
TECHNICAL REPORT NO. 6
A COMPUTER PROGRAM FOR THE SIMULATION OF
FAILURE - RESPONSIVE SYSTEMS

Contract NASw-572
Reference WGD - 38521
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## Westinghouse Defense and Space Center Surface Division

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 FOR THE SIMULATION OFFAILURE-RESPONSIVE SYSTEMS

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by
J. M. Hannigan

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## I. INTRODUCTION

When analyzing the relaibility of complex electronic systems, it is usually desirable to obtain exact mathematical expressions for the reliability. This is especially true in the analysis of redundant systems, since the main goal of redundancy is increased reliability. As the complexity of redundant systems is increased, however, there is a rapid increase in the number of calculations required to determine the exact reliability expressions.

As described in an earlier report ${ }^{1}$, failure responsive systems are multiple-line redundant systems with the added capability to partially reorganize their redundant subsystems in response to the random occurrence of internal failure patterns. Because of the added reorganizational capability, the analytical reliability expressions for these systems become extremely complex. Furthermore, a completely different reliability expression must be derived for each different reorganizational strategy class. In general, then, it is virtually impossible to analyze failure responsive systems by deriving exact mathematical reliability equations.

Because of these restrictions, a generalized computer simulation program was developed to facilitate a Monte Carlo approach to the reliability analysis problem. The simulation program may be employed in the analysis of failure responsive systems, multiple line systems, or other modularly redundant systems.

The purpose of this report is to make the simulation program available to those performing research on similar redundant systems. The report contains a complete description of the program, including input data formats, output information, a descriptive list of program variables, detailed flow diagrams, and a Fortran IV program listing. This report assumes a basic familiarity with the FORTRAN IV language and with the failure responsive system reorganization procedures.

[^0]
## II. GENERAL DESCRIPTION OF THE SIMULATION PROGRAM

The simulation program is capable of simulating any number of complete missions of a failure responsive or similar redundant system. It can also simulate any number of different system organizations in a given computer run by the addition of an input data deck for each system to be simulated. The program is composed of an executive routine, MAIN, and ten subroutine subprograms, all written in FORTRAN IV. A general flow diagram of the program is shown in figure 1.

## A. The System Representation Matrix

The program begins simulation by setting up a three dimensional matrix representation of the system. The matrix is shown diagrammatically in figure 2. The first dimension of the matrix represents the order of redundancy, and the second dimension, the number of stages in the system. Each element of the "front" plane of the matrix therefore represents a single subsystem and each column represents one stage of the system. The third dimension, KTEMP, is used to store all the information necessary to specify the instantaneous operating state of each subsystem.

Referring to this third dimension, the first two data storage locations for each subsystem contain the limits of an interval of numbers located between zero and one. The size of the interval is determined by the ratio of the failure rate of the associated subsystem, to the sum of failure rates of all of the subsystems. Each subsystem has a different portion of the zero-to-one range, and the entire range is allocated to the system. Failures are generated by drawing a random number from a set uniformly distributed between zero and one, and designating as failed the subsystem within whose interval the number falls.

The third storage location for each subsystem in the system representation matrix stores an identification (ID) number assigned to that subsystem. The fourth location stores a "failure order" number, which indicates, if non-zero, that the subsystem has failed, plus the order of failures in each stage.

The remaining locations in the matrix contain the "spare lists," or lists of identification numbers which specify which subsystems will be used as spares for each subsystem, if it fails, as well as the order in which the "spares" will be selected.

## B. The Simulation Procedure

The simulation proceeds by generating a random number, and designating the corresponding subsystem as failed. The program then determines whether or not the system is still operational, according to the operational criteria which were read in as data. For


Figure 1. Summary Flow Diagram of Simulation Program


Figure 2. Diagram of System Representation Matrix
example, if the system is operational, the program determines whether the stage requires a spare subsystem from another stage in order to perform a "vote." If not, another failure is generated somewhere in the system. If the stage does require a spare, the program scans the spare list of the failed subsystem for a replacement from another stage. If none is available, the simulation terminates and a new mission simulation is begun. If a spare is available, it is moved to the new location and another simulated failure is generated.

The program contains a provision for generating a time-to-failure when a subsystem has failed. This is done by drawing a number from an exponentially distributed set of numbers. There is also an option for printing either the simulation results only, or a running synopsis of the response of the system, from time zero to failure.

## C. Compilation of Results

After a predesignated number of simulations (usually $500-1000$ ) of a system, the program computes an estimate of the reliability of the system using the results of all simulations. There is an option for computing either the $90 \%$ reliability time, or the entire reliability curve, from time $=0$ to 5000 Hrs .

When the computations are completed, the program returns to its starting point and reads in the data deck specifying the next system to be simulated. If no data are remaining (the last system has been simulated), execution of the program is terminated by the attempt to read through an end-of-file. By this method, any number of systems may be simulated sequentially, simply by the addition of a data deck for each separate system.

## III. DETAILED DESCRIPTIONS OF PROGRAM ROUTINES

This section contains a detailed description of the operation of the MAIN executive program, followed by descriptions of all of the subroutines, in alphabetical order.

## A. The MAIN Program

This is the executive routine which sets up the system representation matrix and controls the simulation by performing the majority of subroutine calling, regulating the number of simulations, and computing the statistical results of the simulations. The operation of MAIN begins by setting up the system representation matrix. The program reads in the data which specify the system to be simulated. (Note: Most of this data is printed out, to provide a permanent record, at the beginning of the printout, of what system has been simulated.) The program then calls subroutine ALOCAT, which sets up the limits of the "failure" interval, by which random numbers simulate failures of specific subsystems. Subroutine DET is called, to assign an ID number to each subsystem.

The final operation in setting up the system matrix is the assignment of spare lists to all subsystems in the system. NRL, the Non-Repetitive List flag, controls the type of list to be set up. If NRL $=0$, MAIN calls subroutine LIST, which reads in the lists for the subsystems in the last stage, and reproduces the pattern of these lists for the remainder of the subsystems. For example, figure 3(a) illustrates diagrammatically a simple list which might be read in for the last stage in a nine-stage system. The subsystems had previously been numbered consecutively from left to right, with ID numbers 1 through 9 on the top row, 10 through 18 on the second row, and 19 through 27 on the bottom row. The shaded subsystems in the last stage have the read-in spare list consisting of subsystems 8,16 , and 24 , in that order. Figure $3(\mathrm{~b})$ illustrates two of the reproduced spare list patterns. The second last stage has spares 7,15 , and 23 , and the fourth stage has spares 3,11 , and 19 . The spare list pattern would be reproduced in this manner for each of the remaining stages in the system. When NRL $=1$, MAIN calls subroutine RANLIS, which generates a random spare list for each subsystem. If NRL $=2$, MAIN reads in a separate list for each subsystem from input data cards.

Before the actual simulation, the program removes any "missing blocks" from the matrix. These are subsystems which are considered either failed, or simply not a part of the system at time $=0$. This provision has been included in the program to provide the investigator with a wide range of system configurations different from the simple rectangular matrix. (For example, a system whose stages contain unequal orders of redundancy may be simulated with this option.) The program removes the subsystems by calling subroutine


Figure 3. Example of List Pattern Reproduction

FAIL. This subroutine designates the subsystems as failed by setting their "failure order numbers" to non-zero values. FAIL then sets the subsystems' failure intervals to zero to prevent future failures of the same subsystem. The MAIN program then subtracts the failure rates of the missing blocks from the sum of the failure rates of the whole system, and computes the average failure rate for the modified system. The list of missing blocks is printed out.

To begin the simulation, MAIN sets up a duplicate matrix, $C$, which is used to reset the system representation matrix, B, before the next simulation. Subroutine FAIL is called to randomly generate a subsystem failure. If the failure has not caused system failure, MAIN determines if the stage that experienced the failure requires a spare to continue operation. If it does not, a new failure is generated. If it does, either subroutine SWITCH or subroutine SBACK is called to check the failed subsystem's spare list for an available spare. The determination of the proper subroutine to be called here is explained in the sections on subroutine SWITCH and subroutine SBACK. In either case, if none of the spares is available, the system is failed. If one is found, the simulation continues with the generation of another failure.

After each simulation, MAIN computes the total number of subsystem failures absorbed before system failure, and the mean time between subsystem failures. Then the system representation matrix $B$ is reset to its initial condition and another simulation is begun. The number of simulations to be performed on a system is specified by the input data constant, NR. At the end of this specified number, the mean-time-to-system failure and the average number of subsystem failures absorbed are computed.

Using the results of all of the simulations of a system, the MAIN program computes the estimate of the system reliability, which provides a single-valued statistical estimate of system performance by which different systems may be compared. There are two options for computing the reliability. The first, which is the single-valued reliability estimate, involves the statistical estimation of the time at which the system reliability falls below 0.90 . The second option is actually an extension of the first - the program computes the estimated reliability for every 100 hours between zero and 5000 hours.

1. Method of Computing the Statistical Reliability Estimate

From the results of all of the simulations, the MAIN program first computes a histogram of the frequency of systems failing with $X$ failures absorbed, where $X$ varies between zero and the maximum number of subsystem failures absorbed in a simulation. Each frequency is divided by the total number of simulations, resulting in a histogram of the percentage of systems failing with $X$ subsystem failures. Each of the frequencies represents the probability that the system will fail with exactly $X$ subsystem failures. The frequencies are then accumulated as $X$ varies between zero and its maximum value, resulting in a list of the percentages, $F(x)$, of systems failing with $X$ or less subsystem failures. Each of the values is therefore the observed conditional probability that the system has failed, given that $X$ of its subsystems have failed.

Now, the probability that exactly $X$ subsystems have failed at time $t$ is given by the binominal equation:

$$
P(X, t)=\binom{N}{X}\left(1-e^{-\lambda t}\right) X\left(e^{-\lambda t}\right) N-X
$$

where $N$ represents the total number of subsystems, and $\lambda$, the average subsystem failure rate. The two conditional probabilities $F(X)$ and $P(X, t)$ can be combined to produce the statistical estimate of the reliability at time $t$,

$$
R(t)=1-\sum_{X=0}^{N} F(X) P(X, t)
$$

The combinational factorial $\binom{N}{\mathbf{X}}$ is computed for each value of X , by subroutine COMFAC.

To compute the time of 0.90 reliability, the program uses a method of trial and error, computing the reliability for some time $t$, and readjusting the value of time for the next trial, based on the reliability estimate obtained with the first time. This process is repeated until the reliability estimate obtained is within the interval $0.90 \pm .001$.

The value of time used for the first trial is chosen so that the number of trials needed to complete the estimate is relatively small. The first estimate is obtained in the following manner. As mentioned above, the program contains a subroutine, TIME, which computes the time-to-failure for each subsystem failure. During the first 25 simulations, this subroutine is called after each subsystem failure is generated. This subroutine effectively draws a random number from an exponentially distributed set of numbers, based on the assumption that all subsystems have a constant failure rate. The program totals all the times between subsystem failures, obtaining, at the end of a simulation, the total system time to failure. The MAIN program stores in ascending order, the five shortest times of the first 25 simulations. Then the longest of these five, called T 1 , is used to compute the first approximation to the 0.90 reliability time. The actual time used in the first trial is 0.7 (T1). Subroutine TIME is not used by the program after the first 25 simulations of each system.
2. Results Printout

There are two options for the amount of printout obtainable from the simulations. The 'No Sample Format" flag, NSF, specifies which option is used.
a. No Sample Format Option (NSF=1)

First, a listing of most of the input data variables and constants is printed to provide a permanent record with the results identifying the type of system simulated. Next, the portion of the spare lists which was read in as data is printed, as a further identifying record. If a "missing block" list was used, it is printed. The histogram of the number of systems failing with $X$ subsystem failures, computed after all simulations of the system, is printed in tabular form. After each of the trials in the reliability estimation procedure, the value of time used and the probability of system failure (which is 1 - Reliability) are printed, until the 0.10 value is reached. The average number of subsystem failures per simulation is printed below the reliability computation results, followed by a final listing of the system's 0.90 reliability time.

## b. Sample Format Option ( $\mathrm{NSF}=0$ )

This printout option is used mainly as a check on the operation of the program. An extremely large amount of printout results from this option whenever more than a few simulations of a system are requested. All of the information printed under the first option just described is also printed with this option. In addition, the program prints a complete list of the contents of the system representation matrix before the simulation is begun. The first item to be printed is a list of the limits of the 'failure interval" for every subsystem, followed by the ID numbers for all of the subsystems. The complete spare list for every subsystem is printed after the lists are stored in the system matrix. During the simulation, the MAIN program prints every subsystem failure which occurs, listing the location in the matrix of the failed subsystem, its ID number, the generated random number which designated the subsystem as failed, the random number specifying the time since the previous failure, and the time itself. The last two quantities will not apply after the first 25 simulations of a given system, since subroutine TIME is not used.

After the occurrence of each system failure, MAIN prints the average time between subsystem failures, the total system time-to-failure, and the total number of subsystem failures. Again, the times do not apply after the first 25 simulations of each system.

If the system fails because no spare is available for a stage in need of a spare, subroutine SWITCH prints a list of all ID numbers in the system, in the order in which they are located in the system representation matrix. This list shows where each subsystem is located in the system.

Examples of the printout obtained from both options are shown in Appendix B.

## 3. Program Size Limitations

The number of simulations which can be performed for each system is restricted only by the computer memory size. Results from each of the simulations are stored in memory until all simulations of a system have been completed. The results of all of the simulations are used to compute the system performance statistics. Therefore the amount of memory needed to store all individual simulation results is proportional to the number of simulations performed (NR).

The main restriction imposed by memory space is the size of the system itself. The system representation matrix, B , and its duplicate matrix C , utilize the largest portion of the computer memory when large systems are simulated. The program, listed in Appendix C, was run on a UNIVAC 1107 computer with a 32 K word memory. The dimension
statements at the beginning of the MAIN program provided sufficient memory for the operation of the program. Storage is provided for a twenty stage, order five system, with eleven spares per subsystem.

The computer memory size imposes no restriction on the number of systems simulated during each program run, because a new input data deck is read in for each system, cancelling the input data for the previous system.

In general, for systems much larger than the size mentioned above, and for significantly more than 500 to 1000 simulations per system, a memory larger than the 32 K memory may be required.

## B. Subroutine ALOCAT

Random failures are generated in the system by selecting a number from a uniformly distributed set of random numbers between zero and one. The number thus generated is used to find the "failed" subsystem by searching through the system representation matrix for the location containing an interval of numbers in which this generated number falls.

The function of subroutine ALOCAT is to assign to each subsystem the interval of numbers, the size of which is proportional to the subsystem's failure rate. The interval, $F$, for subsystem $j$, whose failure rate is $\lambda j$, is given by the equation:

$$
F=\frac{\lambda_{j}}{\sum_{i=1}^{x} \lambda_{i}}
$$

where X is the total number of subsystems.
When the interval is computed for each subsystem, the limits of the interval are stored in locations $B(I, J, 1)$ and $B(I, J, 2)$. These two locations for each subsystem are examined when a random number is generated, until the "failed" subsystem is located.

Subroutine ALOCAT is called only by the MAIN program.
C. Subroutine COMFAC

This subroutine computes the combinational factorial,

$$
\text { FACTL }=\binom{\mathrm{X}}{\mathrm{Y}}=\frac{\mathrm{X}!}{\mathrm{Y}!(\mathrm{X}-\mathrm{Y})!} .
$$

This factorial is used, together with the simulation results, to obtain the statistical relia bility estimate. The actual variables used in the above formula are $\binom{I P R O D}{L L}$, where IPROD
is the total number of subsystems operating at simulated time zero, and LL is a dummy variable representing the number of subsystem failures absorbed at system failure. LL is incremented in the MAIN program from 0 to the maximum number of subsystem failures absorbed, and the combinational factorial is computed for each value of LL.

Subroutine COMFAC is called only by the MAIN program.
D. Subroutine DET

In order to identify each subsystem and to provide a means for listing different subsystems on spare lists, each subsystem carries an identification (ID) number. The function of subroutine DET is to assign an ID number to each subsystem, and store this number in the location $B(I, J, 3)$ corresponding to the subsystem's location. For example, the subsystem in the second row of the fifth stage in matrix $B$, would have its ID number stored in location B (2,5,3).

The subsystems are numbered consecutively, starting at row one, stage one, and proceeding across row one to stage $N$, then to row 2 , stage 1 , etc.

Subroutine DET is called only by the MAIN program.

## E. Subroutine FAIL

This subroutine generates the random failures throughout the system. Using a starting index, or argument, which has been read in as data, the subroutine calls UDRNRT, a FORTRAN library function for generating random numbers between zero and one. The program then searches through the system representation matrix until it locates the subsystem which has had a failure interval or range of numbers assigned to it, within which the generated random number falls. This is the subsystem which has "failed." If the program is unable to find such a subsystem, it (the subsystem) has either failed previously or is one of the "missing blocks." In this case, a new random number is generated and the search is repeated. When the "failed" subsystem is found, its failure interval is set to zero, and the program then counts the number of remaining subsystems in that stage. If the number is less than the value of input variable, MIN, the minimum number allowed before spare switching is necessary, a flag, $S$, is set. This will indicate to the MAIN program that a spare is needed for the stage.

The next quantity computed is the "failure order number" of the failed subsystem. Every subsystem in the system is assigned a failure order number, initially zero, stored in location $B(I, J, 4)$. These numbers identify the order in which failures occur in each stage, by the following method. After the first failure in a given stage, the program stores
a one in location $B(I, J, 4)$ corresponding to the failed subsystem. After the second failure in the same stage, a two is stored in the corresponding $B(I, J, 4)$, and so forth. (The " $I$ " of this location is necessarily different from that of the failure location immediately preceding the current failure.) When a stage requires a spare, the subsystem which is replaced is not the most recently failed subsystem in the stage, but the previous failure. The failure order numbers are the means of locating this previous failure.

Subroutine FAIL also checks the number of subsystems remaining in a stage to determine whether there are any subsystems remaining in the stage. If not, the system has failed and the "system failure" flag, SYSFA, is set to one. If there is only one remaining subsystem and MIN $\geq 3$, the system has failed. This is because MIN would be as large as three only in a system which could not tolerate the loss of a correct output signal, even for a single clock pulse. But the output would be temporarily incorrect if a stage were down to only one subsystem, even though a spare would be switched in to correct the output. Control of the program is then transferred to MAIN, which uses the information generated.

Subsystem FAIL is called only by the MAIN program.

## F. Subroutine LIST

This subroutine reads in the spare list for a subsystem in stage $N$, and duplicates the pattern of spares for the rest of the system. There are two options for reading in the spare lists, controlled by MM, the common column spare list flag. If MM is zero, each of the subsystems in a column, or stage, has exactly the same spare list as the others, so a list is read in for one subsystem in stage N , and duplicated for the others. If MM equals one, a separate spare list is read in for each subsystem in stage N. For both values of MM, the spare list pattern is reproduced by the program for every subsystem in each row of the system matrix.

Subroutine LIST is called only if NRL=0, and is called only by the MAIN program.

## G. Subroutine RANLIS

This subroutine generates random spare lists by calling the FORTRAN function UDRNRT (IRL) ${ }^{2}$ which generates random numbers between zero and one. Each number is multiplied by the total number of subsystems, then increased by one, and changed to fixed point. This results in a number which is one of the subsystem ID numbers. If input variable, NOS, equals zero, a subsystem can have subsystems from its own stage on its spare list. If $\mathrm{NOS}=1$, it cannot.

[^1]The subroutine generates identical spare lists for all subsystems in a stage. Thus, for an N stage system, N different spare lists will be generated.

Subroutine RANLIS is called only if NRL=1, and is called only by the MAIN program. H. Subroutine SBACK

This subroutine performs an operation called "spring-back," which in effect, calls a spare to a failed stage in order to "vote" the failed subsystem out of the system. Instead of remaining there after the subsystem is eliminated, however, the spare returns to its original location.

Subroutine SBACK is called by the MAIN program when subroutine FAIL indicates that a spare is needed in a certain stage. SBACK finds the previously failed subsystem in the stage, and scans its spare list. The subroutine contains a provision to "rescan" the spare list under weaker spare movement restraints if no available spare is found during the first scan. The scan and rescan procedure operates as follows.

An input data constant, called NOP1, specifies the number of operating subsystems which must remain in a spare's stage after a spare is taken from the stage. The program locates the first subsystem on the spare list and determines the number of remaining subsystems if the spare were switched. If it is less than NOP1, the next spare on the failed subsystem's list is examined, etc. If the program searches the entire spare list in this manner and finds no available spare, a new input data constant, NOP2, is brought into use. The program goes through the spare list once again, using NOP2 in exactly the same manmer as NOP1. It is usually given a lower value. This allows the program to switch a spare from a stage with fewer operating blocks, if no spare were found available during the first scan of the spare list. (If NOP2 is equal to, or greater than, NOP1, the program does not rescan the spare list.)

If no available spare is found during either scan of a spare list, the system is failed. In this case, the system failure flag, SYSFA, is set to one, and control is returned to MAIN.

When the program does find an available spare, the spare is not actually transferred to the failed stage, but it is assumed that it has moved, that the failed subsystem has been eliminated from the voter inputs, and that the spare has returned to its original location as it would in an actual system utilizing a "spring-back" capability.

In the switching of spares, the MAIN program has a choice of two options, controlled by an input data constant, ISBAC. The first option is to call subroutine SBACK, in which case the spare is not actually switched, but simply located. This option is used when

ISBAC=1. If ISBAC=0, the second option is taken, that of calling subroutine SWITCH. In this case the spare would be moved to the failed subsystem's location and left there.

Thus, subroutine SBACK is called only when ISBAC=1, and it is called only by the MAIN program.

## I. Subroutine SEARCH

This subroutine is called by subroutine SWITCH, to revise the spare lists after a spare has been switched to a new location. SEARCH performs one of two options, the choice of which is controlled by the dummy variable NREP. When NREP $=0$, the subroutine searches through all of the spare lists and removes ID number FAILB from every list on which it appears. When NREP $=1$, the subroutine removes FAILB and replaces it with ID number SPARE. FAILB is used as a dummy variable which may represent either a failed subsystem or the spare which has just replaced it in the system. The latter case would be used if each spare may replace a subsystem only once, in which case it is removed from all spare lists as soon as it has replaced a failed subsystem. SPARE represents the ID number of the spare which has just repaired a failed stage. It replaces the failed subsystem ID on all spare lists when it is desired that spares take over the repair capability of the subsystems which they are replacing.

Subroutine SEARCH may also be called by the MAIN program, if there are any missing blocks to be removed from the system before simulation is initiated. Since these subsystems are not in the system, they must be removed from the spare lists. MAIN calls SEARCH, with FAILB equal to BML(KK), the ID number of a missing block, and SPARE and NREP equal to zero. These three arguments indicate to subroutine SEARCH that ID number $\operatorname{BML}(\mathrm{KK})$ is to be removed from all spare lists on which it appears.

Subroutine SEARCH is called only by the MAIN program and subroutine SWITCH.

## J. Subroutine SWITCH

This subroutine performs the search for, and switching of spare subsystems to "repair" failed stages. After switching a spare, the subroutine handles the necessary transfer of information within the system representation matrix.

SWITCH performs the search for a spare in exactly the same manner as that of subroutine SBACK. The details of this procedure can be found above, in the section on subroutine SBACK. After finding a spare, the program determines what alterations should be made to the spare lists which contain ID numbers of the failed subsystem and the spare which is replacing it. The type of alteration is controlled by the input data constant ISW2, which
can have one of three values. If ISW2=0, the spare's ID number is left on the lists, and only the failed subsystem's ID is removed. When ISW2 $=1$, both the spare and the failed subsystem are removed. If ISW2=2, the spare's ID is removed from the lists, and the failed subsystem's ID is replaced by the spare's ID. SWITCH calls subroutine SEARCH to make the actual spare list changes, using as arguments the necessary ID numbers and values for NREP. This latter variable specifies whether SEARCH should perform a removal or a replacement operation.

After revising the spare lists, SWITCH transfers the spare's information to its new location in the system representation matrix. The first four locations of the spare's information block are always transferred. These locations contain: the two limits of the failure interval computed in subroutine ALOCAT, the spare's ID number, and the spare's "failure order number." The latter location must, of course, be zero, since the spare must be an operating subsystem.

The program next alters the spare list of the spare's new location, if necessary. The input data constant ISW1 specifies which of three operations must be performed. If ISW1=0, the original spare list of the failed subsystem is retained at the location when the spare infor mation is transferred to that location. When ISW1=1, the spare's own spare list is transferred to the new location, and the original list discarded. If ISW1=2, the spare list of the spare's new location is deleted entirely.

Next, subroutine SWITCH returns to the original location of the spare and sets its failure range, which was computed in ALOCAT, to zero. The program then computes the failure order number for the spare's original location, since, as far as that stage is concerned, the spare is essentially failed. SWITCH now returns control to the MAIN program.

As explained in the section on subroutine SBACK, subroutine SWITCH is called only when ISBAC=0; and it is called only by the MAIN program.
K. Subroutine TIME

This subroutine computes the estimated time to failure of a failed subsystem, by using a method of random number generation. Each subsystem is assumed to have a constant failure rate, $\lambda$. Thus, the probability of continuous operation of all subsystems from time $t=0$ is given by the expression,

$$
R(t)=e^{-\sum_{i=1}^{N} \lambda_{i} t}
$$

where N is the total number of subsystems in the system. Therefore the probability of the first failure occurring by time $t$ is given by

$$
-\sum_{i=1}^{N} \lambda_{i} t
$$

In order to simulate random failures corresponding to this exponential distribution, the numbers must be chosen from an exponentially distributed set of numbers. However, it is known that a set of random numbers taken from a population uniformly distributed between zero and one may be transformed to a similar set of random numbers belonging to any other distribution. This is what is done in subroutine TIME. The FORTRAN random number generation function UDRNRT (IR) is used to draw a number at random from a set uniformly distributed between zero and one. This number, RNT, is transformed to correspond to an exponentially distributed set by the equation

$$
T=\operatorname{Ln}(\operatorname{RNT}) /(-Y)
$$

where

$$
Y=\sum_{i=1}^{N} \lambda_{i}
$$

This gives the time to the failure of the first subsystem, with failure rate $\lambda_{j}$. Similarly, the time from the first to the second failure is generated by subtracting $\lambda_{j}$ from $Y$ and repeating the procedure.

Subroutine TIME is called only by the MAIN program, after a failure has been generated by subroutine FAIL.

## IV. INPUT DATA CARD FORMAT

This section describes the formats of all of the input data cards, in the order in which they must appear in the data deck.

M - Format (I4), right justified. $M$ is equal to, in general, the order of redundancy of the system being simulated. However, for systems containing fractional orders of redundancy or those in which voters or other peripheral circuitry are considered to be separate stages, M might not be equal to the order of redundancy.


N - Format (I4), right justified. N is equal to the number of stages in the simulated system.


KTEMP - Format (14), right justified. KTEMP is the third dimension of the system representation matrix $B$. Its value is equal to the total number of "pieces" of information to be stored for each subsystem. KTEMP $=4+$ Length of the longest spare list.


NR - Format (I4), right justified. This is the number of runs, or simulations, to be performed on the system.


IR - Format (14), right justified. IR is a starting number for the random number generating routine UDRNRT (IR). It must be any odd number.


MM - Format (I4), right justified. MM is the common column spare list flag, which specifies whether or not the spares in a stage share a common spare list. MM can be either 0 or 1. The value of $M M$ is used by the program only if $N R L=0$.
(

NRL - Format (I4), right justified. This is the non-repetitive list flag, which specifies whether the spare list will be read in by subroutine LIST ( $\mathrm{NRL}=0$ ), generated by subroutine RANLIS ( $\mathrm{NRL}=1$ ), or read in by the MAIN program ( $\mathrm{NRL}=2$ ).


MBLL - Format (I4), right justified. MBLL is the missing block list length, which specifies the number of subsystems which are either failed or not included in the system at the start of the simulations.


NSF

- Format (I4), right-justified. NSF is the "No Sample Format" flag, which specifies whether the printout will be a complete listing of the system's failure response during every simulation ( $N S F=0$ ), or simply a listing of the statistical results of the simulations (NSF = 1).


MIN - Format (I4), right-justified. This is the minimum number of operating subsystems required per stage, such that no spare switching, or reorganization, is necessary anywhere in the simulated system.


ISW1 - Format (14), right-justified. This constant determines what the program does to the spare list of a failed location after that location obtains a spare. ISW1 may have one of three values, 0,1 , or 2 , the determination of which is explained in the list of program variables and constants.


ISW2 - Format (I4), right-justified. This constant determines what the program does to the spare lists which contain the ID numbers of a failed subsystem and the spare which replaces it. The three permissable values for ISW2 are explained in the list of program variables and constants.


NOP1 - Format (I4), right-justified. NOP1 is used during the first 'scan" of a failed location's spare list. It is the minimum number of operating subsystems which can be left in a stage if a spare is taken from that stage.


ISBAC - Format (I4), right-justified. This constant determines if available spares are switched to different locations as needed (ISBAC $=0$ ), or if they are simply found, but left where they are ( $\operatorname{ISBAC}=1$ ).
 the random spare list generation routine, RANLIS. NOS determines whether a subsystem may have a subsystem from its own stage on its spare list ( $\mathrm{NOS}=0$ ), or may not $(\mathrm{NOS}=1$ ). The value of NOS is used by the program only if $\mathrm{NRL}=1$.


NOP 2 - Format (14), right-justified. NOP2 is used during a "rescan" of a failed location's spare list. The list is rescanned only if no spares were available with the NOP1 criterion during the first scan. NOP2 is the minimum number of operating subsystems which can be left in a stage if a spare is taken from that stage during a rescan.


IRL - Format (I4), right-justified. This is the starting index for the random spare list generating routine UDRNRT (IRL), used in subroutine RANLIS. IRL must be any odd number.


NTC - Format (14), right-justified. This is the "No-Time-Curve" flag, which determines whether the program will compute and print out the Reliability-vs-Time curve, over Time from 0 to 5000 units ( $\mathrm{NTC}=0$ ), or just the $\mathbf{9 0 \%}$ Reliability Time or "Useful Life" ( $\mathrm{NTC}=1$ ) .


FLAMD(I), I = 1, M. Format (5E12.6), including decimal points. FLAMD(I) is the failure rate of the subsystems in the $I^{\text {th }}$ row of the system representation matrix, together with their associated circuitry.

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$B(I, N, K), K=5$, KTEMP. Format ( 6 F 12.0 ), including decimal points. This is the spare list for the subsystem in row $I$, column $N$ of the system representation matrix. The values read in are the ID numbers of the subsystems which will be called, in the order in which they appear on the list, to replace the subsystem.

 list of "missing blocks"; that is, ID numbers of subsystems which are to be considered by the program as either failed or not included in the system at simulated time zero.


## V. LIST OF PROGRAM VARIABLES AND CONSTANTS

AMEAN - Non-subscripted variable-equal to the mean-time-to-failure of a given system, computed from all of the simulations of that system.

AUGT - Non-subscripted variable-equal to the average time between subsystem failures in a given system.

AVLAMD - Non-subscripted variable-equal to the sum of the failure rates of all subsystems in a given system.

B -

BML -

C - Subscripted variable - matrix which stores the initial condition of matrix B during the simulation. This information is used to reset matrix $B$ before another simulation of the same system is initiated.

CON - Non-subscripted variable - Average of the failure rates of all subsystems which are operational at time $=0$.

CNT - Non-subscripted variable-equal to the total number of operational subsystems at the beginning of a simulation.

FAILB - Non-subscripted variable-equal to the identification number of the most recently failed subsystem.

FAL - Non-subscripted variable - value denotes the 'failure order number' of the second most recently failed subsystem in the stage of the most recent failure. If a "repair" is necessary, this subsystem is replaced, not the most recent failure.

FAVGF - Non-subscripted variable-equal to the average number of subsystems failing per system simulation, computed from all of the simulations of a given system.

FLAMD - Subscripted constants - equal to the failure rates of the subsystems, plus those of their associated switching circuitry. All subsystems in the same row have the same failure rate.

IR - Non-subscripted variable - indexing number for the random number routine UDRNRT (IR). IR is initially an odd integer starting number for the routine.

IRL -

IRR - Non-subscripted variable - used to update IR after every simulation. This provides the generation of a different failure pattern for each simulation.

ISBAC - Non-subscripted constant - Determines whether or not available spares are switched. If ISBAC equals 0, spares are switched to new locations as needed. If it is 1 , the program determines the availability of the spares, but does not switch them.

ISW1

ISW2

IW -

IWF -

IWFT

KTEMP - Non-subscripted constant - equal to one dimension of matrix B, which stores the information specifying the instantaneous state of each subsystem, such as ID numbers, spare lists, failure order numbers, etc. Information for each subsystem is stored in locations $\mathrm{B}(\mathrm{I}, \mathrm{J}, \mathrm{K})$, where $\mathrm{K}=1$, . . . . KTEMP, and $I$ and $J$ are fixed.

M -

MBLL - Non-subscripted constant - Missing block list length; i. e. , the number of subsystems which are considered either failed or not included in the simulated system at $\mathrm{t}=0$.

MIN -

N -

NI - Non-subscripted variable - equal to the "row" in the system in which a subsystem to be replaced is located. (Row refers to the row in matrix B).

NJ - Non-subscripted variable - equal to the stage in the system in which a subsystem to be replaced is located. (A stage is represented by a column in matrix B).

NOP1 - Non-subscripted constant - Minimum number of operating subsystems which can be left in a stage if a spare is taken from that stage. NOP1 is used during the first "scan" of a failed subsystem's spare list.

NOP2 - Non-subscripted constant - Minimum number of operating subsystems which can be left in a stage if a spare were taken from that stage, during a rescan of a failed subsystem's spare list. NOP2 is generally lower than NOP1. (Rescan is only performed if no spares are available during the first scan).

Non-subscripted constant - 'No own-stage spare" flag, which is used in the random spare list generation routine RANLIS. NOS may have one of two values:

0 - Any subsystem may have a subsystem from its own stage on its spare list.

1 - No subsystem may have a subsystem from its own stage on its spare list.

Non-subscripted constant - equal to the number of simulations, or runs, which the program is directed to perform on a given system.

Non-subscripted constant - Non-repetitive list flag, which specifies to the program the method of spare list generation to be used. NRL may have one of three values:

0 - A number of spare lists are read in and their patterns reproduced for the remainder of the lists, by subroutine LIST.

1 - Completely random spare lists are generated by subroutine RANLIS.
2 - A separate, non-repetitive spare list is read in for each subsystem, by the MAIN program.

Non-subscripted constant - "No sample format" flag, which controls the amount of printout obtained from the simulations. NSF may have one of two values:

0 - The contents of the entire system representation matrix $B$ at the beginning of the simulation are printed out, plus the entire sequence of failures and repairs, and results of the simulation.

1-A brief listing of simulation results is printed.
In both cases, the input data specifying the system to be simulated is printed.
Non-subscripted constant - No-time-curve flag, which specifies the amount of statistics to be compiled from the simulation results. NTC may have one of two values:

0 - The program computes and prints out the complete reliability-vs. -time curve for values of time from 0 to 5000 hours, in 100 hour intervals. The values are computed from the statistical results of all of the simulations.

> 1 - The program computes and prints out only the "useful life" of the system.

OPRT - Non-subscripted variable - equal to the running total of the system operating times during the first 25 simulations of a given system.

P - Subscripted variable - Before the overall simulation results are computed, P equals a histogram of the frequency of systems failing with exactly $x$ subsystem failures. During overall results computation, P is converted to a list of the conditional probabilities that the system has failed, given that there are x subsystem failures.

PFAT - Non-subscripted variable - equal to the probability that the simulated system has failed at some time, $t . \quad($ PFAT $=f(t))$. PFAT is computed from the statistical results of all simulations of a given system.

RNT - Non-subscripted variable - The random number in subroutine TIME, chosen from a uniformly distributed set of random numbers, and used to generate the time to failure of each failed subsystem.

Non-subscripted variable - generated by subroutine FAIL, and indicates, if non-zero, that the most recently generated failure has created a need for a spare.

SUM - Non-subscripted variable - equal to the sum of the failure rates of all subsystems operating at the start of a simulation.

SUMT - Subscripted variable - equal to the running totals of the operating times of a particular system for every simulation of the system.

SYSFA - Non-subscripted variable - indicates to the program, if non-zero, that the system being simulated has failed.

T -

TI - Non-subscripted variable - the time used in the equations for computing the useful life or the reliability curve of the simulated system.

TT
Subscripted variable - A matrix used to store, in ascending order, the running times of the five shortest-lived of the first twenty-five simulations. The largest of the five is used in computing the first approximation to the "useful life" of the simulated system.

Subscripted variable - Equal to the times between the subsystem failures for a given system simulation.

Non-subscripted variable - a randon number generated in subroutine FAIL, which designates the subsystem which has failed. X is chosen from a uniformly distributed set of random numbers between zero and one.

## APPENDIX A

## DETAILED FLOW DIAGRAMS

This section contains, first, a detailed flow diagram of the MAIN executive program, followed by flow diagrams of each of the ten subroutines, in alphabetical order.


Main Program




Main Program (Cont.)


Main Program (Cont.)


Main Program (Cont.)


Mainprogram (COnt.)


Main Program (C ont.)


Subroutine Alocat


Subroutine Comfac


Subroutine Det


Subroutine Fall


Subroutine Fail (Cont.)


Subroutine List (COnt)


Subroutine List


Subroutine Ranlis



Subroutine Sback (Cont.)


## Subroutine Search



Subroutine Switch


Subroutine Switch (Cont.)


Subroutine Switch (Cont.)


## Subroutine Time

## APPENDIX B <br> EXAMPLES OF THE PRINTOUT OPTIONS

This section contains examples of the printout obtained with the two printout options: NSF $=0$, no-sample-format; and NSF $=1$, sample-format. The no-sample-format printout is the complete printout obtained from 500 simulation of a typical failure responsive system. The sample format printout was obtained from only 5 simulations of a typical system, so that the form of the printout could be shown without producing an inordinately large amount of printout. Therefore the results obtained for this system are not particularly meaningful.
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CONTROL CONSTANTS

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TOTAL FAILURES $=\begin{array}{r}26 \\ 26\end{array}$

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## APPENDIX C

FORTRAN IV PROGRAM LISTING
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STORAGE USEL (BLOCK, IJAME, LEIIGTH)


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0004 & \text { DET } \\
0005 & \text { LIST } \\
0006 & \text { RANLIS } \\
0007 & \text { SEARCH } \\
0010 & \text { FAIL } \\
0011 & \text { SWITCH } \\
0012 & \text { SBACK } \\
0013 & \text { TIME } \\
0014 & \text { DEXP } \\
0015 & \text { COMFAC } \\
0016 & \text { NRDUS } \\
0017 & \text { NIO1\$ } \\
0020 & \text { NIO2S } \\
0021 & \text { NWDUS } \\
0022 & \text { NEXP9S } \\
0023 & \text { NSTOPS } \\
0024 & \text { NCDPS }
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& \text { PHASE } 3 \text { TIME }=3 \text { SEC. } \\
& \text { PHASE } 4 \text { TIME }=1 \text { SEC. } \\
& \text { PHASE } 5 \text { TIME }=3 \text { SEC. } \\
& \text { PHASE } 6 \text { TIME }=4 \text { SEC. } \\
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STORAGE ASSIGNAENT FOK VAFTARLES (DLOCK, IPFF RFLATIVE LOCATIOI, MABL)


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SUBHOUTINE FAIL FNTRY POINT OOO154
STORAGE USED（BLOCK，NAME，LFNGTH）
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EXTERNAL REFERENCES（GI＿OCK，NAME）

## 0003 UDRNRT

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\text { COO2 } & \text { *RLANK Un2742 }
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EXTERIAL REFEKENCES (HLOCK, NAHE) $\begin{array}{ll}0003 & \text { UDRR.RT } \\ 0004 & \text { iNNDUS } \\ 0005 & \text { NIO2\$ } \\ 0006 & \text { ivIO1\$ }\end{array}$

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| 0004 | iNNDUS |
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PHASE 3 TIME $=1$ SEC.
PHASE 4 TIME $=0$ SEC.
PHASE 5 TIME $=1$ SEC.
PHASE 6 TIME $=0$ SEC.
TOTAL COMPILATION TIME $=3$ SEC

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[^0]:    1 "Analysis and Development of Failure Responsive System Organizations" by C. G. Masters, Special Technical Report No, 5 of Contract NASw-572, December, 1964.

[^1]:    2 'IRL' is any odd number.

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