing Program, [10], where

this method has been employed with great success.⁵ Briefly, this program evaluates a scoring polynomial, whose terms are properties based on the usual checker concepts, to measure the apparent goodness of each board position encountered. After an exchange of moves, the same board position is re-evaluated using the additional information available and the current and previous scores are compared. If the current score is greater than the previous score the coefficient of terms entering positively in the previous score are increased and those negatively are decreased. Opposite reinforcement is applied if the current score is less than the previous score. This learning technique for improving the board evaluation procedure has contributed significantly to the real time performance of this program which ranks with the top checker players in the country.

1.3 Artificial Intelligence and Operations Research

Heuristic programming is not a new concept in Operations Research. There currently exist heuristic programs which, to name a few, balance assembly lines (Tonge [15]), sequence jobs in job shops (Schwartz [11]), locate warehouses (Kuehn and Hamburger [5]) and solve the Travelling Salesman problem (Karge and Thompson [4]). These efforts could be construed as evidence that artificial intelligence is, in some sense, contributing to operations research. However the heuristic programs which solve operations research problems are limited to the systematic

⁵In fact, the Samuel's program was a pioneering work, and the most successful to date in sub-problem reinforcement.

application of static, albeit clever, heuristics and include none of the potentially powerful aspects of artificial intelligence, namely learning, planning, pattern recognition and induction. A possible exception is Tonge's Line Balancing Program, [15], in which a form of planning is used.

It has frequently been proposed that operations research is very powerful at the foreman level but of little use to the executive whose problems are not well structured. By the year 1957 the advance in the state of the art of artificial intelligence was so rapid that in November, speaking before a banquet at the 12th National Meeting of the Operations Research Society of America, H. A. Simon, himself a leader in the field, was prompted to say:

"We are now poised for a great advance that will bring the digital computer and the tools of mathematics and the behavioral sciences to bear on the very core of managerial activity--on the exercise of judgement and intuition; on the process of making complex decisions... The way is now open to deal scientifically with ill-structured problems."⁶

Some progress has indeed been made. Tonge [14], reported on applying the Newell, Shaw, and Simon General Problem Solver (GPS)⁷ successfully to the assembly line-balancing problem in 1963. And Clarkson, [0], built a model of a trust investment officer which closely matched the portfolio selections actually made by the individual

⁶Newell and Simon [9].

⁷The General Problem Solver is probably the most significant contribution to simulating human problem solving processes. Newell, Shaw, and Simon [7] and Newell and Simon [9].

in real situations. But, by and large, the use of artificial intelligence as a base for attacking ill-structured problems has not yet been extensively exploited.

1.4 Defense Missile Allocation: An Ill-Structured Operations Research

Problem

At some point in the future, nations will have missile defense systems to counter nuclear armed, ballistic missile attack from their foes. Just when it will occur is an open question at this time, but there is little doubt that it will, in pace with technical advancement and political justification, and that the initial systems will employ non re-useable weapons, such as anti-ballistic missiles.

Suppose a missile defense system is operational; that is, the weapons and the detection, communication and control apparatus required to selectively employ them are in position and committed to the defense mission. At the moment hostilities commence, the design and configuration of the system become static. The location of defense missile sites cannot be changed. Neither can the number and type weapons assigned to these sites be changed. Every element is static except the defense strategy itself; how the available weapons are to be allocated among the incoming ballistic missiles.

The operations research problem, then, is to determine an optimal strategy (allocation procedure); optimal in the sense that it minimizes the total effect of the attack on the targets defended by the system. The realization of the strategy consists of discrete decisions (missile assignments) which are sequential over time and based only on information

available at decision time. Regardless of the structure of the function reflecting "total effect", at decision time the influence of decisions on this function is generally not measurable. For example, in Figure 1.2, if defense missile D2 is used against attacking missile A1 at time T, the probability that A1 will strike target A will be much lower than if A1 was unmolested by D2 and engaged by D1, since, if D2 was unsuccessful, D1 could still be useable against A1. However, by apparently reducing the real effect by thorough coverage of A1 at time T, it may well be that the opposite has occurred as a result of depleting the D2 supply and thereby jeopardizing the defense of B and C from A2 and A3, respectively, at time T + t.

Any approach to this problem using existing techniques of mathematical programming under uncertainty must include a determination of the probability functions measuring the uncertainty. This is an unsurmountable obstacle, disregarding purely artificial specification. The recourse is heuristic programming.

1.5 Some Heuristic Approaches

A particularly simple heuristic program that is repeatedly used in military situations contains a single heuristic, "Shoot when you see the whites of their eyes." That is, engage whenever possible under the dictates of detection and weapon capability alone.⁸ The advantage of

⁸ Because of the prevalence of this approach in command situations, it is used as a base for measuring the relative effectiveness of the procedure developed in Chapter 3.

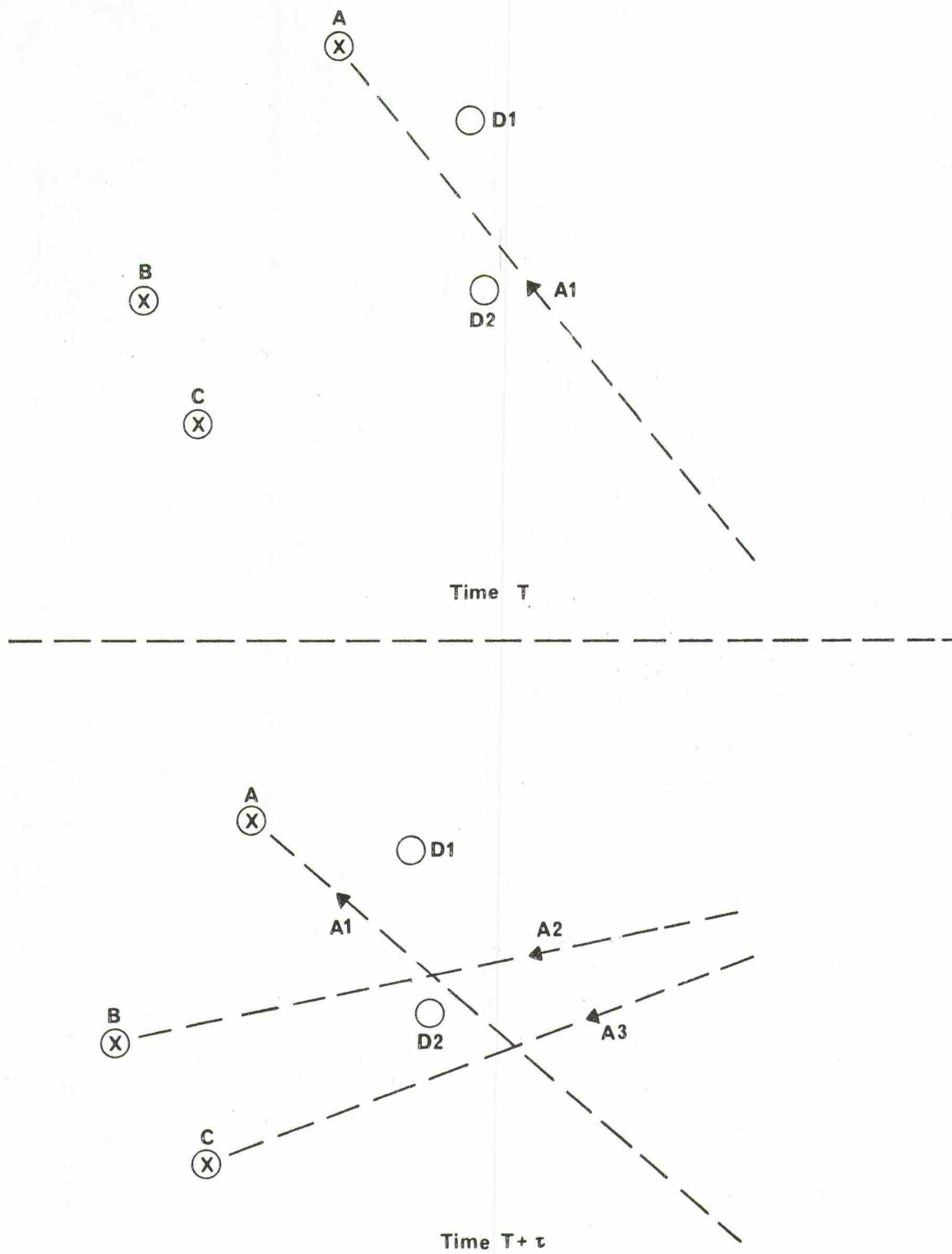


Figure 1.2 Typical Assignment Situation

this approach is that individual missile sites need not await confirmation from some central authority to engage a missile within their area, thus reducing reaction time and eliminating danger of noisy signals and communications failures. The price of this independence is the inflexibility of strategy which foregoes capitalizing on developing situations. Given sufficient numerical superiority in defense this approach might indeed be optimal, however it is difficult to visualize that circumstance.

Under the central control concept the typical heuristic program will attempt to conditionally combine rules of thumb about various aspects of the defense-attack environment to make allocations. The success of this type program depends entirely on the ability of the designer to discover good heuristics from human analysis of the problem. Now, if a method for permitting the program to adapt its decision process from its own analysis of the environment can be developed, the performance may be greatly improved. Possible ways of doing this are suggested by the research with game playing programs in artificial intelligence.

1.6 Game Playing Approach

The missile attack-defense situation is similar to two-person board game playing, checkers, chess, kalah, etc. In a board game, one player makes a move. The other considers the many moves he can make, weighs each in some fashion normally involving looking ahead (if I move there and he moves here and etc.) and finally selects a counter move. Then it is the first players turn, and so on. Each move is governed

by well defined, strictly enforced rules and effects the posture of both players for pursuing their goals, but the net influence of a single move on the outcome, win or lose, is obscure. As the game progresses, each player adapts his strategy to exploit weaknesses in his opponents play or to overcome deficiencies in his own. He may also adjust his procedure for selecting moves as the opponents strategy is identified or as phases of the games dictate, such as opening play or end game.

In defense-attack, the offensive party selects a strategy for destroying targets and initiates attack by launching ballistic missiles. Due to real problems in missile launching, location of missile launch sites and the attack strategy, the attacking missiles enter the defense domain sequentially over time. At some instant the defensive party observes those missiles within his domain (the offensive move), considers the possible responses and selects a specific missile allocation (the defensive move). On looking again, he observes new missiles (the next offensive move) as well as those remaining from previous moves, and the allocation process (move selection) is repeated. Meanwhile, the offensive party observes the effect of his strategy and, if possible, adjusts it to exploit weakened defense lines, compensate for weapon loss resulting in unaccomplished missions or otherwise improve his attack posture. Although no well-defined rules control the play, relevant actions are bounded by physical constraints, (weapon location, capability and numbers, target location, etc.) and causality laws, such as "destruction requires engagement."

Consider the following heuristic approach, suggested by game playing research in artificial intelligence directed toward understanding human decision making and learning processes, [10]. At each decision point, evaluate the resulting defense posture for each feasible missile allocation using a function of calculable "features" measuring critical (or at least useful) properties of the immediate environment, such as number of undefended targets, relative depletion rates among sites, expected loss, etc.; the evaluation should include looking ahead. Select the allocation yielding the "best" result. As the attack progresses, review past decisions by considering the additional information received since they were made. If the past decisions are not consistent, that is if the allocation selected at that time differs from the allocation which would have been selected had the subsequent information been available, then adjust the evaluation function so that it will be more likely to make the better decision if faced with the same problem again. The adjustment seeks to improve the discrimination among allocations and adapt to offensive strategy as it develops. Note that the evaluation function not only executes but also establishes defense strategy through the adjustment process.

Clearly, the overall performance of this approach is dependent on the particular features used in the evaluation function. However, the internal adaptability of the evaluation function provides, at least theoretically, the capacity to do the best possible under any given set of features.

The remainder of this paper is devoted to modeling the defense missile allocation problem and developing a heuristic program using the above approach.

II. THE ATTACK-DEFENSE ENVIRONMENT

2.1 A Missile Defense System

In this section a missile defense system is described which is technically consistent with current developments in electronic and space technology. No attempt has been made to design an optimal system and references to specific items of hardware are exemplary, only. The inclusion of the central control concept and area defense is dictated by the research goal, for without either one of them the capability for a flexible response is eliminated and, hence, so is the allocation problem as defined.⁹

A missile defense system consists of four functional subsystems and they are detection and tracking, engagement, control and communications.

The task of the detection and tracking subsystem is to detect attacking missiles as soon after launch as possible, well outside of the defense area, and actively track them, that is continuously determine their position, as they enter and progress through the defense area. A familiar example of a detection capability is the United States' Ballistic Missile Early Warning System (BMEWS), a chain of radar stations across the Arctic with the ability to detect intercontinental ballistic missiles

⁹Over the past three years articles, too numerous to identify individually, discussing the U.S. and U.S.S.R. activities in the missile defense area have appeared in Aviation and Space Weekly, Missiles and Space Digest and other national publications. An excellent overview of the U.S. Nike-X approach is G. A. Boehm's article, "Countdown for Nike-X", in the November 1965, issue of Fortune, p 133. He discusses both the system operation (the pictorial representation on page 134 of a local defense configuration is of particular interest) and the economic and political considerations.

approaching the Western Hemisphere from the Sino-Soviet land mass. The tracking mission requires sufficient numbers of tracking sites to provide multiple coverage on all incoming vehicles to avoid loss of acquisition and permit determination of exact trajectory, velocity, mass, etc. From this data, the impact point of the warhead can be calculated and the weapon yield estimated. A particular offensive tactic significantly effecting tracking is the use of decoys to confuse the defense system. Two methods are suggested in unclassified literature. The first is the use of non-productive warheads, i.e., warheads without a nuclear weapon, to cause the defender to waste his defense missiles and generally saturate the system. The second is to surround a productive warhead with a "cloud" of decoys so that it is difficult for the defender to identify and destroy the real weapon. In the system postulated here the resolution of the decoy problem is a responsibility of the detection and tracking subsystem. The output from this subsystem is clean data specifying the position, trajectory and impact point of each attacking missile in or approaching the defense area.

In military terminology, "to engage" means to intercept and destroy. It is the function of the engagement subsystem to actually destroy an attacking missile on command. Assuming the defense weapons are anti-ballistic missiles with nuclear warheads, destruction is accomplished by launching a weapon, guiding it within killing range of the hostile vehicle, and detonating the defense weapons' warhead. Defense missiles are located at missile sites, where several missiles are within close enough proximity of each other to be controlled by a single guidance device, say a ground based radar facility. There are two general

approaches pertaining to the engagement subsystem and they are local defense and area defense. For local defense, missile sites are located in the immediate vicinity of a specific target area and are equipped with short range, quick response weapons which can engage hostile vehicles attacking that area just prior to their reaching the target. Aside from enabling the concentration of defenses in particularly vital target complexes, like heavy population areas, this approach helps reduce the effect of the cloud decoy tactic. As the cloud re-enters the atmosphere the decoys decelerate more rapidly than the heavier nuclear warhead, which then can be identified and the quick response missile dispatched to destroy it. Area defense distributes missile sites strategically throughout the entire defense area to engage attacking missiles before they approach the target areas, thus contributing to the defense of many target areas from each site. With area defense, incoming missiles may pass within range of several sites thereby allowing for back-up if an engagement is unsuccessful, and for defense options on selecting a site from which to engage. Clearly, it is area defense that permits a flexible response, thus creating the need for an optimal allocation process.

The function of the control subsystem is to analyze all information relevant to the attack and initiate appropriate defense actions. Relevant information includes intelligence estimates of enemy capability (such as number and location of weapons, missile range and nuclear yield of warheads), possible attack strategies, current data provided by detection and tracking, defense system status, (such as number and capability of defense missiles at each site and the status of the targets within the

defense area), and specified defense strategies. Appropriate defense actions are to engage an attacking missile immediately from some particular site, to delay the engagement decision or not to engage at all. The defense system envisioned here has a central control to make all the allocations and initiate all engagements by communicating the necessary information to the selected missile sites.

The communication subsystem provides for the flow of information throughout the entire defense system.

The massive volume of data processed by each subsystem and the press of real time operation will require the use of very large, fast digital computers which can communicate directly with each other via core to core transfer. Data analysis and real time decision making will be automated. The human element will maintain command authority through man-machine communicating devices by imposing general strategy guidance or selecting from predesignated tactical options (such as identifying targets not to defend or missile sites from which to hold fire) but the bulk of command and control will be done by computer.

The targets within the defense area include population centers, industrial complexes, military installations, hydroelectric plants, communication facilities, transportation lines, bridges, port facilities, and elements of the defense system itself. Each target has a designated type which identifies the principal resources located there, such as "population", "population/industrial", "strategic" and "defensive/strategic". Each target also has a number associated with it which is a measure of the value of the target with relation to the other targets. This value may vary either with time or defense strategy. A nuclear

retaliation installation would have a high value until all weapons were launched, and a much smaller one thereafter. A strategy concentrating on minimizing fatalities would place a much higher value on population centers than would a strategy for retaining military capability. Target value, as an adjustment parameter, plays an important role in the identification and implementation of defense plans by providing for a shift of emphasis between targets.

From the defense standpoint, the physical elements of the attacking force are the ballistic missiles of the enemy, initially as described by intelligence estimates of their location, range and payload and ultimately as they are detected and tracked within the defense area. Note that no overt action is taken by the defense system until the attacking missile physically enters its domain. In particular, the defense system described here does not include destruction of enemy vehicles at their launch sites although intelligence about pre-launch kills by friendly strategic forces can play a role in the defense decision process.

2.2 The Offense

A strategic nuclear attack is initiated to support national objectives and is intended to accomplish sufficient destruction of an adversary's national resources to permit the objectives to be realized. The overt action taken by the offense is to detonate nuclear warheads on selected targets using available delivery systems according to a plan designed to achieve the established goal with high probability. As with the defense, the offensive posture is completely established

when the attack commences, since the time span of interest precludes modification, and may only deteriorate from that point. Only the plan remains dynamic (at least theoretically) and is the instrument by which changes in objectives or strategic necessities are reflected.

The offensive plan is reflected in the type of targets attacked. For example, if the objective is to render ineffectual the military capability of a nation, the attack plan would certainly require placing weapons on military installations and transportation systems including ports, airfields and rail centers. Genocide, however, would initiate an attack on population centers and possibly ignore the military installations except as they are co-located with population type targets. In general, an offensive plan will select certain types of targets and concentrate the attack on them. The term "type of attack" used in this paper refers to the type of targets under attack and is used as an indication of the attack plan being employed by the offense.

The delivery system of interest is the ballistic missile. The effects of other systems, (such as aircraft carried bombs, aircraft launched guided missiles and orbital vehicles) during an attack must be reflected in both the defensive and offensive tactics, but it is an implicit assumption that the missile defense system described in 2.1 is ineffectual against them; other defense measures are needed. The ballistic missile is positioned on a trajectory to the target during the powered phase of flight; thereafter, minor course deviation corrections may be accomplished by an onboard inertial guidance system. Depending on the effect desired, the warhead is detonated at an altitude above the target, on ground contact or underground.

2.3 Activity Flow

The overall flow of activity in an attack-defense situation can be described formally as follows.

(i) An enemy chooses an attack goal and launches ballistic missiles against applicable targets in accordance with a plan specifying timing, missile-target pairing, etc.

(ii) Attacking missiles (hereafter abbreviated AM) are detected by the defense radar network which calculates their trajectory and impact point and continuously communicates their position to the central control.

(iii) Control evaluates the data for each AM to determine its terminal point and which defense missiles (hereafter abbreviated DM) are capable of engaging it prior to reaching the terminal point. Note that a terminal point may not be one of the targets identified in the defense system.

(iv) Control analyzes available information on the immediate situation, expectations of future events and pre-specified defense strategies and decides which DM (if any) to allocate to each AM at the present time.

(v) The decisions to engage are communicated to the appropriate DM site and the DM is launched against the AM.

(vi) If the DM is successful or the AM reaches the terminal point, the AM is no longer in the system. AM's not destroyed advance along their trajectories, new AM's enter the system and the cycle returns to (ii).

(vii) As the attack develops, the enemy may either change to another attack strategy or adjust his plan to capitalize on weaknesses in the defense system, reallocate his missiles among remaining targets, etc.

III. THE PROGRAMMED MODEL - ACTS

3.1 Introduction

The method used to investigate the effectiveness of an adaptive defensive missile allocation process was to actually implement an automated central control and a training program to operate and guide it on the Burroughs B5500 Information Processing System. This program has the acronym ACTS taken from Automated Control with Trainig Supervisor. An overview of ACTS is depicted in Figure 3.1. The heart of the program is the Central Control System which utilizes a structured model of the attack-defense environment to interpret the action, and has a missile allocation procedure embodying the heuristic decision making and learning approach discussed in section 1.6. The Training Supervisor simulates the real world, including attacks against the defense system and results of engagements, monitors the allocation procedure and modifies the decision function to improve its performance. In this chapter the environment model is developed and definitions, heuristics and data files used by ACTS are presented. Finally the program, which is the realization of the model, is described in some detail. The learning process is explained in Chapter IV.

ACTS is programmed in the programming language "Burroughs Extended ALGOL for the B5500". A program listing and specifications are provided in appendix A.

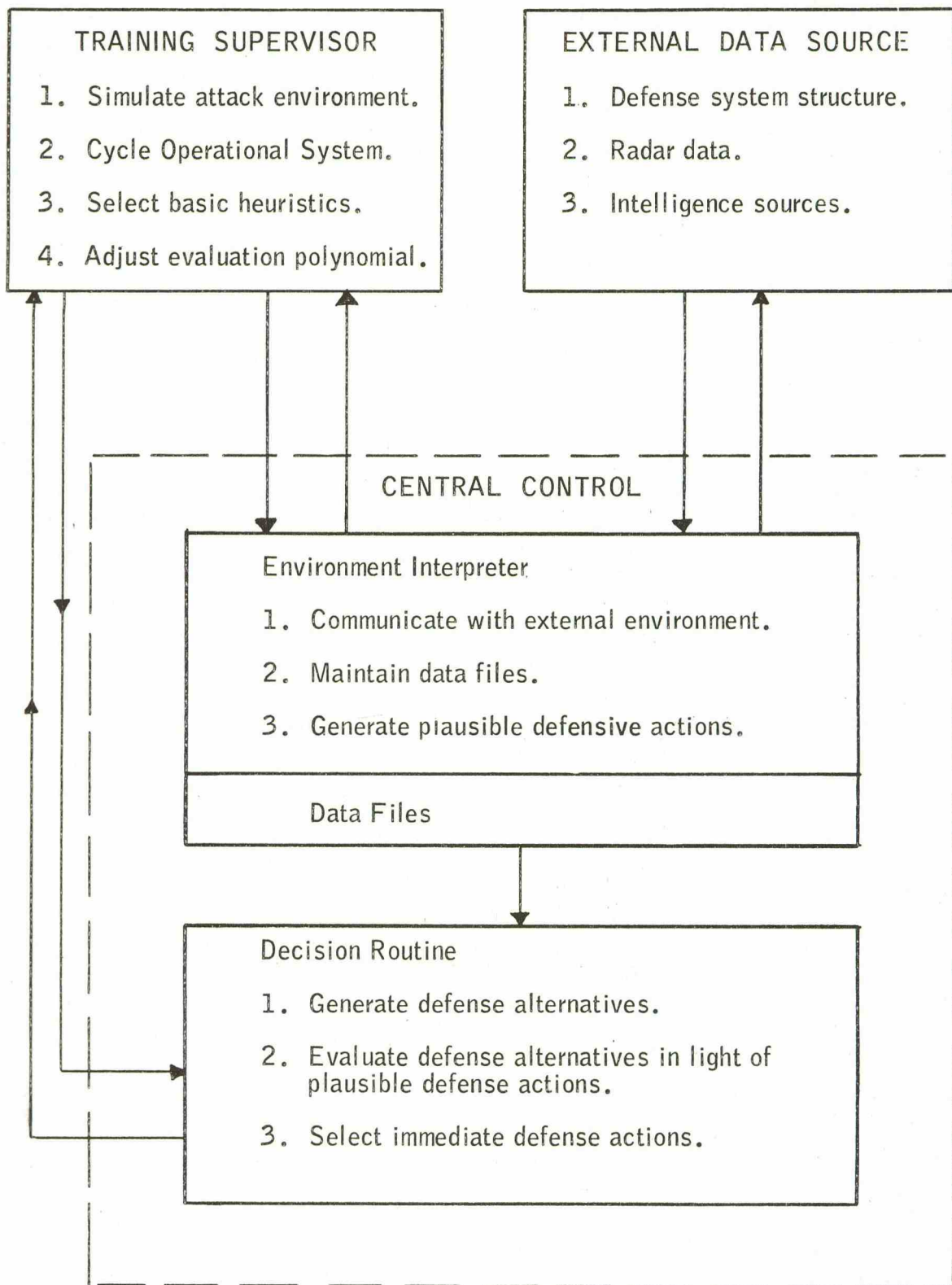


Figure 3.1 Functional Overview of Acts

3.2 Modeling the Environment for ACTS

Like most other real world situations the attack-defense environment cannot be represented exactly by a computer program, hence it is necessary to construct a model of it that can be so represented. The purpose of the model is to impose sufficient structure at a sacrifice of detail, yet maintain the essence and all critical features of the problem.

In the real world problem being modeled events occur in three continuous space dimensions and one continuous time dimension, i.e., attacking missiles enter the defense system at any instant of time and in any position in three dimensional physical space. Note that it does not seriously affect the analysis of the immediate situation, since positions are known and can be projected to any instant of time, but the continuous nature presents an infinite number of possible future events¹⁰ for consideration. If an analysis of future events is to play a role in the decision process, this set must not only be made finite, but, in fact, quite small. To make it finite it is necessary to transform the continuous event space into a discrete space and to impose bounds on the space. To make it "quite small" requires further analysis and some good heuristics.

Consider first the vertical dimension in physical space. There are technical limitations on the height of an attacking missile. For one thing, the AM's are sub-orbital since orbital weapons are not

¹⁰An event is defined as any occurrence relevant to the attack-defense situation. Examples are an AM enters the system, a DM destroys an AM, a DM misses an AM, and an AM strikes a target.

relevant to the problem under discussion. Also, they are ballistic missiles which require a trajectory sufficiently high to carry them to the target. Hence there is a vertical band ranging from perhaps 50 to 100 miles above the earth in which all attacking missiles will be encountered. It is reasonable to assume that the designers of a defense missile consider this information so that every defense missile will have the capability for operating within this band. Hence, in the model developed here the vertical dimension is eliminated as a factor in the problem. An obvious alternative to complete elimination is classifying height as, say, high, medium and low, and categorize defense missiles by their operational floor and ceiling, but the effect is to increase the future event space by a factor of three for only a slight gain in generality so it was not adopted.

Transforming the remaining two dimensions is accomplished by laying a square grid across the geographical limits of the defense area and specifying the location of targets, defense missile sites and attacking missiles only by the square in which they appear. The accuracy of this representation is a function of the fineness of the grid. Every attacking missile can enter the system in one and only one of the grid squares and proceed to one and only one terminal square. Assuming that the selected grid square has dimension greater than zero and the attacking force is not infinite, under this model there are a finite number of square-to-square pairings of one or more AM's. Further, since there is a finite number of DM's within the defense system there are a finite number of possible future events.

There remains the problem of continuous time, and it is relevant to both current activity and future events. From the standpoint of a control process, the time dimension is scarcely continuous, but is divided into sequential periods during which data analysis and decision making occur. At the beginning of each period the door is closed on incoming new data and the decision made from the information available up to that point. Data received during a period is not processed until the following period so the problem is unaltered if all data is considered as entering the system at discrete points in time, namely at the beginning of each period. To Control, this is equivalent to saying that events occur at discrete points in time, at the beginning of each period.

A time period may be either of fixed or variable length. Variable length time periods would apply to a mode of operation wherein the decision process is pre-determined so that the time required to arrive at an allocation is a function of the complexity of the immediate situation. If these time periods are not short, a problem arises in determining if a missile site will be within range of an AM when the decision is finally reached, since the AM is in fact moving during the decision process. Fixed length time periods avoid this complexity and permit the depth of analysis in the decision function to vary. The apparent paradox in fixed length periods is that the less complex problems are analyzed to a greater depth than the more complex ones. However, if the length is chosen to provide adequate time for sufficient analysis of most problems, the gain is that for many problems it is possible to do much more. The relative effectiveness of fixed, variable, variable with maximum and other approaches to the length of a period is not investigated in this research, but provides an interesting area for further study. The fixed length time period is adopted in this model.

A final complication in the real world environment which must be handled in the model is the response (lag) time of the engagement subsystem. Control decides to engage an AM with a particular DM and transmits the command. The DM must then be launched, proceed to engage the AM, the results noted (success or failure) and transmitted to Control. During the time required to accomplish this action Control is in doubt of the outcome of its previous decision. A likely heuristic would be to not consider allocating DM's to AM's which are in the process of being engaged. Except for the forward progress of the AM during the time of doubt, the resulting situation under the heuristic is equivalent to knowing the results of the engagement immediately. Since the exact location of an AM is not critical to the overall decision making power of the allocation procedure, and the timing mechanism and bookkeeping required to provide a simulation of lag time would significantly complicate the program, it was decided to assume that the results of a decision are immediate.

In summary, the model of the attack-defense environment used throughout ACTS is the activity flow given in Section 2.3 further constrained by dividing time into fixed length periods and reducing physical space for future events to a two dimensional square grid. All events occur at the beginning instant of the time period, the allocation decision is made and the results are available at the beginning of the next period.

3.3 Definitions, Heuristics and Data Files

In the remainder of this paper some terminology is used which may not be familiar to the reader and is now defined.

Active Target. Recall that every target is classified by the type of resource located there and that the type of attack employed by an adversary specifies which type targets will come under attack. An active target is a target with a type in jeopardy under the current type of attack.

Plausible Attack Corridor (PAC). Consider the geographical corridor formed by connecting a square on the periphery of the overlay grid and another square containing a target. If it is plausible for an adversary to attack a target square through such a corridor, then that corridor is a plausible attack corridor.

Active Plausible Attack Corridor. A plausible attack corridor leading to a square containing an active target is an active plausible attack corridor.

Ground Zero. Ground zero is the impact point of an attacking missile.

Attack Script. An attack script is the period by period specification of new information entering the system during a simulated attack. It includes AM data, newly assigned target values and changes in defense tactics.

Probability of Destruction. Associated with a defense missile the probability of destruction (PDDM) is the probability of the DM destroying an AM within range. Associated with an AM the term (PDAM) is the probability that the AM will destroy the target if it strikes it. If the AM is being engaged, the probability of destroying the target is $PDAM \times (1 - PDDM)$.

Expected Target Value. For an individual target the expected target value is the multiple product of the current target value and the PDAM for each AM attacking the target.

Expected Value of an AM. The expected value of an AM is the expected value of the target it is attacking.

Covered. In reference to an AM, covered means that the AM can be engaged by at least one defense missile. In reference to a grid square or a plausible attack corridor, it means that at least one DM is effective in that area. In reference to a target it means that the target is locally defended.

Terminal Defense Missile (TDM). TDM is used in the program as synonymous with local defense missile.

Several parametrically specified heuristics have been included in ACTS to permit altering the defense tactics during the play. H⁴ applies only to the Training Supervisor and is used in the learning process; the others apply to the decision routine. All heuristics are initially inactive and must be overtly activated.

H¹: Consider possible future events in seeking an allocation decision.

H²: If an AM arrives at a locally defended target during the current period, defend the target with the local defense weapon.

H³: Always engage an AM attacking a locally (a) undefended target and the AM is covered in only one or two more periods prior to reaching the target, or (b) defended target and the AM is covered by only one DM site or in only one period prior to reaching the target, unless engaging will endanger coverage of an active plausible corridor leading to an uncovered target. The rules (a) and (b) are extended to encompass (c) always engage if failure to engage forces, under (a) or (b), an engagement from the same DM site in a future period.

H⁴: In simulating the result of an engagement, use a probability of destruction of 1.

H⁵: Divide the AM into groups so that (1) all AM within a group are linked together by common DM which can engage them and (2) no AM can be

engaged by the same DM as an AM in a different group. Select allocation on each group independently. (See Section 3.5 for discussion of this technique.)

H6: Divide the AM into groups according to pre-specified DM site dependent criteria, such as geographical proximity of DM sites. DM site grouping must be input to table GROUPS as prescribed in Appendix B. Select allocation on each group independently. (See Section 3.5 for discussion of this technique.)

H7: Engage an AM whenever possible, (the "whites of their eyes" approach). If engagement is possible from more than one DM site, select the one with the most DM's remaining.

H8: Do not defend targets with a target value below a specified minimum. The minimum value, MINTGTVAL, must be given when H8 is used.

H9: Use only the calculated value of the decision polynomial to compare alternative allocations.

The data files used in ACTS are described in detail in appendix B, however, to facilitate the description of ACTS it is convenient to introduce them briefly at this point. Some data files define elements of the defense environment that are static in the pre-attack period and can be prepositioned in the program. Others are post attack files generated as the attack develops. Note that entries in the pre-positioned files may be modified in the post-attack period.

Prepositioned Data Files

DMSPEC: Range and effectiveness (probability of kill) specifications for each type DM in the system.

DMLOCO: Location of area defense sites with quantity by type of DM assigned.

TDLIST: Quantity of terminal defense missiles by TDM site.

TGTLCV: Location and value of each target in the system.

TGTTAD: Type, identification and covering TDM sites of each target in the system.

SQRDTA: For each grid square the area defense missile sites covering it.

SQRTGT: For each grid square the targets contained therein.

PACDTA: For each plausible attack corridor the entry and terminal grid square defining it, type targets contained in the terminal square, type targets not covered and an index to file PACDMS identifying DM sites covering the PAC.

ATTACK: For each AM in a simulated attack, the identification, time and location of detection, ground zero and speed.

Post-Attack Data Files

AMDATA: For each AM currently in the system, the AM and target identification, time period of arrival at target, and list of DM capable of engaging by time period.

ALTERS: Condensed version of AMDATA prepared for the decision routine to scan feasible alternative allocations.

TYPATK: A list of target types in jeopardy under the assumed type attack being employed.

3.4 The Decision Function

Recall from section 1.6 that the approach to optimal allocation of defense missiles is to compare feasible alternatives by evaluating, for each, a function (hereafter called the decision function) of the form

$$\sum_i W_i F_i$$

where the F_i are measures of relevant "features" of the defense environment and W_i are coefficients to be adjusted to seek optimality in the decision process. It is reasonable to expect the performance of a procedure based on this decision function to be sensitive to the particular features used. In the extreme it is possible to define features which have no bearing on the problem at all, such as counting the number of missile sites. Past use of this type of decision function has been in areas where there is a large amount of expert information on important aspects of the problem, namely checkers and chess. No expert information has been accumulated on the allocation of defense missiles, so the list of features defined below can no doubt be improved by additions, deletions, and modifications. However they seem to be adequate for demonstrating the feasibility of the approach, which is a primary goal of this research.

The overall objective of the defense system considered in the model is to minimize total loss in target value.

At each period the expected loss (risk) from the known AM can be measured for each feasible allocation; however, it does not reflect the risk from AM entering the system in the future. To consider all possible future events in adjusting current risks would be impractical because of the magnitude of the combinations it would entail. An indirect approach, which includes but is not determined by the current risk, is to calculate for each allocation the change in the defense posture, now defined as the ability of the defense system to protect the targets. Clearly, the defense posture may only deteriorate during an attack.

Hence, in seeking to minimize total loss in target value the decision process will in fact seek to minimize the rate of deterioration in the defense posture on a period by period basis.

Four characteristics of a good defense posture can be identified. They are maintain defense mobility, block attack routes, balance defense and avoid large expected loss. An area defense missile site may be considered as a highly mobile local defense facility since it protects many target areas. The extent of mobility for any particular DM site is proportional to the number of attack routes that it covers; a DM site covering six attack routes is more mobile than one covering only two. The overall mobility of the defense system is a function of the mobility of individual DM sites. Other things being equal, it is preferred to use a DM from the site covering the least attack routes, that is, maintain maximum mobility. The defense estimate of attack routes are the plausible attack corridors (PAC) defined above. Decision function features DMMOB1 and DMMOB2 reflect the degradation of mobility resulting from an allocation by penalizing, on a graduated basis, the use of DM from sites covering several PAC.

Clearly it is desirable to block attack routes by maintaining an area defense capability along each, otherwise an adversary can send AM to the target areas without fear of loss enroute. If the target area contains targets not locally defended the need for blocking attack routes is even more critical, especially if the undefended targets are active under the type of attack being employed. Decision function features CUND, CUNDA, CTUND and CTUNDA count uncovered PAC and penalize an allocation for opening attack routes. SOLEDM and SOLDMA count DM which alone provide coverage to one or more PAC.

Balancing the defense refers to avoiding uneven depletion among the DM sites. For example, in selecting between DM sites to engage an AM it is usually preferable to select the one with the most DM remaining, other

things being equal. An unbalanced defense permits an adversary to concentrate his attack through the weak points. Decision function features TLUND, TLUNDA, TLONE, TLONEA, DBALQ, DBALH, DBALT, and DBALA are measures of defense posture balance.

Avoiding large expected loss is the characteristic which relates directly to the overall objective. It implies the preferability of risking or actually assuming losses in order to prevent larger "expected" losses. Decision function features AMZERO, AMONE, and AMTWO measure aspects of expected loss.

A description of the features is given below. In ACTS the decision function is represented as a vector; the number on the left of the tag is the subscript of the feature in that vector.

- 1) CUND Number of undefended plausible attack corridors.
- 2) CUNDA Number of undefended active plausible attack corridors.
- 3) CTUND Number of undefended plausible attack corridors leading to locally undefended targets.
- 4) CTUNDA Number of undefended active plausible attack corridors leading to locally undefended active targets.
- 5) TLUND Number of locally undefended targets.
- 6) TLUNDA Number of locally undefended active targets.
- 7) TLONE Number of targets with one remaining local defense opportunity.
- 8) TLONEA Number of active targets with one remaining local defense opportunity.
- 9) AMZERO Expected value of AM facing no defense opportunity.
- 10) AMONE Expected value of AM facing one defense opportunity.
- 11) AMTWO Expected value of AM facing two defense opportunities.

- 12) DMMOB1 Number of applied DM covering from m to n PAC. (m and n are calculated for each defense environment so that one third of the DM sites cover m or fewer PAC, one third cover more than m but n or less and the remaining third cover more than n).
- 13) DMMOB2 Number of applied DM covering more than n PAC.
- 14) DMALQ Number of DM sites deploying one quarter of assigned missiles.
- 15) DBALH Number of DM sites deploying half of assigned missiles.
- 16) DBALT Number of DM sites deploying three quarters of assigned missiles.
- 17) DBALA Number of DM sites deploying all of assigned missiles.
- 18) SOLEDM Number of applied DM from DM sites which provide the sole coverage of a PAC.
- 19) SOLDMA Number of applied DM from DM sites which provide the sole coverage of an active PAC.

Coefficients, W_i , associated with the features are identified by the program subscript, that is, W_1, W_2, \dots, W_{19} . Likewise, the features themselves are identified by F_1, F_2 , etc. when use of the tags is not convenient.

As an option to comparing on the value of the function alone, ACTS permits lexicographic minimization of a threetuple (V_1, V_2, V_3) where V_1 is CTUNDA, V_3 is CTUND and V_2 is the weighted sum of the features. The option is selected by system input.

3.5 A Search Reducing Technique

In a typical period attacking missiles will be transversing the defense system in many directions and in different geographical regions. If it is possible to divide them into independent groups, in the sense that the corresponding sets of covering DM are mutually exclusive, then the value of the decision function obtained by minimizing on each group separately and combining the result could be expected to be close to the minimum found by considering all AM collectively. It is not necessarily the minimum because, even though the groups are independent in the above sense, the DM are inter-related in the network of plausible attack corridors, however, the reduction in the number of feasible allocations to be evaluated is so dramatic as to make the technique attractive from the standpoint of processing time. For example, if twelve (12) AM are in the system and each has four (4) possible defense opportunities the total number of allocations is $4^{12} = 16.8 \times 10^6$. Now if two groups of six AM can be distinguished and processed separately, the number of allocations is only $4^6 + 4^6 = 8192$. Three groups of four AM yields $4^4 + 4^4 + 4^4 = 768$ and four groups of three yields $4^3 + 4^3 + 4^3 + 4^3 = 256$.

This search reduction technique is made available to ACTS by parametrically specifying either heuristic H5 or H6.

3.6 The Central Control System

The Central Control System contains two routines, the Environment Interpreter and the Decision Routine. Each is discussed as it would perform in an operational environment.

3.6.1 The Environment Interpreter

The function of the Environment Interpreter is to communicate with the outside world, interpret inputs in the light of the program model, maintain data files and relay allocation decisions to the engagement subsystem. The program flow follows.

E1: Accept data inputs and perform routine file update and maintenance at the beginning of each period, including

- a) Number of DM and TDM available by site and type.
- b) Specification of heuristics to be applied.
- c) Specification of parameter for attack type determination procedure or type of attack directly.
- d) Specification of target value.
- e) Output control parameters.

E2: Process new AM data. For each AM entering the system generate an entry in AMDATA.

- (i) From time, position, ground zero and speed calculate a trajectory projection.
- (ii) Determine target, target value and local defense status.
- (iii) Determine grid squares the projection passes through.
- (iv) Locate candidate DM sites in SQRDATA.
- (v) For each time period until the AM reaches ground zero, list the covering DM.

If there is no defense against an AM the value of the target is reset to an expected value and no entry is made in AMDATA.

If the ground zero is not within the boundary of a target the AM is ignored.

If Heuristic H8 is active and the target value is less than MINTGTVAL the AM is ignored.

E3: Build ALTERS from AMDATA.

There is one row in ALTERS for each AM in the system. The first five entries in each row are bookkeeping indices for the Decision Routine, including the last relevant entry under heuristics H2 or H3. Following the indices are the DM covering, ordered by time period.

E4: If heuristic H5 or H6 is active and H7 is not, i.e., search reduction is to be used, determine independent AM groups and place the group designator for each AM in the final entry in ALTERS, otherwise set all final entries to 0.

E5: Go to Decision Routine. Return to E6.

E6: Relay DM engagement commands to appropriate facilities.

E7: Reflect the result of the periods activity in data files.

- a) For AM striking a target, remove the AM from AMDATA and change the target value.
- b) For AM destroyed by DM, remove the AM from AMDATA.
- c) For DM deployed, remove the DM from DMLOCO.

E8: Go to E1.

3.6.2 The Decision Routine

The allocation of defense missiles is based on comparative evaluation of the decision function for each combination of assignments of a single

DM or TDM to each AM which is both feasible from the standpoint of availability and performance and permissible under specified heuristics. If future events are not to be considered by the decision routine, i.e., heuristic H1 not specified, then the particular combination having a minimum value of the decision function is selected. Ties are broken arbitrarily by selecting the first combination encountered yielding the minimum value. If future events are to be considered, H1 specified, then the value of each combination is modified by sending an AM through each plausible attack corridor (one corridor at a time) and selecting the covering DM minimizing the resultant decision function over all DM covering the corridor, holding the original combination fixed. The value assigned to the original combination is the maximum decision function value over all corridors. The combination with the minimum value is then selected. This forward looking procedure has the effect of looking at some of the adversaries future moves and expecting him to make the best choice (for him) under the decision function. Consideration of multiple AM, multiple PAC and looking forward more than one period is hampered by the additional time required to evaluate the large number of possibilities and is left for future investigation.

The imposition of defensive strategy on the decision routine is accomplished by the specification of heuristics. For example, heuristic H8 imposes the strategy of defending only those targets having an expected value above a given minimum, providing for the conservation of DM to defend high value targets. Such a strategy is useful in avoiding the deterioration of the defense in order to protect targets already destroyed or otherwise devalued, such as friendly strategic missile sites after

missiles have been launched, as well as reflecting high level policy involving the sacrifice of certain targets for the general good. Other strategy heuristics included in ACTS are H2, H3 and H7.

By restricting the permissible combinations the strategy heuristics have the side effect of reducing search in the decision routine. Heuristics H5 and H6 are provided for the sole purpose of reducing search. Heuristics H1, the look ahead heuristic, and H9, the lexicographic heuristic, directly effect the evaluation process; however, H1 also increases search by a factor of the number of PAC. Note that if heuristic H9 is not active, the "value of the decision function" means the triplet (V1, V2, V3) as defined in section 3.4 and minimizing or maximizing is accomplished lexicographically; otherwise, only V2 is meant, or, equivalently, $V1 = V3 = 0$.

A brief program flow of the decision routine follows.

- D1: If heuristic H7 is active then, for each AM covered in the current period, select a DM (or TDM) from the covering site with the most missiles remaining. Break times randomly. Go to E6.
- D2: Set GRPNOW = 0.
- D3: Evaluate the features for a feasible DM allocation for the AM with last entry in ALTERS equal to GRPNOW.
- D4: Save the feature values in vector TFEAT and PFEAT. Set PACNOW to 1.
- D5: If heuristic H1 is not active go to D9.

- D6: For plausible attack corridor PACNOW, select the DM which minimizes the decision function given the allocation specified in D2.
- D7: If the value of the decision function is greater than that for all previous PAC then save the feature values in PFEAT.
- D8: If PACNOW < total number of PAC in the system, set PACNOW = PACNOW + 1 and go to D6.
- D9: Using the feature values stored in PFEAT, if the value of the decision function is minimum over all previous allocations from D3, then save the allocation in vector BESTCOMB and PFEAT in vector PFEATURE. (Note that PFEATURE contains the feature values of the current minimum so it alone is considered to check for a new minimum.)
- D10: Repeat D3 - D9 for all feasible allocations against group GRPNOW. On completion go to D11.
- D11: If GRPNOW < total number of groups, set GRPNOW = GRPNOW + 1 and go to D3.
- D12: The allocation minimizing PFEAT is in BESTCOMB. Those entries corresponding to current period engagements are stored in BESTALT and return is made to E6.

IV THE LEARNING PROCESS

4.1 Description

Figure 1.1 (a) in section 1.2 depicts a Controlled Learning System in which a training supervisor, responding to an external environment, established a training environment to send stimuli to trigger the decision process. The supervisor monitored the resultant decisions and reinforced the decision function to encourage good performance and discourage bad. The learning process in ACTS is such a system, with human input to the training supervisor portion of the program, and simulation and training thereafter controlled internally. It utilizes two methods of determining reinforcement actions, one of which provides a capability for learning in the operational environment, as shown in Figure 1.1 (b), Operational Learning System. Although operational learning has not been incorporated in ACTS, it is an immediate extension and is discussed later.

Reinforcement learning is essentially "hill climbing" on a surface defined over the set of all (normalized) weight vectors which reflects their relative problem solving ability. The goal is to arrive at the surface maximum. When the surface can be defined mathematically and has certain nice properties such as unimodality-continuity or convexity and the set over which it is defined is convex, methods exist for locating the surface maximum, either directly or by iterative search techniques which, at each point, determine a direction in which to move and how far to go. In the problem at hand the surface is essentially undefinable, can be expected to vary with each different attack plan and

have none of the above properties. However, in a particular situation a given set of weights will determine an allocation which can be compared with the best allocation for that situation and a single search iteration can be performed on the problem solving surface to adjust the weights toward the local maximum for that situation. An approach to subproblem reinforcement is to repeatedly apply this adjustment technique to many situations which together typify the total problem.

Given a typifying situation and a weight vector, the technique implemented in ACTS is composed of four steps.

- 1) Determine the key allocation for the situation. The key allocation is that allocation of DM to AM which is best in the given situation; it is not necessarily the one selected by the decision process.
- 2) Determine the direction in which to adjust the weights so as to move toward the (unknown) weights yielding the key allocation.
- 3) Determine the step size, i.e., how far to go in the direction specified in 2.
- 4) Adjust weights, initially as indicated by 2 and 3 and then to maintain logical consistency.

4.1.1 Determining the Key Allocation

In the controlled learning system the Training Supervisor (hereafter abbreviated TS) must determine the key allocation for each situation encountered. A particularly simple method, at least from the standpoint of the TS, is to provide the key allocation along with the situation. In the problem at hand, this implies that the human (external environment)

specifying the situation would also decide on the best allocation and include it as input to the TS. The main drawback with this approach is that the performance of the decision process is limited to that of the specifier. It is to be desired that an avenue be open for the decision process to exceed its master, especially in an area where human experience is limited.

The alternative is to provide the TS with a capability for selecting the key allocation using some decision process differing from the one being trained. One such approach is to provide situations in logical, dependent sequences, such as a portion (or all) of an attack, so the TS may scan ahead and determine a "best" allocation in light of future requirements.

By having the TS scan to the end of an attack, the criterion for "best" could be reduced to that allocation in the current period permitting a defense allocation to the remainder of the attack which minimizes its total effect, this being the overall goal of the defense system.

Unfortunately, the number of allocations to be evaluated in such a deep look is astronomical. Typical training problems used in this research yield an order of 10^9 allocations for each four time periods.

An obvious compromise is to scan ahead only a limited number of periods and accept the allocation selected by the current decision function (considering all AM in those periods) as the key allocation. The underlying assumption in this procedure is that errors in judgment by the decision process in a single period are primarily due to lack of information as opposed to imbalance between terms in the decision

function, implying that reinforcement learning aims at improving generalization of current situations to future expectations. If the normalized weight vector being used by the decision process provides poor problem solving ability due to imbalance, it can be expected that the key allocation selected under the above procedure will be poor also, additional information notwithstanding. Experimentation has shown that retrogression, moving downhill, will generally occur at some point in the process by the selection of a key allocation which is inferior to the trial allocation. By aggravating the imbalance in the decision function, retrogression becomes self-generating and can be terminated only by intervention of the TS or by chance reversal. Bootstrapping in this manner from a weight vector with poor problem solving ability is inefficient compared with the method whereby correct key allocations are provided since each retrogression cycle must be compensated for. However, once the decision process attains a high level of ability, this method is quite successful in making minor adjustments, seeking a capability to respond to situations which are more complex than those previously encountered in the training cycles.

ACTS includes the capability to apply either method for selecting key allocations.

4.1.2 Determining the Direction

Given a trial allocation selected by the current decision function (with weights W_i) having feature values F_i and a key allocation determined by the TS with feature values F'_i , it is desired to adjust the weights W_i in the direction of W'_i , the (unknown) weights which

would have yielded the key allocation in this situation. Since the W_i' are unknown, it is necessary to find an approximating set W_i'' , say, which has the property that it is possible to move from W_i toward W_i'' and reach a point \bar{W} , say, such that using \bar{W} will result in the preference by the decision function of the key allocation to the trial allocation. At this point it is convenient to introduce vector notation.

Let $W = (W_i) = (W_1, W_2, \dots, W_n)$ be the current weight vector,

$W'' = (W_i'') = (W_1'', W_2'', \dots, W_n'')$ be the approximation vector for the key allocation weights, W_i' ,

$F = (F_i) = (F_1, F_2, \dots, F_n)$ be the vector of feature weights for trial allocation,

$F' = (F_i') = (F_1', F_2', \dots, F_n')$ be the vector of feature weights for the key allocation,

Then $D = W'' - W$ is the direction in which the weights are to be adjusted.

Note first that

$$(i) \quad WF \leq WF'$$

otherwise the decision process would have preferred the key allocation to the trial allocation.¹⁴

Now define the vector

$$F'' = (F_i'') = (F_1'', F_2'', \dots, F_n'')$$

where F_i'' is equal to:

¹⁴Lexicographic comparison is not used in the learning process as the weighted term V_2 is dominated by V_1 in the decision process.

$$\begin{aligned}
& 2 \quad \text{if } F_i = 0 \text{ and } F'_i < 0 \\
& \quad \text{or } F_i > 0 \text{ and } F'_i = 0 , \\
.5 \quad & \text{if } F_i = 0 \text{ and } F'_i > 0 \\
& \quad \text{or } F_i < 0 \text{ and } F'_i = 0 , \\
& F'_i/F_i \quad \text{if } F_i < 0 \text{ and } F'_i < 0 , \\
& F'_i/(F'_i - F_i) \quad \text{if } F_i < 0 \text{ and } F'_i > 0 , \\
& (F_i - F'_i)/F_i \quad \text{if } F_i > 0 \text{ and } F'_i < 0 , \\
& F_i/F'_i \quad \text{if } F_i > 0 \text{ and } F'_i > 0 , \\
& 1 \quad \text{if } F_i = 0 \text{ and } F'_i = 0 .
\end{aligned}$$

Clearly

$$\begin{aligned}
& F''_i > 1 \quad \text{if } F'_i < F_i , \\
(ii) \quad & F''_i = 1 \quad \text{if } F'_i = F_i , \text{ and} \\
& 0 < F''_i < 1 \quad \text{if } F'_i > F_i .
\end{aligned}$$

Finally let the approximation vector elements

$$W''_i = W_i F''_i .$$

From the relations (ii), the following relations hold.

$$\begin{aligned}
(iii) \quad & W''_i > W_i \quad \text{if } F'_i < F_i \quad (F'_i - F_i < 0) \\
& W''_i = W_i \quad \text{if } F'_i = F_i \quad (F'_i - F_i = 0) \\
& W''_i < W_i \quad \text{if } F'_i > F_i \quad (F'_i - F_i > 0)
\end{aligned}$$

and $W''_i > 0$ since $W_i > 0$ and $F''_i > 0$.

It remains to show that under the approximation W'' for W' , the direction $D = W'' - W$ has the desired property, namely that it is possible to move from W in the direction D and arrive at a new vector \bar{W} such that by using \bar{W} the decision function will prefer the key allocation to the trial allocation, that is $\bar{W}F' < \bar{W}F$. A direction with this property will be called a feasible direction.

Note first that from (iii)

$$W''(F' - F) < W(F' - F)$$

$$W''(F' - F) - W(F' - F) < 0$$

$$(W'' - W)(F' - F) < 0$$

$$D(F' - F) < 0$$

hence,

$$(iv) \quad DF' < DF .$$

Define $\bar{W} = W + SD$ where $S \geq 0$ is a scalar. It can be shown (see Appendix F for proof) that

Lemma: For any fixed, finite W, D, F and F' , there exists a finite scalar $S^* \geq 0$ such that for any $S > S^*$,

$$\bar{W}F' < \bar{W}F .$$

Hence, conclude that $D = W'' - W$ is a feasible direction.

4.1.3 Determining the Step Size

Having found a feasible direction D in which to move, it is necessary to determine the step size, S . A seemingly logical approach, and one that was initially applied, is to calculate S^* as in the Lemma, see Appendix F, equation (v), and use it as a step size, thereby guaranteeing that under \bar{W} the decision function will at least be neutral between the trial allocation and the key allocation. However, this approach led to severe instability in the learning process. In the first place, the situations considered only provide approximations to the problem solving surface, hence the key allocation itself is at best an approximation. Secondly, D is based on an approximation, W'' , to weights W' yielding the key allocation; there is no guarantee that $\bar{W}F' \leq \bar{W}F^k$ for all k , i.e., for the feature values of all other feasible combinations. Finally, S^* does not consider the past performance of the decision function and hence does not permit dampening of reinforcement with maturation of the decision process.

To offset the instability, a conservative approach has been adopted in which the step size, S , is determined as the minimum of:

- (a) The reciprocal of a maximum feature weight repeat factor, R_i , calculated as follows for each feature weight, W_i :

After each learning situation if W_i was unchanged,

then $R_i = R_i + 1$ ($\max R_i = 10$); otherwise

$R_i = (\text{largest integer of } (R_i/2)) + 1$,

or

- (b) The quantity $(WF' - WF)/WF'$

but in no case less than .05 .

(Initially a minimum of .1 was used but as performance improved, it became useful to reduce it to .05 .)

A modification of this approach was also used with reasonable success, namely to apply (a) above to calculate an S_i for each individual feature weight and adjust individual W_i by a weight of S_i . This procedure enables a more rapid modification of W_i with a poor performance record as indicated by frequent modification, or of new features being introduced into the decision process. The effect of this is to tilt the direction vector, D , in the W_i plane. However, if S_{\min} is the minimum S_i and $S_i^* = S_i/S_{\min} \geq 1$ then by modifying W_i'' and W_i such that $W_i^{**} = S_i^* W_i'' = S_i^* W_i F_i'' = W_i^* F_i^*$, the relations (iii) and all subsequent mathematics hold with W^{**} and W^* replacing W'' and W , respectively, and the new direction is also feasible. The step size is set at S_{\min} as before.

4.1.4 Making Weight Adjustments

The final step in the reinforcement learning technique in ACTS is to make the weight adjustments. After calculating $\bar{W} = W + SD$, as indicated above, certain logical operators are applied to the elements of \bar{W} in order to retain consistency within the decision function. For example, consider the two features DMMOB1, the number of DM deployed from sites covering m to n PAC, and DMMOB2, the number of DM deployed from sites covering more than n PAC . Clearly, the deterioration of the defense considering mobility alone is greater if a DMMOB2 DM is used than if a DMMOB1 DM is used, all else being equal.

Hence, the weight associated with DMMOB1 should be not greater than the weight associated with DMMOB2. If in \bar{W} this consistency has been destroyed it is recovered by adjusting the subject weights as necessary. There are currently twenty consistency analyses in the Training Supervisor.

The resultant \bar{W} then replaces W and the process cycles through the next situation.

4.2 Flow of the Training Supervisor

In addition to supervising the reinforcement procedure, the TS is responsible for establishing the training environment and simulating results from decisions and attack scripts. A flow of the TS follows:

T1: Read inputs (punched card) and establish training environment.

The types of data input and resulting data files are:

- a) Target description for each target in the defense area:
TGTLCV and TGTTAD are generated.
- b) Defense missile specifications. (range, probability of kill): DMSPEC is generated.
- c) Defense missile site data. (location, number DM by type):
DMLOCO is generated.
- d) Plausible attack corridor definition (entry and terminal grid square): PACDTA and PACDMS are generated.
- e) AM portion of the attack script: ATTACK is generated.
- f) Heuristics for activation: activate appropriate heuristics.
- g) Simulation and learning instructions (number of times to cycle the attack script, whether or not learning is to be

accomplished and, if so, what parameters to apply):

set CYCLE, LEARNING and REPEAT, or BOOKGAME.

h) Feature weights for initial use: vector WATE is set.

i) Run identification: store in RUNID.

Additional inputs to modify the environment or alter the run parameters may be provided that are identified by the period in which they are to enter the system. These inputs are read directly by the Environment Interpreter.

- T2: Step the Environment Interpreter through E1, E2, E3 and E4, setting up AMDATA and ALTERS for AM relevant to the current period.
- T3: If not in a learning mode, step through E5 (make DM allocation) and E6. Go to T15.
- T4: If key allocation is provided then go to T17 else go to T5.
- T5: Recycle E2, E3 and E4 to bring in the AM entering during the next period.
- T6: Step D2.
- T7: Step D3 through D9 to evaluate features for a particular allocation against AM currently in the system, not including those entered in T5, and determine minimum valued allocation thus far.
- T8: Evaluate the features for a feasible DM allocation for the next period AM entered in step T5, given that the DM allocation against current AM is fixed at the last D3 combination. Store the resulting feature values in LFEAT.

- T9: Using the feature values stored in LFEAT, if the value of the decision function is minimum over all previous T8 allocations given this D3 allocation, then store LFEAT in LPFEAT. (Note that LPFEAT contains the feature values of the current minimum under this (fixed) D3 allocation.)
- T10: Repeat T8-T9 for all feasible allocations with this D3 allocation fixed.
- T11: If the value of the decision function using the features in LPFEAT is minimum over all previous D3-T8 combinations, then store the allocation in LBESTCOMB, LPFEAT in LFEATURE and PFEAT in LPFEATURE (note that LPFEATURE contains the PFEAT corresponding to the D3 combination (stored on LBESTCOMB) yielding the best overall allocation so far considering a look ahead to the next period).
- T12: Repeat T7 for all feasible D3 combinations. On completion go to T13.
- T13: If the D3 combination chosen in D9 is not the same as that chosen in T10, assume the decision procedure has made an error since if it had more information (namely the next period attack pattern) it would have made a different selection. Hence, reinforce the feature coefficients (WATES) so as to make it more likely to make the "correct" decision in the same situation. The reinforcement method is as defined in sections 4.1.1 through 4.1.4 with $F \equiv \text{PFEATURE}$ and $F' \equiv \text{LPFEATURE}$. Adjust the weight repeats R_i as indicated in 4.1.4.

- T14: Repeat steps T6 through T13 until the same D3 combination is selected by D9 and T10 or the number of repetitions is equal to REPEAT (a control parameter entered in T1, g).
- T15: Simulate the outcome of DM engagements (using the D1 or D9 allocation) using random numbers and kill probabilities.
(Note that if H4 is active the kill probabilities for every DM and TDM is taken to be 1. This can be used to eliminate chance variations in results while comparing the performance of specific decision procedures or WATE settings.)
- T16: Step E7 to update files and go to T2.
- T17: Read in key allocation.
- T18: Step D3 through D9 to evaluate feature for a particular allocation against AM currently in the system. If this allocation is the key allocation, store the feature values in LPFEATURE. If this allocation has the minimum evaluation so far, store the feature values in PFEATURE and the allocation in BESTCOMB.
- T19: Repeat T18 for each feasible allocation then go to T20.
- T20: If the allocation selected by the decision function is not the same as the key allocation and the value of the decision function for the two allocations are not equal, then reinforce the feature weights (WATE) using the method defined in sections 4.1.1 through 4.1.4 with
- $$F \equiv PFEATURE \text{ and } F' \equiv LPFEATURE$$
- T21: Adjust the weight repeats R_i as indicated in section 4.1.4.

T22: Repeat steps T18 through T21 until either the key allocation is selected by the decision process or the number of repetitions is equal to REPEAT (a control parameter entered in T1, g).

T23: Go to T15.

V IMPLEMENTATION

5.1 Introduction

The general methodology for developing a self-modifying decision procedure for the allocation of defense missiles was determined from an analysis of the overall missile defense situation and prior research in the field of artificial intelligence. However, much of the specific material in Chapters III and IV evolved from a continuing experiment in which simulated missile attacks are inflicted on defense environments for the purpose of either decision function modification or analysis of the effectiveness of the decision process. Within this experiment lies the justification for the techniques employed in the model, ACTS, and the verification of the results reported below. Principal difficulties in the design of the experiment stem from the nonavailability of real data and recognized expert missile defense decision makers, a result of the futuristic nature of the problem. Circumvention of these deficiencies within the scope of the stated research objectives (section 1.1) is claimed on the basis of selecting plausible, nonrestrictive environments and noting that, with the growth of a missile defense expertise, it is expected that the decision function could be further modified to give improved performance, but this would not invalidate the results so far achieved.

In this chapter the experiment is described and a summary of the more significant developments is presented. The general research technique has been to cycle the learning process and then check the new decision function against past performance. Each cycle is analyzed to

ascertain cause for errors in judgment, retrogressive learning or other critical performance factors and, if necessary, adjustments are made to compensate for particularly difficult decision problems, e.g. a new training attack may be added to cover a situation previously omitted or a feature added to the decision function to cover a "blind spot". In the interest of demonstrating the feasibility of applying heuristic learning techniques to the problem, these external adjustments specifically excluded direct modification to the weight vector. The internal learning process alone is responsible for the evolution of the weight values.

5.2 Establishing the Experimental Environment

Under the model of the attack-defense environment presented in section 3.2, establishing an experimental environment requires specification of a target system, defense sites, missile capability, plausible attack corridors and attack script. In order to avoid the hazard of biasedness present in creating a purely artificial data base, the western portion of the United States was selected as a general pattern for the target system. This segment provides both congested metropolitan areas and large expanses where targets are sparse, and the coastal region allows for late detection and shallow defense situations. No attempt was made to include all identifiable targets nor to accurately locate those which were included. For convenience the coordinate system was rotated approximately ninety degrees. Target types are identified as the single letters P, D, S, M, I or some combination thereof, and target identification is simply the target type followed by a sequence number, e.g. P11, P12, DS7.

A system of defense sites is distributed throughout the target system which provides for overlapping coverage around most of the perimeter of the defense area, under the assumptions on DM range, and some coverage in depth along principal attack routes. Terminal defense sites were assigned to targets somewhat arbitrarily but, in general, on the basis of target value. The number of TDM and number and type of DM assigned to each site is specified with each attack script; however, the location of the sites remained fixed during the entire experiment. Figure 5.1 shows the targets and DM sites and Appendix E contains a listing of the target and defense missile site data. Missile performance specifications were fixed at one unit range and probability of kill of .75 for DM and probability of kill of .95 for TDM.

From a reasonable analysis of attack possibilities and adversaries goals, a set of attacks were designed for training and decision analysis. Initially, a single large attack on selected types of targets throughout the entire defense system was used to determine the effectiveness of both the decision process and learning technique. Subsets of this attack were used as training attacks for the learning process. For greater flexibility and efficiency, the large attack approach was downgraded in favor of smaller attacks on portions of the defense system, each of which emphasized a specific set of attack situations. Appendix D contains a summary of the attacks.

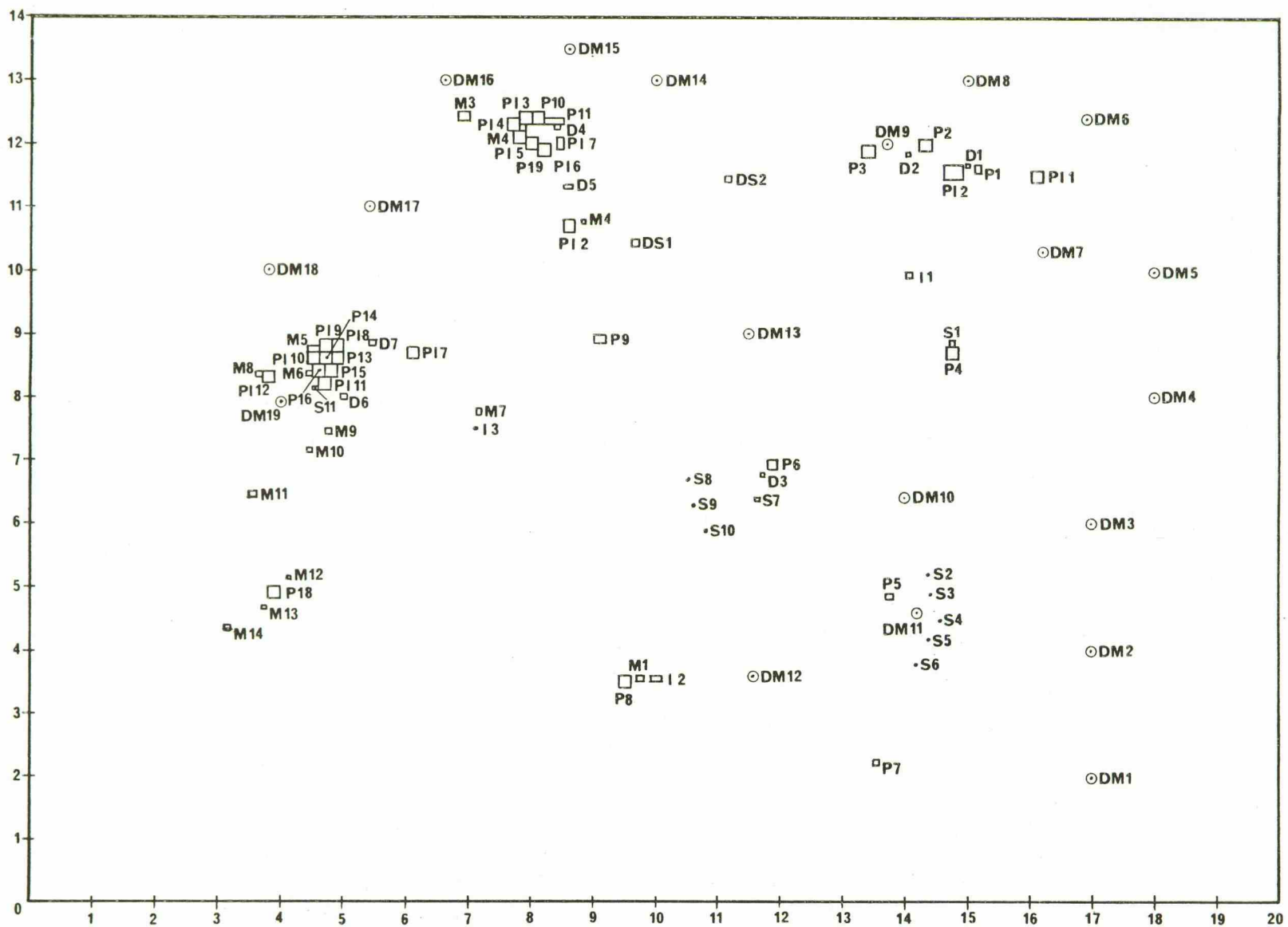


Figure 5.1 Test Environment Target and Area Defense Missile System

5.3 Evolution of the Critical Features

The selection of a set of critical features which are responsive to the important aspects of an ill structured decision problem is an evolutionary process. An initial set can be determined from problem analysis or analysis of human decision making techniques; however, it can be expected to be deficient due to oversight and the difficulty of translating human decision processes into analytical decision processes. Part of the evolution is to adjust for these omissions and misrepresentations.

The features initially included in the ACTS decision function were designed to reflect the four characteristics of good defense described in section 3.4, namely mobility, block attack routes, balance and avoid catastrophe. Specifically, these features were CUND, CUNDA, CTUND, CTUNDA, TLUND, TLUNDA, TLONE, TLONEA, DBALQ, DBALH, DBALT, AMZERO, AMONE, AMTWO, DMMOB1, DMMOB2, UNCSQR AND RATIO. UNCSQR was a count of the target system squares which were not covered by a least one DM and was applied to balancing the defense posture. RATIO was defined as the sum over all AM in the system of the expected value of the AM divided by the number of remaining defense opportunities against the AM if the selected defense was unsuccessful. RATIO was applied to avoiding large losses.

UNCSQR was deleted after several learning runs failed to change its weight and analysis disclosed that the decision function was insensitive to its value in the sense that its absence from the decision function would not change any decision made with it in. RATIO was deleted after nineteen learning runs because its weight was converging

to zero, indicating that it was consistently contributing to the selection of other than the key allocation.

The absence of DBAIA (number of DM sites voiding) was a deliberate omission based on the expectation that the effect of a DM site voiding would be adequately reflected in CUND, CUNDA, CTUND, CTUNDA and UNCSQR. However, allocation errors were being made by voiding DM sites without increasing any of these values; in fact, pathological situations arose in which voiding a DM site actually reduced the value of the decision function by reducing only the value of DBALT. DBAIA was added and significantly improved the decision making quality.

The final alteration of the critical features was the addition of SOLEDM and SOLDMA. The decision process was penalizing allocations which left attack corridors undefended, but was not constraining successive allocations leading to defense situations placing the attack corridors in jeopardy of being voided. The DM sites covering an attack corridor would be depleted until a single DM remained before the decision process restricted further depletion (by CUND, CUNDA, CTUND and CTUNDA), but by then, the posture was deteriorated and there was no defense against further weapons transversing the corridor. As a result, the performance of the decision process was handicapped and, at the same time, the learning process was unable to compensate for this type decision error since it had no features which reflected the difficulty. Analysis showed that if a penalty could be imposed for using a DM from a DM site which alone was covering an attack corridor, many of the situations could be avoided, hence, SOLEDM and SOLEDMA were added. Clearly, this approach could have been extended to "only two" (or three

or etc.) DM sites covering a corridor, but the present performance is adequate without further depth in this area and no positive improvement from their inclusion is apparent.

5.4 Evolution of the Learning Process

The learning process currently applied by ACTS was developed over the course of experimentation. Initially, a naive learning scheme was employed which consisted of running a large attack against the entire target system and, at each period, permitting the training supervisor to select a key allocation from looking into the future. A full step size was used in weight adjustment and, if an adjustment was made in a period, that period was repeated until either no adjustment was required (i.e., key allocation was selected) or a repeat parameter was reached, usually two or three repeats. The results were unsatisfactory. Not only was the procedure inefficient from the standpoint of search per adjustment, but it was also highly unstable in the sense that neither the weights converged nor the performance improved. In fact, the performance deteriorated. Two factors were held as the primary cause, the generality of the large attack and the lack of dampening the step size with correct decisions. The first disallowed for phased learning in which the decision function is balanced toward one type situation (e.g. mid-attack, voiding DM's, voiding TDM's) before it must be adjusted for a significantly different one. The second permitted full adjustment of a weight regardless of its past decision making contributions, aggravating retrogression and instability whenever incorrect key allocations were selected by the TS.

Following this abortive attempt, the large general attack was abandoned in favor of smaller attacks emphasizing particular situations, a step dampener was added to the learning process, each weight was reset to a value of one (1), and the learning process reinitialized. Six training attacks were established and they are:

- TA1 emphasizing mobility and balance,
- TA2 emphasizing PAC coverage,
- TA3 emphasizing expected loss tradeoff,
- TA4 emphasizing the terminal phase of an attack through the PACs,
- TA5 emphasizing the terminal phase of an attack not through the PACs,
- TA6 emphasizing the intermediate phase of an attack.

The training approach is to cycle a complete training attack through the learning process until either the decision procedure selects the key allocation every period or a cycle limiting parameter is reached (usually set at 5 or 10), then a different training attack is selected, and so forth.

Table 5.1 and Figure 5.2 and 5.3 depict selected sets of feature weights ensuing from this approach and Table 5.2 lists the cumulative number of cycles and attacks for each set. The weights shown are normalized for display by dividing each raw weight by one quarter of the sum of the raw weights. Until the entry of DBAIA at set 3 and SOLDMA and SOLEDM at set 4, the corresponding weights are taken as zero and not shown on the graph. Note that the scale in Figure 5.2 is half that of 5.3 in order to show the AMZERO weight. The DBAIA weight is included on both to provide continuity.

NORMALIZED FEATURE WEIGHTS

SET	CUND	CUNDA	CTUND	CTUNDA	TLUND	TLUNDA	TLONE	TLUNEA	AMZERO	AMUNE
1	0.2500	0.2500	0.2500	0.2500	0.2500	0.2500	0.2500	0.2500	0.2500	0.2500
2	0.0424	0.0847	0.0424	0.1094	0.6777	0.3386	0.1694	0.0847	1.3553	0.0188
3	0.1758	0.1758	0.1758	0.1758	0.3516	0.3516	0.1758	0.1758	0.7033	0.1758
4	0.0217	0.0708	0.0318	0.1040	0.2860	0.2860	0.0953	0.1129	1.2892	0.0898
5	0.1190	0.3044	0.1190	0.3044	0.2450	0.2450	0.1251	0.1253	0.7394	0.0324
6	0.0201	0.2606	0.0224	0.2909	0.1647	0.3138	0.0603	0.0603	0.9999	0.0334
7	0.0161	0.2095	0.0210	0.2728	0.1775	0.3323	0.0923	0.0656	1.2359	0.0239
8	0.0175	0.2277	0.0220	0.2857	0.1845	0.3335	0.0580	0.0644	1.2213	0.0205
9	0.0155	0.2014	0.0227	0.2848	0.1891	0.3297	0.0566	0.0685	1.3081	0.0165
10	0.0151	0.1954	0.0244	0.3169	0.1834	0.3087	0.0621	0.0752	1.3298	0.0146
11	0.0153	0.1988	0.0237	0.3071	0.1777	0.2992	0.0630	0.0763	1.3507	0.0141
12	0.0149	0.1932	0.0230	0.2984	0.1727	0.2907	0.0642	0.0777	1.3756	0.0137
13	0.0146	0.1893	0.0220	0.2856	0.1736	0.2922	0.0612	0.0748	1.3791	0.0131

NORMALIZED WEIGHTS CONTINUED

SET	AMTWO	DMMOB1	DMMOB2	DBALQ	DBALH	DBALT	DBALA	SULEDM	SOLOMA
1	0.2500	0.2500	0.2500	0.2500	0.2500	0.2500	0.0000	0.0000	0.0000
2	0.0424	0.3812	0.1694	0.0847	0.1694	0.1694	0.0000	0.0000	0.0000
3	0.0440	0.3516	0.3516	0.3879	0.1758	0.1758	0.1758	0.0000	0.0000
4	0.0087	0.0096	0.3096	0.0029	0.0308	0.0963	0.8520	0.0241	0.2785
5	0.0155	0.3229	0.4050	0.0303	0.0835	0.1612	0.3029	0.0722	0.2103
6	0.0076	0.3368	0.4212	0.0278	0.0607	0.1762	0.5727	0.0103	0.1603
7	0.0080	0.3135	0.3629	0.0222	0.0744	0.1355	0.4923	0.0087	0.1654
8	0.0082	0.3026	0.3854	0.0192	0.0644	0.1173	0.5310	0.0076	0.1292
9	0.0091	0.2945	0.3563	0.0164	0.0550	0.1001	0.5362	0.0065	0.1212
10	0.0096	0.2856	0.3456	0.0145	0.0488	0.0889	0.5680	0.0057	0.1077
11	0.0095	0.2906	0.3423	0.0141	0.0473	0.0861	0.5769	0.0056	0.1017
12	0.0097	0.2824	0.3486	0.0137	0.0460	0.0837	0.5875	0.0054	0.0989
13	0.0102	0.2905	0.3490	0.0129	0.0484	0.0781	0.6034	0.0052	0.0989

TABLE 5.1

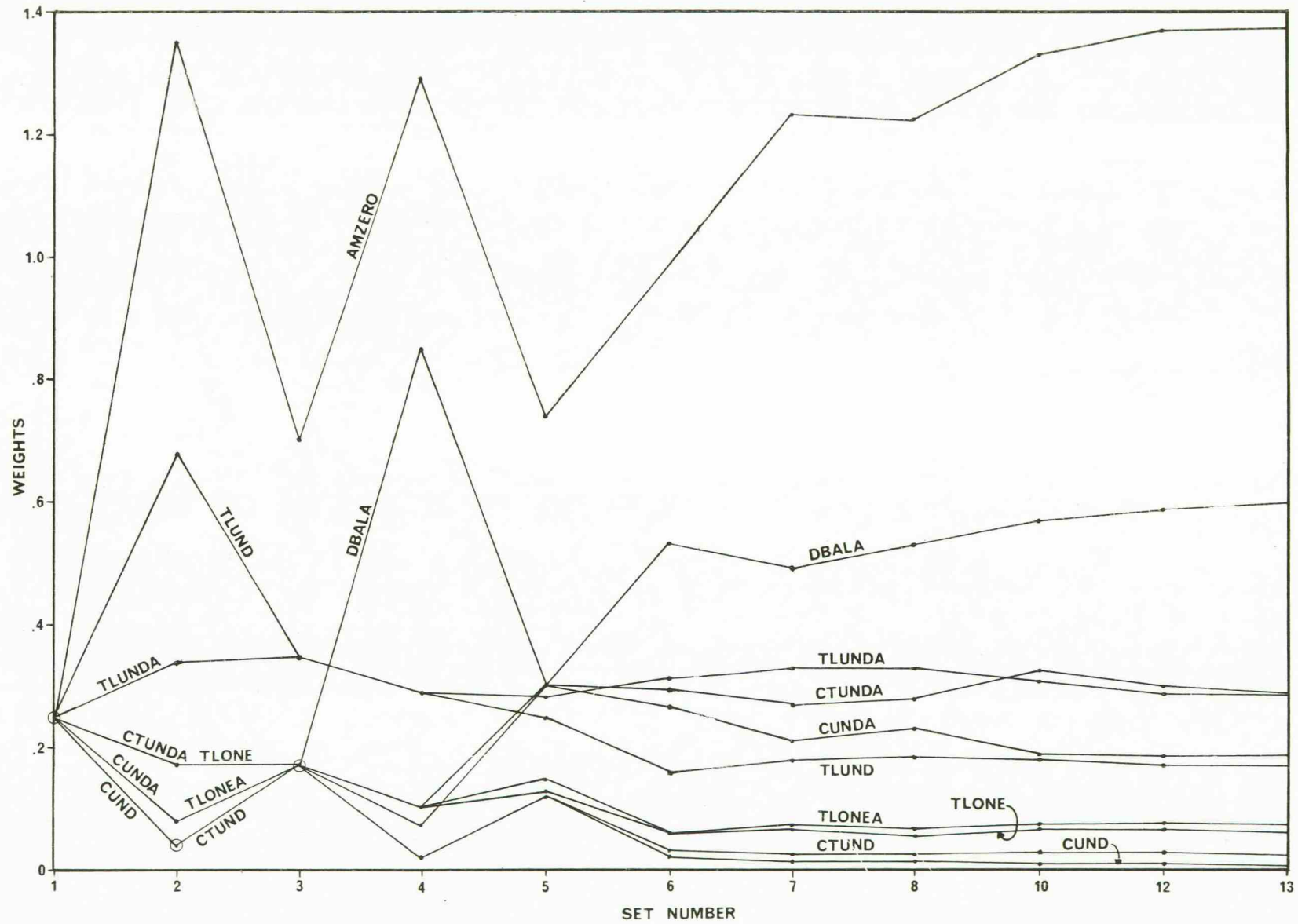


Figure 5.2 Normalized Feature Weights

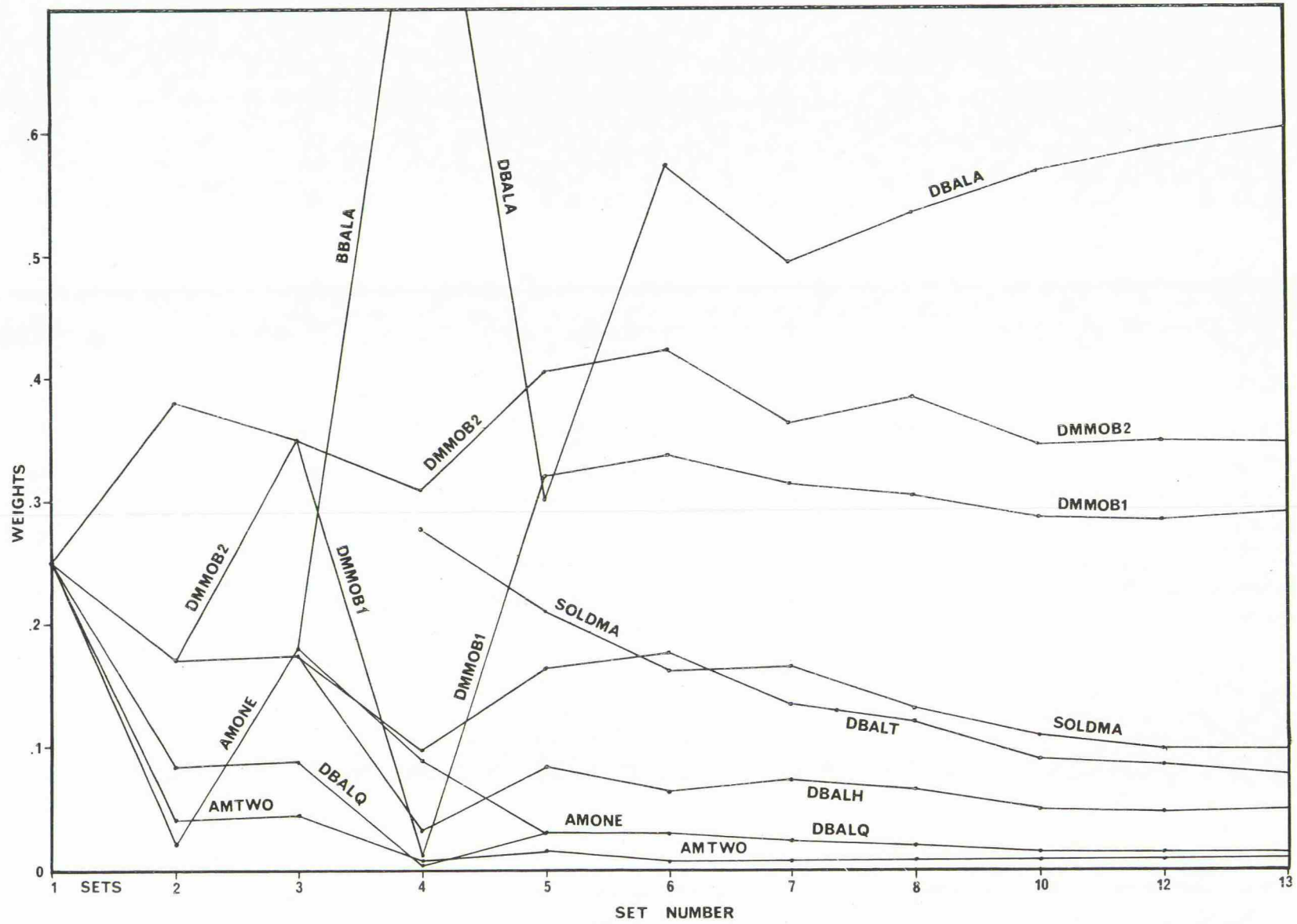


Figure 5.3 Normalized Feature Weights

Training Cycle and Attack Frequency Between Sets

<u>Set</u>	<u>Cycles</u>	<u>Attacks</u>
1	-	-
2	5	2
3	11	5
4	19	9
5	58	18
6	73	34
7	86	40
8	98	46
9	110	52
10	115	55
11	125	61
12	135	67
13	146	73

Table 5.2

At the set 2 point, the logical operators described in section 4.1.4 were added to the learning process to compensate for inconsistencies such as weights on features relating to targets and corridors under attack being less than weights on corresponding features relating to targets and corridors not under attack. Examples in set 2 are TLUND vs TLUNDA and TLONE vs TLONEA.

Selection of key allocations by the TS was maintained through set 3, but the inefficiency and instability previously encountered persisted, so thereafter the key allocations were specified with the attack script. To assure control of decision situations, the key allocation is imposed on the simulation routine regardless of the final selection by the decision procedure and a probability of kill of one (1) is assumed for DM and TDM, but only in the simulation routine, not the decision routine.

Also at the set 3 point, DBAIA was added to offset the imbalance between expected loss, measured primarily by AMZERO, and area defense balance. By set 4, it was apparent that key allocations aimed at maintaining PAC coverage above a single DM could not be selected by the decision procedure because it was insensitive to deterioration of PAC coverage up to the point where only a single DM remained. The result was false modification of the weights when such a key allocation was encountered as the learning process attempted to compensate. SOLDMA and SOLEDM were added to provide the necessary information and the decision function began to stabilize.

Final changes to the learning process involved the step size. Frequently the decision function will select an allocation with a value

very close to the key allocation but quite different in missile selection and, hence, in individual feature value. In such a circumstance it is desirable to constrain the ensuing modification to reflect the near equality of the two allocations. At set 5, a constraining factor, equal to the difference between the two values divided by the value of the key allocation, was added and the step size set at the minimum of this factor and the factor based on the history of past performance, as described in section 4.1.3, (a) and (b). To avoid being blocked by this constraint from ever attaining key allocations only slightly better than those selected by the decision function, a minimum bound on step size is necessary and was added a set 6.

VI EXPERIMENTS

In order to measure the effectiveness of the model it is necessary to consider the performance of both the learning and decision processes. The learning process must cause the feature weights to converge and the consequent decision function to provide the basis for consistently good performance by the decision process. Figures 5.2 and 5.3 summarize the evolution of the feature weights. Instability is evident up to set 5 while the learning process and decision function were being modified and the experience was low, fifty-eight cycles and eighteen training attacks at that point. The exaggerated change of DBALA and AMZERO between set 3 and 6 is a result of the fruitless attempt to compensate for the corridor coverage "blind spot" noted in section 5.4 which drove the value of DBALA up and forced AMZERO up also (set 3-4) to protect the expected loss criterion. SOLEDM and SOLDMA were added in set 4 and DBALA and AMZERO made parallel returns (set 5) to slightly above their set 3 levels. By set 6, after seventy-three cycles of thirty-four attacks, the experience factor and the completed feature set have stabilized the learning and thereafter only minor adjustments are made, except to AMZERO, which finally settles down at set 12.

A justification of the relative values of the converged weights requires some analysis. The dominance of AMZERO provides for backup coverage on AM, but not at any cost. Recall that AMZERO is the expected value of AM having no defense if the selected defense fails. For a given AM, if the final defense under consideration is a DM, the .75 kill probability for a DM used in the test environment times the expected value of the target, say 10, would contribute 2.5 to AMZERO, resulting

in a contribution of approximately 3.5 to the decision function. This alone would normally force an alternative action. However, if the final defense is a TDM with a kill probability of .95, the contribution to AMZERO is only .5, and .7 to the decision function, easily exceeded by voiding a DM site, say. Note that AMZERO gives the effect of Heuristic H3 with additional flexibility, and this effect was independently constructed by the learning process.

Several features with low valued weights normally are encountered in groups. For example, when a single DM site is voided and uncovers a PAC, the feature values DBALA and CUND are incremented by one (1). If the PAC leads to an active target, then CUNDA would also be incremented by one (1). If, further, the PAC leads to a locally undefended target, then CTUND would be incremented and CTUNDA, also, if the target was active. The cumulative effect then of voiding a single DM site could be equal to 1.1, and even higher if DMMOB1, DMMOB2, SOLDMA or SOLEDM were effected. Similar grouping occurs when voiding a local defense site, with contributions possible from AMZERO, TLUND, TLUNDA, CTUND and CTUNA. A final observation is that in the environment established to test the model most targets were given a value of 10 so that, with the DM probability of kill set at .75, incremental contributions to AMONE and AMTWO are usually 2.5. Hence, during the early phase of an attack when features with large weights are commonly zero, the contributions of AMONE and AMTWO sway the allocations in favor of expected loss as opposed to balanced defense, measured at this point by DBALQ; however, as the DM sites reach the half depletion point, then DBALH dominates both AMONE and AMTWO.

Clearly, the values of the feature weights are dependent on the defense system environment and in particular on the assigned target values and assumed probabilities of destruction for DM, TDM, and AM.

To test the performance of the decision function, two comparison attacks were run against the model as learning progressed. A summary of the results is given in Tables 6.1, 6.2, and 6.3. Comparison Attack Number 1 consists of fifty-six AM attacking seventeen targets located along the right border of the defense system. All attacks are through plausible attack corridors. Comparison Attack Number 2 is more general, consisting of ninety-nine AM against the thirty-three S, D and M type targets in the system. Attacks are not necessarily through the plausible attack corridors. In both attack scripts, the number of DM and TDM are strictly limited to present a difficult defense problem.

Two techniques were used in simulating the results of AM engagement, one using the probability of destruction specified in the environment for DM and TDM, namely .75 and .95, and one using a probability of destruction of one (1). The second was adopted to provide a better measure of the growth of the decision process by avoiding the "wrong result from the right decision".

The "mesa" phenomenon is observed in Comparison Attack Number 1, Table 6.1. From weight sets 4 through 6 (54 cycles) the same targets are struck, then in set 7 target S1 is saved and not struck again throughout the remainder of the sets. Recall that sets 4 through 6 covered the large fluctuations in DBALA and AMZERO, indicating the mesa was very large since the same overall problem solving ability persisted

Comparison Attack Number 1 with Probability of Kill of 1

<u>Set Number</u>	<u>Final Value</u>	<u>Value Loss</u>	<u>% of Maximum</u>	<u>Hits</u>	<u>Targets Hit</u>
WOE*	526	60	37.5	8	P3, P4, P6, S1, S4, S5
1	546	40	25	5	P3, P4, S1, S4
2	536	50	31.25	6	P3, P4, S1, S4, S5
3	546	40	25	5	P3, P4, S1, S4
4	556	30	18.75	4	P3, P4, S1
5	556	30	18.75	3	P3, P4, S1
6	556	30	18.75	3	P3, P4, S1
7	566	20	12.5	2	P3, P4
8		(identical to 7)			
9	566	20	12.5	2	P3, P4
10		(identical to 9)			
11		"			
12		"			
13		"			

Initial Target Value: 586

Minimum Target Value: 426

Maximum Possible Loss: 160

Heuristics: 1, 2, 4, 5, 9

*Whites of Their Eyes Technique. (see section 1.5)

Table 6.1

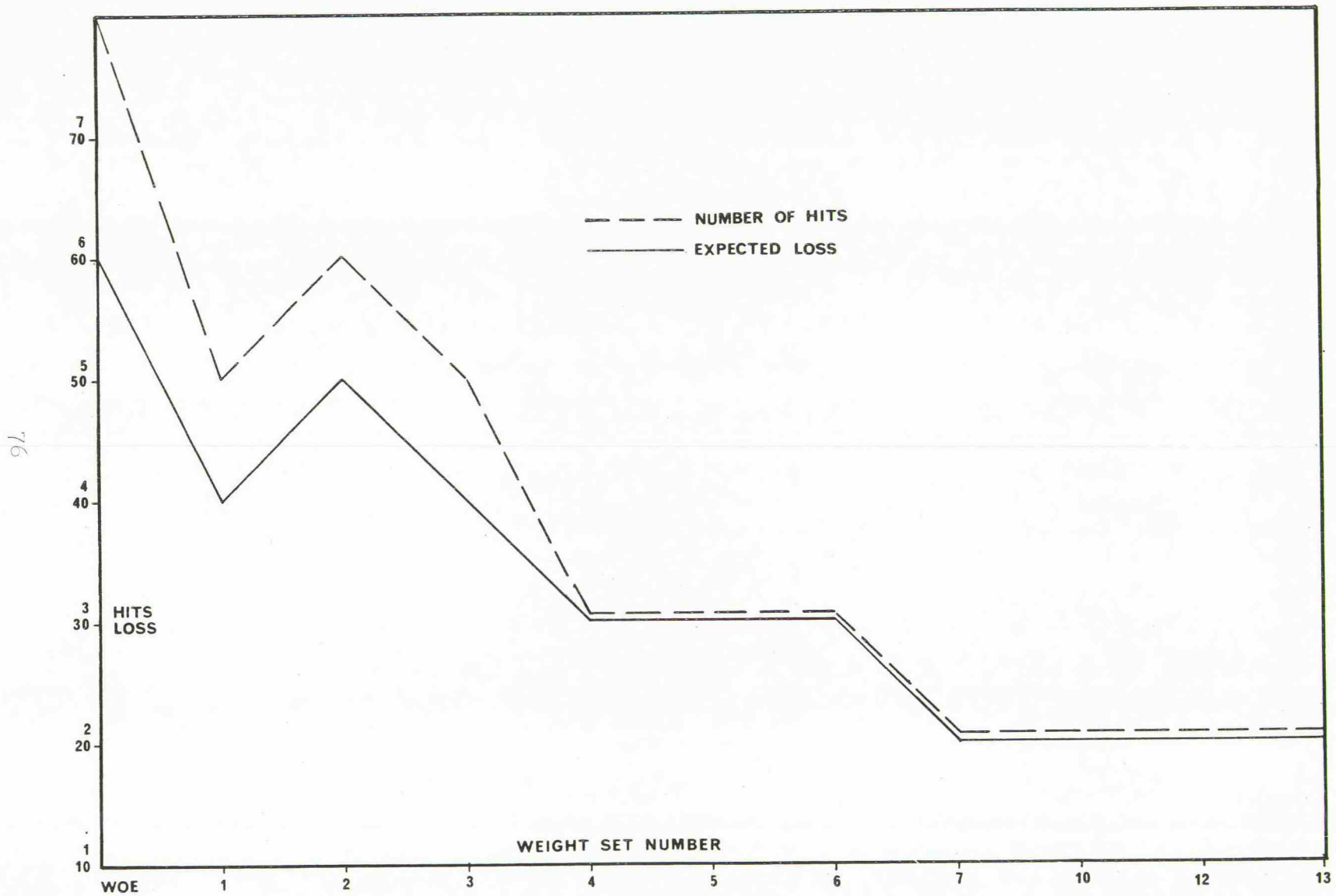


Figure 6.1 Comparison Attack Number 1 with Probability of Kill of 1.

Comparison Attack Number 1

with Probability of Kill of .75 (DM) and .95 (TDM)

<u>Set</u>	<u>Final Value</u>	<u>Value Loss</u>	<u>% of Maximum</u>	<u>Hits</u>	<u>Misses*</u>	<u>Targets Hit</u>
WOE	506	80	50	14	11	P3, P4, P6, P12, S1, S4, S5, S6
WOE	506	80	50	14	11	(same)
1	506	80	50	17	14*	(same)
1	511	75	46.9	11	12	P3, P4, P6, P8, S1, S4, S5, I2
4	526	60	37.5	9	9	P3, P3, P4, P6, S1, S4
4	531	55	34.4	12	15	P3, P4, P6, S1, S4, I2
8	516	70	43.75	10	10	M1, P3, P4, P6, S1, S4, S5, I2
10	516	70	43.75	10	12	P3, P4, P6, S1, S3, S4, S7
12	536	50	31.25	7	10	P2, P3, P4, S2, S6
12	536	50	31.25	8	11	(same)
13	536	50	31.25	8	11	(same)

Heuristics: 1, 2, 5, 9

*The number of times a DM or TDM missed an AM

Table 6.2

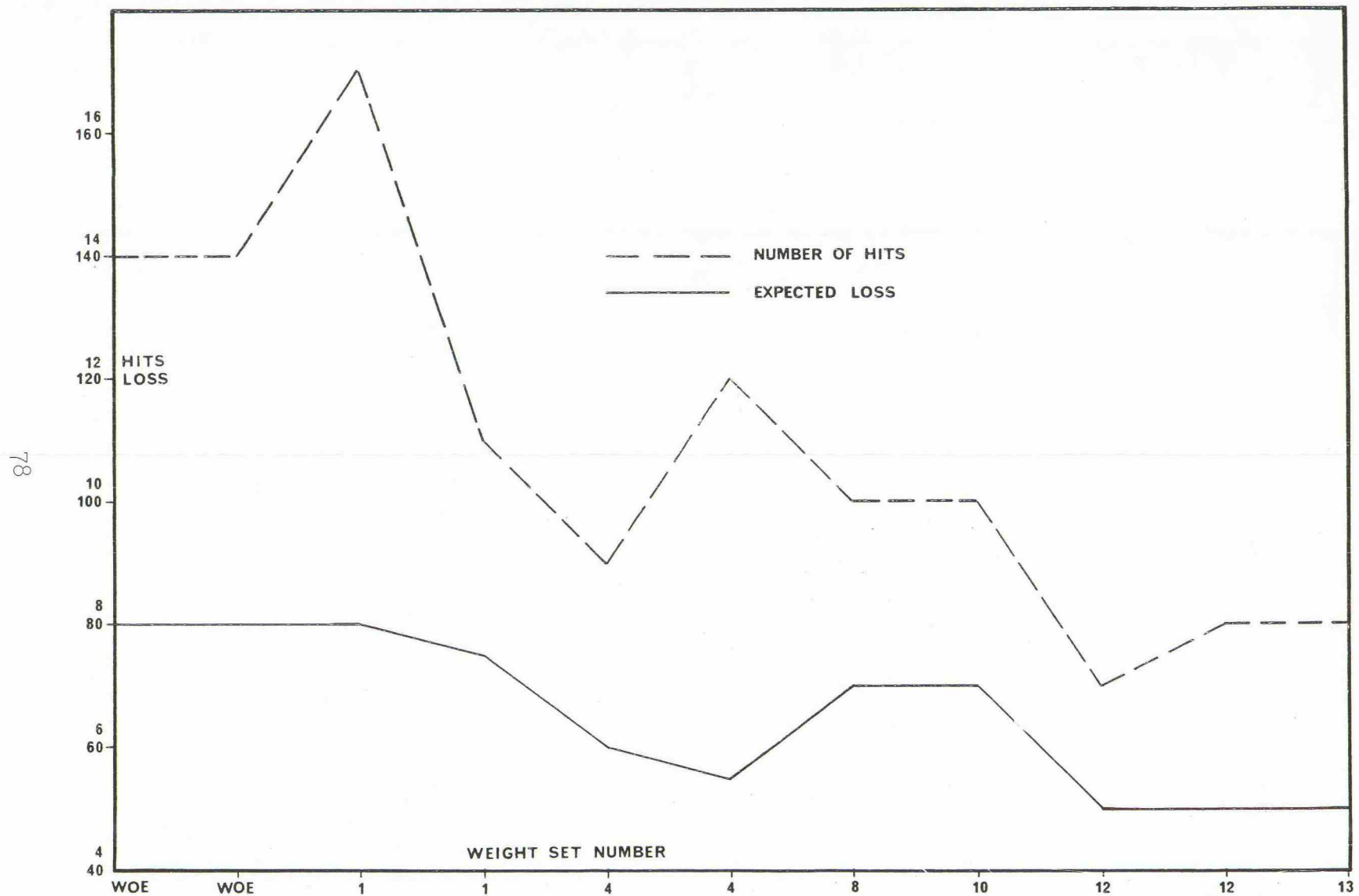


Figure 6.2 Comparison Attack Number 1 with Probability of Kill of .75 (DM) and .95 (TDM)

Comparison Attack Number 2 with Probability of Kill of 1

<u>Set Number</u>	<u>Final Value</u>	<u>Value Loss</u>	<u>% of Maximum</u>	<u>Hits</u>	<u>Targets Hit</u>
WOE	546	50	19.6	7	S2, S3, S5, S9, M11, M12
1	571	25	9.8	3	S2, S7, M11
13	586	10	3.9	1	S2

Initial Target Value: 596

Minimum Target Value: 341

Maximum Possible Loss: 255

Heuristics: 2, 4, 5, 9

Table 6.3

even though the periodic decisions varied widely. Recall, also, that the weights had nearly stabilized by set 7, so uniform performance is to be expected.

Loss of only P3 and P4 is essentially the optimal solution to Comparison Attack Number 1. P4 is saturated in the sense that it is attacked by nine AM and has a total of only eight defense opportunities, so is indefensible. P3 is attacked by the final AM, designed to take advantage of an expected void at the sole defending site. The void occurs in period 9 and the AM is launched in period 10. No apparent alteration of the decision function would avoid this situation.

Although there is fluctuation of performance shown on the chance engagement runs, the results of the test runs demonstrate the steady improvement in the decision function throughout the training phase until, at convergence, a near optimal decision process for defense missile allocation in the test environment is attained. Since the test environment was arbitrarily determined, an immediate extension of these results can be made to any other similar defense system environment in the sense that the learning procedure applied in that test will effectively develop an equally good decision function (perhaps with different weights) for that environment.

VII CONCLUDING COMMENTS

Although the results of the experiment described in the preceding chapters are encouraging, it must be noted that to constrain the scope of the research it was necessary to impose several limiting assumptions on the environmental model and to deliberately omit some promising ideas in the decision process. Some of these deserve comment.

In the environmental model targets were geographically represented as rectangles and damage from successful attacking missiles were accorded only to the target within which the missile landed. Damage assessment programs exist which calculate the blast and fallout effect of nuclear detonations on a target system as a function of weapon yield (megatons), impact point, height at burst and vulnerability of individual targets. Large data files have been created and are being continuously maintained for use by the damage assessment programs, and others, so it is reasonable to assume that an operational anti-ballistic missile system would utilize both the data base and the damage assessment programs to provide expected loss.

Another simplification in the model is that of assigning a single probability of kill to each type of defense missile. The reliability of a defense missile is probably a function of distance to the intercept point, height of AM, location of the AM with relation to the DM site (i.e., is it approaching, going away, overhead, passing abeam of, etc.), configuration of the DM warhead, the booster and the launch pad employed. It is to be expected that reliability information will have been determined from a small sample size due to the expense of testing and the evolution of the missile itself. During an attack the results of every engagement

should be analyzed to provide continual updating of reliability for use by the decision function.

Within the decision process little emphasis was placed on the selection of a terminal defense missile either in comparing alternative allocations or engaging. Since TDM sites defending a target area are highly interdependent because of overlapping target coverage, a decision function is needed to select which one to use against AM attacking targets defended by more than one site. Determining the decision function is a non-trivial problem, perhaps of the same scope as the one being reported, and provides an interesting and important area for additional research.

When considering future events, the decision process assumes the enemy has an infinite number of AM by always scanning every plausible attack corridor. However, plausible attack corridors lead from geographical locations where it is known that the enemy has ballistic missiles and estimates of the number of missiles can be made from intelligence information. An obvious improvement in the decision process is to count AM originating at each of the locations and those assessed destroyed by friendly forces and eliminate plausible attack corridors as the missile source becomes depleted. For example, the missile ships and submarines which menace the coasts carry limited, predictable numbers of missiles. After they have launched all of their missiles, the plausible attack corridors established to reflect their capability need no longer be considered. Not only would the decision process be improved by having better information, but the search time would also be reduced.

A final comment concerns a posteriori learning; learning while an attack is in progress. Because of the nature of nuclear war and the unlikelihood that a nation will gain practical experience in defending itself from a missile attack, the training of the decision function will be done by using models and simulation as was done above. Once an attack is initiated, the performance of the decision function will be critically dependent on how well the training model reflected that particular attack, unless the decision process can adjust itself under fire. The mechanics for making the adjustments are available in the learning procedure and can be applied in an off-line mode by reviewing past decisions in the light of all currently available information, adjusting the decision function weights as in Chapter IV. To be responsive, key allocations should be selected automatically (see section 4.1.1 for a discussion of this technique), since time will probably not permit human analysis to specify key allocations. The effectiveness of a posteriori learning is another subject for future research.

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APPENDIX A

Program Listing

```

      BEGIN                                00000010      ARC00010
      COMMENT OUTER BLOCK OF ACTS;        00000020      ARC00010
INTEGER  MAMDATA,NAMDATA,MSQRDTA,NSQRDTA ,MATTACK,NATTACK,NDMSPEC,00000030      ARC00020
      MTGT,NTDLIST,MDMLDCC,NTYPE,MPAMDTA,MPAMDTA,MPACDTA,00000040      ARC00030
      NFEATURES;                          00000050      ARC00040
REAL ARRAY  XXXXXX(0:1);                00000060      ARC00040
DEFINE     TYPATK=XXXXXXXX(0);          00000070      ARC00040
FILE      DATAIN "SRMCARC"(2,10),DATAOUT 4(2,15);00000080      ARC00050
FILE      PACDTAF DISK SERIAL(1:15) "CALLERD" "PACDTA" (1,30);00000090      ARC00060
FILE      PACDMSF DISK SERIAL(1:15) "CALLERD" "PACDMS" (1,30);00000100      ARC00070
FILE OUT  PUNCHF 0(2,10);              00000110
LABEL     STARTNEWPROBLEM,ENDMFRUN;    00000120
STARTNEWPROBLEM:WRITE(DATAOUT(1:PAGE1));00000130
      READ(DATAIN,/,MAMDATA,NAMDATA,MSQRDTA,NSQRDTA,MATTACK,00000140      ARC00080
      NATTACK,NDMSPEC, MTGT,NTDLIST,MDMLDCC,NTYPE,MPAMDTA,00000150      ARC00090
      NPAMDTA,MPACDTA,NFEATURES);      00000160      ARC00090
      BEGIN                                00000170      ARC00090
      COMMENT MAIN BODY OF ACTS;        00000180      ARC00100
INTEGER  I,J,K,KA,NTGT,N3, NTYPT,NPACDTA,NPAC,AMDET,AMNDW,00000190      ARC00110
      ESTOTAM, LASTPROW,LASTPCD, LASTALT, TWOCOR,THREECOR,KB,00000200      ARC00120
      KC,KD,KE,KF,KG, ALTERSUNL,ITDMZERO,ITDMONE,ITDMZERA,00000210      ARC00130
      ITDMONEA, MINATT,CURATT, REPEAT,TREPEAT, AMIND,CYCLE,00000220      ARC00140
      INITUNC, V1,V3,TV1,TV3,LV1,LV3, WRAC,NPACDMS,00000230      ARC00150
      ACTIVEINDEX, FUTALT,NEXTALT, FINALT, MAXAMDT, NUMGRPS,00000240      ARC00160
      GRPNOW,GRPCUTOFF,SAVECYCLE, NDM,MSQR,NSQR,PERIOD,NAM,00000250      ARC00170
      ALTX,L,TGTAFF,TDMAFF,EVALCNT,SUBEVALCNT;00000260      ARC00170
BOOLEAN  HEURISTIC2,HEURISTIC3,HEURISTIC4,FEAS,TDMONE,TDMZERO,00000270      ARC00180
      ACTVGT, SQUK, LEARNING,FLAG, AMFLAG,PACIN, REBUILDPA,00000280      ARC00190
      FLGA,HEURISTIC8, BOOK1,BOOK2,NEWWATE,ADJWATE,COMPARUN,00000290      ARC00200
      OUT1,OUT2,OUT3, OUT7,HEURISTIC9,HEURISTIC1, HEURISTIC5,00000300      ARC00220
      HEURISTIC6,HEURISTIC10,ANSWER,ANSCOMB,ANSWAS,LSAVE,00000310      ARC00220
      HEURISTIC7,NODEFENSE,NOTGT,TOOLATE,FIRSTPASS,RSEED,RPAC;00000320      ARC00230
REAL      V2,TV2,LV2,CW,CWD,MAXPERIOD,MTINTGTVAL,TOTVALUE,FINVALUE,00000330      ARC00240
      TC,TD, T,TA,TB,TME,TDMPROB,DESTPROB,VALU,XVALU,00000340      ARC00250
RANDOMSEED;00000350      ARC00250
INTEGER ARRAY  SORX,SORY(0:100),INTC(0:MTGT ),TDLIST(0:NTDLIST),00000360      ARC00260
      ANSINDEX(0:10),REPWATE(0:NFEATURES),BOOKANSWER(0:30,0:10)00000370      ARC00270
      ,DMVID(0:NTYPE),DMCOUNT(0:MDMLDCC),ALTERS(0:MAMDATA,0:00000380      ARC00280
      11),SDLOC(0:MDMLDCC*NTYPE),SQRGT(0:MSQRDTA,0:NSQRDTA,00000390      ARC00290
      0:15),BESTCOMB,LBESTCOMB(0:30),ACTGT(0:2,0:7),GROUPSE(0:00000400      ARC00300
      MDMLDCC),RUNID(0:4),DLIST(0:NTDLIST),TDMTGT(0:MTGT,0:00000410      ARC00310
      15),BESTALT(0:MAMDATA),PACDMS(0:239),SDMV(0:NTYPE),00000420      ARC00320
      SOLEDM,SOLEMA(0:1), TGTIAD(0:MTGT,0:5),SQRDTA(0:MSQRDTA,00000430      ARC00330
      0:NSQRDTA),AMDATA(0:MAMDATA, 0:NAMDATA),PACDTA(0:MPACDTA,00000440      ARC00340
      0:63),PAMDTA(0:MPAMDTA,0:NPAMDTA);00000450      ARC00340
REAL ARRAY  INTA,INTR(0:MTGT ),ATTACK(0:MATTACK,0:NATTACK),PFEAT,00000460      ARC00360
      PFEATURE ,LFEATURE,LPFEATURE,INPFEAT(0:NFEATURES),00000470      ARC00360
      SAVEINF(0:150), MDMLDCC(0:MDMLDCC,0:NTYPE+3),TGTMX(0:00000480      ARC00370
      MTGT),TGTLCV(0:MTGT,0:4), WATE,XWATE,INFEAT,INLFEAT(0:00000490      ARC00380
      NFEATURES), DMSPEC(0:2*NTYPE),FEATURE,TFEAT,XFEAT(0:00000500      ARC00390
      NFEATURES);00000510      ARC00390
ALPHA     CODE;                          00000520      ARC00400
LABEL     FULL,FINISH,SIMRESULT,NEXTPERIOD,REPORTS,PROCESS;00000530      ARC00410
FORMAT    TGTIN(A4,A6,X3,A6,X3,4 I3,X2,4 R7,0,X2,R4,0),A(A3),00000540      ARC00420
      LBEST("LBESTCOMB",X4,15(I2,I2,X3)),BESTC("BESTCUMB ",X4,00000550      ARC00440
      15(I2,I2,X3)),RESTA("BESTALT ",X4,15(I2,I2,X3)),00000560      ARC00450
      NOHEUR("HEURISTIC",I2," IS SPECIFIED BUT IS ALWAYS SET")00000570      ARC00460
      ,KILLAM("/AM ",I3," DESTROYED DURING PERIOD",I4," BY ",00000580      ARC00470
      A3," SITE",I4),COMRINC00000590      ARC00480
      "TOTAL ALTERNATIVES WITH HEURISTICS",I10," WITHOUT",00000600      ARC00480
      I10/),FUTDEST("/AT PERIOD",I4,00000610      ARC00490

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" THERE IS NO OFFENSE AGAINST AM",I4," ATTACKING TARGET "00000620      ARC00500
,A6,". THE RESULT WILL BE AS FOLLOWS "); DESTTGT 00000630      ARC00510
"TARGET ",A6," STRUCK DURING PERIOD",I4," BY AM",I4, 00000640      ARC00510
". TARGET VALUE IS NOW",F11.7/); 00000650      ARC00520
SWITCH FORMAT HEUR+ ("DUMMY"),("HEURISTIC 1 USE PAC LOOKAHEAD"), ( 00000660      ARC00522
"HEURISTIC 2 USE TDM ON AM ARRIVING AT TARGET IN CURRENT PERIOD"00000670      ARC00522
), ("HEURISTIC 3 ALWAYS PROVIDE DOUBLE DEPTH DEFENSE C",00000680      ARC00523
"OVERAGE"), ( 00000690      ARC00524
"HEURISTIC 4 USE KILL PROBABILITY OF 1 FOR DM AND TOM") 00000700      ARC00524
, ("HEURISTIC 5 APPLY INDEPENDENT AM PLANNING"), ( 00000710      ARC00526
"HEURISTIC 6 APPLY PRESPECIFIED DM GROUP PLANNING"), ( 00000720      ARC00527
"HEURISTIC 7 USE WHITES OF THEIR EYES DEFENSE STRATEGY")00000730      ARC00527
, ("HEURISTIC 8 DEFEND ONLY TARGETS WITH EXPECTED VALU",00000740      ARC00528
"E > MINTGVAL"), ( 00000750      ARC00529
"HEURISTIC 9 SELECT ON DECISION FUNCTION VALUE ONLY"); 00000760      ARC00529
DEFINE FORI=FOR I+0 STEP 1 UNTIL #, 00000770      ARC00530
FORJ=FOR J+1 STEP 1 UNTIL #, 00000780      ARC00530
FORK=FOR K+0 STEP 1 UNTIL #, 00000790      ARC00540
FORL=FOR L+1 STEP 1 UNTIL #, 00000800      ARC00540
FORM=FOR M+0 STEP 1 UNTIL #, 00000810      ARC00550
FORN=FOR N+0 STEP 1 UNTIL #, 00000820      ARC00550
PACDIAN3=PACDIATN3,I36:6),N3,(42:6)];#; 00000830      ARC00551
COMMENT CHECKBIT IS TRUE IF BIT B IN WORD A IS SET TO 1; 00000840      ARC00551
BOOLEAN STREAM PROCEDURE CHECKBIT(A,B); 00000850      ARC00560
VALUE B; 00000860      ARC00560
REGIN 00000870      ARC00560
SI+A; SKIP B SB; TALLY+0; 00000880      ARC00570
IF SB THEN TALLY+1; CHECKBIT+TALLY; 00000890      ARC00570
END CHECKBIT; 00000900      ARC00570
COMMENT SETBIT SETS BIT B IN WORD A TO 1; 00000910      ARC00571
STREAM PROCEDURE SETBIT(A,B); 00000920      ARC00571
VALUE B; 00000930      ARC00580
REGIN 00000940      ARC00580
DI+A; SKIP B DB; DS+SET; 00000950      ARC00580
END SETBIT; 00000960      ARC00590
COMMENT CLEARBIT SETS BIT B IN WORD A TO 0; 00000970      ARC00590
STREAM PROCEDURE CLEARBIT(A,B); 00000980      ARC00591
VALUE B; 00000990      ARC00591
REGIN 0001000      ARC00600
DI+A; SKIP B DB; DS+RESET; 0001001      ARC00600
END CLEARBIT; 0001002      ARC00600
STREAM PROCEDURE PICKCHARS(SRCE,DEST,SCHR,DCHR,NCHR); 0001003      ARC00610
VALUE SCHR,DCHR,NCHR; 0001004      ARC00610
REGIN 0001005      ARC00620
COMMENT TRANSFER NCHR CHARACTERS BEGINNING WITH THE SCHR CHARACTER 0001006      ARC00630
IN SRCE TO DEST BEGINNING AT THE DCHR CHARACTER IN DEST; 0001007      ARC00630
SI+SRCE; SI+SI+SCHR; SI+SI-1; DI+DEST; 0001008      ARC00640
DI+DI+DCHR; DI+DI-1; DS+NCHR CHR; 0001009      ARC00650
END PICKCHARS; 0001010      ARC00660
COMMENT BREAKDWORD UNPACKS DWORD IN THE FORM STORED IN TABLE AMDATA 0001011      ARC00660
AND PUTS THE NUMBER OF RELEVANT TIME PERIODS IN A, FIRST EFFEC- 0001012      ARC00670
TIVE PERIOD IN B, DM SITE NO. IN C AND DM TYPE IN D; 0001013      ARC00671
STREAM PROCEDURE BREAKDWORD(DMWORD,A,B,C,D); 0001014      ARC00671
REGIN 0001015      ARC00672
SI+DMWORD; SI+SI+2; DI+A; DS+B LIT "0"; 0001016      ARC00673
DI+B; DS+B LIT "0"; DI+C; DS+B LIT "0"; 0001017      ARC00680
DI+D; DS+B LIT "0"; DI+A; DI+DI+7; DS+CHR; 0001018      ARC00680
DI+B; DI+DI+6; DS+? CHR; DI+C; DI+DI+6; 0001019      ARC00690
0001020      ARC00690
0001021      ARC00700
0001022      ARC00700

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DS+2 CHR; DI+D; DI+DI+7; DS+ CHR;          00001230      ARC00710
END BREAKWORD;                             00001240      ARC00710
                                           00001250      ARC00721
COMMENT ACTIVE IS TRUE IF THE TARGET TYPE GIVEN IN A INCLUDES A CHARACTER 00001260      ARC00721
IN THE ACTIVE TARGET LIST GIVEN IN B;      00001270      ARC00722
BOOLEAN STREAM PROCEDURE ACTIVE(A,R);      00001280      ARC0072C
BEGIN                                       00001290      ARC00720
  TALLY+0; SI+A; B IF SC="0" THEN JUMP OUT; 00001300      ARC00730
  DI+B; B(C IF SC=DC THEN TALLY+1;        00001310      ARC00730
  IF TOGGLE THEN JUMP OUT; SI+SI-1);     00001320      ARC00730
  IF TOGGLE THEN JUMP OUT; SI+SI+1);     00001330      ARC00740
  ACTIVE+TALLY;                           00001340      ARC00740
END ACTIVE;                               00001350      ARC00740
BOOLEAN STREAM PROCEDURE ISIN(R,C);        00001360      ARC00750
BEGIN                                       00001370      ARC00750
  COMMENT TRUE IF CHAR C IS IN B;         00001380      ARC00750
  SI+B; DI+C; DI+DI+7; TALLY+0;          00001390      ARC00760
  B(C IF SC=DC THEN TALLY+1;             00001400      ARC00760
  IF TOGGLE THEN JUMP OUT; DI+DI-1);     00001410      ARC00770
  ISIN+TALLY;                            00001420      ARC00770
END ISIN;                                 00001430      ARC00770
INTEGER STREAM PROCEDURE OCCUR(VECTOR,N,WD,VC,WC,NC); 00001440      ARC00780
VALUE                                       00001450      ARC00780
BEGIN                                       00001460      ARC00780
  COMMENT OCCUR IS INDX IF THE NC CHARACTERS IN WD STARTING AT          00001470      ARC00790
  CHAR WC OCCUR IN THE FIRST N WORDS OF VECTOR IN LOCATION VC,IF THERE 00001480      ARC00800
  IS NO MATCH THEN OCCUR=N;              00001490      ARC00810
  SI+WD; SI+SI+WC; SI+SI-1; DI+VECTOR;   00001500      ARC00820
  DI+DI+VC; DI+DI-1; TALLY+0;           00001510      ARC00820
  N(C IF SC=DC THEN JUMP OUT; TALLY+TALLY+1; 00001520      ARC00830
  SI+SI-NC; DI+DI-NC; DI+DI+A); OCCUR+TALLY; 00001530      ARC00840
  END OCCUR;                              00001540      ARC00840
                                           00001550      ARC00841
COMMENT PACKWORD PACKS THE LAST CHARACTER IN THE FIRST 8 WORDS IN VECTOR 00001560      ARC00841
INTO WORD,UNPACK REVERSES THE PROCFS;   00001570      ARC00842
STREAM PROCEDURE PACKWORD(WORD,VECTOR);  00001580      ARC00850
BEGIN                                       00001590      ARC00850
  DI+WORD; SI+VECTOR; B(C SI+SI+7; DS+CHR); 00001600      ARC00860
END PACKWORD;                             00001610      ARC00870
STREAM PROCEDURE UNPACK(WD,V);           00001620      ARC00880
BEGIN                                       00001630      ARC00880
  SI+WD; DI+V; B(C DS+7 LIT "0000000"); 00001640      ARC00880
  DS+CHR)                                  00001650      ARC00890
END UNPACK;                               00001660      ARC00890
                                           00001670      ARC00891
COMMENT MOVEWORD STORES WORD A IN WORD B; 00001680      ARC00891
STREAM PROCEDURE MOVEWORD(A,R);          00001690      ARC00900
BEGIN                                       00001700      ARC00900
  SI+A; DI+B; DS+WDS;                    00001710      ARC00900
END MOVEWORD;                             00001720      ARC00900
                                           00001730      ARC00901
COMMENT SETONES SETS EACH BIT IN WORD W TO 1; 00001740      ARC00901
STREAM PROCEDURE SETONES(W);             00001750      ARC00910
BEGIN                                       00001760      ARC00910
  DI+W; DS+4B SET;                        00001770      ARC00910
END SETONES;                              00001780      ARC00910
                                           00001790      ARC00911
COMMENT PACVALUE IS A DUMMY PROCEDURE TO PERMIT FUTURE EXPANSION; 00001800      ARC00911
REAL PROCEDURE PACVALUE;                 00001810      ARC00930
BEGIN                                       00001820      ARC00930
  PACVALUE+0;                             00001830      ARC00930

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END PACVALI;
COMMENT RANDOM IS A REAL VALUED PSEUDO RANDOM NO. BETWEEN 0 AND 1;
REAL PROCEDURE RANDOM;
  BEGIN
    STREAM PROCEDURE SETOR(R);
      BEGIN
        DI:= 3 * DS + 2 * RESET; DS := 1 SFT; J;
        DS := 39 * RESET;
      END SETOR;
  REAL
    A;
  SETOR(A);
  RANDOM:=REAL((RSEED+ROJLTAN(2045*REAL(RSEED)+
    211527139) AND RNDLEA(134217727)) OR RNDLEA(A))
  END RANDOM;

COMMENT COVERED IS TRUE IF TARGET SPECIFIED BY I IS LOCALLY DEFENDED;
BOOLEAN PROCEDURE COVERED(I);
VALUE
  I;
INTEGER
  I;
  BEGIN
    J;
  END
  FIN;
  FOR J:=2 STEP 1 UNTIL 5 DO IF TDLIST(TGTAD(I,J))#0
  THEN
    BEGIN
      COVERED:= TRUE; GO TO FIN;
    END;
  COVERED:=FALSE;
FIN:
  END COVERED;

COMMENT REMUM IS THE NUMBER OF DEFENSE OPPORTUNITIES AFTER PERIOD PER
FOR AM WITH DATA STORED IN ROW ROW OF TABLE ALTERS;
INTEGER PROCEDURE REMDM(ROW,PER);
VALUE
  ROW,PER;
INTEGER
  ROW,PER;
  BEGIN
    COMMENT COUNT THE DEFENSE OPPORTUNITIES FOLLOWING PERIOD PER;
    INTEGER
      I,K,KA,KB,KC,KD,KE,KF;
    LABEL
      FIN, L2,L1;
      KF:=ALTERS(ROW,3);
      IF PER=AMDATA[ALTERS(ROW,0),2] THEN
        BEGIN
          K:=0; GO TO FIN;
        END;
      KA:=KB+KC+KD+KE+KF;
      KE:=AMDATA[ALTERS(ROW,0),3];
      FOR I:=2,3,4,5 DO IF TDLIST(TGTAD(KF,I))>0 THEN
        BEGIN
          K:=1; GO TO L1;
        END;
      L1:
        FOR I:=5 STEP 1 UNTIL KF DO
          BEGIN
            BREAKDOWN(CALTERS(ROW,I),KA,KB,KC, KD);
            IF KB=0 THEN GO TO L2; KE:=KB+KA;
            IF KE>PER AND NOT CHECKBIT(DMVID(KD) *KC) THEN K:=K+00002390;
            KE:=(IF PER<KB THEN KB-1 ELSE PER);
          END;
          REMDM:=K;
        END REMDM;
      L2:
      FIN:

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00001840 ARCU0930
00001850 ARCU0931
00001860 ARCU0931
00001870 ARCU0940
00001880 ARCU0940
00001890 ARCU0950
00001900 ARCU0950
00001910 ARCU0960
00001920 ARCU0970
00001930 ARCU0970
00001940 ARCU0980
00001950 ARCU0980
00001960 ARCU0990
00001970 ARCU1000
00001980 ARCU1000
00001990 ARCU1001
00002000 ARCU1001
00002010 ARCU1010
00002020 ARCU1010
00002030 ARCU1010
00002040 ARCU1010
00002050 ARCU1020
00002060 ARCU1020
00002070 ARCU1030
00002080 ARCU1030
00002090 ARCU1030
00002100 ARCU1040
00002110 ARCU1040
00002120 ARCU1040
00002130 ARCU1040
00002140 ARCU1051
00002150 ARCU1051
00002160 ARCU1052
00002170 ARCU1050
00002180 ARCU1050
00002190 ARCU1050
00002200 ARCU1050
00002210 ARCU1060
00002220 ARCU1070
00002230 ARCU1070
00002240 ARCU1070
00002250 ARCU1080
00002260 ARCU1080
00002270 ARCU1080
00002280 ARCU1080
00002290 ARCU1090
00002300 ARCU1090
00002310 ARCU1100
00002320 ARCU1100
00002330 ARCU1100
00002340 ARCU1100
00002350 ARCU1110
00002360 ARCU1110
00002370 ARCU1120
00002380 ARCU1120
00002390 ARCU1130
00002400 ARCU1130
00002410 ARCU1130
00002420 ARCU1140
00002430 ARCU1140
00002440 ARCU1151

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COMMENT HEUR2 IS TRUE IF HEURISTIC H2 APPLIES TO THE AM STORED IN AMDATA	00002450	ARC01151
ROW I DURING PERIOD P;	00002460	ARC01152
BOOLEAN PROCEDURE HEUR2(I,P);	00002470	ARC01150
VALUE I,P;	00002480	ARC01150
INTEGER I,P;	00002490	ARC01150
BEGIN	00002500	ARC01150
HEUR2*FALSE; IF NOT HEURISTIC2 THEN P*0;	00002510	ARC01160
IF P=AMDATA[I,2] AND AMDATA[I,4]>0 THEN	00002520	ARC01170
BEGIN	00002530	ARC01170
I+AMDATA[I,3];	00002540	ARC01170
FOR P*2,3,4,5 DO IF TDLIST[ITGTAD[I,P]]>0 THEN	00002550	ARC01180
HEUR2*TRUE	00002560	ARC01180
END	00002570	ARC01180
END;	00002580	ARC01180
END;	00002590	ARC01181
COMMENT HEUR3 IS THE INDEX IN ALTERS ROW N WHICH SATISFIES THE PROVISION	00002600	ARC01181
OF HEURISTIC H3;	00002610	ARC01182
INTEGER PROCEDURE HEUR3(N);	00002620	ARC01190
VALUE N;	00002630	ARC01190
INTEGER N;	00002640	ARC01190
BEGIN	00002650	ARC01190
COMMENT HEUR3 ID INDEX OF ALTERS ROW N SATISFYING HEURISTIC 3;	00002660	ARC01200
A,B,C,D,I,J,K,L,AN3;	00002670	ARC01210
FIN,SETH;	00002680	ARC01210
AN3+ALTERS[N,3];	00002690	ARC01210
IF NOT HEURISTIC3 OR AN3=5 THEN	00002700	ARC01220
BEGIN	00002710	ARC01220
HEUR3*AN3; GO TO FIN;	00002720	ARC01220
END;	00002730	ARC01220
L+ALTERS[N,1]+1; IF L=1 THEN L*5; K*0;	00002740	ARC01230
IF NOT BPAC THEN	00002750	ARC01230
BEGIN	00002760	ARC01230
FOR J+AN3 STEP -1 UNTIL L DO	00002770	ARC01240
BEGIN	00002780	ARC01240
BREAKDWORD(ALTERS[N,J],A,B,C,D);	00002790	ARC01250
IF A#0 OR K#0 AND K#B THEN GO TO SETH;	00002800	ARC01270
K+B;	00002810	ARC01270
END FOR J;	00002820	ARC01270
IF J=4 THEN	00002830	ARC01280
BEGIN	00002840	ARC01280
J+5; GO TO SETH	00002850	ARC01280
END;	00002860	ARC01280
HEUR3*J; GO TO FIN;	00002870	ARC01280
END ELSE	00002880	ARC01280
BEGIN	00002890	ARC01280
FOR J+AN3 STEP -1 UNTIL 5 DO	00002900	ARC01290
BEGIN	00002910	ARC01290
BREAKDWORD(ALTERS[N,J],A,B,C,D);	00002920	ARC01300
IF DMLOC[C,D+3]>1 THEN GO TO SETH	00002930	ARC01310
END FOR J;	00002940	ARC01310
HEUR3*AN3; GO TO FIN;	00002950	ARC01310
END;	00002960	ARC01310
K+B;	00002970	ARC01320
FOR J+J+1 STEP 1 UNTIL AN3 DO	00002980	ARC01320
BEGIN	00002990	ARC01320
BREAKDWORD(ALTERS[N,J],A,B,C,D);	00003000	ARC01330
IF B#K THEN	00003010	ARC01340
BEGIN	00003020	ARC01340
HEUR3*J-1; GO TO FIN;	00003030	ARC01340
END	00003040	ARC01340
END FOR J;	00003050	ARC01340
SETH;		

FIN:	HEUR3+AN3;	00003060	ARC01340
	END HEUR3;	00003070	ARC01350
		00003080	ARC01371
	COMMENT FINDGROUPS ESTABLISHES PLANNING GROUPS FOR AM STORED IN TABLE	00003090	ARC01371
	ALTERS BEGINNING WITH ROW R AND INCLUDING ROW E;	00003100	ARC01372
PROCEDURE	FINDGROUPS(B,E);	00003110	ARC01370
VALUE	B,E;	00003120	ARC01380
INTEGER	B,E;	00003130	ARC01380
	BEGIN	00003140	ARC01380
	COMMENT SET UP GROUPS , NUMGRPS AND ALTERS[X,11];	00003150	ARC01390
INTEGER	I,J,K,L,P,IG,X,Y,Z,KA,KB;	00003160	ARC01400
LABEL	LENDK;	00003170	ARC01400
INTEGER ARRAY	WGRP[0:NDM,0:NDM];	00003180	ARC01410
	FOR K=B STEP 1 UNTIL E DO	00003190	ARC01420
	BEGIN	00003200	ARC01420
	Z=ALTERS[K,3];	00003210	ARC01420
	IF ALTERS[K,Z]=0 THEN Z=Z-1;	00003220	ARC01430
	IF Z<5 THEN GO TO LENDK;	00003230	ARC01430
	FOR J=5 STEP 1 UNTIL Z DO BREAKDOWNWORD(ALTERS[K,J],	00003240	ARC01440
	I,I,WGRP[0,J-4],I); WGRP[0,0]+Z+Z-4;	00003250	ARC01450
	IG=0; IF K=B THEN	00003260	ARC01460
	BEGIN	00003270	ARC01460
	L+1; FOR J Z DO WGRP[1,J]+WGRP[0,J];	00003280	ARC01460
	GO TO LENDK	00003290	ARC01460
	END;	00003300	ARC01460
	FOR I L DO FOR J1 WGRP[I,0] DO FOR P=1 STEP 1 UNTIL	00003310	ARC01470
	WGRP[0,0] DO IF WGRP[I,J]=WGRP[0,P] THEN	00003320	ARC01480
	BEGIN	00003330	ARC01480
	IF IG=0 THEN	00003340	ARC01490
	BEGIN	00003350	ARC01490
	IG=I; X=0	00003360	ARC01490
	END ELSE X=I; Z=WGRP[IG,0];	00003370	ARC01490
	Y=WGRP[X,0];	00003380	ARC01490
	FOR KA=1 STEP 1 UNTIL P-1 DO WGRP[IG,KA+Z]+WGRP[00003390	ARC01500
	X,KA]; KB=Z+P-1;	00003400	ARC01500
	FOR P=1 STEP 1 UNTIL Y DO	00003410	ARC01510
	BEGIN	00003420	ARC01510
	FOR KA=1 STEP 1 UNTIL Z DO IF WGRP[IG,KA]=	00003430	ARC01520
	WGRP[X,P] THEN KA=99;	00003440	ARC01520
	IF KA<99 THEN WGRP[IG,KB+KR+1]+WGRP[X,P]	00003450	ARC01530
	END;	00003460	ARC01530
	WGRP[IG,0]+KR;	00003470	ARC01540
	IF X#0 THEN WGRP[X,0]+0; R=J+NDM;	00003480	ARC01560
	END IF WGRP AND FOR I;	00003490	ARC01560
	IF IG=0 THEN	00003500	ARC01570
	BEGIN	00003510	ARC01570
	L=L+1;	00003520	ARC01570
	FOR J WGRP[0,0] DO WGRP[L,J]+WGRP[0,J];	00003530	ARC01570
	END;	00003540	ARC01570
LENDK:	END FOR K LOOP;	00003550	ARC01580
	K=0; FOR I NDM DO GROUPS[I]+0;	00003560	ARC01590
	FOR I1 L DO	00003570	ARC01600
	BEGIN	00003580	ARC01600
	P=WGRP[I,0]; IF P#0 THEN	00003590	ARC01610
	BEGIN	00003600	ARC01610
	K=K+1;	00003610	ARC01610
	FOR J1 P DO GROUPS[WGRP[I,J]]+K;	00003620	ARC01610
	END;	00003630	ARC01610
	END;	00003640	ARC01610
	FOR I=B STEP 1 UNTIL E DO ALTERS[I,11]+GROUPS[ALTERS[00003650	ARC01620
	I,5],[30:12]]; NUMGRPS=K;	00003660	ARC01630

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END FINDGROUPS;                                00003670      ARCC1630
                                                00003680      ARCC1631
COMMENT ATKTYPE UPDATES TYPATK (TYPE OF ATTACK LIST) GIVEN THAT TARGET 100003690      ARCC1631
IS UNDER ATTACK IN PERIOD P;                   00003700      ARCC1632
PROCEDURE   ATKTYPE(T,P);                       00003710      ARCC1640
VALUE      T,P;                                00003720      ARCC1640
INTEGER    T,P;                                00003730      ARCC1640
                                                00003740      ARCC1640
INTEGER    BEGIN                               00003750      ARCC1640
          J,J,KA;                              00003760      ARCC1650
          UNPACK(TGITADET,1),ACTGT(C,*);       00003770      ARCC1660
          FORI 7 DO                               00003780      ARCC1660
            BEGIN                                00003790      ARCC1660
              KA=ACTGT[0,I];                    00003800      ARCC1670
              IF KA#"" THEN FORJ 7 DO IF KA=ACTGT[1,J] THEN
                BEGIN                            00003810      ARCC1670
                  ACTGT[2,J]=P; J=7           00003820      ARCC1670
                END                              00003830      ARCC1670
              END;                              00003840      ARCC1670
              FORJ 7 DO ACTGT[0,J]=0; J=0;      00003850      ARCC1680
              FORI 7 DO IF ACTGT[2,I]>P=ACTIVEINDEX THEN
                BEGIN                            00003860      ARCC1680
                  ACTGT[0,J]=ACTGT[ 1,I]; J=J+1
                END;                              00003870      ARCC1680
              END;                              00003880      ARCC1690
              PACKWURD(TYPATK,ACTGT[0,*]);     00003890      ARCC1690
            END;                                00003900      ARCC1690
          END ATKTYPE;                          00003910      ARCC1690
                                                00003920      ARCC1691
COMMENT COMBOUT WRITES OUT DM AND TOM INFO STORED IN TABLE ARR;
PROCEDURE   COMBOUT(ARR,N);
VALUE      N;
INTEGER    N;
INTEGER ARRAY ARR[0];
INTEGER    BEGIN                               00003930      ARCC1691
          I,K,KA,KB,KC,KD;                    00003940      ARCC1700
          KA=(IF N=1 THEN FINALT ELSE LASTALT); K=1;
          WRITE(DATAOUT [DRL]);               00003950      ARCC1700
          FORI KA DO                             00003960      ARCC1700
            BEGIN                                00003970      ARCC1700
              BREAKDMWOPD(ARR[I],KB,KB,KC,KD);
              IF KB=0 THEN                     00003980      ARCC1700
                BEGIN                            00003990      ARCC1710
                  INTC[K+K+1]=0;              00004000      ARCC1720
                  INTC[K+K+1]=ARR[I];         00004010      ARCC1730
                END ELSE                          00004020      ARCC1740
                BEGIN                            00004030      ARCC1740
                  INTC[K+K+1]=KC; INTC[K+K+1]=KD
                END;                              00004040      ARCC1740
              END;                              00004050      ARCC1750
            END;                                00004060      ARCC1750
            IF N=1 THEN WRITE(DATAOUT,LBEST,FORI K DO INTC[I])
          ELSE                                  00004070      ARCC1750
            BEGIN                                00004080      ARCC1750
              WRITE(DATAOUT,BESTC,FORI K DO INTC[I]);
              K=2*(FUTALT-1)+1; KB=-1;        00004090      ARCC1750
              FORI FUTALT-1 DO                   00004100      ARCC1750
                BEGIN                            00004110      ARCC1760
                  KA+KB+1; KB+KA+1;          00004120      ARCC1760
                  IF BESTALT[I]=0 THEN INTC[KA]+INTC[KB]=0;
                END;                              00004130      ARCC1760
              WRITE(DATAOUT,BESTA,FORI K DO INTC[I]);
            END;                                00004140      ARCC1770
          END COMBOUT;                          00004150      ARCC1770
                                                00004160      ARCC1770
                                                00004170      ARCC1780
                                                00004180      ARCC1790
                                                00004190      ARCC1790
                                                00004200      ARCC1790
                                                00004210      ARCC1790
                                                00004220      ARCC1800
                                                00004230      ARCC1800
                                                00004240      ARCC1810
                                                00004250      ARCC1810
                                                00004260      ARCC1820
                                                00004270      ARCC1821

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COMMENT MULT CALCULATES THE SUM OF THE PRODUCTS OF N ELEMENTS IN ARRAYS	00004280	ARC01821
A AND B AND STORES THE RESULT IN WORD C, I IS THE ITERATION VAR;	00004290	ARC01822
PROCEDURE MULT(A,B,C,I,N);	00004300	ARC01830
VALUE N;	00004310	ARC01830
ARRAY A,B(0);	00004320	ARC01830
REAL C;	00004330	ARC01830
INTEGER N,I;	00004340	ARC01830
BEGIN	00004350	ARC01830
C←0; FOR I N DO C←C+A[I]*B[I];	00004360	ARC01840
END MULT;	00004370	ARC01840
PROCEDURE GENTARGETS;	00004380	ARC01850
BEGIN	00004390	ARC01850
COMMENT READ DATA, GENERATE AND SORT TGTLCV, TGTTAD AND TGT MNX;	00004400	ARC01860
LABEL L1, L2, L3;	00004410	ARC01870
DEFINE LOADSQR TGT=K←SQRTGT(K,J,0)+SQRTGT(K,J,0)+1;	00004420	ARC01880
SQRTGT(K,J,KE)←I #; I←0; T←0; TA←0;	00004430	ARC01890
L1: I←I+1; READ(DATIN (NO),A, CODE)(L2);	00004440	ARC01910
IF CODE≠ "T " THEN GO TO L2;	00004450	ARC01910
READ(DATIN ,TGTIN, CODE, FORJ 5 DO TGTTAD[I,J], FORK 4	00004460	ARC01920
DO TGTLCV[I,K]); INTA[I]←TGTLCV[I,0];	00004470	ARC01930
TB←TGTLCV[I,2]-TGTLCV[I,0];	00004480	ARC01930
IF T<TR THEN T←TR;	00004490	ARC01930
TOTVALUE←TOTVALUE+TGTLCV[I,4];	00004500	ARC01940
UNPACK(TGTTAD[I,1],INTC); KA←ACTGT[0,0];	00004510	ARC01950
FORJ 7 DO	00004520	ARC01950
BEGIN	00004530	ARC01950
KB←INTC[J];	00004540	ARC01950
IF KB≠" " AND KB≠0 THEN IF KA+1=OCCUR(ACTGT[1,*],	00004550	ARC01970
KA+1,KB,8,8,1) THEN	00004560	ARC01970
BEGIN	00004570	ARC01970
ACTGT[1,KA]+KB; KA←KA+1	00004580	ARC01980
END	00004590	ARC01980
END;	00004600	ARC01980
ACTGT[0,0]+KA; N*YPT+KA; GO TO L1;	00004610	ARC01990
L2: KA←I-1; FORJ1 KA DO	00004620	ARC02000
BEGIN	00004630	ARC02000
TA←-1;	00004640	ARC02000
FORI1 KA DO IF TA<INTA[I] THEN	00004650	ARC02010
BEGIN	00004660	ARC02010
TA←INTA[I]; K←I;	00004670	ARC02010
END;	00004680	ARC02010
TGT MNX[J]+INTA[K]; INTC[J]+K;	00004690	ARC02020
INTA[K]+-1;	00004700	ARC02020
END;	00004710	ARC02020
NTGT←KA; FORI1 NTGT DO	00004720	ARC02040
BEGIN	00004730	ARC02040
KA←INTC[I]; IF I=KA THEN GO TO L3;	00004740	ARC02050
FORJ 4 DO	00004750	ARC02060
BEGIN	00004760	ARC02060
TA←TGTLCV[I,J];	00004770	ARC02060
TGTLCV[I,J]+TGTLCV[KA,J];	00004780	ARC02060
TGTLCV[KA,J]+TA;	00004790	ARC02070
END;	00004800	ARC02070
FORJ 5 DO	00004810	ARC02080
BEGIN	00004820	ARC02080
K←TGTTAD[I,J];	00004830	ARC02080
TGTTAD[I,J]+TGTTAD[KA,J];	00004840	ARC02080
TGTTAD[KA,J]+K;	00004850	ARC02090
END;	00004860	ARC02090
FOR J←I STEP 1 UNTIL NTGT DO IF I=INTC[J] THEN	00004870	ARC02100
BEGIN	00004880	ARC02100

	INTG(J)+KA; GO TO L3	00004890	ARC02110
	END;	00004900	ARC02110
L3:	END;	00004910	ARC02120
	FOR I1 N1GT DO	00004920	ARC02130
	BEGIN	00004930	ARC02130
	KA=ENTIER(TGTLCV(I,0));	00004940	ARC02130
	KH=ENTIER(TGTLCV(I,2));	00004950	ARC02130
	KC=ENTIER(TGTLCV(I,1));	00004960	ARC02140
	KD=ENTIER(TGTLCV(I,3)); K+KA; J+KC;	00004970	ARC02150
	LOADSQRGT; IF KA#KB THEN	00004980	ARC02150
	BEGIN	00004990	ARC02150
	K+KB; LOADSQRGT;	00005000	ARC02150
	END;	00005010	ARC02150
	IF KC#KD THEN	00005020	ARC02160
	BEGIN	00005030	ARC02160
	K+KA; J+KD; LOADSQRGT;	00005040	ARC02160
	IF KA#KB THEN	00005050	ARC02160
	BEGIN	00005060	ARC02160
	K+KB; LOADSQRGT;	00005070	ARC02170
	END;	00005080	ARC02170
	END;	00005090	ARC02170
	END FOR I1 LOOP;	00005100	ARC02170
	TGMNX(I) +T; GO TO REPORTS;	00005110	ARC02180
	END PROCEDURE GENTARGETS;	00005120	ARC02190
PROCEDURE	GENSQRDTA;	00005130	ARC02200
	BEGIN	00005140	ARC02200
COMMENT	GENERATE SQRDTA;	00005150	ARC02210
INTEGER	I,J,K,KA,KB;	00005160	ARC02220
REAL	DMX,DMY,MR,RX,RY;	00005170	ARC02220
LABEL	L1;	00005180	ARC02220
	FOR J NDM DO	00005190	ARC02230
	BEGIN	00005200	ARC02230
	MR=0;	00005210	ARC02230
	FOR K NTYPE-1 DO IF MR<DMSPEC(2*K) THEN IF DMLCC(I,	00005220	ARC02240
	K+3)#0 THEN MR<DMSPEC(2*K); INTA(I)+MR;	00005230	ARC02240
	END;	00005240	ARC02240
	FOR J NSQR DO	00005250	ARC02250
	BEGIN	00005260	ARC02250
	KB=MSQR+2;	00005270	ARC02250
	FOR I MSQR DO	00005280	ARC02250
	BEGIN	00005290	ARC02250
	SQRDTA(J,I)+KA+KB;	00005300	ARC02250
	FOR K NDM DO	00005310	ARC02260
	BEGIN	00005320	ARC02260
	DMX+DMLCC(K,0); DMY+DMLCC(K,1);	00005330	ARC02270
	MR+INTA(K); RX+DMX-J; RY+DMY-I;	00005340	ARC02270
	IF MR<RX OR MR<RY-1 THEN GO TO L1;	00005350	ARC02280
	IF MR<RY OR MR<RX-1 THEN GO TO L1;	00005360	ARC02290
	IF (.7071+MR)*2 < (RX-.5)*2 + (RY-.5)*2 THEN	00005370	ARC02300
	GO TO L1; SQRDTA(J,K)+K; KB+KB+1;	00005380	ARC02310
	END;	00005390	ARC02320
L1:	IF KB=KA THEN KB+KB+1;	00005400	ARC02330
	END;	00005410	ARC02330
	SQRDTA(J,MSQR+1)+KB;	00005420	ARC02340
	END;	00005430	ARC02340
	END PROCEDURE GENSQRDTA;	00005440	ARC02350
PROCEDURE	GENATTACK;	00005450	ARC02360
	BEGIN	00005460	ARC02360
COMMENT	GENERATE ATTACK;	00005470	ARC02370
	FOR J1 @10 DO	00005480	ARC02370
	BEGIN	00005490	ARC02370

	READ(DATATN(ND),A,CODE)(PROCESS);	00005500	ARC02380
	IF CODE#*AM " THEN GO TO REPORTS;	00005510	ARC02380
	READ(DATATN,/,I,FORI 6 DO ATTACK(J,I));	00005520	ARC02390
	NAM#J; ATTACK(J,7)←1;	00005530	ARC02390
	END;	00005540	ARC02390
	END PROCEDURE GENATTACK;	00005550	ARC02400
PROCEDURE	GENEWATT;	00005560	ARC02410
	REGIN	00005570	ARC02410
	COMMENT GENERATE NEWATTACK FOR BOOK GAME RUN;	00005580	ARC02420
LABEL	FIN;	00005590	ARC02420
	NAM#0;	00005600	ARC02430
	FORJ1 999 DO	00005610	ARC02430
	REGIN	00005620	ARC02430
	READ(DATATN(ND),A,CODE)(FIN);	00005630	ARC02440
	IF CODE#*AM " THEN GO TO FIN;	00005640	ARC02440
	READ(DATATN,/,I,FORI 6 DO ATTACK(J,I));	00005650	ARC02450
	END FORJ;	00005660	ARC02450
FIN;	NAM#J-1	00005670	ARC02460
	END GENEWATT;	00005680	ARC02460
	COMMENT GENTDMTGT BUILDS TABLE TDMTGT;	00005690	ARC02461
PROCEDURE	GENTDMTGT;	00005700	ARC02461
	REGIN	00005710	ARC02470
	FORI NTGT DO INTC(I)←-1;	00005720	ARC02470
	FORI1 NTGT DO FOR J+2,3,4,5 DO	00005730	ARC02480
	REGIN	00005740	ARC02490
	KA+TGTTAD(I,J);	00005750	ARC02490
	IF KA#0 THEN	00005760	ARC02490
	REGIN	00005770	ARC02500
	KB+INTC(KA)+1+INTC(KA);	00005780	ARC02500
	TDMTGT(KA,KB)←J;	00005790	ARC02500
	END	00005800	ARC02500
	END	00005810	ARC02500
	END GENTDMTGT;	00005820	ARC02500
	COMMENT OPENROW CREATES NECESSARY FLAGS TO START AN OVERFLOW ROW FOR AN	00005830	ARC02510
	AM IN TABLE AMDATA, IT IS USED ONLY BY GENAMDATA;	00005840	ARC02511
PROCEDURE	OPENROW(R,KA,FULL);	00005850	ARC02511
LABEL	FULL;	00005860	ARC02512
INTEGER	KA,R;	00005870	ARC02520
	REGIN	00005880	ARC02530
LABEL	L1;	00005890	ARC02530
INTEGER	I,J,RA;	00005900	ARC02530
	FOR J←R+1 STEP 1 UNTIL MAMDATA DO IF AMDATA(J,0)=0	00005910	ARC02530
	THEN	00005920	ARC02530
	REGIN	00005930	ARC02540
	RA←J; GO TO L1	00005940	ARC02540
	END;	00005950	ARC02540
	GO TO FULL;	00005960	ARC02550
L1;	AMDATA(R,7)←RA; AMDATA(RA,0)←-R;	00005970	ARC02550
	AMDATA(R,8)←KA;	00005980	ARC02560
	FOR J←1 STEP 1 UNTIL 5 DO AMDATA(RA,J)←AMDATA(R,J);	00005990	ARC02560
	KA←8; R←RA	00060000	ARC02570
	END;	00060010	ARC02570
	COMMENT FINDTRGT IS THE INDEX TO TGTTAD FOR THE TARGET LOCATED AT X,Y;	00060020	ARC02570
INTEGER PROCEDURE	FINDTRGT(X,Y);	00060030	ARC02571
VALUE	X,Y;	00060040	ARC02571
REAL	X,Y;	00060050	ARC02571
	REGIN	00060060	ARC02580
INTEGER	I,K;	00060070	ARC02580
		00060080	ARC02580
		00060090	ARC02580
		00061000	ARC02590

REAL	XH,DEL;	00006110	ARC02590
LABEL	FIN1,FIN,L1, L3,L4;	00006120	ARC02590
	IF X< TGTMINX(NTGT) THEN GO TO FIN1;	00006130	ARC02600
	DEL<NTGT; K+1; XR+Y-TGTMINX(0);	00006140	ARC02610
	IF X>TGTMINX(1) THEN GO TO L4;	00006150	ARC02620
L1:	DEL<.5*DEL; K+K+DEL; GO TO L3;	00006160	ARC02630
L3:	IF DEL<1 THEN GO TO L4;	00006170	ARC02640
	IF X<TGTMINX(K) THEN GO TO L1; DEL<.5*DEL;	00006180	ARC02640
	K+K=DEL; GO TO L3;	00006190	ARC02650
L4:	FOR I=K STEP 1 UNTIL NTGT DO	00006200	ARC02660
	BEGIN	00006210	ARC02660
	IF XH>TGTLCV(I,0) THEN GO TO FIN1;	00006220	ARC02670
	IF X>TGTLCV(I,0) AND X<TGTLCV(I,2) THEN IF Y>	00006230	ARC02680
	TGTLCV(I,1) AND Y<TGTLCV(I,3) THEN	00006240	ARC02680
	BEGIN	00006250	ARC02680
	FINDTRGT+1; GO TO FIN	00006260	ARC02690
	END	00006270	ARC02690
	END;	00006280	ARC02690
FIN1:	NTGT+TRUE;	00006290	ARC02690
FIN:	END FIN;	00006300	ARC02690
		00006310	ARC02691
COMMENT	GENAMDATA DETERMINES FOR EACH PERIOD THE BM WHICH MAY ENGAGE AN	00006320	ARC02691
	AM AND BUILD TABLE AMDATA;	00006330	ARC02692
PROCEDURE	GENAMDATA(TM,X1,Y1,X2,Y2,SP,IDENT,FULL,P);	00006340	ARC02710
VALUE	TM,X1,Y1,X2,Y2,SP,IDENT,P;	00006350	ARC02720
INTEGER	IDENT;	00006360	ARC02720
BOOLEAN	P;	00006370	ARC02720
REAL	TM,X1,X2,Y1,Y2,SP;	00006380	ARC02730
LABEL	FULL;	00006390	ARC02730
	BEGIN	00006400	ARC02730
REAL	S,INT,MINX,MAXX,MINXY,MAXXY,YA,A,B,C,DEL,TGZ;	00006410	ARC02740
INTEGER	I,R,K,XS,YS,L,J,KR,KE,FC,KD,LA,LB,LP,RF;	00006420	ARC02750
LABEL	FIN,L1,L2,L3;	00006430	ARC02760
BOOLEAN	NOS;	00006440	ARC02760
	NODFENSE<NTGT+TOOLATE+FALSE;	00006450	ARC02770
	IF NOT SONK THEN GENSGRDTA;	00006460	ARC02780
	IF NOT P THEN	00006470	ARC02790
	BEGIN	00006480	ARC02790
	K<FINDTRGT(X2,Y2);	00006490	ARC02800
	IF NOTGT THEN GO TO FIN;	00006500	ARC02800
	END;	00006510	ARC02800
	FOR I=1 STEP 1 UNTIL MANDATA DO IF AMDATA(I,0)=0 THEN	00006520	ARC02810
	BEGIN	00006530	ARC02810
	R<LASTPRGW+ IF GO TO L1	00006540	ARC02820
	END;	00006550	ARC02820
	GO TO FULL;	00006560	ARC02820
L1:	AMDATA(R,0)+1; AMDATA(R,1)+IDENT;	00006570	ARC02830
	TGZ<SQRT((Y1-Y2)*(Y1-Y2)+(X1-X2)*(X1-X2))/SP+TM;	00006580	ARC02840
	LP<AMDATA(R,2)+ENTIER(TGZ); AMDATA(R,5)+9;	00006590	ARC02850
	AMDATA(R,7)+0;	00006600	ARC02850
	IF LP>MAXPERIOD THEN MAXPERIOD+LP;	00006610	ARC02860
	IF NOT P THEN	00006620	ARC02870
	BEGIN	00006630	ARC02870
	AMDATA(R,3)+K;	00006640	ARC02870
	FOR I=2 STEP 1 UNTIL 5 DO IF TDLTSTITGTTAD(K,I)≠0	00006650	ARC02880
	THEN	00006660	ARC02880
	BEGIN	00006670	ARC02880
	AMDATA(R,4)+TGTAD(K,C);	00006680	ARC02890
	GO TO L2	00006690	ARC02890
	END;	00006700	ARC02890
	AMDATA(R,4)+TGTAD(K,0);	00006710	ARC02890

	END;	00006720	ARC02890
	IF NOT P THEN WRITE(DATAOUT,<"AM",I4,	00006730	ARC02900
L2:	" ENTERED SYSTEM AT (" ,F8.3," , " F8.3, "). TARGET IS "	00006740	ARC02920
	,A6," DURING PERIOD",I4> ,IDENT,X1,Y1,TGTTAD[K,0],LP);	00006750	ARC02920
	IF NOT P AND HEURISTIC8 THEN IF TGTLCV[K,4]SMINTGTVAL	00006760	ARC02930
	THEN	00006770	ARC02930
	BEGIN	00006780	ARC02930
	NOTGT+TRUE;	00006790	ARC02940
	WRITE(DATAOUT,<	00006800	ARC02940
	"TARGET VALUE BELOW MINIMUM, AM IGNORED">);	00006810	ARC02940
	AMDATA[R,0]+0; GO TO FIN	00006820	ARC02950
	END;	00006830	ARC02950
	IF LP<PERIOD THEN	00006840	ARC02960
	BEGIN	00006850	ARC02960
	TOOLATE+TRUE; LASTPROW+R; AMDATA[R,0]+0;	00006860	ARC02970
	GO TO FIN;	00006870	ARC02970
	END;	00006880	ARC02970
	IF (X2-X1)=0 THEN NOS+TRUE ELSE	00006890	ARC02980
	BEGIN	00006900	ARC02980
	NOS+FALSE; S+(Y2-Y1)/(X2-X1);	00006910	ARC02990
	INT+Y1-S*X1;	00006920	ARC02990
	IF ABS(S)>10 THEN NOS+TRUE	00006930	ARC02990
	END;	00006940	ARC02990
	IF X1<X2 THEN	00006950	ARC03000
	BEGIN	00006960	ARC03000
	MINX+X1; MAXX+X2; MINXY+Y1;	00006970	ARC03000
	MAXXY+Y2	00006980	ARC03000
	END ELSE	00006990	ARC03000
	BEGIN	00007000	ARC03000
	MINX+X2; MAXX+X1; MINXY+Y2;	00007010	ARC03010
	MAXXY+Y1	00007020	ARC03010
	END;	00007030	ARC03010
	XS+ENTIER(MINX); YS+ENTIER(MINXY);	00007040	ARC03020
	SQRX[0]+XS; SQRY[0]+YS; L+0;	00007050	ARC03020
	IF MINXYSMAXXY THEN I+1 ELSE I+1;	00007060	ARC03030
L3:	IF (XS+1)SMAXX THEN YA+S*(XS+1)+INT ELSE YA+ENTIER(00007070	ARC03040
	MAXXY);	00007080	ARC03040
	WHILE I*(YS+YS+1)SYA*I DO	00007090	ARC03060
	BEGIN	00007100	ARC03060
	L+L+1; SQRX[L]+XS; SQRY[L]+YS	00007110	ARC03060
	END;	00007120	ARC03060
	XS+XS+1; IF XS<MAXX THEN	00007130	ARC03070
	BEGIN	00007140	ARC03070
	YS+YS-2*I; GO TO L3;	00007150	ARC03070
	END;	00007160	ARC03070
	LB+1; FOR I MTGT DO INT([I]+0);	00007170	ARC03080
	FOR I+0 STEP 1 UNTIL L DO	00007180	ARC03090
	BEGIN	00007190	ARC03090
	COMMENT DETERMINE DM-AM TRAJ INTERSCT;	00007200	ARC03090
LABEL	NEXT,NONE,L4;	00007210	ARC03100
	KA+SQRX[I]; J+SQRY[I]; KB+SQRDTA[K,A,J];	00007220	ARC03110
	KC+SQRDTA[K,A,J+1]-1;	00007230	ARC03110
	FOR J+KB STEP 1 UNTIL KC DO	00007240	ARC03120
	BEGIN	00007250	ARC03120
	KD+SQRDTA[K,A,J];	00007260	ARC03120
	IF KD=0 THEN GO TO NEXT;	00007270	ARC03130
	FORK NTYPE=1 DO IF NOT CHECKBIT(DMVOID[K],KD)	00007280	ARC03140
	THEN GO TO L4; GO TO NEXT;	00007290	ARC03140
L4:	IF OCCUR(INTC,LB+1,KD,6,7,2) #LB+1 THEN GO TO	00007300	ARC03150
	NEXT;	00007310	ARC03150
	IF NOS THEN	00007320	ARC03160

NONE:
NEXT:

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BEGIN                                00007330      ARC03160
  S+(X2-Y1)/(Y2-Y1); INT=X1-S*Y1;    00007340      ARC03160
  MINX=DMLOC0(KD,1);                 00007350      ARC03160
  YA=DMLOC0(KD,C);                   00007360      ARC03170
END ELSE                               00007370      ARC03170
BEGIN                                  00007380      ARC03170
  MINX=DMLOC0(KD,0);                 00007390      ARC03180
  YA=DMLOC0(KD,1);                   00007400      ARC03180
END;                                   00007410      ARC03180
A+(1+S*S); B+2*(S*(I*1-YA)-MINX);    00007420      ARC03190
C+INT*INT-2*INT*YA+MIFX*MINX+YA*YA; 00007430      ARC03200
MINX+2*A; YA+0;                      00007440      ARC03200
FOR LA+0 STEP 1 UNTIL NTYPE=1 DO      00007450      ARC03210
  BEGIN                                00007460      ARC03210
    IF CHEKRIT(DMVOTU(LA),KD) THEN GO TO NONE; 00007470      ARC03220
    C+C+YA; YA+DMSPEC(2*LA)*2;        00007480      ARC03230
    C=C-YA; MAXX+ B*B-4*A*C;           00007490      ARC03240
    IF MAXX<0 THEN GO TO NONE;         00007500      ARC03240
    MAXX=SQRT(MAXX); LR=LR+1;          00007510      ARC03250
    INTA(LB)=(-B+MAXX)/MINX;           00007520      ARC03260
    INTL(LB)=(-B-MAXX)/MINX;           00007530      ARC03260
    INT((LB)+LA & KD(30:36:12));       00007540      ARC03270
  END;                                  00007550      ARC03280
  END;                                  00007560      ARC03290
END;                                    00007570      ARC03290
IF LB<0 THEN IF AMDATA[R,4]>0 THEN    00007580      ARC03300
  BEGIN                                  00007590      ARC03300
    AMDATA[P,K]+AMDATA[R,7]+0;        00007600      ARC03300
    AMDATA[R,R]+8;                     00007610      ARC03310
    GO TO FIN                            00007620      ARC03310
  END ELSE                               00007630      ARC03310
  BEGIN                                  00007640      ARC03310
    NODEFENSE=TRUE; LASTPRW+R;         00007650      ARC03310
    WRITE(DATAOUT, <"AM", I4, " NOT COVERED, TARGET IS ", 00007660      ARC03320
    A6, "DURING PERIOD", I4, "ICENT, AMDATA[R,4], AMDATA[R, 00007670      ARC03330
    2)); AMDATA[R,0]+0; GO TO FIN;      00007680      ARC03330
  END;                                  00007690      ARC03330
  DEL+SQRT(SP*SP/(S*S+1));             00007700      ARC03340
  IF NUS THEN                            00007710      ARC03350
  BEGIN                                  00007720      ARC03350
    IF Y2<Y1 THEN DEL+DEL;              00007730      ARC03350
    END ELSE IF X2<X1 THEN DEL+DEL;      00007740      ARC03360
    YA+ DEL*(PERIOD-TM-1)+(IF NOS THEN Y1 ELSE X1); 00007750      ARC03370
    KA+LA+9;                              00007760      ARC03370
    FOR I+PERIOD STEP 1 UNTIL LP DO      00007770      ARC03380
      BEGIN                                00007780      ARC03380
        COMMENT SET UP AMDATA ENTRIES; 00007790      ARC03380
      END;                                  00007800      ARC03390
      IF LA#KA THEN                        00007810      ARC03390
      BEGIN                                  00007820      ARC03390
        IF KA=NAMDATA THEN UPENROW(R,KA,FULL); 00007830      ARC03400
        IF KA=NAMDATA-1 THEN              00007840      ARC03400
        BEGIN                                  00007850      ARC03400
          AMDATA[R,KA+1]+0;               00007860      ARC03400
          OPENROW(R,KA,FULL);              00007870      ARC03400
        END;                                  00007880      ARC03410
        LA+KA+1;                            00007890      ARC03410
      END;                                  00007900      ARC03410
      KA+LA; A+B+YA+YA+DEL;              00007900      ARC03410
      IF I=LP THEN DEL+SIGN(DEL)*SQRT((SP*(TG7-LP))*2/(S* 00007910      ARC03420
      S+1));                                00007920      ARC03420
      IF DEL<0 THEN A+A+DEL ELSE B+B+DEL; 00007930      ARC03430
```

FOR L=0 STEP 1 UNTIL LB DO	00007940	ARC03440
BEGIN	00007950	ARC03440
IF A<INTA[L] AND B>INTB[L] THEN	00007960	ARC03450
BEGIN	00007970	ARC03450
AMDATA[R,6]+I; AMDATA[R,LA]+-I;	00007980	ARC03460
KA+KA+1;	00007990	ARC03460
AMDATA[R,KA]+INTC[L] & I[(1R:36:12)];	00008000	ARC03460
END;	00008010	ARC03460
IF KA=NAMDATA THEN OPENROW(R,KA,FULL)	00008020	ARC03470
END	00008030	ARC03470
END;	00008040	ARC03470
IF LA=KA THEN KA+KA-1; AMDATA[R,KA+1]+-LP;	00008050	ARC03480
AMDATA[R,8]+KA;	00008060	ARC03480
IF MAXAMDT<R THEN MAXAMDT+R;	00008070	ARC03500
END PROCEDURE GENAMDATA;	00008080	ARC03500
FIN;	00008090	ARC03501
COMMENT GENMSPEC READS DM RANGE AND EFFECTIVENESS AND BUILDS DMSPEC;	00008100	ARC03501
PROCEDURE GENMSPEC;	00008110	ARC03520
BEGIN	00008120	ARC03520
FORK @10 DO	00008130	ARC03520
BEGIN	00008140	ARC03520
READ(DATIN [NO],A,CODE)(PROCESS);	00008150	ARC03530
IF CODE#"SF " THEN GO TO REPORTS;	00008160	ARC03540
READ(DATIN,/,1,/,1A,TB);	00008170	ARC03540
DMSPEC[2*1]+TA; DMSPEC[2*1+1]+TR;	00008180	ARC03550
END;	00008190	ARC03550
END DMSPEC;	00008200	ARC03550
COMMENT GENTLIST READS TOM INFO AND BUILDS TOMLIST;	00008210	ARC03551
PROCEDURE GENTLIST;	00008220	ARC03551
BEGIN	00008230	ARC03560
FORJ @10 DO	00008240	ARC03560
BEGIN	00008250	ARC03570
READ(DATIN [NO],A,CODE)(PROCESS);	00008260	ARC03570
IF CODE#"TDM" THEN GO TO REPORTS;	00008270	ARC03570
READ(DATIN,/,K,K,1DLIST(K));	00008280	ARC03580
END;	00008290	ARC03580
END PROCEDURE GENTLIST;	00008300	ARC03580
COMMENT GENMLOCN READS DM SITE INFO AND BUILDS DMLOCN;	00008310	ARC03590
PROCEDURE GENMLOCN;	00008320	ARC03591
BEGIN	00008330	ARC03591
FORK @10 DO	00008340	ARC03600
BEGIN	00008350	ARC03600
READ(DATIN [NO],A,CODE)(PROCESS);	00008360	ARC03600
IF CODE#"DM " THEN GO TO REPORTS;	00008370	ARC03610
READ(DATIN,/,J,/,1,/,FOR J=0,1,3,4 DO DMLOCN(I,J));	00008380	ARC03610
DMLOCN(I,2)+DMLOCN(I,3)+DMLOCN(I,4);	00008390	ARC03610
IF NDM<I THEN NDM+1;	00008400	ARC03620
FORK NTYPE-1 DO IF DMLOCN(I,K+3)≠0 THEN CLEARBIT(00008410	ARC03630
DMV(I)(K),I);	00008420	ARC03630
END;	00008430	ARC03640
END PROCEDURE GENMLOCN;	00008440	ARC03640
PROCEDURE PLAUSIBLE;	00008450	ARC03640
BEGIN	00008460	ARC03650
COMMENT GENERATE FACUTA AND PACUMS;	00008470	ARC03660
CT,CU,X1,X2,Y1,Y2;	00008480	ARC03660
CJ	00008490	ARC03660
L3,L4,L5,FIN,FINISH,L6;	00008500	ARC03670
T,U(0:7);	00008510	ARC03670
PACIN+TRUE;	00008520	ARC03680
END	00008530	ARC03680
END	00008540	ARC03690

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FORI #10 DO
BEGIN
  READ(DATIN (NO),A,(DRE))(PROCESS);
  IF CODE# "PAC" THEN GO TO REPORTS;
  READ(DATIN,/,1,X1,Y1,X2,Y2);
  FORJ / DO
  BEGIN
    T(IJ)+0; U(IJ)+0
  END;
  NPAC+NPAC+1; N3+4*NPAC; CT +CU+1; K+Y2;
  PICKCHARS(X2,K,7,5,2);
  PICKCHARS(Y1,K,7,3,2); PACDTAN3+K;
  PICKCHARS(X1,PACDTAN3,7,1,2); N3+N3+1;
  KC+SORTGT(X2,Y2,K);
  FOR KD+1 STEP 1 UNTIL KC DO
  BEGIN
    I+SORTGT(X2,Y2,KD); KP+TCITAB(I,1);
    KA+0; C+CONVEPED(I);
    FOR K+A STEP 1 UNTIL 1 DO
    BEGIN
      PICKCHARS(K,K,K,K,1);
      IF KA=0 THEN GO TO L5;
      IF KA=" " THEN GO TO L4;
      IF CT=NTYPT-1 THEN IF C THEN GO TO L4 ELSE
      GO TO L3;
      FORJ CT DO IF KA=I(IJ) THEN IF C THEN GO TO
      L4 ELSE GO TO L3; CT+CT+1;
      T(CT)+KA;
      IF NOT C THEN
      BEGIN
        CU+CU+1; U(CT)+KA
      END;
      GO TO L4 ;
    END;
    FORJ CU DO IF KA=U(IJ) THEN GO TO L4;
    CU+CU+1; U(CU)+KA;
    IF CU=NTYPT-1 THEN GO TO FIN;
  END;
END;
IF T(IJ)=0 THEN
BEGIN
  NPAC+NPAC-1;
  WRITE(DATOUT,"NO TARGETS FOR PAC X=",I4," Y=",
  I4," TO X=",I4," Y=",I4 >>X1,Y1,X2,Y2);
  GO TO FINISH;
END ELSE
BEGIN
  PACKWORD(PACDTAN3,T); N3+N3+1;
  PACKWORD(PACDTAN3,U);
END;
C+TRUE; I+PERIOD; PERIOD+0; N3+N3+1;
GENAMDATA(O,X1+.5,Y1+.5,X2+.5,Y2+.5,9, NPAC,FULL,C);
; PERIOD+1; AMDATA(I,0)+0; K+1;
KA+AMDATARK,R;
IF KAS9 OR NDEFENSE THEN
BEGIN
  NPAC+NPAC-1; GO TO FINISH;
END;
FOR J+10 STEP 1 UNTIL KA DO
BEGIN
  NPACDMS+NPACDMS+1;
  PACDMS+NPACDMS+AMDATARK,J;

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00008550   ARC03700
00008560   ARC03700
00008570   ARC03700
00008580   ARC03710
00008590   ARC03710
00008600   ARC03720
00008610   ARC03720
00008620   ARC03720
00008630   ARC03720
00008640   ARC03740
00008650   ARC03740
00008660   ARC03740
00008670   ARC03750
00008680   ARC03760
00008690   ARC03760
00008700   ARC03760
00008710   ARC03770
00008720   ARC03770
00008730   ARC03780
00008740   ARC03780
00008750   ARC03780
00008760   ARC03790
00008770   ARC03790
00008780   ARC03800
00008790   ARC03800
00008800   ARC03810
00008810   ARC03820
00008820   ARC03820
00008830   ARC03820
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00008850   ARC03820
00008860   ARC03820
00008870   ARC03830
00008880   ARC03840
00008890   ARC03840
00008900   ARC03850
00008910   ARC03850
00008920   ARC03850
00008930   ARC03860
00008940   ARC03860
00008950   ARC03860
00008960   ARC03870
00008970   ARC03880
00008980   ARC03880
00008990   ARC03880
00009000   ARC03880
00009010   ARC03890
00009020   ARC03890
00009030   ARC03890
00009040   ARC03900
00009050   ARC03910
00009060   ARC03930
00009070   ARC03930
00009080   ARC03930
00009090   ARC03930
00009100   ARC03940
00009110   ARC03940
00009120   ARC03950
00009130   ARC03950
00009140   ARC03960
00009150   ARC03960

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	END;	00009160	ARC03960
	PACDTAN3*NPACDMS; KB*AMDATA[K,7];	00009170	ARC03970
	IF KB#0 THEN	00009180	ARC03970
	BEGIN	00009190	ARC03970
	AMDATA[K,01*0; K*KB; GO TO L6;	00009200	ARC03970
	END;	00009210	ARC03970
FINISH:	END;	00009220	ARC03980
	END PLAUSIBLE;	00009230	ARC03980
		00009240	ARC03981
COMMENT SETHEUR SETS HEURISTIC VARIABLES TRUE AS SPECIFIED BY INPUTS;		00009250	ARC03981
PROCEDURE	SETHEUR;	00009260	ARC03990
	BEGIN	00009270	ARC03990
LABEL	L1,L2,L3,L4,L5,L6,L7,L8,L9,L10,FIN;	00009280	ARC04000
SWITCH	SW=L1,L2,L3,L4,L5,L6,L7,L8,L9,L10;	00009290	ARC04010
	READ(DATIN,,K,K); GO TO SW(K);	00009300	ARC04020
L1:	HEURISTIC1* IF K=1 THEN TRUE ELSE FALSE;	00009310	ARC04030
	GO TO FIN;	00009320	ARC04030
L2:	HEURISTIC2* IF K=2 THEN TRUE ELSE FALSE;	00009330	ARC04040
	GO TO FIN;	00009340	ARC04040
L3:	HEURISTIC3* IF K=3 THEN TRUE ELSE FALSE;	00009350	ARC04050
	GO TO FIN;	00009360	ARC04050
L4:	HEURISTIC4* IF K=4 THEN TRUE ELSE FALSE;	00009370	ARC04060
	GO TO FIN;	00009380	ARC04060
L5:	HEURISTIC5* IF K=5 THEN TRUE ELSE FALSE;	00009390	ARC04070
	GO TO FIN;	00009400	ARC04070
L6:	HEURISTIC6* IF K=6 THEN TRUE ELSE FALSE;	00009410	ARC04080
	GO TO FIN;	00009420	ARC04080
L7:	HEURISTIC7* IF K=7 THEN TRUE ELSE FALSE;	00009430	ARC04090
	GO TO FIN;	00009440	ARC04090
L8:	HEURISTIC8* IF K=8 THEN TRUE ELSE FALSE;	00009450	ARC04100
	GO TO FIN;	00009460	ARC04100
L9:	HEURISTIC9* IF K=9 THEN TRUE ELSE FALSE;	00009470	ARC04110
	GO TO FIN;	00009480	ARC04110
L10:	HEURISTIC10* IF K=10 THEN TRUE ELSE FALSE;	00009490	ARC04120
	GO TO FIN;	00009500	ARC04120
FIN:	WRITE(DATOUT, HEUR[K]);	00009510	ARC04130
	END SETHEUR;	00009520	ARC04130
		00009530	ARC04131
COMMENT SELECTDM SELECTS A TDM FOR USE AGAINST THE AM STORED IN ROW ALTX		00009540	ARC04131
OF TABLE ALTERS. IT MAY CHANGE TDM PREVIOUSLY SELECTED;		00009550	ARC04132
PROCEDURE	SELECTDM;	00009560	ARC04140
	BEGIN	00009570	ARC04140
INTEGER	I,J,K,KA,KB,KC,KD,KE,KF,L,KG,KH,KI,A,KJ;	00009580	ARC04150
LABEL	FIN,L1,L2,L3;	00009590	ARC04160
	ITDMONE+ITDMZERO+ITDMONEA+ITDMZERDA*0;	00009600	ARC04170
	TDMONE+TDMZERO+FFAS+FALSE;	00009610	ARC04170
	KA+ALTERS[ALTX,4]; KB+ALTERS[ALTX,KA];	00009620	ARC04180
	KD+AMDATA[ALTERS[ALTX,0],3];	00009630	ARC04180
	IF KB=0 THEN GO TO L2;	00009640	ARC04190
	COMMENT BRANCH TO SELECT NEW TDM FOR ALTX;	00009650	ARC04190
	KC+TDLIST[KB]+TDLIST[KB]+1;	00009660	ARC04200
	ALTERS[ALTX,KA]+0; IF KC>3 THEN GO TO FIN;	00009670	ARC04210
	A+0;	00009680	ARC04210
L1:	FOR I 14 DO	00009690	ARC04230
	BEGIN	00009700	ARC04230
	KC+TDMTGT(KB,I); IF KC=0 THEN GO TO FIN;	00009710	ARC04230
	KE+A;	00009720	ARC04230
	FOR J*2,3,4,5 DO	00009730	ARC04240
	BEGIN	00009740	ARC04240
	KE+KE+TDLIST[TGTITAD[KC,J]];	00009750	ARC04240
	IF KE>3 THEN GO TO L3;	00009760	ARC04250
	END		
	END		

	END;	00009770	ARC04250
	IF KE=1 THEN	00009780	ARC04260
	BEGIN	00009790	ARC04260
	ITDMZERD+ITDMZERD+1;	00009800	ARC04260
	TDMZERD+TDMONE+TRUE;	00009810	ARC04260
	ITDMONE+ITDMONE-1	00009820	ARC04270
	END;	00009830	ARC04270
	IF KE=2 THEN	00009840	ARC04280
	BEGIN	00009850	ARC04280
	ITDMONE +ITDMONE+1; TDMONE+TRUE;	00009860	ARC04280
	END;	00009870	ARC04280
	IF KE<3 THEN IF ACTIVE(TYPATK,TGTTAD(KC,1)) THEN	00009880	ARC04290
	IF KE=1 THEN	00009890	ARC04290
	BEGIN	00009900	ARC04290
	ITDMZERDA+ITDMZERDA+1;	00009910	ARC04300
	ITDMONEA+ITDMONEA-1	00009920	ARC04300
	END ELSE ITDMONEA+ ITDMONEA+1;	00009930	ARC04310
L3:	END FOR I LOOP;	00009940	ARC04320
	GO TO FIN;	00009950	ARC04320
L2:	KE+1; A+1;	00009960	ARC04330
	FOR J=2,3,4,5 DO	00009970	ARC04340
	BEGIN	00009980	ARC04340
	I+TGTTAD(KD,J); KF+TOLIST(I);	00009990	ARC04340
	IF KF>KE THEN	00100000	ARC04340
	BEGIN	00100010	ARC04340
	KL+KF; K+I;	00100020	ARC04350
	END;	00100030	ARC04350
	END;	00100040	ARC04350
	IF KE>0 THEN	00100050	ARC04360
	BEGIN	00100060	ARC04360
	TOLIST(K)+TOLIST(K)-1;	00100070	ARC04360
	ALTERS(ALT,K)+K; FEAS+TRUE; TDMAFF+K;	00100080	ARC04370
	IF KE>2 THEN GO TO FIN ELSE	00100090	ARC04380
	BEGIN	00101000	ARC04380
	KH+K; GO TO I1;	00101010	ARC04380
	END	00101020	ARC04380
	END;	00101030	ARC04380
	FOR K LASTALT DO IF K#ALTY THEN	00101040	ARC04390
	BEGIN	00101050	ARC04390
	KJ+ALTERS(K,ALTERS(K,4));	00101060	ARC04390
	IF KJ<=4 AND KJ#0 THEN	00101070	ARC04400
	BEGIN	00101080	ARC04400
	FOR J=2,3,4,5 DO	00101090	ARC04410
	BEGIN	00102000	ARC04410
	I+TGTTAD(KD,J);	00102010	ARC04410
	IF KJ=I THEN	00102020	ARC04410
	BEGIN	00102030	ARC04410
	KG+0; KE+AMDATA(ALTERS(K,0),3);	00102040	ARC04420
	FOR L=2,3,4,5 DO	00102050	ARC04420
	BEGIN	00102060	ARC04420
	KF+TGTTAD(KF,L);	00102070	ARC04420
	KH+TOLIST(KF);	00102080	ARC04430
	IF KH>KG THEN	00102090	ARC04430
	BEGIN	00103000	ARC04430
	KG+KH; KI+KF;	00103010	ARC04430
	END;	00103020	ARC04430
	END;	00103030	ARC04430
	END;	00103040	ARC04440
	IF KG>0 THEN	00103050	ARC04440
	BEGIN	00103060	ARC04440
	ALTERS(K,ALTERS(K,4))+KI;	00103070	ARC04440
	ALTERS(ALT,K)+I;	00103070	ARC04440

	TDLISTEKI1+TDLISTEKI2-1;	00010380	ARC04450
	FFAS+TRUE; TDMAFF+KI;	00010390	ARC04450
	IF KG>2 THEN GO TO FIN ELSE	00010400	ARC04460
	BEGIN	00010410	ARC04460
	KB+KI; GO TO L1	00010420	ARC04460
	END	00010430	ARC04460
	END;	00010440	ARC04460
	END IF ALTERS BLOCK;	00010450	ARC04470
	END FOR J LOOP;	00010460	ARC04480
	END;	00010470	ARC04480
	END FORK LOOP;	00010480	ARC04480
FIN;	END SELECTDM;	00010490	ARC04490
		00010500	ARC04491
	COMMENT EVALUATE CALCULATES THE FEATURE VALUES GIVEN THAT THE DM STORED	00010510	ARC04491
	IN ROW ALTX,ELEMENT DMOU OF TABLE ALTERS IS BEING USED INSTEAD	00010520	ARC04492
	OF ELEMENT DMIN, DMIN=0 OR DMOU=0 INDICATES THAT A DM IS ONLY	00010530	ARC04493
	BEING USED OR ONLY BEING SAVED, RESPECTIVELY;	00010540	ARC04494
PROCEDURE	EVALUATE(DMIN,DMOU);	00010550	ARC04510
VALUE	DMIN,DMOU;	00010560	ARC04520
INTEGER	DMIN,DMOU;	00010570	ARC04520
	BEGIN	00010580	ARC04520
	COMMENT EVALUATE FEATURE VALUES, DMIN IS ALTERS INDEX OF DM BEING	00010590	ARC04530
	RETURNED,DMOU IS SAME FOR ASSIGNED;	00010600	ARC04540
LABEL	L1,L2,L3,FIN,L4,L5,L6,L7,L8;	00010610	ARC04550
BOOLEAN	VOID;	00010620	ARC04550
REAL	X,Y,Z,V;	00010630	ARC04550
INTEGER	I,J,K,KA,KB,KC,KD,KE,KF,A,R,C,D,N3;	00010640	ARC04560
	SUBVALCNT+SUBHEVALCNT+1; B=0;	00010650	ARC04570
	IF DMOU=0 THEN	00010660	ARC04580
	BEGIN	00010670	ARC04580
	IF DMIN=0 THEN	00010680	ARC04580
	BEGIN	00010690	ARC04580
	VOID+TRUE;	00010700	ARC04580
	GO TO L3	00010710	ARC04580
	END	00010720	ARC04580
	END ELSE	00010730	ARC04590
	BEGIN	00010740	ARC04590
	IF BPAC THEN BREAKDMWORD(WPAC,A,R,C,D) ELSE	00010750	ARC04600
	BREAKDMWORD(ALTERS[ALTX,DMOU],A,R,C,D);	00010760	ARC04610
	IF BPAC OR B=0 THEN IF CHEKBIT(DMVOID[I],C) THEN	00010770	ARC04620
	BEGIN	00010780	ARC04620
	FEAS+FALSE; GO TO FIN	00010790	ARC04630
	END;	00010800	ARC04630
	END;	00010810	ARC04630
	FEAS+TRUE; VOID+FALSE; Z+1;	00010820	ARC04640
	V+IF BPAC THEN PACVALUE ELSE IGTLCVFAMDATA[ALTERS[00010830	ARC04650
	ALTX,0],3],4]; IF BPAC THEN GO TO L1;	00010840	ARC04660
	IF DMIN=0 THEN IF R=0 THEN GO TO L2 ELSE GO TO L1;	00010850	ARC04670
	BREAKDMWORD(ALTERS[ALTX,DMIN],KA,KB,KC,KD);	00010860	ARC04680
	IF KB=0 THEN GO TO L1; KE+DMLOC[KA,KD+3];	00010870	ARC04690
	KF+DMLOC[KB,2]; KE+KE+1;	00010880	ARC04690
	DMLOC[KB,KD+3]+KE;	00010890	ARC04690
	IF KE=1 THEN	00010900	ARC04700
	BEGIN	00010910	ARC04700
	CLEARBIT(DMVOID[KD],KC); VOID+TRUE;	00010920	ARC04700
	TFEAT[17]+TFEAT[17]-1;	00010930	ARC04710
	END;	00010940	ARC04710
L7;	IF CHEKBIT(TWOCOR,KC) THEN TFEAT[12]+TFEAT[12]-1 ELSE	00010950	ARC04730
	IF CHEKBIT(THREECOR,KC) THEN TFEAT[13]+TFEAT[13]-1;	00010960	ARC04730
	X+KE/KF; Y+(KE-1)/KF;	00010970	ARC04740
	IF Y<.25 THEN	00010980	ARC04750

	HEGIN	00010990	ARCC4750
	IF X>.25 THEN	00011000	ARCC4750
	HEGIN	00011010	ARCC4750
	TFEAT[16]+TFEAT[16]-Z;	00011020	ARCC4750
	TFEAT[15]+TFEAT[15]+Z	00011030	ARCC4760
	END	00011040	ARCC4760
	END ELSE IF Y<.5 THEN	00011050	ARCC4760
	HEGIN	00011060	ARCC4760
	IF X>.5 THEN	00011070	ARCC4760
	HEGIN	00011080	ARCC4760
	TFEAT[15]+TFEAT[15]-Z;	00011090	ARCC4770
	TFEAT[14]+TFEAT[14]+Z	00011100	ARCC4770
	END	00011110	ARCC4770
	END ELSE IF Y<.75 THEN IF X>.75 THEN TFEAT[14]+TFEAT[14]-Z;	00011120	ARCC4780
	IF DMOUT=0 THEN GO TO L3;	00011130	ARCC4790
L1:	IF B=0 AND NOT BPAC THEN GO TO L2;	00011140	ARCC4800
	KE+DMLOC[C,0+3]; KF+DMLOC[C,2]; KF+KE-1;	00011150	ARCC4810
	DMLOC[D,0+3]+KE;	00011160	ARCC4810
	IF KE=0 THEN	00011170	ARCC4820
	HEGIN	00011180	ARCC4820
	SETBIT(DMVOID[D],C); VOID+TRUE;	00011190	ARCC4820
	TFEAT[17]+TFEAT[17]+1;	00011200	ARCC4830
L8:	END;	00011210	ARCC4830
	IF CHECKBIT(TWOCOR,C) THEN TFEAT[12]+TFEAT[12]+1 ELSE	00011220	ARCC4850
	IF CHECKBIT(THRECOR,C) THEN TFEAT[13]+TFEAT[13]+1;	00011230	ARCC4850
	X+KE/KF; Y+(KF+1)/KF;	00011240	ARCC4860
	IF X<.25 THEN	00011250	ARCC4870
	HEGIN	00011260	ARCC4870
	IF Y>.25 THEN	00011270	ARCC4870
	HEGIN	00011280	ARCC4870
	TFEAT[16]+TFEAT[16]+Z;	00011290	ARCC4870
	TFEAT[15]+TFEAT[15]-Z	00011300	ARCC4880
	END	00011310	ARCC4880
	END ELSE IF X<.5 THEN	00011320	ARCC4880
	HEGIN	00011330	ARCC4880
	IF Y>.5 THEN	00011340	ARCC4880
	HEGIN	00011350	ARCC4880
	TFEAT[15]+TFEAT[15]+Z;	00011360	ARCC4890
	TFEAT[14]+TFEAT[14]-Z	00011370	ARCC4890
	END	00011380	ARCC4890
	END ELSE IF X<.75 THEN IF Y>.75 THEN TFEAT[14]+TFEAT[14]-Z;	00011390	ARCC4900
	IF DMIN=0 OR KB=0 THEN IF VOID THEN GO TO L3 ELSE GO	00011400	ARCC4900
	TO FIN;	00011410	ARCC4910
	SELECTION HAS BEEN MADE;	00011420	ARCC4910
L2: COMMENT TOM	IF NOT TOMONE THEN GO TO L3; KE+ITOMZERO;	00011430	ARCC4920
	KF+ITOMONE;	00011440	ARCC4930
	IF B=0 OR DMOUT=0 THEN	00011450	ARCC4930
	HEGIN	00011460	ARCC4940
	KE+KE; KF+KF	00011470	ARCC4940
	END;	00011480	ARCC4940
	TFEAT[5]+TFEAT[5]+KE; TFEAT[7]+TFEAT[7]+KF;	00011490	ARCC4950
	KE+ITOMZERO; KF+ITOMONE;	00011500	ARCC4950
	IF B=0 OR DMOUT=0 THEN	00011510	ARCC4960
	HEGIN	00011520	ARCC4970
	KE+KE; KF+KF	00011530	ARCC4970
	END;	00011540	ARCC4970
	TFEAT[6]+TFEAT[6]+KE; TFEAT[8]+TFEAT[8]+KF;	00011550	ARCC4970
L3:	IF FIRSTPASS THEN GO TO FIN;	00011560	ARCC4980
	IF VOID OR TOMZERO THEN K+K ELSE GO TO FIN;	00011570	ARCC4990
	FOR I=4 DO TFEAT[I]+0;	00011580	ARCC5000
		00011590	ARCC5010

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SOLEDM*01+SOLDMA*01*01
FOR11 NPAC DD
BEGIN
N3+1*4-1; KE+KE*0; KC+PACDTAN3+1;
N3+N3+4; KR+PACDTAN3; KD+0;
FOR JK*0 STEP 1 UNTIL KR DD
BEGIN
BREAKDMWORD(PACDMSTJ) ,A,P,C,D;
IF NOT CHECKIT(DMVGIDIDJ,C) THEN IF KD=0 THEN
KD+0 ELSE KD+1
END;
IF KD<0 THEN GO TO L4;
IF KD>0 THEN
BEGIN
N3+N3-2;
IF ACTIVE(TYPATK,PACDTAN3) THEN SETBIT(SOLDMA,
KD) ELSE SETBIT(SOLEDM,KD); N3+N3+2;
GO TO L4;
END;
TFEAT[1]+TFEAT[1]+1; N3+N3-2;
IF ACTIVE(TYPATK,PACDTAN3) THEN TFEAT[2]+TFEAT[2]+
1; N3+N3+1;
IF ACTIVE(TYPATK,PACDTAN3) THEN
BEGIN
KE+KE+1; GO TO L4;
END;
KA+KE*0; N3+N3-2;
PICKCHARS(PACDTAN3,KA,5,7,2);
PICKCHARS(PACDTAN3,KB,7,7,2);
KD+SORTGT(KA,KB,0);
FORJ1 KD DD
BEGIN
KC+SORTGT(KA,KB,J1);
FOR K2,3,4,5 DO IF DLSIT[GTAD(KC,KJ1)]*0 THEN
GO TO L5; KE+1;
IF ACTIVE(TYPATK,GTAD(KC,1)) THEN
BEGIN
KF+1; GO TO L6;
END;
END FORJ1 LOOP;
TFEAT[3]+TFEAT[3]+KE;
TFEAT[4]+TFEAT[4]+KF;
END FOR1 LOOP;
IF FEAS THEN
BEGIN
FOR I=9,10,11 DO TFEAT[I]*0;
TFEAT[18]+TFEAT[19]*0;
FOR1 LASTALT DD
BEGIN
BREAKDMWORD(ALTERS[I,ALTERS[I,4]],A,P,C,D);
IF CHECKIT(SOLEDM,C) THEN TFEAT[18]+TFEAT[18]+1
ELSE IF CHECKIT(SOLDMA,C) THEN TFEAT[19]+TFEAT[
19]+1;
IF H=0 THEN J+0 ELSE J+RNDM(I,B);
IF J<2 THEN
BEGIN
V+GTLCV[AMDATA[ALTERS[I,0],3],4];
IF R=0 AND D=0 THEN X+1 ELSE X+(IF H=0 THEN
1-TDMPRNB ELSE 1-DMSPEC[2*D+1]);
X+XXV; TFEAT[9+J]+TFEAT[9+J]+X;
END;

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L5:
L6:
L4:
FIN:

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00011600 ARC05010
00011610 ARC05020
00011620 ARC05020
00011630 ARC05020
00011640 ARC05030
00011650 ARC05040
00011660 ARC05040
00011670 ARC05040
00011680 ARC05050
00011690 ARC05050
00011700 ARC05050
00011710 ARC05060
00011720 ARC05070
00011730 ARC05070
00011740 ARC05070
00011750 ARC05080
00011760 ARC05090
00011770 ARC05090
00011780 ARC05090
00011790 ARC05110
00011800 ARC05120
00011810 ARC05120
00011820 ARC05130
00011830 ARC05130
00011840 ARC05130
00011850 ARC05130
00011860 ARC05150
00011870 ARC05150
00011880 ARC05150
00011890 ARC05160
00011900 ARC05160
00011910 ARC05160
00011920 ARC05160
00011930 ARC05170
00011940 ARC05180
00011950 ARC05180
00011960 ARC05180
00011970 ARC05190
00011980 ARC05190
00011990 ARC05190
00020000 ARC05200
00020010 ARC05200
00020020 ARC05210
00020030 ARC05230
00020040 ARC05230
00020050 ARC05240
00020060 ARC05240
00020070 ARC05250
00020080 ARC05250
00020090 ARC05250
00021000 ARC05260
00021100 ARC05270
00021120 ARC05270
00021130 ARC05280
00021140 ARC05290
00021150 ARC05290
00021160 ARC05290
00021170 ARC05310
00021180 ARC05310
00021190 ARC05320
00022000 ARC05320

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END FORT LOGP;                                00012210      ARC05330
ITOMUNE*ITOMZFR0+ITOMNFA*ITOMZFR0A*0;        00012220      ARC05340
ITOMUNE*ITOMZFR0+FALSE;                      00012230      ARC05340
END;                                           00012240      ARC05340
END EVALUATE;                                 00012250      ARC05360
                                           00012260      ARC05361
COMMENT PACVAL DETERMINES THE FEATURE VALUES GIVEN THAT AN AM ENTERS 00012270      ARC05361
THE SYSTEM THROUGH A PAC WHICH MAXIMIZES THE MINIMUM DECISION      00012280      ARC05362
FUNCTION VALUE OVER ALL PAC. RESULT IS STORED IN PFLAT;             00012290      ARC05363
PROCEDURE PACVAL;                                           00012300      ARC05370
BEGIN                                           00012310      ARC05370
COMMENT DETERMINE MAX-MIN VALUES UNDER ONE PAC ATTACK;          00012320      ARC05380
INTEGER J,K,KA,KB,KC,KD,A,B,C,D,MIN,MAX,L,N3; 00012330      ARC05390
REAL VMIN,VMAX,V;                                           00012340      ARC05400
LABEL Q,L1,L2,L3,L4;                                         00012350      ARC05400
REAL ARRAY DMFEAT(0:NDM*NTYPE,0:NFEATURES), INTA(0:NDM*NTYPE); 00012360      ARC05420
INTEGER ARRAY INTB,INTC(0:NDM*NTYPE);                       00012370      ARC05420
FOR J=NDM DO INTA[J]=0; BPAC=TRUE; MAX=0;                   00012380      ARC05430
N3=3; FOR I=NFEATURES DO XFAT[I]=TFFAT[I];                 00012390      ARC05440
FOR I=NFEATURES DO DMFEAT(0,J)+TFFAT[I];                  00012400      ARC05450
INTB(0)+TFFAT(4); INTC(0)+TFFAT(3);                       00012410      ARC05460
MULT(WATE,TFFAT,INTA(0),K,NFEATURES);                    00012420      ARC05460
FOR I=NPAC DO                                             00012430      ARC05470
BEGIN                                                    00012440      ARC05470
C=PACDTAN3; N3=N3+4; D=PACDTAN3; MIN=0;                   00012450      ARC05480
FOR J=C+1 STEP 1 UNTIL D DO                               00012460      ARC05490
BEGIN                                                    00012470      ARC05490
WPAC=PACDMSEJ;                                           00012480      ARC05490
BREAKDOWNDR(WPAC,A,A,A,B);                               00012490      ARC05500
IF INTA(A)≠0 THEN GO TO L1;                               00012500      ARC05500
FOR K=NFEATURES DO TFEAT[K]+XFAT[K];                     00012510      ARC05510
K=DMLOCDA,R+3;                                           00012520      ARC05520
IF K=0 THEN GO TO Q; EVALUATE(Q,1);                       00012530      ARC05520
DMLOCDA,R+3)+K;                                          00012540      ARC05520
IF K=1 THEN CLEARBT(DMVOIDERI,A);                       00012550      ARC05530
FOR K=NFEATURES DO DMFEAT(A+R*NDM,K)+TFEAT[K];           00012560      ARC05540
INTC(A)+TFFAT(3);                                         00012570      ARC05540
MULT(WATE,TFFAT,INTA(A),K,NFEATURES);                   00012580      ARC05550
INTB(A)+TFFAT(4);                                         00012590      ARC05550
V=INTA(A);                                                00012600      ARC05560
IF HEURISTIC9 THEN KA=KC+0 ELSE                          00012610      ARC05560
BEGIN                                                    00012620      ARC05560
KA=INTB(A); KC=INTC(A);                                  00012630      ARC05570
END;                                                       00012640      ARC05570
IF MIN=0 THEN GO TO L2;                                   00012650      ARC05570
VMIN=INTA(MIN);                                           00012660      ARC05570
IF HEURISTIC9 THEN KB=KD+0 ELSE                          00012670      ARC05580
BEGIN                                                    00012680      ARC05580
KB=INTB(MIN); KD=INTC(MIN);                             00012690      ARC05580
END;                                                       00012700      ARC05580
IF KA<KB THEN GO TO L2;                                   00012710      ARC05590
IF KB<KA OR VMIN<V+5 THEN GO TO Q;                       00012720      ARC05600
IF V<VMIN OR KC<KD THEN GO TO L2 ELSE GO TO Q;           00012730      ARC05610
L2: MIN=V;                                                 00012740      ARC05620
IF MAX=0 THEN IF J=0 THEN GO TO L3 ELSE GO TO W;         00012750      ARC05630
VMAX=INTA(MAX);                                           00012760      ARC05640
IF HEURISTIC9 THEN KR=KD+0 ELSE                          00012770      ARC05640
BEGIN                                                    00012780      ARC05640
KR=INTB(MAX); KD=INTC(MAX);                             00012790      ARC05650
END;                                                       00012800      ARC05650
IF KA<KR THEN GO TO L4;                                   00012810      ARC05660

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	IF KR<PA OR VMAX<V+8-5 THEN GO TO Q;	00012820	ARC05670
	IF V<VMAX OR KC<KD THEN GO TO L4 ELSE GO TO Q;	00012830	ARC05680
L3:	MAX*MIN;	00012840	ARC05690
Q:	END FOR JLOOP;	00012850	ARC05700
	MAX*IF MIN=0 THEN MAX ELSE MIN;	00012860	ARC05700
L4:	END FOR I LOOP;	00012870	ARC05710
	FORK NFEATURES DO TFEAT(K)+YFEAT(K);	00012880	ARC05710
	TV1*INTB(MAX); TV2*INTA(MAX);	00012890	ARC05720
	TV3*INTCL(MAX); BFAC*FALSE;	00012900	ARC05720
	IF HEURISTIC THEN TV1*TV3*0;	00012910	ARC05730
	FORK NFEATURES DO PFEAT(K)+DMFEAT(MAX,K);	00012920	ARC05740
	PFEAT(0)+TV2;	00012930	ARC05740
	END PACEVAL;	00012940	ARC05750
		00012950	ARC05751
	COMMENT NEWAM SUPERVISES THE GENERATION OF AMDATA BY EITHER CALLING PROC	00012960	ARC05751
	GENAMDATA OR RETRIEVING DATA PREVIOUSLY STORED IN PAMDATA;	00012970	ARC05752
PROCEDURE	NFWAM(PERIOD,I);	00012980	ARC05760
VALUE	PERIOD,I;	00012990	ARC05760
INTEGER	PERIOD,I;	00013000	ARC05760
REAL	REGIN	00013010	ARC05760
	Q;	00013020	ARC05760
	AMIND*AMIND+1; ATTACK[I,7]+1;	00013030	ARC05770
	NOTGT+NODEFENSE+TODLATE*FALSE;	00013040	ARC05770
	IF AMFLAG THEN	00013050	ARC05780
	BEGIN	00013060	ARC05780
	FORJ MAMDATA DO IF AMDATA[J,0]=0 THEN	00013070	ARC05790
	BEGIN	00013080	ARC05790
	LASTPROW*J; J+9999;	00013090	ARC05790
	END;	00013100	ARC05790
	IF MAXAMDT<LASTPROW THEN MAXAMDT*LASTPROW;	00013110	ARC05800
	FORJ NAMDATA DO AMDATA[LASTPROW,J]+PAMDATA[AMIND,J];	00013120	ARC05810
	K*AMDATA[LASTPROW,0];	00013130	ARC05820
	IF K#1 THEN AMDATA[LASTPROW,0]+0;	00013140	ARC05820
	IF K#2 THEN ATKTYPE(AMDATA[LASTPROW,3],PERIOD);	00013150	ARC05830
	IF K#1 THEN IF K=2 THEN NODEFENSE*TRUE ELSE IF K=3	00013160	ARC05840
	THEN NOTGT*TRUE ELSE TODLATE*TRUE;	00013170	ARC05840
	WRITE(OUTPUT,<"AM",14>,AMDATA[LASTPROW,1]);	00013180	ARC05850
	IF AMDATA[LASTPROW,7]#0 THEN	00013190	ARC05860
	BEGIN	00013200	ARC05860
	AMIND*AMIND+1;	00013210	ARC05860
	FOR J<LASTPROW STEP 1 UNTIL MAMDATA DO IF	00013220	ARC05870
	AMDATA[J,0]=0 THEN	00013230	ARC05870
	BEGIN	00013240	ARC05870
	K*J; J*MAMDATA;	00013250	ARC05880
	END;	00013260	ARC05880
	FORJ NAMDATA DO AMDATA[K,J]+PAMDATA[AMIND,J];	00013270	ARC05880
	IF MAXAMDT<K THEN MAXAMDT*K;	00013280	ARC05890
	AMDATA[LASTPROW,7]+K;	00013290	ARC05900
	AMDATA[K,0]+LASTPROW;	00013300	ARC05900
	END	00013310	ARC05900
	END ELSE	00013320	ARC05900
	BEGIN	00013330	ARC05900
	GENAMDATA(ATTACK[I,1],ATTACK[I,2],ATTACK[I,3],	00013340	ARC05910
	ATTACK[I,4],ATTACK[I,5], ATTACK[I,6],ATTACK[I,0],	00013350	ARC05920
	FULL,FALSE);	00013360	ARC05920
	IF NOT NOTGT THEN ATKTYPE(AMDATA[LASTPROW,3],	00013370	ARC05930
	PERIOD);	00013380	ARC05930
	END IF AMFLAG;	00013390	ARC05940
	IF NODEFENSE THEN	00013400	ARC05950
	BEGIN	00013410	ARC05950
	K*AMDATA[LASTPROW,3];	00013420	ARC05950

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KA+AMDATA[ LASTPRW,4];          00013430      ARCC5950
T+TGTLCV[K,4]+TGTLCV[K,4]*(1-DESTPRB); 00013440      ARCC5960
KB+AMDATA[ LASTPRW,1];          00013450      ARCC5960
WRITE( DATAOUT,FI,DEST,PERIOD,KB,KA); 00013460      ARCC5970
WRITE( DATAOUT[DBL],DESTTGT,KA,AMDATA[ LASTPRW,2], 00013470      ARCC5980
KB,T); AMN0W+AMN0W-1; ATTACK[I,7]+0; 00013480      ARCC5990
END NODEFENSE ELSE IF NOTGT THEN 00013490      ARCC5990
BEGIN 00013500      ARCC5990
WRITE( DATAOUT[DBL],<"AM",I4," HAS NO TARGET">; 00013510      ARCC6000
ATTACK[I,0]; AMN0W+AMN0W-1; 00013520      ARCC6010
ATTACK[I,7]+0; 00013530      ARCC6010
END NOTGT ELSE IF TOULATE THEN 00013540      ARCC6020
BEGIN 00013550      ARCC6020
K+AMDATA[ LASTPRW,3]; KA+1; 00013560      ARCC6020
KE+AMDATA[ LASTPRW,1]; 00013570      ARCC6020
FOR J=2,3,4,5 DO 00013580      ARCC6030
BEGIN 00013590      ARCC6030
KC+TGTTAD[K,J]; KD+DLIST[KC]; 00013600      ARCC6030
IF KACKD THEN 00013610      ARCC6030
BEGIN 00013620      ARCC6030
KA+KD; KB+KC; 00013630      ARCC6040
END 00013640      ARCC6040
END; 00013650      ARCC6040
KF+AMDATA[ LASTPRW,4]; 00013660      ARCC6040
IF KA#0 THEN 00013670      ARCC6050
BEGIN 00013680      ARCC6050
DLIST[KR]+DLIST[KB]-1; 00013690      ARCC6050
DLIST[KR]+DLIST[KB]-1; 00013700      ARCC6050
END; 00013710      ARCC6050
IF KA=0 OR TDMPROB<RANDOM THEN 00013720      ARCC6060
BEGIN 00013730      ARCC6060
T+TGTLCV[K,4]+TGTLCV[K,4]*(1-DESTPROB); 00013740      ARCC6070
WRITE( DATAOUT [DBL],DESTTGT,KF,AMDATA[ LASTPRW, 00013750      ARCC6080
2],KE,T); 00013760      ARCC6080
END ELSE IF KA#0 THEN 00013770      ARCC6090
BEGIN 00013780      ARCC6090
WRITE( DATAOUT[DBL],KILLAM,KE,AMDATA[ LASTPRW,2] 00013790      ARCC6100
,"TDM",KB); AMN0W+AMN0W-1; 00013800      ARCC6100
END; 00013810      ARCC6100
IF KA#0 THEN DLIST[KB]+KA-1; 00013820      ARCC6110
ATTACK[I,7]+0; 00013830      ARCC6110
END TOULATE; 00013840      ARCC6110
END NEWAM; 00013850      ARCC6120
00013860      ARCC6121
COMMENT GENALTERS GENERATES A SINGLE ROW IN ALTERS FROM AM DATA STORED 00013870      ARCC6121
IN ROW I OF AMDATA; 00013880      ARCC6122
PROCEDURE GENALTERS(I); 00013890      ARCC6130
VALUE I; 00013900      ARCC6130
INTEGER I; 00013910      ARCC6130
BEGIN 00013920      ARCC6130
LABEL L1,L2,L3,L4,L5,L, NEXT, LAST; 00013930      ARCC6140
KA+FINAL; 00013940      ARCC6140
IF HEUR2(I,PERIOD) THEN 00013950      ARCC6150
BEGIN 00013960      ARCC6150
KA+KA+1; ALTERS[KA,0]+I; 00013970      ARCC6150
ALTERS[KA,1]+ALTERS[KA,2]+ALTERS[KA,3]+ALTERS[KA, 00013980      ARCC6160
4]+5; ALTERS[KA,5]+0; GO TO NEXT; 00013990      ARCC6160
END; 00014000      ARCC6160
KB+AMDATA[I,8]; KC+PERIOD; KF+4; 00014010      ARCC6180
IF COVERED(AMDATA[I,3]) THEN BPAC+TRUE ELSE BPAC+ 00014020      ARCC6190
FALSE; 00014030      ARCC6190

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	FOR K=AMDATA[I,5] STEP 1 UNTIL KB DD IF AMDATA[I,K]S	00014040	ARC06200
	KC THEN GO TO L1F	00014050	ARC06200
	IF AMDATA[I,7]#0 THEN	00014060	ARC06210
	BEGIN	00014070	ARC06210
	AMDATA[AMDATA[I,7],0]#1F	00014080	ARC06210
	AMDATA[I,0]#0	00014090	ARC06210
	END ELSE	00014100	ARC06220
	BEGIN	00014110	ARC06220
	IF RPAC THEN	00014120	ARC06220
	BEGIN	00014130	ARC06220
	KA+KA+1; ALTERS[KA,0]#1;	00014140	ARC06220
	ALTERS[KA,5]#0;	00014150	ARC06230
	FOR J1 4 DD ALTERS[KA,J]#5;	00014160	ARC06230
	IF AMDATA[I,2]#PERIOD THEN ALTERS[KA,1]#0;	00014170	ARC06240
	END;	00014180	ARC06240
	AMDATA[I,5]#KB+1;	00014190	ARC06240
	END;	00014200	ARC06240
	GO TO NEXT;	00014210	ARC06250
L1:	KA+KA+1; ALTERS[KA,0]#1; AMDATA[I,5]#K;	00014220	ARC06260
	ALTERS[KA,4]#5; ALTERS[KA,1]#0;	00014230	ARC06260
	IF AMDATA[I,K]#KC THEN	00014240	ARC06270
	BEGIN	00014250	ARC06270
	COMMENT SET UP CURRENT PERIOD;	00014260	ARC06270
	L2:FOR J=K+1 STEP 1 UNTIL KB DD	00014270	ARC06280
	BEGIN	00014280	ARC06280
	KG+AMDATA[I,J];	00014290	ARC06280
	IF KG#0 THEN GO TO L4;	00014300	ARC06290
	BREAKMWORD(KG,KD,KD,KD,KE);	00014310	ARC06290
	IF CHECKBIT(DMVOIDI[KE],KD) THEN GO TO L3;	00014320	ARC06300
	KF+KF+1; ALTERS[KA,KF]#KG;	00014330	ARC06310
L3:	END FOR J LOOP;	00014340	ARC06320
	IF KB=AMDATA THEN	00014350	ARC06330
	BEGIN	00014360	ARC06330
	K#8; I+AMDATA[I,7]; GO TO L2;	00014370	ARC06330
	END;	00014380	ARC06330
L4:	ALTERS[KA,1]#IF KF=4 THEN 0 ELSE KF;	00014390	ARC06340
	K#J;	00014400	ARC06340
	END CURRENT PERIOD;	00014410	ARC06340
	ALTERS[KA,2]#0;	00014420	ARC06350
L5:	FOR J=K+1 STEP 1 UNTIL KB DD	00014430	ARC06360
	BEGIN	00014440	ARC06360
	KG+AMDATA[I,J];	00014450	ARC06360
	IF KG#0 THEN IF HEUR2(I,PERIOD) THEN GO TO LAST	00014460	ARC06370
	ELSE GO TO L;	00014470	ARC06370
	BREAKMWORD(KG,KD,KD,KD,KE);	00014480	ARC06380
	IF CHECKBIT(DMVOIDI[KE],KD) THEN GO TO L;	00014490	ARC06380
	KD#OCCUR(AMDATA[KA,*],KF+1,KG,6,6,3);	00014500	ARC06390
	IF KDSKF THEN	00014510	ARC06390
	BEGIN	00014520	ARC06390
	ALTERS[KA,KD]#ALTERS[KA,KD]+ALTERSUNE;	00014530	ARC06400
	GO TO L	00014540	ARC06400
	END;	00014550	ARC06400
	KF+KF+1; ALTERS[KA,KF]#KG;	00014560	ARC06410
L:	END FOR J LOOP;	00014570	ARC06420
	IF AMDATA[I,7]#0 THEN	00014580	ARC06430
	BEGIN	00014590	ARC06430
	I+AMDATA[I,7]; KB+AMDATA[I,8]; K#8;	00014600	ARC06430
	GO TO L5;	00014610	ARC06430
	END;	00014620	ARC06430
	I#ALTERS[KA,0];	00014630	ARC06440
LAST:	IF KF=4 AND NOT RPAC THEN	00014640	ARC06450

	BEGIN	00014650	ARC06450
	KA+KA-1; GO TO NEXT	00014660	ARC06450
	END;	00014670	ARC06450
	KF+KF+1; ALTERS[KA,KF]+0;	00014680	ARC06460
	IF A[DATA[I,2]=PERIOD THEN ALTERS[KA,1]+KF;	00014690	ARC06460
	ALTERS[KA,3]+KF; ALTERS[KA,2]+HEUR3(KA);	00014700	ARC06470
	KD+ALTERS[KA,2];	00014710	ARC06480
	IF KD=KF AND NOT BPAC THEN ALTERS[KA,2]+KU-1;	00014720	ARC06480
	CW+CWX(ALTERS[KA,2]-4); CWQ+CWQX(KF-4);	00014730	ARC06490
NEXT;	FINAL+KA;	00014740	ARC06500
	END GENALTERS;	00014750	ARC06500
		00014760	ARC06501
	COMMENT INITIALALT ESTABLISHES AN INITIAL ALLOCATION FOR THE CURRENT	00014770	ARC06501
	PERIOD, X IS THE LOWER BOUND INDEX IN ALTERS, Y THE UPPER AND H	00014780	ARC06502
	IS A BOOLEAN WHEN TRUE IT IMPLIES MANDATORY ENGAGEMENT OF ALL AM;	00014790	ARC06503
PROCEDURE	INITIALALT(X,Y,H);	00014800	ARC06510
VALUE	X,Y,H;	00014810	ARC06520
INTEGER	X,Y;	00014820	ARC06520
BOOLEAN	H;	00014830	ARC06520
	BEGIN	00014840	ARC06520
	COMMENT DETERMINE INITIAL FEASIBLE ALTERNATIVE, X IS LOWER INDEX	00014850	ARC06530
	AND Y IS UPPER INDEX OF ALTERS, H TRUE IMPLIES MANDATORY ENGAGEMENT;	00014860	ARC06540
BUOLEAN	BINIT;	00014870	ARC06550
INTEGER	A,L,K,I,KA,KB,KC,KD;	00014880	ARC06550
LABEL	L1,L2,L3,L4,LA,FIN;	00014890	ARC06550
	FIRSTPASS+TRUE; A+ALT; L+LASTALT;	00014900	ARC06560
	LASTPROW*-1;	00014910	ARC06560
	FOR ALT=X STEP 1 UNTIL Y DO	00014920	ARC06570
	BEGIN	00014930	ARC06570
	KA+ALTERS[ALT,4]-1;	00014940	ARC06570
	KC+ALTERS[ALT,IF H THEN 2 ELSE 3]; K+0;	00014950	ARC06580
	BINIT+TRUE;	00014960	ARC06590
L1;	KA+KA+1; KB+ALTERS[ALT,KA];	00014970	ARC06600
	IF KB=0 THEN	00014980	ARC06600
	BEGIN	00014990	ARC06600
	LASTALT+ALT; KD+ALTERS[ALT,4];	00015000	ARC06610
	ALTERS[ALT,4]+KA; SELECTTDM;	00015010	ARC06610
	ALTERS[ALT,4]+KD;	00015020	ARC06610
	IF NOT FEAS THEN IF H THEN GO TO L2 ELSE	00015030	ARC06620
	BEGIN	00015040	ARC06620
	T+TGTLCV[A[DATA[ALTERS[ALT,0],3],4];	00015050	ARC06630
	TFEAT[9]+TFEAT[9]+T;	00015060	ARC06640
	GO TO LA	00015070	ARC06640
	END	00015080	ARC06640
	END;	00015090	ARC06640
	EVALUATE(K,KA); IF FEAS THEN GO TO LA;	00015100	ARC06650
L2;	IF KA<KC THEN GO TO L1;	00015110	ARC06660
	IF NOT BINIT THEN GO TO L4;	00015120	ARC06660
L3;	BINIT+FALSE; ALT+ALT-1;	00015130	ARC06670
	IF ALT<X THEN	00015140	ARC06670
	BEGIN	00015150	ARC06670
	FEAS+FALSE; GO TO FIN;	00015160	ARC06670
	END;	00015170	ARC06670
	K+ALTERS[ALT,4];	00015180	ARC06680
	KC+ALTERS[ALT,IF H THEN 2 ELSE 3];	00015190	ARC06680
	IF K#KC THEN	00015200	ARC06690
	BEGIN	00015210	ARC06690
	KA+K; GO TO L1	00015220	ARC06690
	END;	00015230	ARC06690
L4;	KB+ALTERS[ALT,K];	00015240	ARC06700
	IF KB=0 THEN	00015250	ARC06710

	BEGIN	00015260	ARC06710
	T=TGTLCVIMDATA[ALTERS[ALTX,0],3],4];	00015270	ARC06710
	TFEAT[0]+TFEAT[9]+T	00015280	ARC06720
	END ELSE	00015290	ARC06720
	BEGIN	00015300	ARC06720
	IF KR<=4 THEN SELECTDM;	00015310	ARC06720
	EVALUATE(K,0)	00015320	ARC06730
	END;	00015330	ARC06730
	ALTERS[ALTX,4]+9; GO TO L3;	00015340	ARC06730
LA:	ALTERS[ALTX,4]+KA;	00015350	ARC06740
	END FOR ALTX LOOP;	00015360	ARC06750
	FEAS+TRUE; FIRSTPASS+FALSE; LASTALT+1;	00015370	ARC06760
	EVALUATE(0,0);	00015380	ARC06760
FIN:	ALTX+A; LASTALT+L;	00015390	ARC06770
	END INITIALALT;	00015400	ARC06770
		00015410	ARC06771
	COMMENT LOOKAHEAD DETERMINES THE BEST ALLOCATION FOR THE CURRENT PERIOD	00015420	ARC06771
	GIVEN THAT THE NEXT PERIOD AM ARE KNOWN;	00015430	ARC06772
PROCEDURE	LOOKAHEAD;	00015440	ARC06780
	BEGIN	00015450	ARC06780
	COMMENT CALCULATE DECISION GIVEN NEXT PERIOD AMS;	00015460	ARC06790
INTEGER	I,J,K,KA,KB,KC,KD,KE,KF,A,L,VA,VC,VD,VE,VF;	00015470	ARC06800
REAL	VB;	00015480	ARC06800
LABEL	L1,L2,L3, L5,LFEAS,FIN;	00015490	ARC06810
BOOLEAN	FLIP;	00015500	ARC06810
DEFINE	CHANGE=	00015510	ARC06830
	BEGIN	00015520	ARC06830
	LV1+VA;	00015530	ARC06830
	LV3+VC; TFEAT[0]+LV2+VB;	00015540	ARC06830
	FORI NFEATURES DO	00015550	ARC06830
	BEGIN	00015560	ARC06830
	LFEATURE[I]+TFEAT[I];	00015570	ARC06840
	LPFEATURE[I]+PFEAT[I]	00015580	ARC06840
	END;	00015590	ARC06840
	FORI FINAL DO LBESTCOMB[I]+ALTERS[I,ALTERS[I,4]];	00015600	ARC06850
	IF OUT3 THEN	00015610	ARC06860
	BEGIN	00015620	ARC06860
	WRITE(DATAOUT[DBL]);	00015630	ARC06860
	WRITE(DATAOUT,<"LBESTCOMB", 30(X1,A2)>);	00015640	ARC06870
	FORI FINAL DO LBESTCOMB[I];	00015650	ARC06870
	WRITE(DATAOUT[DBL],<10 F12.4>,FORI NFEATURES DO	00015660	ARC06880
	PFEAT[I])	00015670	ARC06880
	END;	00015680	ARC06880
	END#;	00015690	ARC06890
	SETUP=	00015700	ARC06900
	BEGIN	00015710	ARC06900
	MULT(WATE,TFEAT,VB,K,NFEATURES);	00015720	ARC06900
	IF HEURISTIC9 THEN VA+VC+0 ELSE	00015730	ARC06910
	BEGIN	00015740	ARC06910
	VA+TFEAT[4];	00015750	ARC06910
	VC+TFEAT[3];	00015760	ARC06910
	END	00015770	ARC06910
	END#;	00015780	ARC06910
	OK=IF VA<LV1 THEN CHANGE ELSE IF LV1<VA OR LV2<VB+@=5	00015790	ARC06920
	THEN K+K ELSE IF VR<LV2 OR VC<LV3 THEN CHANGE ELSE IF	00015800	ARC06930
	VC<LV3 THEN	00015810	ARC06930
	BEGIN	00015820	ARC06930
	VD+PFEAT[4]; VE+PFEAT[0]; VF+PFEAT[3];	00015830	ARC06940
	IF VD<LPFEATURE[4] THEN CHANGE ELSE IF LPFEATURE[4]	00015840	ARC06950
	<VD OR LPFEATURE[0]<VF+@=5 THEN K+K ELSE IF VE<	00015850	ARC06960
	LPFEATURE[0] OR VF<LPFEATURE[3] THEN CHANGE	00015860	ARC06970

	END#;	00015870	ARC06970
	TVALUE= TGTLCV(AMDATA[ALTERS[ALTX,0],3],4) #;	00015880	ARC06980
	FOR I=1 NFEATUES DO XFEAT[I]=TFEAT[I];	00015890	ARC06990
	A←ALTX; L←LASTALT; FLAG←FALSE;	00015900	ARC06990
	LASTALT←FINALT;	00015910	ARC07000
	INITIALALT(NEXTALT,FINALT,TRUE);	00015920	ARC07010
	IF NOT FEAS THEN INITIALALT(NEXTALT,FINALT,FALSE);	00015930	ARC07020
	SETUP; IF LV2=0 THEN CHANGE ELSE CK;	00015940	ARC07030
	ALTX←NEXTALT; LASTALT←FINALT;	00015950	ARC07040
L2:	IF ALTX>FINALT THEN GO TO FIN;	00015960	ARC07050
	KC←ALTERS[ALTX,2]; KA←ALTERS[ALTX,4];	00015970	ARC07060
	IF KC<KA THEN KC←KA; FLIP←FALSE;	00015980	ARC07060
	IF KC=5 THEN	00015990	ARC07070
	BEGIN	00016000	ARC07070
	ALTX←ALTX+1; GO TO L2;	00016010	ARC07070
	END;	00016020	ARC07070
	IF KA<KC THEN KB←KA+1 ELSE	00016030	ARC07080
	BEGIN	00016040	ARC07080
	KB←5; FLIP←TRUE	00016050	ARC07080
	END;	00016060	ARC07080
	KE←ALTERS[ALTX,K#];	00016070	ARC07090
L1:	KD←ALTERS[ALTX,KR];	00016080	ARC07090
	IF KD=0 THEN	00016090	ARC07100
	BEGIN	00016100	ARC07100
	ALTERS[ALTX,4]←KB; SELECTTDM;	00016110	ARC07100
	ALTERS[ALTX,4]←KA;	00016120	ARC07100
	IF NOT FEAS THEN GO TO LFEAS	00016130	ARC07110
	END ELSE	00016140	ARC07110
	BEGIN	00016150	ARC07110
	BREAKDMWORD(KD,KF,KF,KF,KG);	00016160	ARC07120
	IF CHECKBIT(OMVOID[KG],KF) THEN GO TO LFEAS	00016170	ARC07120
	END;	00016180	ARC07120
	IF KE=0 THEN	00016190	ARC07130
	BEGIN	00016200	ARC07130
	FLAG←TRUE; GO TO L3	00016210	ARC07130
	END;	00016220	ARC07130
	IF KE<=4 THEN	00016230	ARC07140
	BEGIN	00016240	ARC07140
	SELECTTDM; GO TO L3	00016250	ARC07140
	END;	00016260	ARC07140
L3:	ALTERS[ALTX,4]←KR; EVALUATE(KA,KB);	00016270	ARC07150
	IF FLAG THEN	00016280	ARC07160
	BEGIN	00016290	ARC07160
	FLAG←FALSE;	00016300	ARC07160
	TFEAT[9]←TFEAT[9]-TVALUE	00016310	ARC07170
	END;	00016320	ARC07170
	SETUP; CK;	00016330	ARC07180
L5:	IF FLIP THEN ALTX←ALTX+1 ELSE ALTX←NEXTALT;	00016340	ARC07190
	GO TO L2;	00016350	ARC07190
LFEAS:	KB←IF KB<KC THEN KB+1 ELSE 5;	00016360	ARC07200
	IF KB=KA THEN	00016370	ARC07210
	BEGIN	00016380	ARC07210
	ALTX←ALTX+1; GO TO L2	00016390	ARC07210
	END;	00016400	ARC07210
	IF KB=5 THEN FLIP←TRUE; GO TO L1;	00016410	ARC07220
FIN:	FOR I←NEXTALT STEP 1 UNTIL FINALT DO	00016420	ARC07230
	BEGIN	00016430	ARC07230
	KE←ALTERS[I,4]; KF←ALTERS[I,KE];	00016440	ARC07240
	BREAKDMWORD(KF,KA,KA,KB,KC);	00016450	ARC07240
	IF KF≠0 THEN IF KA=0 THEN	00016460	ARC07250
	BEGIN	00016470	ARC07250

ALTERS(I,K)←0;	00016480	ARC07250
TDLIST(KC)←TDLIST(KC)+1	00016490	ARC07250
END ELSE	00016500	ARC07250
BEGIN	00016510	ARC07250
KD←DMLOC(KB,KC+3)+DMLOC(KB,KC+3)+1;	00016520	ARC07260
IF KD=1 THEN CLEARBIT(DMVOID(KC),KB);	00016530	ARC07270
END;	00016540	ARC07270
ALTERS(I,4)←5;	00016550	ARC07270
END FOR I;	00016560	ARC07270
FOR I1 NFEATURES DO TFEAT(I)←XFEAT(I);	00016570	ARC07280
ALT←A; LASTALT←L;	00016580	ARC07280
END LOOKAHEAD;	00016590	ARC07290
COMMENT SET UP AM DEFENSES IN PAMDATA FOR ENTIRE ATTACK;	00016600	ARC07291
COMMENT SET UP AMDATA INFO AND STORES IT IN PAMDATA FOR	00016610	ARC07291
AN ENTIRE ATTACK, USED DURING TRAINING AND COMPARISON RUNS;	00016620	ARC07292
PROCEDURE SETATTACK;	00016630	ARC07300
BEGIN	00016640	ARC07300
COMMENT SET UP AM DEFENSES IN PAMDATA FOR ENTIRE ATTACK;	00016650	ARC07310
INTEGER	00016660	ARC07320
L,I,J,K;	00016660	ARC07320
AMIND←0; CURATT←1;	00016670	ARC07320
FOR I1 999 DO	00016680	ARC07330
BEGIN	00016690	ARC07330
PERIOD←I;	00016700	ARC07330
FOR L←CURATT STEP 1 UNTIL NAM DO IF ATTACK(L,1)S	00016710	ARC07340
PERIOD THEN	00016720	ARC07340
BEGIN	00016730	ARC07340
AMIND←AMIND+1;	00016740	ARC07350
GENAMDATA(ATTACK(L,1),ATTACK(L,2),ATTACK(L,3),	00016750	ARC07360
ATTACK(L,4),ATTACK(L,5),ATTACK(L,6),ATTACK(L,0)	00016760	ARC07370
,FULL,FALSE);	00016770	ARC07370
FORJ NAMDATA DO PAMDTA[AMIND,J]←AMDATA[LASTPROW,	00016780	ARC07380
J];	00016790	ARC07380
PAMDTA[AMIND,0]←IF NODEFENSE THEN 2 ELSE IF	00016800	ARC07390
NUTGT THEN 3 ELSE IF TOOLATE THEN 4 ELSE 1;	00016810	ARC07400
K←AMDATA[LASTPROW,7];	00016820	ARC07410
IF K≠0 THEN	00016830	ARC07410
BEGIN	00016840	ARC07410
AMIND←AMIND+1;	00016850	ARC07410
FORJ NAMDATA DO PAMDTA[AMIND,J]←AMDATA[K,J];	00016860	ARC07420
AMDATA[K,0]←0	00016870	ARC07420
END;	00016880	ARC07420
AMDATA[1,0]←0;	00016890	ARC07430
END ELSE	00016900	ARC07430
BEGIN	00016910	ARC07430
CURATT←L; L←999;	00016920	ARC07430
END;	00016930	ARC07430
IF L=NAM+1 THEN I←1000	00016940	ARC07440
END FOR I;	00016950	ARC07440
PERIOD←MAXAMDT+0; AMFLAG←TRUE; CURATT←1;	00016960	ARC07450
AMIND←0;	00016970	ARC07450
END SETATTACK;	00016980	ARC07460
END	00016990	ARC07470
COMMENT START OF MAIN PROGRAM.	00017000	ARC07470
VARIABLES ARE INITIALIZED, ENVIRONMENT DATA IS READ IN AND STOR-	00017010	ARC07471
ED, PARAMETERS CONTROLLING THE RUN ARE SET AND THE FIRST ATTACK	00017020	ARC07472
IS ENTERED. THIS WORK IS DONE FROM HERE TO LABEL NEXTPERIOD;	00017030	ARC07473
TME←TIME(1);	00017040	ARC07490
HEURISTIC2←HEURISTIC3←HEURISTIC4←HEURISTIC7←SQOK←	00017050	ARC07500
HEURISTIC8←FALSE;	00017060	ARC07500
REPEAT←TREPEAT←CYCLE←SAVECYCLE←NUMGRPS ←GRPCUTOFF←0;	00017070	ARC07501
PACIN←FALSE; REWIND(PACDTAF); REWIND(PACDMSF);	00017080	ARC07510

	REBUILD PAC+FALSE;	00017090	ARC07510
	ADJWATE+NEWWATE+LEARNING+LSAVE+BOOK1+BOOK2+HEURISTIC1+	00017100	ARC07520
	HEURISTICS+FALSE;	00017110	ARC07520
	HEURISTIC6+HEURISTIC9+HEURISTIC10+OUT1+OUT2+OUT3+OUT7+	00017120	ARC07521
	FALSE; ANSWER+ANSCOMB+ANSWAS+RSEED+RPAC+FALSE;	00017130	ARC07522
	MINATT+1; EVALCNT+SUBEVALCNT+0; CURATT+1;	00017140	ARC07530
	MAXAMD+0; MAXPERIOD+60; NPACDMS+0; N3+3;	00017150	ARC07540
	PACDTAN3+TOTVALUE+AMIND+0; AMFLAG+FALSE;	00017160	ARC07540
	FORK NTYPE-1 DO SETCNF(CUMV01(K));	00017170	ARC07550
	SETRIT(CALTERSONF,17);	00017180	ARC07550
	PERIOD+NDM+HAM+NPAC+NPACDTA+AMDET+AMNHW+0;	00017190	ARC07560
	ACTIVEINDEX+99;	00017200	ARC07560
	READ(DATAIN,/,MSOR,NSOR,NTYPT,ESTOTAM,TMPPROB,DESTPROB,	00017210	ARC07570
	MINTGTVAL);	00017220	ARC07570
REPORTS:	READ(DATAIN (NO),A,CODE)(PROCESS);	00017230	ARC07580
	IF CODE="T " THEN GENTARGETS;	00017240	ARC07590
	IF CODE="SP " THEN GENDMSPEC;	00017250	ARC07600
	IF CODE="TUM" THEN GENTOLIST;	00017260	ARC07610
	IF CODE="DM " THEN GENDMLDCC;	00017270	ARC07620
	IF CODE="AM " THEN GENATTACK;	00017280	ARC07630
	IF CODE="GRU" THEN	00017290	ARC07640
	REGIN	00017300	ARC07640
	READ(DATAIN,/,I,T,I,NUMGRPS,K,K,FORJ1 K DO INT(CJ));	00017310	ARC07650
	COMMENT "GROUP,I,OF,NUMGRPS, K,SITES, 1-4,ETC";	00017320	ARC07650
	FORJ1 K DO GROUPS(INT(CJ))+I;	00017330	ARC07660
	GO TO REPORTS	00017340	ARC07660
	END;	00017350	ARC07660
	IF CODE="PAC" THEN PLAUSIBLE;	00017360	ARC07670
	IF CODE="HEU" THEN	00017370	ARC07680
	REGIN	00017380	ARC07680
	SETHEUR; GO TO REPORTS	00017390	ARC07680
	END;	00017400	ARC07680
	IF CODE="END" THEN	00017410	ARC07690
	REGIN	00017420	ARC07690
	READ(DATAIN); GO TO PROCESS	00017430	ARC07690
	END;	00017440	ARC07690
	IF CODE="WAT" THEN	00017450	ARC07700
	REGIN	00017460	ARC07700
	READ(DATAIN,/,I,FORI1 NFEATRES DO WATE(I));	00017470	ARC07700
	GO TO REPORTS	00017480	ARC07710
	END;	00017490	ARC07710
	IF CODE="CUR" THEN	00017500	ARC07720
	REGIN	00017510	ARC07720
	READ(DATAIN,/,I,FORI1 NFEATRES DO REPWATE(I));	00017520	ARC07720
	GO TO REPORTS	00017530	ARC07730
	END;	00017540	ARC07730
	IF CODE="RAN" THEN	00017550	ARC07740
	REGIN	00017560	ARC07740
	READ(DATAIN,/,I,RSEED); GO TO REPORTS	00017570	ARC07740
	END;	00017580	ARC07740
	IF CODE="CUM" THEN	00017590	ARC07751
	REGIN	00017600	ARC07751
	READ(DATAIN); COMPARUN+TRUE;	00017610	ARC07751
	GO REPORTS	00017620	ARC07751
	END;	00017630	ARC07751
	IF CODE="TRA" THEN	00017640	ARC07750
	REGIN	00017650	ARC07750
	READ(DATAIN,/,I,T,CYCLE,T,REPEAT);	00017660	ARC07750
COMMENT "TRAINING,CYCLE,2,REPEAT,10";		00017670	ARC07760
	SAVECYCLE+CYCLE;	00017680	ARC07760
	IF REPEATS10 THEN LSAVE+LEARNING+TRUE;	00017690	ARC07770

GO TO REPORTS:	00017700	ARC07770
END:	00017710	ARC07770
IF CODE="R00" THEN	00017720	ARC07780
BEGIN	00017730	ARC07780
READ(DATIN); POKK:=TRUE;	00017740	ARC07780
GO TO REPORTS	00017750	ARC07790
END:	00017760	ARC07790
IF CODE="R01" THEN	00017770	ARC07800
BEGIN	00017780	ARC07800
REBUILDPAK:=TRUE; READ(DATIN);	00017790	ARC07800
GO TO REPORTS	00017800	ARC07800
END:	00017810	ARC07800
IF CODE="R02" THEN	00017820	ARC07810
BEGIN	00017830	ARC07810
READ(DATIN); <<X7.S AS>> FOR I 4 DO RUNID(I);	00017840	ARC07810
WRITE(DATOUT); <<S AS>> FOR I 4 DO RWID(I);	00017850	ARC07820
GO TO REPORTS	00017860	ARC07820
END:	00017870	ARC07820
IF CODE="R03" THEN	00017880	ARC07830
BEGIN	00017890	ARC07830
ADJUST:=TRUE; READ(DATIN);	00017900	ARC07830
GO TO REPORTS	00017910	ARC07830
END:	00017920	ARC07830
WRITE(DATOUT); <"ILLEGAL CARD CODE ">A3>.CODE);	00017930	ARC07840
FOR I 940 DO	00017940	ARC07841
BEGIN	00017950	ARC07841
READ(DATIN); A.COMPL:=NUMBER(I);	00017960	ARC07841
IF CODE="L5" THEN	00017970	ARC07842
BEGIN	00017980	ARC07842
READ(DATIN); I:=I+1; END(FRONT);	00017990	ARC07842
GO TO STARTNEWPROHEM	00018000	ARC07843
END	00018010	ARC07843
END:	00018020	ARC07843
PROCESS: GENIDMGT; IF NOT SOKK THEN GENSDOTA;	00018030	ARC07850
BEGIN	00018040	ARC07850
COMMENT THIS PSEUDO BLOCK SETS UP TABLES:	00018050	ARC07860
INTEGER	00018060	ARC07860
L;	00018070	ARC07870
FOR I MDLDCO DO INTA(I)+0; N3+3;	00018080	ARC07880
FOR I NTYPE+1 DO PICKCHARS(OHVIDE(I); SMMV(I); 1+1,8);	00018090	ARC07890
FOR I NDLIST DO DLIST(I); I:=I+1; K+1;	00018100	ARC07900
FOR I NUM DO FOR J+3 STEP 1 UNTIL NTYPE+2 DO SLOCCO(K+	00018110	ARC07900
K+1)+DMLUCO(I); J+1;	00018120	ARC07910
COMMENT SAVE TGT VALUE, DM AND TM INITIAL MISSILE STOCK;	00018130	ARC07920
FOR I NIGT DO SAVEINF(I); I:=I+1; A1;	00018140	ARC07920
K+1; J:=NDM+NDM+1;	00018150	ARC07930
FOR I J DO SAVEINF(K+K+1)+SLOCCO(I);	00018160	ARC07930
K+1; J+1;	00018170	ARC07940
FOR I NDLIST DO SAVEINF(K+K+1)+DLIST(I);	00018180	ARC07950
IF PACIN THEN	00018190	ARC07950
BEGIN	00018200	ARC07950
COMMENT SET UP DMXRI AND DMXRR;	00018210	ARC07960
N3+3; FOR I NDM DO INTA(I)+0;	00018220	ARC07960
ENDCOP+IDPE FOR=0;	00018230	ARC07970
FOR I NPAC DO	00018240	ARC07970
BEGIN	00018250	ARC07970
K:=PACDAN3+1; N3+N3+4; K:=PACDAN3;	00018260	ARC07980
FOR J=K STEP 1 UNTIL KA DO INTA(J-K)+PACDMS(J);	00018270	ARC07980
K:=K+K-K;	00018280	ARC07990
FOR J KA DO	00018290	ARC07990
BEGIN	00018300	ARC07990
K:=INTO(J);		

IF OCCUR(INTC,J,K,6,6,2)=J THEN	00018310	ARC07990
BEGIN	00018320	ARC07990
PICKCHARS(K,KH,6,7,2);	00018330	ARC08000
INTA[KR]=INTA[KR]+1;	00018340	ARC08000
END;	00018350	ARC08000
END;	00018360	ARC08000
KA=1; KR=999;	00018370	ARC08000
FOR I1 NDM DO	00018380	ARC08020
BEGIN	00018390	ARC08020
KC=INTA[I1]; IF KC<KH THEN KB=KC;	00018400	ARC08020
IF KA<KC THEN KA=KC;	00018410	ARC08020
END;	00018420	ARC08030
IF KH=0 THEN KH=1;	00018430	ARC08030
IF KA=KR THEN KE=KF+KA+1 ELSE IF KA=KB=1 THEN	00018440	ARC08030
BEGIN	00018450	ARC08050
KE=KB; KF=KA+1	00018460	ARC08050
END ELSE	00018470	ARC08050
BEGIN	00018480	ARC08050
KE=KA; KF=99; K=1;	00018490	ARC08050
FOR I=KB STEP 1 UNTIL KA DO	00018500	ARC08050
BEGIN	00018510	ARC08060
KC=0;	00018520	ARC08060
FOR J1 NDM DO IF INTA[J1] THEN KC=KC+1;	00018530	ARC08060
IF KC>(K/3)*NDM THEN IF K=1 THEN	00018540	ARC08070
BEGIN	00018550	ARC08090
K=2; KE=1	00018560	ARC08090
END ELSE	00018570	ARC08090
BEGIN	00018580	ARC08090
KF=I1+KA	00018590	ARC08090
END;	00018600	ARC08090
END FOR I1;	00018610	ARC08090
END IF KA;	00018620	ARC08100
FOR I1 NDM DO	00018630	ARC08110
BEGIN	00018640	ARC08120
KA=INTA[I1];	00018650	ARC08120
IF KA>KF THEN SETBIT(THREFCOR,T) ELSE IF KA>KE	00018660	ARC08120
THEN SETBIT(TWOCOR,I);	00018670	ARC08130
END FOR I1;	00018680	ARC08140
PICKCHARS(TWOCOR,PACDTA(0,0),1,1,A);	00018690	ARC08140
PICKCHARS(THREFCOR,PACDTA(0,1),1,1,B);	00018700	ARC08150
PACDTA(0,2)=NPAC;	00018710	ARC08160
IF REHUTLPAC THEN	00018720	ARC08160
BEGIN	00018730	ARC08170
COMMENT SETUP PACDTAF AND PACDMS ON DISK;	00018740	ARC08170
N3=0;	00018750	ARC08170
FOR I1 13 DO	00018760	ARC08180
BEGIN	00018770	ARC08180
FOR J1 29 DO	00018780	ARC08180
BEGIN	00018790	ARC08180
MOVEWORD(PACDTAN3,INTC[J1]);	00018800	ARC08180
N3=N3+1	00018810	ARC08180
END;	00018820	ARC08190
WRITE(PACDTAF,30,INTC[*]);	00018830	ARC08190
END;	00018840	ARC08190
KA=29;	00018850	ARC08190
FOR I1 8 DO	00018860	ARC08200
BEGIN	00018870	ARC08200
WRITE(PACDMSF,33,FOR J=KA-29 STEP 1 UNTIL KA	00018880	ARC08200
DO PACDMS[J]);	00018890	ARC08210
KA=KA+30	00018910	ARC08210

END	00018920	ARC08210
END	00018930	ARC08210
END ELSE	00018940	ARC08210
BEGIN	00018950	ARC08210
COMMENT SET UP PACDTA AND PACDMS FROM DISK	00018960	ARC08220
N3=0;	00018970	ARC08230
FORI 13 DO	00018980	ARC08230
BEGIN	00018990	ARC08230
READ(PACDTAF ,30,INTC[*]);	00019000	ARC08230
FORJ 29 DO	00019010	ARC08240
BEGIN	00019020	ARC08240
MOVEWORD(INTC[J],PACDTAN3);	00019030	ARC08240
N3=N3+1	00019040	ARC08240
END	00019050	ARC08240
END;	00019060	ARC08240
KA=29;	00019070	ARC08250
FORI 8 DO	00019080	ARC08250
BEGIN	00019090	ARC08250
READ(PACDMSF ,**FOR J=KA=29 STEP 1 UNTIL KA DO	00019100	ARC08260
PACDMS[J]); KA=KA+30	00019110	ARC08260
END;	00019120	ARC08260
PICKCHARS(PACDTA[0,0],TWOCOR,1,1,R);	00019130	ARC08270
PICKCHARS(PACDTA[0,1],THREECOR,1,1,R);	00019140	ARC08280
NPAC=PACDTA[0,2];	00019150	ARC08280
END IF PACIN;	00019160	ARC08290
WRITE(DATAOUT(OBL),<"UMMOB1">);	00019170	
FORI 1 NDM DO IF PHEKRIT(TWOCOR,I) THEN WRITE(DATAOUT,<	00019180	
I3>,1); WRITE(DATAOUT(OBL));	00019190	
WRITE(DATAOUT(OBL),<"DMNOB2">);	00019200	
FORI 1 NDM DO IF PHEKRIT(THREECOR,I) THEN WRITE(00019210	
DATAOUT,<I3>,1);	00019220	
IF REPEAT=999 THEN FORI 1 NAM DO ATTACKE[I,1]+(I DIV 5)+	00019230	ARC08300
1; IF CYCLE>1 OR COMPARUN THEN SETATTACK;	00019240	ARC08310
IF WATE[1]=0 THEN	00019250	ARC08320
BEGIN	00019260	ARC08320
READ(PACDTAF[13],NFEATURES+1,REPWATE[*]);	00019270	ARC08320
READ(PACDTAF[14],NFEATURES+1,WATE[*]);	00019280	ARC08330
END ELSE IF ADJWATE THEN	00019290	ARC08330
BEGIN	00019300	ARC08330
WRITE(PACDTAF[13],NFEATURES+1,REPWATE[*]);	00019310	ARC08340
WRITE(PACDTAF[14],NFEATURES +1,WATE[*]);	00019320	ARC08350
REWIND(PACDTAF);	00019330	ARC08350
END;	00019340	ARC08350
IF WATE[1]=0 THEN	00019350	ARC08360
BEGIN	00019360	ARC08360
WRITE(DATAOUT,<"WEIGHTS ARE ZERO">);	00019370	ARC08360
GO TO FINISH	00019380	ARC08370
END;	00019390	ARC08370
WRITE(DATAOUT(OBL));	00019400	ARC08370
WRITE(DATAOUT,<"INITIAL FEATURE WEIGHTS " +8 F10.5/11	00019410	ARC08380
F10.5//>,FORI 1 NFEATURES DO WATE[I]);	00019420	ARC08390
WRITE(DATAOUT,<"INITIAL WEIGHT REPEATS " +8 I10/11	00019430	ARC08400
I10//>,FORI 1 NFEATURES DO REPWATE[I]);	00019440	ARC08410
WRITE(DATAOUT,<"INITIAL VALUE OF TARGETS IS",F12.5//>	00019450	ARC08420
,TOTVALUE);	00019460	ARC08420
END PSEUDU BLOCK;	00019470	ARC08430
TME=TIME(1) ; LOCK(PACDTAF); LOCK(PACDMSF);	00019480	ARC08451
IF NAM=0 THEN GO TO FINISH;	00019490	ARC08460
	00019500	ARC08461
COMMENT DATA RELEVANT TO THE CURRENT PERIOD IS ENTERED AT THIS POINT.	00019510	ARC08461
IT INCLUDES NEW AM ENTERING THE SYSTEM AND ANY PARAMETRIC DATA	00019520	ARC08462

FOR DEFENSE OR ENVIRONMENT CONTROL. FOLLOWING DATA READIN, TABLE	00019530	ARC08463
AMDATA AND ALTERS ARE GENERATED, PLANNING GROUPS ESTABLISHED	00019540	ARC08464
AND HOUSEKEEPING DONE FOR TRAINING IF IN THE TRAINING MODE.	00019550	ARC08465
FINALLY, IF HEURISTIC H7 IS ACTIVE THEN THE "WHITES-OF-EYES"	00019560	ARC08466
ALLOCATION IS SELECTED AND BRANCE IS MADE TO SIMULATE RESULTS;	00019570	ARC08467
NEXTPERIOD: PERIOD+PERIOD+1;	00019580	ARC08470
BEGIN	00019590	ARC08470
COMMENT THIS PSEUDO BLOCK ENTERS A4S FOR CURRENT PERIOD;	00019600	ARC08480
LABEL INTERREP,INTOVER,NEXT;	00019610	ARC08490
UNPACK(TYPATK,INTC);	00019620	ARC08500
WRITE(DATAOUT,<X1/"ACTIVE TARGETS ",B(X2,A1)/>),FORI	00019630	ARC08510
NTYPT-1 DO INTC(I);	00019640	ARC08510
WRITE(DATAOUT,<"TIME TO PROCESS PERIOD",I4," IS",F8,2,	00019650	ARC08520
" SECONDS">, PERIOD-1,(TIME(1)-TME)/60);	00019660	ARC08530
TME+TIME(1); WRITE(DATAOUT[PAGE]);	00019670	ARC08530
WRITE(DATAOUT[DBI],<"ENTERING PERIOD",I4>,PERIOD);	00019680	ARC08540
IF BOOK2 THEN	00019690	ARC08550
BEGIN	00019700	ARC08550
ANSWER+TRUE;	00019710	ARC08560
FORI 10 DO LBESTCOMB(I)+BOOKANSWER(PERIOD,I);	00019720	ARC08560
LEARNING+ANSWAS+ANSCOMB+FALSE;	00019730	ARC08570
GO TO INTOVER;	00019740	ARC08580
END ELSE	00019750	ARC08590
BEGIN	00019760	ARC08590
ANSWER+ANSWAS+ANSCOMB+FALSE;	00019770	ARC08590
LEARNING+LSAVE	00019780	ARC08590
END;	00019790	ARC08590
INTERREP: READ(DATAIN [NO],A,CODE)(INTOVER);	00019800	ARC08600
IF CODE="ANS" THEN	00019810	ARC08610
BEGIN	00019820	ARC08610
READ(DATAIN,<X7,11(A3,X3)>),FORI 10 DO LBESTCOMB(I)	00019830	ARC08620
; ANSWER+TRUE; LEARNING+FALSE;	00019840	ARC08620
FORI 10 DO IF LBESTCOMB(I)≥54 THEN SETBIT(00019850	ARC08630
LBESTCOMB(I),78);	00019860	ARC08630
IF BOOK1 THEN FORI 10 DO BOOKANSWER(PERIOD,I)+	00019870	ARC08640
LBESTCOMB(I);	00019880	ARC08640
WRITE(DATAOUT,<"ANSWER SPECIFIED">);	00019890	ARC08650
GO TO INTERREP	00019900	ARC08650
END;	00019910	ARC08650
IF CODE="PER" THEN	00019920	ARC08660
BEGIN	00019930	ARC08660
READ(DATAIN[NO],/,I,I);	00019940	ARC08660
IF PERIOD=I THEN	00019950	ARC08660
BEGIN	00019960	ARC08660
READ(DATAIN);	00019970	ARC08670
GO TO INTERREP	00019980	ARC08670
END ELSE GO TO INTOVER;	00019990	ARC08670
END;	00020000	ARC08670
IF CODE="END" THEN	00020010	ARC08680
BEGIN	00020020	ARC08680
READ(DATAIN); GO TO INTOVER	00020030	ARC08680
END;	00020040	ARC08680
IF CODE="TOM" THEN	00020050	ARC08690
BEGIN	00020060	ARC08690
READ(DATAIN,/,I,I,DLIST(I));	00020070	ARC08690
GO TO INTERREP	00020080	ARC08690
END;	00020090	ARC08690
IF CODE="DM " THEN	00020100	ARC08700
BEGIN	00020110	ARC08700
READ(DATAIN,/,I,I,SDLNCD(I×2),SDLNCD(I×2+1));	00020120	ARC08700
GO TO INTERREP	00020130	ARC08710

END;	00020140	ARC08710
IF CODE="GRM" THEN	00020150	ARC08720
BEGIN	00020160	ARC08720
READ(DATIN,7,1,GRPCUTOFF);	00020170	ARC08720
GO TO INTERREP	00020180	ARC08720
END;	00020190	ARC08720
IF CODE="ACT" THEN	00020200	ARC08730
BEGIN	00020210	ARC08730
READ(DATIN,7,1,ACTIVEINDEX);	00020220	ARC08730
GO TO INTERREP	00020230	ARC08730
END;	00020240	ARC08730
IF CODE="TYP" THEN	00020250	ARC08740
BEGIN	00020260	ARC08740
READ(DATIN,<<Y13,R(A1,X2)>>,FORI 7 DO INT(CI));	00020270	ARC08740
PACKWORD(TYPATX,INTC);	00020280	ARC08750
GO TO INTERREP	00020290	ARC08750
END;	00020300	ARC08750
IF CODE="HEU" THEN	00020310	ARC08760
BEGIN	00020320	ARC08760
SETHEUR; GO TO INTERREP	00020330	ARC08760
END;	00020340	ARC08760
IF CODE="MIN" THEN	00020350	ARC08770
BEGIN	00020360	ARC08770
READ(DATIN,7,1,MINGTVAL);	00020370	ARC08770
GO TO INTERREP	00020380	ARC08770
END;	00020390	ARC08770
IF CODE="OUT" THEN	00020400	ARC08780
BEGIN	00020410	ARC08780
READ(DATIN,7,K,K);	00020420	ARC08780
IF K=1 THEN OUT1=TRUE ELSE IF K=2 THEN OUT2=TRUE	00020430	ARC08790
ELSE IF K=3 THEN OUT3=TRUE ELSE IF K=4 THEN OUT1=	00020440	ARC08800
FALSE ELSE IF K=5 THEN OUT2=FALSE ELSE IF K=6 THEN	00020450	ARC08810
OUT3=FALSE ELSE IF K=7 THEN OUT7=TRUE ELSE OUT7=	00020460	ARC08810
FALSE; GO TO INTERREP	00020470	ARC08811
END;	00020480	ARC08811
IF CODE="LEA" THEN	00020490	ARC08820
BEGIN	00020500	ARC08820
READ(DATIN);	00020510	ARC08820
WRITE(DATAOUT,<<"COMMENCE LEARNING" >>);	00020520	ARC08830
LSAVE+LEARNING+TRUE; GO TO INTERREP	00020530	ARC08830
END;	00020540	ARC08830
IF CODE="SKI" THEN	00020550	ARC08840
BEGIN	00020560	ARC08840
READ(DATIN);	00020570	ARC08840
WRITE(DATAOUT,<<"STOP LEARNING" >>);	00020580	ARC08840
LSAVE+LEARNING+FALSE;	00020590	ARC08850
GO TO INTERREP	00020600	ARC08850
END;	00020610	ARC08850
IF CODE="TAR" THEN	00020620	ARC08860
BEGIN	00020630	ARC08860
READ(DATIN,<<Y7,A6,Y6,R6,0>>,KA,T);	00020640	ARC08860
FORI 100 DO IF KA=TGTTAD(I,0) THEN	00020650	ARC08870
BEGIN	00020660	ARC08870
TA+TGTCV(I,0);	00020670	ARC08870
IF I<TA THEN	00020680	ARC08870
BEGIN	00020690	ARC08870
TGTCV(I,0)+1;	00020700	ARC08880
TOTVALUE+TOTVALUE+T-TA;	00020710	ARC08880
END;	00020720	ARC08880
GO TO INTERREP	00020730	ARC08880
END	00020740	ARC08880

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END; 00020750 ARC08880
IF CODE="LAS" OR CODE="RUIN" OR CODE="WAT" THEN GO TO 00020760 ARC08890
INTOVER; 00020770 ARC08890
WRITE(OUTPUT, <"BAD CARD CODE ", A3, " CARD DISREGARDED" 00020780 ARC08900
>, CODE); READ(DATIN); GO TO INTERRP; 00020790 ARC08910
FOR I NTYPE-1 DO PICKCHARS(SMVC(I), DMVOID(I), 1, 1, 8); 00020800 ARC08930
FOR I NDLIST DO DLIST(I) DLIST(I); K+1; 00020810 ARC08940
FOR I1 NUM DO FOR J+3 STEP 1 UNTIL NTYPE+2 DO DMLOC(I, 00020820 ARC08950
JJ) SDLOC(K+K+1); 00020830 ARC08950
FOR I CURATT STEP 1 UNTIL NAM DO IF ATTACK(I, 1)S 00020840 ARC08960
PERIOD THEN 00020850 ARC08960
BEGIN 00020860 ARC08960
AMNW+AMNW+1; AMDET+AMDET+1; 00020870 ARC08970
NEWAM(PERIOD, T); CURATT+I+1; 00020880 ARC08980
END ELSE I+NAM; FINALT+1; FIRSTPASS+TRUE; 00020890 ARC08990
CW+CW+1; 00020900 ARC09000
FOR I1 MAXAMDT DO IF AMDATA(I, 0) > 0 THEN IF HEURISTICB 00020910 ARC09020
AND TGTLCV(AMDATA(I, 3), 4) SMINIGTVAL THEN 00020920 ARC09020
BEGIN 00020930 ARC09020
WRITE(OUTPUT, <"TARGET ", A6, 00020940 ARC09030
" VALUE RFLOW MTNIMUM, AM", I4, " IGNORED"/>, AMDATA(I, 00020950 ARC09040
I, 4), AMDATA(I, 1); AMDATA(I, 0) + 0; 00020960 ARC09050
K+AMDATA(I, 7); 00020970 ARC09050
IF K#0 THEN AMDATA(I, K) + 0; 00020980 ARC09050
END ELSE 00020990 ARC09050
BEGIN 00021000 ARC09050
GENALTERS(I); FIRSTPASS+FALSE; 00021010 ARC09060
END; 00021020 ARC09060
LASTALT+FINALT; WRITE(OUTPUT(0BL)); 00021030 ARC09090
WRITE(OUTPUT, COMBIN, CW, CWN); 00021040 ARC09090
COMMENT SORT ALTERS, AM ENGAGEABLE IN CURR PERIOD IN LOW ORDER POSITION; 00021050 ARC09100
KA+0; 00021060 ARC09100
FOR I LASTALT DO IF ALTERS(I, 1) # 0 THEN 00021070 ARC09110
BEGIN 00021080 ARC09110
FOR J 11 DO 00021090 ARC09110
BEGIN 00021100 ARC09110
KB+ALTERS(KA, J); 00021110 ARC09110
ALTERS(KA, J) + ALTERS(I, J); 00021120 ARC09120
ALTERS(I, J) + KB; 00021130 ARC09120
END; 00021140 ARC09120
KA+KA+1 00021150 ARC09120
END; 00021160 ARC09120
FUTALT+KA; BPAC+FALSE; 00021170 ARC09120
IF FIRSTPASS THEN IF CURATT < NAM THEN GO TO NEXTPERIOD 00021180 ARC09130
ELSE GO TO FINISH; 00021190 ARC09140
IF FUTALT=0 THEN GO TO SIMRESULT; 00021200 ARC09140
IF LEARNING THEN 00021210 ARC09150
BEGIN 00021220 ARC09160
NEXTALT+FINALT+1; TREPEAT+1; 00021230 ARC09160
WRITE(OUTPUT, < // 00021240 ARC09160
"NEXTPERIOD AMS FOR LEARNING PROCESS"/>); 00021250 ARC09170
FOR I CURATT STEP 1 UNTIL NAM DO IF ATTACK(I, 1)S 00021260 ARC09170
PERIOD+1 THEN 00021270 ARC09180
BEGIN 00021280 ARC09180
AMNW+AMNW+1; AMDET+AMDET+1; 00021290 ARC09180
NEWAM(PERIOD+1, 1); 00021300 ARC09190
IF NOTGT OR NODDEFENSE OR TOLATE THEN K+K ELSE 00021320 ARC09200
GENALTERS(LASTPROW); 00021330 ARC09200
CURATT+I+1 00021340 ARC09210
END ELSE I+NAM; 00021350 ARC09210

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WRITE(DATAOUT,COMBIN,CW,CWD);	00021360	ARC09220
WRITE(DATAOUT(DRL));	00021370	ARC09220
END IF LEARNING;	00021380	ARC09230
IF CW<GRPCUTOFF THEN FORI LASTALT DO ALTERS(I,11)+0	00021390	ARC09231
ELSE IF HEURISTIC6 THEN FORI LASTALT DO ALTERS(I,11)+	00021400	ARC09240
GROUPS(ALTERS(I,5),[30:12]) ELSE IF HEURISTICS THEN	00021410	ARC09260
FINDGROUPS(0, LASTALT) ELSE	00021420	ARC09260
BEGIN	00021430	ARC09260
FORI LASTALT DO ALTERS(I,11)+0;	00021440	ARC09270
NUMGRPS+0;	00021450	ARC09270
END;	00021460	ARC09270
IF OUT1 THEN	00021470	ARC09280
BEGIN	00021480	ARC09280
FORI FINAL DO	00021490	ARC09290
BEGIN	00021500	ARC09290
WRITE(DATAOUT(DBL));	00021510	ARC09290
WRITE(DATAOUT,<3 I10>,AMDATA[ALTERS(I,0),1],	00021520	ARC09300
ALTERS(I,0),ALTERS(I,2));	00021530	ARC09300
KE+ALTERS(I,3);	00021540	ARC09310
FOR J+ 5 STEP 1 UNTIL KE DO	00021550	ARC09310
BEGIN	00021560	ARC09310
BRFADMWORD(ALTERS(I,J),KA,KB,KC,KD);	00021570	ARC09320
WRITE(DATAOUT,<4 I10>,KA,KB,KC,KD);	00021580	ARC09330
END;	00021590	ARC09330
WRITE(DATAOUT,<I10>,ALTERS(I,11))	00021600	ARC09340
END;	00021610	ARC09340
WRITE(DATAOUT(PAGE));	00021620	ARC09340
END OUT1;	00021630	ARC09340
IF HEURISTIC7 THEN	00021640	ARC09360
BEGIN	00021650	ARC09360
COMMENT APPLY HEURISTIC 7 TO SELECT UMS;	00021660	ARC09360
FORI FUTALT=1 DO	00021670	ARC09370
BEGIN	00021680	ARC09370
RESTALT(I)+0; KA+ALTERS(I,1);	00021690	ARC09370
IF ALTERS(I,KA)=0 THEN	00021700	ARC09380
BEGIN	00021710	ARC09380
ALTX+I; ALTERS(I,4)+KA; SELECTTDM;	00021720	ARC09380
IF FEAS THEN	00021730	ARC09390
BEGIN	00021740	ARC09390
RESTALT(I)+ALTERS(I,KA);	00021750	ARC09390
GO TO NEXT	00021760	ARC09390
END ELSE IF KA=5 THEN GO TO NEXT ELSE KA+KA-	00021770	ARC09400
1	00021780	ARC09400
END TDM PART;	00021790	ARC09400
KB+K+0;	00021800	ARC09400
FOR J+5 STEP 1 UNTIL KA DO	00021810	ARC09410
BEGIN	00021820	ARC09410
BRFADMWORD(ALTERS(I,J),KE,KB,KF,KG);	00021830	ARC09410
KD+DMLC0(KF,KG+3);	00021840	ARC09420
IF KD>KR THEN	00021850	ARC09420
BEGIN	00021860	ARC09420
KB+KD; KC+J;	00021870	ARC09420
K +0	00021880	ARC09420
END ELSE IF KJ#0 AND KD=KR THEN	00021890	ARC09430
BEGIN	00021900	ARC09430
INTC(K)+J;	00021910	ARC09430
K+K+1	00021920	ARC09430
END	00021930	ARC09430
END FOR J LOOP;	00021940	ARC09430
IF KR=0 THEN GO TO NEXT; INTC(K)+KC;	00021950	ARC09440
KE+INTC(ENTIER(RANDOM*(K+1)));	00021960	ARC09440

	RESTALT(I)*ALTERS(I,K);	00021970	ARC09450
	BREAKDOWNWORD(RESTALT(I),KF,KF,KF,KG);	00021980	ARC09460
	DMLCOC(KF,KG+3)+DMLCOC(KF,KG+3)-1;	00021990	ARC09460
NEXT:	END FORI;	00022000	ARC09470
	GO TO SIMRESULT	00022010	ARC09470
	END HEURISTIC PROCESS;	00022020	ARC09470
	END PSEUDO BLOCK;	00022030	ARC09480
		00022040	ARC09500
COMMENT	DECISION ROUTINE USING THE DECISION FUNCTION.	00022050	ARC09500
	THIS PORTION OF THE PROGRAM DETERMINES THE ALLOCATION MINIMIZING	00022060	ARC09501
	THE DECISION FUNCTION UNDER CONSTRAINTS IMPOSED BY ACTIVE HEURIS	00022070	ARC09502
	TICS. IF IN THE TRAINING MODE THE LEARNING PROCESS IS APPLIED;	00022080	ARC09503
	BEGIN	00022090	ARC09503
	COMMENT DECISION ROUTINE USING DECISION FUNCTION;	00022100	ARC09500
LABEL	D1,D2,D21,D3,D4,D5,DFIN,DFEAS,L11,L12;	00022110	ARC09510
BOOLEAN	FLIP,REPFLAG;	00022120	ARC09510
DEFINE	RESETGRP= KA*ALTERS(I,4);	00022130	ARC09511
	IF KA#J THEN	00022140	ARC09511
	BEGIN	00022150	ARC09511
	BREAKDOWNWORD(ALTERS(I,KA),KB,KB,KB,KC,KD);	00022160	ARC09512
	IF KB#0 THEN	00022170	ARC09512
	BEGIN	00022180	ARC09512
	DMLCOC(KC,KD+3)+KB+DMLCOC(KC,KD+3)+1;	00022190	ARC09513
	IF KB=1 THEN CLEARBIT(DMVOID(KD),KC);	00022200	ARC09513
	END ELSE	00022210	ARC09513
	BEGIN	00022220	ARC09513
	TDLIST(KD)+KB+TDLIST(KD)+1;	00022230	ARC09514
	ALTERS(I,KA)=0	00022240	ARC09514
	END;	00022250	ARC09514
	BREAKDOWNWORD(RESTCOMB(I),KB,KB,KB,KC,KD);	00022260	ARC09515
	IF KB=0 THEN TDLIST(KD)+TDLIST(KD)+1 ELSE	00022270	ARC09515
	BEGIN	00022280	ARC09515
	DMLCOC(KC,KD+3)+KB+DMLCOC(KC,KD+3)+1;	00022290	ARC09516
	IF KB=0 THEN SETBIT(DMVOID(KD),KC)	00022300	ARC09516
	END;	00022310	ARC09516
	END;	00022320	ARC09516
	ALTERS(I,4)+J; J+10;	00022330	ARC09517
	FURI FUTALT=1 DO BESTALT(I)+0;	00022340	ARC09520
	FURI NFEATURES DO TFEAT(I)+XFEAT(I)+0;	00022350	ARC09520
	FLAG+REPFLAG+RPAC+FALSE; TREPAC+1;	00022360	ARC09530
	LV1+LV2+LV3+0;	00022370	ARC09530
	IF ANSWER THEN FORI LASTALT DO	00022380	ARC09540
	BEGIN	00022390	ARC09540
	ANSINDEX(I)+K+ OCCUR(ALTERS(I,5),6,LRESTCOMB(I),6,	00022400	ARC09550
	6,2)+5;	00022410	ARC09550
	IF K=11 THEN	00022420	ARC09560
	BEGIN	00022430	ARC09560
	ANSWER+FALSE;	00022440	ARC09560
	WRITE(DATAOUT, <<"ANSWER IS INFEASIBLE">)	00022450	ARC09570
	END	00022460	ARC09570
	END;	00022470	ARC09570
	INITIALALT(0,LASTALT,TRUE);	00022480	ARC09580
	IF NOT FEAS THEN INITIALALT(0,LASTALT,FALSE);	00022490	ARC09590
	IF HEURISTIC THEN PACEVAL ELSE FORI NFEATURES DO	00022500	ARC09590
	PFEAT(I)+TFEAT(I);	00022510	ARC09590
	FORI NFEATURES DO	00022520	ARC09600
	BEGIN	00022530	ARC09600
	INFEAT(I)+FEATURE(I)+TFEAT(I);	00022540	ARC09600
	LPFEATURE(I)+PFEATURE(I)+INPFEAT(I)+PFEAT(I)	00022550	ARC09610
	END;	00022560	ARC09610
	FURI FUTALT=1 DO BESTALT(I)+IF ALTERS(I,4)#ALTERS(I,	00022570	ARC09620

D1:

L11:
L12:

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1) THEN ALTERS(I, ALTERS(I,4)) ELSE 0;          00022580      ARC09630
IF LEARNING THEN                                00022590      ARC09640
BEGIN                                           00022600      ARC09640
  LOOKAHEAD;                                    00022610      ARC09640
  FORI NFEATURES DO INLFEAT(I)+LFEATURE(I)      00022620      ARC09650
END;                                             00022630      ARC09650
ALTX←LASTALT;                                  00022640      ARC09660
IF REPFLAG THEN                                00022650      ARC09660
BEGIN                                           00022660      ARC09660
  REPFLAG←FALSE;                               00022670      ARC09660
  FORI NTYPE-1 DO PICKCHAPS(SDMV(I),DMVOID(I),1,1,8); 00022680      ARC09670
  FORI NDLIST DO TDLIST(I)+DLIST(I); K+1;      00022690      ARC09680
  FORI1 NDM DO FOR J+3 STEP 1 UNTIL NTYPE+2 DO  00022700      ARC09690
    DMLOC(I,J)+SLOC[K+K+1];                    00022710      ARC09690
  FORI LASTALT DO                               00022720      ARC09700
    BEGIN                                       00022730      ARC09700
      KA+ALTERS(I,3); KB+ALTERS(I,1);          00022740      ARC09700
      FOR J+5 STEP 1 UNTIL KA DO               00022750      ARC09710
        BEGIN                                  00022760      ARC09710
          BREAKDOWNWORD(ALTERS(I,J),K,K,KD,KC); 00022770      ARC09710
          IF K=0 THEN IF TDLIST(KC)=0 THEN GO TO L11 00022780      ARC09720
          ELSE TDLIST(KC)+TDLIST(KC)-1 ELSE IF CHEKBIT( 00022790      ARC09730
            DMVOID(K J,KD) THEN GO TO L11 ELSE
            BEGIN                               00022800      ARC09730
              K+DMLOC(KD,KC+3)+DMLOC(KD,KC+3)-1; 00022810      ARC09740
              IF K=0 THEN SETBIT(DMVOID(KC),KD) 00022820      ARC09740
            END;                                00022830      ARC09740
          ALTERS(I,4)+J;                         00022840      ARC09740
          BESTALT(I)+IF JSK4 THEN ALTERS(I,J) ELSE 0; 00022850      ARC09750
          GO TO L12;                             00022860      ARC09750
        END FOR J;                              00022870      ARC09760
      IF ALTERS(I,4)≠KA THEN ALTERS(I,KA)+0;    00022880      ARC09760
    END FORI;                                  00022890      ARC09770
  FORI NFEATURES DO                              00022900      ARC09780
    BEGIN                                       00022910      ARC09790
      PFEATURE(I) ←INPFEAT(I);                 00022920      ARC09790
      FEATURE(I) ← FEAT(I)+INFEAT(I);          00022930      ARC09790
      LFEATURE(I)+INLFEAT(I);                  00022940      ARC09800
    END;                                       00022950      ARC09800
    MULT(WATE,INLFEAT,LV2,I,NFEATURES);        00022960      ARC09800
    LV1+INLFEAT(4); LV3+INLFEAT(3);           00022970      ARC09810
  END IF REPFLAG;                              00022980      ARC09810
  MULT(WATE,INPFEAT,V2,I,NFEATURES);          00022990      ARC09820
  V1+INPFEAT(4); V3+INPFEAT(3);              00023000      ARC09830
  PFEATURE(0)+V2;                              00023010      ARC09830
  IF NOT ANSWAS THEN FORI NFEATURES DO LPFEATURE(I)+ 00023020      ARC09840
  PFEATURE(I);                                  00023030      ARC09850
  IF ANSWER THEN                                00023040      ARC09850
    BEGIN                                       00023050      ARC09860
      FORI LASTALT DO IF ANSWDEX(I)≠ALTERS(I,4) THEN I+ 00023060      ARC09860
      999; IF I<999 THEN ANSWAS←TRUE           00023070      ARC09870
    END;                                       00023080      ARC09870
  IF HEURISTIC9 THEN LV1+LV3+V1+V3+0;         00023090      ARC09870
  FORI LASTALT DO RESTCOMB(I)+ALTERS(I,ALTERS(I,4)); 00023100      ARC09880
  IF NOT ANSWER THEN FORI LASTALT DO LRESTCOMB(I)+ 00023110      ARC09890
  BESTCOMB(I);                                  00023120      ARC09900
  IF OUT? THEN                                  00023130      ARC09900
    BEGIN                                       00023140      ARC09910
      WRITE(OUTPUT, <"RESTCOMB",30(X1,A2)/"BESTALT",30( 00023150      ARC09920
      X1,A2)); FORI LASTALT DO RESTCOMB(I),FORI FUTALT-1 00023160      ARC09930
      DO RESTALT(I);                             00023170      ARC09930
    END;                                       00023180

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	WRITE(DATAOUT,<10 F10.4 />,>FORI NFEATURES DO	00023190	ARC09940
	INPFEAT(I));	00023200	ARC09940
	END;	00023210	ARC09940
	GRPNOW*0;	00023220	ARC09950
D2:	IF ALTX<0 THEN IF GRPNOW=NUMGRPS THEN GO TO DFIN ELSE	00023230	ARC09960
	BEGIN	00023240	ARC09960
	FORI LASTALT DO IF ALTERS(I,11)=GRPNOW THEN FOR J*	00023250	ARC09961
	5 STEP 1 UNTIL 10 DO IF ALTERS(I,J)=RESTCUMR(I)	00023260	ARC09962
	THEN	00023270	ARC09962
	BEGIN	00023280	ARC09962
	RESETGPP	00023290	ARC09962
	END ELSE IF ALTERS(I,J)=0 THEN	00023300	ARC09963
	BEGIN	00023310	ARC09963
	ALTERS(I,J)+RESTCUMR(I);	00023320	ARC09963
	RESETGPP	00023330	ARC09963
	END;	00023340	ARC09963
	FORI NFEATURES DO TFEAT(I)+FEATURF(I);	00023350	ARC09964
	ALTX+LASTALT; GRPNOW+GRPNOW+1; GO TO D2;	00023360	ARC09970
	END;	00023370	ARC09970
	IF ALTERS(ALT,11)≠GRPNOW THEN	00023380	ARC09980
	BEGIN	00023390	ARC09980
	ALTX+ALTX-1; GO TO D2	00023400	ARC09980
	END;	00023410	ARC09980
	KC+ALTERS(ALT,2); KA+ALTERS(ALT,4);	00023420	ARC09990
	IF KC<KA THEN KC+KA; FLIP+FALSE;	00023430	ARC09990
	IF KC=5 THEN	00023440	ARC10000
	BEGIN	00023450	ARC10000
	ALTX+ALTX-1; GO TO D2	00023460	ARC10000
	END;	00023470	ARC10000
	IF KA<KC THEN KB+KA+1 ELSE	00023480	ARC10010
	BEGIN	00023490	ARC10010
	KB+5; FLIP+TRUE	00023500	ARC10010
	END;	00023510	ARC10010
	KE+ALTERS(ALT,K);	00023520	ARC10020
D21:	KD+ALTERS(ALT,KR);	00023530	ARC10020
	IF KD=0 THEN	00023540	ARC10030
	BEGIN	00023550	ARC10030
	ALTERS(ALT,4)+KR; SELECTTDM;	00023560	ARC10030
	ALTERS(ALT,4)+KA;	00023570	ARC10030
	IF NOT FEAS THEN GO TO DFEAS	00023580	ARC10040
	END ELSE	00023590	ARC10040
	BEGIN	00023600	ARC10040
	BREAKDOWNWORD(KD,KF,KF,KF,KG);	00023610	ARC10050
	IF CHECKRIT(CDMVUTD(KG),KF) THEN GO TO DFEAS	00023620	ARC10050
	END;	00023630	ARC10050
	IF KE=0 THEN	00023640	ARC10060
	BEGIN	00023650	ARC10060
	FLAG+TRUE; GO TO D3	00023660	ARC10060
	END;	00023670	ARC10060
	IF KE<@4 THEN	00023680	ARC10070
	BEGIN	00023690	ARC10070
	SELECTTDM; GO TO D3;	00023700	ARC10070
	END;	00023710	ARC10070
D3:	ALTERS(ALT,4)+KR; EVALUATF(KA,KB);	00023720	ARC10080
	IF FLAG THEN	00023730	ARC10090
	BEGIN	00023740	ARC10090
	T+TGILCV[AMDATA[ALTERS(ALT,0),3],4];	00023750	ARC10090
	TFEAT[9]+TFEAT[9]-T; FLAG+FALSE	00023760	ARC10100
	END;	00023770	ARC10100
	MULT(WATE,TFEAT,TV2,I,NFEATURES);	00023780	ARC10110
	TV1+TFEAT[4]; TV3+TFEAT[3];	00023790	ARC10110

	IF HEURISTIC9 THEN TV1+TV3<0; TFEAT[0]+TV2;	00023800	ARC10120
	IF ANSWER AND NOT ANSWAS THEN	00023810	ARC10130
	BEGIN	00023820	ARC10130-
LABEL	L1;	00023830	ARC10130
	FORI LASTALT DO IF ANSINDEX[I]#ALTERS[I,4] THEN GO	00023840	ARC10140
	TO L1; ANSWAS+ANSCOMB+TRUE;	00023850	ARC10150
L1:	END;	00023860	ARC10160
	IF NOT HEURISTIC9 THEN FORI NFEATURES DO PFEAT[I]+	00023870	ARC10170
	TFEAT[I] ELSE IF ANSWER OR LEARNING THEN PACLVAL ELSE	00023880	ARC10180
	IF V1<TV1 THEN K+K ELSE IF TV1<V1 OR TV2+R-5<V2 THEN	00023890	ARC10190
	PACLVAL;	00023900	ARC10190
	IF ANSCOMB THEN	00023910	ARC10200
	BEGIN	00023920	ARC10200
	FORI NFEATURES DO LPFEATURE[I]+PFEAT[I];	00023930	ARC10200
	ANSCOMB+FALSE;	00023940	ARC10210
	END;	00023950	ARC10210
	IF TV1<V1 THEN GO TO D4;	00023960	ARC10220
	IF V1<TV1 OR V2<TV2+R-5 THEN GO TO D5;	00023970	ARC10220
	IF TV2<V2 OR TV3<V3 THEN GO TO D4 ELSE GO TO D5;	00023980	ARC10230
D4:	FORI NFEATURES DO PFEATURE[I]+PFEAT[I];	00023990	ARC10240
	V1+TV1; V2+TV2; V3+TV3;	00024000	ARC10240
	FORI NFEATURES DO FEATURF[I]+TFEAT[I];	00024010	ARC10250
	FORI LASTALT DO	00024020	ARC10260
	BEGIN	00024030	ARC10260
	KB+ALTERS[I,4];	00024040	ARC10260
	KA+BESTCOMB[I]+ALTERS[I,KB];	00024050	ARC10270
	BESTALT[I]+IF KP#ALTERS[I,1] THEN KA ELSE 0	00024060	ARC10280
	END;	00024070	ARC10280
	IF OUT2 THEN	00024080	ARC10290
	BEGIN	00024090	ARC10290
	WRITE(DATAOUT,<"BESTCOMB",30(X1,A2)/"BESTALT",30(00024100	ARC10300
	X1,A2)/>,FORI LASTALT DO BESTCOMB[I],FORI FUTALT=1	00024110	ARC10310
	DO RESTALT[I]);	00024120	ARC10310
	WRITE(DATAOUT,<10 F10.4 />,FORI NFEATURES DO PFEAT[00024130	ARC10320
	I]);	00024140	ARC10320
	END;	00024150	ARC10320
D5:	IF LEARNING AND NEXTALTS#FINALT THEN LOOKAHEAD;	00024160	ARC10330
	IF FLIP THEN ALTX+ALTX-1 ELSE ALTX+LASTALT;	00024170	ARC10340
	GO TO D2;	00024180	ARC10340
DFEAS:	KB+IF KB<KC THEN KB+1 ELSE 5;	00024190	ARC10350
	IF KB=KA THEN	00024200	ARC10360
	BEGIN	00024210	ARC10360
	ALTX+ALTX-1; GO TO D2;	00024220	ARC10360
	END;	00024230	ARC10360
	IF KB=5 THEN FLIP+TRUE; GO TO D21;	00024240	ARC10370
DFIN:	IF ANSWER AND NOT ANSWAS THEN WRITE(DATAOUT,<	00024250	ARC10380
	"ANSWER NOT FOUND">);	00024260	ARC10380
		00024270	ARC10380
COMMENT	AT THIS POINT THE ALLOCATION HAS BEEN SELECTED. IF THIS IS NOT	00024280	ARC10380
	TRAINING RUN THEN THE NEXT SECTION IS SKIPPED AND RESULTS SIMU-	00024290	ARC10381
	LATED OTHERWISE IF THE ALLOCATION AND KEY ALLOCATION DIFFER (IE	00024300	ARC10382
	PFEATURE AND LPFEATURE GIVE DIFFERENT DECISION FUNCTION VALUES)	00024310	ARC10383
	THE FEATURF WEIGHTS ARE ADJUSTED AND THE DECISION ROUTINE REPEAT	00024320	ARC10384
	ED UNTIL THEY AGREE OR REPEAT=IREPEAT;	00024330	ARC10385
	IF ANSWAS OR(CLEARNING AND NEXTALTS#FINALT) THEN	00024340	ARC10390
	BEGIN	00024350	ARC10390
	IF HEURISTIC9 THEN LV1+LV3<0 ELSE	00024360	ARC10400
	BEGIN	00024370	ARC10400
	LV1+LPFEATURE[4];	00024380	ARC10400
	LV3+LPFEATURE[3];	00024390	ARC10410
	END;	00024400	ARC10410

MULT(WATE,LPFFATURE,LV2,I,NFEATURES);	00024410	ARC10410
LPFFATURE(I)*LV2; REPFLAG+FALSE;	00024420	ARC10420
IF V2<LV2 THEN	00024430	ARC10430
BEGIN	00024440	ARC10430
NEWATE+TRUE;	00024450	ARC10440
FOR I1 NFEATURES DO	00024460	ARC10440
BEGIN	00024470	ARC10440
TA+PFFATURE(I); TR+LPFFATURE(I);	00024480	ARC10450
XWATE(I)+WATE(I)*(IF ABS(TA)<@-5 THEN IF ABS	00024490	ARC10450
TR)<@-5 THEN 1 ELSE IF TB<0 THEN 2 ELSE .5	00024500	ARC10460
ELSE IF ABS(TR)<@-5 THEN IF TA<0 THEN .5	00024510	ARC10470
ELSE 2 ELSE IF TA<0 THEN IF TR<0 THEN TR/TA	00024520	ARC10470
ELSE TR/(TB-IA) ELSE IF TR<0 THEN (TA-TR)/TA	00024530	ARC10480
ELSE TA/TR)	00024540	ARC10480
END;	00024550	ARC10480
FOR I1 NFEATURES DO	00024560	ARC10490
BEGIN	00024570	ARC10490
TR+XWATE(I); TA+WATE(I);	00024580	ARC10490
KA+REPWATE(I);	00024590	ARC10490
IF TA=TR THEN REPWATE(I)+KA+1 ELSE	00024600	ARC10500
BEGIN	00024610	ARC10500
IF KA>10 THEN KA+10; T+1/KA;	00024620	ARC10500
TC+(LV2-V2)/V2;	00024630	ARC10510
IF TC<T THEN T+TC;	00024640	ARC10510
IF T<.05 THEN T+.05;	00024650	ARC10510
YWATE(I)+T*TR+(1-T)*TA;	00024660	ARC10520
KA+(KA DIV 2)+1;	00024670	ARC10520
REPWATE(I)+KA	00024680	ARC10520
END;	00024690	ARC10520
END FOR I1;	00024700	ARC10530
	00024710	ARC10531
COMMENT AT THIS POINT INITIAL ADJUSTMENTS HAVE BEEN MADE. NOW CONSISTENC	00024720	ARC10531
Y IS CHECKED AND FINAL ADJUSTMENTS MADE;	00024730	ARC10532
TA+XWATE[1]; TB+XWATE[2];	00024740	ARC10540
TC+XWATE[3]; TD+XWATE[4];	00024750	ARC10540
IF TC<TA THEN TA+TC+(TA+TC)/2;	00024760	ARC10550
IF TR<TA THEN TA+TR+(TA+TR)/2;	00024770	ARC10550
IF TD<TC THEN TD+TC;	00024780	ARC10560
IF TD<TR THEN TD+TR; XWATE[1]+TA;	00024790	ARC10570
XWATE[2]+TR; XWATE[3]+TC;	00024800	ARC10570
XWATE[4]+TD; TA+XWATE[5];	00024810	ARC10580
TB+XWATE[6]; TC+XWATE[7];	00024820	ARC10580
TD+XWATE[8];	00024830	ARC10580
IF TA<TC THEN TA+TC+(TA+TC)/2;	00024840	ARC10590
IF TR<TA THEN TA+TR+(TA+TR)/2;	00024850	ARC10590
IF TD<TC THEN TC+TD+(TC+TD)/2;	00024860	ARC10600
XWATE[5]+TA; XWATE[6]+TB;	00024870	ARC10610
XWATE[7]+TC; XWATE[8]+TD;	00024880	ARC10610
TA+XWATE[9]; TB+XWATE[10];	00024890	ARC10620
TC+XWATE[11];	00024900	ARC10620
IF TA<TR THEN IF TR<TC THEN TA+TB+TC+(TB+TC)/2	00024910	ARC10630
ELSE TA+TR+(TA+TR)/2;	00024920	ARC10630
IF TR<TC THEN	00024930	ARC10640
BEGIN	00024940	ARC10640
TR+TC+(TB+TC)/2;	00024950	ARC10640
IF TA<TR THEN TA+TR;	00024960	ARC10640
END;	00024970	ARC10640
XWATE[9]+TA; XWATE[10]+TB;	00024980	ARC10650
XWATE[11]+TC; TA+XWATE[12];	00024990	ARC10660
TB+XWATE[13];	00025000	ARC10660
IF TR<TA THEN TA+TR+(TA+TR)/2;	00025010	ARC10660

XWATE[12]*TA; XWATE[13]*TB;	00025020	ARC10670
TC*XWATE[14]; TB*XWATE[15];	00025030	ARC10680
TA*XWATE[16]; TD*XWATE[17];	00025040	ARC10680
IF TA<TB THEN IF TR<TC THEN TA+TR+TC+(TB+TC)/2	00025050	ARC10690
ELSE TR+TA+(TB+TA)/2;	00025060	ARC10690
IF TR<TC THEN	00025070	ARC10700
BEGIN	00025080	ARC10700
TR+TC+(TR+TC)/2;	00025090	ARC10700
IF TA<TR THEN TA+TR	00025100	ARC10700
END;	00025110	ARC10700
IF TD<TA THEN TD+TA; XWATE[14]+TC;	00025120	ARC10720
XWATE[15]*TB; XWATE[16]*TA;	00025130	ARC10720
XWATE[17]*TD; TA*XWATE[18];	00025140	ARC10730
TB*XWATE[19];	00025150	ARC10730
IF TR<TA THEN XWATE[18]+XWATE[19]+(TA+TB)/2;	00025160	ARC10730
FORI NFEATUERS DO WATE[I]+XWATE[I];	00025170	ARC10740
WRITE(PACDTAF[13],NFEATUERS+1,REPWATE[*]);	00025180	ARC10750
WRITE(PACDTAF[14],NFEATUERS+1,WATE[*]);	00025190	ARC10760
COMBOUT(LBESTCOMB,1);	00025200	ARC10770
WRITE(DATAOUT,<10 F10.4>,FORI NFEATUERS DO	00025210	ARC10780
LPFEATURE[I]); COMBOUT(BESTCOMB,2);	00025220	ARC10790
WRITE(DATAOUT,<10 F10.4>,FORI NFEATUERS DO	00025230	ARC10800
PFEATURE[I]); WRITE(DATAOUT(DRL));	00025240	ARC10801
WRITE(DATAOUT,<"NEW WEIGHTS",X8,B F10.5/11 F10.	00025250	ARC10810
5/>,FORI1 NFEATUERS DO WATE[I]);	00025260	ARC10820
IF REPEAT>TREPEAT THEN	00025270	ARC10830
BEGIN	00025280	ARC10830
TREPEAT+TREPEAT+1; REPFLAG+TRUE;	00025290	ARC10830
IF V1=LV1 THEN GO TO D1	00025300	ARC10840
END	00025310	ARC10840
END ELSE	00025320	ARC10850
BEGIN	00025330	ARC10850
FORI1 NFEATUERS DO REPWATE[I]+REPWATE[I]+1;	00025340	ARC10850
WRITE(PACDTAF[13],NFEATUERS+1,REPWATE[*]);	00025350	ARC10860
END IF V2;	00025360	ARC10870
END IF ANSWER OR LEARNING;	00025370	ARC10880
END DECISION ROUTINE;	00025380	ARC10890
	00025390	ARC10891
COMMENT DECISION ROUTINE COMPLETE, WRITE ALLOCATION AND FEATURE VALUES;	00025400	ARC10891
EVALCNT+EVALCNT+SUBFEVALCNT;	00025410	ARC10900
IF OUT7 THEN	00025420	ARC10910
BEGIN	00025430	ARC10910
IF LEARNING OR ANSWER THEN COMBOUT(LBESTCOMB,1);	00025440	ARC10910
COMBOUT(BESTCOMB,2)	00025450	ARC10920
END;	00025460	ARC10920
WRITE(DATAOUT,<"NUMBER OF EVALUATIONS WAS",I10,	00025470	ARC10930
" TOTAL EVALUATIONS TO " ,<"THIS POINT IS",I10>,	00025480	ARC10940
SUREVALCNT,EVALCNT); SUREVALCNT+0;	00025490	ARC10940
WRITE(DATAOUT, <"/FEATURE VALUES; CUND CUNDA CT",	00025500	ARC10960
TLUND TLUNDA TLONE TLONEA AMZERO AMONE AMTWD " ,	00025510	ARC10960
DMMOB1 DMMOB2"/X16,13 F8.2)/ X16,	00025520	ARC10960
" DBALQ DBALH DBALT DBALA SOLEDM SULDMA" / ,X16,	00025530	ARC10990
13 F8.2>,FORI1 NFEATUERS DO PFEATURE[I];	00025540	ARC10990
WRITE(DATAOUT,<"/V1=",I4," V2=",F8.3," V3=",I4>,V1,V2,	00025550	ARC11000
V3);	00025560	ARC11000
IF ANSWER THEN FORI FUTALT=1 DO BESTALT[I]*(IF ANSINDEX[00025570	ARC11020
I]<ALTERS[1,1] THEN LBESTCOMB[I] ELSE 0);	00025580	ARC11030
GO TO SIMRESULT;	00025590	ARC11040
SIMRESULT: COMMENT SIMULATE THE RESULT OF CURRENT PERIOD DM SELECTION;	00025600	ARC11060
BEGIN	00025610	ARC11060
L1,L2,L3,L4,L5,L6;	00025620	ARC11070

	FOR1 FUTALT=1 DO	00025630	ARC11080
	BEGIN	00025640	ARC11080
	KF+RESTART[1]; IF KF=0 THEN GO TO L2;	00025650	ARC11080
	CODE=" DM"; KA+ALTERS[1,0];	00025660	ARC11090
	KH+AMDATA[K,1];	00025670	ARC11090
	IF KF<=4 THEN	00025680	ARC11090
	BEGIN	00025690	ARC11090
	CODE="TDM"; DLIST[KF]+DLIST[KF]-1;	00025700	ARC11100
	IF HEURISTIC4 OR RANDOM\$TDMPROR THEN	00025710	ARC11110
	BEGIN	00025720	ARC11110
	KG+KF;	00025730	ARC11110
	GO TO L5	00025740	ARC11110
	END ELSE WRITE(DATAOUT, </"TDM", I4,	00025750	ARC11120
	" FIRED UNSUCCESSFULLY AT AM", I4>, KF, KB);	00025760	ARC11120
	END ELSE	00025770	ARC11140
	BEGIN	00025780	ARC11140
	BREAKMDWORD(KF, KG, KG, KG, KD);	00025790	ARC11140
	K+SDLOCOT(2*KG+KD)+SDLOCOT(KG*2+KD)-1;	00025800	ARC11150
	IF K=0 THEN SETBIT(SDMV[KD], KG);	00025810	ARC11160
	IF HEURISTIC4 OR RANDOM\$DMSPEC(2*KD+1) THEN GO	00025820	ARC11170
	TO L5 ELSE WRITE(DATAOUT, </"DM", I4, I3,	00025830	ARC11180
	" FIRED UNSUCCESSFULLY AT AM", I4>, KG, KD , KB)	00025840	ARC11190
	END;	00025850	ARC11190
	GO TO L2;	00025860	ARC11200
L5:	WRITE(DATAOUT, KILLAM, KB, PERIOD, CODE, KG);	00025870	ARC11210
L1:	AMDATA[K,0]+0; KA+AMDATA[K,7];	00025880	ARC11220
	IF KA#0 THEN GO TO L1;	00025890	ARC11220
L2:	END FOR1 LOOP;	00025900	ARC11230
L6:	WRITE(DATAOUT[DBL]);	00025910	ARC11240
	FOR1 MAXAMDT DO IF AMDATA[I,0]>0 THEN	00025920	ARC11250
	BEGIN	00025930	ARC11250
	KA+1;	00025940	ARC11250
	IF AMDATA[I,2]=PERIOD THEN	00025950	ARC11260
	BEGIN	00025960	ARC11260
	KH+AMDATA[I,1]; K+1;	00025970	ARC11260
L3:	AMDATA[K,0]+0; K+AMDATA[K,7];	00025980	ARC11270
	IF K#0 THEN GO TO L3;	00025990	ARC11270
L4:	KG+ABS(AMDATA[I,4]); K+AMDATA[I,3];	00026000	ARC11280
	T+TGTLCV(K,4)+TGTLCV(K,4)*(1-DEFSTPROR);	00026010	ARC11290
	WRITE(DATAOUT, DESTTGT, KG, PERIOD, KB, T);	00026020	ARC11300
	END;	00026030	ARC11300
	END FOR1 LOOP;	00026040	ARC11320
	IF KA<MAXAMDT THEN MAXAMDT+KA;	00026050	ARC11320
	FOR J=MINATT STEP 1 UNTIL NAM DO IF ATTACK[J,7]=0	00026060	ARC11330
	THEN MINATT+J+1 ELSE J=NAM;	00026070	ARC11340
	END SIMRESULT PROCESS OVER;	00026080	ARC11350
		00026090	ARC11351
	COMMENT THIS COMPLETES ONE PERIOD; RETURN IS MADE TO NEXTPERIOD UNTIL	00026100	ARC11351
	ATTACK IS COMPLETE THEN JUMP IS MADE TO FINISH WHERE ALL TABLES	00026110	ARC11352
	ARE RESET TO THEIR PREATTACK VALUES AND FINAL RESULTS ARE OUTPUT	00026120	ARC11353
	IF ATTACK IS TO BE REPEATED OR A NEW ATTACK ENTERED UNDER THE	00026130	ARC11354
	LEARNING PROCESS, THIS IS DONE AND RETURN IS MADE TO NEXTPERIOD	00026140	ARC11355
	OR STARTNEWPROBLEM IF A NEW PROBLEM IS TO BE ENTERED;	00026150	ARC11356
	GO TO NEXTPERIOD;	00026160	ARC11360
FULL:	WRITE(DATAOUT, <"AMDATA FULL ON AM", I4>, ATTACK[I,0]);	00026170	ARC11370
FINISH:	FINVALUE+0;	00026180	ARC11390
	FOR1 NTGT DO FINVALUE+FINVALUE+TGTLCV[I,4];	00026190	ARC11390
	WRITE(DATAOUT, <" /"FINAL TARGET VALUE IS", F12.5//	00026200	ARC11400
	"FINAL FEATURE WEIGHTS", 8 F10.5//11 F10.5//	00026210	ARC11410
	"FINAL WEIGHT REPEATS " , 8 I10//11 I10//>, FINVALUE,	00026220	ARC11410
	FOR1 NFEATURES DO WATE[I], FOR1 NFEATURES DO REPWATE[I])	00026230	ARC11420

	; FORI1 NTGT DO TGTLCV(I,4)+SAVEINF(I);	00026240	ARC11430
	K+NTGT; J+NDM+NDM+1;	00026250	ARC11430
	FORI1 J DO SLOCCO(I);+SAVEINF(K+K+1); K+NTGT+J;	00026260	ARC11440
	FORI1 NTDLIST DO DLIST(I)+SAVEINF(K+K+1);	00026270	ARC11450
	EVALCNT+0; SDMV(I)+SDMV(0)+0; AMFLAG+TRUE;	00026280	ARC11460
	AMIND+0; CURATT+1; AMNOW+AMDET+MAXAMDT+0;	00026290	ARC11460
	FOR I+2 STEP 2 UNTIL J DO FOR K+1, J+1 DO IF SLOCCO(K)=0	00026300	ARC11470
	THEN SETRITC SDMV(K-1), I DIV 2); PERIOD+0;	00026310	ARC11480
	IF COMPARIIN THEN	00026320	ARC11481
	BEGIN	00026330	ARC11481
	READ(DATAIN(NO),A, CODE)(FNDOFRUN);	00026340	ARC11481
	IF CODE="WAT" THEN	00026350	ARC11482
	BEGIN	00026360	ARC11482
	READ(DATAIN,/,1,FORI1 NFEATRES DO WATE(I));	00026370	ARC11482
	WRITE(DATAOUT(PAGE));	00026380	ARC11483
	WRITE(DATAOUT(DRL),<"REPEAT OF ",5 A6,> USING "	00026390	ARC11484
	"DIFFERENT WEIGHTS">,FORI 4 DO RUNID(I));	00026400	ARC11484
	WRITE(DATAOUT(DRL),<"FEATURE WEIGHTS ",8 F10.5/11	00026410	ARC11485
	F10.5>,FORI1 NFEATRES DO WATE(I));	00026420	ARC11485
	GO TO NEXTPERIOD	00026430	ARC11486
	END	00026440	ARC11486
	END IF COMPARIIN;	00026450	ARC11486
	IF CYCLE>1 THEN IF (NEWWATE AND LSAVE) OR NOT LSAVE THEN	00026460	ARC11490
	BEGIN	00026470	ARC11490
	COMMENT RECYCLE THE CURRENT ATTACK;	00026480	ARC11500
	NEWWATE+FALSE; WRITE(DATAOUT(PAGE));	00026490	ARC11520
	WRITE(DATAOUT,<"BEGINNING CYCLE",13," OF ",5 A6//>,>	00026500	ARC11530
	SAVECYCLE= CYCLE+2;FORI 4 DO RUNID(I);	00026510	ARC11540
	CYCLE+CYCLE+1; BOOK2+BOOK1;	00026520	ARC11550
	GO TO NLXTPERIOD;	00026530	ARC11550
	END CYCLE BACK;	00026540	ARC11560
	IF BOOK1 THEN	00026550	ARC11570
	BEGIN	00026560	ARC11570
	COMMENT CHECK FOR MORE BOOK GAMES;	00026570	ARC11570
	L1,L2;	00026580	ARC11580
	BOOK2+FLAG+FALSE; WRITE(DATAOUT(PAGE));	00026590	ARC11580
	READ(DATAIN(NO),A, CODE)(L2);	00026600	ARC11590
	IF CODE="LAS" THEN GO TO L2;	00026610	ARC11590
	IF CODE="RUN" THEN	00026620	ARC11600
	BEGIN	00026630	ARC11600
	READ(DATAIN,<X7.5 A6>,FORI 4 DO RUNID(I));	00026640	ARC11600
	WRITE(DATAOUT,<5 A6//>,FORI 4 DO RUNID(I));	00026650	ARC11610
	GO TO L1	00026660	ARC11610
	END;	00026670	ARC11610
	IF CODE="AM " THEN	00026680	ARC11620
	BEGIN	00026690	ARC11620
	FLAG+TRUE; GENEWATT; GO TO L1;	00026700	ARC11620
	END;	00026710	ARC11620
	IF CODE="TRA" THEN	00026720	ARC11630
	BEGIN	00026730	ARC11630
	READ(DATAIN,/,I,I,CYCLE,I,REPEAT);	00026740	ARC11630
	SAVECYCLE+CYCLE; GO TO L1	00026750	ARC11640
	END;	00026760	ARC11640
	IF CODE="END" THEN	00026770	ARC11650
	BEGIN	00026780	ARC11650
	READ(DATAIN);	00026790	ARC11650
	IF FLAG THEN GO TO L2 ELSE GO TO L1	00026800	ARC11660
	END;	00026810	ARC11660
	READ(DATAIN); GO TO L1;	00026820	ARC11670
	IF FLAG THEN	00026830	ARC11680
	BEGIN	00026840	ARC11680
L2:			

	FORI NTYPE=1 DO PICKCHARS(SDMV(I),DMVOID(I),1,1,8);	00026850	ARC11690
	FORI NDLIST DO TDLIST(I)+DLIST(I); K+1;	00026860	ARC11700
	FORI1 NDH DO FOR J+1 STEP 1 UNTIL NTYPE+2 DO	00026870	ARC11710
	DMLUC(I,J)+SOLDCODE(K+1); SETATTACK;	00026880	ARC11710
	GO TO NEXTPERIOD	00026890	ARC11720
	END;	00026900	ARC11720
	END IFBOOK1;	00026910	ARC11730
	WRITE(DATAOUT,<"END OF RUN ">5 A6/>,>FORI 4 DO RUNID(I));	00026920	ARC11740
	WRITE(DATAOUT,<"FINAL RANDOM NUMBER SEED IS">I12/>,>REALC	00026930	ARC11750
	RSFEU));	00026940	ARC11750
	WRITE(PUNCF,<"WATE,">6(F10.5,">,">,>FORI 6 DO WATE(I));	00026950	
	WRITE(PUNCF,<7(F10.5,">,">,>,>FOR 1-7 STEP 1 UNTIL	00026960	
	NFEATURES DO WATE(I));	00026970	
	WRITE(PUNCF,<"COR,">9(I,">,">,>,>FORI 1 NFEATURES DO	00026980	
	REPWATE(I));	00026990	
	WRITE(PUNCF,<40 I2>,>FORI 39 DO I);	00027000	
	READ(DATAIN,A,CODE)ENDFRUN);	00027010	
	IF CODE#>"LAS" THEN GO TO ENDFRUN;	00027020	
	READ(DATAIN(END),A,CODE)ENDFRUN);	00027030	
	GO TO STARTNEWPROBLEM;	00027040	
	END MAIN BODY OF ARC;	00027050	ARC11760
ENDFRUN:	WRITE(DATOUTEPAGE));	00027060	
	WRITE(DATAOUT,<"END OF THIS PROBLEM">);	00027070	
	END.	00027080	ARC11770

APPENDIX B

Table Descriptions and Input Formats for Principle Tables used by ACTS.

To assist the interested reader in understanding the program, the principle tables used in ACTS are identified and the size, utilization, indexing, internal format and type (real, integer, alpha) are given, followed by the punched card format of input data if the table is generated from external information. "FREE" format on the Burroughs B5500 in general means that each entity (name or number) is followed by a comma and that association with identifiers is determined solely by relative position on the list.

DMSPEC. The range and effectiveness (probability of destroying an AM) is stored in DMSPEC for each type of area defense missile.

Table Size	O: NDMSPEC
Table Utilization	O: 2 x NTYPE - 1
Indexing	I ← 2 x (ID number of desired type) I ← I + 1

Table Format

For each type as indexed above there are two entries

Word 1: Range of DM

Word 2: Effectiveness (Probability of Success) of DM

Type Array	REAL
------------	------

Input Format	FREE
--------------	------

ordered as:

SP

ID number of type

Range

Effectiveness

TDLIST. Terminal Defense Site Missile Status

Table Size O: NTDLIST

Table Utilization O: NTDLIST

Indexing I ← TDM site ID number

Table Format Single entry per site giving number of
 missiles

Type Array Integer

Input Format FREE

 ordered as:

 TDM

 Site ID number

 Number Missiles

TGTLCV. Target Location and Value

Table Size O: MTGT , 0:4

Table Utilization 1: NTGT , 0:4

Indexing Standard

Table Format

 One row per target sorted on descending word 0 . For
 each row:

 Word 0: minimum X coordinate

Word 1: minimum Y coordinate
 2: maximum X "
 3: " Y "
 4: value at the target

Type Array REAL

Input Format (included with TGTTAD input)

TGTTAD. Target type, identification and terminal defense sites.

Table Size 0: MTGT , 0:5

Table Utilization 1: NTGT , 0:5

Indexing Standard

Table Format

One row per target sorted as TGTLCV

For each row:

Word 0: Target Identifier

1: Target Type

2: Terminal defense site covering the target

3: " " " " " "

4: " " " " " "

5: " " " " " "

Type Array Integer

Input Format

<u>Column</u>	<u>Entry</u>
1	T
5 - 10	Target Identification
14 - 19	Target Type

23 - 25	Terminal Defense Site (right justified)
26 - 28	" " " " "
29 - 31	" " " " "
32 - 34	Terminal Defense Site (right justified)
37 - 43	Minimum X coordinate (right justified as dec. pointed)
44 - 50	Minimum Y coordinate (right justified as dec. pointed)
51 - 57	Maximum X coordinate (right justified as dec. pointed)
58 - 64	Maximum X coordinage (right justified as dec. pointed)
67 - 70	Target value

DMLOCO. DM Site Location and Missile Status

Table Size 0: MDMLOCO , 0: NTYPE + 3
Table Utilization 1: NDM , 0: NTYPE + 2
Indexing DM Site Identification Number
Table Format

One row per DM site

For each row:

Word 0: X coordinate
1: Y coordinate
2: Total missiles initially
3: Number of type 0 missiles
4: Number of type 1 missiles

Type Array REAL

Input Format FREE

Ordered as

DM

Site Identification Number

X coordinate

Y coordinate

number of type 0 missiles

number of type 1 missiles

SQRDTA. DM Sites Effecting Each Integer Grid Square

Table Size O: NSQRDTA , O: MSQRDTA

Table Utilization O: NSQR , O: NSQRDTA

Indexing I: Truncated X coordinate

J: (see format)

Table Format

One row per integer X coordinate

For each row:

Word 0: Index to DM sites effecting Y = 0 square

1: " " " " " Y = 1 "

M: " " " " " Y = M "

M+1: Last row entry + 1

M+2: DM sites effecting (0 indicates none)

(entries are indexed in 0 to N above)

Type Array Integer

Input Format (table is internally generated)

ATTACK. AM Data for an Attack

Table Size 0: MATTACK , 0: NATTACK

Table Utilization 1: NAM, 0:6

Indexing Standard

Table Format

One row per AM

For each row:

Word 0: AM Identifier

1: Time of pick up

2: X coordinate at pickup

3: Y coordinate at pickup

4: X coordinate of ground zero

5: Y coordinate of ground zero

6: Speed

Type Array REAL

Input Format FREE

Ordered as:

AM

Identifier

Time of Pick-up

X coordinate at Pick-up

Y coordinate at Pick-up

X coordinate of G. Z.

Y coordinate of G. Z.

Speed

AMDATA. Data Pertaining to Attacking Missile

Table Size 0: MAMDATA , 0: NAMDATA

Table Utilization 1: variable , 0: NAMDATA

Indexing Standard with overflow rows

Table Format

One or more rows for each AM

For each row contain -(index of previous row)

Word 0: 0 not busy, +1 busy begin, <0 busy overflow

1: AM identification

2: Time period of ground zero

3: Index to target in TGTLCV + TGTTAD

4: Target ID/Local Defense (negative if not
defended)

5: Index to entry for current time group

6: Last time period in row

7: Index to overflow row

8: Index of last entry in row

9: begin AM/DM correlation in blocks of

[-Time Period] followed by one word for each
covering DM during the period with [period
(bits 18-29), DM site (bits 30-41): Index to
missile type (bits 42-47)]

Type Array Integer

Input Format (generated from AM reports)

PACDTA. Plausible Attack Corridor Data

Table Size 0: MPACDTA, 0:63
Table Utilization Row 1 4:63 , other rows 0163
Indexing Standard (see format)

Table Format

Word [3] is set to 1 thereafter groupings of 4
contiguous words for each attack

Word [1]: Bits 0-11 X coord of initial square
 Bits 12-23 Y coord of initial square
 Bits 24-35 X coord of GZ square
 Bits 36-48 Y coord of GZ square

Word [2]: Type targets under attack--up to 8, one
 stored in each six bit character.

Word [3]: Type targets under attack not covered
 locally up to 8--one per character.

Word [4]: Last index in PACOMS for this PAC

Type Array INTEGER

Input Format FREE

Ordered as

PAC
X coord of attack square
Y coord of attack square
X coord of GZ square
Y coord of GZ square

PACDMS. DM Words Associated with the Plausible Attack Corridors

Table Size 0:255

Table Utilization 1:255

Indexing Word [4] of each set in PACDTA gives index
 of last entry in PACDMS for that PAC.

Table Format (Unformatted) packed words as in AMDATA

Type Array Integer

Input Format Generated internally

DMVOID. Tabulates DM Site Missile Voids by Type

Table Size 0:NTYPE

Table Utilization 0:NTYPE

Indexing DM Type Code Number

Table Format

 One logical word per DM type. Bit I is set to 1
 if DM site I is void of other DM type.

Type Array INTEGER

Input Format Generated internally

ALTERS. Alternate DMs covering AMs

Table Size 0:MAMDATA , 0:11

Table Utilization (same)

Indexing standard

Table Format

 Word 0: Index to row in AMDATA

 1: Index in ALTERS of last word pertaining to
 current period

- 2: Index in ALTERS of last word in row (applying heuristics).
- 3: Index in ALTERS of last word in row
- 4: Index in ALTERS for current alternative being considered.
- 5: bits 12-19 ≠ periods beyond first period DM effective
- (and up) : bits 18-29 period DM first effective
- bits 30-41 DM site
- bits 42-47 Type DM
- Word 11: the DM planning group to which the AM belongs

Type Array INTEGER

Input Format Internally generated

GROUPS. Pre-specified DM site groupings to use with heuristic H6.

Table Size 0:MDMLOCO

Table Utilization 1:MDMLOCO

Indexing I ← DM site number

Table Format

Single entry per DM site giving number of the group to which the site is assigned

Type Array INTEGER

Input Format FREE

Ordered as

GROUP

(group number)

OF

(total number of groups)

(number of sites assigned to this group)

SITES

(site numbers)

APPENDIX C

Description of Principal Global Variables

Used in ACTS

<u>Identifier</u>	<u>Description</u>
NAMDATA	Number of columns in AMDATA
MAMDATA	Number of rows in AMDATA
MSQR	Largest ordinate in grid system
NSQR	Largest abscissa in grid system
MSQRDTA	Number of rows in SQRDTA
NSQRDTA	Number of columns in SQRDTA
MATTACK	Number of rows in ATTACK
NATTACK	Number of columns in ATTACK
NDMSPEC	Number of elements in DMSPEC
NTDLIST	Number of elements in TDLIST
MTGT	Number of rows in TGTLCV and TGTAD
MDMLOCO	Number of rows in DMLOCO
MPACDTA	Number of rows in PACDTA
NPACDMS	Number of entries in PACDMS
NPAC	Number of plausible attack corridors
NDM	Number of Defense Missile Sites
NAM	Number of AM in an attack
NTGT	Number of targets in the system
NTYPE	Number of DM types identified
NTYPT	Number of target types identified
AMDET	Number of AM detected since attack began

<u>Identifier</u>	<u>Description</u>
AMNOW	Number of AM currently in the system
ESTOTAM	Number of AM estimated in possession of the enemy
TYPATK	Logical word-estimate of type of attack
PERIOD	Current time period
TWOCOR	Logical - Bit N set if DM site N is included in DMMOB1
THREECOR	Logical - Bit N set if DM site N is included in DMMOB2
HEURISTIC 1	Boolean - true if heuristic H1 is active
HEURISTIC 2	Boolean - true if heuristic H2 is active
HEURISTIC 3	Boolean - true if heuristic H3 is active
HEURISTIC 4	Boolean - true if heuristic H4 is active
HEURISTIC 5	Boolean - true if heuristic H5 is active
HEURISTIC 6	Boolean - true if heuristic H6 is active
HEURISTIC 7	Boolean - true if heuristic H7 is active
HEURISTIC 8	Boolean - true if heuristic H8 is active
HEURISTIC 9	Boolean - true if heuristic H9 is active
SQOK	Boolean - true if SQRDTA has been built
REPFLAG	Boolean - true if an attack is to be repeated
LEARNING	Boolean - true if training run is being made
BOOK1	Boolean - true if key allocation specified this attack
ANSWER	Boolean - true if key allocation specified this period
ANSWAS	Boolean - true if key allocation found this period
COMPARUN	Boolean - true if attack is to be repeated using differing feature weights
ADJWATE	Boolean - true if new weights determined are to be saved in permanent file

<u>Identifier</u>	<u>Description</u>
NEWATE	Boolean - true if weights are adjusted
NODEFENSE	Boolean - true if there is no defense against an AM in the system
NOTGT	Boolean - true if an AM will not strike a target
TOOLATE	Boolean - true if AM detection is too late to provide a defense
NFEATURES	Number of features in the decision function
TDMPROB	Probability of kill of a Local Defense Missile
DESTPROB	Probability of destruction of a target by a successful AM
TOTVALUE	Sum total value of targets before attack
FINVALUE	Sum total value of targets after attack
REPEAT	Number of times an attack is repeated for learning
CYCLE	Number of times a situation is to be cycled seeking sufficient weight adjustment to yield the key allocation
MINTGTVAL	Minimum target value under heuristic H8
ACTIVEINDEX	Number of periods during which a type target is not attack before being considered inactive
NUMGRPS	Number of planning groups in the current period

file:
MOLGEN



APPENDIX D

Summary of Attacks

The training and comparison attacks referenced in Chapters V and VI are listed below. Following the attacking missile number is the location and time of detection and the identification and location of the target. Beneath each listing the area (DM) and local (TDM) missile sites relevant to the attack are identified with the number of missiles assigned for the attack.

TRAINING ATTACK TA1 MOBILITY AND BALANCE

AM	DETECTION		TIME	IDENT	TARGET	
	X	Y			X	Y
0	19.00	9.00	1.00	D2	11.80	14.06
1	19.00	9.00	1.00	D2	11.80	14.06
2	19.00	9.50	2.00	P4	8.60	14.85
3	19.00	9.00	2.00	D2	11.80	14.06
4	19.00	9.50	3.00	P4	8.60	14.85
5	19.00	9.00	3.00	D2	11.80	14.06
6	19.00	9.50	4.00	P4	8.60	14.85
7	19.00	9.00	4.00	D2	11.80	14.06
8	19.00	9.50	5.00	P4	8.60	14.85
9	19.00	9.00	5.00	D2	11.80	14.06
10	19.00	9.50	6.00	P4	8.60	14.85
11	19.00	9.00	6.00	D2	11.80	14.06
12	19.00	9.50	7.00	P4	8.60	14.85
13	19.00	9.00	7.00	D2	11.80	14.06

DM SITE 4 5 6 7 8 9
 NUMB DM 4 4 4 5 2 3

TDM SITE 1 2 3 7 20 22
 NUMB TDM 2 2 2 2 2 2

TABLE D1

TRAINING ATTACK TA2 PAC COVERAGE

AM	DETECTION		TIME	IDENT	TARGET	
	X	Y			X	Y
1	19.00	9.00	1.00	D2	11.80	14.06
2	19.00	10.00	1.00	P4	8.60	14.85
3	17.00	13.00	2.00	P4	8.60	14.85
4	19.00	9.00	2.00	D2	11.80	14.06
5	19.00	10.00	3.00	P4	8.60	14.85
6	17.00	13.00	3.00	P4	8.60	14.85
7	19.00	9.00	4.00	D2	11.80	14.06
8	19.00	10.00	4.00	P4	8.60	14.85
9	17.00	13.00	5.00	P4	8.60	14.85
10	19.00	9.00	5.00	D2	11.80	14.06
11	19.00	10.00	6.00	P4	8.60	14.85
12	17.00	13.00	6.00	P4	8.60	14.85
13	19.00	9.00	7.00	D2	11.80	14.06
14	19.00	10.00	7.00	P4	8.60	14.85
15	17.00	13.00	8.00	P4	8.60	14.85
16	19.00	9.00	8.00	D2	11.80	14.06

DM SITE	4	5	6	7	8	9
NUMB DM	4	4	4	5	2	3
TDM SITE	1	2	3	7	20	22
NUMB TDM	2	2	2	2	2	2

TABLE D2

TRAINING ATTACK TA3 EXPECTED LOSS TRADEOFF

AM	DETECTION			TIME	IDENT	TARGET	
	X	Y	X			Y	
1	19.00	9.00	1.00	D2	11.80	14.06	
2	19.00	10.00	1.00	P4	8.60	14.85	
31	19.00	7.00	1.00	PI2	11.45	14.90	
3	17.00	13.00	2.00	P4	8.60	14.85	
4	19.00	9.00	2.00	D2	11.80	14.06	
32	19.00	7.00	2.00	P4	8.60	14.85	
5	19.00	10.00	3.00	P4	8.60	14.85	
6	17.00	13.00	3.00	P4	8.60	14.85	
33	19.00	7.00	3.00	PI2	11.45	14.90	
7	19.00	9.00	4.00	D2	11.80	14.06	
8	19.00	10.00	4.00	P4	8.60	14.85	
34	19.00	7.00	4.00	P4	8.60	14.85	
9	17.00	13.00	5.00	P4	8.60	14.85	
10	19.00	9.00	5.00	D2	11.80	14.06	
35	19.00	7.00	5.00	PI2	11.45	14.90	
11	19.00	10.00	6.00	P4	8.60	14.85	
12	17.00	13.00	6.00	P4	8.60	14.85	
36	19.00	7.00	6.00	P4	8.60	14.85	
13	19.00	9.00	7.00	D2	11.80	14.06	
14	19.00	10.00	7.00	P4	8.60	14.85	
37	19.00	7.00	7.00	PI2	11.45	14.90	
15	17.00	13.00	8.00	P4	8.60	14.85	
16	19.00	9.00	8.00	D2	11.80	14.06	

DM SITE 4 5 6 7 8 9
 NUMB DM 4 4 4 5 2 3

TDM SITE 1 2 3 7 20 22
 NUMB TDM 2 2 2 2 2 2

TABLE D3

TRAINING ATTACK TA4 TERMINAL ATTACK VIA PAC

AM	DETECTION			TIME	TARGET		
	X	Y	IDENT		X	Y	
101	19.00	10.00	1.00	S1	8.80	14.80	
102	19.00	10.00	1.00	D2	11.80	14.06	
103	19.00	3.00	1.00	S7	6.35	11.65	
104	19.00	4.00	2.00	S4	4.40	14.60	
105	19.00	7.00	2.00	S4	4.40	14.60	
106	13.00	14.00	2.00	D3	6.75	11.77	
107	18.00	13.00	2.00	S1	8.80	14.80	
108	18.00	13.00	3.00	D1	11.65	15.00	
109	19.00	6.00	3.00	D3	6.75	11.77	
110	13.00	13.00	3.00	S2	5.20	14.36	
111	19.00	5.00	4.00	P7	2.20	13.60	
112	19.00	11.00	4.00	S1	8.80	14.80	
113	19.00	1.00	5.00	S7	6.35	11.65	
114	19.00	2.00	5.00	P4	8.60	14.85	
115	19.00	8.00	5.00	D2	11.80	14.06	
116	19.00	8.00	5.00	D2	11.80	14.06	
117	19.00	9.00	6.00	D1	11.65	15.00	
118	18.00	13.00	6.00	S1	8.80	14.80	
119	18.00	13.00	6.00	PI2	11.45	14.90	
120	19.00	7.00	7.00	D1	11.65	15.00	
121	19.00	8.00	7.00	D2	11.80	14.06	

DM SITE	1	2	3	4	5	6	7	8	9	10	11	13
NUMB DM	2	2	4	4	4	4	5	2	1	3	2	1
TDM SITE	1	2	3	7	20	22						
NUMB TDM	2	2	2	2	2	2						

TABLE D4

TRAINING ATTACK TA5 TERMINAL ATTACK NOT VIA PAC

AM	DETECTION		TIME	IDENT	TARGET	
	X	Y			X	Y
130	19.00	3.00	1.00	S7	6.35	11.65
131	19.00	4.00	1.00	S1	8.80	14.80
132	19.00	3.00	2.00	S10	5.89	10.79
133	19.00	1.00	2.00	S1	8.80	14.80
134	19.00	1.00	2.00	S4	4.40	14.60
135	19.00	9.00	2.00	S6	3.80	14.20
136	19.00	7.00	3.00	P4	8.60	14.85
137	19.00	8.00	3.00	PI1	11.40	16.20
138	19.00	10.00	3.00	D1	11.65	15.00
139	19.00	11.00	4.00	D1	11.65	15.00
140	19.00	12.00	4.00	D2	11.80	14.06
141	19.00	14.00	5.00	S1	8.80	14.80
142	18.00	14.00	5.00	D2	11.80	14.06
143	14.00	14.00	5.00	S2	5.20	14.36
144	18.00	12.30	5.00	D3	6.75	11.77
145	19.00	7.00	6.00	P1	11.65	15.20
146	19.00	10.00	6.00	P11	12.30	8.50
147	19.00	11.00	6.00	P4	8.60	14.85
148	19.00	1.00	7.00	D2	11.80	14.06
149	19.00	10.00	7.00	S5	4.20	14.40

DM SITE	1	2	3	4	5	6	7	8	9	10	11	13
NUMB DM	2	2	4	4	4	4	5	2	3	3	2	1

TDM SITE	1	2	3	7	20	22
NUMB TDM	2	2	2	2	2	2

TABLE D5

TRAINING ATTACK TA6 INTERMEDIATE ATTACK PHASE

AM	DETECTION		TIME	IDENT	TARGET	
	X	Y			X	Y
170	18.00	14.00	1.00	S1	8.80	14.80
171	18.00	14.00	1.00	S7	6.35	11.65
172	19.00	12.00	2.00	D1	11.65	15.00
173	19.00	9.00	2.00	D2	11.80	14.06
174	19.00	12.00	2.00	D3	6.75	11.77
175	19.00	7.00	3.00	S1	8.80	14.80
176	19.00	9.00	3.00	S9	6.30	10.62
177	18.00	14.00	3.00	D2	11.80	14.06
178	19.00	7.00	4.00	S7	6.35	11.65
179	19.00	4.00	4.00	PI2	11.45	14.00
180	19.00	1.00	5.00	D3	6.75	11.77
181	19.00	4.00	5.00	S1	8.80	14.80
182	19.00	4.00	5.00	D1	11.65	15.00
183	18.00	13.00	6.00	P4	8.60	14.85
184	19.00	5.00	6.00	P6	6.85	11.93
185	19.00	9.00	7.00	D1	11.65	15.00
186	19.00	10.00	7.00	S1	8.80	14.80
187	19.00	7.00	7.00	S8	6.70	10.52
188	19.00	9.00	8.00	P3	11.80	13.50
189	19.00	10.00	8.00	P2	11.90	14.40
190	17.30	11.00	9.00	S7	6.35	11.65
191	18.00	13.00	10.00	P4	8.60	14.85
192	19.00	8.00	10.00	D1	11.65	15.00

DM SITE	1	2	3	4	5	6	7	8	9	10	11	13
NUMB DM	2	2	4	4	4	4	5	2	2	3	2	1

TDM SITE	1	2	3	7	20	22
NUMB TDM	2	2	2	2	2	2

TABLE D6

COMPARISON RUN 1 PLAUSIBLE CORRIDOR ATTACK

AM	DETECTION		TIME	TARGET		
	X	Y		IDENT	X	Y
1	14.00	15.00	1.00	PI2	11.45	14.90
2	13.00	13.00	1.00	P6	6.85	11.93
3	19.00	9.00	1.00	PI2	11.45	14.90
4	19.00	8.00	1.00	P8	3.40	9.60
5	19.00	6.00	1.00	P4	8.60	14.85
6	19.00	4.00	1.00	M1	3.50	9.80
7	13.50	13.00	2.00	S1	8.80	14.80
8	19.00	11.00	2.00	P1	11.65	15.20
9	19.00	10.00	2.00	P4	8.60	14.85
10	19.00	7.00	2.00	S2	5.20	14.36
11	19.00	5.00	2.00	P6	6.85	11.93
12	19.00	4.00	2.00	S1	8.80	14.80
13	13.50	13.00	3.00	S3	4.89	14.37
14	19.00	10.00	3.00	P4	8.60	14.85
15	19.00	8.00	3.00	S7	6.35	11.65
16	19.00	7.00	3.00	P2	11.90	14.40
17	19.00	4.00	3.00	S4	4.40	14.60
18	19.00	3.00	3.00	P8	3.40	9.60
19	14.00	15.00	4.00	PI2	11.45	14.90
20	13.00	13.00	4.00	P6	6.85	11.93
21	19.00	9.00	4.00	PI2	11.45	14.90
22	19.00	8.00	4.00	P8	3.40	9.60
23	19.00	6.00	4.00	P4	8.60	14.85
24	19.00	4.00	4.00	M1	3.50	9.80
25	13.50	13.00	5.00	S1	8.80	14.80
26	19.00	11.00	5.00	P1	11.65	15.20
27	19.00	10.00	5.00	P4	8.60	14.85
28	19.00	7.00	5.00	S6	3.80	14.70
29	19.00	5.00	5.00	P6	6.85	11.93
30	19.00	4.00	5.00	S1	8.80	14.80
31	13.50	13.00	6.00	S5	4.20	14.40
32	19.00	10.00	6.00	P4	8.60	14.85
33	19.00	8.00	6.00	S7	6.35	11.65
34	19.00	7.00	6.00	P2	11.90	14.40
35	19.00	4.00	6.00	S4	4.40	14.60
36	19.00	3.00	7.00	P8	3.40	9.60
37	14.00	15.00	7.00	PI2	11.45	14.90
38	13.00	13.00	7.00	P6	6.85	11.93
39	19.00	9.00	7.00	PI2	11.45	14.90

TABLE D7 (a)

COMPARISON RUN 1 PLAUSIBLE CORRIDOR ATTACK
CONTINUED

AM	DETECTION			TIME	TARGET		
	X	Y	IDENT		X	Y	
40	19.00	8.00		7.00	P8	3.40	9.60
41	19.00	6.00		8.00	P4	8.60	14.85
42	19.00	4.00		8.00	M1	3.50	9.80
43	13.50	13.00		8.00	S1	8.80	14.80
44	19.00	11.00		8.00	P1	11.65	15.20
45	19.00	10.00		8.00	P4	8.60	14.85
46	19.00	7.00		9.00	S6	3.80	14.20
47	19.00	5.00		9.00	P6	6.85	11.93
48	19.00	4.00		9.00	S1	8.80	14.80
49	13.50	13.00		9.00	S5	4.20	14.40
50	19.00	10.00		9.00	P4	8.60	14.85
51	19.00	8.00		10.00	S7	6.35	11.65
52	19.00	7.00		10.00	P2	11.90	14.80
53	19.00	4.00		10.00	S4	4.40	14.60
54	19.00	3.00		10.00	T2	3.50	10.10
55	14.00	15.00		10.00	P3	11.80	13.50
56	19.00	5.00		10.00	P6	6.85	11.93

DM SITE	2	3	4	5	6	7	8	9	10	11	12	13
NUMB DM	4	5	4	5	4	4	4	5	4	4	4	3

TDM SITE	1	2	3	7	20	21	22
NUMB TDM	2	2	2	1	2	2	3

TABLE D7 (b)

COMPARISON RUN 2 S,D,M TYPE TARGET ATTACK

AM	DETECTION		TIME	INENT	TARGET	
	X	Y			X	Y
1	2.80	12.00	0.00	S11	8.10	4.55
2	8.70	15.00	0.00	DS1	10.40	9.70
3	13.10	15.00	0.00	DS2	11.40	11.20
4	2.80	12.00	0.40	DS1	10.40	9.70
5	8.60	15.00	0.40	S7	6.35	11.65
6	13.70	15.00	0.50	S1	8.80	14.80
7	20.00	7.00	0.80	S2	5.20	14.36
8	19.00	5.00	0.90	S3	4.89	14.37
9	13.50	15.50	0.90	DS2	11.40	11.20
10	19.50	6.00	1.10	S5	4.20	14.40
11	19.00	2.00	1.10	S6	3.80	14.20
12	19.00	4.50	1.20	S4	4.40	14.60
13	20.00	10.00	1.20	S8	6.70	10.52
14	19.50	2.50	1.50	S9	6.30	10.62
15	19.00	3.00	1.50	S10	5.89	10.79
16	19.00	2.50	1.70	S11	8.10	4.55
17	20.00	6.00	1.70	S2	5.20	14.36
18	19.30	11.00	1.90	S1	8.80	14.80
19	19.00	4.80	2.50	S3	4.89	14.37
20	19.00	4.00	2.50	S4	4.40	14.60
21	19.00	3.00	2.50	M5	8.70	4.60
22	18.00	5.50	2.50	S6	3.80	14.20
23	20.00	10.00	2.70	S7	6.35	11.65
24	19.00	3.00	2.70	D3	6.75	11.77
25	19.00	4.00	3.00	DS1	10.40	9.70
26	19.00	5.00	3.10	S10	5.89	10.79
27	19.00	12.00	3.40	S11	8.10	4.55
28	13.00	15.00	3.70	DS1	10.40	9.70
29	9.00	15.00	3.70	DS2	11.40	11.20
30	17.00	13.50	4.00	D1	11.65	15.00
31	9.00	15.00	4.20	S1	8.80	14.80
32	13.50	15.50	4.20	D2	11.80	14.06
33	8.50	15.00	4.60	P11	12.30	8.50
34	20.00	6.00	4.80	S2	5.20	14.36
35	19.00	4.80	4.90	S3	4.89	14.37
36	19.00	4.00	5.10	S4	4.40	14.60
37	19.50	8.50	5.40	M1	3.50	9.80
38	18.00	5.50	5.40	S6	3.80	14.20
39	20.00	10.00	5.40	S8	6.70	10.52

TABLE D8 (a)

COMPARISON RUN 2 S,D,M TYPE TARGET ATTACK
CONTINUED

AM	DETECTION			TIME	TARGET		
	X	Y	IDENT		X	Y	
40	19.00	2.50	5.50	S9	6.30	10.62	
41	8.50	15.00	5.70	D5	11.30	8.65	
42	19.00	5.00	5.70	S10	5.89	10.79	
43	19.00	12.00	6.00	S11	8.10	4.55	
44	19.70	2.60	6.00	D3	6.75	11.77	
45	13.10	14.00	6.50	D3	6.75	11.77	
46	20.00	8.00	6.50	DS2	11.40	11.20	
47	19.50	11.50	6.50	D1	11.65	15.00	
48	9.00	15.20	6.60	D2	11.80	14.06	
49	19.00	11.50	6.90	S7	6.35	11.65	
50	17.00	14.80	7.00	D5	11.30	8.65	
51	8.30	15.00	7.40	D6	7.95	5.05	
52	19.50	11.50	7.40	D6	7.95	5.05	
53	20.00	9.00	7.40	D6	7.95	5.05	
54	12.00	14.50	7.70	NONE	0.00	0.00	
55	18.00	11.50	7.80	DS1	10.40	9.70	
56	18.00	2.70	8.00	M8	8.30	3.70	
57	20.00	7.00	8.00	M5	8.70	4.60	
58	19.00	3.50	8.50	M1	3.50	9.80	
59	8.50	15.00	8.60	M2	12.25	7.84	
60	20.00	8.00	8.70	M3	12.35	7.00	
61	12.00	14.00	8.80	M4	10.75	8.85	
62	20.00	5.00	9.00	S5	4.20	14.40	
63	19.00	4.70	9.20	M6	8.35	4.50	
64	20.00	7.00	9.40	M7	7.70	7.20	
65	19.00	2.40	9.50	M8	8.30	3.70	
66	19.00	4.00	9.70	M9	7.40	4.80	
67	19.00	2.50	9.90	M10	7.10	4.50	
68	19.00	3.00	10.10	M11	6.50	3.60	
69	19.00	4.90	10.30	M12	5.10	4.15	
70	19.00	4.50	10.50	M13	4.75	3.75	
71	19.00	0.60	10.80	M14	4.40	3.20	
72	20.00	8.00	11.00	M3	12.35	7.00	
73	19.00	11.00	11.20	D1	11.65	15.00	
74	19.00	11.00	11.30	D2	11.80	14.06	
75	19.00	3.00	11.50	D3	6.75	11.77	
76	19.00	9.00	11.60	S1	8.80	14.80	
77	11.30	12.00	12.00	D4	12.23	8.40	
78	19.00	4.00	12.00	S2	5.20	14.36	

TABLE D8 (b)

COMPARISON RUN 2 S-D-M TYPE TARGET ATTACK
CONTINUED

AM	DETECTION		TIME	IDENT	TARGET	
	X	Y			X	Y
79	19.00	11.50	12.20	D5	11.30	8.65
80	18.00	6.90	12.40	S3	4.89	14.37
81	19.00	7.50	12.60	D6	7.95	5.05
82	8.30	15.00	12.60	D7	8.80	5.50
83	19.00	2.30	12.90	S7	6.35	11.65
84	18.50	11.50	13.10	S9	6.30	10.62
85	18.00	11.50	13.70	S11	8.10	4.55
86	11.50	13.50	14.00	D7	8.80	5.50
87	19.00	2.00	14.50	M8	8.30	3.70
88	19.00	9.00	14.50	M10	7.10	4.50
89	19.00	9.00	14.50	M11	6.50	3.60
90	19.00	9.00	14.60	M12	5.10	4.15
91	19.00	8.00	14.90	M14	4.40	3.20
92	17.00	14.00	15.10	D7	8.80	5.50
93	19.50	0.50	15.30	M1	3.50	9.80
94	13.00	14.00	15.30	M3	12.35	7.00
95	19.00	3.00	15.60	M6	8.35	4.50
96	19.00	4.00	15.90	M8	8.30	3.70
97	18.00	11.00	16.10	M2	12.25	7.84
98	18.00	11.00	16.90	M3	12.35	7.00
99	19.00	9.00	17.00	M4	10.75	8.85

DM SITE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
NUMB DM	8	8	8	6	5	6	5	5	5	5	8	5	8	5	8	5	8	8	5

TDM SITE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
NUMB TDM	3	5	3	3	3	5	3	5	5	5	3	3	3	6	6	9	3	2	2	3	3	3

TABLE D8 (c)

APPENDIX E

Basic Target and Missile Site Data

The following tables provide detailed information about the targets in the test environment depicted in Figure 5.1. For each target, the type resources identified with the target, the defending local defense sites, minimum and maximum grid coordinates defining the boundaries of the target and the target value are listed. For each area defense missile site the grid coordinates are given. Number of DM assigned to each site is specified with the attack script.

LIST OF TARGETS USED IN TEST ENVIRONMENT

IDENT	TYPE	COVERING TDM SITES	MINIMUM COORDS		MAXIMUM COORDS		VALUE
			X	Y	X	Y	
PI1	PI	0	16.00	11.40	16.20	11.60	10
P1	P	1	15.10	11.65	15.20	11.80	10
D1	D	1	14.95	11.65	15.00	11.70	10
S1	S	22	14.70	8.80	14.80	8.00	10
P4	P	22	14.67	8.60	14.85	8.80	10
PI2	PI	1, 7	14.60	11.45	14.90	11.70	10
S4	S	0	14.50	4.40	14.60	4.41	10
S5	S	0	14.30	4.20	14.40	4.21	10
S3	S	0	14.36	4.89	14.37	4.90	10
S2	S	0	14.35	5.20	14.36	5.21	10
P2	P	2	14.20	11.90	14.40	12.10	10
S6	S	0	14.10	3.80	14.20	3.81	10
I1	I	0	14.00	9.90	14.10	10.00	5
D2	D	2	14.00	11.80	14.06	11.90	10
P5	P	0	13.70	4.80	13.80	4.90	10
P7	P	0	13.50	2.20	13.60	2.30	10
P3	P	0	13.30	11.80	13.50	12.00	10
P6	P	3	11.80	6.85	11.93	7.00	10
D3	D	3	11.70	6.75	11.77	6.80	10
S7	S	20	11.60	6.35	11.65	6.40	10
DS2	DS	13	11.10	11.40	11.20	11.50	10
S10	S	0	10.78	5.89	10.79	5.90	10
S9	S	0	10.61	6.30	10.62	6.31	10
S8	S	0	10.51	6.70	10.52	6.71	10
I2	I	21	9.90	3.50	10.10	3.60	5
M1	M	21	9.70	3.50	9.80	3.60	5
DS1	DS	12	9.60	10.40	9.70	10.50	10
P8	P	21	9.40	3.40	9.60	3.60	10
P9	P	0	9.00	8.85	9.20	9.00	10
M4	M	11	8.80	10.75	8.85	10.80	5
D5	D	5	8.60	11.30	8.65	11.35	10
P12	P	11	8.50	10.60	8.70	10.80	10
PI7	PI	0	8.40	11.90	8.50	12.10	10
D4	D	4	8.30	12.23	8.40	12.28	10
P11	P	4, 8	8.20	12.30	8.50	12.40	10

TABLE E1 (a)

LIST OF TARGETS USED IN TEST ENVIRONMENT

IDENT	TYPE	COVERING TDM SITES	MINIMUM COORDS		MAXIMUM COORDS		VALUE
			X	Y	X	Y	
PI6	PI	10	8.10	11.80	8.30	12.00	10
P10	P	8, 4	8.00	12.30	8.20	12.50	10
P19	P	10	7.90	11.90	8.10	12.10	10
M2	M	8, 9	7.80	12.25	7.84	12.30	5
PI3	PI	8, 9	7.80	12.30	8.00	12.50	10
PI5	PI	9, 10	7.70	12.00	7.90	12.20	10
PI4	PI	9	7.60	12.20	7.80	12.40	10
I3	I	0	7.10	7.50	7.10	7.50	6
M7	M	0	7.10	7.70	7.20	7.80	5
M3	M	0	6.80	12.35	7.00	12.50	5
P17	P	0	6.00	8.60	6.20	8.80	10
D7	D	6	5.40	8.80	5.50	8.90	10
D6	D	17	4.90	7.95	5.05	8.03	10
PI8	PI	14	4.80	8.70	5.00	8.90	10
P13	P	14, 16	4.80	8.50	5.00	8.70	10
M9	M	0	4.70	7.40	4.80	7.50	5
P15	P	16	4.70	8.30	4.90	8.50	10
PI9	PI	15	4.60	8.70	4.80	8.90	10
PI11	PI	16	4.60	8.10	4.80	8.30	10
P14	P	14, 15	4.60	8.50	4.80	8.70	10
S11	S	16	4.50	8.10	4.55	8.15	10
P16	P	16	4.50	8.30	4.70	8.50	10
M5	M	15	4.40	8.70	4.60	8.80	5
M6	M	16	4.40	8.35	4.50	8.40	5
M10	M	0	4.40	7.10	4.50	7.20	5
PI10	PI	15	4.40	8.50	4.60	8.70	10
M12	M	19	4.10	5.10	4.15	5.15	5
P18	P	19	3.80	4.80	4.00	5.00	10
PI12	PI	18	3.70	8.20	3.90	8.40	10
M13	M	19	3.70	4.75	3.75	4.80	5
M8	M	18	3.60	8.30	3.70	8.50	5
M11	M	0	3.50	6.50	3.60	6.60	5
M14	M	0	3.10	4.40	3.20	4.50	5

TABLE E1 (b)

AREA DEFENSE MISSILE SITE LOCATIONS

(RANGE OF MISSILES IS 1 SQUARE LENGTH. QUANTITY OF MISSILES AT EACH SITE IS ESTABLISHED IN THE ATTACK SCRIPT AND ARE LISTED IN APPENDIX D.)

SITE	ABSCISSA	ORDINATE
1	17.00	2.00
2	17.00	4.00
3	17.00	6.00
4	18.00	8.00
5	18.00	10.00
8	15.00	13.00
7	16.20	10.30
6	16.90	12.40
9	13.70	12.00
10	14.00	6.40
11	14.20	4.60
12	11.60	3.60
13	11.50	9.00
14	10.00	13.00
15	8.60	13.50
16	6.60	13.00
17	5.40	11.00
18	3.80	10.00
19	4.00	7.90

TABLE E2

APPENDIX F

Proof of Weight Adjustment Lemma

Under the definitions of W, D, F, F' and \bar{W} given in section 4.1.2 the following holds.

Lemma: For any fixed, finite W, D, F and F' , there exists a finite scalar $S^* \geq 0$ such that for any $S > S^*$,
 $\bar{W}F' < \bar{W}F$.

Proof:

$$\infty > WF' - WF \geq 0 \quad \text{by (i) section 4.1.2}$$

$$\infty > DF - DF' > 0 \quad \text{by (iv) section 4.1.2.}$$

Choose

$$(v) \quad S^* = \frac{WF' - WF}{DF - DF'} \quad \text{so that } \infty > S^* \geq 0$$

and

$$S^* (DF - DF') = WF' - WF .$$

Now, for any $S > S^*$, say S' ,

$$S'(DF - DF') > WF' - WF$$

hence

$$S'DF > WF' - WF + S'DF'$$

Now,

$$\begin{aligned} \bar{W}F' &= (W + S'D)F' = WF' + S'DF' \\ &= WF' + WF - WF + S'DF' \\ &= WF + (WF' - WF + S'DF') \\ &< WF + S'DF = \bar{W}F . \end{aligned}$$

The proof is complete.