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Graph production by computer requires a blending of human effort in scale selection with computer precision in datum point placement. Existing techniques are designed primarily for computer scientists; the average scientific investigator, educator, or businessman tends to avoid them for one or more of the following reasons: expense, complexity, or excessive turnaround. This dissertation describes development and application of a graph preparation system designed for unsophisticated users which is moderate in cost, easy to use, and provides immediate interactive response.

It is written in BASIC on a Univac 1108 and utilizes low cost Tektronix graphics terminals. Through menu selection, the user defines scale factors, datum point indicators, axis type (linear or logarithmic), and adds

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optional functions which may be displayed superimposed on the data. Immediate display of the results to encourage user creativity in modification of parameters is an important feature of the system.

Step-wise implementation, which maximized user input to system design, is described. Extensive modification of commercially obtained plot driving routines allowed expansion of program features in accord with user requests.

Four detailed examples illustrate the use of the system by biologists and ecologists in communication of results and in analysis of data. A complete program listing and user's manual are appended.

AN INTERACTIVE COMPUTER GRAPHICS
SYSTEM APPLIED TO THE LIFE SCIENCES

by

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TABLE OF CONTENTS

I.	Introduction	1
II.	Background	5
	Manual Graph Preparation.	7
	Computer Aided Graph Presentation	10
	Mechanical Plotters	12
	On-Line Printers.	13
	Cathode Ray Tube (Refreshed).	16
	Cathode Ray Tube (Storage Tube)	18
	Comparison of Computer Graphing Systems	19
III.	Strategy	21
	Computer Environment.	21
	BASIC	25
	BASIC at CSC.	27
	Techniques for Interactive Programming.	29
	Goals for EZPLOT.	31
IV.	Implementation	34
	TEKPLOT Subroutines	36
	EZPLOT Subroutines.	40
	EZPLOT Logic.	44
	Example of Use.	47
	Conversion Considerations	55
V.	Applications	59
	Ant Activity Analysis	59
	Einsteinium-253 Excretion	70
	Probit Analysis	76
	Zinc-65 in Algae.	80
VI.	Summary and Conclusions.	87
	Bibliography	91
	Appendix A - Text of EZPLOT.	95
	Appendix B - EZPLOT Users Manual	120

LIST OF ILLUSTRATIONS

<u>Figure</u>		<u>Page</u>
1	Example of the type of graph produced by EZPLOT (reduced from original size).	2
2	Graph of hypothetical data drawn by a offline mechanical (CalComp) plotter.	14
3	Graph of hypothetical data printed by a teletype.	15
4	Relationship between hardware components used by EZPLOT.	22
5	Flow chart of main logic of EZPLOT.	35
6	Logic of horizontal axis drawing portion of EZPLOT.	42
7	Display of data file for EZPLOT example.	50
8	Graph of hypothetical data using automatic scaling option.	51
9	Graph of hypothetical data obtained by using manual scaling routine.	51
10	Interactions between EZPLOT and user which preceeded display of figure 9.	53
11	Graph of hypothetical data with super-imposed functions.	54
12	Graph of hypothetical data with super-imposed functions on semi-log axes.	54
13	Number of active ants at a given soil surface temperature, composite of 3 days of observation.	61
14	Printout of a portion of the interactive polynomial regression analysis of ant activity data.	63

<u>Figure</u>		<u>Page</u>
15	Detailed printout of portion of third degree polynomial fit to ant activity data.	64
16	Number of active ants at given temperature with 3rd and 4th degree polynomial fits superimposed.	66
17	Number of active ants observed after noon at a given temperature, with polynomial regression fit superimposed.	68
18	Number of active ants observed before noon at a given temperature, with polynomial regression fit superimposed.	68
19	Number of active ants observed after noon at a given temperature, with linear model superimposed.	69
20	Number of active ants observed before noon at a given temperature, with linear model superimposed.	69
21	Percent of injected einsteinium-253 excreted in urine of miniature swine.	74
22	Mean and 95% confidence interval of percent of injected einsteinium-253 excreted in urine	74
23	Mean percent einsteinium-253 excreted with two non-linear regression lines shown. Horizontal scale extended to 200 days.	75
24	Mean percent einsteinium-253 excreted with outliers removed, illustrating rounded regression function.	75
25	Output of probit analysis computer program.	78

<u>Figure</u>		<u>Page</u>
26	Graph of output of probit analysis program with partially erased grid lines used to highlight the LD ₅₀ point.	79
27	Radioactivity observed in algae colony after fresh water replaced Zinc-65 labeled water. Results of two non-linear models are superimposed on the data.	83
28	Residuals from the modeling of Zinc-65 activity in algae after freshwater added fit to a sine function. This illustrates the circadian rhythm discovered in the algae.	85

AN INTERACTIVE COMPUTER GRAPHICS SYSTEM APPLIED TO THE LIFE SCIENCES

I. INTRODUCTION

Graphs are an important mode of communication in science, education and business. They may be prepared manually or with the aid of mechanical and electronic devices. This report describes development and application of an interactive computer graphics system based on low cost, storage type, cathode ray tube (CRT), computer terminals. It is designed primarily for use by persons unfamiliar with computer techniques. It allows them to prepare linear or logarithmic graphs by answering a series of questions about their data and the desired scale factors. While still seated at the terminal, they may view the resulting graph, modify the data and/or the scale factors, view the new graph, make further modifications, and so on, until satisfied with the results. A hard copy generating device produces output as shown in Figure 1.

The system, called EZPLOT, does not replace existing computer techniques for displaying data, rather it complements them. These techniques are compared through discussion of their advantages and disadvantages in the second chapter of this dissertation. Some give excellent results

HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT

FIGURE 1. Graph of Hypothetical Data With Superimposed Functions as Drawn By EZPLOT

but are either costly or slow, others are quick and inexpensive but give relatively crude results. EZPLOT falls in the middle of this spectrum of graph drawing computer techniques. Its main advantage is immediacy, its primary disadvantages are the fixed physical size of the output and the premium cost generally charged for interactive computer usage.

Throughout the design phase of system development, the paramount concern was to make EZPLOT responsive to the needs of persons who understand graph drawing but are uninterested in computer technology. Four elements of system design, discussed in Chapter Three, were carefully considered prior to implementation. These four, hardware environment, software environment, techniques of interaction with the user, and reasonable goals for the system, determined the character of EZPLOT.

The fourth chapter of the dissertation deals with implementation, which progressed step-wise as new groups of goals were added to operational ones. This type of implementation insured that the system fit the needs of the users. New features were added in response to user requests rather than as a result of the computer scientist's idea of what the user might want.

The system is used by researchers in the Biology and Ecosystem Departments of Battelle Northwest. The fifth chapter deals with examples of statistical analysis of their data in which EZPLOT made a significant contribution to understanding of experimental results.

The essential configuration for operation of this system is: 1) a computer, 2) a CRT graphics terminal, 3) a hard copy generator (optional), 4) availability of BASIC computer language, and 5) the program EZPLOT. The implementation described at Battelle Northwest uses the following specific items:

- Computer - Univac 1108 (operated by Computer Sciences Corp.)
- Operating System - CSCX
- Language - BASIC (enhanced version by CSC)
- Terminal - Tektronix 4002 or 4010
- Hard Copy Unit - Tektronix 4610 .

EZPLOT could be installed on another computer with similar terminals; however, variations in BASIC compilers could require program modifications which would limit the flexibility of the system.

II. BACKGROUND

Scientific investigators are accustomed to presenting their findings in the form of a graph. People in other disciplines also make liberal use of graphic techniques for presenting data. Experts on the art of technical report writing assume that their readers are familiar with and frequently use graphs.

Graphs are so useful -- and so common -- that definition is almost pedantry: everyone is familiar with them and knows quite well what they are. They are particularly the instrument for representing pictorially all kinds of numerical data. . . . graphs are useful in a multiple variety of technical, industrial and governmental communications -- so useful, indeed, for so many purposes that every kind of report writer employs them and every kind of reader is accustomed to them (9, p. 192).

It is true that graphs are useful and ubiquitous; however, at the risk of being pedantic, a dictionary definition is inserted here for clarity.

GRAPH (graf), n. 1. A drawing that exhibits a relationship, often functional, between two sets of numbers as a set of points having coordinates determined by the relationship. 2. Any pictorial device, as a pie chart or bar graph, used to display numerical relationships. Also called "chart". 3. A representation of a quantity, as of a complex number, by a geometric object such as a point in a plane. (1, p. 574)

The first and more common meaning is, of course, the type of graph that EZPLOT produces.

Although these definitions stress the ability of a graph to make clear some relationship that has been deter-

mined, there are two reasons for preparing a graph of one's data: 1) to communicate, and 2) to analyze.

The primary purpose of the graph is to present numerical data in visual form. With the growth of its use in numerous fields of endeavor, the functions of the graph have multiplied. It serves as a means of presenting visually tables of statistics in a simple, readable, and interesting form. The graph also makes clear undiscernible facts, such as correlations, which might be overlooked in tabulated data. It facilitates the presentation of facts for comparative purposes, and in many instances the graph indicates significant facts not obviously apparent in numerical form.

The most useful purpose of the graph is to save time and effort in analyzing statistics and tables. . . . In addition, it permits the drawing of logical conclusions on the basis of the data depicted (4, p. 3).

This dual purpose for drawing graphs is usually overlooked in discussions of graphing techniques. The usefulness of a graph as an indicator of "significant facts not obviously apparent" (4, p. 3) is limited by the time and effort required to prepare each graph. For example, if one has ten sets of similar data, there is a strong temptation to graph one set carefully and assume that the relationship is similar for the other nine. Or, if a set of data is graphed on linear paper and there is no apparent reason for re-drawing the same graph on logarithmic or semi-logarithmic paper, it will probably not be re-drawn.

For these reasons, instructions on graph preparation tacitly assume that the person preparing the graph intends to use the graph as an aid in communication rather than as an aid in analysis. This assumption implies that graphs intended for communication should follow guidelines for effective communication and that graphs for analysis need not be as carefully prepared. With the help of computers to do the drudgery, it is possible to prepare precise and easily understood graphs for both purposes.

The limitations and advantages of computerized approaches to graphing must be viewed in light of the manual procedure.

MANUAL GRAPH PREPARATION

The manual technique for preparing a graph is a two-step process. The first phase is creative; it involves human judgement and imagination in selecting the appropriate axes and scale factors to produce a pleasing graph. The second phase is mechanical or routine: data symbols are placed at the proper coordinates, axes are labeled, titles are supplied, etc. Instructions for graph preparation usually contain a list similar to the following:

1. Select the type of coordinate paper.
2. Determine the variables for ordinate and abscissa.
3. Determine the scale units.
4. Locate the axes and mark the scale values in pencil.
5. Plot the points representing the data.
6. Draw the curve. If the curve is to strike an average among the plotted points, a trial curve should be drawn in pencil. If the curve consists of a broken line, as is the case with discontinuous data, the curve need not be drawn until the graph is traced in ink.
7. Label the axes directly in ink.
8. Letter the titles, notes, and so on. The title should be lettered on a trial sheet that can be used as a guide for lettering directly in ink on the graph.
9. Check the work and complete the diagram by tracing the curve in ink (18, p. 529).

The two phases are clear: steps 1, 2, and 3 are the only ones that require judgement, the others are more mechanical.

For small sets of data, the manual procedure is convenient and simple. The person preparing the graph probably has a supply of various types of graph paper at his desk and has an intuitive feel about selecting the paper and preparing the graph. Problems appear when he finds that his choice of scale factors emphasize the wrong aspect of his data. Should he re-draw the graph, or are there more pressing things to do with his time? Another problem arises when a colleague asks the casual question: "I wonder what that would look like on semi-log paper?" These demands on a person's time are compounded if the data set is large.

The time required to produce such a graph is dependent on the two steps. The time for the first step, the creative process of choosing scales, may be considered constant. The time for the mechanical portion depends on the number of points. As the number of data points increases, the anticipated time to complete the graph increases. At some number of data points the investigator will decide that it is not worthwhile to draw the graph by hand.

There are several options available when the anticipated graphing time exceeds that which one is willing to commit: 1) the technician may be employed to prepare the graph; 2) the apparent number of data points may be reduced by plotting representative points such as every fifth or tenth one; and 3) the data may be summarized and appropriate averages plotted. These techniques may be useful if the purpose of the graph is communication. However, if the purpose is analysis, these techniques may cause the investigator to overlook some fact not obviously apparent in summarized or tabular form.

The value of manual graph preparation is two-fold: the person primarily associated with the data is directly involved and the cost is low. There are three major disadvantages: first, the time required becomes large as the

size of the data set increases; second, it involves drudgery; and third, it is usually necessary to re-draw a polished copy for publication.

COMPUTER AIDED GRAPH PREPARATION

There are several viable alternatives to manual graph preparation. They all apply the computer to the mechanical portion of the process. Most of them complicate the creative aspects of graph preparation.

None of the existing computer aided graph producing techniques is able to replace the first phase of the graphing procedure, the human judgement as to scale factors. To do that would require that this phase of the process be reduced to an algorithm. Several attempts have been made to do this by formulating rules and guidelines (8, 4). However, more realistic authors contend that there is no universal way of choosing axes and scale factors because each graph is unique (20, 30).

In 1943 the American Society of Mechanical Engineers attempted to standardize graphing techniques through the publication: "American Standard for Engineering and Scientific Graphs for Publication". This standard is quite specific and detailed as to the choice of scale factors, etc. For example:

- (d) For arithmetic scales, the scale numbers shown on the graph and space between coordinate rulings should preferably correspond to 1, 2 or 5 units of measurement, multiplied or divided by 1, 10, 100, etc. (3, p. 14).

In 1959, this body published revised standards (1) which abandoned detailed codification in favor of a series of examples of good and poor graphs. Human judgement is recognized as a key factor in successful presentation of graphs.

Production of graphs with a computer will always involve an interaction between the user and the computer. The utility of computer aided graphing procedures should be judged by three criteria: convenience, speed, and quality. The method of determining and modifying scale factors should be convenient; it should approximate the manual procedure. The results should be available quickly; the computer should draw a graph faster than the user can. The quality should be excellent; there should be no reason to re-copy a computer-produced graph for publication.

No computer aided graphing system meets all these goals. Each system is deficient in one or more of these areas. That means that the user must choose the system that will meet his particular need. The system which prepares graphs of publication quality is probably not the

system of choice for analyzing a set of data.

For purposes of comparison, the major systems are condensed into four types: mechanical (either incremental or vector) plotters, conventional on-line printers, traditional cathode ray tube terminals, and storage tube CRT devices.

MECHANICAL PLOTTERS¹

This category includes devices such as the Cal Comp flat bed and drum plotters which are designed specifically to produce hard copy computer controlled graphic output by mechanically positioning a writing instrument on some type of paper. They excel at preparing high resolution drawings for blueprints, printed circuit layouts, etc.

Several steps are required to cause a mechanical plotter to prepare a graph. The data are translated into commands which position the plotter pen by a program operating in the main computer. These commands are transferred to the plotter, usually as a file on magnetic tape, although some mechanical plotters operate on-line. The plotter then follows the commands to produce the graph. An

¹ For a comprehensive machine by machine review of this type of plotter see: Auerbach on Digital Plotters and Image Digitizers; Auerbach Publishers, Princeton, 1972.

example, produced by a Cal Comp plotter, is shown in Figure 2.

This process is rather difficult for the user because of the time delay (turnaround times of several hours to a day or more are common) and because most plot preparation programs require more than casual familiarity with computer programming techniques. Because of the high quality of the output, many people accept the inconvenience of obtaining the services of a computer programmer whenever a series of graphs is needed.

ON-LINE PRINTERS

Line printers and teletypes are used as graph printing devices when low cost and rapid turnaround is important. Although such graphs lack precision and clarity as shown in Figure 3, they are sometimes helpful in analysis of data.

Any computer with printed output can be programmed to produce such graphs at the same cost as normal output. This type of graph is frequently incorporated in the output of routine data analysis programs in which the axes and scale factors remain fixed. Some computer installations provide interactive user-oriented graph producing packages

THIS GRAPH WAS PLOTTED ON A CALCOMP PLOTTER
HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT

FIGURE 2. Graph of hypothetical data drawn
by a mechanical (Calcomp) plotter.

FIGURE 3. Graph of hypothetical data printed by a teletype.

in conjunction with time sharing operation of teletype terminals.²

Graph production on this type of device requires different logic from that outlined for manual graph production. Since the paper moves one line at a time in only one direction, the graph must be printed in that sequence. Thus, the computer program must store at least a portion of the

² Three such plot routines are described in: CSCX BASIC Library, (Computer Sciences Corp., Los Angeles, 1969). They are: Scatter, Line-Plot, and Histogram. These sub-routines of ***STATPK (discussed on pp. E00004-00.123-00 through E00004-00.125-00) are easy to use, but the user has no control over scale factors. Figure 3 was made with Line-Plot.

graph and scan it for printing. The programmer is focused to think in terms which are unfamiliar to the person accustomed to preparing graphs manually.

A new type of line printer, classified as nonimpact devices, operates by drawing the characters rather than printing them by impact (37). Although these devices require special paper and cannot produce multiple copies, they are quiet, inexpensive and fast. In large computer installations they tend to be used as remote terminals. They are often the only printing device attached to mini-computers.

Several of these printers have true graphic capability. If the printer can draw letters, it should also draw lines. The graphic capabilities of this class of printers are presently underexploited. The logic required to draw a graph suffers from the same handicap as with impact line printers. Storage of a display may tax the capacity of a minicomputer memory. Given the proper software, this type of printer could make a valuable contribution to the art of data analysis.

CATHODE RAY TUBE (REFRESHED)

The term computer graphics is usually associated with the type of CRT found in television receivers. Because of

the short (millisecond) persistence of the phosphor on the screen, the display must be re-written several times each second. In return, the pattern on the screen may be caused to change dynamically. This requires that the computer store the contents of the entire screen which may consist of several hundred thousand raster positions. The usual practice is to operate the graphics terminal through a computer dedicated to that purpose.

The initial cost of a CRT terminal and associated computer is high (\$100,000 or more) and the operating cost is high because of the requirement that the computer exclusively service the graphics terminal. Consequently, this system is seldom used for the pedestrian task of graphing data. The primary use of refreshed CRT terminals is in computer aided design. In this capacity, effective use has been made of the computer's ability to rotate displays, add or delete portions on command, recall diagrams of component parts from a data bank and assemble the parts on the screen (15, 22, 23).

The usual method of obtaining a hard copy of the display on the screen is either through photography or by directing the display file to an off-line mechanical plotter.

CATHODE RAY TUBE (STORAGE TUBE)

This relatively new type of device differs from the conventional CRT in that the image is viewable for long periods of time (an hour or more if necessary) (31, 35). Graphic output may be written a dot at a time; however, the entire screen must be erased if the display is to be changed. In exchange for the loss of ability to dynamically alter the display, this system drastically reduces the cost of CRT graphics. The initial cost is moderate (under \$10,000), and the operating cost is comparable to that of other time sharing terminals.

A hard copy device is available which produces good quality copies on photosensitive paper. The figures in this dissertation were obtained from such a device.

Software is available which is similar to that for off-line mechanical plotters (32). Through calls to FORTRAN sub-routines the user's program creates a series of commands which position the electron beam on the screen. Because the process is much quicker than that described for off-line mechanical plotters, storage tube CRT terminals are often used as preview devices. The user can adjust parameters until he is satisfied with the display, then cause the same display to be plotted mechanically.

COMPARISON OF COMPUTER GRAPHING SYSTEMS

The characteristics of the four systems are summarized in Table I.

TABLE I. CHARACTERISTICS OF COMPUTER AIDED GRAPH PRODUCING SYSTEMS

<u>Type of System</u>	<u>Mechanical Plotter (Off-Line)</u>	<u>On-Line Printer Or TTY</u>	<u>CRT (Refreshed)</u>	<u>CRT (Storage Tube)</u>
Convenience	Poor	Fair	Excellent	Good
Mode of operation	Batch	Either	Interactive	Interactive
Turnaround time	Hours	Minutes	Seconds	Minutes
Hard copy quality	Excellent	Fair to good	None*	Good*
Initial cost	High	Low	Very high	Moderate
Operating cost	Moderate	Low	High	Moderate

* These systems can be used to preview displays to be drawn off-line on an incremental plotter.

The choice of a computer aided graph drawing system depends on the purpose of the graph and the needs of the user. Mechanical plotters are preferred when there is ample time and high quality output is important. On-line printers, which combine low cost with speed, are useful adjuncts to data analysis. Investigators with access to traditional computer graphics terminals will continue to insist on the convenience of dynamic interaction with the display as long as they can afford the cost of operating such devices. Display systems built around storage tube

CRT's offer a compromise, combining the convenience of a visual display with moderate cost.

A general purpose graph-drawing system should produce graphs good enough for effective communication at a cost (of time and money) low enough to promote its use in analysis of data. With this principle in mind, a strategy was developed to effectively use a Tektronix 4010 storage tube CRT terminal as an interactive graph drawing tool.

III. STRATEGY

The effectiveness of a computer application depends on the balance with which the resources of computer technology are applied to the problem at hand. The result must be both cost effective and user effective. Three strategic aspects of program development were considered in designing EZPLOT:

- Computer environment
- Programming language
- Techniques of interactive programs.

Analysis of these factors and discussions with a group of scientific investigators who expressed interest in using computer aided graph drawing resulted in a set of specific goals for EZPLOT which satisfy many user needs at a minimum cost.

COMPUTER ENVIRONMENT

Understanding of the hardware configuration, shown in Figure 4, is necessary before software strategies can be discussed.

The Univac 1108 is located at a computer center operated by Computer Sciences Corporation several miles from the Tektronix 4010 terminal. They are connected by a voice-grade telephone line through a standard acoustical coupler. This isolation frees the user from consideration

HARDWARE USED BY EZPLOT

FIGURE 4. Relationship between hardware components used by EZPLOT

of physical aspects of the 1108 and allows him to concentrate on the particular problem at hand. The main disadvantage of the separation of users from computer operations is that users have little ability to influence the operating system design of the main computer. As will be shown later, the

way in which the 1108 interfaces with the Tektronix 4010 placed interesting constraints on EZPLOT.

The graphic terminal and hard copy unit are described elsewhere (33, 34) and will be only briefly discussed here. The Tektronix 4010 alphanumeric-graphic terminal has a direct view storage CRT (visible portion 19 by 14.3 centimeters) for computer output and a typewriter keyboard for user input. The visible portion of the screen is composed of 780 by 1023 raster dots, these are individually addressable for graphic output. For alphanumeric output, the terminal contains logic to display characters with a 5 x 7 matrix of raster units, 72 of these characters fill a line and 35 lines fill the screen.

It is easy to draw characters of various sizes and orientations through the graphics mode of the terminal. However, it takes much longer to display a character this way than through the alphanumeric mode. The first strategic decision was to restrict all alphanumeric display to the fixed size characters generated automatically by the terminal. This limits output flexibility but saves execution time.

The hard copy unit, a Tektronix 4610, is located adjacent to the terminal. Copies are available in a few

seconds at the users command. Since copy making temporarily inhibits the input/output ability of the terminal, special consideration is made to allow pauses in program execution for static display that the user may wish to copy. In EZPLOT, this condition is signaled by the appearance of a question mark on the screen.

The Univac 1108 is committed to large scale data processing, involving long runs updating several magnetic tapes. In addition, it must serve the needs of a scientific community interested in computational ability. This dual purpose is accomplished through the operating system.

The computer is essentially divided in two; there are two operating systems sharing the core. Users at remote terminals have access to either. The batch mode system, CRJE (Conventional Remote Job Entry), has access to 196,608 words (36 bits per word) of memory plus drum and tape storage with turnaround time depending on workload and priority. The time sharing mode, CSCX (12), gives the user access to a fixed size work area of 32,000 words. There are powerful editing routines available in this system as well as the interactive language, BASIC. Turnaround time under CSCX is immediate because the user has access to a specific physical portion of the computer rather than sharing it with

others. In exchange for rapid turnaround, the user must sacrifice ability to use magnetic tapes and is limited in the size of his program and data arrays. In addition, there is a premium cost attached to this mode of operation.

In conjunction with the acquisition of the Tektronix terminal, a group of FORTRAN packages for the production of graphic output was secured (32). These are very flexible and an interactive program similar to EZPLOT could easily be built around one of them. However, FORTRAN programs may run only on CRJE in our computer environment. A survey of potential users indicated that waiting, often several hours, for results was unacceptable. A major strategic decision was to write the general purpose graph drawing program in BASIC.

BASIC

BASIC (Beginner's All Purpose Symbolic Instruction Code) is a language designed for novice computer programmers operating in a time sharing environment (16, 29). In contrast to batch oriented languages such as FORTRAN or COBOL, BASIC anticipates and encourages programmer/computer interaction during program development and debugging (6, 28).

The emphasis of the language is on simplified input and output. For example: there is no distinction between fixed and floating point numbers, format statements are not needed, and arithmetic statements may appear anywhere one would expect to use them (i.e., `PRINT X *(A+B)` causes the results `Y` of the computation `Y = X *(A+B)` to be printed).

BASIC was designed as a flexible interactive language. When it was developed at Dartmouth it was anticipated that the typical BASIC program would be small and that larger programs would be written in another language such as FORTRAN. Therefore, the designers of the language, in optimizing for novice user convenience, adopted restrictions which compound the task of developing large BASIC programs.

Mnemonic naming of variables cannot be used to improve program clarity because variable names are restricted to one letter, optionally followed by one digit, while array names may only be single letters. This naming convention limits the number of variables to 286 and the number of arrays to 26.

Conditional branching is allowed, but conditional replacement statements are not; so that logical flow of the program is interrupted by `IF (something) GO TO (line number)` and `GO TO (line number)` statements.

Program documentation through the use of REMARK statements is a feature of the language. However, because REMARK statements are executable in the sense that FORTRAN CONTINUE statements are, they contribute to the storage requirements for the program. Programmers who anticipate that their program and data will approach the maximum allowable size are forced to minimize the use of REMARK statements.

In spite of these difficulties, which only affect the programmer, BASIC is a good language for EZPLOT because it minimizes user frustration. The flexibility of input format inherent in BASIC allows novice users to enter data conveniently. Most BASIC compilers allow for user correction of input errors during execution without re-running the entire program.

BASIC AT CSC

A serious limitation of BASIC is the lack of uniformity among its implementations (21, 26). Each compiler writer has added modifications to the original version. Enhancements to BASIC in the CSC version (11) are used throughout EZPLOT. It may be difficult to transfer it to another computer which has a different version of the language.

Some of the enhancements in the CSC implementation include:

- Ability to handle file input/output
- The verb: GET, which allows keyboard input of string variables without enclosure in quotation marks.
- ON (expression) GO TO (line number list) with drop-through on out of range expression
- PRINT USING an image or an implied image
- String manipulation statements: LEN, and STR.

The CSC version features an incremental compiler; each line of code is interpreted at run time. This feature allows debugging at run time; it is possible to interrupt the computer, change some instructions, and continue execution without changing the contents of data arrays. EZPLOT uses this feature by inviting the user to interrupt execution to add statements which compute functions the user wants to display.

Another advantage of this type of compilation is ability to easily recover from error conditions. If bad input is detected (for example, if the user enters two decimal points with a number) a message appears, execution stops, and the user is allowed to either exit or re-enter

the value after giving the BASIC command CONTINUE. Values entered successfully prior to that point are preserved.

TECHNIQUES FOR INTERACTIVE PROGRAMS

The ordinary problems of a computer programmer are compounded when he writes programs for interactive use. Not only must the program conform to the requirements of the compiler and produce correct results, but it must also interface with the most unpredictable of phenomena, human beings.

The programmer must rely on the human user to supply critical program parameters in addition to data to be manipulated. He must devise tests of these input parameters to avoid out-of-range conditions within his program. In addition, he must make the user comfortable by avoiding delay in response and by asking understandable questions.

The development of EZPLOT occupied several months, much of which was devoted to analysis of user difficulties. The results of this attention to user complaints are summarized in the form of flexible guidelines which are applicable to all interactive programs.

- FOLLOW LOGIC OF THE MANUAL PROCEDURE. The user is familiar with a logical way of doing things. The interactive program should follow this pattern at

the expense of efficiency. For example, EZPLOT asks the user questions about the data, the type of axis, the scale of the x-axis, the scale of the y-axis, and then about the titles. This follows the pattern of the manual procedure for preparing graphs.

- KEEP QUESTIONS SHORT. Do not bore the user with lengthy questions, remember that he may repeat the sequence of questions several times at each session. Short abrupt statements are used as questions in EZPLOT. "What is the form of your input?" is reduced to "Input type?".
- PROVIDE DETAILED QUESTIONS IF REQUESTED. Neophyte users will not always understand the condensed questions. These users are the exception; therefore, a detailed form of the question should be available on request. This is accomplished in EZPLOT by the convention that a response of the number 0 to any question will cause a detailed question to appear.
- STANDARDIZE THE RESPONSE EXPECTED FROM THE USER. Do not expect a numeric answer one time and an alphabetic one the next. The user is more comfort-

able when he can anticipate the type of response required. Questions in EZPLOT either refer to a menu of options or ask for data input. The user always enters a single number, followed by a carriage return, in response to a menu-type question.

- KEEP MEANING OF RESPONSES CONSISTENT. Let the pattern of the responses be consistent. If 1 indicates a positive response to one question, do not have it mean a negative response to the next. In general, the following pattern is used in EZPLOT: 0 = print the menu for this question, 1 = a positive response, 2 = a negative response, and 3, 4, 5, etc., are used if there are more than two items on the menu.
- BE FLEXIBLE. The users will discover ambiguities in the questions no matter how carefully they are prepared. More than half of the questions in EZPLOT have been re-written after analysis of user difficulties.

GOALS OF EZPLOT

The final element of strategy was to adopt reasonable goals for the program. The major aim was to develop a

program that worked; embellishments could come later. Therefore, the goals are rather modest. Many things which are technically possible, such as rotating the display, "zooming in" on a portion of the graph, splitting the screen to display more than one graph, and using the graphic input thumb wheels to manipulate data elements, were rejected as unnecessary and undesirable complications to the program.

The second major decision was to limit EZPLOT to general cases. This was the reason for rejection of special axes such as a time scale in days or months, pre-selected scales (i.e., 100 by 100 or 10 by 10), and other ideas suggested by users. Data reduction, regression analysis, and other statistical manipulations are available in other programs so they are omitted from EZPLOT. Finally, data input to EZPLOT is restricted to a keyboard entry routine or from a user prepared BASIC file. Editing capabilities to extensively rearrange data files are not the province of EZPLOT; they are available through CSCX.

The initial goals were:

- Keyboard data entry
- Several sets of data on one graph
- Linear scales
- Data modification
- Titles and numeric scale identification.

Soon some requests by users were added to make EZPLOT more general purpose:

- Logarithmic scales
- Functions as well as data
- Data input from computer file
- Dynamic modification of parameters to re-display graph.

User suggestions which may be added in the future include:

- Split screen display of two sets of axes
- Interchange of x and y axis
- Revised data format to allow several dependent variables for each independent variable
- Interface with output of existing BASIC regression programs.

IV. IMPLEMENTATION

To make the goals of EZPLOT a reality, a program was written combining three operational elements:

- User activated decision points
- Conversational routines in which the user supplies information
- Internal routines with no user participation.

The intermingling of these program elements is illustrated in the general flow chart presented as Figure 5. On this abbreviated chart, diamonds represent questions asked at decision points within the program. These seven questions require that the user select options from a menu. The sequence of questions depends on previous responses.

The hexagons on the chart represent conversational routines. The number of questions asked in each is a function of the responses and the data. The rectangles represent internal routines. Many of these also contain logic not shown on the chart which can alter the sequence of questions presented to the user.

Two appendices included in this dissertation are for readers interested in details of program operation. A computer programmer may wish to compare the flow chart with the text of EZPLOT found in Appendix A. Potential users will be more interested in the EZPLOT Users Manual found in Appendix B.

FIGURE 5. Flow chart of main logic of EZPLOT.

As indicated on the flow chart, the pivotal point of the program is the question WHAT NEXT? This question divides operation of EZPLOT into two phases: 1) the user interacts with the program to supply data, scale factors, titles, and other parameters, then 2) the computer draws a two dimensional graph on the CRT screen. The user may cycle through these phases until he is satisfied with the resulting display.

Implementation of the program will be discussed in terms of these two phases. The second, in which the graph is generated, will be treated first. The interactive phase is more straightforward and will be discussed later.

TEKPLOT SUBROUTINES

The graphics portion of EZPLOT was derived from a set of FORTRAN subroutines distributed by the terminal manufacturer (32). These plot driving TEKPLOT subroutines are designed to be machine independent; they are written in FORTRAN II and avoid the use of COMMON or LABELED COMMON. This reduces the problems of installing TEKPLOT on different computers, but requires the use of several subroutines devoted to keeping track of scale factors, rotation factors, and other parameters. These terminal status values are not available to the main program. Only two subroutines need

be written to adapt TEKPLOT to a new computer: one, CHIN, to define character transmission between the terminal and the computer, and the other, CHOUT, to translate in the reverse direction.

After installing TEKPLOT on the UNIVAC 1108, Computer Sciences personnel converted a major portion of it to BASIC, calling the resulting graphics package **PLT⁵. This series of 29 subroutines provides the full range of graphics output supported by TEKPLOT, although hardware restrictions do not allow use of graphics input. Thus, the cross hair cursor on the terminal is unavailable to EZPLOT.

BASIC subroutines differ from FORTRAN subroutines; there is no parameter list associated with the call statement. The technique for passing data to a GO SUB in **PLT is to place the data in dummy variables used by the subroutine.

BASIC subroutines are not independent and all variables are essentially in COMMON. This means that the terminal status values are available to a BASIC program using **PLT whereas they are not in FORTRAN using TEKPLOT.

⁵ Unpublished information from Larry Gannon, Computer Sciences Corp., Richland, Washington.

The large size of **PLT (approximately 1200 BASIC statements) limits size of the main program. Early in development of the interactive portion of EZPLOT this maximum was reached, the program plus **PLT exceeded the fixed portion of computer memory allowed each user. Serious consideration was given to splitting the graphics program into two parts, one to prepare the data, the other to obtain the scale factors and draw the graph. This proved to be too complicated for novice users.

Therefore, the graphics support package, **PLT, was reduced to eight subroutines consisting of about 250 BASIC statements. This was achieved by discarding those subroutines not necessary to support the goals of EZPLOT. Features which were discarded outright include:

- the software character generator and it's 400 data elements
- the pause (not needed in BASIC)
- all references to point or incremental mode graphics
- the axis generator, replaced by an EZPLOT subroutine
- the grid generator, replaced by an EZPLOT subroutine.

Elimination of subroutines associated with these features also allowed reduction in size of those remaining by removing linkages to the deleted subroutines. Some of the bookkeeping subroutines, TEK001 through TEK007 were eliminated, others were modified. The most often called subroutine, TPLLOT, was replaced with a much smaller version, tailored only to the needs of EZPLOT.

The eight graphics support subroutines derived from **PLT and their line numbers in EZPLOT are:

- 1100 BEGIN, which sets transmission rate and initializes bookkeeping.
- 1200 ERASE, which transmits the erase code and delays processing until erase is complete.
- 1500 VECTOR, which sets graphic mode.
- 2100 SCALE, which updates scale factor bookkeeping.
- 2300 WINDOW, which edits window limits for legality and updates bookkeeping.
- 4500 CHOUT, which transmits a coded character to the terminal.
- 4400 TEK002, which plots current x,y points
- 3900 TEK003, which partitions x,y points into bits to pass to terminal.

These could be further reduced if necessary. However, since

they represent less than 20% of EZPLOT, they are no longer a major hindrance to expansion of the program.

EZPLOT SUBROUTINES

There are eight graphics support subroutines included in EZPLOT. These serve as links between the interactive portion of the program and the modified plot driver, **PLT.

The main EZPLOT subroutine, called MY OWN TPLOT, is located at line 9000. The 15 lines of this subroutine replace approximately 100 lines of TPLOT. The major saving is the result elimination of software plot symbol generation. TPLOT and **PLT provide eight optional symbols, such as dots, arrows, circles, or boxes. In EZPLOT, all plot symbols are hardware generated keyboard characters, with the exception of the diamond which is drawn by vector mode techniques. The task of MY OWN TPLOT is then reduced to sending TEK002 the coordinates of the next location on the screen and a flag to indicate whether or not the vector is to be visible.

The ABSOLUTE SCALE subroutine is located at line 4240. It sends the proper values to the SCALE and WINDOW subroutines to set the scale so that screen raster location corresponds to program logical location. EZPLOT operates in absolute scale while displaying the top and bottom captions.

The USER'S SCALE subroutine starts on line 4350. It

sets the scale so that translation from user's units to raster locations is automatic. EZPLOT operates in user's scale while drawing linear graphs and modifies the scale before drawing log plots.

Considerable attention was given to the EZPLOT axis drawing routines. The **PLT ones were unacceptable because they represented the philosophy that the user must choose standard size axes just as if he were selecting graph paper from a drawer. Flexible axis definition is an essential concept of EZPLOT. The AXIS subroutine at line 5340 and the auxiliary LOG X TIC and LOG Y TIC subroutines at lines 9700 and 10000 cause a neatly labeled box to be drawn defining whatever size "graph paper" the user specifies.

The outline around the graph is drawn in this order: First the top and bottom horizontal borders (including tic marks and numeric labels where appropriate) are drawn, then the left and right vertical ones. This method reduces the execution time by eliminating redundant calculation of the tic mark location, as shown in Figure 6, a flow chart of the horizontal axis portion of the AXIS subroutine. Note that drawing visible grid lines is a simple matter of interrogating a switch variable between drawing of the lower and upper tic marks.

HORIZONTAL AXIS ROUTINE

FIGURE 6. Logic of horizontal axis drawing portion of EZPLOT.

An alternate axis drawing scheme which progressed around the box counter-clockwise proved to be slower and did not allow a simple method of adding a grid to the display.

Calculation of tic mark location in the AXIS subroutine is a simple mathematical procedure. If the user wants a total of 12 tic marks, the location of the next tic to the right of the present one is $1/12$ th of the range of the axis added to the x-coordinate of the present location. Because of the way the user defines tic mark location on a log axis, this method cannot be used in that case. Rather than clutter up the AXIS subroutine with branching logic to treat log axes differently, two other subroutines are used.

The axis on a log scale is drawn by first "tricking" the AXIS subroutine into thinking that the user wants only one tic mark. This produces an axis properly labeled at either end with no intervening tic marks. A call to LOG X (or Y) TIC adds the tic marks and labels at the locations designated by the user.

The two remaining EZPLOT graphics subroutines, VERTICAL GRID and HORIZONTAL GRID, at lines 4470 and 4630, are called if the user elects to design his own grid scheme. They are quite simple because the user has supplied the

program with the specific location of each grid line.

EZPLOT LOGIC

The logical flow of the interactive portion of EZPLOT is shown in Figure 5. Three areas are worthy of discussion here: two because of the difficulty they caused, and one because it was so easy to implement due to the nature of BASIC as enhanced by CSC.

The two difficult areas are associated with the transformation to logarithmic scaling. First there was the problem of labeling the log axis, second, the problem of transforming data to the new scale. Equally spaced tic marks are necessary on a linear plot, but how does one calculate their position on a log scale? If the linear axis runs from 10 to 20 with tic marks at 10, 12, 14, 16, 18 and 20, a simple log transformation will suffice. However, if the linear axis runs from 0 to 10, with tics at 0, 2, 4, 6, 8 and 10, a log transformation is impossible because the log of 0 (or a negative value) is undefined in BASIC.

Even with properly defined end points of the axis, computational techniques for spacing the tic marks are complicated. For example, the axis may run from 75 to 125; that is, it may include portions of two decades, or it may include a full decade and a portion of two others, i.e., 75

to 1500. The programming challenge of such a problem is great.

This challenge was not accepted; log axis tic mark location is decided by the user of EZPLOT, not by the program. Rather than deciding how far apart he wants the marks, as he does for linear axis, the user must explicitly define each tic mark location on a log axis. Thus, the programming problem is solved by asking the user to supply the logic rather than attempting to do it for him.

That solution could not be applied to the other problem associated with log scaling, that of negative numbers. Suppose a user has a data file with 100 data pairs of which a few have zero or negative values for one or both of the coordinates. He obtains a linear graph and decides to transform one of the axes to logs. It is simple enough to have the program skip the transformation and display of illegal points, but what information should be given the user?

Several ideas were tried in the development stages of EZPLOT. At first the user was told: YOU CANNOT PLOT NEGATIVE VALUES ON A LOG SCALE, PLEASE EDIT YOUR DATA FILE. The users objected because they had to use the slow (in a real time sense) interactive editing routine to clean up the

data.

The second version listed the data as follows:

YOU CANNOT PLOT THE FOLLOWING ON A LOG SCALE •

1,0

20,-0.5

-1,4

-3,-0.003367

DO YOU WANT THE PLOT ANYWAY?

Experience with this version indicated that the user always wanted the plot anyway and was annoyed at having to answer what to him was a redundant question.

In the final version the data is listed thus:

WILL SKIP 1,0

WILL SKIP 20,-0.5

WILL SKIP -1,4

WILL SKIP -3,-0.003367 .

These messages appear between the time the user requests a log scale and the time he defines the scale factors. This allows him to change his mind when WHAT NEXT? is asked before the graph is drawn if he realizes that his graph is meaningless without the negative data.

The third problem in developing the logic of EZPLOT was how to add functions to the graph. Implementation of this was planned in two steps. First a routine for graphic display of the function was written, then would come a routine to translate the user's input into a function.

The graphic display of a function was accomplished by simply dividing the range of the horizontal axis into 100 increments and evaluating the vertical component of the function at each one of those points. To debug this routine, a test function was written into the program. Further testing required program interruption for modification of the function. This technique worked well and is a simple way for the average user to input his functions.

Thus, rather than using a translation routine to determine the function the user wants, EZPLOT allows him to interrupt execution and replace dummy functions in the program with BASIC statements.

EXAMPLE OF USE

The use of EZPLOT is best explained through an example. Assume that you are investigating some phenomenon such as growth rate of plants or animals, strength of metals, or decay of radioactivity. Further assume that you are comparing the behavior of two cases (two plants, two metals, or

two radionuclides), you have summarized your results as shown in Table II, and wish to use EZPLOT to produce graphs of different aspects of this data.

You complete the procedure to activate communication between the terminal and the computer, then enter the interactive phase of EZPLOT.

In the keyboard data entry portion of the program, you type the data as a series of x-y pairs identified by a plot symbol (one of the keyboard characters; in this case, an asterisk (*) for one case and the letter x for the other). The program then displays the data as shown in Figure 7. At this point you may correct mistakes, insert forgotten points or change plot symbols, until you are satisfied that the computer has stored your data correctly.

To obtain a graph quickly, you choose the default options, allowing the computer to determine scale factors to accommodate the range of the data. After supplying the top and bottom descriptive lines to the program, you request and obtain the display shown in Figure 8.

The results are accurate but not pleasing to the eye. Since you intend to use this graph in subsequent discussions with your associates, you elect to re-enter the interactive phase of EZPLOT and choose scale factors more appropriate to

TABLE II

HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT

<u>INDEPENDENT VARIABLE</u>	<u>DEPENDENT VARIABLES</u>	
	<u>CASE 1</u>	<u>CASE 2</u>
5	0	0
10	8.2	10.5
15	10.4	20.2
20	19.2	26.1
25	24.9	32.9
30	27.6	36.3
35	32.1	40.0
40	37.2	42.1
45	40.8	43.5
50	42.0	46.3
55	45.2	46.9
60	49.1	48.2
65	52.0	51.3
70	55.2	52.6
75	57.7	53.7
80	60.5	55.9
85	62.4	58.2
90	64.9	58.7
95	67.3	58.9
100	69.2	60.4

ITEM NUMBER	X-VALUE	Y-VALUE	SYMBOL
1	5	0	*
2	10	8.2	*
3	15	18.4	*
4	20	19.2	*
5	25	24.9	*
6	30	27.6	*
7	35	32.1	*
8	40	37.2	*
9	45	40.8	*
10	50	42	*
11	55	45.2	*
12	60	49.1	*
13	65	52	*
14	70	55.2	*
15	75	57.7	*
16	80	60.5	*
17	85	62.4	*
18	90	64.9	*
19	95	67.3	*
20	100	69.2	*
21	DATA SET 2 FOLLOWS		
22	5	0	X
23	10	10.5	X
24	15	20.2	X
25	20	26.1	X
26	25	32.9	X
27	30	36.3	X
28	35	40	X
29	40	42.1	X
30	45	43.5	X
31	50	46.3	X
32	55	46.9	X
33	60	48.2	X
34	65	51.3	X
35	70	52.6	X
36	75	53.7	X
37	80	55.9	X
38	85	58.2	X
39	90	58.7	X
40	95	58.9	X
41	100	60.4	X

EDIT OPTION?

FIGURE 7. Display of data file for EZPLOT example.

FIGURE 8. Graph of hypothetical data using automatic scaling option.

FIGURE 9. Graph of hypothetical data obtained by using manual scaling routine.

the data. The results shown in Figure 9 are much more pleasing. The dialogue leading to Figure 9 is shown in Figure 10.

You re-enter the interactive phase again because you have previously obtained some functions which fit the data reasonably well. To include these in the display you have to formulate the equations in BASIC, which is almost as natural as ordinary algebraic notation. Figure 11 shows the data with the two functions superimposed.

Since one of the functions contained an exponential expression, you know that a plot on semi-log paper would yield a straight line. To illustrate this aspect of your investigation, you select the appropriate semi-log option of EZPLOT. Again, you choose to dictate the choice of scale factors because you want the plot to be easily understood by your colleagues. The resulting semi-log plot, Figure 12, illustrates that EZPLOT quickly and accurately transforms the data, re-plotting it as it were on a new type of graph paper.

This example, which included relatively slow keyboard input of 40 pairs of points and output of four graphs, was completed within 30 minutes. This time may be reduced if the data are prepared previously on a data file stored in

```

MIN X      MAX X      MIN Y      MAX Y
5          100        0          69.2
TYPE OF GRAPH?0
1 = LINEAR
2 = LOG Y VS LINEAR X
3 = LINEAR Y VS LOG X
4 = LOG Y VS LOG X
TYPE OF GRAPH?1

AUTO SCALE?2
YOU WILL NEXT DEFINE THE SIZE GRAPH YOU WANT
0.0 CAN BE OFF THE SCREEN
X-AXIS:
  MIN X  MAX X
DATA    5   100
AXIS    0   0
MINIMUM VALUE-70
MAXIMUM VALUE -7100
X-AXIS GOES FROM 0 TO 100
WITHIN THIS RANGE OF 100 UNITS
HOW MANY UNITS DO YOU WANT BETWEEN TIC MARKS?5
THAT WILL MEAN 20 TIC MARKS ON THE AXIS
LABEL FACTOR?2
X AXIS OK?1

Y AXIS
DATA    0   69.2
AXIS    0   0
MINIMUM VALUE-70
MAXIMUM VALUE -775
Y-AXIS GOES FROM 0 TO 75
WITHIN THIS RANGE OF 75 UNITS
HOW MANY UNITS DO YOU WANT BETWEEN TIC MARKS?5
THAT WILL MEAN 15 TIC MARKS ON THE AXIS
LABEL FACTOR?5
Y AXIS OK?1
GRID?2
TOP TITLE 0=??
YOU MAY:
  (1) HAVE:HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT DISPLAYED AT TOP OF G
      RAPH
OR
  (2) ENTER A NEW TITLE FOR THE TOP OF THE GRAPH
TOP TITLE OK?1
ENTER DESCRIPTIVE LINE FOR BOTTOM OF GRAPH
?EXAMPLE OF DESCRIPTIVE LINE AT BOTTOM OF GRAPH
BOTTOM LINE OK?1

```

FIGURE 10. Interactions between EZPLOT and user which preceded display of Figure 9.

FIGURE 11. Graph of hypothetical data with superimposed functions.

FIGURE 12. Graph of hypothetical data with superimposed functions on semi-log axes.

the computer. Investigators with little training in computer technology are currently using EZPLOT in the manner described in the foregoing example.

CONVERSION CONSIDERATIONS

Implementation of EZPLOT on a Univac 1108 operating under the CSCX operating system in Richland, Washington, has been described. It is appropriate to discuss the possibility of using it on other computers.

EZPLOT has been successfully tested on a similar computer configuration located in Los Angeles⁶. This time sharing computer service is available nation wide through telephone lines. Users with access to it will experience little difficulty installing and operating EZPLOT.

Users who do not have access to this system may consider converting EZPLOT to run on their own computer system. The success of such conversion will depend on whether their computer supports BASIC and, if it does, on whether their BASIC is interpreted or compiled.

If BASIC is available, it must support graphic output to the Tektronix terminal. This means that there must be some method of character string manipulation so that

⁶INFONET, an expanded version of CSCX, uses several UNIVAC 1108 computers. It is available through Computer Sciences Corporation, Los Angeles, California.

appropriate commands may be sent to the terminal. Some BASIC implementations do not provide this capability. Another problem is that some computers do not allow BASIC files as large as EZPLOT. In that case, some features of the program will have to be discarded to reduce its size. A minor consideration is differences in internal representation of keyboard characters among computers which may require conversion of portions of the program.

Assuming that EZPLOT is installed on the new computer, user convenience in operation of it will depend on whether BASIC is interpreted or compiled. Much of the user enthusiasm toward EZPLOT in Richland depends on the interpretive nature of CSCX-BASIC. This allows the user to interrupt program execution without loss of previously entered data. The interruption feature is essential to the simple way that the user inputs functions to be plotted with his data.

If the new BASIC is compiled rather than interpreted, EZPLOT will be much less convenient to use. If functions are desired, they will have to be inserted into the program prior to execution. If display of them indicates modifications are necessary, the user will have to stop the program, modify the functions, then re-initiate the program including re-entry of data and scale parameters.

If the new computer does not support BASIC, or if the new BASIC will not support graphic terminal output, EZPLOT will have to be converted to another language. Since the logical flow of the program has been thoroughly tested, language conversion would be relatively straight-forward. However, since most other languages, such as FORTRAN, are compiled, it will be inconvenient for the user to input and modify functions.

User convenience would suffer in another way because the new language would probably require more computer sophistication on the part of the user. For example, most FORTRAN versions do not allow the extent of free format input supported by BASIC. Further, it may be more difficult for the user to correctly input his functions if he has to write them in another language.

As an alternative to having the user input his functions directly into the program, a converted EZPLOT could employ some form of formula translator to construct the appropriate functions based on user responses. This would be an extensive modification to what is presently a relatively simple program.

In conclusion, EZPLOT could be converted to either a compiled version of BASIC or to another language such as FORTRAN. Both conversions would be much less convenient for the user. EZPLOT was designed to take advantage of an interpreted BASIC language, and from a user's standpoint, it should remain in that configuration.

V. APPLICATIONS

Two types of investigators utilize EZPLOT at Battelle Northwest. One group consists of those who interact with the program to produce graphs of their data. They were trained by the author in the use of both the CRT terminal and EZPLOT, and were given a copy of the Users Manual (Appendix B). Further contact with them is limited to complaints about hardware or software failures. Therefore, discussion of their applications of EZPLOT is not included in this dissertation.

Other investigators prefer to involve the author or another statistician in the analysis of their data. To them, EZPLOT appears as a tool of the statistician. Several examples of this type of application are presented here. In each case, the investigator has given permission that his results in graphical form be included in this dissertation along with a brief description of his experiment.

ANT ACTIVITY

In a study of the behavior of Harvester Ants (Pogonomyrmex occidentalis), Lee Rogers made a series of intensive observations at one ant colony for three days in the summer of 1971 (27). He counted the number of ants leaving and returning to the colony, recording the tally at five minute intervals. Other variables such as air and soil

temperature, quantity of solar radiation, and relative humidity were also recorded throughout the day.

Later a statistician was asked to help incorporate these observations into a simulation of an ecosystem. An equation was needed which would relate the number of active ants to soil temperature; that is, at a given soil temperature how many ants could be expected to be outside the colony? No restrictions were placed on the type of equation to be fit to the data because there was no evidence that this aspect of ant behavior followed any particular model. A search of the literature led Lee to speculate that the relationship would be linear if indeed a relationship could be demonstrated.

The observations were keypunched and the two parameters of immediate interest, soil temperature and ant activity, were placed on a computer file. The statistician used EZPLOT to produce a preliminary plot of this data file. This graph, Figure 13, showed that there was no ant activity when the soil surface temperature was below 25 or above 50°C. Other than that, no particular pattern was evident.

In cases such as this, when the investigator gives no indication that the data should fit a particular model, the polynomial model is often applied. It is a simple

FIGURE 13. Number of active ants at a given soil surface temperature, composite of 3 days of observation.

regression process to compute the parameters of an equation of the form:

$$y = A + Bx + Cx^2 + Dx^3 + \text{etc.}$$

which give the closest fit to the data. Other models are more difficult to apply because they require that the statistician supply partial derivatives and estimates of the parameters.

The data file was used in conjunction with an interactive polynomial curve fitting routine (10, program no. 03-1823). This illustrates the concept of keeping EZPLOT a graph drawing program only. The ability to perform interactive curve fitting already existed, there was no need to incorporate it into the plot program. Some of the results of the polynomial fitting are shown in Figure 14 and 15.

None of the resulting equations fit the data very well. Polynomial equations of order 1 through 8 were tried, but the coefficient of determination was in no case greater than 0.6 (1.0 indicates exact correspondence between the equation and the points). Clearly a conference between the statistician and the investigator was necessary to find some aspect about the data which would allow better curve fitting.

Without EZPLOT, the statistician would have shown

ENTER LOWEST DEGREE TO BE FIT?1

63

LEAST SQUARES POLYNOMIALS

NUMBER OF POINTS = 119
MEAN VALUE OF X = 39.2849
MEAN VALUE OF Y = 37.9916
STD DEV OF Y = 51.9037

NOTE: CODE FOR 'WHAT NEXT?' IS :

0 = STOP PROGRAM
1 = COEFFICIENTS ONLY
2 = ENTIRE SUMMARY
3 = FIT NEXT HIGHER DEGREE

POLYFIT OF DEGREE 1 ; COEFF OF DETERM = 1.67401E-2

WHAT NEXT?1

TERM	COEFFICIENT
------	-------------

0	8.4644
1	.751617

WHAT NEXT?3

POLYFIT OF DEGREE 2 ; COEFF OF DETERM = .326892

WHAT NEXT?1

TERM	COEFFICIENT
------	-------------

0	-631.639
1	38.6166
2	-.491486

WHAT NEXT?3

POLYFIT OF DEGREE 3 ; COEFF OF DETERM = .562546

WHAT NEXT?1

TERM	COEFFICIENT
------	-------------

0	2437.44
1	-226.177
2	6.7697
3	-6.44031E-2

FIGURE 14. Printout of a portion of the interactive polynomial regression analysis of ant activity data.

X-ACTUAL	Y-ACTUAL	Y-CALC	DIFF	PCT-DIFF
26.7	1	8.9375	-7.9375	-88.8112
27.2	2	10.0312	-8.03125	-80.0623
28.9	0	11.1562	-11.1562	-100
28.9	5	11.1562	-6.15625	-55.1821
30	21	12.8906	8.10937	62.9091
31.1	29	17.2344	11.7636	68.2634
30.6	18	15.3125	2.6875	17.551
32.2	14	24.375	-10.375	-42.5641
33.3	40	33.9531	6.04687	17.3095
34.4	46	43.2656	2.73437	6.31997
35.6	101	53.7344	47.2556	87.9616
36.1	36	58.2187	-22.2187	-38.1643
36.7	25	61.8437	-38.8437	-59.5755
37.8	55	70.6562	-19.6562	-22.1583
37.2	47	67.0312	-20.0312	-29.6834
35	38	49.7344	-11.7344	-23.5941
35	46	49.7344	-3.73437	-7.50864
35.6	71	53.7344	17.2656	32.1314
40.5	101	88.4062	12.5937	14.2453
41	73	92.6562	-19.6562	-21.2142
43	77	102.875	-31.375	-29.2767
36.7	38	61.8437	-25.8437	-41.7888
33.3	41	33.9531	7.04687	20.7547
39	100	75.7969	24.2031	31.9316
42	124	101.469	22.5312	22.2051
40	89	84.375	4.625	5.48148
37.2	112	67.0312	44.9687	67.0862
41	99	92.6562	6.34375	6.84654
49	7	31.7344	-24.7344	-77.9419
49	2	31.7344	-29.7344	-93.6977
49	1	31.7344	-30.7344	-96.8488
50	0	-2.89062	2.89062	-100
50	0	-2.89062	2.89062	-100
50	0	-2.89062	2.89062	-100
49	7	31.7344	-24.7344	-77.9419
45.5	180	119.859	60.1406	50.176
45.5	160	119.859	40.1406	33.4898
46	65	112.047	-47.0469	-41.9886
45	90	120.703	-30.7031	-25.4359
35.6	36	53.7344	-17.7344	-33.0038
28.9	7	11.1562	-4.15625	-37.2549
26.7	2	8.9375	-6.9375	-77.6224
24.4	1	.28125	.71875	255.556
24.4	0	.28125	-.28125	-100
25.6	4	5.82812	-1.82812	-31.3673
26.7	3	8.9375	-5.9375	-66.4336
28.9	5	11.1562	-6.15625	-55.1821
35.6	13	53.7344	-40.7344	-75.3069
26.7	6	8.9375	-2.9375	-32.8671
24.4	0	.28125	-.28125	-100
24.4	0	.28125	-.28125	-100
24.4	2	.28125	1.71875	611.111
23.3	1	4.84375	-3.84375	-79.3548
25.6	27	5.82312	21.1719	363.271
30.8	21	15.1094	5.89062	38.9866

FIGURE 15. Detailed printout of portion of third degree polynomial fit to ant activity data.

Figures 14 and 15 to the investigator. It is difficult to use such tabular data to explain why the computer (a device equated to God by many non-mathematical investigators) could not fit the data. However, the investigator was shown Figure 16 in which the third and fourth degree polynomials, which came closest to fitting the data, are shown superimposed on the 119 data points.

Lee Rogers saw clearly from Figure 16 that the problem was in the erratic number of ants observed when the temperature was between 40 and 50 degrees. Examination of the complete set of observations showed that one of the neglected variables, time of day, was needed to fully understand the observations.

A general pattern was apparent when the observations were displayed chronologically. The ants started emerging from the colony in mid-morning when the soil temperature rose to 25 or more degrees. As the soil warmed, the number of active ants increased until the temperature reached 40 degrees. Between 11 AM and noon, as the soil temperature rose from 40 degrees to 50 degrees, the number of active ants decreased. After noon, there was a period when no ants were active. The ants remained in the colony until the soil temperature started to drop. When the soil surface was cool enough a

FIGURE 16. Number of active ants at given temperature with 3rd and 4th degree polynomial fits superimposed.

large number of ants emerged from the colony, then the number of active ants steadily decreased as the afternoon progressed.

This suggested that two equations were needed to relate ant activity to soil temperature, one for morning, and another for the afternoon. The data file was split into two portions, and the polynomial regression analysis was repeated. The resulting curves shown in Figure 17 and 18 fit the observations much better.

The success of this approach suggested that the linear model may also fit the data. Figures 19 and 20 show results of this approach. The linear regressions fit almost as well as the third and fourth degree polynomials and have the additional advantage of simplicity.

The ability to graph and re-graph the large number of observations made it much easier for the statistician to communicate with the investigator. The goodness of fit of the various regression equations was readily apparent to the investigator when presented in graphic form. He, in turn, was able to show the analysis of his observations to his co-workers in simple graphic form.

This analysis required two sessions at the computer terminal. First the interactive curve fitting routine was

ACTIVE ANTS OBSERVED AFTER NOON BY LEE ROGERS

68

FIGURE 17. Number of active ants observed after noon at a given temperature, with polynomial regression fit superimposed.

ACTIVE ANTS OBSERVED BEFORE NOON BY LEE ROGERS

FIGURE 18. Number of active ants observed before noon at a given temperature, with polynomial regression fit superimposed.

ACTIVE ANTS OBSERVED AFTER NOON BY LEE ROGERS

69

FIGURE 19. Number of active ants observed after noon at a given temperature, with linear model super-imposed.

ACTIVE ANTS OBSERVED BEFORE NOON BY LEE ROGERS

FIGURE 20. Number of active ants observed before noon at a given temperature, with linear model super-imposed.

used and Figures 13 and 16 were prepared with EZPLOT. The elapsed time for this session was approximately 1½ hours. After these results were shown to the investigator, another computer session was planned. Dividing the data into morning and afternoon observations was done by manually separating the cards and transferring the two decks to new computer files.

The polynomial and linear curve fitting programs were run and graphs of the results prepared in about one hour. The savings of time and increase in communication ability due to EZPLOT are clearly evident in the analysis of Lee Roger's ant activity observations.

EINSTEINIUM 253 EXCRETION ANALYSIS

This application is another illustration of the simplification in communication between the statistician and investigator which results from the ability to automatically produce graphs of large data sets. In this case, the statistician wanted to show the effect of several data reduction techniques on the outcome of the regression analysis requested by the investigator. Neither the statistician nor the investigators would have plotted all 189 data points by hand, but analysis of such a graph, drawn by EZPLOT, allowed both of them to quickly understand ramifications of the

analysis.

The analysis involved a portion of a study of the toxicity of the trans-plutonium nuclide einsteinium-253, which is a pure alpha emitter. This material is being produced in anticipation of future use in radioisotope power sources, often called nuclear batteries, to be encapsulated and implanted in recipients of artificial hearts. Einsteinium-253 is an ideal candidate for this use because the short range of alpha particles limits the potential hazard to man to situations in which the encapsulation fails and the material is deposited in some radiosensitive organ of the body. Since this man-made nuclide has been available only in very small quantities, little information is available regarding its fate after it enters the body.

B. J. McClanahan and H. A. Ragan are investigating the metabolism of einsteinium-253 in a representative large laboratory animal species, miniature swine (25). A group of weanlings were injected with 3 micro Curies/kg of einsteinium-253 and held for observation. One important parameter, excretion rate, was monitored by collecting 24 hour urine and feces samples daily for the first ten days after injection and at frequent intervals thereafter.

Radiochemical analysis of the samples enabled the investigators to calculate the percent of injected dose excreted each day.

A graph of the mean percent excreted each day was prepared manually. This graph, on semi-log paper, showed the classic two compartment exponential excretion pattern (12). This is interpreted by assuming that two modes of metabolism contribute to the total excretion pattern. A portion of the injected material is quickly excreted via the urine; it is assumed that it passes directly from the blood to the kidney. Another portion is excreted over a long time period; it is assumed that this material is transferred from the blood to some intermediate site where it is retained and slowly released back to the blood from which part of it goes to the kidney.

If the two compartment model accounts for the observed einsteinium-253 excretion pattern, the parameters A and C of the equation:

$$X = A e^{-Bt} + C e^{-Dt} \quad (\text{where } t = \text{time})$$

indicate the proportion of the injected material deposited in each compartment, while B and D indicate the half-time

of residence in the compartment. The statistician was asked to evaluate these parameters for these observations.

The data from the individual pigs were transferred to a computer file and the mean percent excreted each day was re-evaluated to eliminate the possibility of mathematical error in the previous calculations. Graphs of the data and the summary statistics are shown in Figures 21 and 22.

The statistician used several non-linear regression techniques to evaluate the fit of the model to the means of the observations and to various weightings of the means. Using EZPLOT, he displayed these evaluations of the model superimposed on the 189 data points. This helped him explain the effect of these statistical techniques to the investigators. They were able to help refine the curve fitting by identifying questionable data points which were contributing to the large variance on a few days.

Two of the graphs used in this analysis are shown as Figures 23 and 24. The first semi-log plot was used in a discussion of the problems associated with extrapolating beyond the duration of the experiment. Needless to say, converting a manual plot from a scale of 0 to 70 days into one from 0 to 200 days and displaying two functions accurately is too difficult to demand serious consideration just for

% OF INJECTED ES-253 IN URINE

74

FIGURE 21. Percent of injected einsteinium-253 excreted in urine of miniature swine.

ES-253 IN URINE

FIGURE 22. Mean and 95% confidence interval of percent of injected einsteinium-253 excreted in urine.

MEAN ± (WITH 95% CI) TOTAL EXCRETION OF ES-253

FIGURE 23. Mean percent einsteinium-253 excreted with two nonlinear regression lines shown. Horizontal scale extended to 200 days.

ES-253 EXCRETED IN URINE (OUTLIERS REMOVED)

FIGURE 24. Mean percent einsteinium-253 excreted with outliers removed, illustrating rounded regression function.

the sake of a discussion. However, it is so easy for the computer to adjust the scale that the statistician didn't hesitate to specify this additional plot.

The second graph, Figure 24, shows the refined fit to the urine data. It appears to fit the data well, and will be used in publication of the experimental results.

PROBIT ANALYSIS

EZPLOT was initially used in this application to help a particular investigator understand the implications of a computer printout of an analysis of his data. Response by this and other investigators was so favorable that this use of graphic output to supplement numerical results is now routine.

Probit analysis (14) is a technique for interpreting the results of bioassay experiments in which groups of organisms are exposed to various concentrations of toxicant for an arbitrary time. The aim of a bioassay is to relate dose of toxicant to some observable end point such as death of the organism. Probit analysis provides a measure of the median lethal dose, that is, the concentration of toxicant necessary to kill half of the test population in a given time, called LD_{50} .

As with any statistical data reduction technique, probit analysis also determines the error associated with the predicted LD_{50} . The technique is tedious and is best done by a computer program. Output from one such program is shown in Figure 25. Most of the information in the figure is of interest only to the statistician because it helps him understand the validity of the predicted LD_{50} . The investigator is interested in the LD_{50} value and in some measure of the confidence in this value.

A problem in communication developed when one investigator asked the statistician how to use the values printed by the computer. The investigator found the LD_{50} value for the experiment, and assumed that he should summarize his experiment by reporting the LD_{50} and the standard deviation associated with that estimate. The statistician knew that the proper measure of confidence in the estimate is the upper and lower 95% fiducial limits, but he was unable to explain to the investigator's satisfaction why this was true.

The table of estimated concentrations needed to kill given percentages of the population, printed at the bottom of Figure 25, also includes fiducial limits for each estimate. These estimates along with the observed data were plotted as shown in Figure 26.

PROBIT FOR TOM O FARRELL OCT 1973

EXPERIMENT 26 AND 28 FEMALES

78

THIS IS SET NUMBER = 1

NO. OF ITERATIONS= 7 NO. OF POINTS= 8

WEIGHTED VARIANCE OF FIT= 3.2631827E-03

GOODNESS OF FIT OF LINE TABLED CHI-SQUARE= 12.542 CALCULATED CHI-SQUARE= 11.554

DEGREES/FREEDOM= 6. LEVEL OF SIGNIFICANCE= .05

Q VALUE AS DEFINED BY FINNEY .108350 HETEROGENEITY FACTOR 1.925595 WEIGHTED Q .208638

RESULTANT PARAMETERS

	FINAL VALUE OF PARAMETER	STANDARD DEVIATION	UPPER LIMIT	FIDUCIAL LIMITS LOWER LIMIT
INTERCEPT	-75.12377			
SLOPE	26.40984	6.154823		
LD-50	1081.086	20.48086	1137.280	1044.198

DATA TABLE (REF=FINNEY, P69)

LINE	ACTUAL DOSAGE	LOG 10 OF DOSAGE(X)	SAMPLE SIZE(N)	NUMBER KILLER(M)	PROPORTION KILLED(P)	FITTED CURVE VALUES	EMPIRICAL PROBITS	Y	WEIGHT
1	850.000	2.929419	10.	0.	0.0000	.0029	1.91	2.24	.027
2	900.000	2.954243	20.	2.	.1000	.0177	4.78	2.93	.110
3	950.000	2.977724	20.	1.	.0500	.0691	3.37	3.52	.275
4	1000.000	3.000000	20.	2.	.1000	.1856	3.79	4.11	.473
5	1050.000	3.021169	20.	5.	.2500	.3690	4.35	4.67	.611
6	1100.000	3.041393	13.	8.	.6154	.5788	5.29	5.20	.628
7	1150.000	3.060690	10.	8.	.8000	.7608	5.84	5.71	.520
8	1200.000	3.079181	10.	10.	1.0000	.8843	6.79	6.20	.371

LD(5) TO LD(95) BY DIVISIONS OF 5 PERCENT
LD

FIDUCIAL LIMITS

LD(5) =	936.65218	842.55253	980.95522
LD(10) =	966.79555	890.19501	1005.8359
LD(15) =	997.67934	922.74931	1024.2110
LD(20) =	1004.5934	948.37204	1040.2381
LD(25) =	1019.3442	969.79996	1055.4143
LD(30) =	1032.7708	988.27144	1070.5123
LD(35) =	1045.3793	1004.4963	1085.9975
LD(40) =	1057.4681	1018.5665	1102.1645
LD(45) =	1068.3641	1032.1874	1119.2079
LD(50) =	1081.0859	1044.1079	1137.2805
LD(55) =	1092.9453	1055.6326	1155.5456
LD(60) =	1099.2311	1066.6820	1177.2250
LD(65) =	1110.0217	1077.6311	1199.6472
LD(70) =	1121.5612	1088.7794	1224.3145
LD(75) =	1144.5612	1100.4844	1252.0210
LD(80) =	1167.3544	1111.7458	1284.0922
LD(85) =	1193.3240	1127.4496	1323.0165
LD(90) =	1208.4471	1146.1276	1375.2176
LD(95) =	1247.7916	1173.0608	1454.5687

THIS IS SET NUMBER = 1

EXPERIMENT 26 AND 28 FEMALES

FIGURE 25. Output of probit analysis computer program.

FIGURE 26. Graph of output of probit analysis program with partially erased grid lines used to highlight the LD₅₀ point.

The investigator was able to be more at ease with the fiducial limit concept after seeing this graph. The non-symmetrical nature of the limits is apparent in the figure. It is also clear how the closeness of the predicted survival curve to the observed data is reflected in the fiducial limits.

However, the investigator was more impressed with the ability to convey so much information about his experiment in a single graph. Previously he had published tables of LD₅₀ values relating his investigations. Now he plans to publish graphs similar to Figure 26.

ZINC-65 IN ALGAE

The previous examples illustrate the use of computer generated graphs as a means of communication. This application of EZPLOT demonstrates that graphs often reveal relationships not obviously apparent in tabular data. The statistician and the investigator were led to reevaluate both the purpose and the procedure of the experiment after analyzing the graphs produced by EZPLOT.

Zinc-65 was formerly released in large quantities into the Columbia River from the nuclear reactors on the Hanford Project. The movement of this or other radionuclides through the aquatic food chain is a potential hazard to

people who eat fish from the river. Burt Cushing is investigating one aspect of this problem, the kinetics of zinc-65 in river bottom phytoplankton (13).

Algae colonies are allowed to form on glass plates submerged in the Columbia River. The plates are brought into the laboratory and attached to Geiger-Muller tubes in a trough of running water pumped from the river. Ordinarily, the water passes through the trough once, but it can be made to re-circulate. Reactor operation is simulated by placing the trough in the re-circulate mode and adding a small quantity of zinc-65 to the water. Some of the radionuclide adheres to the algae, some is incorporated into the structure of growing algae, and most of it remains in the water. After a given time, removal of the reactors is simulated by disposing of the contaminated water and introducing fresh water.

Count rates from the G-M tubes were automatically recorded every 30 minutes. The statistician⁷ was asked to analyze these data in order to relate decline in radioactivity after addition of fresh water to the growth rate and life span of members of the algae colony. A computer

⁷John Thomas was the statistician in this case. The author worked with him to produce the graphs.

file of the data was constructed for use with an interactive non-linear regression analysis program. Two models were proposed, one based on exponential growth of the colony, the other based on a power function.

The interactive regression programs require that the user supply reasonable estimates of the parameters of the model. The statistician needed a graphic representation of the data in order to make these estimates. To save time, he manually plotted representative data by choosing every tenth point. After adjusting his estimates until the regression program converged, he used EZPLOT to draw the functions superimposed on all the data values, shown in Figure 27.

His attention was immediately drawn to the apparent sinusoidal pattern in the data about the exponential fit. This was unexpected and would have gone undetected if only manual data display techniques were available. The cause of the pattern could be either measurement error or some unexpected behavior of the algae.

A conference with the investigator confirmed the automatic nature of the recording apparatus. Since the period of the apparent sine wave was approximately 24 hours, the lighting conditions in the laboratory became suspect. A check with the building manager confirmed that the fluores-

FIGURE 27. Radioactivity observed in algae colony after fresh water replaced zinc-65 labeled water. Results of two nonlinear models are superimposed on the data.

cent lights were on at all times as requested by the investigator. There emerged from that conference the strong suspicion that the algae "remember" the diurnal pattern of natural light in the river. Circadian rhythm has not been reported for this type of algae, but is observed in other plant species (23).

The apparent fluxuation in algae growth was further analyzed by using the regression analysis program to fit the residuals from the exponential fit of the radioactivity observations to a sine function model. The results, plotted in Figure 28, indicate that the period exhibited by the algae colony is not constant, but becomes longer as time progresses. This may be due to a loss of "memory" after the colony is removed from natural lighting conditions. It may also be due to dilution of the colony by growth of new members in the laboratory.

These findings prompted re-evaluation of the experimental technique. In addition, they changed the direction of the investigation. Further tests are planned to demonstrate the reproducibility of the apparent sinusoidal pattern of radioactivity. A test is envisioned with an artificial algae colony (a partial roll of toilet paper or a swatch of cloth) to observe the count rate pattern under

FIGURE 28. Residuals from the modeling of zinc-65 activity in algae after freshwater added, fit to a sine function. This illustrates the circadian rhythm discovered in the algae.

conditions of adsorption only. Experiments are also planned to test the effect of variation in the time between removal from the river and introduction of the radionuclide.

In general, the investigation now focuses on the kinetics of algae growth more than it does on the kinetics of zinc-65 in the system.

VI. SUMMARY AND CONCLUSIONS

Graphs were discussed as instruments of communication within the scientific community and as tools for revealing relationships not readily apparent in tabular data. Manual methods of graph preparation are tedious. None of the computer aided techniques examined were entirely satisfactory to the researcher who is not also a computer programmer. Such users tend to avoid computerized methods of graph drawing because they are either expensive, complicated to initiate, or involve lengthy turnaround times.

A relatively new type of graphics display, utilizing storage type CRT's, was shown to offer acceptable compromises between output quality and user convenience. Other systems using such terminals have been described (7, 15, 17, 22) which successfully meet the needs of more sophisticated users at reasonable cost. Strategy for development of an unsophisticated, interactive, computer graphics system using these terminals was discussed. User convenience was the main element in that strategy. The system was designed for investigators in fields such as biology and ecology who have neither the inclination nor the time to become sophisticated in computer techniques.

Hardware for the system consists of: Tektronix 4002 or 4010 graphic terminals and optional hard copy generators,

connected to a Univac 1108 computer running under the CSCX operating system. Software was written in BASIC because of the immediate response available under this operating system and because BASIC is very forgiving to unsophisticated users. Prior to software implementation, careful consideration was given to techniques of interactive programming which would maximize user convenience. The menu picking technique was adopted with display of the menu only at the user's request.

Goals for the system were developed through close contact with a group of potential users. These goals appear rather modest in light of hardware capabilities, because emphasis was placed on usable output within a reasonable implementation time rather than on exotic results after several man-years of development. These goals were implemented a few at a time so that user experience could influence program development.

Implementation of the system required extensive modification of the plot driving package TEKPLOT to meet the program size limitation imposed by CSCX. Interface with this minimum plot driving package required development of routines to generate the type of graph format requested by the users. Finally, the interactive portion of the program was modified several times in response to user feedback.

Four applications of EZPLOT were discussed in detail to show the improvement in communication between investigators achieved through easily obtained graphs. These applications also illustrate the importance of a creative human effort in the pictorialization of output from data analysis.

The main conclusions which may be drawn from this work are:

- Inclusion of user input in the design phase and establishing reasonable goals, which were implemented a few at a time, were responsible for the fairly rapid implementation of the system.
- Allowing the user to supply logic at run time, as in the case of labeling of logarithmic axes, not only reduced program size and execution time, it also met with user enthusiasm. Never underestimate the user!
- The ability of the user to see his graph immediately encourages his creativity by inviting modification of scale parameters "just to see how it would look this way".

- Restricting EZPLOT to the task of graph preparation rather than including data analysis (i.e., regression) has not been a hardship to users. It encouraged development of a reliable general purpose tool rather than a graphic appendage to an analysis package.
- This system of interactive computer graphics has provided a group of investigators who are not interested in computers with a valuable and useful research tool.

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APPENDICES

APPENDIX A

This appendix contains a brief survey of the BASIC statements used in EZPLOT, a key to array names and their function in the program, a key to variable names and their function in the program, a detailed key to the array named P showing the effect of possible values stored in that array, and finally, it contains a listing of the program.

The program was not written as a work of art, but as a functional research tool. Do not be distracted by poor programming practices hastily appended to existing logic. The program listing reflects one stage of a graphics system which is still being refined.

A brief survey of BASIC statements used in EZPLOT:

<u>Statement</u>	<u>Fortran Equivalent</u>	<u>Description</u>
' (apostrophe)	None	Remainder of instruction line is remark
DIM	DIMENSION	Declares maximum bounds of arrays and lengths of string variables
END	END	Terminates program execution
FILES	None	Closes or opens files
FOR	DO	Initiates DO loop, must be terminated by a NEXT statement
GOSUB	CALL	Transfers program control to a subroutine
GOTO	GO TO	Transfers program control to a statement other than the next sequential one
IF	IF () GO TO	Tests logical expression and transfers a TRUE condition
: (image)	FORMAT	Provides a format for a single line, used with PRINT USING or OUTPUT USING
INPUT	READ	Causes "?" to appear at terminal then accepts data
NEXT	None (Continue)	Terminator of DO loop
ON (N) GO TO ,,,	GO TO (,,,) N	Transfers control according to integer value of an expression
OUTPUT	None	Prints line at terminal
OUTPUT USING	WRITE (6,101) Text	Prints formatted lines

<u>Statement</u>	<u>Fortran Equivalent</u>	<u>Description</u>
PRINT		Same as OUTPUT
PRINT USING		Same as OUTPUT USING
REM	C	Adds remark to program listing
RETURN	RETURN	Returns program control from a subroutine
<	.LT.	Less than
=	.EQ.	Equal to
>	.GT.	Greater than
<>	.NE.	Not equal
<=	.LE.	Less than or equal to
>=	.GE.	Greater than or equal to

Since array and variable names are limited to a single letter or a letter and a number by BASIC, the following key to variable names is necessary for understanding of the program listing.

<u>ARRAY</u>	<u>DIMENSION</u>	<u>FUNCTION IN EZPLOT</u>
A	200	Storage of x coordinate of data points after possible internal transformation by EZPLOT
B	200	Storage of y coordinates of transformed data.
C	200	0 = I th point may be plotted on log axis.
P	20	Storage of user responses to menu-type questions.
Q	20	Storage of internal switches and some user responses to non-menu type questions.
R	100*	Used by TEK PLOT subroutines (line numbers 11000 through 45160)

<u>ARRAY</u>	<u>DIMENSION</u>	<u>FUNCTION IN EZPLOT</u>
S	100*	Used by TEKPLOT subroutines.
T	100*	Used by TEKPLOT subroutines.
X	200	Storage of x-coordinate input data.
Y	200	Storage of y-coordinate input data.
Z\$	200	String array to store plotting symbols.
B\$	55	String array to store 55 character bottom line.
M\$	55	String array to store 55 character line displayed at the top of the completed graph.

*These arrays could be greatly reduced if necessary.

<u>VARIABLE RELATED TO X-AXIS</u>	<u>VARIABLE RELATED TO Y-AXIS</u>	<u>FUNCTION IN EZPLOT</u>
F	F	F = number of x-p pairs to be plotted.
A1	B1	Minimum axis value in user's frame of reference.
A2	B2	Maximum axis value in user's frame of reference.
A3	B3	Range of axis in user's terms (ie. $A3 = A2 - A1$)
A4	B4	Scale factor (nr. of raster units/user's unit)
A5	B5	Screen location of minimum axis value.
A6	B6	Number of units between tic marks.
A8	B8	Margin factor (nr. of user's units viewable beyond the defined plot area, set at 1/75 of the x-axis range and 1/50 of the y-axis range)
A9	B9	Number of tic marks on axis.

<u>VARIABLE RELATED TO X-AXIS</u>	<u>VARIABLE RELATED TO Y-AXIS</u>	<u>FUNCTION IN EZPLOT</u>
C1	D1	Minimum axis value as possibly transformed (if axis is linear, $C1 = A1$; if log, $C1 = \log A1$).
C2	D2	Maximum axis values as possibly transformed.
C3	D3	Range of axis as possibly transformed.
C6	C8	Minimum data value.
C7	C9	Maximum data value.

USES OF THE P ARRAY IN EZPLOT

<u>VARIABLE</u>	<u>CONTENTS</u>	<u>MEANING</u>
P(1)		INPUT TYPE?
	1	File in users library
	2	Keyboard data entry
	3	File and quick linear plot requested
	4	No data, functions only
P(2)		CORRECT FILE?
	1	Yes
	2	No
P(3)		LIST AND/OR EDIT DATA?
	1	Yes
	2	No
P(4)		TYPE OF GRAPH?
	1	Linear
	2	Log Y vs Linear X
	3	Linear Y vs Log X
	4	Log Y vs Log X

<u>VARIABLE</u>	<u>CONTENTS</u>	<u>MEANING</u>
P(5)		AUTO SCALE?
	1	Yes
	2	No
P(6)		GRID?
	1	Yes, grid line at every tic mark
	2	No grid at all
	3	User will supply grid locations
P(7)		TOP TITLE OK?
	1	Yes
	2	No
P(8)		BOTTOM LINE OK?
	1	Yes
	2	No
P(9)		WHAT NEXT?
	1	Plot data
	2	Change type of graph
	3	Change Scale
	4	Edit data
	5	Add functions
	6	Get new set of data
	7	Quit
P(10)		X-AXIS OK?
	1	Yes
	2	No
P(11)		Y-AXIS OK?
	1	Yes
	2	No

<u>VARIABLE</u>	<u>CONTENTS</u>	<u>MEANING</u>
P(12)		EDIT OPTION?
	1	Display data
	2	Change 1 or more items
	3	Insert items
	4	Switch a pair of items
	5	Delete an item
	6	Change Plot symbol
	7	Data ok
P(15)		INPUT EXPERT?
	1	Yes
	2	No

```

*EZPLT 10:30 09/02/73

100 DIM R(100),T(100),S(100)
110 DIM Z(200),X(200),Y(200)
120 DIM A(200),B(200),C(200)
130 DIM P(20)
140 DIM MS(55),BS(55)
150 DIM Q(20)
160 LI = 0.43429448
170 AS = "CRWIMP"
180 GOSUB 11000 :CALL BEGIN
190 GOSUB 12000 :ERASE
200 PRINT "EZPLT VERSION 2 5/3/73"
210 PRINT "FOR DETAILS ABOUT ANY QUESTION ANSWER 0, OTHERWISE"
220 PRINT "ANSWER ALL QUESTIONS WITH SINGLE DIGIT 1-9"
225 Q(2) = D9 = 0
230 PRINT "INPUT TYPE";
240 INPUT P(1)
250 ON P(1) GOTO 330,7000,320,310
270 PRINT " (1) FILE IN USERS LIBRARY"
280 PRINT " (2) WANT TO ENTER DATA FROM KEYBOARD"
290 PRINT " (3) FILE AND WANT QUICK LOOK AT LINEAR GRAPH"
295 PRINT " (4) NO DATA, WANT TO DRAW FUNCTIONS ONLY"
300 GOTO 230
310 F = 1
311 X(1) = Y(1) = 1
312 X(2) = Y(2) = 999
313 GOTO 800
320 P(4) = P(5) = 1
330 PRINT "WHAT NAME DID YOU GIVE IT";
340 INPUT AS
350 FILES AS
360 GET #1,MS
370 PRINT MS
380 GOTO 430
390 PRINT "IS THIS:"
400 PRINT " (1) THE PROPER FILE"
410 PRINT "OR"
420 PRINT " (2) SHALL WE TRY ANOTHER FILE NAME"
430 PRINT "CORRECT FILE";
440 INPUT P(2)
450 ON P(2) GOTO 460,230
455 GOTO 390
460 IF P(1) = 3 GOTO 470
461 PRINT "LIST AND/OR EDIT DATA";
462 INPUT P(3)
463 ON P(3) GOTO 470,470
464 PRINT "1 = YES, 2 = NO"
465 GOTO 461
470 C6 = C8 = +999999
480 C7 = C9 = -999999
490 F = 0
500 FOR I = 1 TO 200
510 IF Q(2) = 1 GOTO 530
515 IF P(1) = 2 GOTO 530
520 INPUT #1,X(I),Y(I),Z(I)
530 IF X(I) = 999 GOTO 641
540 IF X(I) = 888 GOTO 630
550 IF X(I) > C6 GOTO 570

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560 C6 = C1 = X(I)
570 IF X(I) < C7 GOTO 590
580 C7 = C2 = X(I)
590 IF Y(I) > C8 GOTO 610
600 C8 = D1 = Y(I)
610 IF Y(I) < C9 GOTO 630
620 C9 = D2 = Y(I)
630 F = F + 1
635 C(I) = 0
640 NEXT I
641 IF P(3) <> 1 GOTO 650
642 P(1) = P(3) = 2
643 GOTO 7990
650 IF Q(2) <> 1 GOTO 670
660 ON P(9) GOTO 3120,800,1270
670 IF P(1) = 3 GOTO 820
680 PRINT USING "NOW HAVE   ### ITEMS ",F
690 PRINT "   MIN X           MAX X           MIN Y           MAX Y"
700 PRINT C6,C7,C8,C9
710 FILES
800 PRINT " TYPE OF GRAPH";
805 Q(17) = Q(18) = 0
810 INPUT P(4)
820 ON P(4) GOTO 1060,1060,920,920
830 PRINT "1 = LINEAR"
840 PRINT "2 = LOG Y VS LINEAR X"
850 PRINT "3 = LINEAR Y VS LOG X"
860 PRINT "4 = LOG Y VS LOG X"
870 GOTO 800
920 REM LOG OF X VALUES
930 FOR I = 1 TO F
940 IF X(I) <> 888 GOTO 970
950 A(I) = X(I)
960 GOTO 1040
970 IF X(I) = 999 GOTO 1040
980 IF X(I) > 0.0 GOTO 1030
990 PRINT "WILL SKIP:";
1000 PRINT X(I),Y(I)
1010 C(I) = 1
1020 GOTO 1040
1030 A(I) = L1 * LOG (X(I))
1040 NEXT I
1050 GOTO 1090
1060 FOR I = 1 TO F
1070 A(I) = X(I)
1080 NEXT I
1090 ON P(4) GOTO 1240,1100,1240,1100
1100 REM LOG OF Y VALUES
1110 FOR I = 1 TO F
1120 IF Y(I) <> 888 GOTO 1150
1130 B(I) = Y(I)
1140 GOTO 1220
1150 IF Y(I) = 999 GOTO 1220
1160 IF Y(I) > 0 GOTO 1210
1170 C(I) = 1
1180 PRINT "WILL SKIP: ";
1190 PRINT X(I),Y(I)
1200 GOTO 1220
1210 B(I) = L1 * LOG (Y(I))
1220 NEXT I
1230 GOTO 1270
1240 FOR I = 1 TO F
1250 B(I) = Y(I)
1260 NEXT I
1265 IF P(1) = 3 GOTO 1420
1269 REM ON NEG LOG AXIS. FORCE USER INTO MANUAL SCALE

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1270 ON P(4) GOTO 1279,1271,1273,1271
1271 IF C8<0 GOTO 1275
1272 IF P(4) <>4 GOTO 1279
1273 IF C6<0 GOTO 1275
1274 GOTO 1279
1275 P(5) = 2
1276 GOTO 1750
1279 PRINT "AUTO SCALE";
1280 INPUT P(5)
1290 ON P(5) GOTO 1420,1750
1300 PRINT "1 = AUTOMATIC SCALE TO FIT DATA"
1310 PRINT "2 = USER WILL SUPPLY SCALE FACTORS"
1320 GOTO 1270
1420 REM AUTO SCALE
1422 A1 = C6
1424 A2 = C7
1426 B1 = C8
1428 B2 = C9
1470 ON P(4) GOTO 1500,1500,1480,1480
1480 C1 = L1 * LOG(A1)
1490 C2 = L1 * LOG(A2)
1500 C3 = C2 - C1
1505 A3 = A2 - A1
1510 A6 = A3 /10
1560 ON P(4) GOTO 1590,1570,1590,1570
1570 D1 = L1 * LOG(B1)
1580 D2 = L1 * LOG(B2)
1590 D3 = D2 - D1
1595 B3 = B2 - B1
1600 B6 = B3/10
1610 Q(7) = Q(8) = 2
1620 A9 = B9 = 10
1630 REM ALL LINEAR SCALES COME HERE
1640 A4 = 900/C3
1650 A5 = 100 -(C1*A4)
1660 B4 = 600/D3
1670 B5 = 100 -(D1*B4)
1680 A8 = C3/75
1690 B8 = D3/50
1700 GOTO 2610
1710 REM MANUAL SCALE FACTORS
1750 PRINT "YOU WILL NEXT DEFINE THE SIZE GRAPH YOU WANT"
1760 PRINT "0,0 CAN BE OFF THE SCREEN"
1850 PRINT "X-AXIS:"
1852 PRINT "      MIN X    MAX X"
1854 PRINT "DATA      ";
1856 PRINT C6,C7
1857 PRINT "AXIS      ";
1858 PRINT A1,A2
1880 PRINT USING 1890;
1890 :MINIMUM VALUE-
1900 INPUT A1
1910 PRINT USING 1920;
1920 :MAXIMUM VALUE -
1930 INPUT A2
1940 IF A2<A1 GOTO 1850
1942 ON P(4) GOTO 1950,1950,1944,1944
1944 IF A1 > 0 GOTO 1950
1946 PRINT "CANNOT HAVE NEGATIVE VALUES ON LOG SCALE"
1948 GOTO 1850
1950 A3 = C3 = A2 - A1
1960 C1 = A1
1970 C2 = A2
1980 PRINT " X-AXIS GOES FROM ";
1990 PRINT A1;
2000 PRINT "TO ";

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105

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2010 PRINT A2
2011 ON P(4) GOTO 2029,2029,2012,2012
2012 A6 = A3
2013 A9 = 1
2014 PRINT "IN ADDITION TO THESE 2 ENDPOINTS"
2015 PRINT "HOW MANY OTHER TIC MARKS ARE WANTED (MAX 10)";
2016 INPUT Q(17)
2017 FOR I = 1 TO Q(17)
2018 PRINT "X VALUE FOR ";
2019 PRINT I;
2020 INPUT L(I)
2021 NEXT I
2022 Q(7) = 1
2023 GOTO 2091
2029 PRINT "WITHIN THIS RANGE OF ";
2030 PRINT A3;
2040 PRINT "UNITS"
2050 PRINT "HOW MANY UNITS DO YOU WANT BETWEEN TIC MARKS";
2060 INPUT A6
2070 B9 = A3/A6
2080 Q(3) = 1
2090 GOTO 2380
2091 PRINT "X AXIS OK";
2092 INPUT P(10)
2093 ON P(10) GOTO 2100,1850
2094 PRINT "1 = YES, 2= NO"
2095 GOTO 2091
2100 Q(3) = 0
2105 ON P(4) GOTO 2110,2110,2140,2140
2110 Q(7) = Q(9)
2120 A9 = B9
2130 GOTO 2170
2140 C1 = L1 * LOG(A1)
2150 C2 = L1 * LOG (A2)
2160 C3 = C2 - C1
2170 GOSUB 12000
2172 PRINT " Y AXIS"
2174 PRINT "DATA ";
2176 PRINT C8,C9
2177 PRINT "AXIS ";
2178 PRINT B1,B2
2200 PRINT USING 1890;
2210 INPUT B1
2220 PRINT USING 1920;
2230 INPUT B2
2240 IF B2 < B1 GOTO 2170
2242 ON P(4) GOTO 2250,2244,2250,2244
2244 IF B1 > 0 GOTO 2250
2246 PRINT "CANNOT HAVE NEGATIVE VALUES ON LOG SCALE"
2248 GOTO 2170
2250 B3 = D3 = B2 -B1
2260 D1 = B1
2270 D2 = B2
2280 PRINT "Y-AXIS GOES FROM ";
2290 PRINT B1;
2300 PRINT " TO ";
2310 PRINT B2
2311 ON P(4) GOTO 2329,2312,2329,2312
2312 B6 = B3
2313 B9 = 1
2314 PRINT "IN ADDITION TO THESE 2 ENDPOINTS, "
2315 PRINT "HOW MANY OTHER TIC MARKS ARE WANTED (MAX 10)";
2316 INPUT Q(18)
2317 FOR I = 1 TO Q(18)
2318 PRINT " Y VALUE FOR TIC ";
2319 PRINT I;

```

```

2320 INPUT M(I)
2321 NEXT I
2322 Q(8) = 1
2324 GOTO 2520
2329 PRINT "WITHIN THIS RANGE OF ";
2330 PRINT B3;
2340 PRINT "UNITS"
2350 PRINT "HOW MANY UNITS DO YOU WANT BETWEEN TIC MARKS";
2360 INPUT B6
2370 B9 = B3/B6
2380 PRINT USING "THAT WILL MEAN ### TIC MARKS ON THE AXIS",B9
2390 IF B9 <1 GOTO 2530
2400 IF B9 >51 GOTO 2530
2410 GOTO 2460
2420 PRINT " 1 = EVERY TIC WILL BE LABELED"
2430 PRINT " 2 = EVERY OTHER TIC WILL BE LABELED"
2440 PRINT " 3 = EVERY THIRD TIC LABELED"
2450 PRINT " ETC."
2460 PRINT "LABEL FACTOR";
2470 INPUT Q(9)
2480 IF Q(9) <1 GOTO 2420
2490 IF Q(9) > B9 GOTO 2420
2500 IF Q(3)=1 GOTO 2091
2510 Q(8) = Q(9)
2520 PRINT "Y AXIS OK";
2521 INPUT P(11)
2522 ON P(11) GOTO 2560,2170
2523 PRINT "1 = YES, 2 = NO"
2524 GOTO 2520
2530 PRINT "TOO FEW OR TOO MANY"
2540 IF Q(3) = 1 GOTO 2050
2550 GOTO 2350
2560 ON P(4) GOTO 1640,2570,1640,2570
2570 D1 = L1 * LOG(B1)
2580 D2 = L1 * LOG(B2)
2590 D3 = D2 - D1
2600 GOTO 1640
2610 REM
2620 IF P(1) = 3 GOTO 2970
2621 PRINT "GRID";
2622 INPUT P(6)
2623 ON P(6) GOTO 2630,2630,2790
2624 PRINT "1 = AUTOMATIC GRID AT EACH TIC"
2625 PRINT "2 = NO GRID AT ALL"
2626 PRINT "3 = USER WILL SUPPLY GRID LOCATIONS"
2627 GOTO 2621
2630 PRINT "TOP TITLE OK";
2640 INPUT P(7)
2650 ON P(7) GOTO 2760,2740
2660 PRINT "YOU MAY:"
2670 PRINT " (1) HAVE:";
2680 PRINT M$;
2690 PRINT " DISPLAYED AT TOP OF GRAPH"
2700 PRINT "OR"
2710 PRINT " (2) ENTER A NEW TITLE FOR THE TOP OF THE GRAPH"
2720 GOTO 2630
2740 PRINT "ENTER TITLE FOR THIS DATA (MAX 55 CHARACTERS)"
2750 GET M$
2755 GOTO 2630
2760 IF P(6) = 1 GOTO 2950
2770 Q(6) = 0
2780 GOTO 2960
2790 PRINT "HOW MANY VERTICAL GRID LINES (0=NONE,MAX IS 10)";
2800 INPUT Q(4)
2810 IF Q(4)<1 GOTO 2860
2815 IF Q(4) > 10 GOTO 2860

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```

2820 FOR I = 1 TO Q(4)
2830 PRINT USING "WHAT X VALUE FOR GRID LINE ##",I;
2840 INPUT K(I)
2850 NEXT I
2860 PRINT "HOW MANY HORIZONTAL GRID LINES (0=NONE, MAX IS 10)";
2870 INPUT Q(5)
2880 IF Q(5) < 1 GOTO 2960
2885 IF Q(5) > 10 GOTO 2960
2890 FOR I = 1 TO Q(5)
2900 PRINT USING "WHAT Y VALUE FOR GRID LINE ##",I;
2910 INPUT J(I)
2920 NEXT I
2930 GOTO 2630
2940 REM---SET UP AUTO GRID
2950 Q(6) = 1
2960 IF Q(2) = 1 GOTO 2990
2970 PRINT "ENTER DESCRIPTIVE LINE FOR BOTTOM OF GRAPH"
2980 GET B$
2990 PRINT "BOTTOM LINE OK";
2992 INPUT P(8)
2994 ON P(8) GOTO 3090,2970
3000 PRINT "ARE YOU:"
3010 PRINT "(1) SATISFIED WITH: ";
3020 PRINT B$
3030 PRINT "OR DO YOU"
3040 PRINT "(2) WANT A DIFFERENT BOTTOM LINE"
3050 GOTO 2990
3090 Q(1) = 1
3100 IF Q(2) = 1 GOTO 4180
3110 IF P(1) = 4 GOTO 5160
3120 Q(2) = 1
3145 REM-----PLOT GRAPH HERE-----
3150 GOSUB 12000 'PAGE
3160 GOSUB 4350 'USERS SCALE
3170 GOSUB 15000 'VECTOR MODE
3180 GOSUB 5340 'DRAW AXIS
3181 IF Q(17) = 0 GOTO 3184
3182 GOSUB 9700 'LOG X TIC MARKS IF ANY
3184 IF Q(18) = 0 GOTO 3190
3186 GOSUB 10000 'LOG Y TIC MARKS IF ANY
3190 IF Q(4) < 1 GOTO 3210
3200 GOSUB 4470 'VERTICAL GRID
3210 IF Q(5) < 1 GOTO 3230
3220 GOSUB 4630 'HORIZONTAL GRID
3225 IF P(1) = 4 GOTO 3870
3230 FOR I = 1 TO F
3240 IF Z(I)$ = " " GOTO 3860
3250 IF Q(I) = 1 GOTO 3860
3260 J = 0
3270 IF Z(I)$ = "-" GOTO 3330
3280 J = 0
3290 IF Z(I)$ = "D" GOTO 3340
3300 IF Z(I)$ = "." GOTO 3340
3310 K = 2
3320 GOTO 3350
3330 J = 1
3340 K = 1
3350 IF A(I) <> 888 GOTO 3420
3360 IF B(I) <> 888 GOTO 3420
3370 X1 = A(I+1)
3380 X2 = B(I+1)
3390 X3 = 0
3400 GOSUB 9000
3410 GOTO 3860
3420 X1 = A(I)
3430 X2 = B(I)

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3440 IF I > 1 GOTO 3470
3450 X3 = 0
3460 GOTO 3490
3470 X3 = J
3490 GOSUB 9000
3500 IF K <= 2 GOTO 3580
3510 REM ADJUST KEYBOARD SYMBOLS TO CENTER PROPERLY
3520 X1 = A(I) - 3/A4
3530 X2 = B(I) - 4/B4
3540 X3 = 0
3550 GOSUB 9000 'DARK TO DATA POSITION
3560 PRINT Z(I)$
3570 GOTO 3860
3580 IF Z(I)$ = "D" GOTO 3650
3590 X1 = A(I)
3600 X2 = B(I)
3610 X3 = 1
3630 GOSUB 9000
3640 GOTO 3860
3650 REM DRAW DIAMOND CENTERED ON ACTUAL DATA POSITION
3660 X1 = A(I) + 4/A4
3670 X2 = B(I)
3680 X3 = 0
3690 GOSUB 9000
3700 X1 = A(I)
3710 X2 = B(I) - 6/B4
3720 X3 = 1
3730 GOSUB 9000
3740 X1 = A(I) - 4/A4
3750 X2 = B(I)
3760 X3 = 1
3770 GOSUB 9000
3780 X1 = A(I)
3790 X2 = B(I) + 6/B4
3800 X3 = 1
3810 GOSUB 9000
3820 X1 = A(I) + 4/A4
3830 X2 = B(I)
3840 X3 = 1
3850 GOSUB 9000
3860 NEXT I
3870 IF D9 <= 9 GOTO 3890
3880 GOSUB 4810
3890 FOR I = 1 TO 5
3900 X1 = 7
3910 GOSUB 45000 'RING BELL
3920 X1 = 0
3930 GOSUB 45000
3940 NEXT I
3950 GOSUB 4240 'ABSOLUTE SCALE
3960 X1 = 200
3970 X2 = 780
3980 X3 = 0
3990 GOSUB 9000
3992 X1 = 200
3993 X2 = 780
3994 X3 = 0
4010 X1 = 200
4020 X2 = X3 = 0
4030 GOSUB 9000
4040 OUTPUT BS
4041 X1 = 200
4042 X2 = 760
4043 X3 = 0
4044 GOSUB 9000
4045 OUTPUT MS

```



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4050 X1 = X3 = 0
4060 X1 = X2 = X3 = 0
4070 GOSUB 9000 *GOTO UPPER LEFT
4071 X1 = X3 = 0
4072 X2 = 780
4073 GOSUB 9000
4080 OUTPUT "?";
4090 GET CS
4100 GOSUB 12000 *PAGE
4105 P(1) = 0
4110 GOTO 4180
4120 PRINT " 1 = PLOT DATA AS IT IS"
4130 PRINT " 2 = CHANGE TYPE OF GRAPH"
4140 PRINT " 3 = CHANGE SCALE"
4150 PRINT " 4 = EDIT DATA"
4160 PRINT " 5 = ADD FUNCTIONS"
4165 PRINT " 6 = GET NEW DATA FILE"
4170 PRINT " 7 = QUIT"
4180 PRINT "WHAT NEXT";
4190 INPUT P(9)
4210 ON P(9) GOTO 3120,470,470,7990,5160,225,4220,4120
4211 GOTO 4120
4220 END
4230 REM .....
4240 REM ..... SUBROUTINE TO SET SCALE TO ABSOLUTE
4250 X1 = X2 = 1
4260 X3 = 0
4270 GOSUB 21000
4280 X1 = 0
4290 X2 = 0
4300 X3 = 1020
4310 X4 = 780
4320 GOSUB 23000
4330 RETURN
4340 REM .....
4350 REM ..... SUBROUTINE TO SET SCALE TO USERS CHOICE
4360 X1 = A4
4370 X2 = B4
4380 X3 = A5
4390 X4 = B5
4400 GOSUB 21000
4410 X1 = C1 - 20*A8
4420 X2 = D1 - 20*B8
4430 X3 = C2 + 10*A8
4440 X4 = D2 + 10*B8
4450 GOSUB 23000
4460 RETURN
4470 REM ----- SUBROUTINE FOR VERTICAL GRID LINES
4480 FOR I = 1 TO Q(4)
4490 ON P(4) GOTO 4520,4520,4500,4500
4500 X1 = G = L1 * LOG(K(I))
4510 GOTO 4530
4520 X1 = G = K(I)
4530 X2 = B1
4540 X3 = 0
4550 GOSUB 9000
4560 X1 = G
4570 X2 = B2
4580 X3 = 1
4600 GOSUB 9000
4610 NEXT I
4620 RETURN
4630 REM ----- SUBROUTINE FOR HORIZONTAL GRID LINES
4640 FOR I = 1 TO Q(5)
4650 X1 = A1
4660 ON P(4) GOTO 4690,4670,4690,4670

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4670 X2 = G = L1 * LOG(J(I))
4680 GOTO 4700
4690 X2 = G = J(I)
4700 X3 = 0
4710 GOSUB 9000
4720 X1 = A2
4730 X2 = G
4740 X3 = 1
4760 GOSUB 9000
4770 NEXT I
4780 RETURN
4790 REM .....
4800 REM .....
4810 REM SUBROUTINE FOR USER FUNCTIONS (MAX 5)
4820 D8 = Y
4830 D7 = X
4840 FOR J = 1 TO D6
4850 X1 = C1
4860 X2 = D1
4870 X3 = 0
4880 GOSUB 9000 'DARK TO ORIGIN
4890 FOR I = A1 TO A2 STEP A3/100
4900 X = I
4910 IF I <= 0 GOTO 4930
4920 X = 0.0000001
4930 ON J GOTO 4950,4970,4990,5010,5030
4940 REM USER STATEMENTS NEXT
4950 Y = X
4960 GOTO 5040
4970 Y = X - .5
4980 GOTO 5040
4990 Y = D1
5000 GOTO 5040
5010 Y = D1
5020 GOTO 5040
5030 Y = D1
5040 ON P(4) GOTO 5045,5045,5050,5050
5045 X1 = X
5047 GOTO 5060
5050 X1 = L1 * LOG(X)
5060 ON P(4) GOTO 5065,5070,5065,5070
5065 X2 = Y
5067 GOTO 5080
5070 X2 = L1 * LOG(Y)
5080 X3 = 1
5081 IF I <= C1 GOTO 5100
5082 X3 = 0
5100 GOSUB 9000
5110 NEXT I
5120 NEXT J
5130 Y = D8
5140 X = D7
5150 RETURN
5160 PRINT "YOU MUST ENTER YOUR FUNCTION AS A BASIC STATEMENT"
5170 D9 = 9
5180 PRINT "ENTER NUMBER OF FUNCTIONS YOU WISH TO DISPLAY (LIMIT 5)";
5190 INPUT D6
5200 ON D6 GOTO 5220,5220,5220,5220,5220
5210 GOTO 5180
5220 PRINT "INSERT FUNCTIONS AT 4950,4970,4990,5010,5030"
5250 PRINT "EXAMPLE: 4950 Y = SIN(Y)"
5260 PRINT "TO SEE THE RESULTS, TYPE ""GOTO 9600""
5270 PRINT "HIT CONTROL-SHIFT-X NOW!!"
5280 GET AS
5290 GOTO 4180
5300 GOTO 2960

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```

5340 REM -----AXIS SUBROUTINE
5345 GOSUB 15000
5350 REM HORIZONTAL TIC MARKS TOP AND BOTTOM 111
5360 Q(9) = 0
5370 FOR I = 0 TO A9
5380 G = G1 = A1 + A6*I
5390 ON P(4) GOTO 5410,5410,5400,5400
5400 G = L1 * LOG(G)
5410 IF Q(9) <> 0 GOTO 5468
5420 X1 = G - 3*A8
5430 X2 = D1 - 5*B8
5440 X3 = 0
5450 GOSUB 9000
5460 PRINT G1
5464 X2 = D1 - B8
5466 GOTO 5470
5468 X2 = D1 - B8/2
5470 Q(9) = Q(9) + 1
5480 IF Q(9) <> Q(7) GOTO 5500
5490 Q(9) = 0
5500 X1 = G
5520 X3 = 0
5530 GOSUB 9000
5540 X1 = G
5550 X2 = D1
5560 X3 = 1
5570 GOSUB 9000
5580 X1 = G
5590 X2 = D2
5600 IF I = 0 GOTO 5640
5610 IF I = A9 GOTO 5640
5620 X3 = Q(6)
5630 GOTO 5650
5640 X3 = 1
5650 GOSUB 9000
5660 X1 = G
5670 X2 = D2 + B8/2
5680 X3 = 1
5690 GOSUB 9000
5700 NEXT I
5710 REM Y AXIS TIC MARKS AND OPTIONAL GRID
5715 GOSUB 15000
5720 Q(9) = 0
5730 FOR I = 0 TO B9
5740 G = G1 = B1 + B6*I
5770 ON P(4) GOTO 5790,5780,5790,5780
5780 G = L1 * LOG(G)
5790 IF Q(9) <> 0 GOTO 5848
5800 X1 = C1 - 10*A8
5810 X2 = G - B8/2
5820 X3 = 0
5830 GOSUB 9000
5840 PRINT G1
5844 X1 = C1 - A8
5846 GOTO 5850
5848 X1 = C1 - A8/2
5850 Q(9) = Q(9) + 1
5860 IF Q(9) <> Q(8) GOTO 5890
5870 Q(9) = 0
5890 X2 = G
5900 X3 = 0
5910 GOSUB 9000
5920 X1 = C1
5930 X2 = G
5940 X3 = 1
5950 GOSUB 9000

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112

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5960 X1 = C2
5970 X2 = G
5980 IF I = 0 GOTO 6020
5990 IF I = 89 GOTO 6020
6000 X3 = Q(6)
6010 GOTO 6030
6020 X3 = 1
6030 GOSUB 9000
6040 X1 = C2 + A8/2
6050 X2 = G
6060 X3 = 1
6070 GOSUB 9000
6080 NEXT I
6090 RETURN
7000 REM ----- SUBROUTINE TO INPUT DATA FROM KEYBOARD
7010 K = 1
7020 GOTO 7120
7040 PRINT "IF YOU CHOOSE TO CONNECT YOUR DOTS WITH A LINE."
7050 PRINT "REMEMBER THAT THEY WILL BE CONNECTED IN THE ORDER"
7060 PRINT "IN WHICH YOU ENTER THEM. ENTER 1 IF YOU WANT THEM CONNECTED"
:
7070 PRINT " 2 IF NOT";
7080 INPUT K1
7090 IF K1 = 2 GOTO 7110
7100 HS = "-"
7110 GOTO 7300
7120 PRINT
7121 PRINT "ENTER DESCRIPTIVE LINE FOR THIS DATA"
7122 GET MS
7125 PRINT "INPUT EXPERT";
7126 INPUT P(15)
7127 IF P(15) = 1 GOTO 7250
7130 PRINT "DATA WILL BE ENTERED AS X,Y PAIRS"
7140 PRINT "EACH SET OF DATA POINTS MUST BE PRECEDED BY A PLOT SYMBOL"
7150 PRINT "TO HAVE DATA POINTS CONNECTED ENTER KEYBOARD PERIOD AS PLOT
      SYMBOL"
7160 PRINT "THE KEYBOARD "D" WILL RESULT IN A SMALL DIAMOND "
7180 PRINT "OTHER KEYBOARD CHARACTERS WILL BE CENTERED AT THE DATA"
7190 PRINT "LOCATION, BUT MAY PRINT OFFSET BECAUSE OF THEIR SHAPE"
7200 PRINT "I SUGGEST YOU USE SYMETRICAL KEYBOARD CHARACTERS"
7210 PRINT "SUCH AS: 0,*,0,@,X,+,#, AND Q."
7220 PRINT "MAXIMUM NUMBER OF POINTS IS 200"
7230 PRINT "WHEN LAST ITEM IS ENTERED, ENTER 999,999 TO SIGNAL END OF DA
      TA"
7240 PRINT "WHEN YOU WISH TO CHANGE PLOT SYMBOL ENTER 888,888"
7250 PRINT USING "ENTER ONE KEYBOARD CHARACTER TO BE USED WITH DATA SET
      ## ".K;
7260 INPUT HS
7270 IF HS <> "-" GOTO 7290
7280 HS = "."
7290 IF HS = "." GOTO 7040
7300 PRINT
7310 PRINT USING "ENTER SEVERAL X,Y PAIRS FOR DATA SET ## ".K;
7320 FOR I = 1 TO 200
7330 MAT INPUT H(1,2)
7340
7350 X(I) = H(1,1)
7360 Y(I) = H(1,2)
7370 IF X(I) = 888 GOTO 7410
7380 Z(I)$ = HS
7390 IF X(I) = 999 GOTO 7560
7400 GOTO 7570
7410 K = K + 1
7420 Z(I)$ = "I"
7430 PRINT USING "ENTER NEW SYMBOL FOR DATA SET ## ".K;

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7440 INPUT HS
7450 IF HS = "-" GOTO 7470
7460 GOTO 7480
7470 HS = "."
7480 IF HS = "." GOTO 7510
7490 PRINT USING "ENTER MORE PAIRS FOR DATA SET ## ",K
7500 GOTO 7570
7510 PRINT "DO YOU WANT THESE DOTS CONNECTED WITH A LINE (1) OR NOT(2)";
7520 INPUT K1
7530 IF K1 = 2 GOTO 7490
7540 HS = "-"
7550 GOTO 7490
7560 IF Y(I) = 999 GOTO 7590
7570 NEXT I
7580 PRINT "YOU HAVE EXCEEDED 200 DATA POINTS, WILL PLOT WHAT YOU HAVE ENTERED"
7590 REM
7600 F = I
7610 G = 1
7640 REM -----ROUTINE TO EDIT DATA
7650 GOTO 7990
7660 GOSUB 12000 'PAGE
7670 PRINT "YOUR DATA IS:"
7680 PRINT
7690 PRINT "ITEM NUMBER      X-VALUE      Y- VALUE      SYMBOL"
7700 G = 1
7710 FOR I = 1 TO F
7720 IF X(I) = 888 GOTO 7740
7730 GOTO 7800
7740 PRINT I;
7750 PRINT " DATA SET ";
7760 G = G + 1
7770 PRINT G;
7780 PRINT " FOLLOWS"
7790 GOTO 7900
7800 PRINT I,X(I),Y(I),Z(I)S
7810 IF I = 32 GOTO 7870
7820 IF I = 66 GOTO 7870
7830 IF I = 100 GOTO 7870
7840 IF I = 134 GOTO 7870
7850 IF I = 168 GOTO 7870
7860 GOTO 7900
7870 PRINT "?";
7880 GET BS
7890 GOSUB 12000 'PAGE
7900 NEXT I
7910 GOTO 7990
7920 PRINT "OPTIONS      REASONS"
7930 PRINT " 1      DISPLAY DATA"
7940 PRINT " 2      CHANGE 1 OR MORE ITEMS"
7950 PRINT " 3      INSERT ITEMS"
7960 PRINT " 4      SWITCH A PAIR OF ITEMS"
7970 PRINT " 5      DELETE AN ITEM"
7980 PRINT " 6      CHANGE PLOT SYMBOL FOR A SET"
7985 PRINT " 7      DATA OK, PROCEED"
7990 PRINT "EDIT OPTION";
8000 INPUT P(12)
8020 ON P(12) GOTO 7660,8030,8340,8450,8740,8630,8025,7920
8025 IF P(9) < 4 GOTO 470
8026 PRINT "YOU MAY HAVE CHANGED MIN OR MAX OF DATA, SUGGEST YOU RESCALE"
8027 GOTO 4180
8030 PRINT "ENTER NUMBER OF ITEM TO CHANGE";
8040 INPUT K1
8050 PRINT USING "NEW X FOR ITEM ###",K1;
8060 INPUT X(K1)

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8070 PRINT USING "NEW Y FOR ITEM ###",K1;
8080 INPUT Y(K1)
8090 GOTO 7990
8100 REM
8340 PRINT "WHAT ITEM # PRECEEDS THE ITEM YOU WISH TO INSERT";
8350 INPUT K3
8360 FOR I = F TO K3 + 1 STEP -1
8370 X(I+1) = X(I)
8380 Y(I+1) = Y(I)
8390 Z(I+1)$ = Z(I)$
8400 NEXT I
8410 F = F + 1
8420 PRINT "COMPUTER HAS RENUMBERED YOUR ITEMS"
8425 IF P(12) = 5 GOTO 7990
8430 K1 = K3 + 1
8440 GOTO 8050
8450 PRINT "WHAT ITEMS DO YOU WISH SWITCHED"
8460 PRINT "FIRST ITEM";
8470 INPUT K4
8480 PRINT "SECOND ITEM";
8490 INPUT K5
8500 D = X(K4)
8510 X(K4) = X(K5)
8520 X(K5) = D
8530 E = Y(K4)
8540 Y(K4) = Y(K5)
8550 Y(K5) = E
8560 G$ = Z(K4)$
8570 Z(K4)$ = Z(K5)$
8580 Z(K5)$ = G$
8590 : ITEM ## IS NOW ITEM ##
8600 PRINT USING 8590,K4,K5
8610 PRINT USING 8590,K5,K4
8620 GOTO 7990
8630 PRINT "SYMBOL CHANGE"
8640 PRINT "FIRST ITEM NUMBER";
8650 INPUT K7
8660 PRINT "LAST ITEM NUMBER ";
8670 INPUT K8
8680 PRINT "ENTER NEW SYMBOL.";
8690 INPUT H$
8700 FOR I = K7 TO K8
8710 Z(I)$ = H$
8720 NEXT I
8730 GOTO 7990
8740 PRINT "WHAT ITEM # TO DELETE";
8750 INPUT K6
8760 FOR I = K6 + 1 TO F
8770 X(I-1) = X(I)
8780 Y(I-1) = Y(I)
8790 Z(I-1)$ = Z(I)$
8800 NEXT I
8810 F = F - 1
8820 GOTO 8420
9000 REM ----- MY OWN TPL0T SUBROUTINE -----
9010 X4 = 0
9020 T(58) = X1
9030 T(59) = X2
9040 T(60) = X3
9050 T(61) = X4
9060 S0 = T(S1)
9070 R(2) = T(58) * R(6) + R(8)
9080 R(3) = T(59) * R(7) + R(9)
9090 S1 = R(1)
9100 IF T(60) = 0 GOTO 9140
9110 X1 = 0

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115

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9120 GOSUB 44000
9130 GOTO 9300
9140 GOSUB 15000
9150 S0=C
9300 RETURN
9600 GOTO 4180
9700 REM X AXIS LOG TIC MARKS
9710 FOR I = 1 TO Q(17)
9720 X0 = L1 * LOG(L(I))
9730 X1 = X0 - 3*A8
9740 X2 = D1 - 5*B8
9750 X3 = 0
9760 GOSUB 9000
9770 PRINT L(I)
9780 X1 = X0
9790 X2 = D1 - B8
9799 X3 = 0
9800 GOSUB 9000
9810 X1 = X0
9820 X2 = D1
9830 X3 = 1
9840 GOSUB 9000
9850 X1 = X0
9860 X2 = D2
9870 X3 = 0
9880 GOSUB 9000
9890 X1 = X0
9899 X2 = D2 + B8/2
9900 X3 = 1
9910 GOSUB 9000
9920 NEXT I
9940 RETURN
10000 REM----- Y AXIS TIC MARKS IF LOG -----
10010 FOR I = 1 TO Q(18)
10020 X0 = L1 * LOG(M(I))
10030 X1 = C1 - 10*A8
10040 X2 = X0
10050 X3 = 0
10060 GOSUB 9000
10070 PRINT M(I)
10080 X1 = C1 - A8
10090 X2 = X0
10100 X3 = 0
10110 GOSUB 9000
10120 X1 = C1
10123 X2 = X0
10130 X3 = 1
10140 GOSUB 9000
10150 X1 = C2
10160 X2 = X0
10170 X3 = 0
10180 GOSUB 9000
10190 X1 = C2 + A8/2
10199 X2 = X0
10200 X3 = 1
10210 GOSUB 9000
10220 NEXT I
10230 RETURN
11000 REM ----- BEGIN -----
11015 T(1)=300
11020 FOR T=1 TO 22
11030 R(T)=0.
11040 NEXT T
11050 R(6)=1.
11060 R(7)=1.
11070 R(14)=1023.

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11080 R(15)=761.
11090 R(17)=1024.
11100 R(18)=762.
11110 R(22)=1.
11120 GOSUB 15000
11140 REM COMPUTE CHARACTERS PER .5 SECOND
11150 REM AT SPECIFIED BAUD RATE
11160 R(23)=T(1)/16.
11170 RETURN
11180 REM -----
12000 REM ERASE
12005 X1=27
12006 GOSUB 45000
12007 X1=12
12008 GOSUB 45000
12010 X1=24
12020 GOSUB 45000
12030 REM OUTPUT A CANCEL CODE
12040 T=R(23)
12050 REM FETCH CHARACTERS PER .5 SECOND
12060 FOR T1=1 TO T+1
12070 X1=0
12080 GOSUB 45000
12090 NEXT T1
12100 REM OUTPUT .5 SECONDS WORTH OF NULLS
12120 RETURN
12130 REM -----
15000 REM VECTOR
15010 X1=31
15020 GOSUB 45000
15030 REM OUTPUT A US FIRST AS INSURANCE.
15040 IF R(10)=0 GOTO 15080
15050 X1=25
15060 GOSUB 45000
15070 REM OUTPUT AN EM
15080 R(1)=1
15090 REM SET THE R ARRAY TO VECTOR STATUS
15100 X1=1
15110 GOSUB 44000
15120 REM DARK VECTOR TO THE CURRENT POSITION.
15130 RETURN
15140 REM -----
21000 REM SCALE
21010 S9=3
21020 T(3)=X1
21030 T(4)=X2
21040 T(5)=X3
21050 T(6)=X4
21060 R(6)=T(S9)
21070 R(7)=T(S9+1)
21080 R(8)=T(S9+2)
21090 R(9)=T(S9+3)
21100 RETURN
21110 REM -----
23000 REM WINDOW
23010 S=10
23020 T(10)=X1
23030 T(11)=X2
23040 T(12)=X3
23050 T(13)=X4
23060 FOR T=1 TO 4
23070 R(T+30)=R(T+5)
23080 NEXT T
23090 REM FETCH CURRENT SCALING FACTORS AND ORIGIN.
23100 R(35)=T(S)*R(31)
23110 R(36)=T(S+1)*R(32)

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23120 R(37)=T(S+2)*R(31)
23130 R(38)=T(S+3)*R(32)
23140 REM SCALE THE WINDOW COORDINATES.
23320 T1=1
23330 FOR T2=1 TO 2
23340 FOR T3=3 TO 4
23350 R(T1+34)=R(T1+34)+R(T3+30)
23360 T1=T1+1
23370 NEXT T3
23380 NEXT T2
23390 REM ADD IN THE ORIGIN
23400 REM NOW TEST THAT MINIMUM VALUES ARE LESS THAN MAXIMUM VALUES.
23410 FOR T1=1 TO 2
23420 T2=T1+2
23430 IF R(T1+34)<=R(T2+34) GOTO 23480
23440 T3=P(T2+34)
23450 R(T2+34)=R(T1+34)
23460 R(T1+34)=T3
23470 REM EXCHANGE MIN AND MAX.
23480 IF R(T1+34)>=0 GOTO 23510
23490 R(T1+34)=0
23500 REM MAKE SURE MIN VALUE >= 0
23510 NEXT T1
23520 IF R(37)<=1023. GOTO 23550
23530 R(37)=1023.
23540 REM MAKE SURE XMAX <= 1023
23550 IF R(38)<=761. GOTO 23590
23560 R(38)=761.
23570 REM MAKE SURE YMAX <= 761
23580 REM NOW RECOMPUTE THE OLD OFF-SCREEN FLAG
23590 T1=R(4)
23600 T2=R(5)
23610 REM FETCH LAST (X,Y) AND RECOMPUTE THE FLAG.
23620 T3=0
23630 IF T1>=R(35) GOTO 23650
23640 T3=1
23650 IF R(37)>=T1 GOTO 23670
23660 T3=2
23670 IF T2>=R(36) GOTO 23690
23680 T3=T3+4
23690 IF R(38)>=T2 GOTO 23710
23700 T3=T3+8
23710 R(19)=T3
23720 REM SAVE THE OFF-SCREEN FLAG.
23730 FOR T1=1 TO 4
23740 T2=11+T1
23750 R(T2)=R(T1+34)
23760 NEXT T1
23770 REM STORE WINDOW LIMITS BACK TO R ARRAY.
23780 RETURN
23790 REM -----
39000 REM TEK003
39010 R9=67
39020 T(67)=X1
39030 T(68)=X2
39040 T(69)=X3
39050 IF T(R9+2)=0 GOTO 39090
39060 R(51)=1000
39070 R(52)=1000
39080 IF T(R9+2)<0 GOTO 39270
39090 R(53)=INT(T(R9)/32)
39100 R(54)=INT(T(R9+1)/32)
39110 R(55)=T(R9)-R(53)*32+64
39120 R(56)=T(R9+1)-R(54)*32+96
39130 IF R(54)=R(52) GOTO 39180
39140 R(52)=R(54)

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39150 R(54)=R(54)+32
39160 X1=R(54)
39170 GOSUB 45000
39180 X1=R(56)
39190 GOSUB 45000
39200 IF R(53)=R(51) GOTO 39250
39210 R(51)=R(53)
39220 R(53)=R(53)+32
39230 X1=R(53)
39240 GOSUB 45000
39250 X1=R(55)
39260 GOSUB 45000
39270 RETURN
39280 REM -----
44000 REM          TEK002
44010 R=66
44020 T(66)=X1
44030 R1=R(2)
44040 R2=R(3)
44050 R3=R(16)
44100 R0=0
44110 R4=R(4)
44120 R5=R(5)
44130 REM  FETCH CURRENT WINDOW LIMITS
44140 FOR R6=1 TO 4
44150 R(R6+30)=R(R6+11)
44160 NEXT R6
44170 IF R1>=R(31) GOTO 44200
44180 R0=1
44190 GOTO 44220
44200 IF R(33)>=R1 GOTO 44220
44210 R0=2
44220 IF R2>=R(32) GOTO 44250
44230 R0=R0+4
44240 GOTO 44270
44250 IF R(34)>=R2 GOTO 44270
44260 R0=R0+8
44270 R7=INT(R(19))
44280 IF R0+R7=0 GOTO 44860
44290 R(35)=INT(R0/4)
44300 R(36)=INT(R7/4)
44310 R(37)=R0-R(35)*4
44320 R(38)=R7-R(36)*4
44330 IF R0=0 GOTO 44390
44340 IF R7=0 GOTO 44390
44350 IF R(35)*R(36)=0 GOTO 44370
44360 IF R(35)-R(36)=0 GOTO 44950
44370 IF R(37)*R(38)=0 GOTO 44390
44380 IF R(37)-R(38)=0 GOTO 44950
44390 IF R(1)<=1 GOTO 44420
44400 IF R0=0 GOTO 44860
44410 GOTO 44950
44420 R8=R1-R4
44430 IF R8=0 GOTO 44450
44440 R(81)=(R2-R5)/R8
44450 IF R7=0 GOTO 44630
44460 IF R(36)=0 GOTO 44540
44470 R6=2*R(36)
44480 R3=R(R6+30)
44490 R6=R4
44500 IF R8=0 GOTO 44520
44510 R6=R6+(R3-R5)/R(81)
44520 IF R(33)<R6 GOTO 44540
44530 IF R6>=R(31) GOTO 44600
44540 IF R(38)<=0 GOTO 44950
44550 R6=2*R(38)-1

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119

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44560 R6=R(R6+30)
44570 R3=R5+R(81)*(R6-R4)
44580 IF R(34)<R3 GOTO 44950
44590 IF R3<R(32) GOTO 44950
44600 R4=R5
44610 R5=R3
44620 X1=29
44630 GOSUB 45000
44640 X1=INT(R4)
44650 X2=INT(R5)
44660 X3=T(R)
44670 GOSUB 39000
44680 IF R0=0 GOTO 44860
44690 IF R(35)=0 GOTO 44770
44700 R3=2*R(35)
44710 R3=R(R3+30)
44720 R6=R4
44730 IF R8=0 GOTO 44750
44740 R6=R6+(R3-R5)/R(81)
44750 IF R(33)<R6 GOTO 44770
44760 IF R6>=R(31) GOTO 44830
44770 IF R(37)<=0 GOTO 44950
44780 R6=2*R(37)-1
44790 R6=R(R6+30)
44800 R3=R5+R(81)*(R6-R4)
44810 IF R(34)<R3 GOTO 44950
44820 IF R3<R(32) GOTO 44950
44830 X1=INT(R6)
44840 X2=INT(R3)
44850 GOTO 44880
44860 X1=INT(R1)
44870 X2=INT(R2)
44880 IF T(R)=0 GOTO 44930
44890 R(39)=X1
44900 X1=29
44910 GOSUB 45000
44920 X1=R(39)
44930 X3=T(R)
44940 GOSUB 39000
44950 R(4)=R1
44960 R(5)=R2
44970 R(19)=R0
44980 RETURN
44990 REM
45000 REM CHOUT
45010 R(90)=0
45020 R(91)=1
45030 R(92)=T(63)=X1
45040 R(93)=INT(R(92)/8)
45050 R(90)=R(90)+(R(92)-R(93)*8)*R(91)
45060 IF R(93)=0 GOTO 45100
45070 R(92)=R(93)
45080 R(91)=R(91)*10
45090 GOTO 45040
45100 * AT THIS POINT R(90)=T0 AN OCTAL NUMBER T0 PLACE
45110 * IN THE OUTPUT STRING T5
45120 T5="@@@@@0000"
45130 S5=STR(R(90))
45140 T5(8-LEN(S5))=S5(2,LEN(S5)-1)
45150 PRINT T5
45160 RETURN
READY

```

APPENDIX B

This appendix contains the EZPLOT Users Manual which is currently in use by research scientists at Battelle-Northwest.

EZPLOT
USERS MANUAL

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September 1973

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PREFACE

The best manual for EZPLOT is experience. The program is interactive and easy to use. Sit down at the terminal and make some graphs. You will learn about features that I haven't mentioned in this report; you may learn about features I didn't know I had built into the program.

I suggest you use this manual in two ways: first, read it through to get a general idea of how EZPLOT is used; second, keep it handy as a reference while you are using the program. I find that I forget details about the various options and their results. A quick look in the manual can save quite a bit of computer time.

Feel free to make suggestions about both the program and this users manual; they are dynamic research aids. I hope to continue improving EZPLOT to make it more responsive to your needs. Suggestions of new features and ways of improving old ones are always welcomed. EZPLOT is designed for you, not for me, so let me know how well it is meeting that goal.

Chuck Watson

LIST OF FIGURES

1. CRT Display after User's Interactions with EZPLOT to Define Linear Graph and Add Two Functions.	1
2. Features of the Tektronix 4010 Keyboard.	4
3. Data File for Use by EZPLOT.	10
4. Editing Option to Display Data	13
5. CRT Display after Editing to Change Plot Symbol of Second Set of Data. . . .	14
6. CRT Display after Selection of Automatic Scaling for a Linear Graph. . . .	18
7. CRT Display after Input of User's Scale Factors for a Linear Graph	18
8. CRT Display after Selection of Automatic Scaling for a Semi-Log Plot	19
9. CRT Display after Input of User's Scale Factors for a Semi-Log Plot. . . .	21
10. CRT Display after Input of User's Scale Factors which are Smaller than Range of Data on Semi-Log Plot	21
11. CRT Display after Selection of Automatic Grid Feature.	22
12. CRT Display after Input of User's Choice of Grid Line Locations.	23
13. CRT Display Illustrating Use of Grid Lines to Call Attention to Data Feature.	24

-1-

INTRODUCTION

This manual explains how to use EZPLOT, a BASIC computer program available on the UNIVAC 1108, to prepare graphs of your data. The program operates through Tektronix 4010 or 4002 cathode ray tube (CRT) computer terminals. Figure 1 (reduced in size for this publication), illustrates the quality of the graphs and demonstrates the optional feature of including functions as well as data. EZPLOT allowed the user to modify scale parameters and obtain the desired graph in a few minutes.

HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT

FIGURE 1. CRT Display after User's Interactions with EZPLOT to Define Linear Graph and Add Two Functions.

EZPLOT is oriented toward the needs of scientific investigators. It serves two functions: it helps communicate experimental results through visual display and it aids in the analysis of data through scale and axis transformation. The main features and limitations of the program are:

- Dual modes
Data is easily entered via the terminal keyboard. Data files, stored in the user's BASIC library, may also be used. In both cases, the total number of pairs of points cannot exceed 200.
- Data editing routine
A simple procedure is included for editing data by deleting points, adding them, or changing values.
- Multiple data sets
Several sets of data may be plotted on a single set of axes, each identified by a different keyboard character.
- Transformation of axes
Either axis may be linear or logarithmic. An axis may be re-defined and the data re-plotted within minutes.
- Descriptive titles
Two alphanumeric lines (limited to 55 characters each) are displayed, one at the top and the other at the bottom of the graph.
- Optional grid
The user may select to have a grid superimposed on the graph.
- Functions
Up to 5 functions may be superimposed on the display. Functions such as $y = 5x^2 + 3x + 2$ or $y = 27e^{-1.4x} + 17.5x$ which the user can express as BASIC statements are acceptable.
- Default mode
The user may elect to have the program select the scale factors for a quick display of the data.

TEKTRONIX TERMINALS

Tektronix CRT terminals are very similar to teletype terminals with a CRT display added. Details of the operation of specific models will be found in a manual located near the terminal. Some of the unusual keyboard features of the 4010 are illustrated in Figure 2.

Most Tektronix terminals have hard copy units attached. A copy of the display may be obtained by pressing the "MAKE COPY" button on either the keyboard or the hard copy unit. The copier should be allowed several minutes of warm-up before making a copy. Copy quality depends in part on the thermal history of the silver activated paper. It may also be altered by exposure to heat or strong light immediately after the copy emerges from the unit. A good procedure is to make Xerox reproductions as soon as practical after each session of terminal usage.

To increase the useful life of the CRT screen, the Tektronix terminal will automatically dim the display if there are no keyboard entries in a 90 second period. To re-activate the intensity of display without entering extraneous data to the computer, press the SHIFT key.

Information to be sent to the computer is stored in the terminal until the RETURN key is depressed. If a mistake is made in entering a line of data, there are two methods of correcting it. Pressing the CONTROL and X keys at the same time causes the entire line to be disregarded. Pressing the SHIFT and O keys causes a backspace so that the last character may be re-entered.

FIGURE 2. Features of the Tektronix 4010 Keyboard
(Reprinted by Permission of Tektronix, Inc. All Rights Reserved.)

SIGN-ON PROCEDURE

To activate EZPLOT, the following steps should be followed:

1. Turn on power to terminal, hard copy unit, and acoustic coupler (terminal power switch is located on the pedestal near your right knee).
2. Clear the screen with the PAGE key.
3. Dial the number of the UNIVAC 1108. This phone number depends on the particular terminal location and should be posted near the phone.
4. When you hear the computer whistle, place the handset on the cradle of the acoustic coupler.
5. A greeting from the UNIVAC should appear at the upper left corner of the screen:

```
ON AT 14:15:59 30 SEP 73 SUNDAY    RL883J  067
ASSISTANCE:  RUN  **NEWS
USER ID,PASSWORD,PROJECT ID—
```

6. Respond with: your USER ID (CUB #), your PASSWORD (if any), and T0. The addition of the T and zero to the normal sign on procedure tells the computer you are using a CRT. UNINTELLIGIBLE OUTPUT WILL RESULT if you omit these two letters.
7. The computer will respond with:

```
SYSTEM —
```

8. Respond by pressing three keys at once:

```
CONTROL  SHIFT  D
```

9. The computer will respond with:

```
VERSION 14 OCT 71  20:07
READY
```

10. Enter: RUN *EZPLOT; then hit RETURN.

INTERACTION WITH EZPLOT

Successful completion of the sign-on procedure will result in a flash as the screen erases itself. The following greeting will appear at the upper left corner of the screen:

```
EZPLOT VERSION 2 5/3/73
FOR DETAILS ABOUT ANY QUESTION ANSWER 0, OTHERWISE
ANSWER ALL QUESTIONS WITH SINGLE DIGIT 1-9
INPUT TYPE?
```

Don't panic! This greeting serves three functions, telling you that:

- You have activated the correct BASIC program - EZPLOT.
- The primary mode of operation is numeric user responses. Zero will cause the display of the menu of options associated with a given question.
- The first question is: INPUT TYPE?

If you are familiar with EZPLOT you may have memorized each list of options or you may operate with this manual in hand. If you know the option you want, simply enter the option number and hit the RETURN key. If you are unsure of the option, entering zero will display the choices. If you are unsure what the options mean, the section of this manual, "Explanation of Questions", provides details about each choice.

The program operates by asking you a series of questions about your data. Then, it draws the graph you have specified. You may then change some of the specifications and obtain a new graph. The program asks these questions in a logical order, much as you would ask yourself questions before preparing a graph by traditional manual methods.

The first series of questions deal with defining the data that you wish to plot. Input may come from a file you have specially stored in the computer or you may enter the data points through the terminal keyboard.

The next logical thing to do is define the type of graph paper on which you wish to plot the data. Rather than choosing from various sized linear and logarithmic paper, you are allowed to define the way in which the computer treats the CRT screen.

You are also given great latitude in the choice of scale units for the two axes. Each will be given a number of "tic" marks according to your specifications. These marks will be clearly labeled on output. You may wish to see the graph with or without a grid superimposed on the data, so the program will ask for your preference.

The final information needed to prepare your graph is descriptive labels for both the top and bottom of the graph.

Once you have selected all these parameters, the program will erase the screen and draw the graph. After giving you a chance to make a hard copy of the results, the program will allow you to re-enter the interactive phase of establishing parameters. This allows completion of several graphs of the same data.

EXPLANATION OF QUESTIONS

Each of the major questions asked by EZPLOT is associated with a list of logical options. The question, the options, and advice about the choices are presented on the following pages. It is a good procedure to have these pages available while using EZPLOT.

Some of the questions lead to conversational routines. These are (hopefully) self-explanatory and will not be discussed in detail here.

The sequence of questions depends on your responses. The order in which they appear in the following pages is typical of a session in which the user elects to use all of the features of EZPLOT. User response must always terminate with the RETURN key.

Users who are also BASIC programmers will appreciate the inclusion of program line numbers with each question. These line numbers may facilitate error recovery and/or allow a programmer to modify EZPLOT. They are not needed in normal usage.

QUESTION: INPUT TYPE?

LINE NUMBER: 230

MENU: INPUT TYPE?0

- (1) FILE IN USERS LIBRARY
- (2) WANT TO ENTER DATA FROM KEYBOARD
- (3) FILE AND WANT QUICK LOOK AT LINEAR GRAPH
- (4) NO DATA, WANT TO DRAW FUNCTIONS ONLY

INPUT TYPE?

ADVICE:

- Option 1 - This implies that you have prepared your data in the proper form and have saved it in a BASIC library file. Figure 3 illustrates the proper data format.
- Option 2 - This implies that you have the data in hand and are ready to enter it over the terminal. Be prepared to enter X,Y pairs rather than a series of X values and then a series of Y values. Remember that numbers must be separated by either a space or a comma.
- Option 3 - This provides a quick look at the data previously stored in the user's library and is very useful in early stages of data analysis.
- Option 4 - To display functions only, you must also enter scale factors in a later question. Therefore, be sure that you choose a scale which will include the values of your function(s).


```

100  HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT
110  5 0 *
120  10 8.2 *
130  15 10.4 *
140  20 19.2 *
150  25 24.9 *
160  30 27.6 *
170  35 32.1 *
180  40 37.2 *
190  45,40.8,*
200  50,42,*
210  55,45.2,*
220  60,49.1,*
230  65,52,*
240  70,55.2,*
250  75,57.7,*
260  80,60.5,*
270  85,62.4,*
280  90,64.9,*
290  95,67.3,*
300  100,69.2,*
310  888,888,*
320  5,0,X
330  10,10.5,X
340  15,20.2,X
350  20,35.1,X
360  25,52.9,X
370  30,66.3,X
380  35,80,X
390  40,92.1,X
400  45,103.5,X
410  50,116.3,X
420  55,130.9,X
430  60,146.2,X
440  65,162.3,X
450  70,179.6,X
460  75,200,X
470  80,220,X
480  85,240,X
490  90,260,X
500  95,280,X
510  100,300,X
520  999,999,X

```

First line must be a title.

Separate elements with either a blank or a comma.

Plot symbol - good ones are:
*, X, O, ., I, + .
The dash (-) is a special plot symbol, resulting in connected data points.

Convention to indicate new set of data follows.

It is a good idea to order your data on X if you plan to plot with the data connected.

Must end with 999,999.

Plot symbols
y values
x values
line numbers

FIGURE 3. Data File for Use by EZPLOT

QUESTION: LIST AND/OR EDIT DATA?

LINE NUMBER: 461

MENU: LIST AND/OR EDIT DATA?0

1 = YES, 2 = NO

LIST AND/OR EDIT DATA?

ADVICE:

- Option 1 - This will lead you to the editing routine which is described later.
- Option 2 - If you skip editing or listing data at this point and you later see errors in the plot of the data, you may return to this question as one of the options to a later question: WHAT NEXT?
- Remember - Respond with a number, either 1 or 2. A response of YES or NO results in a computer detected error condition.

QUESTION: EDIT OPTION?

LINE NUMBER: 7990

MENU: EDIT OPTION?0

OPTIONS	REASONS
1	DISPLAY DATA
2	CHANGE 1 OR MORE ITEMS
3	INSERT ITEMS
4	SWITCH A PAIR OF ITEMS
5	DELETE AN ITEM
6	CHANGE PLOT SYMBOL FOR A SET
7	DATA OK, PROCEED

EDIT OPTION?

ADVICE:

- Option 1 - It is almost essential that you display the data at least once if you plan to edit it. The editing depends on item numbers assigned to the pairs of points as shown in Figure 4.
- Options 2 through 6 - These lead you to interactive routines in which you will be asked which items to change, switch, delete, etc. After completing the data changes, these editing options return to the question EDIT OPTION? It is a good idea to respond with 1 to see if the edited data is correct.
- Option 6 - This option is illustrated in Figure 5 where plot symbols are changed to display the data points connected by line segments rather than as individual symbols.
- Option 7 - This returns you to the main sequence of questions. You may re-enter the editing sequence later as option 4 of the question WHAT NEXT?

The following is an example of the display generated by option 1. Subsequent editing depends on the item numbers. For example, the first pair of points in the second data set must be referred to as item 22.

YOUR DATA IS:

ITEM NUMBER	X-VALUE	Y-VALUE	SYMBOL
1	5	0	*
2	10	8.2	*
3	15	10.4	*
4	20	19.2	*
5	25	24.9	*
6	30	27.6	*
7	35	32.1	*
8	40	37.2	*
9	45	40.8	*
10	50	42	*
11	55	45.2	*
12	60	49.1	*
13	65	52	*
14	70	55.2	*
15	75	57.7	*
16	80	60.5	*
17	85	62.4	*
18	90	64.9	*
19	95	67.3	*
20	100	69.2	*
21	DATA SET 2 FOLLOWS		
22	5	0	X
23	10	10.5	X
24	15	20.2	X
25	20	26.1	X
26	25	32.9	X
27	30	36.3	X
28	35	40	X
29	40	42.1	X
30	45	43.5	X
31	50	46.3	X
32	55	46.9	X
33	60	48.2	X
34	65	51.3	X
35	70	52.6	X
36	75	53.7	X
37	80	55.9	X
38	85	58.2	X
39	90	58.7	X
40	95	58.9	X
41	100	60.4	X

EDIT OPTION?

FIGURE 4. Example of Editing Option to Display Data

The example below illustrates a change from the plot symbol X to the special plot symbol -. The program will connect your data points when the plot symbol is a dash (-). In that case, the results will look funny if the data is not ordered properly, because data is not sorted by EZPLOT.

```
EDIT OPTION? 6
SYMBOL CHANGE
FIRST ITEM NUMBER? 22
LAST ITEM NUMBER? 41
ENTER NEW SYMBOL? -
EDIT OPTION? 7
```

Further interactions resulted in Figure 5.

FIGURE 5. CRT Display after Editing to Change Plot Symbol of Second Set of Data.

QUESTION: TYPE OF GRAPH?

LINE NUMBER: 800

MENU: TYPE OF GRAPH?0

- 1 = LINEAR
- 2 = LOG Y VS LINEAR X
- 3 = LINEAR Y VS LOG X
- 4 = LOG Y VS LOG X

TYPE OF GRAPH?

ADVICE:

- Option 1 - Figure 1 used this option.
- Log Scales (Options 2, 3, or 4) - The program uses log to the base 10. Any data items less than or equal to zero will be ignored. You will get a message to this effect prior to the drawing of the graph, but the graph itself will show no trace of such out-of-range data.
- Option 3 - Figures 9 and 10 used this option.
- General - This question is a powerful tool in the analysis of data. Use it freely to explore alternate ways of displaying graphs of the data. After display of one type of graph, you may return to this question with option 2 of the question, WHAT NEXT?

QUESTION: AUTO SCALE?

LINE NUMBER: 1270

MENU: AUTO SCALE?0
1 = AUTOMATIC SCALE TO FIT DATA
2 = USER WILL SUPPLY SCALE FACTORS
AUTO SCALE?

ADVICE:

- Option 1 - The program will adjust the scale of the graph to fit your data by setting the endpoints of each axis to the minima and maxima of your data. The axes will be subdivided into ten equal parts. Usually the results are not pleasing to the eye although they are mathematically correct. For example, if the range of the data is from 1 to 10, the "tic" marks on the axis will be located at 1.0, 1.9, 2.8, 3.6, 4.5, etc. Figure 6 illustrates automatic scaling of a linear graph. Automatic scaling of log plots is discussed on page 19.
- Option 2 - User supplied scale factors give nicer looking results (Compare the example of automatic scaling in Figure 6 with the user supplied scale in Figure 7.), but requires more time by the user. In general, use auto scale in analysis of data and use your own scale factors when preparing graphs to communicate results to others.

The following example illustrates the interactions between the program and the user in defining the scale factors for one axis of the graph (user responses underlined).

X-AXIS:

	MIN X	MAX X
DATA	5	100
AXIS	0	0

MINIMUM VALUE? 0
 MAXIMUM VALUE? 100
 X-AXIS GOES FROM 0 TO 100
 WITHIN THIS RANGE OF 100 UNITS
 HOW MANY UNITS DO YOU WANT BETWEEN TIC MARKS? 5
 THAT WILL MEAN 20 TIC MARKS ON THE AXIS
 LABEL FACTOR? 2

After setting the endpoints at zero and 100, the user specified that at every 5 units there would be a tic mark. The last question, LABEL FACTOR?, allows the user to choose which of the tic marks will be labeled. In this case the user asked that every other tic be labeled.

Y-AXIS:

	MIN Y	MAX Y
DATA	0	69.2
AXIS	0	0

MINIMUM VALUE? 0
 MAXIMUM VALUE? 75
 Y AXIS GOES FROM 0 TO 75
 WITHIN THIS RANGE OF 75 UNITS
 HOW MANY UNITS DO YOU WANT BETWEEN TIC MARKS? 5
 THAT WILL MEAN 15 TIC MARKS ON THE AXIS
 LABEL FACTOR? 5

The result of these selections is shown in Figure 7 and is to be compared with Figure 6.

FIGURE 6. CRT Display after selection of Automatic Scaling for a Linear Graph.

FIGURE 7. CRT Display after Input of User's Scale Factors for a Linear Graph.

- Option 1 with LOG SCALES - The logic for automatic scaling of log axes is the same as that for linear ones. As shown in Figure 8, this results in plots which are mathematically correct, although the axis divisions are unconventional

FIGURE 8. CRT Display after Selection of Automatic Scaling for a Semi-Log Plot.

•Option 2 with LOG SCALES - The procedure for scaling log axes is different than that for linear ones. You will be asked for the location of each tic mark along the axis. To place these properly, think of the axes in terms of decades. For example, if the endpoints are at 1 and 100 you have 2 decades. In that case, the tics would look appropriate at 2,4,5,8,10,20,40,60, and 80.

Remember that the axis cannot include zero or negative values on a log scale.

An example of user supplied scaling factors for a log axis follows.

X-AXIS:

	MIN X	MAX X
DATA	5	100
AXIS	0	100
MINIMUM VALUE-?5		
MAXIMUM VALUE-?100		
X-AXIS GOES FROM 5 TO 100		
IN ADDITION TO THESE TWO ENDPOINTS		
HOW MANY OTHER TIC MARKS ARE WANTED (MAX. 10)?6		
X VALUE FOR TIC 1?7.5		
X VALUE FOR TIC 2?10		
X VALUE FOR TIC 3?20		
X VALUE FOR TIC 4?40		
X VALUE FOR TIC 5?60		
X VALUE FOR TIC 6?80		

The resulting graph is shown in Figure 9. Figure 10 is an example of a semi-log scale which is smaller than the data range. The user elected to restrict the X-axis to run from 10 to 100. The excluded data points (at X = 5) are shown on the left margin of the screen.

FIGURE 9. CRT Display after Input of User's Scale Factors for a Semi-Log Plot.

FIGURE 10. CRT Display after Input of User's Scale Factors which are Smaller than Range of Data on Semi-Log Plot.

QUESTION: GRID?

LINE NUMBER: 2621

MENU: GRID?0

- 1 = AUTOMATIC GRID AT EACH TIC
- 2 = NO GRID AT ALL
- 3 = USER WILL SUPPLY GRID LOCATIONS

GRID?

ADVICE:

- Option 1 - Try to visualize how the graph will look with grid lines at each tic location. Remember that the program has no control over the intensity of the image on the screen. If there are more than a few tic marks, a graph with full grid usually obscures the data.

HYPOTHETICAL DATA TO ILLUSTRATE EZPLOT

FIGURE 11. CRT Display after Selection of Automatic Grid Feature.

- Option 2 - Most of the time you will elect to skip the grid feature. To locate specific data points it is usually possible to use a straight edge with reasonable accuracy.
- Option 3 - As shown in Figure 12, user selected grids are often useful enhancements to the graph. You will supply each location, for example, in Figure 12 horizontal grid lines were requested at $y = 25$ and $y = 50$ and vertical lines at $x = 20$, $x = 40$, $x = 60$ and $x = 80$.

FIGURE 12. CRT Display after Input of User's Choice of Grid Line Locations.

- Alternate uses of grid - The grid option 3 allows you to do things not usually associated with a grid. For example, if your Y-axis runs from -10 to +10, you might want a horizontal line across the graph at $Y = 0$. This is easy under option 3; simply ask for one horizontal grid line $Y = 0$.

Another use of the grid feature is to highlight interesting aspects of your data. For example, you may wish to call attention to the intersection of two curves by using a pair of grid lines which also intersect there as shown in Figure 13.

FIGURE 13. CRT Display Illustrating Use of Grid Lines to Call Attention to Data Feature.

QUESTION: TOP TITLE OK?

LINE NUMBER: 2630

MENU: TOP TITLE OK?0

YOU MAY:

(1) HAVE:*** YOUR PREVIOUSLY ENTERED TITLE WILL PRINT HERE ***
DISPLAYED AT TOP OF GRAPH

OR

(2) ENTER A NEW TITLE FOR THE TOP OF THE GRAPH

TOP TITLE OK?

ADVICE:

- General - The choice of wording of the top title is up to the user. Most people make the top line a general description of the data, using the bottom line to identify the variables.
- Option 2 - If you decide to re-enter the top title, the program will solicit your new title, then ask again TOP TITLE OK?. It is good practice to respond with zero so that the program will display the line you have just entered. This will help avoid misspellings or lines that were too long to fit on the graph.

QUESTION: BOTTOM LINE OK?

LINE NUMBER: 2990

MENU: BOTTOM LINE OK?0

ARE YOU:

(1) SATISFIED WITH:*** YOUR PREVIOUSLY ENTERED LINE WILL
PRINT HERE ***

OR DO YOU

(2) WANT A DIFFERENT BOTTOM LINE

BOTTOM LINE OK?

ADVICE:

- General - Most investigators use the bottom line to identify the axes units. For example:
 UPTAKE (IN MG PER L) VS TIME (IN HOURS)
- Option 2 - As with the top title, it is a good practice to ask the program to display your new bottom line by responding with zero when it asks BOTTOM LINE OK? after you entered the new bottom line.

QUESTION: WHAT NEXT?

LINE NUMBER: 4180

MENU: WHAT NEXT?0
1 = PLOT DATA AS IT IS
2 = CHANGE TYPE OF GRAPH
3 = CHANGE SCALE
4 = EDIT DATA
5 = ADD FUNCTIONS
6 = GET NEW DATA FILE
7 = QUIT
WHAT NEXT?

ADVICE:

- Option 1 - The screen will erase, and your graph will be drawn. At the conclusion of the drawing, two question marks will appear at the upper left corner of the screen. The display will then remain on the screen until you hit the RETURN key. Then the screen will erase and you will be asked WHAT NEXT?
- Option 2 - This takes you back to the question TYPE OF GRAPH?
- Option 3 - This takes you back to the question AUTO SCALE?
- Option 4 - This will take you to the question EDIT OPTION? After editing the data you will be asked WHAT NEXT? so that you do not have to re-set the scale parameters.
- Option 5 - This will lead to an interactive routine in which you are invited to interrupt program execution to add as many as 5 functions. The program will return to WHAT NEXT?

Two functions were added to the program to produce the graph shown in Figure 1. The following example illustrates how two such functions can be added. For help in expressing your functions in BASIC consult the CSC BASIC REFERENCE MANUAL or find a BASIC programmer who can help you.

YOU MUST ENTER YOUR FUNCTIONS AS BASIC STATEMENTS
 ENTER THE NUMBER OF FUNCTIONS YOU WISH TO DISPLAY
 (LIMIT 5)?2
 INSERT FUNCTIONS AT 4950, 4970, 4990, 5010, 5030
 EXAMPLE: 4950 Y = SIN(X)
 TO SEE THE RESULTS, TYPE "GO TO 9600"
 HIT CONTROL-SHIFT-K NOW!!!

ATTENTION
 READY

4950 Y = (SQRT (2 * X / 5)) * 2

4970 Y = 4.56*EXP(1.223 * X) - 7.5E-4*X + 0.003429

GO TO 9600

When the user enters CONTROL-SHIFT-K the program EZPLOT is inoperative. Control is returned to the BASIC system. This allows the user to insert BASIC statements at the correct locations. Upon return to EZPLOT (via GO TO 9600) the functions may be drawn.

The logic for drawing functions is to step across the screen with increasing values of X. This means that functions such as the equation of a circle are not valid for EZPLOT.

Legal Function

Illegal Function

- Option 6 - This will go back to INPUT TYPE? All parameters will be cleared and you will be asked all questions over again.

IN CASE OF ERROR

Suppose that you make a mistake in entering your response. Even though you are not a computer programmer, a few simple rules will enable you to recover from error conditions without the loss of previously entered information. Three types of mistakes are common; each has an associated error recovery technique.

1) Error detected before RETURN key is depressed

Simultaneous pressing of the SHIFT and O (letter O) keys results in a backspace, allowing entry of the correct response. Underlined characters (-) will appear on the screen to indicate a logical backspace each time the SHIFT/O key is depressed.

Simultaneously pressing the CONTROL and X keys causes the entire line of information to be deleted, allowing re-entry of the correct information. The word DELETED will appear followed by a line feed to indicate that the computer is ready for the new line.

2) Error detected after RETURN key is depressed

You may proceed but will obtain a display that is not correct. At that point EZPLOT allows you to change parameters and obtain a modified graph. This method wastes time but is simple.

A more economical method is based on interrupting execution of the program and directing it to ask the question again. Each step of the program has a unique line number. Line numbers of the menu selecting questions are listed in the Summary section of this manual.

To interrupt the program, enter CONTROL-SHIFT-Z. The computer will respond with: READY To direct the program to repeat the question, enter:

GO TO line number; then hit RETURN.

CAUTION: Do not use this method of error correction unless you detect the error immediately after it is made. Strange things may happen if you attempt to skip back several questions.

3) Error detected by the computer

Errors such as entry of alphabetic information when the computer expects a number result in interruption of program execution. The computer will display a message of some sort, followed by

READY-

At this point you may enter GO TO line number to cause the question to be repeated.

Another procedure is to enter the word:

CONTINUE

This will cause the last line prior to the error to be repeated. Usually this will result in the display of a solitary question mark. Respond as if the previous question had been repeated.

Sometimes the computer itself makes mistakes. These usually appear as strange strings of characters in the middle of your graph. The problem is most often in telephone transmission of information from the computer to your remote terminal. Try to have the graph re-displayed. If it is still faulty, try the entire procedure over again, including hanging up and re-dialing the computer.

If things get too bad, it is possible to terminate a computer session any time the READY- condition exists. To terminate, respond with OFF.

SIGN-OFF PROCEDURE

To terminate a computer session, the following steps should be followed:

1. Type OFF when the Univac says READY-.
2. Erase the screen with the PAGE key.
3. Turn off power to: Terminal
Hard Copy Unit
Acoustic Coupler
4. Hang up the telephone.
5. Place bad copies in waste basket; take good ones with you.

SUMMARY OF QUESTIONS

In summary, the EZPLOT BASIC computer program can be operated by responding to a series of questions about your data. The following is a guide to the major questions asked by EZPLOT.

<u>Line Number</u>	<u>Question</u>	<u>Options</u>
230	INPUT TYPE?	1 File 2 Keyboard 3 File & Quick Linear 4 Functions Only
461	LIST AND/OR EDIT DATA?	1 Yes 2 No
7990	EDIT OPTION?	1 Display Data 2 Change Data 3 Insert 4 Switch 5 Delete 6 Symbol Change
800	TYPE OF GRAPH?	1 Linear 2 Log Y Linear X 3 Linear Y Log X 4 Log Y Log X
1270	AUTO SCALE?	1 Yes, Automatic Scale 2 User Supplied Scale
2621	GRID?	1 Automatic Grid 2 No Grid 3 User Supplied Grid
2630	TOP TITLE OK?	1 Yes 2 No
2990	BOTTOM LINE OK?	1 Yes 2 No
4180	WHAT NEXT?	1 Plot 2 Change Type 3 Change Scale 4 Edit 5 Add Functions 6 New Data 7 Quit