



# UNIVAC MATH-MATIC

#### High-speed expressway to faster, more simplified programming

UNIVAC Math-Matic Programming opens the way for programmers and non-programmers alike to a wide range of mathematical computer applications never before practical. It's easy to learn and eliminates the need to write detailed step-by-step coded computer instructions for UNIVAC I and UNIVAC II.

Now—with this shortcut programming—the problem is simply described in familiar English language sentences and algebraic equations. From this statement of the problem the system generates for itself the various subroutines required to process the problem. Subroutines are assembled into a running program which will produce the desired results without any further human intervention.

Programmers are relieved from the burdensome details of storage allocation—keeping track of addresses—and segmenting re-usable overlays of the running tape.



frees skilled programmers from clerical drudgery

simplifies and speeds training time

increases program efficiency and accuracy

assembles subroutines into a running program ... automatically

A provides maximum programming flexibility

## provides these major programming advantages

reduces time needed to prepare and test a finished program

concentrates the programming effort on the problem

opens the way to many new computer applications

#### SAMPLE PROBLEM

Compare for yourself the tremendous programming savings of the UNIVAC Math-Matic Programming System for this typical sample problem.

Solve:  $Y = \frac{X^3 (2+X)}{3 \cos A} - \sqrt{P}$ 

for P running from 0.2 to 0.8 in increments of 0.2, A running from 0.35 to 1.05 in increments of .175 and X running from 1.8 to 3.8 in increments of 0.5.

This problem coded in the conventional manner requires nearly a dozen sheets of instructions but with UNIVAC Math-Matic the same job can be programmed in six simple steps.

CONVENTIONAL COMPUTER CODE

CONVENTIONAL COMPUTER CODE

SOURCE PORT OF PORT OF

### CONVENTIONAL PROGRAM

### EFFICIENT, ACCURATE, ECON

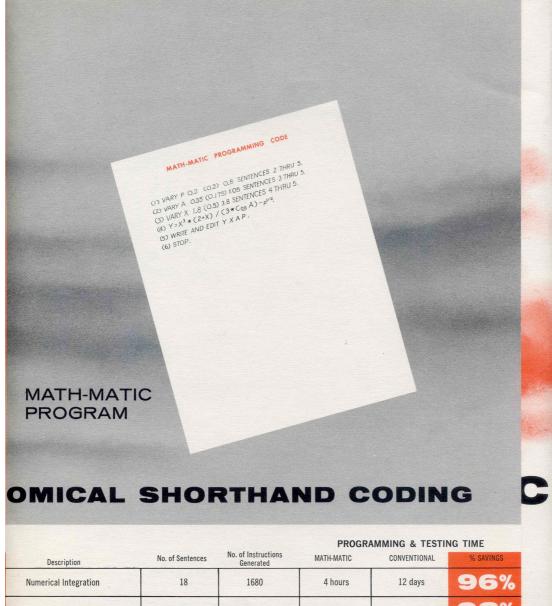
#### PROGRAMMING & TESTING TIME

Description	No. of Sentences	No. of Instructions Generated	MATH-MATIC	CONVENTIONAL	% SAVINGS
Reilly's Law of Retail Gravitation	5	1320	1 hour	5 days	98%
Least Squares Solution	572	7560	40 hours	42 days	88%
Analysis of Stress	35	3600	8 hours	20 days	95%

#### TYPICAL USER COMMENTS:

"Math-Matic programming system's remarkable simplicity from the programmer's point of view, makes it particularly useful for the mass of scien-

tists and engineers of today who are faced with the evaluation of many complex problems—truly a significant achievement."



			PROGRAMMING & TESTING TIME		
Description	No. of Sentences	No. of Instructions Generated	MATH-MATIC	CONVENTIONAL	% SAVINGS
Numerical Integration	18	1680	4 hours	12 days	96%
Frictional Resistance	73	3360	12 hours	18 days	92%
Light Scattering	24	2280	6 hours	16 days	95%

"Math-Matic Programming makes possible the use of our computer for many one-shot jobs, which up until now have been impractical to program."

"Program testing time on the computer has been drastically reduced with Math-Matic."

"Our programmers can now spend much more time on creative work — thanks to Math-Matic coding."

### **UNIVAC**—first name in electronic computing

... a data-automation system for every need!



UNIVAC I & II System. For data-processing which involves large volume of input and output.



UNIVAC 60 & 120.
For speeding and simplifying

punched-card system procedures.



For instantaneous random access to large-scale storage.



**UNIVAC 1105 System.** For business applications and complex, intricate computations of engineering and research.

Remington Rand Univac

315 FOURTH AVENUE, NEW YORK 10, N.Y.

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