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TECHNICAL REPORT RD-CR-83-3

BATTLEFIELD SYSTEMS POWER NETWORK OPTIMIZATION  
FINAL SUMMARY REPORT

Prepared by:  
Leslie G. Callahan, Jr. and Robert L. Davis  
Georgia Institute of Technology. *Engineering Experiment Station*  
Atlanta, Georgia

Prepared for:  
System Simulation Directorate  
US Army Missile Laboratory  
Redstone Arsenal, Alabama

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October 1982



**U.S. ARMY MISSILE COMMAND**

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REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER RD-CR-83- 3	2. GOVT ACCESSION NO. AD-A125 333	3. RECIPIENT'S CATALOG NUMBER
4. TITLE (and Subtitle) "Battlefield Systems Power Network Optimization"		5. TYPE OF REPORT & PERIOD COVERED Final Summary Report
		6. PERFORMING ORG. REPORT NUMBER 12/9/81 - 9/30/82
7. AUTHOR(s) Leslie G. Callahan Jr. and Robert L. Davis		8. CONTRACT OR GRANT NUMBER(s) DAAH01-81-D-A003 Delivery Order No. 035
9. PERFORMING ORGANIZATION NAME AND ADDRESS Commander, USAMICOM ATTN: DRSMI-RDF Redstone Arsenal, AL 35898		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS ing
11. CONTROLLING OFFICE NAME AND ADDRESS Commander, USAMICOM ATTN: DRSMI-RPT Redstone Arsenal, AL 35898		12. REPORT DATE Nov. 1982 OCT
		13. NUMBER OF PAGES 51
14. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office)		15. SECURITY CLASS. (of this report) unclassified
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE
16. DISTRIBUTION STATEMENT (of this Report)  Approved for Public Release ; distribution unlimited.		
17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)		
18. SUPPLEMENTARY NOTES		
19. KEY WORDS (Continue on reverse side if necessary and identify by block number)  Battlefield Electrical Power Distribution, Decision Support Systems, Optimization of Power Network		
20. ABSTRACT (Continue on reverse side if necessary and identify by block number)  This research project studies an alternative system for power distribution in a tactical environment whose goal is to improve overall reliability while reducing the total cost of generating power. As a means of accomplishing this end, we explore the concept of "common users" of generators in order to reduce system down time and optimize generator distribution.  Our approach was to develop a computer-assisted, interactive decision model which is both portable and user friendly. The computer we chose was the Chromatics Colorgraphics system which both aids in clarifying the problem		

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20. ABSTRACT (continued)

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The decision support system we developed to aid the user in finding solutions to this problem is based on solving the  $k$ -best, minimum weight spanning trees for the network. It displays these  $k$ -trees in a tabular form which the user can then superimpose on a map and then utilizing any additional information he may possess, decide upon a best solution. The model is easily expandable to larger, more complex situations and is equally useful in non-tactical applications. At the end of the report, we have suggested further possible applications and expansions for this system.

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## SUMMARY

This research project studies an alternative system for power distribution in a tactical environment whose goal is to improve overall reliability while reducing the total cost of generating power. As a means of accomplishing this end, we explore the concept of "common users" of generators in order to reduce system down time and optimize generator distribution.

Our approach was to develop a computer-assisted, interactive decision model which is both portable and user friendly. The computer we chose was the Chromatics Colorgraphics system which both aids in clarifying the problem and promoting user interest.

The problem we studied was fairly basic. Given an arc of operations, there are  $x$  units on the ground at given locations, interconnected by a road network. Some number of these units require varying amounts of power to be functional. Distance is used as a basis for determining the cost of providing this power.

The decision support system we developed to aid the user in finding solutions to this problem is based on solving the  $k$ -best, minimum weight spanning trees for the network. It displays these  $k$ -trees in a tabular form which the user can then superimpose on a map and then, utilizing any additional information he may possess, decide upon a best solution.

The model is easily expandable to larger, more complex situations and is equally useful in non-tactical applications. At the end of the report, we have suggested further possible applications and expansions for this system.



CHAPTER I  
INTRODUCTION

A. Background

Continuous technological advances have made the modern battlefield highly sophisticated and lethal. Everything from target acquisition and engagement systems, to communications equipment, to the First Sergeant's coffee pot and electric razor are dependent on some form of electricity to operate. A weapons system capable of engaging multiple targets simultaneously is worthless if we cannot supply it with enough power to remain operational.

A possible solution, the use of commercially produced power, is not feasible. On the one hand, we cannot depend on such a source being available in a wartime environment. Commercial power plants will be prime targets early on in any hostilities. Additionally, today's systems operate on a variety of voltages which further complicates the issue. Finally, more often than not, units can expect to be operating in remote regions where commercial power is unavailable.

The solution has been and still is generators. However, system proliferation and variation have made the types and number of generators a complex, frustrating problem. Looking at the generators required by the Heavy Division 10 the Division 86 studies (see Appendix A-1), one sees everything from .5 kilowatts to 100 kilowatts, 28 volts to 240 volts, 60 hertz to 400 hertz and one phase to three phase generators, in skid-mounted and trailer-mounted configurations. The quantities are staggering. Looking only at the requirements for 60 hertz, 120 volt power generator equipment, one finds the figures displayed in Appendix A-2; a total of 938 generator sets producing 4,943.5 kilowatts of power.

Associated with this vast number of generators are the further requirements for the operators, mechanics, and repair parts necessary to run and maintain these pieces of equipment.

Realizing the inherent difficulties associated with our current system, the U.S. Army Construction Engineering Research Laboratory studied the issues and presented their findings in the Electrical Power Generation Distribution (EGAD) Report in December 1975 [13]. The study essentially recognized the need for systematic optimization of electrical systems and the development of planning, design, and construction capabilities for such systems. Their recommendations were addressed toward non-tactical applications, however, we feel the ideas expressed are compatible with tactical power generation.

Presently, another option which the Corps of Engineers is researching is the possibility of providing a standard family of power generation equipment which through the use of transformers can be adapted to all systems currently found on the battlefield. It is along this vein that this study progresses toward a possible alternative to the existing doctrine.

#### B. Purpose of Research

The purpose of this research project is to study an alternative system for power distribution in a tactical environment which improves overall reliability while reducing the total cost of generating power. Additionally, we explore the concept of "common users" of generators as a means of reducing system down time and optimizing generator distribution.

#### C. Approach

Our approach was to develop a computer-assisted, interactive decision model which is both portable and user friendly. To aid in clarity and to

enhance the interest of possible users of this system, it was developed on a color-graphics computer system.

Our problem to be studied was this: Given an area of operations, there are  $x$  units on the ground at given locations. These locations can be readily identified on a map and are interconnected by a road network. Some number,  $n$ , of these units have a need for  $K$  kilowatts of power. The cost of providing this power is the distance between the units. What is needed is a system to optimize the location of a "common user" generator or a bank of generators in order to minimize the distances necessary to run power lines.

A PROTOTYPE DECISION  
SUPPORT SYSTEM  
FOR  
POWER DISTRIBUTION  
SYSTEMS

Figure 1. - Example of Graphic Display

## CHAPTER II

### ASSUMPTIONS AND MATHEMATICAL FORMULATION

#### A. Assumptions

In formulating this model, it was necessary to make/impose a number of assumptions:

(1) The cost of providing "common user" power is proportional to the total distance of transmission lines necessary. It should be noted that whenever two or more nodes are connected by existing power transmission lines, these can be incorporated into the model by assigning those arcs a minimal cost or no cost.

(2) All needed data is available to the decision maker. Information required is a map of the area, present unit locations, unit demand in kilowatts, existing transmission lines if any, and priority of units in case total demand exceeds total supply.

(3) There is no additional fixed cost associated with providing power to one site over another.

(4) Locations and demands are considered to be relatively static. Once a generator location is chosen, it is not expected to have to be moved daily.

(5) The "common user" generators will be located at a node. That is they will be co-located with one of the demand points. This has intuitive appeal as the operators and maintenance personnel will require rations, fuel, etc.

(6) That the generator requirements shown in the unit TOE's is necessary to remain fully operational. No attempt was made to try and ascertain how much of each TO&E was safety margin and how much was actually required.

(7) It will be assumed that all transmission lines will run alongside existing roads. This has intuitive appeal in that existing power lines are most likely to be found along existing road networks. Also, if lines must be constructed, it would be much easier and quicker to run them along existing roads.

### B. Mathematical Formulation

The mathematical formulation which comes closest to representing the Power Distribution System problem is the shortest path problem [2]. Consider a network with  $m$  nodes and  $n$  arcs and a cost  $C_{ij}$  associated with each arc in the network. The shortest path problem is: Find the shortest (least costly) path from node 1 to node  $m$  in the network. The cost of the path is the sum of the costs on the arcs in the path.

To formulate the problem, set up a network in which we wish to send a single unit of flow from node 1 to node  $m$  at minimal cost. Thus  $b_1 = 1$ ,  $b_m = -1$ ,  $b_i = 0$  for  $i \neq 1$  or  $m$ . The mathematical formulation comes from [2], page 483:

$$\begin{aligned} \text{Minimize} \quad & \sum_{i=1}^m \sum_{j=1}^m C_{ij} X_{ij} \\ \text{Subject to} \quad & \sum_{j=1}^m X_{ij} - \sum_{k=1}^m X_{ki} = \begin{cases} 1 & \text{if } i = 1 \\ 0 & \text{if } i \neq 1 \text{ or } m \\ -1 & \text{if } i = m \end{cases} \\ & X_{ij} = 0 \text{ or } 1 \text{ for } i, j = 1, 2, \dots, m \end{aligned}$$

The constraints  $X_{ij} = 0$  or 1 indicates that each arc is either in the path or not.

In order to solve this problem, we have utilized an algorithm to find  $k$  minimum weight spanning trees for the network. The user determines the value of  $k$ , the number of minimum weight spanning trees he wishes to see, up to five. That is, the algorithm will select the spanning tree with the least cost, the second smallest cost, etc. until it has found the five best solutions.

A spanning tree is a nondirected tree defined as follows [6]:

- (i) A connected graph of  $n$  vertices and  $(n-1)$  links
- or (ii) A connected graph without a circuit
- or (iii) A graph in which every pair of vertices is connected with one and only one elementary path.

The minimum weight or shortest spanning tree is that nondirected tree which minimizes the sum of the arcs. The shortest spanning tree of a graph has obvious applications in cases where roads (gas pipelines, electric power lines, etc.) are to be used to connect  $n$  points together in such a way so as to minimize the total length of road that has to be constructed [6, pp. 124-125].

### C. The K Tree Algorithm

The algorithm implemented used the general approach suggested in Gabow's paper, "Two Algorithms for Generating Weighted Spanning Trees in Order" [24, pp. 140-147]. It utilized a three phase approach.

Step 1. The first step formed the minimum weight spanning tree by Prim's method [24, pp. 138-139]. This algorithm produces the shortest spanning tree by growing one subtree  $T_S$  containing more than a single vertex and considering the remaining vertices to form one subtree each. Subtree  $T_S$  is then grown continuously by adjoining that link  $(X_{ij})$ ,  $X_i \in T_S$ ,  $X_j \in T_S$  with the minimum cost  $C_{ij}$  until  $(n-1)$  links are added and  $T_S$  becomes the required shortest spanning tree. This step is incorporated in lines 6500-6799 of Program SOL\ Appendix C).

Step 2. Step 2 found the minimum weight exchange link subject to a set of membership constraints. A link,  $X_{ij}$ , not a member of spanning tree  $K$ , is eligible to enter and replace link  $X_{i,k}$ , an existing member of the spanning tree, provided link  $X_{ij}$  is not restricted from entering and link  $X_{i,k}$  is not

restricted from leaving. The minimum cost replacement for all candidate entering/departing link combinations is selected. This is accomplished by lines 6800-6990 of Program SOLVE (Appendix C).

Step 3. The minimum cost new spanning tree is selected from all candidate new trees. Two disjoint sets of restrictions are generated:

- (i) The parent tree has the restriction imposed that existing arc must be retained for all future candidate spanning trees generated from the parent (in addition to any previously imposed restrictions).
- (ii) The offspring tree has the restriction imposed that the existing link may not enter any future candidate trees generated from this tree (in addition to any previously imposed restrictions on the parent tree).

This step is implemented by lines 6155-6165 of Program SOLVE (Appendix C).



## CHAPTER III

## THE DECISION MAKING PROCEDURE

A. Existing System

The existing decision making process for location of generators can be summarized as follows:

(1) Following established rules and regulations, the organization divisions of the directorate of Combat Developments allocates generators of various types to each unit according to their equipment requirements and power needs.

(2) Built into these figures are certain allowances for extra generators in case the primary means of power becomes nonoperational.

(3) In a field environment, as generators are lost through mechanical failure or battlefield losses, the unit commander shifts his assets according to his own established priorities.

(4) If he should reach a point whereby he is no longer capable of accomplishing his mission, the unit commander requests additional support from his superior organization.

(5) If no additional power generation equipment is available, the unit becomes ineffective.

B. Proposed System

The Decision Support System we propose would modify this as follows:

(1) When writing the TOE's, the developers should only meet the unit's base requirements and not add all the "additional" or "safety factor" generators.

(2) In the field environment, the location of each unit requiring additional power is plotted on a scaled map no larger than eleven inches by eleven inches. This map is taped to the BITPAD, input into the computer, and stored on a disk according to the directions given by the program NTRACE. (If the network is already on disk, that disk is mounted on disk drive #2.)

(3) The decision maker knows the power requirements of each unit, the unit's priority and through some means of reporting such as readiness reports, he knows how many generators are down. He also knows how much "common user" capability is available to supply those units which are in need.

(4) If the supply cannot meet the demand, he must reduce or eliminate units according to his priorities until such time as the demand can be met.

(5) Once he has determined that his supply is adequate to meet his demand, he utilizes the program SOLVE to produce up to the five best possible routes to take to supply the needed power.

(6) Here is where the decision maker interacts with the computed solutions. He can take the five (or however many he requested) best solutions and lay them out on his map to select the best solution. The human is capable of looking at the terrain, obstacles, the present tactical situation, anticipated actions, etc., and taking this knowledge into account, select the best solution.

(7) Once the decision has been made, the units are connected to the "common" source and the system is monitored and changes are made as needed by following the same procedure.

(8) The user also selects the best location for the power plant(s). Again, utilizing the map and his knowledge of the units located at each point, he is able to select that unit which is best able to support the power plant and co-locates his teams with them. Due to the nature of power distribution this can be any of the points in the network. It does not have to be at the

median or center. Again, here is where the interaction between the user and the computer becomes valuable. Figure 2 depicts a flowchart of user actions.

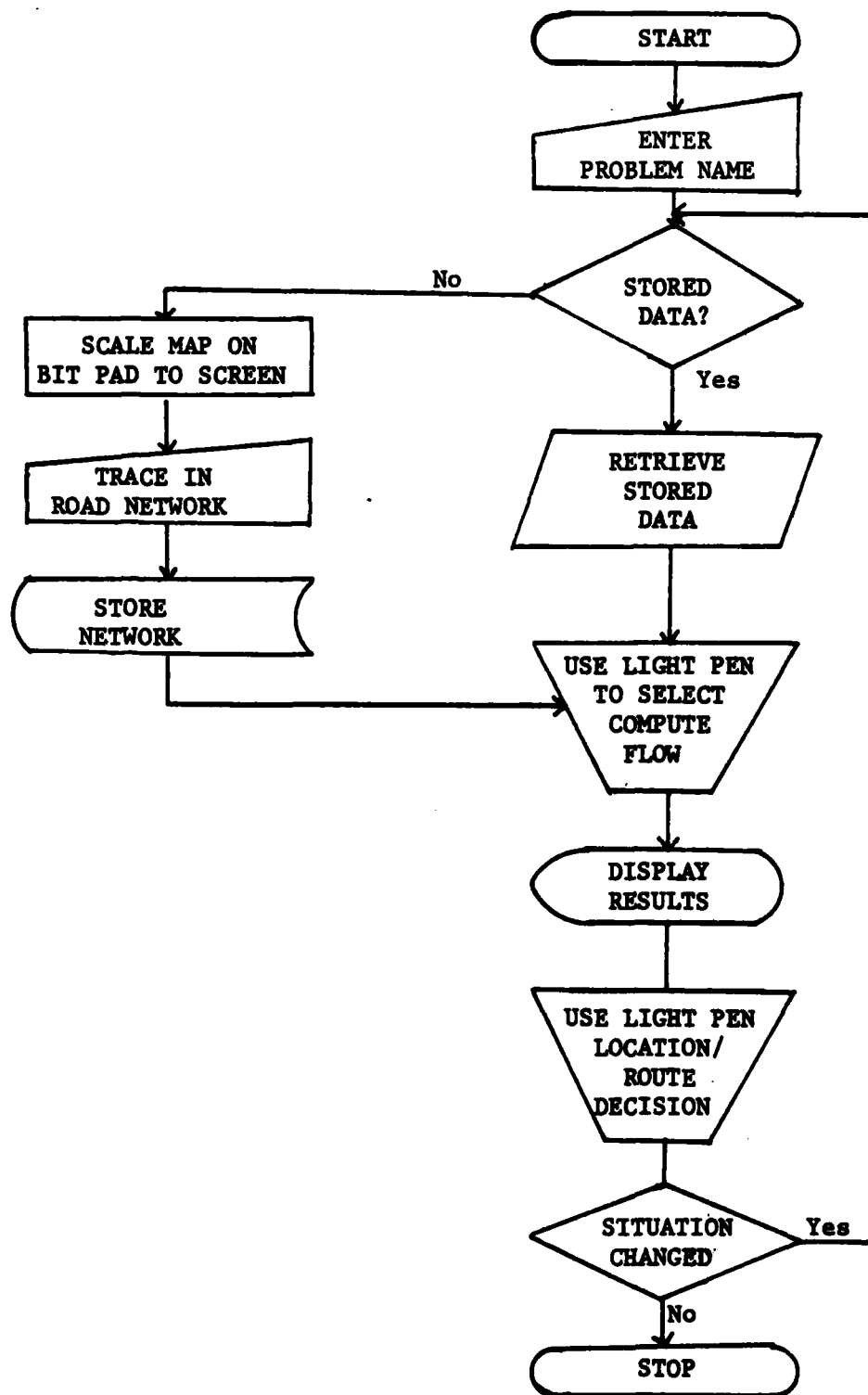


Figure 2. Flowchart of User Actions

CHAPTER IV  
IMPLEMENTATION AND DOCUMENTATION

A. Instrumentation and Equipment

The primary item of equipment utilized in this model is the Chromatics color graphics minicomputer [32]. It is a wholly self-contained, high resolution (512 by 512 dot matrix) color graphics terminal with an integral Z-80 microprocessor, attached floppy disk drives and 64 k bytes of random access memory. It's high resolution screen provides a choice of from one to eight colors and automatically generates geometric figures as well as graphs and bar charts.

As an additional feature, the terminal is equipped with a light pen. This is a device which is capable of detecting light on the screen and relaying a signal back to the terminal. This signal is then used to pinpoint the location of the light pen relative to the screen. This is the primary device for controlling program execution.

A digitizer pad is utilized to input the nodes and arcs into the computer while displaying a visual representation of the network on the screen. This accessory to the terminal converts graphic information into a digital form suitable for use by the Z-80 microprocessor. It is operated by positioning the crosshairs or touching a stylus to any position on a map which is affixed to the pad's surface. The x,y coordinates of that position are then transformed into their digital equivalents and transmitted to the terminal for processing.

B. Implementation and Documentation

All programming was accomplished using Chromatics Basic Language [7]. The primary blocks are: (i) map data input, (ii) menu selection control, (iii) general purpose data input, (iv) data manipulation, (v) computations execution and (vi) display of the results.

The program NTRACE is a modification of Monte Anderson's [1] program which he used for his thesis work. It is used primarily to trace in the networks and control the switching to the program SOLVE. The similarity between this model and the Water Point Model created by Cpt. Anderson constitutes the beginnings of a library of decision support systems which could be available to a Division Engineer to improve his support and assessment capabilities. NTRACE provides light pen selection of menu items to add nodes or arcs, stop program execution, save data, restart, or solve the problem which has been input into the system. A selection of menu items COMPUTE FLOW or DISPLAY ANALYSIS while under the control of program NTRACE results in all accumulated data being saved on disk automatically and program SOLVE being retrieved from the disk and execution initiated.

Program solve performs all calculations and controls the display of the results. The results of the calculations are not saved on the disk. Both programs were designed to be as user friendly as possible. The procedure for tracing a network is accompanied by detailed instructions to provide a step-by-step routine. The intent is to make it possible to operate the entire program with no background as to what the correct solution procedure should be. For further documentation of the program NTRACE, see Monte Anderson's Master's Thesis [1].

The program SOLVE is even easier to use than NTRACE. SOLVE first explains to the user that it can handle up to sixty nodes and asks the user to type in the number of nodes in his network. This accomplished, it then explains that no node can have more than twenty arcs incident to that node and prompts the user to input the maximum number of arcs incident to any node in the networks. Next, SOLVE explains that the maximum number of arcs that memory will allow is 1200 and asks the user to input the total number of arcs in the network.

SOLVE now has all the data necessary to begin to solve the k minimum weight spanning tree problem. Finally, it asks the user how many trees he would

like to see (5 or less). Once this value is input, the problem is solved for the stated number of minimum weight trees as explained in Chapter II and the results are displayed in tabluar form.

## CHAPTER V

### TEST PROBLEM AND RESULTS

#### A. Test Problem

In order to demonstrate the procedure, consider the network shown in Figure 3. It depicts the locations of eight units requiring addition power and the road network which connects them. It has been entered on the BITPAD using the program NTRACE.

The corresponding costs associated with the twelve arcs are shown in Table 1. The proper procedure for inputting this network is first to input the

Arc	Starting-Ending Node	Costs
1	1-2	4
2	1-3	6
3	1-4	3
4	2-4	2
5	4-5	5
6	3-5	2
7	4-6	5
8	2-6	4
9	5-8	6
10	4-8	6
11	7-8	3
12	6-7	2

Table 1. Arcs With Associated Costs

eight nodes in order. Each time the blue button is depressed, it will increment the node counter by one. Then, beginning with node number 1, input arc number 1 by touching the cursor to node one, depressing the green button and tracing the road to node number 2. The computer will automatically record the arc number, the beginning and ending nodes, and will computer the cost (distance) of the arc traced. The entire network was input in this manner an is now ready to be solved by switching control to program SOLVE.



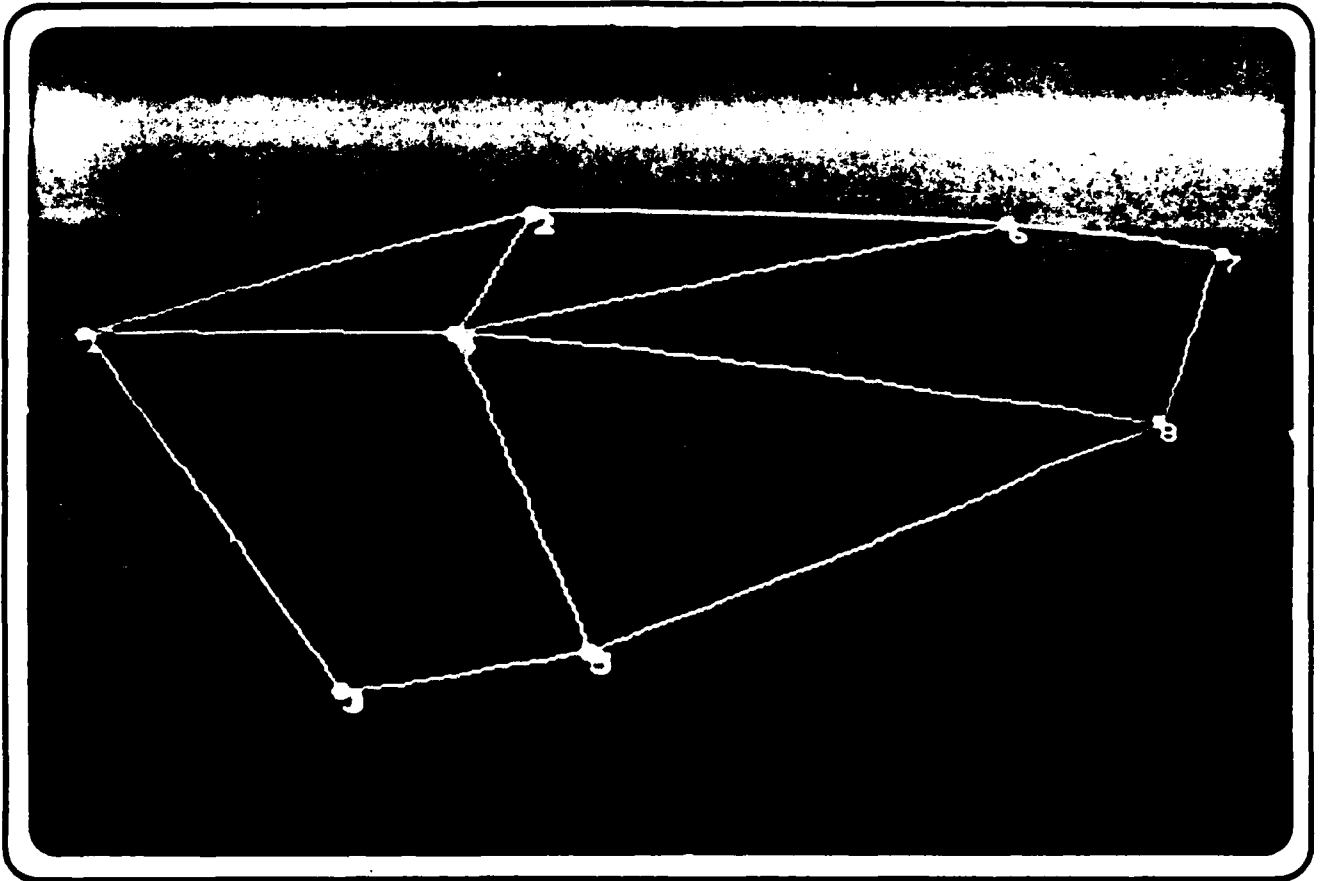


Figure 3. Test Network

## B. Results

The test problem was solved for the five best minimum weight spanning trees and the results as they actually appeared on the cathode ray tube of the chromatics colorgraphics terminal are shown in Tables 2 and 3. At this point the decision maker has all the necessary information to make his selection of the best possible location(s) for his "common user" generators. He takes the five best solutions and plots them on his map. Then, utilizing his knowledge of the situation as well as the previously discussed variables, he selects his site. The five best possible solutions for the test problem are shown as Figures 4 through 8.

THE KTH MINIMUM WEIGHT SPANNING TREE FOR K= 1

SP ARC	NODE#1	NODE#2	COST	ARC #
1	1	2	3	1
2	1	3	4	2
3	1	4	5	3
4	2	3	6	4
5	2	4	7	5
6	3	4	8	6
7	1	5	9	7
8	2	5	10	8
9	3	5	11	9
10	1	6	12	10
11	2	6	13	11
12	3	6	14	12

THE KTH MINIMUM WEIGHT SPANNING TREE IS 21

THE KTH MINIMUM WEIGHT SPANNING TREE FOR K= 2

SP ARC	NODE#1	NODE#2	COST	ARC #
1	1	2	3	1
2	1	3	4	2
3	1	4	5	3
4	2	3	6	4
5	2	4	7	5
6	3	4	8	6
7	1	5	9	7
8	2	5	10	8
9	3	5	11	9
10	1	6	12	10
11	2	6	13	11
12	3	6	14	12

THE KTH MINIMUM WEIGHT SPANNING TREE IS 22

THE KTH MINIMUM WEIGHT SPANNING TREE FOR K= 3

SP ARC	NODE#1	NODE#2	COST	ARC #
1	1	2	3	1
2	1	3	4	2
3	1	4	5	3
4	2	3	6	4
5	2	4	7	5
6	3	4	8	6
7	1	5	9	7
8	2	5	10	8
9	3	5	11	9
10	1	6	12	10
11	2	6	13	11
12	3	6	14	12

22

Table 2. Test Results for k = 1,2,3.

THE KTH MINIMUM WEIGHT SPANNING TREE FOR K= 4

SP ARC	NODE#1	NODE#2	COST	ARC #
1000000	1	4	1000000	1
1000000	1	6	1000000	2
1000000	1	8	1000000	3
1000000	6	8	1000000	4
1000000	6	12	1000000	5
1000000	8	12	1000000	6

THE TOTAL WEIGHT OF THIS SPANNING TREE IS 22

THE KTH MINIMUM WEIGHT SPANNING TREE FOR K= 5

SP ARC	NODE#1	NODE#2	COST	ARC #
1000000	1	4	1000000	1
1000000	1	6	1000000	2
1000000	1	8	1000000	3
1000000	6	8	1000000	4
1000000	6	12	1000000	5
1000000	8	12	1000000	6

THE TOTAL WEIGHT OF THIS SPANNING TREE IS 23

Table 3. Test Results for k = 4,5.

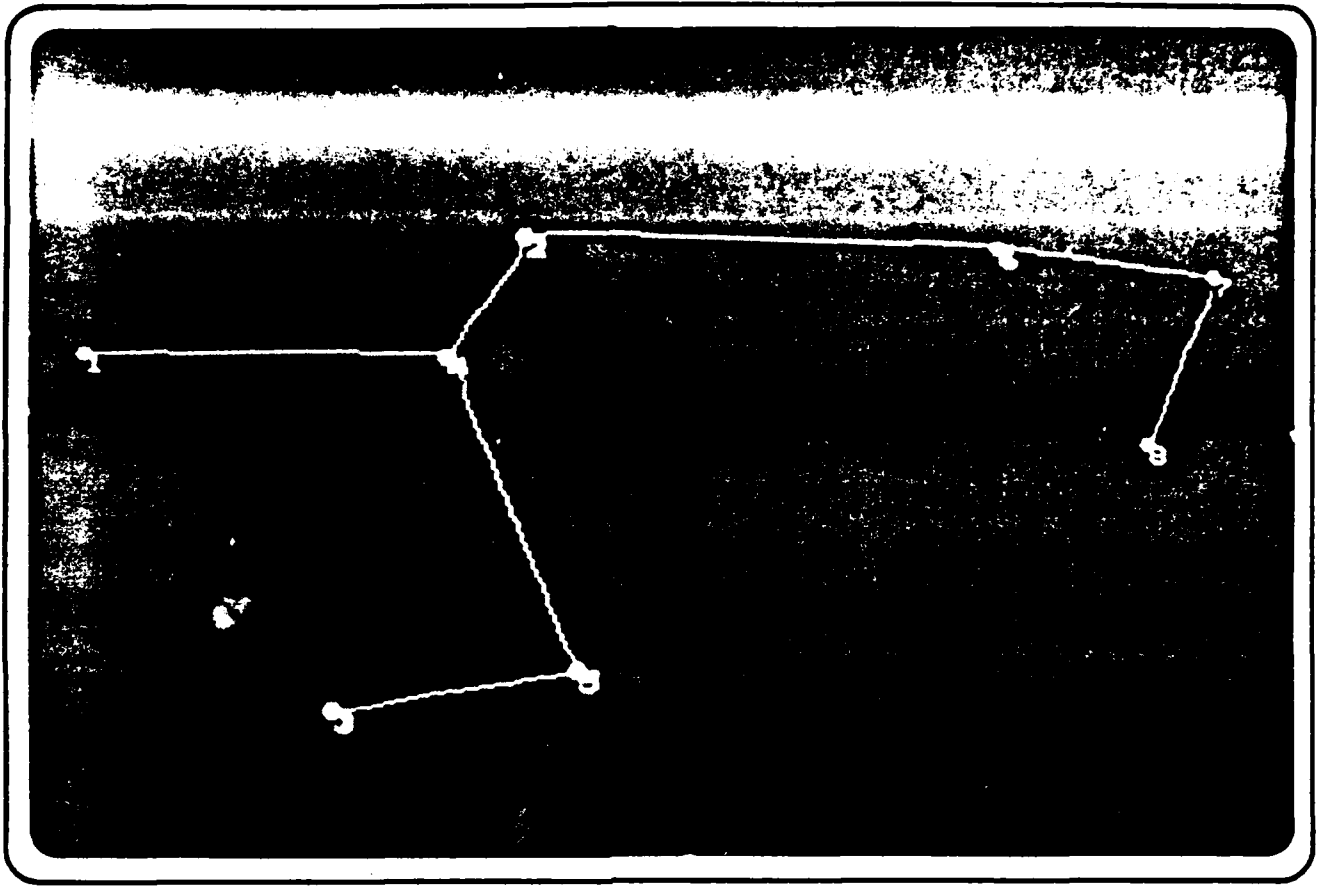


Figure 4. Resulting Network for  $k = 1$ .

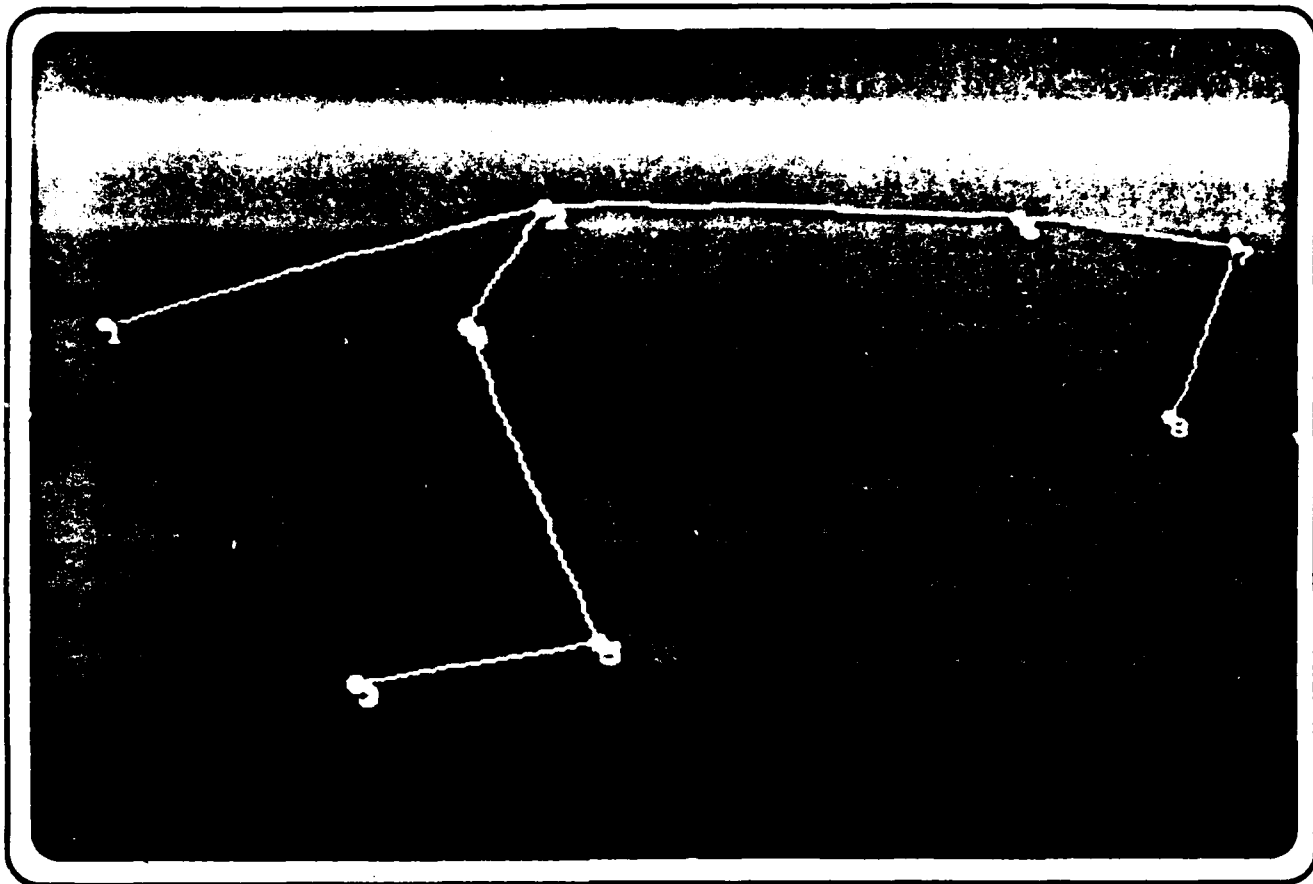


Figure 5. Resulting Network for  $k = 2$ .

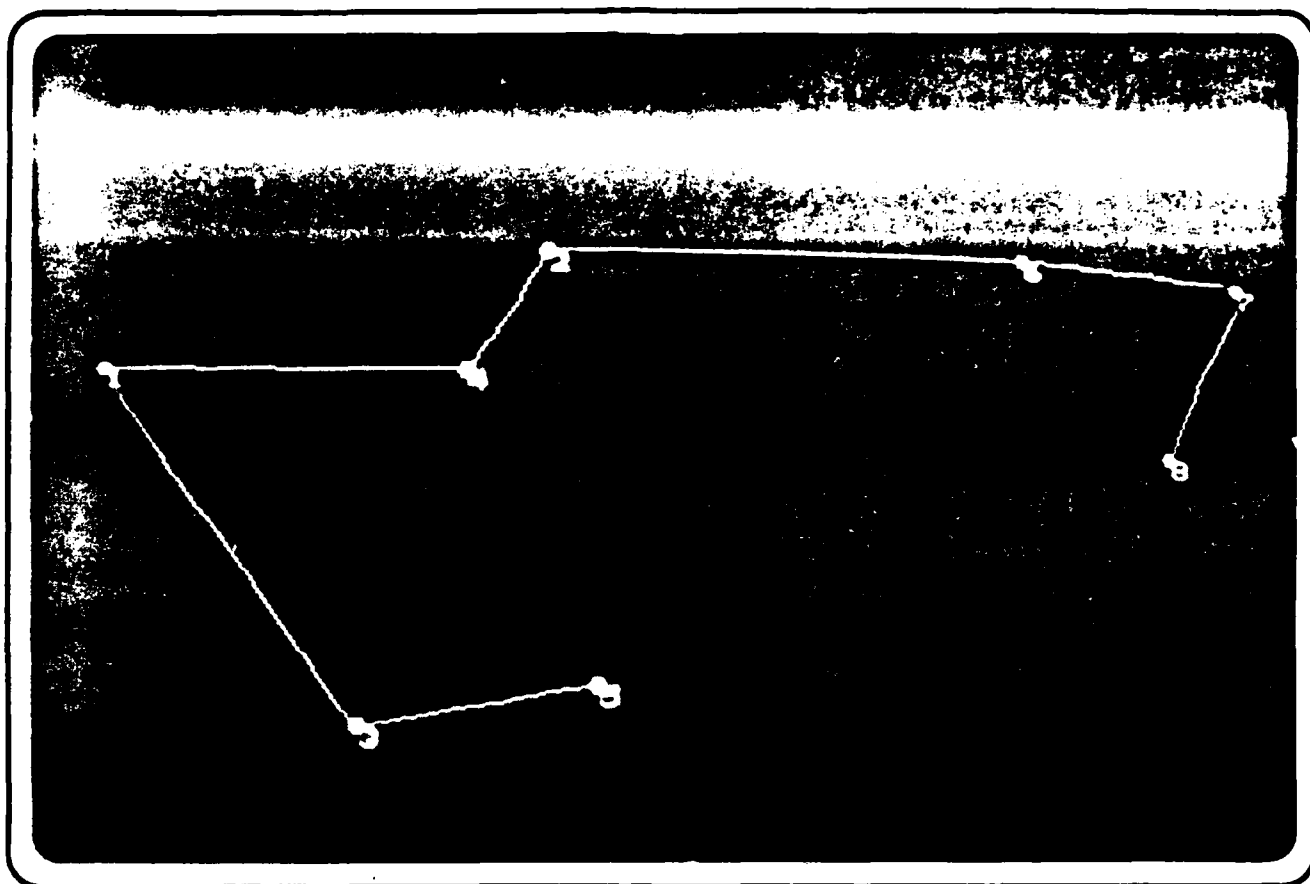


Figure 6. Resulting Network for  $k = 3$ .

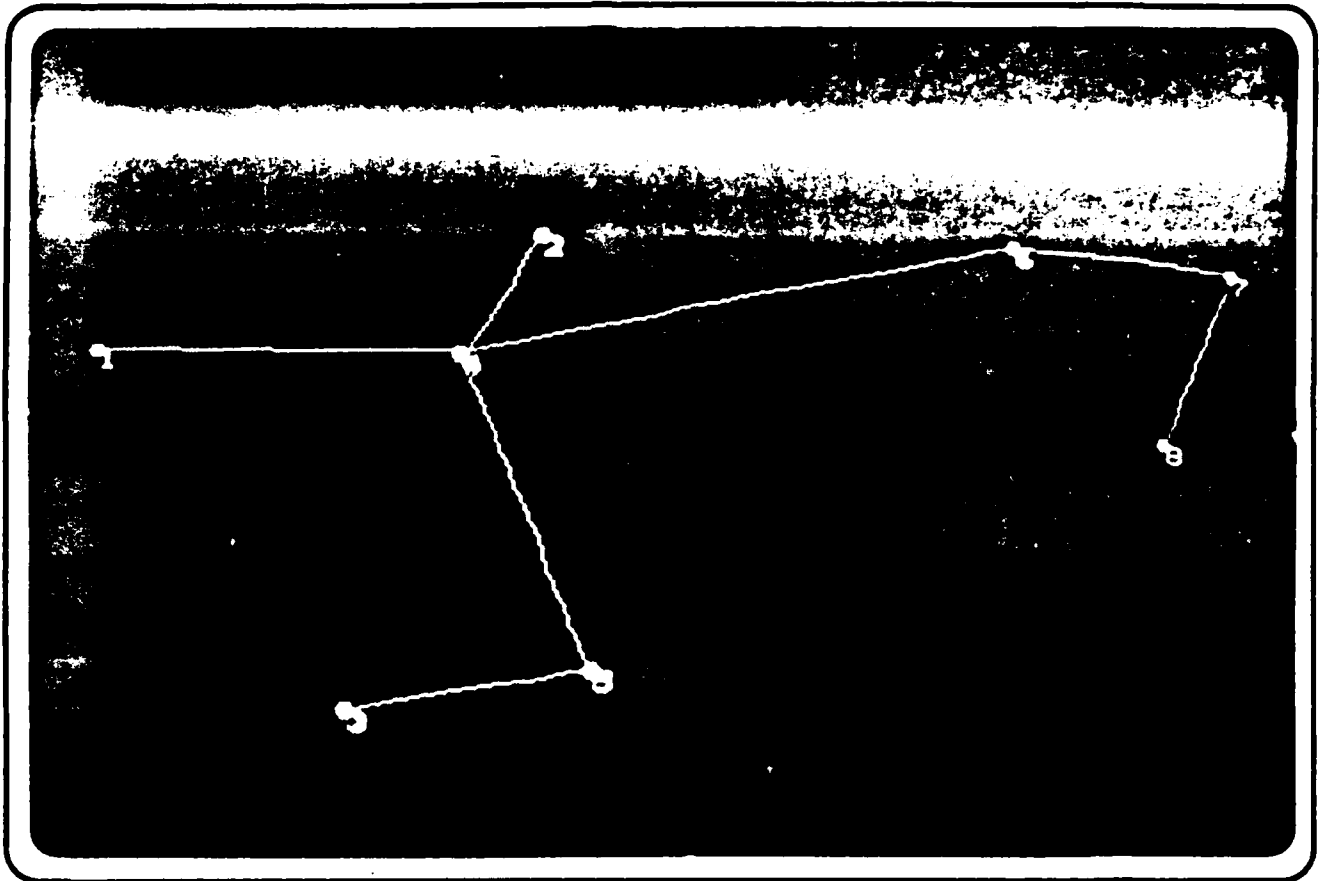


Figure 7. Resulting Network for  $k = 4$ .



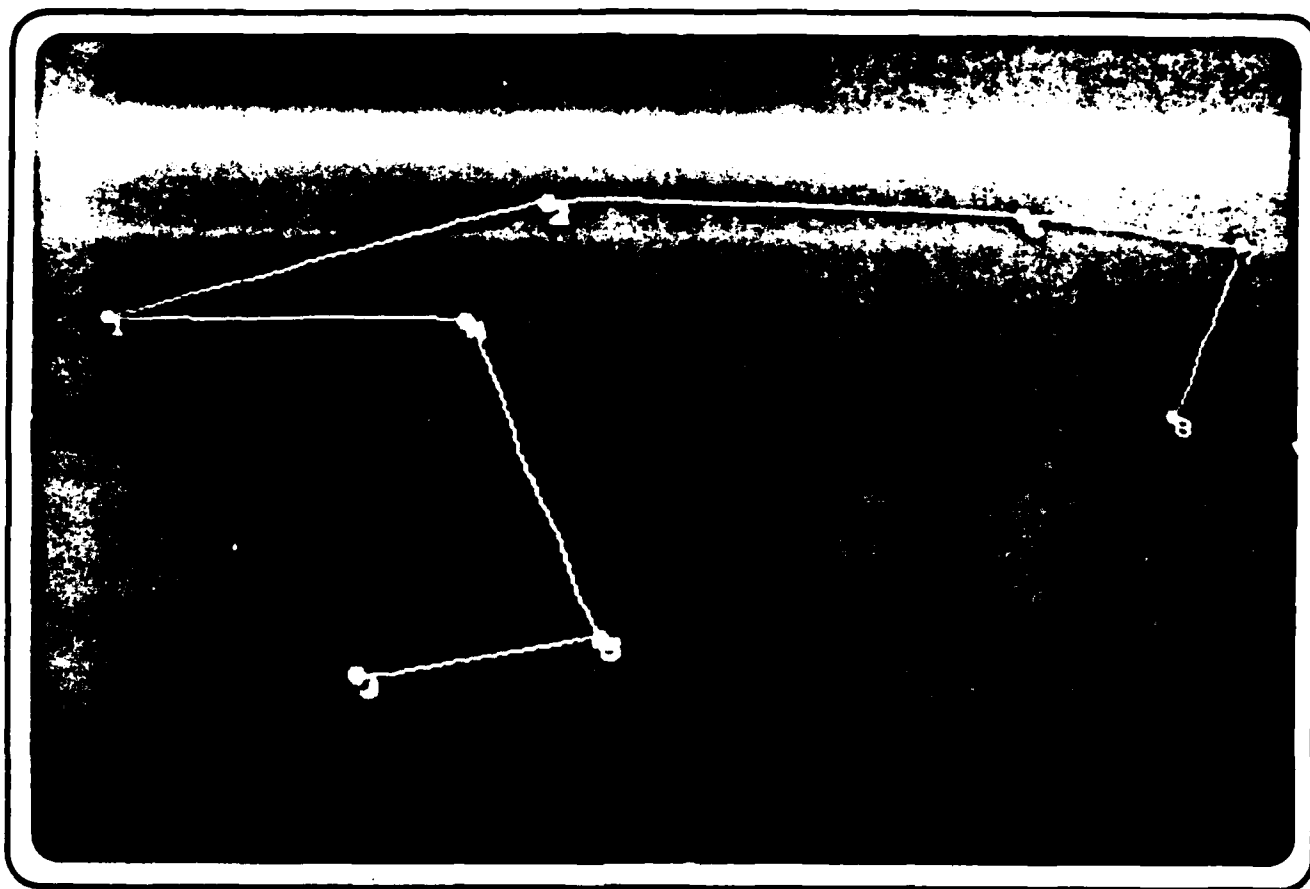


Figure 8. Resulting Network for  $k = 5$ .

## CHAPTER VI

### CONCLUSIONS AND RECOMMENDATIONS

#### A. Conclusions

We realize that this is quite a departure from conventional thinking as far as power distribution systems are concerned. As this concept is delved into further, it may result in the conclusion that this is impractical and infeasible in a constantly moving tactical environment, particularly the closer the units are to the front. However, it should be noted that the idea of "common users" of generators and "power plant teams" is not new in a non-tactical situation.

The Corps of Engineers has both power plant operation and maintenance, and power line teams. These are depicted in Appendices D-1 and D-2. Their concept and mission would be particularly suited to the decision support system described here.

Although this system was originally designed with Division 86 units and their requirements in mind, it is easily extrapolated to Corps and Theater Army levels with only minimal effort. Possibly once you get as high as theater level, you may exceed the memory capability of the Z-80 microprocessor. There are processors available with greater memory capabilities and so this thinking need not be limited by the computer hardware.

Another application of this system would be with the concept of cellular division and corps headquarters. The thought here is that a division headquarters would occupy an area roughly 10 kilometers square (Corps, 15 kilometers). Within this area the various headquarters elements, although dispersed, could be connected by transmission lines to a common source of power. The optimum location of the power plant(s) could easily be determined by our decision support system.

Another concept which the Corps of Engineers is researching is that of power conditioners. As mentioned earlier, there are numerous different sizes, voltages and cycles of power generation equipment in a given unit. When an item requires, say 6 kilowatts to operate, it must use a 10 kilowatt generator (the next larger size). When you multiply this by the number of that piece of equipment in the unit, the excess power becomes even larger. Now expand that over all other items and you'll find there exists a significant overkill.

A power conditioner is a "black box" which can convert cycles, voltages, etc. so that a common source of power can drive any of the diverse systems and thereby reduce the numbers of generator, operator, repair parts, and overall cost to the system. Here again would be an excellent situation where our decision support system could be utilized.

These are but a few possible applications of our system. The possibilities are many and varied.

#### B. Recommendations

(1) We recommend that this area be further explored to determine possible expanded applications of the process considered here. Military pipeline systems would be readily adaptable to such a decision system.

(2) Time and manpower precluded making this system any more sophisticated than presented here but there are several improvements which could be made to increase it's value.

(a) The minimum operating power requirements for each unit could be stored in computer memory. The user could take readiness and casualty/damage reports and constantly monitor each unit's present status. Thus shortages would be detected sooner to reduce system down time.

(b) Voltage losses through transmission lines could be calculated by inputting formulas to account for drops due to distances and wire sizes.

(c) Priority for each unit could be stored in computer memory thus eliminating the need for the user to manually monitor these.

APPENDIX A  
GENERATOR REQUIREMENTS FOR  
DIVISION 86 UNITS

Appendix A-1.

				19	19	19	19	19
J95492	A	GEN ST	DSL ENG TM: 15KV 60HZ MTD ON 4-200A1 PU-495					
J95492	R	GEN ST	DSL ENG TM: 15KV 60HZ MTD ON 4-200A1 PU-405	14	14	14	14	14
J95492	A	GEN ST	DSL ENG TM: 60KV 60HZ MTD ON 4-200A1 PU-450	3	3	3	3	3
J95600	A	GEN ST	DSL ENG TM: 60KV 60HZ MTD ON 4-200A1 PU-707	2	2	2	2	2
J95801	A	GEN ST	DSL ENG TM: 100KV 60HZ MTD ON W353 PU-495	2	2	2	2	2
J95801	A	GEN ST	DSL ENG TM: 5KV 60HZ 1-3PH AC 120/200 120/240V TAC UTIL	16	16	16	16	16
J95813	B	GEN ST	DSL ENG TM: 5KV 60HZ 1-3PH AC 120/200 120/240V TAC UTIL	9	9	9	9	9
J95813	A	GEN ST	DSL ENG TM: 10KV 60HZ 1-3PH AC 120/200 120/240V TAC UTIL	12	12	12	12	20
J96109	A	GEN ST	DSL ENG TM: 30KV 60HZ 3PH AC 120/200 240/415V 50HZ TAC UTIL	1	1	1	1	1
J96303	A	GEN ST	DSL ENG TM: 30KV 60HZ MTD ON 4-200A1 PU-406	5	5	5	5	5
J96725	A	GEN ST	DSL ENG TM: 30KV AC 120/200 240/415V 3PH 60HZ TAC PRECISE	5	5	5	5	5
J37205	A	GEN ST	DSL ENG TM: 45KV 60HZ MTD ON 4-200A1 PU-551	5	5	5	5	5
J37205	R	GEN ST	DSL ENG TM: 45KV 60HZ MTD ON 4-200A1 PU-551	4	4	4	4	4
J37205	A	GEN ST	DSL ENG TM: 60KV 60HZ 3PH AC 120/200 240/415 50HZ TAC UTIL	1	1	1	1	1
J41452	A	GEN ST	GAS ENG TM: 10KV 60HZ MTD ON M103 PU-3047492-4	2	2	2	2	2
J42100	A	GEN ST	GAS ENG TM: 10KV 60HZ 1-3PH AC 120/240 120/200V PU-619/4	72	72	72	72	57
J42100	R	GEN ST	GAS ENG TM: 10KV 60HZ 1-3PH AC 120/240 120/200V PU-619/4	3	3	3	3	3
J42976	R	GEN ST	GAS ENG TM: 0.5KV 60HZ 1PH AC 120/240V SHOCK MTD TAC UTILITY	1	1	1	1	1
J43027	A	GEN ST	GAS ENG TM: 0.5KV 60HZ 1PH AC 120/240V SHOCK MTD TAC UTILITY	11	11	11	11	11
J43910	A	GEN ST	GAS ENG TM: 1.5KV 60HZ 1PH AC 120/200V SKD SKD TAC UTILITY	129	129	129	129	123
J43918	R	GEN ST	GAS ENG TM: 1.5KV 60HZ 1PH AC 120V SHOCK TAC UTILITY	195	195	194	192	192
J44055	A	GEN ST	GAS ENG TM: 1.5KV DC 20V SHOCK TACTICAL UTILITY	73	71	71	60	1
J44055	R	GEN ST	GAS ENG TM: 1.5KV DC 20V SHOCK TACTICAL UTILITY	138	138	131	117	
J45699	A	GEN ST	GAS ENG TM: 3KV 60HZ 1-3PH 120/240 120/200V SKD TAC UTILITY	19	19	19	19	11
J45699	R	GEN ST	GAS ENG TM: 3KV 60HZ 1-3PH 120/240 120/200V SKD TAC UTILITY	34	34	34	34	34
J45836	A	GEN ST	GAS ENG TM: 3KV 60HZ 1-3PH AC 120/200/240V TAC UTIL	54	54	54	54	54
J45836	R	GEN ST	GAS ENG TM: 3KV 60HZ 1-3PH AC 120/200/240V TAC UTIL	14	14	14	14	14
J46110	A	GEN ST	GAS ENG TM: 3KV DC 20V SKD-SHK TBLR FRAME MTD TAC UTILITY	27	27	27	27	2A
J46110	R	GEN ST	GAS ENG TM: 3KV DC 20V SKD-SHK TBLR FRAME MTD TAC UTILITY	78	78	78	78	78
J46252	A	GEN ST	GAS ENG TM: 3KV 60HZ 2 EA MTD ON M101 PU-625	54	50	42	50	
J46252	R	GEN ST	GAS ENG TM: 3KV 60HZ 2 EA MTD ON M101 PU-625	1	1	1	1	1
J46304	A	GEN ST	GAS ENG TM: 3KV 60HZ 2 EA MTD ON M101 PU-617	14	14	14	14	10
J46392	A	GEN ST	GAS ENG TM: 5KV 60HZ 2EA MTD ON M103 PU-629					
J46692	A	GEN ST	GAS ENG TM: DC 5KV 20V FRAME-SHOCK MTD TACTICAL UTILITY	6	6	6	6	1
J47060	A	GEN ST	GAS ENG TM: DC 5KV 20V FRAME-SHOCK MTD TACTICAL UTILITY	1	1	1	1	1
J47060	R	GEN ST	GAS ENG TM: 5KV 60HZ 1-3PH AC 120/240 120/200V SKD TAC UTIL	4	4	4	4	4
J47060	C	GEN ST	GAS ENG TM: 5KV 60HZ 1-3PH AC 120/240 120/200V SKD TAC UTIL	6	6	6	6	6
J47060	A	GEN ST	GAS ENG TM: 5KV 60HZ 1-3PH AC 120/240 120/200V SKD TAC UTIL	2	2	2	2	2
J47480	A	GEN ST	GAS ENG TM: 5KV 60CY 1-3PH AC 120 240 120/200V PU-618/4	3	3	3	3	3
J47617	A	GEN ST	GAS ENG TM: 5KV 60HZ 2EA MTD ON M116 PU-620	60	79	76	76	7A
J47617	R	GEN ST	GAS ENG TM: 5KV 60HZ 2EA MTD ON M116 PU-620	76	26	26	26	25
J48713	A	GEN ST	GAS ENG TM: 5KV 60HZ 1-3PH AC 120/240 120/200V SKD TAC UTIL	10	10	10	10	10
J49055	A	GEN ST	GAS ENG TM: 7.5 KW DC 20.5 V WHL MTD	2	2	2	2	2
J49055	R	GEN ST	GAS ENG TM: 7.5 KW DC 20.5 V WHL MTD	7	7	7	7	7
J49398	A	GEN ST	GAS ENG TM: 10KV 60HZ 1-3PH AC 120/240 120/200V TAC UTILITY	19	19	19	19	21
J49398	R	GEN ST	GAS ENG TM: 10KV 60HZ 1-3PH AC 120/240 120/200V TAC UTILITY	6	6	6	6	6
J49466	A	GEN SET	GAS ENG TM: 10KV 60HZ 1-3PH AC 120/240 120/200V TAC UTIL	5	5	5	5	4
J49466	R	GEN SET	GAS ENG TM: 10KV 60HZ MTD ON M101 PU-332	6	6	6	6	6
J49809	R	GEN ST	GAS ENG TM: 10KV 60HZ MTD ON M101 PU-332	1	1	1	1	1
J61585	A	GEN ST	GAS TURB ENG TM: 60KV AC 120/240 208/116V 3PH 600CY SKD MTD	6	6	6	6	6

## Appendix A-2

## Unit Generator Requirements

	.5	1.5	3	5	10	15	30	45	60	100	TOTAL
1/1 Armor		3	1								7.5
2/1 Armor		3	1								7.5
3/1 Mech		8									12.0
1/2 Armor		3	1								7.5
2/2 Armor		3	1								7.5
3/2 Mech		8									12.0
1/3 Armor		3	1								7.5
2/3 Armor		3	1								7.5
3/3 Mech		8									12.0
4/3 Mech		8									12.0
Engr. Bn		13	16								64.5
Mil Intel Bn		5		41	12	1					347.5
Signal Bn		8	136	82	7						900.0
MP Company		3									4.5
NBC Company		5									7.5
HHC 1st Bde		4	2	4							32.0
HHC 2nd Bde		4	2	4							32.0
HHC 3rd Bde		4	2	4							32.0
ADA Bn		50	1								78.0
HHB, Divarty		6		24	3						159.0
TGT Aqn Bty		3									4.5
1st Bn, 155 mm		12	1	4							41.0
2nd Bn, 155 mm		12	1	4							41.0
3rd Bn, 155 mm		12	1	4							41.0
8 inch Bn		8									32.0
HHT, ACAB		7		6							40.5
SBT SPT AVN BN	1	28	11	7	2				3		310.5
CAV. SQDN.	1	6		2							19.0
1st Atk Bn		6		4	2						49.0
2nd Atk Bn		6		4	2						49.0
HHC STP CMD						4				2	260.0
DMMC, SPT CMD				3		7					120.0
AG Co.		2	1			3					51.0
MED Bn.		3	1		7						77.5
Maint Bn		22	12	8	19	2	3	9	1		884.0
S&T Bn		3	1	6	5						87.5
1st Bde Spt Bn		16		7	18	4	1				329.0
2nd Bde Spt Bn		16		7	18	4	1				329.0
3rd Bde Spt Bn		18		7	19	4	1				342.0
HHC, Dvy Div.		2	1	4		4					86.0
	1	334	195	240	114	33	6	9	4	2	4943.5

TOTAL NUMBER 60 HZ, 120 V Generators = 938

APPENDIX B

PROGRAM NTRACE



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13  PROGRAM TRACE PREPARES DATA INPUT FOR PROGRAM COMPUTE *****
14  A PROTOTYPE DECISION SUPPORT SYSTEM FOR WAREHOUSE LOCATION ON A ROAD NETWORK.
15  FOR DOCUMENTATION SEE MASTERS THESIS BY MONTY J. ANDERSON, CPT. USA
16  GEORGIA INSTITUTE OF TECH., PROF DONOVAN YOUNG, CHAIRMAN
17  MODIFIED BY CPT ROBERT L. DAVIS, APRIL 1982
18  *****
19  MT=0:TR=0 *****
20  PRINT CHR(27);"R1C";CHR(27);"0E5";CHR(27);"IE5"; ESTABLISH COMMUNICATIONS WITH BITPAD
21  PRINT@4;"M"
22  IF @1 AND @2 THEN @1=0:GOSUB 660:GOTO 4300 'CHANGE SUPPLY/DEMAND IF CHAINED FROM COMPUTE
23  IF @1 THEN GOSUB 660:GOTO 4650 'MINOR RESTART IF CHAINED FROM COMPUTE
24  IF @2 THEN GOSUB 660:GOTO 4710 'MAJOR RESTART IF CHAINED FROM COMPUTE
25  CLEAR:DEFINT N,I,J,M,B,S,Z 'INITIALIZE VARIABLES IF NOT CHAINED FROM COMPUTE
26  PRINT CHR(12);"XZ,YZ,"CS";
27  PRINT-ENTER PROBLEM NAME
28  LINE INPUT"(For Disk Storage of Data): "CS";A@
29  IF LEN(A@)=0 THEN 100
30  DIM NN(130)
31  NN(0)=ACTUAL # OF NODES IN PROBLEM;NN(16)=MAXIMUM # OF NODES ALLOWED IN PROBLEM; NN(13)=FLAG FOR NEW COST MATRIX
32  NN(1);NN(4);NN(2);NN(5)=LOWER LEFT AND UPPER RIGHT X&Y BITPAD SCALING POINT COORD RESPECTIVELY
33  NN(3);NN(6)=COMPUTED X&Y SCALING CONSTANTS FROM ABOVE VALUES
34  NN(7);NN(8)=# OF SOURCES AND SINKS IN PROBLEM;NN(8);NN(10);NN(15)=CONSTANT VALUES FROM SUBROUTINE 2500
35  DIM D1(100);A2(100);DEG(50);NARC(50);Z0;C(100)
36  DIM SR(1);SK(1);IS(1);B(1)
37  DIM SD(1);SPI(1);NI(1);IC(1);I
38  DIM ID(1);NF(1);ND(1);NR(1);NU(1);IU(1);ZP(1)
39  DIM NP(1);X(1);Y(1)
40  PRINT CHR(12);
41  PRINT"IS THERE DATA PRESENTLY STORED UNDER NAME: "C4";A@
42  LINE INPUT"C6
43  IF LEFT$(Z6,1)=""Y" THEN GOSUB 2700:GOSUB 660:GOTO 1000 'RETRIEVE STORED DATA
44  PRINT CHR(12);GOSUB 2100 'INPUT CONSTANT VALUES FOR NEW PROBLEM
45  PRINT CHR(12);"C4";A@
46  PRINT" FOLLOW TRACING INSTRUCTIONS"
47  LINE INPUT S#;IF LEFT$(S,1)=""Y" THEN 480 'SKIP ALL INSTRUCTIONS IF S#<>"Y"
48  PRINT CHR(12);"C4";A@;1300";
49  PRINT"YOU SHOULD NOW PREPARE TO ENTER THE DESIRED NETWORK.";
50  PRINT"THE AREA ON THE MAP OF CONCERN MUST BE NO MORE THAN 10 INCHES BY 10 ";
51  PRINT"INCHES. CENTER THE IDENTIFIED AREA ON THE BITPAD AND SECURE IT IN PLACE ";
52  PRINT"WITH TAPE. IDENTIFY A POINT IN BOTH THE LOWER LEFT CORNER AND UPPER ";
53  PRINT"RIGHT CORNER THAT IS NO MORE THAN 1/4 INCH OUTSIDE BOTH THE X AND Y AXIS ";
54  PRINT"BOUNDARIES OF THE IDENTIFIED AREA."
55  PRINT CHR(12);"X002"Y002"CGTHESE TWO POINTS WILL BE USED BY ";
56  PRINT"YOU TO SCALE THE SIZE OF THE IDENTIFIED ";
57  PRINT"AREA TO THE FULL SIZE OF THE SCREEN."
58  LINE INPUT"CSHIT RETURN WHEN YOU ARE READY TO BEGIN."C7"0+0.0.511.511";I#
59  PRINT CHR(12);"U1.100"C4";K";
60  PRINT"TOUCH LOWER LEFT SCALE POINT WITH STYLUS OR DEPRESS ANY BUTTON ON THE CURSOR"
61  PRINT" AFTER IT IS CENTERED ON THE SCALE POINT. LISTEN FOR A BELL."U001255"CB"
62  PRINT" IF YOU DO NOT HEAR A BELL THEN YOU ARE OUTSIDE OF THE SENSITIVE AREA "
63  PRINT" ON THE BITPAD. DECREASE THE SIZE OF THE AREA TO BE TRACED."
64  INPUT#12;Y;F#;IF F#="1" OR F#="3" OR F#="4" OR F#="8" THEN NN(1)=X;NN(4)=Y ELSE 530
65  PRINT CHR(12);"U001500"C4";CHR(12);

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570 PRINT "IF YOU DO NOT HEAR A BELL THEN YOU ARE OUTSIDE OF THE SENSITIVE AREA ON "
580 PRINT "THE BITPAD. DECREASE THE SIZE OF THE AREA TO BE TRACED.":
590 F=0:PRINT"-7020"
600 INPUT#4:Y,F4:IF F4=1 OR F4=3 OR F4=4 OR F4=8 THEN NN(2)=X:NN(3)=Y ELSE 600
610 NN(3)=NN(2):NN(1)=NN(1)+NN(2)-NN(4)/412
620 PRINT CHR$(12);"C4"U001450:CHR$(17):IF LEFT$(S,1)<>"Y" THEN HT=5:GOSUB 850:GOTO 4100
630 PRINT"YOU HAVE FINISHED THE SCALING OF THE MAP. YOU ARE NOW READY TO INPUT THE"
640 PRINT"LOCATIONS OF C6 ALL C4 ROAD INTERSECTIONS C6 AND ROAD END POINTS C4 THAT EITHER:
650 PRINT CHR$(10);"1) LEAVE THE EDGE OF THE AREA THAT WAS SCALED EARLIER."
660 PRINT CHR$(10);"2) TERMINATE AT ANY POINT INSIDE OF THE SCALED AREA."
670 PRINT CHR$(10);"TO DESIGNATE A POINT AS A NODE YOU NEED ONLY:"
680 PRINT "POSITION THE CURSOR OVER IT AND PRESS THE C18BLUE C4 BUTTON. ";
690 PRINT "A BELL WILL SOUND INDICATING THAT THE NODE HAS ACCEPTED AND A C1 BLUE C4 ";
700 PRINT "CIRCLE WILL APPEAR ON THE SCREEN. C6TAKE CARE TO ENTER AS MANY NODES ";
710 PRINT "AS YOU CAN IDENTIFY. ALL CONNECTING ROADS ";
720 PRINT "MUST START AND END AT A NODE."
730 LINE INPUT"C5"X003Y003:RETURN TO CONTINUE."Z6'PLAIN WAIT FOR CARRIAGE RETURN
738 '
740 HT=5:GOSUB 850:GOTO 4100
750 '---THIS SUBROUTINE PRINTS THE MENU AND SETS INITIAL WINDOW CONDITIONS
760 PRINT "":CHR$(12):
770 PRINT CHR$(27);"OAI"="M300.1005110."R"85":CHR$(12):
780 PRINT "25.50.10.07550.10.12550.10.17550.10.":
790 PRINT "22550.10.27550.10."L:CHR$(12):
800 PRINT "U016560ADD"U1.03NODE/ARC":
810 PRINT "U054080STOP OR U061030SAVE U061020DATA":
820 PRINT "U10798"CHANGE"U107930SUPPLY/"U107920DEMAND":
830 PRINT "U204060DISPLAY"U201030ANALYSIS":
840 PRINT "U294060RESTART":
850 RETURN
858 '
1000 '---THIS IS THE INFINITE LOOP SECTION TO WAIT FOR A LIGHT PEN HIT
1010 TR=1:ON ERROR#2 GOTO 2000:OUTAMB0.0
1020 PRINT#4:"J":PRINT CHR$(27);"OAO":
1030 PRINT CHR$(10);CHR$(27);"OAO"K":
1040 GOTO 1040
1058 '
1100 '---THIS SECTION CONTROLS THE INPUT SIGNAL FROM THE 4 BUTTON CURSOR WITH DIGITIZER PAD
1110 TR=1:ON ERROR#2 GOTO 2000:OUTAMB0.0
1120 PRINT#4:"J":PRINT CHR$(27);"OAO":
1130 'RECEIVE COORD PLUS FLAG FROM BITPAD: IGNOR IF F4 IS NOT "4" OR "8" FOR BLUE AND GREEN BUTTON RESPECTIVELY
1140 INPUT#4:X,Y,F4:IF F4=4 OR F4=8 THEN 1140 ELSE 1140
1150 IF X=0 OR Y=0 THEN 1140
1160 XP=FXP(X):YP=FP(Y):
1170 IF XP=0 OR YP=0 OR XP>511 OR YP>511 THEN 1140
1180 IF F4=4 THEN GOSUB 1400
1190 IF F4=8 THEN GOSUB 1500
1200 GOTO 1140
1298 '
1400 '---THIS SUBROUTINE INCREMENTS THE NODE COUNTER
1410 SH=5:GOSUB 1600:IF SH<5 THEN 1440
1420 PRINT CHR$(27);"N=N+1:CL=N:NN(10)=N
1430 MAIN=XP:NY=N:YF:PRINT "C5":GOSUB 1800
1440 RETURN
1498 '
1500 '---THIS SUBROUTINE ERASES THE ARCS BETWEEN THE NODES
1510 PRINT#4:"I"

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1520 SH=25:GOSUB 1600
1530 IF SH=25 THEN GOSUB 1400:SH=0:CL=NN(0) ELSE PRINT CHR$(7):'ESTABLISH NODE IF DISTANCE > 25 DOTS
1540 PRINT "TKFC2G"
1550 PLOT NX(CL):NY(CL):Z
1560 PRINT "ZL":PLOT NX(CL):NY(CL)
1570 PLOT XP:YP:XO:YO:XP:Y0:PS:CL
1580 INPUT A:G:Y:W
1590 XP=FNP(X):YP=FNP(Y)
1600 DI=MBS(XP-XO)+MBS(YP-YO)
1610 IF DI>100 THEN 1580
1620 PLOT XP:YP
1630 IF F<>"8" THEN 1660
1640 XO=XP:YO=YP:SU=SU+DI
1650 GOTO 1560
1660 SH=25:GOSUB 1600
1670 IF SH=25 THEN GOSUB 1400:SH=0:CL=NN(0)
1680 SU=SU+SH:PLOT NX(CL):NY(CL)
1690 PRINT "FCSP":PLOT NX(S):NY(S):Z
1700 PRINT "L":CHR$(Z):Z
1702 L=L+1:NN=L:NY(Z)=L
1704 NY(L)=S:MZ(L)=CL:C(L)=SU
1710 EX(S,CL)=SU:D(CL,S)=S:M(SU)=0
1712 FOR J=1 TO NN(16)
1714 IF J=5 THEN 1716 ELSE 1716
1716 DEG(J)=DEG(J)+1:NARC(J)=DEG(J)+L
1718 IF J=CL THEN 1718 ELSE 1720
1718 DEG(J)=DEG(J)+1:NARC(J)=DEG(J)+L
1720 NEXT J
1722 RETURN
1795 *
1800 ***THIS SUBROUTINE FINDS THE CLOSEST NODE TO THE LIGHT PEN HIT
1810 FOR J=1 TO NN(0)
1820 DI=MBS(NX(J)-XP)+MBS(NY(J)-YP)
1830 IF DI<SH THEN SH=DI:CL=J
1840 NEXT J
1850 RETURN
1859 *
1860 ***THIS SUBROUTINE PLOTS THE NODE NUMBER AND A CIRCLE AT THE NODES COORD
1870 PRINT "U":PLOT NX(CL):NY(CL)
1880 PRINT CHR$(Z):Z
1890 IF CL=0 THEN PRINT USING "9";CL; ELSE PRINT USING "##";CL;
1900 PRINT "KF":G:Y:W:PLOT NX(CL):NY(CL):Z
1950 RETURN
1958 *
1960 ***THIS SECTION CONTROLS THE BRANCHING TO THE APPROPRIATE SECTION AFTER A LIGHT PEN HIT
2000 IF ERR=24 THEN 2010 ELSE ON ERROR#0 GOTO 0
2010 IF HT=0 THEN 2080
2020 AP=CURS(4):TP=CURS(14)
2030 ON HT GOTO 2040,2050,2060,2070,2080
2040 AG=25:FOR I=1 TO 6
2050 DI=MBS(XP-XO)+MBS(YP-YO)
2060 IF DI<AG THEN PRINT CHR$(7):ON I GOTO 4100,4200,4300,4400,4500,4600
2070 AG=AG+50:NEXT I
2080 OUT#MS0:RESUME 1920
2089 *
***THIS SECTION INPUTS CONSTANT VALUES FOR CALCULATION OF CAPACITIES & DEMANDS
2100 PRINT "C6THE MAXIMUM NUMBER OF NODES MEMORY WILL ALLOW IS 60."
2110 PRINT "C5THE MAXIMUM NUMBER OF NODES MEMORY WILL BE IN BOUNDARY OF THE NETWORK IS:MAXNO:INBUT:MA

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'FIND DISTANCE TO CLOSEST NODE  
'PRINT CHR\$(7):'ESTABLISH NODE IF DISTANCE > 25 DOTS  
'PLOT BLINKING GREEN CIRCLE  
'PLOT CONCATENATED VECTOR  
'REMEMBER OLD VALUES

'SUM DISTANCE FROM LAST COORD

'RECORD TWDWAY ARC

'THIS SUBROUTINE PLOTS THE NODE NUMBER AND A CIRCLE AT THE NODES COORD

'THIS SECTION CONTROLS THE BRANCHING TO THE APPROPRIATE SECTION AFTER A LIGHT PEN HIT

'IGNOR ALL LIGHT PEN HITS  
'RECEIVE LIGHT PEN HIT COORD  
'IF HT<>1 THEN BRANCH TO APPROPRIATE SECTION  
'SEARCH THROUGH MENU FOR CLOSEST POINT

'THIS SECTION INPUTS CONSTANT VALUES FOR CALCULATION OF CAPACITIES & DEMANDS

'C6THE MAXIMUM NUMBER OF NODES MEMORY WILL ALLOW IS 60.'

'C5THE MAXIMUM NUMBER OF NODES MEMORY WILL BE IN BOUNDARY OF THE NETWORK IS:MAXNO:INBUT:MA

```

2280 RETURN
2285 *
2300 *---THIS SUBROUTINE ALLOWS FOR THE MANUAL CHANGING OF A SPECIFIC ARC LENGTH
2310 PRINT CHR(12);"="2;
2320 LINE INPUT "C760 YOU WANT TO CHANGE A SPECIFIC ARC LENGTH" C5"1?" 2"C7 Yes=y or No=N "J" C5"120
2330 IF LEFT$(C5,1) <> "Y" THEN 2420 ELSE PRINT CHR(12);
2340 S=0: INPUT "C7ENTER THE START NODE #" C5"15:PRINT
2350 T=0: INPUT "C7ENTER THE FINISH NODE #" C5"17:
2360 IF S < 1 OR S > NN(1) OR T < 1 OR T > NN(1) THEN PRINT CHR(12);"C4"ERROR ON INPUT"2"C7":GOTO 2300
2370 PRINT CHR(12);"C7"THE PRESENT "C4"IONEMAY"2"C7 LENGTH OF THE ARC FROM NODE# "C3"15:"C7"TO NODE# "C3"17:"C7"IS: "C4"DX(8,T)
2380 PRINT "C6"CENTER THE NEW DISTANCE."
2390 INPUT "C7" Carriage Return ALONE RESULTS IN NO CHANGE. "1" C5"18:DX(8,T)
2400 NN(13)=0
2410 GOTO 2300
2420 RETURN
2450 *
2460 *---THIS SUBROUTINE SAVES THE DATA INPUT
2510 PRINT "THIS IS THE FILE SAVE ROUTINE.":PRINT
2520 PRINT "TO SAVE DATA TYPE "C5"16"STOP"2"/"C7 THEN "C6"RETURN."C4"J "1
2530 LINE INPUT Z:IF Z <> "STOP" THEN 2620
2540 PRINT CHR(27);"G0"-"K"WO,1005110."CHR(12);
2548 *
2550 *---THIS SUBSECTION SAVES DATA WITHOUT PROMPTING THE USER
2560 IF NN(7) THEN 2570 ELSE 2560
2570 DOS"ARYSAVE "+A$+"SR SR":DOS"ARYSAVE "+A$+"IS IS"
2580 IF NN(6) THEN 2590 ELSE 2600
2590 DOS"ARYSAVE "+A$+"SK SK"
2600 IF NN(7) OR NN(8) THEN DOS"ARYSAVE "+A$+"G G"
2610 NN(16)=NA:DOS"ARYSAVE "+A$+"NN NN"
2620 RETURN
2650 *
2700 *---THIS SUBROUTINE RETRIEVES PREVIOUSLY SAVED DATA
2710 PRINT "-"K":CHR(12);
2720 DOS"REFRESH "+A$:DOS"ARYLOAD "+A$+"NN NN":KY=NN(13):MA=NN(16)
2730 ERASE NA:DIM NA(MA):DOS"ARYLOAD "+A$+"NX NX"
2740 ERASE NY:DIM NY(MA):DOS"ARYLOAD "+A$+"NY NY"
2750 IF NN(7) THEN ERASE SR:IS:DIM SR(NN(7)+1):IS(NN(7)+1):DOS"ARYLOAD "+A$+"SR SR":DOS"ARYLOAD "+A$+"IS IS" ELSE 2770
2760 PRINT "C6"?:FOR I=1 TO NN(7):CL=SR(I):GOSUB 1800:NEXT
2770 IF NN(6) THEN ERASE SK:DIM SK(NN(6)+1):DOS"ARYLOAD "+A$+"SK SK" ELSE 2780
2780 PRINT "C1"?:FOR J=1 TO NN(6):CL=SK(J):GOSUB 1800:NEXT
2790 ERASE G:DIM G(MA)
2800 IF NN(7) OR NN(6) THEN DOS"ARYLOAD "+A$+"G G"
2810 PRINT CHR(21);
2820 NT=1:RETURN
2850 *
4000 *---THIS SUBROUTINE COMPUTES THE LINKLIST DATA ARRAYS FROM THE D(I,J) MATRIX
4005 ERASE NS:NT=AL:DIM NS(MA+1):NT(5)=NA):AL(5)=NA)
4010 PRINT CHR(27);"0A1":CHR(12);
4015 PRINT "NOW COMPUTING LINKLIST DATA ARRAYS FOR PROBLEM: ";A$
4020 PRINT "C5"02"002PLEASE WAIT"C7"X001"Y001"K"
4025 FOR I=1 TO N:FOR J=1 TO N
4030 IF D(I,J) > 0 THEN A=A+1:NT(A)=J:AL(A)=DX(I,J)
4035 NEXT J:NS(I+1)=A:NEXT I
4040 PRINT CHR(12);CHR(7);"PROBLEM ";A$:" HAS";NS(N+1);"ARCS."
4045 PRINT "X2,"Y2,"CGNOM SAVING DATA"X1,"Y1,";
4050 DOS"ARYSAVE "+A$+"D D":DOS"ARYSAVE "+A$+"NS NS"
4055 DOS"ARYSAVE "+A$+"NT NT":DOS"ARYSAVE "+A$+"AL AL"
4060 DOS"ARYSAVE "+A$+"M M":DOS"ARYSAVE "+A$+"Z Z"
4065 DOS"ARYSAVE "+A$+"NARC NARC":DOS"ARYSAVE "+A$+"DEG DEG"

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4058 DOS"ARYSAVE "+AS+"C C"
4060 RETURN
4088 '
4100 '---THIS SECTION CONTROLS THE MENU SELECTION FOR THE BITPAD DATA INPUT
4105 DEF FAP(X)=FIX((X-NN(1))/NN(3)+.5)
4110 DEF FAP(Y)=FIX((Y-NN(4))/NN(6)+.5)+100
4115 N=NN(5)
4120 PRINT CHR(27);"0A1";CHR(12);
4125 ERASE DX,NX,NY;DIM DA(MA),NA(NX),NY(MA)
4130 IF NA(0) THEN PRINT"X2,Y2,"CBRETRIEVING DATA"X1,Y1,"K";DOS"ARYLOAD "+AS+"D DX" ELSE ERASE G:DIM G(MA):GOTO 4155
4135 DOS"ARYLOAD "+AS+"NA NX";DOS"ARYLOAD "+AS+"NY NY"
4140 GOSUB 4500:PRINT CHR(12);
4145 LINE INPUT"C760 YOU WANT TO USE THE DIGITIZER PAD"C5"17"2"C7 YES=Y OR NO=N "Z8
4150 IF LEFT$(Z8,1)="" THEN 4160
4155 HT=6:PRINT CHR(12);"C2DIGITIZER ACTIVATED"K";CHR(7);
4160 IF NA(0) THEN OUT&MS;0:RESUME 1100 ELSE GOTO 1100
4165 PRINTCHR(27);"0A0"K"MC,1005110,";CHR(12);
4170 DOS"PICTURE "+AS+"NA(15):0:DOS"ARYSAVE "+AS+"NN NN"
4175 DOS"ARYSAVE "+AS+"NA NX";DOS"ARYSAVE "+AS+"NY NY"
4180 GOSUB 860:GOSUB 4000:PRINT CHR(12);
4185 HT=1:IF TR THEN OUT&MS;0:RESUME 1020 ELSE GOTO 1000
4198 '
4200 '---THIS SECTION CONTROLS THE MENU SELECTION FOR THE STOPPING OF PROGRAM EXECUTION
4210 PRINT CHR(27);"0A1"K";CHR(12);
4220 GOSUB 2500:PRINT"--";CHR(12);:CLEAR:END
4230 OUT&MS;0:RESUME 1020
4298 '
4300 '---THIS SECTION CONTROLS THE MENU SELECTION FOR THE INPUT OF DATA
4310 PRINT CHR(27);"0A1";CHR(12);:GOSUB 3000
4320 PRINT CHR(12);"X2,Y2,"CSAVING DATA"X1,Y1,"K";GOSUB 2550
4330 PRINT CHR(12);"K"C2"ALL DATA HAS NOW BEEN ENTERED."2"C7"
4340 HT=1:IF TR THEN OUT&MS;0:RESUME 1020 ELSE TR=1:GOTO 1000
4388 '
4400 '---THIS SECTION CONTROLS THE MENU SELECTION FOR THE CALCULATION OF FLOW
4410 PRINT CHR(27);"0A1"K";CHR(12);
4420 PRINT"X2,Y2,"C2PLEASE WAIT"X1,"Y1,";
4440 IF NA(8) THEN 4470
4450 PRINT CHR(12);"C7YOU CAN NOT COMPUTE FLOW UNTIL THE NODES HAVE BEEN DESIGNATED. YOU"
4455 PRINT" MUST "CSCHANGE SUPPLY/DEMAND"C7 FIRST."
4460 GOTO 4450
4470 OUT &MS;0:RESUME 4480
4480 DOS"CHAIN COMPUTE"
4480 OUT&MS;0:RESUME 1020
4488 '
4500 '---THIS SECTION CONTROLS THE MENU SELECTION FOR THE DISPLAY OF ANALYSIS
4510 PRINT CHR(27);"0A1";CHR(12);
4520 IF NA(7) AND NA(8) THEN 4560
4530 PRINT" C6YOU CAN NOT DISPLAY AN ANALYSIS UNTIL THE SUPPLY/DEMAND HAS BEEN ENTERED."
4540 PRINT" YOU MUST "CSCHANGE SUPPLY/DEMAND"C6 FIRST."
4550 GOTO 4580
4560 OUT &MS;0:RESUME 4570
4570 DOS"CHAIN COMPUTE"
4580 OUT&MS;0:RESUME 1020
4588 '
4600 '---THIS SECTION CONTROLS THE MENU SELECTION FOR THE RESTART FUNCTION
4610 PRINT CHR(27);"0A1";CHR(12);
4620 PRINT" C7" C9" C7" C6" C6COMPLETE RESTART"C7."
4630 PRINT" C7" C52" C7" C6" C6MAJOR RESTART"C7."
4640 PRINT" C7" C53" C7" C6" C6MINOR RESTART"C7."

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APPENDIX C

PROGRAM SOLVE

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*****
10 PROGRAM - SOLVE "K-MINIMUM HEIGHT SPANNING TREE PROBLEM WITH INTERACTIVE
11
12 GRAPHIC SOLUTIONS
13
14 FOR DOCUMENTATION SEE SPECIAL PROJECT BY CPT ROBERT L. DAVIS
15
16 GEORGIA INSTITUTE OF TECHNOLOGY, APRIL 1962, DR L.G. CALLAWAN - ADVISOR
17
18 *****
19
20 CLEAR:DEFINT A,B,C,D,F,N,M,S,O,I,J,K,L
21 DIM NN(30), AS(10,100), IN(10,100), OU(10,100), SET(S,60)
22 DIM FR(60), CS(5), SI(5), SU(5)
23 PRINT CHR$(12); "X2.YZ."CS-65";
24 PRINT "ENTER PROBLEM NAME"
25 LINE INPUT "C"
26 IF LEN(A$)=0 THEN 3
27
28
29
30 PRINT "U000256"
31
32
33
34 PRINT "CS THE MAXIMUM NUMBER OF NODES MEMORY WILL ALLOW IS 60"
35 PRINT "CSHOW MANY NODES WILL BE IN PROBLEM" C4 "AS;" "CS" J "J":MA=0: INPUT MA
36 IF MA<1 OR MA>60 THEN 32 ELSE NN(16)=MA:PRINT CHR$(12);
37 PRINT "CS THE LIMIT OF THE NUMBER OF ARCS INCIDENT TO ONE NODE IS 20"
38 PRINT "CSWHAT IS THE MAXIMUM IN PROBLEM" C4 "AS;" "CS" J "J":MB=0: INPUT MB
39 IF MB<1 OR MB>20 THEN 35 ELSE NN(15)=MB:PRINT "U000256"
40 PRINT "CS THE LIMIT ON THE TOTAL NUMBER OF ARCS IS 1200"
41 IF MC<0 OR MC>1200 THEN 36 ELSE NN(21)=MC
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6067 -----
6068
6069 M=NN(2);N=NN(16);
6070 PRINT CHR$(12);
6071 PRINT "SHOW MANY MINIMUM HEIGHT TREES WOULD YOU LIKE TO SEE? (5 OR LESS)";:MD=0:INPUT MD
6072 IF MD<1 OR MD>5 THEN 6075 ELSE K=MD
6073 FOR K=1 TO M: IN(K,J)=0: QU(K,J)=0
6074 NEXT J
6075 NEXT K
6076 K=1:KTH=1:NEAS=0:SPT=0:GOSUB 6500
6077 IF K=M THEN 6590 ELSE GOSUB 6500
6078 M1=888
6079 FOR I=1 TO KTH
6080 IF C(I)<MI THEN MI=C(I):TEMP=I:NEXT
6081 KTH=KTH+1
6082 FOR J=1 TO M:IN(KTH,J)=IN(TEMP,J):QU(KTH,J)=QU(TEMP,J):AS(KTH,J)=AS(TEMP,J):NEXT
6083 QU(KTH,80(TEMP))=1:AS(KTH,80(TEMP))=0:IN(TEMP,80(TEMP))=1:AS(KTH,81(TEMP))=1
6084 PRINT "CZ THE KTH MINIMUM HEIGHT SPANNING TREE FOR K= ";KTH
6085 PRINT "-----"
6086 PRINT " "
6087 PRINT " SP ARC NODE#1 NODE#2 COST ARC # "
6088 PRINT "-----"
6089 I=0:CO=0
6090 FOR J=1 TO M
6091 IF AS(KTH,J)=1 THEN I=I+1:CO=CO+C(J) ELSE 6225
6092 PRINT " ";I;" " "A1(J)"; " "A2(J)"; " "C(J)"; " ";J
6093 NEXT J
6094 PRINT "C4 THE COST OF THIS SPANNING TREE IS "C1";CO
6095 IF KTH=M THEN 6245
6096 K=TEMP:GOSUB 6500
6097 K=KTH:GOSUB 6500
6098 GOTO 6140
6099 PRINT "SUMMARY"
6100 RETURN
6101
6102 'THIS SUBSECTION SOLVES THE MINIMUM HEIGHT SPANNING TREE
6103 '-----
6104 I=1:FOR J=1 TO N
6105 SET(K,I)=0
6106 NEXT I
6107 AR=0:FOR J=1 TO M
6108 AS(K,J)=0
6109 NEXT J
6110 SET(K,I)=1
6111 CH=888
6112 NEARC=0:FOR I=1 TO N
6113 IF SET(K,I)=1 THEN 6590 ELSE 6540
6114 FOR IL=1 TO DEG(I)
6115 SPT=SPT+1:M=NEARC(I,IL)
6116 IF (SET(K,M)=1) THEN SET(K,A2(A))=1 THEN SPT=SPT+1 ELSE 6530
6117 IF C(A)<CH THEN CH=C(A):NEARC=A ELSE 6530
6118 IF CH=1 THEN GOTO 6550
6119 NEXT IL
6120 AS(I,NEARC)=1
6121 NEXT I
6122 SET(I,A1(NEARC))=1:SET(K,A2(NEARC))=1:AS=AR+1

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6700 PRINT "
6710 PRINT " SPARC: NODE#1 NODE#2 COST ARCP"
6720 PRINT "
6730 PRINT "
6740 I=0:CO=0: FOR J=1 TO M
6750 IF A5(K,J)=1 THEN I=I+CO+CO*(J) ELSE 6770
6760 PRINT " I: " A1(J): " A2(J): " C(J): "
6770 NEXT J
6780 PRINT "C+THE COST OF THE SPANNING TREE IS "C1":CO
6790 RETURN
6788
6800 THIS SUBSECTION COMPUTES THE BEST ARC EXCHANGE
6801
6809 M=999
6810 FOR J=1 TO M
6815 IF A5(K,J)=0 THEN IF OU(K,J)=0 THEN 6820 ELSE 6862 ELSE 6862
6820 FOR I=1 TO N: FRM(I)=0:NEXT
6825 M1=A1(J):M2=A2(J):FRM(M2)=M1
6830 FOR I=1 TO N
6835 IF FRM(I)<>0 THEN 6840 ELSE 6880
6840 FOR L=1 TO DEG(I): ARC=MARC(I,L)
6845 IF A6(K,ARC)=1 THEN 6848 ELSE 6875
6848 IF FRM(A1(ARC))>0 THEN IF FRM(A2(ARC))>0 THEN 6875
6850 IF A1(ARC)=I THEN 6853 ELSE 6880
6855 MEAS=MEAS+2:FRM(A1(ARC))=I: GOTO 6865
6865 IF A1(ARC)=M1 THEN 6880
6870 IF A2(ARC)=M1 THEN 6880
6875 NEXT L
6880 NEXT I
6885 GOTO 6830
6890 DI=C(J)-C(ARC)
6895 IF IN(K,ARC)=0 THEN IF DI<M THEN M=M-DI:CI=J:CT=ARC ELSE 6905 ELSE 6905
6900 IF M=0 THEN 6965
6905 IF A1(ARC)=M1 THEN K1=A1(ARC) ELSE K1=A2(ARC)
6910 K2=FRM(K1):K1=K2
6915 FOR I=1 TO DEG(K1): TEMP=MARC(K1,I)
6920 IF A6(K,TEMP)=1 THEN MEAS=MEAS+1 ELSE 6960
6925 IF A1(TEMP)=FRM(K1) THEN IF A2(TEMP)=K1 THEN 6935
6930 IF A2(TEMP)=FRM(K1) THEN IF A1(TEMP)=K1 THEN 6935 ELSE 6960 ELSE 6960
6935 DI=C(J)-C(TEMP)
6940 IF IN(K,TEMP)=0 THEN IF DI<M THEN 6945 ELSE 6955 ELSE 6955
6945 MEAS=MEAS+1:M=M-DI:CI=J:CT=TEMP
6950 IF M=0 THEN 6965
6955 IF FRM(K1)=M2 THEN 6962 ELSE 6910
6960 NEXT I
6962 NEXT J
6965 CO=0
6970 FOR J2=1 TO M
6975 IF A5(K,J2)=1 THEN CO=CO+C(J2)
6980 NEXT J2
6985 CD(K)=M+CO:BI(K)=CI:BO(K)=CT
6986 PRINT "CS CD= "CD(K): " BI= "BI(K): " BO= "BO(K): "C1"
6987 PRINT "KTH= "KTH: " TEMP= "TEMP
      
```

APPENDIX D

POWER PLANT AND POWER LINE TEAMS



TBE 05-53016		TABLE OF ORGANIZATION AND EQUIPMENT				TBE 05-53016			
CHANGE 04		SECTION III: EQUIPMENT ALLOWANCES				CHANGE 04			
LINE	ITEM	DESCRIPTION	CHANGE NUMBER	EQUIPMENT LEVEL					TOTAL
				1	2	3	4	5	
				6	7	8	9	10	
		SRC 0553016							
		PUR PLANS OP/MAINT TEAM							
01	102007	BASE CDR: PROTECTIVE FIELD	02	16					
	102012	MULTIMETER AN/USN-223	02	3					
	102016	RADIOMETER IN-03/00	02	1					
	102019	RADIOMETER IN-174/90	02	1					
	102022	RIFLE 5.56 MILLIMETER M70	02	16					
	170722	SERVICE KIT-POWER PLANT MAINTENANCE: OPTIC MAINTENANCE TEAM CAMP	02	1					
	102024	TOOL KIT MECHANICS: LIGHT WEIGHT	02	4					212
	104332	TOOL KIT CARPENTERS: ENGINEER PLATOON M/CPST	02	1					
	102077	TOOL KIT ELECTRICIANS: SET NO 1	02	3					213
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